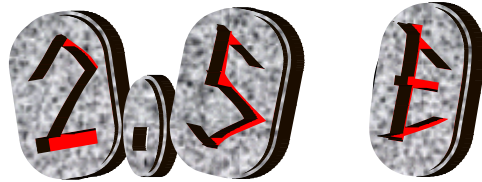


# *The Magic Item Handbook*



This Magic Item Handbook presents magical items available for characters starting above 1st level. It combines edited information from the 2E Dungeon Masters Guide and excerpts from Magical Encyclopedias Volumes 1 & 2. Magic items are to be approved by the DM prior to being “purchased”. With the exception of basic +1 thru +5 magical weapons and basic +1 thru +5 armor, scrolls and potions, all other items cannot be “purchased” if another character (PC or NPC) already owns the item of interest.



## Table of Contents

Section 1: Potions & Oils	2
Section 2: Scrolls	7
Section 3: Rings	9
Section 4: Rods	15
Section 5: Staves	19
Section 6: Wands	23
Section 7: Miscellaneous Magic	26
Section 8: Armor & Shields	47
Section 9: Weapons	51
Section 10: Magical Item Creation	59
Section 11: Magic Encyclopedia Prices	62

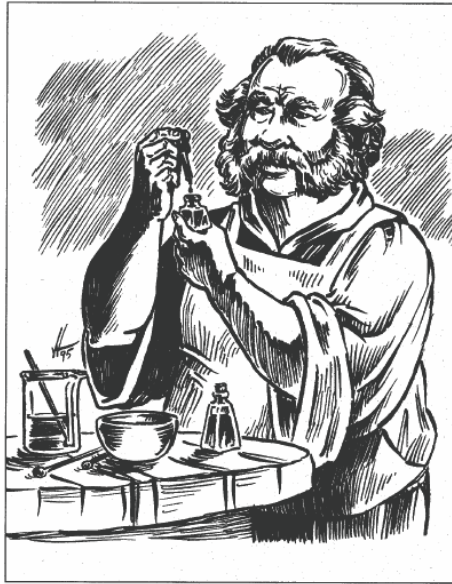
### Alphabetical Listing    (Original Page #)

A	(20)
B	(26)
C	(37)
D	(50)
E	(54)
F	(56)
G	(61)
H	(77)
I	(83)
J	(84)
K	(86)
L	(87)
M	(90)
N	(97)
O	(99)
P	(102)
Q&R	(114)
S	(121)
T	(139)
W	(148)

*The most current copy of The Magic Item Handbook will be posted on the website [www.HuntersInn.yolasite.com/](http://www.HuntersInn.yolasite.com/); it overrules/overrides any previous versions.*

*Changes to listed magic items take effect immediately!!!*

*Errors found are worth a flat 100 EXP to a single Player Character (PC) of the player's choice as granted by the DM, typos are worth 5 EXP.*



## Section 1: Potions

### Potions

Potions are typically found in ceramic, crystal, glass, or metal flasks or vials (though you can change this, if you want). Flasks or other containers generally contain enough fluid to provide one person with one complete dose to achieve the effects described for each potion below.

Opening and drinking a potion has an initiative modifier of 4.

### Potion Duration

Unless otherwise stated, the effects of a potion last for 4 complete turns plus 1d4 additional turns (4+1d4 turns).

### List of Potions

**Animal Control:** This potion enables the imbiber to empathize with and control the emotions of animals of one type—cats, dogs, horses, etc. The number of animals controlled depends upon size: 5d4 animals of the size of giant rats; 3d4 animals of about man-size; or 1d4 animals weighing about ½ ton or more.

### Animal Type

mammal/marsupial

avian

reptile/amphibian

fish

mammal/marsupial/avian

reptile/amphibian/fish

Animals with Intelligence of 5 (low Intelligence) or better are entitled to a saving throw vs. spell. Control is limited to emotions or drives unless some form of communication is possible. Note that many monsters can't be controlled by the use of this potion, nor can humans, demihumans, or humanoids (see *ring of mammal control*).

**Clairaudience:** This potion empowers the creature drinking it to hear as the 3rd-level wizard spell of the same name. However, the potion can be used to hear even unknown areas within 30'. Its effects last for 2 turns.

**Clairvoyance:** This potion empowers the individual to see as the 3rd-level wizard spell, *clairvoyance*. It differs from the spell in that unknown areas up to 30' distant can be seen. Its effects last for one turn.

**Climbing:** Imbibing this potion enables the individual to climb as a thief, up or down vertical surfaces. A *climbing potion* is effective for one turn plus 5d4 rounds.

The base chance of slipping and falling is 1%. Make a percentile check at the halfway point of the climb - 01 means the character falls. For every 100 lb carried by the character, add 1% to the chance of slipping. If the climber wears armor, add the following to the falling chance:

<b>Armor</b>	<b>Chance to Fall</b>
studded leather	1%
ring mail	2%
scale mail	4%
chain mail	7%
banded or splinted armor	8%
plate mail	10%
field plate	10%
full plate	12%
magical armor, any type	1%

**Cure Wounds (Light):** This potion restores 1d8+3 hit points of damage when wholly consumed. This potion is not listed in Section 11, it is worth 400gp.

**Cure Wounds (Moderate):** This potion restores 2d8+6 hit points of damage when wholly consumed, or 1d8 hit points of damage for each 1/2 that is drunk. This potion is not listed in Section 11, it is worth 800gp.

**Cure Wounds (Serious):** This potion restores 3d8+9 hit points of damage when wholly consumed, or 1d8 hit points of damage for each 1/3 that is drunk. This potion is not listed in Section 11, it is worth 1,200gp.

**Cure Wounds (Critical):** This potion restores 4d8+12 hit points of damage when wholly consumed, or 1d8 hit points of damage for each 1/4 that is drunk. This potion is not listed in Section 11, it is worth 1,600gp.

**Diminution:** After drinking this potion, the individual (and everything he's carrying and wearing) diminishes in size—to as small as 5% of normal size. The percentage of the potion drunk determines the amount a character shrinks: For example, if 40% of the contents are swallowed, the person shrinks to 60% of normal size. The effects of this potion last for 6 turns plus 1d4+1 turns.

**Dragon Control:** This potion enables the individual drinking it to cast what is, in effect, a *charm monster* spell upon a particular dragon within 60'. The dragon is entitled to a saving throw vs. spell, but with a -2 penalty. Control lasts for 5-20 (5d4) rounds. There are various sorts of dragon potions, as shown below:

#### **Dragon Type**

White Dragon control	Red Dragon control	Silver Dragon control
Black Dragon control	Brass Dragon control	Gold Dragon control
Green Dragon control	Copper Dragon control	Evil Dragon control*
Blue Dragon control	Bronze Dragon control	Good Dragon control**

\* Black, blue, green, red, and white

\*\* Brass, bronze, copper, gold, and silver

**Elixir of Health:** This potion cures blindness, deafness, disease, feeble-mindedness, insanity, infection, infestation, poisoning, and rot. It will not heal wounds or restore hit points lost through any of the above causes. Imbibing the whole potion will cure all of the above afflictions suffered by the imbiber. 1/2 a flask will cure any one or 2 of the listed ills at random.

**Elixir of Youth:** Quaffing this rare and potent elixir will reverse aging. Taking the full potion at once reduces the imbiber's age by 1d4 + 1 years. Taking just a sip first, instead of drinking it down, will reduce the potency of the liquid, and drinking the lower-potency liquid reduces age by only 1d3 years.

**ESP:** The *ESP* potion bestows an ability that is the same as the 2nd-level wizard spell of the same name, except that its effects last for 5d8 rounds, i.e., 5 to 40 minutes.

**Fire Breath:** This potion allows the imbiber to spew a tongue of flame any time within one hour of quaffing the liquid. Each potion contains enough liquid for 4 small draughts. One draught allows the imbiber to breathe a cone of fire 10' wide and up to 20' long that inflicts 1d10 + 2 points of damage (d10 + 2). A double draught doubles the range and damage. If the entire potion is taken at once, the cone is 20' wide, up to 40' long, and inflicts 5d10 points of damage. Saving throws vs. breath weapon for 1/2 damage apply in all cases. If the flame is not expelled before the hour expires, the potion fails, with a 10% chance that the flames erupt in the imbiber's system, inflicting double damage upon him, with no saving throw allowed.

**Fire Resistance:** This potion bestows upon the person drinking it magical invulnerability to all forms of normal fire (such as bonfires, burning oil, or even huge pyres of flaming wood). It also gives resistance to fires generated by molten lava, a *wall of fire*, a *fireball*, fiery dragon breath, and similar intense flame/heat. All damage from such fires is reduced by -2 from each die of damage, and if a saving throw is applicable, it is rolled with a +4 bonus. If 1/2 of the potion is consumed, it confers invulnerability to normal fires and 1/2 the benefits noted above (-1, +2). The potion lasts one turn, or 5 rounds for 1/2 doses.

**Flying:** A flying potion enables the individual drinking it to fly in the same manner as the 3rd-level wizard spell, *fly*.

**Gaseous Form:** By imbibing this magical liquid, the individual causes his body, as well as anything he's carrying or wearing, to become gaseous. The gaseous form is able to flow at a base speed of 3/round. (A *gust of wind* spell, or even normal strong air currents, will blow the gaseous form at air speed.)

The gaseous form is transparent and insubstantial. It wavers and shifts, and can't be harmed except by magical fire or lightning, which do normal damage. A whirlwind inflicts double damage upon a creature in gaseous form. When in such condition the individual is able to enter any space that is not airtight - even a small crack or hole that allows air to penetrate also allows entry by a creature in gaseous form. The entire potion must be consumed to achieve this result, and the effects last the entire duration (4+1d4 turns).

**Giant Control:** A full potion of this draught must be consumed for its effects to be felt. It will influence one or 2 giants like a *charm monster* spell. Control lasts for 5d6 rounds. If only one giant is influenced, it is entitled to a saving throw vs. spell with a -4 penalty; if 2 are influenced, the die rolls gain a +2 bonus - you're weakening the effect of the potion.

**Giant Type**  
Hill Giant  
Stone Giant

**Giant Type**  
Frost Giant  
Fire Giant

**Giant Strength:** This potion can be used only by warriors. When a giant strength potion is consumed, the individual gains great strength and bonuses to damage when he scores a hit with any hand-held or thrown weapon. It is also possible for the person to hurl rocks as shown on the table below.

<b>Strength</b>	<b>Equiv.</b>
Hill Giant	(24)
Stone Giant	(25)

<b>Strength</b>	<b>Equiv.</b>
Frost Giant	(26)
Fire Giant	(27)

**Growth:** This potion causes the height and weight of the person consuming it to increase. Garments and other worn and carried gear also grow in size. Each fourth of the liquid consumed causes 6' of height growth - in other words, a full potion increases height by 24'. Weight increases should be proportional to the change in height. Strength is increased sufficiently to allow bearing armor and weapons commensurate with the increased size, but does not provide combat bonuses. Movement increases to that of a giant of approximately equal size.

**Heroism:** This gives the imbiber a temporary increase in levels (hit points, combat ability, and saves) if he has fewer than 10 levels of experience.

<b>Level of Imbiber</b>	<b>Number of Levels Bestowed</b>	<b>Additional Temporary Hit Dice</b>
0	4	4d10
1st-3rd	3	3d10+1
4th-6th	2	2d10+2
7th-9th	1	1d10+3

When the potion is quaffed, the individual fights as if he were at the experience level bestowed by the magic of the elixir. Damage sustained is taken first from magically gained hit dice and bonus points. This potion can only be used by warriors.

**Human Control:** A *potion of human control* allows the imbiber to control up to 32 levels or Hit Dice of humans, humanoids, and demihumans as if a *charm person* spell had been cast. All creatures are entitled to saving throws vs. spell. Any pluses on Hit Dice are rounded down to the lowest whole die (e.g., 1 + 2 = 1, 2 + 6 = 2, etc.). This potion lasts for 5d6 rounds.

**Human/Humanoid Controlled**  
Dwarves  
Elves/Half-Elves  
Gnomes  
Halflings

**Human/Humanoid Controlled**  
Half-Orcs  
Humans  
Humanoids (gnolls, orcs, goblins, etc.)  
Elves, Half-Elves, and Humans

**Invisibility:** This potion confers invisibility similar to the 2nd-level wizard spell of the same name. Actions involving combat cause termination of the invisible state. The individual possessing this potion can quaff a single gulp - equal to 1/8 of the contents of the container - to bestow invisibility for 3-6 turns.

**Invulnerability:** This potion confers immunity to nonmagical weapons. It also protects against attacks from creatures (not characters) with no magical properties or with fewer than 4 Hit Dice. Thus, an 8th-level character without a magical weapon could not harm the imbiber of an invulnerability potion.

The potion also improves Armor Class rating by 2, and gives a bonus of +2 to the individual on his saving throws versus all forms of attack. Its effects are realized when the entire potion is consumed, and they last for 5d4 rounds. Only warriors can use this potion.

**Levitation:** A *levitation* potion enables the consumer to levitate in much the same manner as the 2nd-level wizard spell of the same name. The potion allows levitation of the individual only, to a maximum weight of 600 lb. The consumer can carry another person, as long as their total weight is within this limit.

**Longevity:** The *longevity* potion reduces the character's age by 1d12 years, restoring youth and vigor. The entire potion must be consumed to achieve the desired result. It is also useful as a counter to magical or monster-based aging attacks.

Each time one drinks a *longevity* potion, there is a 1% cumulative chance the effect will be the reverse of what the consumer wants - all age removed by previous drinks will be restored!

**Oil of Acid Resistance:** When this oil is applied to skin, cloth, or any other material, it confers virtual invulnerability against acid. The oil wears off, but slowly - one application lasts for a whole day. Each time the protected material is exposed to acid, the duration of the oil is reduced by as many rounds as hit points of damage the acid would have caused to exposed flesh. Thus, if a black dragon breathes for 64 points of acid damage, a person protected by this oil would lose 1 hour and 4 minutes of protection.

Each flask contains sufficient oil to protect one man-sized creature (and equipment) for 24 hours; or to protect any combination of creatures and duration between these extremes.

**Oil of Disenchantment:** This oil enables the removal of all enchantments and charms placed upon living things, and the suppression of such effects on objects. If the oil is rubbed in a creature, all enchantments and charms on it are immediately removed. If rubbed onto objects bearing an enchantment, the magic will be lost for 1d10 + 20 turns. After this time, the oil loses potency and the item regains its enchantment. The oil does not radiate magic once it is applied, and masks the enchantment of whatever it coats, so that an item so coated will not show any enchantment for as long as the oil remains effective.

**Oil of Elemental Invulnerability:** This precious substance gives total invulnerability to one type of normal elemental force on the Prime Material Plane: wind storms, fires, earth slides, floods, and so forth. There is a 10% chance that each such flask will also be effective on the appropriate Elemental plane - this allows the protected individual to operate freely and without danger from elemental forces. Attacks by elemental creatures are still effective, but with a -1 penalty per die of damage. A flask contains enough oil to coat one man-sized creature for 8 days or 8 individuals for one day. The element protected against is determined randomly.

#### Element

Air  
Earth

#### Element

Fire  
Water

**Oil of Etherealness:** This potion is actually a light oil that is applied externally to clothes and exposed flesh, conferring etherealness. In the ethereal state, the individual can pass through solid objects in any direction - sideways, upward, downward - or to different planes. The individual cannot touch non-ethereal objects.

The oil takes effect 3 rounds after application, and it lasts for 4+1d4 turns unless removed with a weak acidic solution prior to the expiration of its normal effective duration. It can be applied to objects as well as creatures. One potion is sufficient to anoint a normal human and such gear as he typically carries (2 or 3 weapons, garments, armor, shield, and miscellaneous gear). Ethereal individuals are invisible.

**Oil of Fiery Burning:** When this oil is exposed to air, it immediately bursts into flame, inflicting 5d6 points of damage to any creature directly exposed to the substance (save vs. spell for 1/2 damage). If hurled, the flask will always break. Any creature within 10' of the point of impact (up to a maximum of 6 creatures) will be affected. The oil can, for instance, be used to consume the bodies of as many as 6 regenerating creatures, such as trolls. If the flask is opened, the creature holding it immediately suffers 1d4 points of damage. Unless a roll equal to or less than the creature's Dexterity is made on 2d10, the flask cannot be re-stoppered in time to prevent the oil from exploding, with effects as described above.

**Oil of Impact:** This oil has beneficial effects on blunt weapons and missiles, both magical and nonmagical. When applied to a blunt weapon such as a club, hammer, or mace, it bestows a +3 bonus to attack rolls and a +6 bonus to damage. The effect lasts 1d4 + 8 rounds per application. One application will treat one weapon.

When applied to a blunt missile, such as a hurled hammer, hurled club, sling stone, or bullet, it bestows a +3 bonus to attack rolls and a +3 bonus to damage. The effect lasts until the missile is used once. One application will treat 4-5 sling stones or 2 larger weapons. A flask of *oil of impact* holds 1d3+2 applications.

**Oil of Slipperiness:** Similar to the *oil of etherealness* described above, this liquid is to be applied externally. This application makes it impossible for the individual to be grabbed, grapsed, or hugged by any opponent, or constricted by snakes or tentacles. (Note that a roper could still inflict weakness, but that the monster's tentacles could not entwine the opponent coated with *oil of slipperiness*.)

In addition, such obstructions as webs, magical or otherwise, will not effect an anointed individual. Bonds such as ropes, manacles, and chains can be slipped free. Magical ropes and the like are not effective against this oil. If poured on a floor or on steps, there is a 95% chance that creatures standing on the surface will slip and fall. The oil requires 8 hours to wear off normally, or it can be wiped off with an alcohol solution (even wine!).

**Oil of Timelessness:** When this oil is applied to any matter that was once alive (leather, leaves, paper, wood, dead flesh, etc.), it allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object has a +1 bonus on all saving throws. The oil never wears off, although it can be magically removed. One flask contains enough oil to coat 8 man-sized objects, or an equivalent area.

**Philter of Glibness:** This potion enables the imbiber to speak fluently - even tell lies - smoothly, believably, and undetectably. Magical investigation (such as the 4th-level priest spell, *detect lie*) will not give the usual results, but will reveal that some minor "stretching of the truth" might be occurring.

**Philter of Love:** This potion causes the individual drinking it to become charmed (see *charm* spells) with the first creature seen after consuming the draught. The imbiber may actually become enamored if the creature is of similar race and of the opposite sex. Charm effects wear off in 1d4+4 turns, but the enamoring effects last until a *dispel magic* spell is cast upon the individual.

**Philter of Persuasiveness:** When this potion is imbibed the individual becomes more charismatic, gaining a bonus of +5 on reaction dice rolls. The individual is also able to *suggest* (see the 3rd-level wizard spell, *suggestion*) once per turn to all creatures within 30' of him.

**Plant Control:** A *plant control* potion enables the individual who consumes it to influence the behavior of vegetable life forms. This includes normal plants, fungi, and even molds and shambling mounds - within the parameters of their normal abilities. The imbiber can cause the vegetable forms to remain still or silent, move, entwine, etc., according to their limits.

Vegetable monsters with Intelligence of 5 or higher are entitled to a saving throw vs. spell. Plants within a 20 x 20' sq can be controlled, subject to the limitations set forth above, for 5d4 rounds. Self-destructive control is not directly possible if the plants are intelligent (see *charm plants* spell). Control range is 90'.

**Polymorph Self:** This potion duplicates the effects of the 4th-level wizard spell of the same name.

**Rainbow Hues:** This rather syrupy potion must be stored in a metallic container. The imbiber can become any hue or combination of hues desired at will. Any color or combination of colors is possible, if the user simply holds the thought in his mind long enough for the hue to be effected. If the potion is quaffed sparingly, a flask will yield up to 7 draughts of one hour duration each.

**Speed:** A *potion of speed* increases the movement and combat capabilities of the imbiber by 100%. Thus, a movement rate of 9 becomes 18, and a character normally able to attack once per round attacks twice. This does not reduce spellcasting time, however. Use of a *speed* potion ages the individual by one year. The aging is permanent, but the other effects last for 5d4 rounds.

**Super-Heroism:** This potion gives the individual a temporary increase in levels (see *heroism* potion) if he has fewer than 13 levels of experience. It is similar to the *heroism* potion, but more powerful, and its effects last just 5d6 melee rounds:

Level of Consumer	Number of Levels Bestowed	Additional Temporary Hit Dice
0	6	5d10
1st-3rd	5	4d10+1
4th-6th	4	3d10+2
7th-9th	3	2d10+3
10th-12th	2	1d10+4

**Sweet Water:** This liquid is not actually a potion to be drunk (though it tastes good). *Sweet water* is added to other liquids in order to change them to pure, drinkable water. It will neutralize poison and ruin magical potions (no saving throw). The contents of a single container will change up to 100,000' cu of polluted, salt, or alkaline water to fresh water. It will turn up to 1,000' cu of acid into pure water. The effects of the potion are permanent, but the liquid may be contaminated after an initial period of 5d4 rounds.

**Treasure Findings:** A *potion of treasure finding* empowers the drinker with a location sense, so that he can point to the direction of the nearest mass of treasure. The treasure must be within 240', and its mass must equal metal of at least 10,000 copper pieces or 100 gems or any combination.

Note that only valuable metals (copper, silver, electrum, gold, platinum, etc.) and gems (and jewelry, of course) are located. The potion won't locate worthless metals or magical items which don't contain precious metals or gems. The imbiber of the potion can "feel" the direction in which the treasure lies, but not its distance.

Intervening substances other than special magical wards or lead-lined walls will not withstand the powers that the liquor bestows upon the individual. The effects of the potion last for 5d4 rounds. (Clever players will attempt triangulation.)

**Undead Control:** This potion in effect gives the imbiber the ability to charm certain ghastrs, ghosts, ghouls, shadows, skeletons, spectres, wights, wraiths, vampires, and zombies. The charm ability is similar to the 1st-level wizard spell, *charm person*. It affects a maximum of 16 Hit Dice of undead, rounding down any hit point additions to the lowest die (e.g., 4+1 equals 4 Hit Dice). The undead are entitled to saving throws vs. spell only if they have intelligence. Saving throws are rolled with -2 penalties due to the power of the potion; the effects wear off in 5d4 rounds. To determine the type of undead affected by a particular potion, roll 1d10 and consult the following table:

Undead Type	Undead Type
Ghasts	Spectres
Ghosts	Wights
Ghouls	Wraiths
Shadows	Vampires
Skeletons	Zombies

**Ventriloquism:** This allows the user to make his voice sound as if it (or someone's voice or a similar sound) were issuing from someplace other than where he is - from another creature, a statue, from behind a door, down a passage, etc. The user can speak in any language he knows, or make any sound he can normally make. To detect the ruse, listeners must roll a successful saving throw vs. spell with a penalty of -2. If cast in conjunction with other illusions, the DM may rule greater penalties or disallow an independent saving throw against this effect - the combined illusion may be perfect! The imbiber can use the *ventriloquism* ability up to 6 times within the duration of the potion.

**Vitality:** This potion restores the user to full vitality despite exertion, lack of sleep, and going without food and drink for up to 7 days. It will nullify up to 7 days of deprivation, and will continue in effect for the remainder of its 7-day duration. The potion also makes the user proof against poison and disease while it is in effect, and the user will recover lost hit points at the rate of 1 every 4 hours.

**Water Breathing:** It is 75% likely that a *water breathing* potion will contain 2 doses, 25% probable that there will be 4 in the container. The potion allows the character drinking it to breathe normally in liquids that contain suspended oxygen. This ability lasts for one full hour per dose of potion quaffed, with an additional 1d10 rounds (minutes) variable. Thus, a character who has consumed a water breathing potion could enter the depths of a river, lake, or even the ocean and not drown while the magical effects of the potion persisted.

### Spell-Like Magical Potions

The following outlines spell-like magical potions (other than those detailed above) that can be enchanted. However no total of bonuses can equate to greater than a +5 for a magical spell-like potion. These modifications cannot be added to the special magical potions listed above.

**Spell-Like Power:** A non-permanent spell that affects the spellcaster in the text of the spell can be imbued into a potion for a single use. Only 1st-5th level spells can be used.

*Magical Adjust:* +1 per spell level.

### Cost of Spell-Like Magical Potions

- +1 - 500gp
- +2 - 1,000gp
- +3 - 1,500gp
- +4 - 2,000gp
- +5 - 2,500gp



## Section 2: Scrolls

### Scrolls

#### Protection Scroll Effects

If a player character has more than one protection scroll, the effects are cumulative, but not the duration. Scrolls that protect against creatures do not create an actual, physical globe. If the user forces the creature into a place from which further retreat is impossible—a corner, for example - and then continues forward until the creature would be within the radius of the circle, the creature is not harmed, and the protection is considered voluntarily broken and disappears. There is no way in which a protection scroll can be used as an offensive weapon.

## Who Can Use Scroll Spells?

Ability to use scroll spells does not permit a priest to use a wizard spell, or a wizard to use a priest spell. Likewise, it does not extend the ability of spell use to non-spell-using characters except with respect to protection scrolls. Anyone can use a protection scroll. Paladins and rangers cannot use priest scrolls.

Those characters able to read and employ scroll spells can do so regardless of other restrictions. Once the spell is known, it is not necessary to use a *read magic* spell in order to invoke its powers. Scrolls can be read even by mages who are unable to employ the spell copied because of an inability to learn it or because it is too high level (although, in the latter case, there is a chance of spell failure).

## Protection Scrolls

**Protection from Acid:** (Reading time - 6) The reader is protected from all forms of acid, to a maximum damage of 20 Hit Dice or a maximum duration of 1d4+8 turns, whichever occurs first.

**Protection from Cold:** (Reading time - 3) Protection extends outward from the reader to a 15' radius sphere. All within the area are protected from the effects of nonmagical cold to a temperature of absolute zero (-460 degrees). Against magical cold, the scroll confers a +6 bonus to saving throws and one-quarter damage (one-eighth if the saving throw is made). The duration of the scroll is 1d4+4 turns.

**Protection from Dragon Breath:** (Reading Time - variable) Only the individual reading the scroll is protected. Protection extends to all forms of dragon breath and lasts 2d4+4 rounds.

**Protection from Electricity:** (Reading time - 5) Protection is provided in a 10' radius sphere centered on the reader. Those protected are immune to all electrical attacks and associated effects. The protection lasts 3d4 rounds.

**Protection from Elementals:** (Reading time - 6) There are 5 varieties of this scroll. Roll percentile dice and consult the following table:

### Type of Scroll

Protection from Air Elementals (including aerial servants, djinn, invisible stalkers, and wind walkers)

Protection from Earth Elementals (including xorn)

Protection from Fire Elementals (including efreeti and salamanders)

Protection from Water Elementals (including tritons and water weards)

Protection from all Elementals

The magic protects the reader and all within 10' of him from the type of elemental noted, as well as elemental creatures of the same plane(s). The protection affects a maximum of 24 Hit Dice of elemental creatures if the scroll is of a specific elemental type, 16 Hit Dice if it is against all sorts of elementals. The spell lasts for 5d8 rounds. Attack out of the circle is possible, as is attack into it by any elemental creature with more Hit Dice than are protected against or by several elemental creatures - those in excess of the protected number of Hit Dice are able to enter and attack.

**Protection from Fire:** (Reading time - 8) Protection extends to a 15' radius sphere centered on the reader. All in this area are able to withstand flame and heat of the hottest type, even of magical and elemental nature. The protection lasts 1d4+4 turns.

**Protection from Gas:** (Reading time - 3) This scroll generates a 5' radius sphere of protection centered on the reader. All within the area are immune to the effects of any gas - poison gas, gaseous breath weapons, spells that generate gas (such as *stinking cloud* and *cloudkill*), and all similar forms of noxious, toxic vapors. The protection lasts for 1d4+4 rounds.

**Protection from Lycanthropes:** (Reading time - 4) There are 6 common types of this scroll:

### Scroll Type

Protection from Werebears

Protection from Wereboars

### Scroll Type

Protection from Wererats

Protection from Weretigers

### Scroll Type

Protection from Werewolves

Protection from Shape-Changers

The magical circle from the reading of the scroll extends in a 10' radius and moves with the reader. Each scroll protects against 49 Hit Dice of lycanthropes, rounding all hit point pluses down unless they exceed +2. The protection is otherwise similar to that against elementals, above. The *protection from shape-changers* spell protects against monsters (except gods and godlike creatures) able to change their form to that of man: dopplegangers, certain dragons, druids, jackalweres, and lycanthropes, for example. The magic lasts for 5d6 rounds.

**Protection from Magic:** (Reading time - 8) This scroll invokes a very powerful, invisible globe of antimagic in a 5' radius from the reader. No form of magic can pass into or out of it, but physical things are not restricted by the globe. As with other protections, the globe of antimagic moves with its invoker. The protection lasts for 5d6 rounds.

**Protection from Petrification:** (Reading time - 5) A 10' radius circle of protection extends from, and moves with, the reader of this scroll. Everyone within its confines is absolutely immune to all attack forms, magical or otherwise, that turn flesh to stone. The protection lasts for 5d4 rounds.

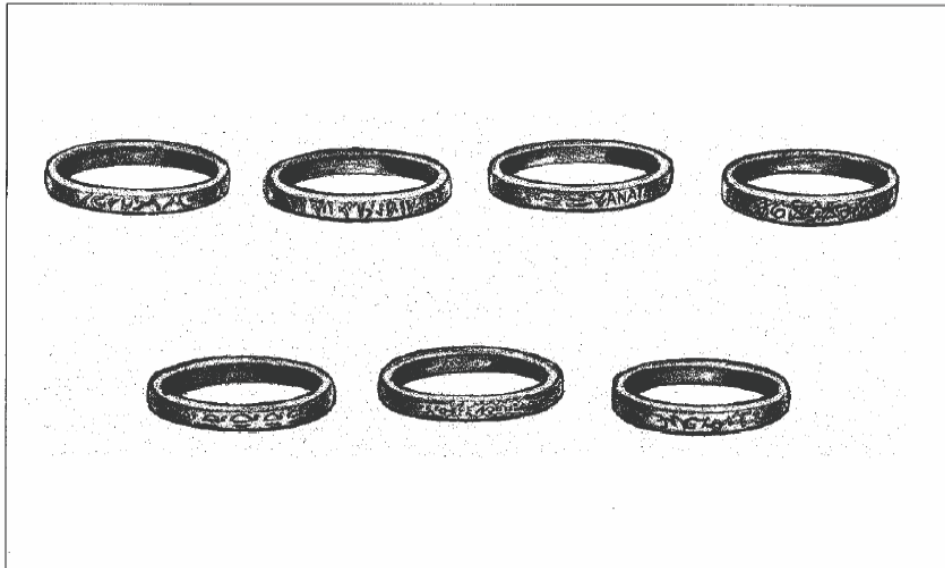
**Protection from Plants:** (Reading time - 1 round). A protective 5' radius is centered on the reader. All forms of vegetable life (including fungi, slimes, molds, and the like) are unable to penetrate the sphere. If it is moved toward plant life that is capable of movement, the plant will be pushed away. If the plant is immobile (a well-rooted shrub, bush, or tree, for instance), the sphere cannot be moved through or past it unless the reader has enough strength and mass to uproot the plant under normal conditions. The protection lasts for 1d4+4 turns.

**Protection from Poison:** (Reading time - 3) The protection afforded by this scroll extends only to the reader. No form of poison - ingested, contacted, breathed, etc. - will affect the protected individual, and any poison in the reader's system is permanently neutralized. The protection otherwise lasts 1d10+2 rounds.

**Protection from Possession:** (Reading time - 1 round) This scroll generates a magical circle of 10' radius that extends from, and moves with, the reader. All creatures within its confines are protected from possession by magical spell attacks such as *magic jar* or attack forms aimed at possession or mental control. Even the dead are protected if they are within the magic circle. The protection lasts for 10d6 rounds in 90% of these scrolls; 10% have power that lasts 10d6 turns, but the spell effect is stationary.

**Protection from Undead:** (Reading time - 4) When this scroll is read, a 5' radius circle of protection extends from, and moves with, the reader. It protects everyone within it from all physical attacks made by undead (ghasts, ghosts, ghouls, shadows, skeletons, spectres, wights, wraiths, vampires, zombies, etc.) but not magical spells or other attack forms. If a creature leaves the protected area, it is subject to physical attack. The protection restrains up to 35 Hit Dice/levels of undead; excess Hit Dice/levels can pass through the circle. It remains in effect for 10d8 rounds. Some protection scrolls of this nature protect only against certain types of undead (one or more) rather than all undead, at the DM's option. (See "Potions, Undead Control" for a die roll table.)

**Protection from Water:** (Reading time - 6) This protection extends in a 5' radius sphere centered on the reader. All forms of water—liquid, solid, and vapor, ice, hail, snow, sleet, steam, and so forth—are unable to penetrate the sphere of protection. If those protected come upon a form of water, the substance simply will not touch them; thus, they will not slip on ice, sink into a body of water, etc. The protection lasts for 1d4+4 turns.



### Section 3: Rings

#### Rings

No more than 2 magical rings can be worn by a character at the same time. If more are worn, none will function. No more than one magical ring can be worn on the same hand. A second ring worn on one hand causes both to be useless. Rings must be worn on the fingers. Rings on toes, in ear lobes, etc., do not function as magical rings.

The spell-like abilities of rings function as 12th-level magic unless the power requires a higher level. In cases where a higher level is necessary, rings function at the minimum level of magic use needed to cast the equivalent spell.

Magical rings can be worn and used by all character classes and humans/humanoids not specifically prohibited elsewhere.

#### Rings

**Ring of Animal Friendship:** When the wearer of this ring approaches within 10' of any animals of neutral alignment and animal intelligence, the creatures must roll saving throws vs. spell. If they succeed, they move rapidly away from the ring wearer. If the saving throws fail, the creatures become docile and follow the ring wearer around. The item functions at 6th level, so up to 12 Hit Dice of animals can be affected by this ring.

Animals feeling friendship for the wearer will actually guard and protect that individual if he expends a charge from the ring to cause such behavior. A ring of this sort typically has 27 charges when discovered, and it cannot be recharged. A druid wearing this ring can influence twice the prescribed Hit Dice worth of animals (24 rather than 12), and a ranger is able to influence 18 Hit Dice worth of animals.

**Ring of Armor (Monk):** This ring protects the wearer similar to the *armor* spell, however it grants the monk a +4 AC bonus to regardless of the monks normal AC (outside of Natural AC) due to class abilities. The ring does not work if used with any other forms of protection. The armor is at the PC's level for determining how many armor HP's it has (minimum of level 8). The armor effect does not end unless it has been reduced to 0 (or less), which causes the ring to be deactivated for 24 hours. This item is usable only by monks, and does not affect class abilities. This item is not listed in Section 11, it is worth 5,400 gp.

**Ring of Blinking:** When the wearer of this ring issues the proper verbal command, the item activates, and he is affected as if a *blink* spell were operating upon his person. The effect lasts for 6 rounds. The ring then ceases to function for 6 turns (one hour) while it replenishes itself. The command word is usually engraved somewhere on the ring. The ring will activate whenever this word is spoken, even though the command might be given by someone other than the wearer, provided that the word is spoken within 10' of the ring.

**Ring of Chameleon Power:** Whenever the wearer of this ring desires, he is able to magically blend in with the surroundings. This enables 90% invisibility in foliage, against walls, and so forth.

If the wearer is associating with creatures of Intelligence 4 or greater at a distance of 60' or less, the ring enables the wearer to seem to be one of those creatures, but each turn of such association carries a 5% cumulative chance that the creatures will detect the ring wearer for what he is. Thus, such an association can never persist for more than 20 turns without the wearer being detected—at the end of that time, the chance of detection has risen to 100%. Creatures with 16 or greater Intelligence use their Intelligence score as an addition to the base chance of detection. For example, a creature of Intelligence 16 would have a base chance of  $(16+5\%) = 21\%$  at the end of turn 1, 26% at the end of turn 2, and so forth.

Creatures with 3 or lower Intelligence instinctively and automatically detect the wearer if they come within a 10' radius of him.

**Ring of Elemental Command:** The 4 types of elemental command rings are very powerful. Each appears to be nothing more than an ordinary ring, but each has certain other powers as well as the following common properties:

1. Elementals of the plane to which the ring is attuned can't attack or even approach within 5' of the wearer. If the wearer desires, he may forego this protection and instead attempt to *charm* the elemental (saving throw applicable with a -2 penalty to the die). If the *charm* fails, however, total protection is lost and no further attempt at charming can be made, but the secondary properties given below will then function with respect to the elemental.

2. Creatures, other than normal elementals, from the plane to which the ring is attuned attack with -1 penalties to their attack rolls. The ring wearer takes damage at -1 on each die of damage and makes applicable saving throws from the creature's attacks at +2. All attacks are made by the wearer of the ring with a +4 bonus to the attack roll (or -4 on the elemental creature's saving throw), and the wearer inflicts +6 damage (total, not per die) adjusted by any other applicable bonuses and penalties. Any weapon used by the ring wearer can hit elementals or elemental creatures even if it is not magical.

3. The wearer of the ring is able to converse with the elementals or elemental creatures of the plane to which the ring is attuned. These creatures will recognize that he wears the ring, and will show a healthy respect for the wearer, if alignments are similar. If alignment is opposed, creatures will fear the wearer if he is strong, hate and desire to slay him if the wearer is weak. Fear, hatred, and respect are determined by the DM.

4. The possessor of a *ring of elemental command* suffers a saving throw penalty as follows:

Air	-2 vs. fire	Fire	-2 vs. water or cold
Earth	-2 vs. petrification	Water	-2 vs. lightning/electricity

5. Only one of the powers of a *ring of elemental command* can be in use at any given time.

In addition to the powers described above, the ring gives characters the following abilities:

#### Air

- *Gust of wind* (once per round)
- *Fly*
- *Wall of force* (once per day)
- *Control winds* (once per week)
- *Invisibility*

- *Stone to flesh* (twice per week)
- *Move earth* (once per week)
- *Feather fall*

The ring will appear to be a *ring of feather falling* until the DM established condition is met.

The ring will appear to be an *invisibility ring* until a certain condition is met (having the ring blessed, slaying an air elemental, or whatever the DM determines as necessary to activate its full potential).

#### Earth

- *Stone tell* (once per day)
- *Passwall* (twice per day)
- *Wall of stone* (once per day)

#### Fire

- *Burning hands* (once per turn)
- *Pyrotechnics* (twice per day)
- *Wall of fire* (once per day)
- *Flame strike* (twice per week)
- *Fire resistance*

The ring will appear to be a *ring of fire resistance* until the DM-established condition is met.

#### Water

- *Purify water*
- *Create water* (once per day)
- *Water breathing* (5' radius)
- *Wall of ice* (once per day)

- *Airy water*
- *Lower water* (twice per week)
- *Part water* (twice per week)
- *Water walking*

The ring will appear to be a *ring of water walking* until the DM-established condition is met.

These rings operate at 12th level of experience, or the minimum level needed to perform the equivalent magical spell, if greater. The additional powers have an initiative modifier of +5.

**Ring of Feather Falling:** This ring protects its wearer by automatic activation of a *feather fall* if the individual falls 5' or more. (See the *feather fall* spell.)

**Ring of Fire Resistance:** The wearer of this ring is totally immune to the effects of normal fires—torches, flaming oil, bonfires, etc. Very large and hot fires, molten lava, hell-hound breath, or a *wall of fire* spell will cause 10 hit points of damage per round if the wearer is directly within the conflagration.

Exceptionally hot fires such as red-dragon breath, pyrohydra breath, fireballs, flame strike, fire storm, etc., are saved against with a +4 bonus to the die roll, and all damage dice are calculated at -2 per die, but each die is never less than 1 in any event. As a rule of thumb, consider very hot fires as those that have a maximum initial exposure of up to 24 hit points, those of exceptional heat (25 or more hit points).

**Ring of Free Action:** This ring enables the wearer to move and attack freely and normally even when attacked by a *web*, *hold*, or *slow* spell, or even while under water. The spells simply have no effect. While under water, the individual moves at normal (surface) speed and does full damage even with cutting weapons (like axes and scimitars) and with smashing weapons (like flails, hammers, and maces), insofar as the weapon used is held rather than hurled. This will not, however, enable breathing under water without further appropriate magic.

**Ring of Human Influence:** This ring has the effect of raising the wearer's Charisma to 18 on encounter reactions with humans and humanoids. The wearer can make a *suggestion* to any human or humanoid (saving throw applies). The wearer can also *charm* up to 21 levels/Hit Dice of human/humanoids (saving throws apply) just as if he were using the wizard spell, *charm person*. The 2 latter uses of the ring are applicable but once per day. *Suggestion* or *charm* has an initiative penalty of +3.

**Ring of Invisibility:** The wearer of an *invisibility ring* is able to become invisible at will, instantly. This nonvisible state is exactly the same as the wizard *invisibility* spell, except that 10% of these rings have *inaudibility* as well, making the wearer absolutely silent. If the wearer wishes to speak, he breaks all silence features in order to do so.

**Ring of Jumping:** The wearer of this ring is able to leap 30' ahead or 10' backward or straight up, with an arc of about 2' for every 10' traveled (see the 1st-level wizard spell, *jump*). The wearer must use the ring's power carefully, for it can perform only 4 times per day.

**Ring of Mammal Control:** This ring enables its wearer to exercise complete control over mammals with Intelligence of 4 or less (animal or semi-intelligent mammals). Up to 30 Hit Dice of mammals can be controlled. The wearer's control over creatures is so great he can even command them to kill themselves, but complete concentration is required. (Note: The ring does not affect bird-mammal combinations, humans, semi-humans, and monsters such as lammasu, shedu, manticores, etc.). If the DM is in doubt about whether any creature can be controlled by the wearer of this ring, assume it can't be controlled.

**Ring of Mind Shielding:** This ring is usually of fine workmanship and wrought from heavy gold. The wearer is completely immune to *ESP*, *detect lie*, and *know alignment*.

**Ring of Protection:** A *ring of protection* improves the wearer's Armor Class value and saving throws versus all forms of attack. A *ring +1* better AC by 1 (say, from 10 to 11) and gives a bonus of +1 on saving throw die rolls. The magical properties of a *ring of protection* are cumulative with all other magical items of protection except as follows:

1. The ring does not improve Armor Class if magical armor is worn, although it does add to saving throw die rolls.

2. Multiple *rings of protection* operating on the same person, or in the same area, do not combine protection. Only one such ring - the strongest - functions, so a pair of *protection rings +2* provides only +2 protection.

This item comes in the following magical bonuses: +1, +2, +2 (5' radius protection), +3, +3 (5' radius protection), +4 (+2 to saving throws), +6 (+1 to saving throws)

The radius bonus of 5' extends to all creatures within its circle, but applies only to their saving throws (i.e., only the ring wearer gains Armor Class additions).

**Ring of the Ram:** This ornate ring can be of any hard metal, usually a silver alloy or iron. It has the head of a ram (or a buck goat) as its device. Anyone who attempts a *detect magic* on the ring discovers an *evocation* upon it.

The wearer can cause the ring to give forth a ram-like force, manifested by a vaguely discernible shape which resembles the head of a ram or goat. This force strikes one target for 1d6 points of damage if one charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. The ring is quite useful for knocking opponents off walls or ladders, or over ledges, among other things. The force of the blow is considerable, and a victim who fails to save versus spell is knocked down. The range of this power is 30'. The target of the blow applies adjustments to the saving throw from the following list:

Target smaller than man-sized	-1	4 or more legs	+4
Larger than man-sized	+2	Over 1,000 lbs. weight	+2
Strength under 12	-1	2 charges expended	-1
Strength of 18-20	+3	3 charges expended	-2
Strength over 20	+6		

The DM can make circumstantial adjustments according to need. For instance, a fire giant balanced on a narrow ledge should *not* gain any benefit from Strength and weight unless he knows that he's about to be struck by the force of the ring. This is a case where common sense will serve best.

In addition to its attack mode, the *ring of the ram* also has the power to open doors as if a person of 18/00 Strength were doing so. If 2 charges are expended, the effect is as for a character of 19 Strength, and if 3 charges are expended, the effect is as if a 20 Strength were used. Magically *held* or *locked* portals can be opened in this manner.

Structural damage from the ramlike force is identical to an actual battering ram, with double or triple damage accruing for applications of 2 or 3 charges. Magical items struck by the ramlike force must save versus *crushing blow* if 3 charges are used; otherwise, the force will not affect them. Nonmagical items which are the target of the force save versus *crushing blow* from the impact.

A ring of this sort will have from 6 to 10 charges when discovered. It can be recharged by a wizard employing *enchant an item* and *Bigby's clenched fist* in combination.

**Ring of Regeneration:** The standard *ring of regeneration* restores one point of damage per turn (and will eventually replace lost limbs or organs). It will bring its wearer back from death. (If death was caused by poison, however, a saving throw must be successfully rolled or the wearer dies again from the poison still in his system.) Only total destruction of all living tissue by fire or acid or similar means will prevent regeneration. Of course, the ring must be worn, and its removal stops the regeneration processes.

A rare kind of *ring of regeneration* is the *vampiric regeneration* ring. This bestows 1/2 (fractions dropped) of the value of hit points of damage the wearer inflicts upon opponents in hand-to-hand (melee, nonmissile, nonspell) combat immediately upon its wearer. It does not otherwise cause regeneration or restore life, limb, or organ. For example, if a character wearing the ring inflicts 10 points of damage, he adds 5 to his current hit point total. The creature struck still loses 10 points.

In no case can the wearer's hit points exceed his usual maximum.

**Ring of Shocking Blows (Monk):** Usable once per day and activated by command, this ring imbues the wearer's hands with electrical energy similar to a *shocking grasp* spell. The wearer can make touch attacks that deal 1d8+1/level electrical damage. As with a regular touch spell, the wearer can also simply make unarmed attacks normally, the ring discharging whenever the wearer successfully hits. This item is usable only by monks, and does not affect class abilities. This item is not listed in Section 11, it is worth 5,850 gp.

**Ring of Shocking Grasp:** This ordinary-seeming ring radiates only a faint, unidentifiable aura of magic when examined, but it contains a strong enchantment, capable of inflicting damage on an opponent. If the wearer touches an enemy with the hand upon which the ring is worn, a successful attack roll delivers 1d8+6 points of damage to the target.

After 3 discharges of this nature, regardless of the time elapsed between them, the ring becomes inert for one turn. When actually functioning, this ring causes a circular, charged extrusion appear on the palm of the wearer's hand.

**Ring of Shooting Stars:** This ring has 2 modes of operation - at night and underground - both of which work only in relative darkness. During night hours, under the open sky, the *shooting stars* ring will perform the following functions:

- *Dancing lights* (once per hour).
- *Light*, as the spell of the same name (twice per night), 120' range.
- *Ball lightning*, as described below (once per night).
- *Shooting stars* (special).

The *ball lightning* function releases 1d4 balls of lightning, at the wearer's option. These glowing globes resemble dancing lights, and the ring wearer controls them as he would control *dancing lights*. These spheres have a 120' range and a 4 round duration. They can be moved at 120' per round. Each sphere is about 3' in diameter, and any creature it touches or approaches within 5' dissipates its charge (a successful save vs. spell halves damage - the contact was across an air gap). The charge values are:

4 lightning balls	2d4 points damage each
3 lightning balls	2d6 points damage each
2 lightning balls	5d4 points damage each
1 lightning ball	4d12 points damage

Release can be one at a time or all at once, during the course of one round or as needed throughout the night.

The *shooting stars* are glowing missiles with fiery trails, much like a *meteor swarm*. 3 *shooting stars* can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and burst (as a *fireball*) in a 5' radius sphere for 24 points of damage.

Any creature struck takes full damage from impact plus full damage from the shooting star burst. Creatures within the burst radius must roll a saving throw vs. spell to take only 1/2 damage (i.e., 12 points of damage, otherwise they, too, receive the full 24 points of damage). Range is 70', at the end of which the burst will occur, unless an object or creature is struck before that. The shooting stars follow a straight line path. A creature in the path must roll a saving throw vs. spell or be hit by the missile. Saving throws suffer a -3 penalty within 20' of the ring wearer, -1 from 40' to 40', normal beyond 40'.

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

*Faerie fire* (twice per day) - as the spell

*Spark shower* (once per day)

The *spark shower* is a flying cloud of sizzling purple sparks, which fan out from the ring for a distance of 20' to a breadth of 10'. Creatures within this area take 2d8 points of damage each if no metal armor is worn and/or no metal weapon is held. Characters wearing metal armor or carrying a metal weapon receive 4d4 points of damage.

Range, duration, and area of effect of functions are the minimum for the comparable spell unless otherwise stated. Casting time is 5  
**Ring of Spell Storing:** A *ring of spell storing* contains 1d4+1 spells which the wearer can employ as if he were a spellcaster of the level required to use the stored spells. The class of spells contained within the ring is determined in the same fashion as the spells on scrolls (see "Scrolls"). The level of each spell is determined by rolling 1d6 (for priests) or 1d8 (for wizards). The number rolled is the level of the spell, as follows:

Priest: 1d6, if 6 is rolled, roll 1d4 instead.

Wizard: 1d8, if 8 is rolled, roll 1d6 instead.

Which spell type of any given level is contained by the ring is also randomly determined.

The ring empathically imparts to the wearer the names of its spells. Once spell class, level, and type are determined, the properties of the ring are fixed and unchangeable. Once a spell is cast from the ring, it can be restored only by a character of appropriate class and level of experience (i.e., a 12th-level wizard is needed to restore a 6th-level magical spell to the ring). Stored spells have a casting time of 5.

**Ring of Spell Turning:** This ring distorts the 3 normal dimensions, causing many spells cast at the wearer to rebound upon the spellcaster. Sometimes, a spell's entire effect is turned against the caster; sometimes, a portion of the effect rebounds.

Some spells are immune from the effects of a *ring of spell turning*:

1. Spells that affect an area, and which are not cast directly at the ring wearer, are not turned by the ring.
2. Spells that are delivered by touch are not turned.
3. Magic contained in devices (rods, staves, wands, rings, and other items) that are triggered without spellcasting are not turned. A scroll spell is *not* considered a device.

When a spell is cast at an individual wearing a *ring of spell turning*, 1d10 is rolled and the result is multiplied by 10. This score indicates what percentage of the spell has been turned back upon its caster.

Once the spell is turned, the effects must be determined. If the spell normally allows a saving throw, the intended target (the one wearing the ring) gains an automatic plus equal to the number rolled on the turning die. The caster receives a bonus equal to the number rolled on the turning die. The caster receives a bonus equal to the number rolled on this die subtracted from 10. For example, a *charm person* spell is cast at a character wearing a *ring of spell turning*. A 7 is rolled on the die, turning back 70% of the effect. The ring-wearer gains a +7 to his saving throw; the caster has a +3.

A saving throw is also allowed for spells which normally do not have one if 20% to 80% of the effect is turned. The saving throw adjustment is calculated as given above. No further adjustments are made for race, magical items, or any other condition including existing spells. To save, the character must have a modified die roll of 20 or greater. If the saving throw is made, the effect of the spell is negated. For example, an illusionist casts a *maze* spell at a fighter wearing a *ring of spell turning*. The spell normally allows no saving throw, but the ring turns 70% of the effect. The fighter is allowed a saving throw with a +7 modifier. The illusionist must also save, gaining only a +3. The fighter's die roll is 15, which saves (15+7 = 22); the illusionist's die roll is a 16 which, while close, fails (16+3 = 19). The illusionist becomes trapped in his own *maze* spell.

Once a spell is turned, the effects are divided proportionately between the 2 targets. If the spell causes damage, determine the damage normally and then assess the amount to each according to the percentage determined, rounding fractions to the nearest whole number. If a spell caused 23 points of damage, and 30% of it was turned, the intended victim would suffer 16 points of damage, while the caster would suffer 7. Durations are affected in a similar manner. In the above case, the spell duration would be 30% of its normal length for one character and 70% for the other. The effect of permanent spells for both characters remains unchanged.

Some spells affect a certain number of levels. When one of these is aimed at the ring wearer, the spell must be able to affect as many levels as the wearer and the spellcaster combined. If this condition is fulfilled, then the procedure above applies.

If the spellcaster and spell recipient both wear *spell turning rings* a resonating field is set up, and one of the following results will take place:

- |       |                                                                   |
|-------|-------------------------------------------------------------------|
| 01-70 | Spell drains away without effect                                  |
| 71-80 | Spell affects both at full effect                                 |
| 81-97 | Both rings permanently lose their magic                           |
| 98-00 | Both individuals go through a rift into the Positive Energy plane |

A ring wearer who wants to receive a spell must remove the *ring of spell turning* to be able to do so.

**Ring of Sustenance:** This magical ring provides its wearer with life-sustaining nourishment even though he or she might go for days without food or drink. The ring also refreshes the body and mind, so that its wearer needs to sleep only 2 hours per day to gain the benefit of 8 hours of sleep.

The ring must be worn for a full week in order to function properly. If it is removed, the wearer immediately loses its benefit and must wear it for another week to re-attune it to himself. After functioning for any period of 10 consecutive days, a *ring of sustenance* will cease to function for a week while it replenishes itself.

**Ring of Swimming:** The *ring of swimming* bestows upon the wearer the ability to swim at a full 21 base speed. (This assumes, of course, that the wearer is clad in garments appropriate for such activity.) The ring further enables the wearer to dive up to 50' into water without injury, providing the depth of the water is at least 1 1/2' per 10' of diving elevation. The wearer can stay underwater for up to 4 rounds without needing a breath of air. Surface swimming can continue for 4 hours before a one hour (floating) rest is needed. The ring confers the ability to stay afloat under all but typhoon-like conditions.

**Ring of Telekinesis:** This ring enables the wearer to manipulate objects in the same manner as the 5th-level wizard spell, *telekinesis*. The amount of weight the wearer can move varies.

25 lbs. maximum	200 lbs. maximum
50 lbs. maximum	400 lbs. maximum
100 lbs. maximum	

**Ring of Truth:** There is little doubt that wearing a *ring of truth* is a mixed blessing. The wearer can detect any lie told to him, but he is unable to tell any sort of falsehood himself. If the wearer tries to tell a lie, he finds himself speaking the literal truth instead. On the plus side, the wearer is able to discern the last lie told by another - in fact, the power of the ring causes the voice of the liar to rise to a falsetto.

If the wearer of the ring encounters magic that enables falsehoods to be spoken without detection (such as an *undetected lie* spell or a *philter of glibness*), no lie is detected. However, the ring wearer will find himself unable to hear the voice of the person so influenced, whether or not he is trying to listen. This, of course, reveals the lie indirectly.

**Ring of Warmth:** This ring provides its wearer with body heat even in conditions of extreme cold where the wearer has no clothing whatsoever. It also restores damage caused by cold at the rate of one point per turn. It provides a saving throw bonus of +2 versus cold-based attacks, and reduces damage sustained by -1 per die.

**Ring of Water Walking:** This ring enables the wearer to walk on any liquid without sinking into it - this includes mud, quicksand, oil, running water, and even snow. Up to 1,200 lb can be supported by a *ring of water walking*. The ring wearer's feet do not actually contact the surface he is walking upon (but oval depressions about 1 1/2" deep per 100 lb of weight of the walker will be observed in hardening mud or set snow). The wearer moves at his standard movement rate.

**Ring of Wizardry:** This ring doubles the number of spells a wizard may prepare each day in one or more spell levels. Only wizards can benefit from a *ring of wizardry*. Other classes, even those with spell ability, can neither use nor understand the working of such a ring. To determine the properties of a given ring use the table below:

doubles 1st-level spells	doubles 4th-level spells
doubles 2nd-level spells	doubles 5th-level spells
doubles 3rd-level spells	doubles 1st- through 3rd-level spells
doubles 1st-and 2nd-level spells	doubles 4th- and 5th-level spells

**Ring of X-Ray Vision:** This ring gives its possessor the ability to see into and through substances that are impenetrable to normal sight. Vision range is 20', with the viewer seeing as if he were looking at something in normal light. X-ray vision can penetrate 20' of cloth, wood, or similar animal or vegetable material, and up to 10' of stone or some metals (some metals can't be penetrated at all):

Substance Scanned	Thickness Penetrated per Round of X-Raying	Maximum Thickness
Animal matter	4'	20'
Vegetable matter	2½'	20'
Stone	1'	10'
Iron, Steel, etc.	1"	10"
Lead, Gold, Platinum	nil	nil

It is possible to scan up to 100' sq of area during one round. Thus, during one round, the wearer of the ring could scan an area of stone 10' wide and 10' high. Alternatively, he could scan an area 5' wide and 20' high.

Secret compartments, drawers, recesses, and doors are 90% likely to be located by x-ray vision scanning. Even though this ring enables its wearer to scan secret doors, traps, hidden items, and the like, it also limits his use of the power, for it drains 1 point of Constitution if used more frequently than once every 6 turns. If it is used 3 turns in one hour, the user loses 2 points from his total Constitution score, 3 if used 4 turns, etc.

This Constitution loss is recovered at the rate of 2 points per day of rest. If Constitution reaches 2, the wearer is exhausted and must rest immediately. No activity, not even walking, can be performed until Constitution returns to 3 or better.

### Spell-Like Magical Rings

The following outlines spell-like magical rings (other than those detailed above) that can be enchanted. However no total of bonuses can equate to greater than a +5 for a magical spell-like ring. These modifications cannot be added to the special magical rings listed above.

**Spell-Like Power:** A non-permanent spell that affects the spellcaster in the text of the spell can be imbued into a ring for a single use per day. Only 1-5th level spells can be used. Only one spell can be used (active or latent) per round.

*Magical Adjust:* +1 per spell level.

**Additional Spell-Like Power Use:** To add an additional use per day of a spell already imbued.

*Magical Adjust:* +1 per additional use.

### Cost of Spell-Like Magical Rings

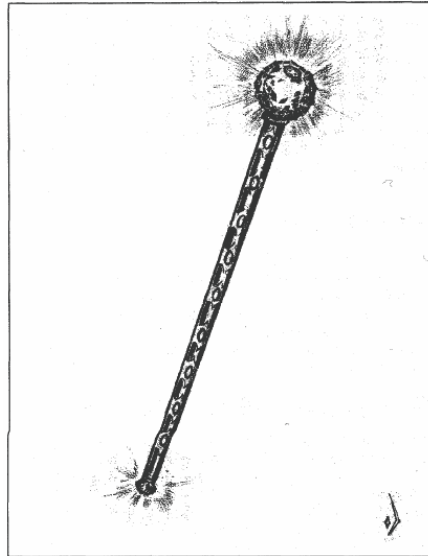
+1 - 5,000gp

+2 - 10,000gp

+3 - 15,000gp

+4 - 20,000gp

+5 - 25,000gp



## Section 4: Rods

### Rods

Rods are about 3' long and as thick as your thumb. They are normally found in cases or similar storage places. Rods can be fashioned from metal, wood, ivory, or bone. They can be plain or decorated and carved, tipped, or not.

Rods are powered by charges, unless noted otherwise in the description of a particular rod. Each time the rod is used, one or more charge may be expended. Characters do not automatically know the number of charges possessed by an item when it is discovered, although research and spellcasting can reveal this.

A rod can sometimes be recharged according to the rules given for constructing magical items if its charges have not totally been used up. When a rod is drained of all charges, it loses all its magical properties and cannot be recharged ever again.

When discovered, a rod normally contains 41 to 50 (1d10+40) charges. However, while rods almost never have more charges than this, it is possible to find a rod with significantly fewer charges, particularly if it is captured from an enemy who has previously used the item.

### Command Word

Rods require the utterance of a command word (or phrase) to operate. The command word is etched in magical writing on the rod (requiring a *read magic* to translate).

## Rods

**Rod of Absorption (Priest, Wizard):** This rod acts as a magnet, drawing magic spells of any nature (priest or wizard) into itself. It then nullifies their effects and stores their potential until the wielder releases this energy in the form of spells of his own casting. The magic absorbed must have been directed at the character possessing the rod. The wielder can instantly detect a spell's level as the rod absorbs the spell's energy.

A running total of absorbed (and used) spell levels should be kept. For example, a rod that absorbs a 6th-level spell and a 3rd-level spell has a total of 9 absorbed levels. The wielder of the rod can use captured spell energy to cast any spell he has memorized, at a casting time of 1, without loss of spell memory. The only restriction is 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. Continuing the example above, the rod-wielder could cast a maximum of one 9th-level spell, one 6th-level and one 3rd-level, and so on.

The *rod of absorption* can never be recharged. It absorbs 50 spell levels and can thereafter only discharge any remaining potential it might have. The wielder will know that the rod's limit has been reached upon grasping the item. Used charges indicate that it has already absorbed some of its maximum of 50 spell levels and that some of those have been used.

Here is a more specific example: A priest uses a *rod of absorption* to nullify the effect of a *hold person* spell cast at him by a mage. The rod has now absorbed 3 spell levels and can absorb 47 more. The cleric can cast any 1st-, 2nd-, or 3rd-level spell he has memorized, without memory loss of that spell, by using the stored potential of the rod. Assume the cleric casts a *hold person* back.

This spell is only 2nd-level to him, so the rod still holds one spell level of potential, can absorb 47 more, and has disposed of 2 charges permanently.

**Rod of Alertness:** This magical rod is indistinguishable from a *footman's mace +1*. It has 8 flanges on its macelike head. The rod bestows +1 to the possessor's die roll for being surprised, and in combat the possessor gains -1 on initiative die rolls. If it is grasped firmly, the rod enables the character to *detect alignment, evil, good, illusions, invisibility, lie, or magic*. The use of these detect powers does not expend any of the charges in the rod.

If the *rod of alertness* is planted in the ground, and the possessor wills it to alertness, the rod will "sense" any creature intends to harm the possessor. Each of the flanges on the rod's head then cast a *light* spell along one of the main directions (N, NE, E, etc.) out to a 60' range. At the same time, the rod creates the effect of a *prayer* spell upon all creatures friendly to the possessor in a 20' radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creature, warning them of possible danger from the unfriendly creature(s) within the 120' radius.

Lastly, the rod can be used to simulate the casting of an *animate object* spell, utilizing any 16 (or fewer) objects specially designated by the possessor and placed roughly around the perimeter of a 6'-radius circle centered on the rod. The selected objects can be 16 shrubs, 16 specially shaped branches, or whatever.

All of the rod's protective functions require one charge. The *animate object* power require one additional charge, so, if all of the rod's protective devices are utilized at once, 2 charges are expended.

The rod can be recharged by a priest of 16th level or higher, as long as at least one charge remains in the rod when the recharging is attempted.

**Rod of Beguiling (Priest, Wizard, Rogue):** This rod enables its possessor to radiate an emotional and mental wave of fellow feeling to all creatures with any Intelligence whatsoever (1 or higher Intelligence). The rod causes all such creatures within a 20' radius of the device to regard the wielder as their comrade, friend, or mentor (no saving throw).

The beguiled creatures will love and respect the rod wielder. They will listen, trust, and obey him, insofar as communication is possible and instructions given don't consign the beguiled to needless injury or destruction or go against their nature or alignment. Each charge of the rod beguiles for one turn. It can be recharged.

**Rod of Cancellation:** This dreaded rod is a bane to all classes, for its touch drains items of all magical properties unless a saving throw versus the cancellation is made. Contact is made by making a normal attack roll in melee combat.

Saving Throw Item		Saving Throw Item		Saving Throw Item	
1	Potion	8	Staff	10 (13)	Armor or shield (if +5)
2	Scroll	6	Wand	12 (14)	Sword (holy sword)
4	Ring	9	Misc magical item	11	Misc weapon*
7	Rod	18	Artifact or relic		

\* Several small items, such as magical arrows or bolts together in one container, will be drained simultaneously.

To find out if the draining can be prevented, a d20 roll must be made for the target item. If the die roll result in a number equal to or higher than the number listed on the table above, the target is unaffected. If the roll is lower, the item is drained. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are not restorable, even by *wish*.

**Rod of Flailing:** This magical weapon radiates faintly of alteration magic when subjected to a *detect magic* spell. Upon the command of its possessor, the weapon activates, changing from a normal-seeming rod to a double-headed flail. In close quarters, or if the wielder is mounted, it is the small, horseman's weapon (base damage 1d4+1, S-M/L); otherwise, it is a footman's weapon (base damage 1d6+1/2d4, S-M/L).

In either form, the weapon has a +3 bonus to attack and damage rolls. Each of the weapon's 2 heads can be used to attack, so double hits can be scored, either on a single opponent or on 2 opponents who are man-sized or smaller and standing side by side.

If the holder of the rod expends one charge, he gains +4 bonuses on Armor Class and saving throws for one turn. The rod need not be in weapon-form for this protection benefit to be employed. Transforming it into a weapon (or back into a rod) does not expend any charges.

**Rod of Lordly Might (Warrior):** This rod has functions that are spell-like, but it can also be used as magic weapons of various sorts. It also has several more mundane uses. The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and various studs along its length. It weighs 10 lb, thus requiring 16 or greater Strength to wield properly (-1 penalty to attack rolls for each point of Strength below 16).

The spell-like functions of the rod are:

- *Paralyzation* upon touch, if the wielder so commands
- *Fear* upon all enemies viewing it, if the wielder so desires (6' maximum range)
- *Drain* 2d4 hit points from a touched opponent and bestow them upon the rod wielder, up to the rod wielder's normal maximum.

Each function draws off one charge from the rod. The functions entitle victims to saving throws vs. spell, with the exception of the draining function above - this requires a successful hit during melee combat.

The weapon uses of the rod do not use charges. These are:

- *mace* +2
- *sword of flame* +1 when button #1 is pushed. A blade springs from the ball; the ball becomes the sword's hilt. The weapon shortens to an overall length to 3'.
- *battle axe* +4 when button #2 is pushed. The sword blade springs forth, and the handle can be lengthened up to 12', for an overall length of from 6' to 15'. In 15' length, the rod is suitable for use as a lance.

The mundane uses of the rod do not use charges. These are:

- Climbing pole. When button #4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts 3 sharp hooks. The rod lengthens 5' to 50' in a single round, stopping when button #4 is pushed. Horizontal bars 3" long fold out from the sides, 1' apart, in staggered progression. The rod is firmly held by spike and hooks and will bear up to 4,000 lb weight. It retracts by pushing button #5.
- The ladder function can also be used to force open doors. The rod's base is planted 30 feet or less from the portal to be forced and is in line with it. The force exerted is equal to storm giant Strength.
- When button #6 is pushed, the rod will indicate magnetic north and give the possessor a knowledge of his approximate depth beneath the surface (or height above it).

The *rod of lordly might* cannot be recharged. When its charges are exhausted, spell-like functions cease, as do all weapon functions except the *mace* +2. The rod continues to work in all other ways.

**Rod of Passage:** This potent item allows its wielder to perform any of the following, one at a time, one per round: *astral travel*, *dimension door*, *passwall*, *phase door*, and *teleport without error*. It is necessary to expend one charge to activate the rod, but once it is activated the possessor can perform each of the listed functions one time. The rod remains charged for one day, or until each of the 5 functions is used. None of the functions can be used a second time unless another charge is expended, whereupon all 5 of the functions again become available.

With respect to *astral travel*, the wielder can elect to use the rod on as many as 5 creatures (one of which must be the wielder himself). Each creature then takes on astral form and can travel in that form. Any remaining functions of the rod are cancelled by this action. The rod travels into the Astral plane along with the wielder and the other affected creatures, and cannot be used or reactivated until it is returned from the Astral plane.

This 5-in-one effect doesn't work with respect to the rod's other powers; only *astral travel* can be used more than once per activation, and only in the manner described above.

The rod exudes a magical aura of the alteration and evocation sort. Because the physical bodies of the travelers, and their possessions, are actually empowered to become astral, the recharging of the rod requires a wizard of 20th level or higher.

**Rod of Resurrection (Priest):** This rod enables a priest to resurrect the dead - even elven, dwarven, gnome, or halfling - as if he were of high enough level to cast the *resurrection* spell. No rest is required, as the rod bestows the life giving effects.

The rod can be used once per day. The number of charges used to resurrect a character depends on class and race. Total the number of charges indicated for the character's class and race:

Class	Charges	Class	Charges	Class	Charges
Cleric	1	Bard	2	Paladin	1
Druid	2	Thief	3	Ranger	2
Monk	3	Barbarian	1	Mage	3
Specialty Priest	1	Fighter	2	Specialty Wizard	2

Race	Charges	Race	Charges	Race	Charges
Aasimar	4	Half-elf	2	Human	1
Dwarf	3	Half-ogre	2	Tiefling	4
Elf	4	Half-orc	2	Monster	4
Genasi	3	Halfling	2		
Gnome	3	Halfbreed	3		

Multi-classed characters add the total of classes. The rod cannot be recharged.

**Rod of Rulership:** The individual who possesses this magic rod is able to command the obedience and fealty of creatures within 120' when he or she activates the device. From 200 to 500 Hit Dice (or levels of experience) can be ruled, but creatures with 15 or greater Intelligence and 12 or more Hit Dice/levels are entitled to a saving throw vs. spell. Ruled creatures will obey the wielder of the *rod of rulership* as if he or she were their absolute sovereign. Still if the wielder gives a command that is absolutely contrary to the nature of the creatures commanded, the magic will be broken. The rod has a casting time of 5. Each charge lasts for one turn. The rod cannot be recharged.

**Rod of Security:** Each time a charge is expended, this item creates a non-dimensional space, a "pocket paradise." There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, the maximum being 200 days divided by the number of creatures affected. Thus, one creature (the rod's possessor) can stay for 200 days; 4 creatures can stay for 50 days; a group of 60 creatures can stay for 3 days. All fractions are rounded down, so that a group numbering between 101 and 200 inclusive can stay for one day only.

In this "paradise," creatures don't age (except from magical causes such as the casting of a *wish* spell), and natural healing and curing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved, so that protection from the elements is not necessary.

Activation of the rod causes the wielder and as many creatures as were touched with the item at the time of use to be transported instantaneously to the paradise. (Members of large groups can hold hands or otherwise touch each other, allowing all to be "touched" by the rod at once.)

When the rod's effect is cancelled or expires, all of 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 "re-entry."

The rod can be recharged by the joint efforts of a priest of 16th or higher level and a wizard of 18th or higher level.

**Rod of Smiting (Priest, Wizard):** This rod is a +3 magical weapon that inflicts 1d8+3 points of damage. Against golems, the rod causes 2d8+6 points of damage, and any score of 20 or better completely destroys the golem. Any hit upon a golem drains one charge.

The rod causes normal damage (1d8+3) versus creatures of the Outer Planes. Any score of 20 or better draws off one charge and causes triple damage: (1d8+3) x3. The rod cannot be recharged.

**Rod of Splendor:** The possessor of this rod is automatically and continually bestowed with a Charisma of 18 for as long as the item is held or carried. Whatever garments the possessor wears (including armor) appear to be of the finest quality and condition, although no special magical benefit (such as a change in Armor Class) is enjoyed.

If the possessor already has a Charisma score of 18 or greater, the rod does not further enhance this attribute. When the possessor expends one charge, the rod actually creates and garbs him in clothing of the finest fabrics, plus adornments of furs and jewels.

Apparel created by the magic of the rod remains in existence unless the possessor attempts to sell any part of it, or if any of the garb is forcibly taken from. In either of these cases, all of the apparel immediately disappears. The garments may be freely given to other characters or creatures, however, and will remain whole and sound afterward. Characters bedecked in a magically created outfit can't replace or add garments by expending another charge - if the possessor tries this, the charge is simply wasted.

The value of any noble garb created by the wand will be from 7,000 to 10,000 gp (1d4+6). The fabric will be worth 1,000 gp, furs 5,000 gp, and jewel trim from 1,000 to 4,000 gp (i.e., 10 gems of 100 gp value each, 10 gems of 200 gp value each or 20 gems of 100 gp value, and so forth).

The second special power of the rod, also requiring one charge to bring about, is the creation of a palatial tent - a huge pavilion of silk encompassing between 1,500 and 3,000' sq. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and in sufficient supply to entertain as many as 100 persons.

The tent and its trappings will last for one day. At the end of that time, the pavilion may be maintained by expending another charge. If the extra charge isn't spent, the tent and all objects associated with it (including any items that were taken out of the tent) disappear. This rod cannot be recharged.

**Rod of Terror:** This rod is a +2 magical weapon capable of inflicting 1d6 +3 points of damage per hit. Furthermore, the wielder can expend a charge to envelop himself in a terrifying aura. His clothes and appearance are transformed into an illusion of darkest horror, such that all within 30' who view him must roll successful saving throws vs. rods or be struck motionless with terror. Those who succeed on their save suffer a -1 penalty to their morales and must make immediate morale checks. However, each time the rod is used, there is a 20% chance the wielder will permanently lose 1 point from his Charisma score.

### Spell-Like Magical Rods\*

The following outlines spell-like magical rods (other than those detailed above) that can be enchanted. However no total of bonuses can equate to greater than a +5 for a magical spell-like rod. These modifications cannot be added to the special magical rods listed above.

**Spell-Like Power:** A non-permanent spell that affects the spellcaster in the text of the spell can be imbued into a rod for a single use per day. Only 1-5th level spells can be used. Only one spell can be used (active or latent) per round.

*Magical Adjust:* +1 per spell level.

**Additional Spell-Like Power Use:** To add an additional use per day of a spell already imbued.

*Magical Adjust:* +1 per additional use.

### Cost of Spell-Like Magical Rods

+1 - 5,000gp

+2 - 10,000gp

+3 - 15,000gp

+4 - 20,000gp

+5 - 25,000gp

*\*Rods can also be modified by rules for Weapon Modifications*



## Section 5: Staves

### Staves

Staves are about 5' or 6' long and as thick as a young sapling - about 1 1/2" at the base, tapering to 1" at the tip, although they can be of nearly equal diameter throughout. Staves are typically fashioned of wood, often carved, usually metal bound, and likely to be gnarly and twisted. They can be unusual or appear to be ordinary.

Staves, like wands and rods, are powered by charges. A staff typically has 1d6+19 charges when found. Again, it is possible for a staff to have fewer charges, although almost none have more than this number. Some staves can be recharged according to the rules for making magical items. Once all the charges are used, the staff is rendered nonmagical and cannot be recharged.

Unless inapplicable or otherwise specified, staves function at the 8th level of magic use. Their spell discharge is that of an 8th-level wizard with respect to range, duration, and area of effect.

Damage is nominally 8d6 with respect to fireballs, lightning bolts, etc.

### Command Word

Staves require the utterance of a command word (or phrase) to operate. The command word is usually etched in magical writing on the staff (requiring a *read magic* to translate).

## Staves

**Staff-Mace:** This clerical weapon appears to be a normal wooden staff of the type used when trekking in the wilderness. This item is typically made of bronzedwood, reinforced by heavy bands and tips of iron. It gives off a very faint aura of alteration magic. Upon command, the *staff-mace* takes on one of 3 forms, as desired by the possessor.

Quarterstaff: *quarterstaff* +3, iron-shod

Great Mace: *footman's mace* +1, iron

Mace: *horseman's mace* +2, iron

**Staff-Spear:** When this seemingly ordinary quarterstaff is examined magically, it will have an aura of alteration. Upon proper command, a long and sharp spear blade will shoot forth from its upper end. This makes the weapon into a spear rather than a staff. Upon a second command, the length of the weapon will elongate to a full 12', and the third command will recall it to its original form. The powers and value of each staff-spear are determined randomly when the item is first employed:

### Magical Bonus

+1, +2, +3, +4, +5, +3\*

\* Does damage as ransour (2d4), but still acts as a spear if used to thrust or when set to receive a charge.

**Staff of Command (Priest, Wizard):** This device has 3 functions, only 2 of which will be effective if the wielder is a wizard; all 3 work when the staff is in a priest's hands. The 3 functions are:

*Human influence:* This power duplicates that of the ring of the same name. Each *suggestion* or *charge* draws one charge from the staff.

*Mammal control/animal control:* This power functions only as *mammal control* (as the ring of that name) when the staff is used by a wizard. In the hands of a priest it is a staff of *animal control* (as the potion of that name, all types of animals listed). Either use drains one charge per turn or fraction thereof.

*Plant control:* This function duplicates that of the potion of the same name, but for each 10' sq area of plants controlled for one turn or less, one charge is used. A wizard cannot control plants at all.

The staff can be recharged.

**Staff of Curing (Priest):** This device can *cure disease*, *cure blindness*, *cure wounds* (3d6+3 hit points), or *cure insanity*. Each function drains one charge. The device can be used once per day on any person (dwarf, elf, gnome, half-elf, halfling included), and no function may be employed more than twice per day (i.e., the staff can function only 8 times during a 24-hour period). It can be recharged.

**Staff of the Magi (Wizard):** This potent staff contains many spell powers and other functions. Some of its powers drain charges; others don't. The following powers do not drain charges:

- *detect magic*
- *enlarge*
- *hold portal*
- *light*
- *protection from evil/good*

The following powers drain one charge per usage:

- *invisibility*
- *fireball*
- *knock*
- *lightning bolt*
- *pyrotechnics*
- *ice storm*
- *web*
- *wall of fire*
- *dispel magic*
- *passwall*

These powers drain 2 charges per usage:

- *whirlwind\**
- *conjure elemental\*\**
- *plane travel*
- *telekinesis\*\*\**

\* The whirlwind is identical to that caused by a djinni.

\*\* The staff can be used to conjure one elemental of each type per day, each having 8 Hit Dice.

\*\*\*Telekinesis is at 8th level also (i.e., 200 lb maximum weight).

The *staff of the magi* adds a +2 bonus to all saving throw rolls vs. spell. It can be used to absorb wizard spell energy directed at its wielder, but if the staff absorbs energy beyond its charge limit, it will explode as if a "retributive strike" (see below) had been made. The spell levels of energy absorbed count only as recharging the staff, but they cannot be redirected immediately, so if absorption is desired, that is the only action possible by the staff wielder that round. Note also that the wielder has no idea how many spell levels are cast at him, for the staff does not communicate this knowledge as a *rod of absorption* does. Absorbing spells is risky, but absorption is the only way this staff can be recharged.

Retributive strike is a breaking of the staff. It must be purposeful and declared by the wizard wielding it. When this is done all levels of spell energy in the staff are released in a globe of 30' radius. All creatures within 10' of the broken staff suffer hit points of damage equal to 8 times the number of spell levels of energy in the rod (1 to 25), those between 10 to 20' take 6 x levels, and those 20 to 30' distant take 4 x levels. Successful saving throws versus magic indicate only 1/2 damage is sustained.

The wizard breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy totally destroys him. This staff and the *staff of power* are the only magical items capable of a retributive strike.

**Staff of Power (Wizard):** The *staff of power* is a very potent magical item, with offensive and defensive abilities. The powers below cost one charge each:

- *continual light*
- *magic missile or lightning bolt*
- *ray of enfeeblement*
- *levitation*
- *cone of cold or fireball*

The following powers drain 2 charges each:

- *shield, 5' radius*
- *globe of invulnerability*
- *paralyzation\**

\* Paralyzation is a ray from the end of the staff extending in a cone 40' long and 20' wide at the far end.

The DM may assign alternate powers by random die roll.

The wielder of a *staff of power* gains a +2 bonus to Armor Class and saving throws. He may use the staff to smite opponents. It strikes as a +2 magical weapon and inflicts 1d6+2 points of damage; if one charge is expended, the staff causes double damage, but 2 charges do not cause triple damage.

A *staff of power* can be broken for a retributive strike (see *staff of the magi*). The staff can be recharged.

**Staff of the Serpent (Priest):** There are 2 varieties of this staff - the "python" and the "adder."

The python strikes as a +2 magical weapon and inflicts 1d6+2 points of damage when it hits. If the priest throws the staff to the ground, it grows from its 6' length, becoming a constrictor snake, 25' long (AC 17, 49 hit points, movement rate of 9). This happens in one round. The snake will entwine if it scores a hit, the opponent being constricted for 2d4+2 points of damage per round.

The victim will remain trapped by the python until he dies or the creature is destroyed. Note that the python will return to its owner upon command. If it is destroyed while in snake form, the staff is destroyed.

The adder strikes as a +1 magical weapon and does 2d2 points of damage when it hits. Upon command the head of the staff becomes that of an actual serpent (AC 15, 20 hit points). This head remains for one full turn. When a hit is scored, damage is not increased, but the victim must roll a successful saving throw vs. poison (strength E) or be slain. Only evil priests will employ an adder staff. If the snake head is killed, the staff is destroyed.

Neither staff has nor requires charges. Most of these staves - 60% - are pythons.

**Staff of Slinging (Priest):** This magical quarterstaff appears to be a +1 weapon unless it is grasped by a druid, whereupon its power of slinging becomes evident. This power, which can be employed *only* by a druid, is activated when one end of the staff is touched to a heavy object of roughly spherical shape (a stone, metal ball, pottery crock, etc.) of up to 9" in diameter and 5 lb in weight. The object adheres to the end of the staff, and the wielder need then only swing the staff in an overhand arc to release the missile toward a desired target.

The missile leaves the staff on the downstroke of the overhand swing and travels in a low, rising trajectory, with the missile going 1' upward for every 10' traveled. Of course, the arc may be higher, or the missile aimed so as to travel nearly vertically. (In the latter case, reverse the arcing ratio so that 1' of distance laterally is covered for every 10' of vertical rise.) The maximum range of such a missile is 180', with limits of 60' and 120' on short and medium range, respectively.

This staff also carries charges, and a druid wielding the item can expend one charge and thereby use the staff to hurl a missile of large size, as if the wielder were a stone giant (range out to 300', 3d10 points of damage per hit). Whether used as a magical quarterstaff or by employing one of its slinging powers, the staff bestows +1 to the wielder's attack roll and +1 per die to damage dealt out. The weapon may be recharged by a druid of 12th or higher level.

**Staff of Striking (Priest, Wizard):** This oaken staff is the equivalent of a +3 magical weapon. (If the weapon vs. armor type adjustment is used, the *staff of striking* is treated as the most favorable weapon type vs. any armor.) It causes 1d6+3 points of damage when a hit is scored. This expends a charge. If 2 charges are expended, bonus damage is doubled (1d6+6); if 3 charges are expended, bonus damage is tripled (1d6+9). No more than 3 charges can be expended per strike. The staff can be recharged.

**Staff of Swarming Insects (Priest, Wizard):** A staff of this sort is typically short and thick. When initially obtained or encountered, much of its length is covered with finely done carvings depicting winged biting and stinging insects (bees, deerflies, horseflies, wasps, and the like). Any priest character (cleric, druid, shaman, witch doctor, etc.) holding it can command the staff to create a swarm of such insects, at the same time expending one of the staff's charges.

Range is 60'+2/level of the user. The number of insects produced is 60 plus 10 per level. Every 10 insects will inflict 1 point of damage upon the target victim, regardless of Armor Class, unless the victim is protected by a *force field*, engulfed in flames, etc. Note, however, that the insects will not affect creatures larger than man-sized with a natural Armor Class of 15 or better.

When a vulnerable target is attacked by the swarm of flying insects, the target will be unable to do anything other than attempt to dislodge and kill the things. The insect attack lasts for one round. Each time the staff is employed, one of the insect-shapes carved into its wooden surface will disappear, so it is easy to determine how many charges are left in the staff. Unlike others of its ilk, a staff of this sort can have as many as 50 initial charges. However, it cannot be recharged.

**Staff of Thunder & Lightning:** Casual examination of this stout quarterstaff will show it to be exceptional, and if it is magically examined, it will radiate an aura of alteration magic. Constructed of wood (ash, oak, bronzedwood, or the like) and bound with iron set with silver rivets, it has the properties of a +2 magical weapon without any expenditure of its magical charges. Its other magical properties are as follows:

**Thunder:** The staff strikes as a +3 weapon, and unless the opponent struck saves successfully vs. rods, staves, and wands, he will be *stunned* from the noise of the staff's impact—unable to take any further action in the round struck, and automatically having lost initiative in the following round. This power requires the expenditure of one charge.

**Lightning:** A short spark of electricity leaps forth when the opponent is struck, causing normal staff damage, plus 2d6 additional points of damage from shock. Note that the staff might not score a hit, but the electrical discharge discounts any form of metal armor (making the target effectively AC 10 for this purpose), so only such damage might apply. This power requires the expenditure of one charge.

**Thunderclap:** The staff sends forth a cone of deafening noise, 5' wide at the apex, 40' long, and 20' wide at a point farthest from the source. All creatures within this cone, wholly or partially, must roll a successful saving throw vs. rods, staves, and wands or be *stunned* for 1d2 rounds (unable to attack during this time) and unable to hear for 1d2 additional rounds. Those who save are unable to hear for 1d4 rounds, but suffer no loss of attacks. This function requires the expenditure of 2 charges.

**Lightning Stroke:** A bolt similar to that from a *wand of lightning* is generated, but it is of 8d6 strength, causing 16-48 points of damage (rolls of 1 are counted as 2) to those who fail a saving throw. The stroke can be single or forked. This function of the rod uses 2 charges.

**Thunder & Lightning:** This power combines the *thunderclap*, described above, with a forked lightning bolt as in the *lightning stroke*. Damage from the lightning is a total of 8d6 with rolls of 1 or 2 counted as rolls of 3, for a range of 24-48 points. A saving throw applies, with deafness and 1/2 damage suffered by those who are successful. This power requires the expenditure of 4 charges.

The casting time required for any function is equal to the number of charges expended; thus, the *thunder & lightning* function costs 4 charges and has an initiative modifier of +4.

**Staff of Withering:** The *staff of withering* is a +1 magical weapon. A hit from it causes 1d4+1 points of damage. If 2 charges are expended when a hit is scored, the creature struck also ages 10 years, its abilities and lifespan adjusted for the resulting age increase. If 3 charges are expended when a hit is made, one of the opponent creature's limbs can be made to shrivel and become useless unless it successfully saves vs. spell (check by random number generation for which limb is struck).

Ageless creatures (undead, demons, devils, etc) cannot be aged or withered. Each effect of the staff is cumulative, so that 3 charges will score damage, age, and wither. Aging a dwarf is of little effect, while aging a dragon could actually aid the creature.

**Staff of the Woodlands (Druid):** This sort of staff is always made from oak, ash, or yew, finely grained, beautifully carved, and bound with bronze. It is effective only in the hands of a druid. Each such staff has the following powers, with each expending one charge per use:

- *Wall of thorns*
- *Animal friendship plus speak with animals*
- *Animate tree\**

\* This function duplicates the ability of a treant to cause a large tree to move at a movement rate of 3 and attack as if it were a largest-sized treant, and in all other respects becoming a virtual treant for 8 rounds per charge expended. Note that one round is required for the tree to animate, and it will return to rooting on the eighth, so only 6 of the initial 8 rounds are effectively available for the attack function.

In addition to these powers, each *staff of the woodlands* has a magical weapon value. Those with a lesser value have extra magical powers that do not require charges and can be employed once per day: The +4 staff has no additional powers; the +3 staff also confers the power of *pass without trace*; the +2 staff confers the powers of *pass without trace* and *barkskin*; the +1 staff confers the powers of the +2 staff plus the power of the *tree* spell.

### Spell-Like Magical Staves\*

The following outlines spell-like magical staves (other than those detailed above) that can be enchanted. However no total of bonuses can equate to greater than a +5 for a magical spell-like staff. These modifications cannot be added to the special magical staves listed above.

**Spell-Like Power:** A non-permanent spell that affects the spellcaster in the text of the spell can be imbued into a staff for a single use per day. Only 1-5th level spells can be used. Only one spell can be used (active or latent) per round.

*Magical Adjust:* +1 per spell level.

**Additional Spell-Like Power Use:** To add an additional use per day of a spell already imbued.

*Magical Adjust:* +1 per additional use.

### Cost of Spell-Like Magical Staves

- +1 - 5,000gp
- +2 - 10,000gp
- +3 - 15,000gp
- +4 - 20,000gp
- +5 - 25,000gp

\*Staves can also be modified by rules for *Weapon Modifications*



## Section 6: Wands

### Wands

Wands are 1 1/4' long and slender. They are made of ivory, bone, or wood and are usually tipped with something - metal, crystal, stone, etc. They are fragile and tend to break easily. Because of this, they are often kept in cases.

Wands perform at 6th level of experience with respect to the damage they cause, range, duration, area of effect, etc., unless otherwise stated.

At the DM's option, 1% of all wands can be trapped to backfire.

Wands are powered by charges, each use costing one or more charges (depending on the item). When discovered, a wand typically contains 1d20+80 charges. Captured wands taken from a defeated foe often have many fewer charges. Wands never have a greater number of charges than those listed. Most wands can be recharged according to the rules for making magical items.

When a wand runs out of charges, it can no longer be recharged. Furthermore, the DM can rule that the wand immediately crumbles into useless dust (settling the issue) or is now a useless, nonmagical stick.

### Command Words

Wands require the utterance of a command word (or phrase) to operate. The command word is etched in magical writing on the wand (requiring a *read magic* to translate).

### Wands

**Wand of Conjunction (Wizard):** Grasping this device enables a wizard to recognize any cast or written conjunction/summoning spell (*unseen servant*, *monster summoning*, *conjure elemental*, *death spell*, *invisible stalker*, *limited wish*, *symbol*, *maze*, *gate*, *prismatic sphere*, *wish*). The wand also has the following powers, which require expenditure of one charge each:

- *unseen servant*
- *monster summoning\**

\* A maximum of 6 charges may be expended, one per level of the *monster summoning*, or 6 *monster summoning I*, 3 *monster summoning II*, 2 *monster summoning III*, or any combination totaling 6. The wizard must be of a sufficient experience level to cast the appropriate *summoning* spell.

The *wand of conjunction* can also conjure up a *curtain of blackness*—a veil of total black that absorbs all light. The *curtain of blackness* can cover a maximum area of 600' sq (60 x 10', 40 x 15', 30 x 20'), but it must stretch from ceiling to floor, wall to wall. The *curtain* takes 2 charges to conjure. The veil of total lightlessness can be penetrated only by physical means or magic.

The wand also enables its wielder to construct a *prismatic sphere* (or *wall*), one color at a time, red to violet, at a cost of one charge per color.

Each function of the wand has an initiative penalty of +5, and only one function per round is possible. The wand may be recharged.

**Wand of Earth and Stone:** A wand of this sort is typically short and tipped with some form of mineral. It is imbued with the following powers:

<i>Dig</i>	½ charge/use
<i>Passwall</i>	one charge/use
<i>Move earth</i>	2 charges/use

In addition, 50% of all such wands have the following powers:

<i>Transmute mud to rock</i>	one charge/use
<i>Transmute rock to mud</i>	one charge/use

**Wand of Enemy Detection:** This wand pulses in the wielder's hand and points in the direction of any creature(s) hostile to the bearer of the device. The creature(s) can be invisible, ethereal, astral, out of phase, hidden, disguised, or in plain sight. Detection range is a 60' sphere. The function requires one charge to operate for one turn. The wand can be recharged.

**Wand of Fear (Priest, Wizard):** When the *fear* wand is activated, a pale amber ray springs from the tip of the wand, forming a cone 60' long by 20' in base diameter, which flashes on and instantly disappears. Each creature touched by the ray must roll a successful saving throw vs. wand or react as per the *cause fear* spell (1st-level priest spell, *remove fear* reversal). In other words, creatures affected by the wand turn and move at fastest possible speed away from the wielder for 6 rounds. Each use costs one charge. It can operate just once per round. The wand can be recharged.

**Wand of Fire (Wizard):** This wand can function like the following wizard spells:

- *Burning hands:* The wand emits a fan-shaped sheet of fire 10' wide at its end and 12' long. Each creature touched suffers 6 points of damage. The sheet of fire appears instantly, shoots forth dark red flames, and snuffs out in less than one second. It expends one charge.
- *Pyrotechnics:* This function duplicates the spell of the same name. It has an initiative modifier of +2 and expends one charge.
- *Fireball:* The wand coughs forth a pea-sized sphere that streaks out to the desired range (to a maximum of 160') and bursts in a fiery, violet-red blast, just like the *fireball* spell. The initiative modifier is +2, and this expends 2 charges. The fireball inflicts 6d6 points of damage, but all 1s rolled are counted as 2s (i.e., the burst causes 12-36 points). A saving throw vs. wand is applicable.
- *Wall of fire:* The wand can be used to draw a fiery curtain of purplish-red flames 1200' sq (10' x 120', 20' x 60', 30' x 40', etc.). The flames last for 6 rounds and cause 2d6+6 points damage if touched (2d4 points if within 10' of the fire, 1d4 if within 20'). The flames can also be shaped into a ring around the wand user (but the circle has a 15' radius). The initiative modifier is +3, and its use expends 2 charges.

The *wand of fire* can operate just once per round. It can be recharged.

**Wand of Flame Extinguishing:** This sort of wand has 3 separate functions:

Nonmagical fires of normal size can be extinguished without using any charges. Normal size includes anything up to the size of a bonfire or a fire in a regular fireplace - equal to 4 to 6 billets of wood burning hotly.

To extinguish large, nonmagical fires, flaming oil in quantity equal to a gallon or more, the fire produced by a fiend, a *flame tongue* sword, or a *burning hands* spell, one charge is expended from the wand. Continual magical flames, such as those of a sword or a creature able to ignite, will be extinguished for 6 rounds and will flare up again after that time.

When applied to large magical fires such as those caused by *fireball*, *flame strike*, or *wall of fire* spells, 2 charges are expended from the wand as the flames are extinguished.

If the device is used upon a creature composed of flame (a fire elemental, for instance), a successful attack roll inflicts 6d6 points of damage upon the creature.

**Wand of Frost (Wizard):** A *frost* wand can perform 3 functions that duplicate wizard spells:

- *Ice storm:* A silvery ray springs forth from the wand and an ice (or sleet) storm occurs up to 60' away from the wand holder. This function requires one charge.
- *Wall of ice:* The silvery ray forms a wall of ice, 6" thick, covering a 600' sq area (10' x 60', 20' x 30', etc.). Its initiative modifier is +2, and it uses one charge.
- *Cone of cold:* White crystalline motes spray forth from the wand in a cone with a 60' length and a terminal diameter of 20'. The initiative modifier is +2, and the effect lasts just one second. The temperature is -100 degrees F., and damage is 6d6, treating all 1s rolled as 2s (6d6, 12-36). The cost is 2 charges per use. Saving throw vs. wands is applicable.

The wand can function once per round, and may be recharged.

**Wand of Illumination:** This wand has 4 separate functions, 3 of which approximate wizard spells, and one of which is unique:

- *Dancing lights:* The wand produces this effect at a cost of one charge.
- *Light:* The *illumination* wand sends forth light at an expenditure of one charge.
- *Continual light:* This function requires 2 charges.
- *Sunburst:* When this effect is called forth, the wand delivers a sudden flash of brilliant, greenish-white light, with blazing golden rays. The range of this sunburst is 120' maximum, and its duration is 1/10 of a second. Its area of effect is a 20' radius globe. Any undead within this globe suffer 6d6 points of damage, with no saving throw. Creatures within or facing the burst must roll successful saving throws vs. wands or be blinded for one round and be unable to do anything during that period. (Of course, the creatures in question must have sight organs sensitive to the visible light spectrum). The function requires 3 charges.

The wand can be recharged.

**Wand of Lightning (Wizard):** This wand has 2 functions that closely resemble wizard spells:

- *Shock:* This does 1-10 hit points of damage to a target struck in melee combat, with no saving throw. Characters wearing metal armor and/or shields are treated as armor class 10, plain leather and wood work normally. Magical bonuses on metal armor do not affect Armor Class, but a *ring of protection* does. The shock uses one charge.
- *Lightning Bolt:* The possessor of the wand can discharge a bolt of lightning. The stroke can be either a forked or straight bolt (see wizard spell, *lightning bolt*). Damage is 12-36 (6d6, treating 1s as 2s), but a saving throw is applicable. This function uses 2 charges and has an initiative modifier of +2.

The wand may be recharged. It can perform only one function per round.

**Wand of Magic Detection:** This wand is similar in operation to the *enemy detection* wand. If any form of magic is in operation, or a magical item exists within a 30' radius, the *magic detection* wand will pulse and point to the strongest source. Note that it will point to a person upon whom a spell has been cast.

Operation requires one round, and successive rounds will point out successively less powerful magical radiation. The school of magic (abjuration, alteration, etc.) can be determined if one round is spent concentrating on the subject emanation. One charge is expended per turn (or fraction thereof) of use. Starting with the second round of continuous use, there is a 2% cumulative chance per round that the wand will temporarily malfunction and indicate nonmagical items as magical, or vice-versa. The wand may be recharged.

**Wand of Magic Missiles:** This wand discharges magic missiles similar to those of the 1st-level wizard spell of the same name. The missile causes 1d4+1 points of damage. It always hits its target when the wand is wielded by a wizard, otherwise an attack roll is required. The wand has an initiative modifier of +3, and each missile costs one charge. A maximum of 2 may be expended in one round. The wand may be recharged.

**Wand of Metal and Mineral Detection:** This wand has a 30' radius range. It pulses in the wielder's hand and points to the largest mass of metal within its effective area of operation. However, the wielder can concentrate on a specific metal or mineral (gold, platinum, quartz, beryl, diamond, corundum, etc.). If the specific mineral is within range, the wand will point to any and all places it is located, and the wand possessor will know the approximate quantity as well. Each operation requires one round. Each charge powers the wand for 2 full turns. The wand may be recharged.

**Wand of Negation:** This device negates the spell or spell-like function(s) of rods, staves, wands, and other magical items. The individual with the *negation* wand points to the device, and a pale gray beam shoots forth to touch the target device or individual. This totally negates any wand function, and makes any other spell or spell-like function from that device 75% likely to be negated, regardless of the level or power of the spell. The wand can function once per round, and each negation drains one charge. The wand cannot be recharged.

**Wand of Paralyzation (Wizard):** This wand shoots forth a thin ray of bluish color to a maximum range of 60'. Any creature touched by the ray must roll successful saving throw vs. wand or be rendered rigidly immobile for 5d4 rounds. A save indicates the ray missed, and there is no effect. As soon as the ray touches one creature, it stops - the wand can attack only one target per round.

The wand has an initiative modifier of +3, and each use costs one charge. The wand may operate once per round. It may be recharged.

**Wand of Polymorphing (Wizard):** This wand emits a thin, green beam that darts forth a maximum distance of 60'. Any creature touched by this beam must make a saving throw vs. wands (success indicating a miss) or be *polymorphed* (as the *polymorph others* spell). The wielder may opt to turn the victim into a snail, frog, insect, etc., as long as the result is a small and inoffensive creature.

The possessor of the wand may elect to touch a creature with the device instead. Unwilling creatures must be hit and are also entitled to a saving throw. If the touch is successful, the recipient is surrounded by dancing motes of sparkling emerald light, and then transforms into whatever creature-shape the wielder wants. This is the same magical effect as the *polymorph self* spell.

Either function has an initiative of +3. Each draws 1 charge. Only one function per round is possible. The wand may be recharged.

**Wand of Secret Door and Trap Location:** This wand has an effective radius of 15' for secret door location and 30' for trap location. When the wand is energized it will pulse in the wielder's hand and point to all secret doors or traps within range. Note that it locates either doors *or* traps, not both during one operation. It requires one round to function and draws one charge. The wand may be recharged.

**Wand of Size Alteration:** A wand of this sort enables the wielder to cause any single creature of virtually any size to *enlarge* or *diminish*. Either effect causes a 50% change in size.

Relative Strength and power increases or decreases proportionally, providing the weaponry employed is proportionate or usable. For humanoid creatures enlarged, Strength is roughly proportional to that of a giant of corresponding size. For example, a humanoid enlarged to 9' tall is roughly equivalent to a hill giant (19 strength), and a 13' tall humanoid equals a fire giant (22 Strength).

The wand's power has a range of 10'. The target creature and all it is wearing or carrying are affected unless a saving throw succeeds. Note that a willing target need not to make a saving throw.

The effect of the wand can be removed by a *dispel magic* spell, but if this is done, the target must roll a system shock check. It can also be countered if the possessor of the wand wills the effect to be canceled before the duration of the effect expires. Each usage of the wand (but not the cancellation of an effect) expends one charge. It can be recharged by a wizard of 12th or higher level.

**Wand of Wonder:** The *wand of wonder* is a strange and unpredictable device that will generate any number of strange effects, randomly, each time it is used. The DM determines at random the affects.

The wand uses one charge per function. It may not be recharged. Where applicable, saving throws should be made.

## Spell-Like Magical Wands

The following outlines spell-like magical wands (other than those detailed above) that can be enchanted. However no total of bonuses can equate to greater than a +5 for a magical spell-like wand. These modifications cannot be added to the special magical wands listed above.

**Spell-Like Power:** A non-permanent spell that affects the spellcaster in the text of the spell can be imbued into a wand for a single use per day. Only 1-5th level spells can be used. Only one spell can be used (active or latent) per round.

*Magical Adjust:* +1 per spell level.

**Additional Spell-Like Power Use:** To add an additional use per day of a spell already imbued.

*Magical Adjust:* +1 per additional use.

### Cost of Spell-Like Magical Wands

- +1 - 5,000gp
- +2 - 10,000gp
- +3 - 15,000gp
- +4 - 20,000gp
- +5 - 25,000gp



## Section 7: Miscellaneous Magic

### Miscellaneous Magic

As the name implies, this category is a catch-all for many sorts of magical items. Some are powerful, others weak and some are just highly desirable. Some items are limited in their use, and by who and what can use them.

### Categories of Magical Items

Most of the item descriptions below are complete in and of themselves. A few categories of magical items require some general comments, however:

**Boots:** All magical boots expand or shrink to fit the wearer, from halfling to giant size.

**Eyes:** Mixing eye types is certain to cause immediate insanity for 2d4 turns. Once this time has passed the character can (and should) remove one of the magical lenses!

**Ropes:** Any magical rope which is broken or severed immediately loses its special properties.

**Extra-dimensional Objects:** Such as Bags of Holding, Heward's Handy Haversack, Portable Holes and Pouches of Accessibility. These items if placed within each other will cause a tear in the immediate surrounding area and suck everything within a 10' radius (even if only a part of the creature or object is in the radius it will entirely be affected) into the astral plane. There is no save, magic resistance or check to avoid this effect.

### Magical Items

**Alchemy Jug:** This magical device can pour forth various liquids upon command. The quantity of each liquid is dependent upon the liquid itself. The jug can pour only one kind of liquid on any given day, 7 pourings maximum. The liquids pourable and quantity per pouring are:

Salt water	16 gallons	Oil	1 quart
Fresh water	8 gallons	Aqua regia	2 gills (8 oz.)
Beer	4 gallons	Alcohol	1 gil (4 oz.)
Vinegar	2 gallons	Chlorine	8 drams (1 oz.)
Wine	1 gallon	Cyanide	4 drams (½ oz.)
Ammonia	1 quart		

The jug will pour forth 2 gallons per round, so it will require 8 rounds to complete a pouring of salt water.

**Amulet of Life Protection:** This pendant or brooch device serves as protection for the psyche. The wearer is protected from the *magic jar* spell or any similar mental attack that would usurp control of the wearer's body. If the wearer is slain, the psyche enters the amulet and is protected for 7 full days. Thereafter, it departs to the plane of its alignment. If the amulet is destroyed during the 7 days, the psyche is utterly and irrevocably annihilated.

A character whose psyche is held in the amulet does not truly die until seven days have passed. Until that time, any healing the character receives revives the character as long as the healing is sufficient to give the character a positive hit point total.

The wearer can be raised or resurrected no matter how the character died. The raise dead or resurrection spells can be cast upon the amulet if the character's body has been destroyed.

**Amulet of Mighty Fists (Monk):** This amulet grants a bonus of +1 to +5 to attack and damage rolls with unarmed attacks. This item is usable only by monks, and does not affect class abilities. This item is not listed in Section 11, it is worth 2,700 gp (+1); 10,800 gp (+2); 24,300 gp (+3); 43,200 gp (+4); or 67,500 gp (+5).

**Amulet of Proof Against Detection and Location:** This device protects the wearer against all divination and magical location and detection. The wearer cannot be detected through *clairaudience*, *clairvoyance*, *ESP*, *crystal balls*, or any other scrying devices. No aura is discernible on the wearer, and predictions cannot be made regarding him unless a powerful being is consulted.

**Amulet Versus Undead:** This prized charm is a specially blessed symbol that enables the wearer to turn undead like a cleric. The amulet appears ordinary, but glows brightly when presented strongly (i.e., as if it were a holy symbol) in the presence of undead. The success of the attempt to turn is determined by the power of the amulet - each amulet varies from level 5 to 9 as a cleric.

The amulet must be worn at all times to remain effective. When it is not worn, it becomes inert, and will remain so for the first 7 days after it is put on.

**Bag of Beans:** This bag, constructed of heavy cloth, is about 2' wide and 4' long (the size of any other large bag or sack). A character who opens it will find several large, pebble-like objects inside. If dumped out of the bag, these objects explode for 5d4 points of damage each. All creatures within a 10' radius must successfully save vs. spell or suffer full damage. To be removed safely, the beans in the bag must be taken out by hand - *telekinesis* won't prevent them from exploding, nor will working them out with tools. If placed in dirt and watered, each pebble-like bean will "sprout" a creature or object. *Bags of beans* generally hold 3d4 beans, only 1 or 2 of which will be beneficial, the others sprouting monsters or useless things. The DM determines (at random) what "sprouts up".

**Bag of Holding:** As with other magical bags, this one appears to be a common cloth sack of about 2' by 4' size. The *bag of holding* opens into a nondimensional space, and its inside is larger than its outside dimensions. Regardless of what is put into this item, the bag always weighs a fixed amount.

If overloaded, or if sharp objects pierce it (from inside or outside), the bag will rupture and be ruined. The contents will be lost forever in the vortices of the astral plane.

Living creatures can be placed within a bag of holding provided they don't exceed the bag's volume and weight restrictions. If the bag is left open, living creatures kept inside can breathe normally. The space inside a bag of holding is airtight, and if the bag is sealed, the air inside runs out quickly. It is possible to carry water in a bag of holding. See the general note under extradimensional spaces for more information.

Bag Capacity	Weight Limit	Volume Limit	Air*	Water**
5 lbs.	50 lbs.	5 cu. ft.	1 minute	10 gallons
10 lbs.	100 lbs.	10 cu. ft.	2 minutes	15 gallons
15 lbs.	150 lbs.	15 cu. ft.	3 minutes	20 gallons
20 lbs.	200 lbs.	20 cu. ft.	4 minutes	25 gallons
25 lbs.	250 lbs.	25 cu. ft.	5 minutes	30 gallons

\* This is the amount of time a single creature in a sealed bag remains comfortable. After the listed time, the air becomes foul and the creature begins gasping; a -2 penalty applies to all attack rolls and ability checks until the creature gets fresh air. If the creature remains in the bag for twice the listed time, it must save vs. poison or fall unconscious until the creature gets fresh air. The save must be repeated each turn. Unconscious creatures also must save vs. poison every turn, and they die if they fail a second time.

\*\* This shows the amount of water the bag can hold. Note that water is heavy and a bag carrying the listed amount of water only appears to be about 10% full as far as its cubic capacity is concerned. This makes it very easy to exceed the bag's weight limit and destroy it.

**Bag of Tricks:** A *bag of tricks* appears to be a typical sack, and visual or other examination will show it to be empty when first discovered. However, anyone who reaches inside will feel a small, fuzzy object. If this object is taken from the bag and tossed 1' to 20' away, it will turn into one of the animals on the following table.

These animals will obey and fight for the individual who brought them into being. The kind of animal inside a *bag of tricks* varies each time an animal is drawn from the bag.

There are 3 types of *bags of tricks*, each capable of producing different kinds of animals. To determine which kind of bag has been discovered, roll 1d10. On a 1-5, a type A bag has been found; on a 6-8, a type B; and on a 9 or 10, a type C. Thereafter, the wielder rolls a 1d8 on the appropriate table to determine the specific animal found.

Only one creature can be drawn forth at a time. It alone exists until it is slain, until one turn has elapsed, or until it is ordered back into the *bag of tricks*. At that point, the creature vanishes. Only then can another animal be brought forth. Up to 10 creatures can be drawn from the bag each week.

## BAG OF TRICKS ANIMALS (D10)

### A (1-5)

D8 Roll	Animal	AC	Hit Dice	Hit Points	Damage per Attack
1	Weasel	14	½	2	1
2	Skunk	11	½	2	Musk
3	Badger	16	1+2	7	1-2/1-2/1-3
4	Wolf	13	2+2	12	2-5
5	Lynx, giant	14	2+2	12	1-3/1-3/1-2/1-2/1-4
6	Wolverine	15	3	15	1-4/1-4/2-5 + musk
7	Boar	13	3+3	18	3-12
8	Stag, giant	13	5	25	4-16 or 1-4/1-4

### B (6-8)

D8 Roll	Animal	AC	Hit Dice	Hit Points	Damage per Attack
1	Rat	13	½	2	1
2	Owl	13	½	3	1-3/1-3
3	Dog	13	1+1	6	1-4
4	Goat	13	1+1	8	1-6
5	Ram	14	2	10	2-5
6	Bull	13	4	20	1-6/1-6
7	Bear	14	5+5	30	1-6/1-6/1-8/2-12
8	Lion	15/14	5+2	28	1-4/1-4/1-10/2-7/2-7

### C (9-0)

D8 Roll	Animal	AC	Hit Dice	Hit Points	Damage per Attack
1	Jackal	13	½	2	1-2
2	Eagle	13	1	5	1-2/1-2/1
3	Baboon	13	1+1	6	1-4
4	Ostrich	13	3	15	1-4 or 2-8
5	Leopard	14	3+2	17	1-3/1-3/1-6/1-4/1-4
6	Jaguar	14	4+2	21	1-3/1-3/1-8/2-5/2-5
7	Buffalo	13	5	25	1-8/1-8
8	Tiger	14	5+5	30	2-5/2-5/1-10/2-8/2-8

**Beads of Force:** These small, black spheres might be mistaken for common beads, marbles, or unusually black but lusterless pearls. From 5-8 of these beads are usually found at one time. Each is about 3/4" in diameter and quite heavy, weighing almost an ounce. One can be hurled up to 30'.

Upon impact, the bead sends forth a burst of force that inflicts 5d4 points of damage upon all creatures within a 10' radius of its center. Each victim is allowed a saving throw vs. spell. Those who save will be thrown out of the blast area, but those who fail to save will be encapsulated by a *sphere of force* after taking damage.

The sphere will form around any and all such creatures in the 10'-radius area, even those of large size, and will persist for 3d4 rounds. Victims will be unable to escape except by the same means and used to bring down a *wall of force* spell.

**Beaker of Plentiful Potions:** This container resembles a jug or flask. It is a magical beaker with alchemical properties allowing it to create 1d4 + 1 doses of 1d4 + 1 potions. (The kinds of potions are determined by random selection on Table 89.) Different potion sorts are layered in the container, and each pouring takes one round and results in one dose of one potion type.

Roll 1d4+1, to find the number of potions the beaker contains - *delusion* and *poison* are possible. Record each potion in order of occurrence—the potions are layered and are poured in order. Duplication is possible.

If the container holds only 2 potions, it will dispense them one each per day, 3 times per week; if 3 are contained, it will dispense them one each per day, 2 times per week; and if 4 or 5 are contained it will produce each just one time per week.

Once opened, the beaker gradually loses the ability to produce potions. This reduction in ability results in the permanent loss of one potion type per month, determined randomly.

**Belt of Mighty Prowess (Monk):** This wide, adamantine-studded leather belt grants the wearer a +6 bonus to either Strength or Constitution or divided between both abilities (can be change once per day). This item cannot be used with any other Strength or Constitution enhancing magic. This item is usable only by monks, and does not affect class abilities. This item is not listed in Section 11, it is worth 48,600 gp.

**Boat, Folding:** A folding boat will always be discovered as a small wooden “box” - about 1’ long, 1/2’ wide, and 1/2’ deep. It will, of course, radiate magic if subjected to magical detection. The “box” can be used to store items like any other box. If a command word is given, however, the box will unfold itself to form a boat of 10’ length, 4’ width and 2’ depth. A second (different) command word will cause it to unfold to a 24’ long, 8’ wide, and 6’ deep ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and lateen sail. In its larger form, the boat is decked, has single rowing seats, 5 sets of oars, a steering oar, anchor, a deck cabin, a mast, and square sail. The first can hold 3 or 4 people comfortably, the second will carry fifteen with ease.

A third word of command causes the boat to fold itself into a box once again. The words of command may be inscribed visibly or invisibly on the box, or they may be written elsewhere - perhaps on an item within the box. The words might have been lost, making the boat useless (except as a small box) until the finder discovers the words himself (via *legend lore*, consulting a sage, physical search of a dungeon, etc.).

**Boots of Elvenkind:** These soft boots enable the wearer to move without sound of footfall in virtually any surroundings. Thus the wearer can walk across a patch of dry leaves or over a creaky wooden floor and make only a whisper of noise - 95% chance of silence in the worst of conditions, 100% in the best.

**Boots of Levitation:** As with other magical boots, these soft boots expand or contract to fit giant to halfling-sized feet. *Boots of levitation* enable the wearer to ascend or descend vertically, at will. The speed of ascent/descent is 20’ per round, with no limitation on duration.

The amount of weight the boots can levitate is randomly determined in 14 lb increments by rolling 1d20 and adding the result to a base of 280 lb (i.e., a given pair of boots can levitate from 294 to 560 lb of weight). Thus, an ogre could wear such boots, but its weight would be too great to levitate. (See the 2nd-level wizard spell, *levitation*.)

**Boots of the North:** This footgear bestows many powers upon the wearer. First, he is able to travel across snow at normal rate of movement, leaving no tracks. The boots also enable the wearer to travel at 1/2 normal movement rate across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. *Boots of the north* warm the wearer, so that even in a temperature as low as -50 degrees F., he is comfortable with only scant clothing - a loin of cloth and cloak, for instance. If the wearer of the boots is fully dressed in cold-weather clothing, he can withstand temperatures as low as -100 degrees F.

**Boots of Speed:** These boots enable the wearer to run at the speed of a fast horse - 24 base movement speed. For every 10 lb of weight over 200 lb, the wearer is slowed by 1 in movement, so a 180 lb human with 60 lb of gear would move at 20 base movement rate.

For every hour of continuous fast movement, the wearer must rest an hour. No more than 8 hours of continuous fast movement are possible before the wearer must rest. Boots of speed give a +2 bonus to Armor Class in combat situations in which movement of this sort is possible. The Armor Class bonus applies when the character chooses a half-move or full-move combat action. Going toe-to-toe in a melee doesn’t allow the wearer of the boots to take advantage of their defensive properties, although he can always use the extra movement.

**Boots of Striding and Springing:** The wearer of these magical boots has a base movement rate of 12, regardless of size or weight. This speed can be maintained tirelessly for up to 12 hours per day, but thereafter the boots no longer function for 12 hours - they need that long to “recharge.”

In addition to the striding ability, these boots allow the wearer to make great leaps. While “normal” paces for the individual wearing this type of footgear are 3’ long, the boots also enable forward jumps of up to 30’, backward leaps of 10’, and vertical springs of 15’.

If circumstances permit the use of such movement in combat, the wearer can effectively strike and spring away when he has the initiative during a melee round. However, such activity involves a degree of danger - there is a base 20% chance that the wearer of the boots will stumble and be stunned on the following round. Adjust the 20% chance downward by 3% for each point of Dexterity the wearer has above 12 (i.e., 17% at Dexterity 13, 14% at 14, 11% at 15, 8% at 16, 5% at 17, and only 2% at 18 Dexterity). In any event, the boots better Armor Class by 1 due to the quickness of movement they allow, so Armor Class 18 becomes 19, Armor Class 19 becomes 20, etc.

If the wearer strikes before his enemy because of a better action speed or because he won initiative, he may spring away without provoking an attack of opportunity. The +1 AC bonus applies all the time, even when the user is mired in a stationary slugging match.

**Boots of Varied Tracks:** The wearer of these ordinary-looking boots is able, on command, to alter the tracks he leaves. The footprints of the wearer can be made as small as those of a halfling or as large as those of an ogre, bare or shod as desired. Each pair of these boots also has 4 additional track-making capabilities. Roll 1d6 4 times to determine the subtable used, followed by 1d8 4 times:

**Subtable A (1-3)**

D8 Roll	Track Print Left
1	Basilisk
2	Bear
3	Boar
4	Bull
5	Camel
6	Dog
7	Giant, hill
8	Goat

**Subtable B (4-6)**

D8 Roll	Track Print Left
1	Horse
2	Lion (or giant lynx)
3	Mule
4	Rabbit
5	Stag
6	Tiger (or leopard)
7	Wolf
8	Wyvern

**Boots, Winged:** These boots appear to be ordinary footwear. If magic is detected for, they radiate a faint aura of both enchantment and alteration. When they are on the possessor's feet and he or she concentrates on the desire to fly, the boots sprout wings at the heel and empower the wearer to fly, without having to maintain the concentration.

The wearer can use the boots for up to 2 hours per day, all at once or in several shorter flights. If the wearer tries to use them for a longer duration, the power of the boots fades rapidly, but it doesn't abruptly disappear - the wearer slowly descends to the ground.

For every twelve hours of uninterrupted non-use, the boots regain one hour of flying power. No amount of non-use allows the boots to be used for more than 2 hours at a time, however.

Some *winged boots* are better than others, there are 4 types of boots as follows;

<b>Flying Speed</b>	<b>Maneuverability Class</b>	<b>Flying Speed</b>	<b>Maneuverability Class</b>
15	A	21	C
18	B	24	D

**Bowl Commanding Water Elementals (Wizard):** This large container is usually fashioned from blue or green semi-precious stone (malachite or lapis lazuli, for example, or sometimes jade). It is about 1' in diameter, 1/2' deep, and relatively fragile. When the bowl is filled with fresh or salt water, and certain words are spoken, a water elemental of 12 Hit Dice will appear. The summoning words require one round to speak.

Note that if salt water is used, the elemental will be stronger (+2 per Hit Die, maximum 8 hp per die, however). Information about water elementals can be found in the *Monstrous Compendium*. (See also *bowl of watery death* below.)

**Bracers of Archery (Warrior):** These magical wrist bands are indistinguishable from normal, non-magical protective wear. When worn by a character type or creature able to employ a bow, they enable the wearer to excel at archery.

The bracers empower such a wearer to use any bow (not including crossbows) as if he were proficient in its usage, if such is not already the case. If the wearer of the bracers has proficiency with any type of bow, he gains a +2 bonus to attack rolls and a +1 bonus to damage inflicted whenever that type of bow is used. These bonuses are cumulative with any others, including those already bestowed by a magical bow or magical arrows, except for a bonus due to weapon specialization.

**Bracers of Brachiation:** These wrist bands appear to be of the ordinary sort, but they enable the wearer to move by swinging from one tree limb, vine, etc., to another to get from place to place. The power can be employed only in locales where these sorts of handholds can be found. Movement is at a rate of 3, 6, or 9 - the more jungle-like the conditions, the greater the movement rate.

The wearer is also able to climb trees, vines, poles, ropes, etc., at a rate of 6, and can swing on a rope, vine, or other dangling, flexible object as if he were an ape.

The wearer can also jump as if wearing *boots of striding and springing*, but the jump must culminate in the grasping of a rope or vine, movement through the upper portion of trees, the climbing of a tree or pole, or some other activity associated with brachiation.

**Bracers of Defense:** These items appear to be wrist or arm guards. Their magic bestows an effective Armor Class equal to someone wearing armor and employing a shield. If armor is actually worn, the bracers have no additional effect, but they do work in conjunction with other magical items of protection. There are 7 types of bracers as follows (error noted in Section 11 for prices);

<b>Armor Class</b>	<b>(Section 11 listed AC)</b>	<b>Armor Class</b>	<b>(Section 11 listed AC)</b>
12	8	16	4
13	7	17	3
14	6	18	2
15	5		

**Brazier Commanding Fire Elementals (Wizard):** This device appears to be a normal container for holding burning coals unless magic is detected for. It enables a mage to summon an elemental of 12-Hit-Dice strength from the Elemental Plane of Fire. A fire must be lit in the brazier - one round is required to do so. If sulphur is added, the elemental will gain +1 on each Hit Die (i.e., 2-9 hit points per Hit Die). The fire elemental will appear as soon as the fire is burning and a command word is uttered. (See *Monstrous Compendium* for other details.)

**Brooch of Shielding:** This appears to be a piece of silver or gold jewelry (10% chance that there are jewels set in it). It is used to fasten a cloak or cape. In addition to this mundane task, it can absorb magic missiles of the sort generated by spell, wand, or other magical device. A brooch can absorb up to 101 points of *magic missile* damage before it melts and becomes useless. Its use can be determined only by means of a *detect magic* spell and then experimentation.

**Broom of Flying:** This magical broom is able to fly through the air at up to 30 base movement speed. The broom can carry 182 lb at this rate, but every 14 additional pounds slows movement by 1. The device can climb or dive at an angle of 30 degrees. A command word (determined by the DM) must be used. The broom will travel alone to any destination named. It will come to its owner from as far away as 300' when he speaks the command word.

**Bucknard's Everfull Purse:** This item appears to be a leather pouch or small bag. Each morning it duplicates certain coins - and possibly gems as well. When found, the purse will be full of coins. If totally emptied, and left so for more than a few minutes, the magic of the purse is lost, but if one of any coin is placed within the bag, many coins of the same type will be found inside the next morning. There are 4 types of purses as follows;

CP	SP	GP	PP	Gems*
—	26	26	—	—
26	26	—	26	—
26	26	—	—	26

\* Base 10 gp gems that can increase to a maximum of 100 gp only.

**Candle of Invocation (Priest):** These specially blessed tapers are dedicated to the pantheon of gods of one of the 9 alignments. The typical candle is not remarkable, but if a *detection* spell is cast, it will radiate magic. It also radiates good or evil, if appropriate.

Simply burning the candle generates a favorable aura for the individual so doing - if the candle's alignment matches that of the character's.

If burned by a priest of the same alignment, the candle temporarily increases the priest's level of experience by 2, enabling him to cast additional spells. He can even cast spells normally unavailable to him, as if he were of the higher level, but only so long as the candle continues to burn. Any burning allows the casting of a *gate* spell, the respondent being of the alignment of the candle, but the taper is immediately consumed in the process.

Otherwise, each candle burns for 4 hours. It is possible to extinguish the candle as placed in a lantern or otherwise sheltered to protect it from drafts and other things which could put it out. This doesn't affect its magical properties.

**Carpet of Flying:** Each carpet has its own command word (if you use the optional command word rules) to activate it - if the device is within voice range, the command word will activate it. The carpet is then controlled by spoken directions.

These rugs are of oriental make and design. Each is beautiful and durable. Note, however, that tears or other rents cannot be repaired without special weaving techniques generally known only in distant, exotic lands. There are 4 types of carpets as follows;

Size	Capacity	Speed	Size	Capacity	Speed
3' x 5'	1 person	42	5' x 7'	3 people	30
4' x 6'	2 people	36	6' x 9'	4 people	24

**Censer Controlling Air Elementals (Wizard):** This 6" wide, 1" high perforated golden vessel resembles thuribles found in places of worship. If filled with incense and lit, a command word need only be spoken to summon forth a 12 Hit Dice air elemental on the following round. If *incense of meditation* is burned within the censer, the air elemental will have a +3 bonus to each of its Hit Dice, and it will obey the commands of its summoner. If the censer is extinguished, the elemental will remain and turn on the summoner.

**Chime of Interruption:** This magical instrument can be struck once per turn. Its resonant tone lasts for 3 full rounds. While the chime is resonating, no spell requiring a verbal component can be cast within a 30' radius of it unless the caster is able to make a saving throw vs. breath weapon. After its effects fade, the chime must be rested for at least 7 rounds. If it is struck again before this time elapses, no sound issues forth, and a full turn must elapse from that point in time before it can again be sounded.

**Chime of Opening:** A *chime of opening* is a hollow mithral tube about 1' long. When it is 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, etc. The *chime of opening* also destroys the magic of a *hold portal* spell or even a *wizard lock* cast by a wizard of less than 15th level.

The chime must be pointed at the area of the item or gate which is to be loosed or opened. It is then struck, a clear chiming ring sounds (which may attract monsters), and in one round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. If a chest is chained, padlocked, locked, and *wizard locked*, it will take 4 soundings of the chime of opening to get it open. A *silence* spell negates the power of the device. The chime has 1d8 x 10 charges before it cracks and becomes useless.

**Cloak of Arachnida:** This black garment gives the wearer the ability to climb as if a *spider climb* spell had been placed upon him. When magic is detected for, the cloak radiates a strong aura of alteration magic.

In addition to the wall-climbing ability, the cloak grants the wearer immunity to entrapment by webs of any sort - the wearer can actually move in webs at a rate equal to that of the spider that created the web, or at a base movement rate of 6 in other cases.

Once per day the wearer of this cloak can cast a double-sized *web*. This operates like the 2nd-level wizard spell.

Finally, the wearer is less subject to the poison of arachnids. He gains a +2 bonus to all saving throws vs. such poison.

**Cloak of the Bat:** Fashioned of dark brown or black cloth, a cloak of this type is not readily noticeable as unusual. It radiates both enchantment and alteration in equal proportions. The cloak bestows a 90% probability of being invisible when the wearer is stationary within a shadowy or dark place. The wearer is also able to hang upside down from the ceiling, like a bat, and to maintain this same chance of invisibility.

By holding the edges of the garment, the wearer is able to fly at a speed of 15 (Maneuver Class: B). If he desires, the wearer can actually transform himself into an ordinary bat - all possessions worn or carried will be part of the transformation - and fly accordingly. Flying, either with the cloak or as an ordinary bat, 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 one hour at a time, but after a flight of any duration, the cloak will not bestow any flying power for a like period of time.

The cloak also provides a +2 bonus to Armor Class. This benefit extends to the wearer even when he is in bat form.

**Cloak of Displacement:** This item appears to be a normal cloak, but when it is worn by a character its magical properties distort and warp light waves. This displacement of light wave causes the wearer to appear to be 1' to 2' from his actual position. Any missile or melee attack aimed at the wearer automatically misses the first time. This can apply to first attacks from multiple opponents only if the second and successive attackers were unable to observe the initial displacement miss.

After the first attack, the cloak affords a +2 bonus to protection (i.e., 2 classes better on Armor Class), as well as a +2 bonus to saving throws versus attacks directed at the wearer (such as spells, gaze weapon attacks, spitting and breath attacks, etc., which are aimed at the wearer of the *cloak of displacement*).

Note that 75% of all *cloaks of displacement* are sized for humans or elves (persons 5 to 6' tall), and 25% are sized for persons of about 4' in height (dwarves, gnomes, halflings).

**Cloak of Elvenkind:** This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when it is worn, with the hood drawn up around the head, it enables the wearer to be nearly invisible - the cloak has chameleon-like powers.

Outdoors, in natural surroundings, the wearer of the cloak is almost totally invisible; in other settings, he is nearly so. However, the wearer is easily seen if violently or hastily moving (running, flying or in combat), regardless of the surroundings. The invisibility bestowed is:

<i>Outdoors, natural surroundings</i>		<i>Urban surroundings</i>	
heavy growth	100%	buildings	90%
light growth	99%	brightly lit room	50%
open fields	95%		
rocky terrain	98%	<i>Underground</i>	
		torch/lantern light	95%
		darkvision	90%
		light/continual light	50%

Fully 90% of these cloaks are sized for human or elven-sized persons. The other 10% are sized for smaller persons (4' or so in height).

**Cloak of the Manta Ray:** This cloak appears to be made of leather until the wearer enters salt water. At that time the *cloak of the manta ray* adheres to the individual, and he appears nearly identical to a manta-ray - there is only a 10% chance that someone seeing the wearer will know he isn't a manta ray.

The wearer can breathe underwater and has the movement of 18 and an AC of 14. Other magical protections or magical armor can improve that armor value.

Although the cloak does not enable the wearer to ram opponents as a manta ray does, the garment has a tail spine which can be used to strike at opponents behind him. The spine inflicts 1d6 points of damage. This attack can be used in addition to other sorts, for the wearer can release his arms (with no penalty to attack) from the cloak without sacrificing underwater movement if so desired.

**Cloak of Protection:** This marvelous device appears to be normal garment made of cloth or leather. However, each plus of a *cloak of protection* betters the wearers AC by one and adds one to saving throw die rolls. Thus, a *cloak +1* would increase Armor Class 10 (no armor) to Armor Class 11, and give a +1 bonus to saving throw rolls. There are 5 types of cloaks as follows;

<b>Power</b>	<b>Power</b>
cloak +1	cloak +4
cloak +2	cloak +5
cloak +3	

This device can be combined with other items or worn with leather armor. It cannot function in conjunction with any sort of magical armor, normal armor not made of leather, or with a shield of any sort.

**Crystal Ball (Wizard):** This is the most common form of scrying device: a crystal sphere about 6" in diameter. A wizard can use the device to see over virtually any distance or into other planes of existence. The user of a *crystal ball* must know the subject to be viewed. Knowledge can be from personal acquaintance, possession of personal belongings, a likeness of the object, or accumulated information. Knowledge, rather than distance, is the key to how successful location will be:

<b>Subject is</b>	<b>Chance of Locating*</b>	<b>Subject is</b>	<b>Chance of Locating*</b>
Personally well known	100%	Garment in possession	25%
Personally known slightly	85%	Well informed of	25%
Pictured	50%	Slightly informed of	20%
Part of in possession	50%	On another plane	-25%

\* Unless masked by magic.

The chance of locating also dictates how long and how frequently a wizard will be able to view the subject.

<b>Chances of Locating*</b>	<b>Viewing Period</b>	<b>Frequency</b>	<b>Chances of Locating*</b>	<b>Viewing Period</b>	<b>Frequency</b>
100% or more	1 hour	3 times/day	74% to 50%	30 minutes	1 time/day
99% to 90%	30 minutes	3 times/day	49% to 25%	15 minutes	1 time/day
89% to 75%	30 minutes	2 times/day	24% or less	10 minutes	1 time/day

\* Unless masked by magic.

Viewing beyond the periods or frequencies noted will force the wizard to roll a saving throw vs. spell each round. A failed saving throw permanently lowers the character's Intelligence by one point and drives him insane until healed.

Certain spells cast upon the user of the *crystal ball* can improve his chances of using the device successfully. These are *comprehend languages*, *read magic*, *darkvision*, and *tongues*. 2 spells - *detect magic* and *detect evil/good* - can be cast through a *crystal ball*. The chance of success is 5% per level of experience of the wizard.

Certain *crystal balls* have additional powers. These spell functions operate at 10th level. There are 4 types of *crystal balls* as follows;

**Additional Power**

*crystal ball*  
*crystal ball with clairaudience*  
 \*Communication only.

**Additional Power**

*crystal ball with ESP*  
*crystal ball with telepathy\**

Only creatures with Intelligence of 12 or better have a chance of noticing that they are the subjects of scrying. The base chance is determined by class.

Fighter	2%	Bard	3%
Paladin	6%	Thief	6%
Ranger	4%	Spell-User	8%

For each point of Intelligence/Learning and Wisdom/Intuition above 12, the creature has an additional arithmetically ascending cumulative chance beginning at 1% (i.e., 1% at Intelligence 13, 3% at 14, 6% at 15, 10% at 16, 15% at 17, 21% at 18 Intelligence, and so on). These creatures also have a cumulative chance of 1% per level of experience or Hit Dice of detecting scrying. Treat monsters as the group as which they make saving throws. Check each round of scrying, and if the percentage or less is rolled, the subject becomes aware of being watched.

A *dispel magic* cast in the area being scryed or in the area of a *crystal ball* will cause it to cease functioning for one day. The various protections against *crystal ball* viewing will simply leave the device hazy and nonfunctioning.

Variants scrying devices for clerics and druids - water basins and mirrors are available at the same price and cost as this item.

**Cube of Force:** This device can be made of ivory, bone, or any hard mineral. It is about the size of a large die - perhaps 3/4" across—and enables its possessor to put up a *wall of force* 10' per side around his person. This cubic screen is impervious to the attack forms shown on the table below. The cube has 36 charges, and this energy is restored each day. The holder presses one face of the cube to activate or deactivate the field:

<b>Cube Face</b>	<b>Charge Cost Per Turn/ Movement Rate</b>	<b>Effect</b>
1	1/1	keeps out gases, wind, etc.
2	2/8	keeps out nonliving matter
3	3/6	keeps out living matter
4	4/4	keeps out magic
5	6/3	keeps out all things
6	0/normal	deactivates

When the force screen is up, the following attacks cost extra charges from the cube in order to maintain the integrity of the screen. Note that these spells cannot be cast either into or out of the cube:

<b>Attack Form</b>	<b>Extra Charges</b>	<b>Attack Form</b>	<b>Extra Charges</b>
Catapult-like missiles	1	<i>Flame strike</i>	3
Very hot normal fires	2	<i>Lightning bolt</i>	4
<i>Horn of blasting</i>	6	<i>Meteor swarm</i>	8
<i>Delayed blast fireball</i>	3	<i>Passwall</i>	3
<i>Disintegrate</i>	6	<i>Phase door</i>	5
<i>Fireball</i>	3	<i>Prismatic spray</i>	7
<i>Fire storm</i>	3	<i>Wall of fire</i>	2

**Cube of Frost Resistance:** When the cube is activated it encloses an area 10' per side, resembling a *cube of force*. The temperature within this area is always 65 degrees F. The field will absorb all cold-based attacks (i.e., *cone of cold*, *ice storm*, and even white dragon's breath). However, if the field is subjected to more than 50 points of cold damage in any turn (10 rounds), it collapses and cannot be renewed for one hour. If it receives over 100 points of damage in one turn, the cube is destroyed.

Cold below 0 degrees F. effectively inflicts 2 points of cold damage on the cube for every -10 degrees F., -4 at -11 to -20, etc. Thus, at -40 degrees F. the device can withstand only 42 points of damage.

**Daern's Instant Fortress:** This metal cube is small, but when activated it grows to form a tower 20' sq and 30' high, with arrow slits on all sides and a machicolated battlement atop it. The metal walls extend 10' into the ground. The fortress has a small door which will open only at the command of the owner of the fortress - even *knock* spells can't open the door.

The adamantite walls of *Daern's instant fortress* are unaffected by normal weapons other than catapults. The tower can absorb 200 points of damage (AC 20) before collapsing. Damage sustained is cumulative, and the fortress cannot be repaired (although a *wish* will restore 10 points of damage sustained).

The fortress springs up in just one round, with the door facing the device's owner. The door will open and close instantly at his command. People and creatures (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught sustains 10d10 points of damage.

**Decanter of Endless Water:** This stoppered flask looks ordinary but radiates the aura of magic. If the stopper is removed, and the proper words spoken, a stream of fresh or salt water pours out, as ordered. There are separate command words for the amount as well as the type of water. Water can be made to come forth as follows:

*Stream:* pours out 1 gallon per round

*Fountain:* 5' long stream at 5 gallons per round

*Geyser:* 20' long stream at 30 gallons per round

The geyser causes considerable back pressure, and the holder must be well braced or be knocked over. The force of the geyser will kill small animals and insects (mice, moles, small bats, etc.). The command word must be given to cease.

**Drums of Panic:** These kettle drums, hemispheres about 1 1/2' in diameter, come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 120' (with the exception of those within a "safe zone" of 20' radius from the drums) must roll a successful saving throw vs. spell or turn and move directly away from the sound for one full turn.

Each turn thereafter, panicked creatures may attempt to save vs. spell again. Each failure brings another turn of movement away from the *drums of panic*. Movement is at the fastest possible speed while fleeing in panic, and 3 rounds of rest are required for each turn of fast movement after the saving throw is made. Creatures with an Intelligence of 2 roll saving throws -2 with penalties, and those with 1 or less roll with -4 penalties.

**Dust of Appearance:** This fine powder appears like any other dust unless a careful examination is conducted. This will reveal it to be a very fine, very light, metallic dust. A single handful of this substance flung into the air will coat all objects, making them visible even if they are invisible, out of phase, astral, or ethereal. Note that the dust will also reveal mirror images and projected images for what they are, and it likewise negates the effects of *cloaks of displacement* or *elvenkind* and *robes of blending*. The dust's effect lasts for 2d10 turns.

*Dust of appearance* is typically stored in small silk packets or hollow bone blow tubes. A packet can be shaken out to cover an area with a radius of 10' from the user. A tube can be blown in a cone shape, 1' wide at the start, 15' at the end, and 20' long. As few as 5 or as many as 50 containers may be found in one place.

**Dust of Disappearance:** This dust looks just like *dust of appearance*, and it is typically stored in the same manner and quantity. All things touched by it reflect and bend light of all sorts (infrared and ultraviolet included), becoming invisible. Normal sight can't see dusted creatures or objects, nor can they be detected by any normal detection or even magical means. Even *detect invisibility* spells don't work. *Dust of appearance*, however, does reveal people and objects made invisible by *dust of disappearance*.

Invisibility bestowed by the dust lasts for 2d10 turns (1d10+10 if sprinkled carefully upon an object). Attack while thus invisible is possible, always by surprise if the opponent fails to note the invisible thing and always at an Armor Class 4 better than normal (while invisibility lasts). Unlike the *invisibility* spell, *dust of disappearance* remains effective even after an attack is made.

**Dust of Dryness:** This special dust has many uses. If a pinch is cast into a cu yard of water, the liquid is instantly transformed to nothingness, and the dust pinch becomes a marble-sized pellet, floating or resting where it was cast. If this pellet is hurled down, it breaks and releases the same volume of water. When the dust is sprinkled over an area (such as with a wave of the arm), it dries up as much as 15' cu of water. The dust affects only water (whether fresh, salt, brackish, or alkaline), not other liquids.

If the dust is employed against a water elemental or similar creature, the creature must save vs. spell or be destroyed. A successful save still inflicts 5d6 points of damage upon the water-creature.

A pouch of this dust contains 1d6+4 pinches.

**Dust of Tracelessness:** This normal-seeming dust is actually a highly magical powder that can be used to conceal the passage of its possessor and his companions. Tossing a pinch of this dust into the air causes a chamber of up to 1,000' sq to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A pinch of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for a mile back into the distance. No magical radiation occurs from the use of this dust.

The substance is typically found in a finely sewn pouch containing 1d12 + 12 pinches.

**Eversmoking Bottle:** This metal urn is identical to an *efreeti bottle* except that it does nothing but smoke. The amount of smoke is very great if the stopper is pulled out, pouring from the bottle and totally obscuring vision in a 50,000' cu area in one round. Left unstoppered, the bottle will fill another 10,000' cu of space with smoke each round until 120,000' cu of space is fogged. This area remains smoked until the *eversmoking bottle* is stoppered. When the bottle is stoppered, smoke dissipates normally. The bottle can be resealed only if a command word is known.

**Eyes of Charming (Wizard):** This item consists of a pair of crystal lenses that fit over the user's eyes. When in place, the wearer is able to *charm persons* merely by meeting their gaze. Those failing a saving throw vs. spell are charmed as per the spell. The user can look at and charm one person per round. Saving throws suffer a -2 penalty if the wearer has both lenses, or a +2 bonus if he wears only one of a pair of *eyes of charming*.

**Eyes of the Eagle:** These items are made of special crystal and fit over the eyes of the wearer. They give vision 100 times greater than normal at distances of 1' or more (i.e., the wearer can see at 2,000' what a person could normally see at 20'). Wearing only one of the pair causes a character to become dizzy and, in effect, stunned, for one round. Thereafter, one eye must always be covered to avoid this sensation of vertigo.

**Eyes of Minute Seeing:** In appearance, *eyes of minute seeing* are much like other magical lenses, but they enable the wearer to see 100 times better at distances of 1' or less. Thus, tiny seams, minute marks, even the impression left from writing can be seen. Secret compartments and hidden joints can be noted and the information acted upon. The effect of wearing just one of these crystals is the same as that given for *eyes of the eagle*.

**Gauntlets of Dexterity:** A pair of these gloves appears to be nothing more than light-weight leather handwear of the everyday sort. Naturally, they radiate magic if so detected. They size themselves magically to fit any hand, from that of a huge human to that of a small halfling. *Gauntlets of Dexterity* increase overall Dexterity by 4 points if the wearer's Dexterity is 6 or less, by 2 points if at 7-13, and by 1 point if Dexterity is 14 or higher. Furthermore, wearing these gloves enables a nonthief character to pick pockets (45% chance) or open locks (37% chance) as if he were a 4th-level thief. If worn by a thief, they increase these 2 abilities by 10%.

**Gauntlets of Ogre Power (Priest, Rogue, Warrior):** These appear the same as typical handwear for armor. The wearer of these gloves, however, is imbued with 21 Strength (Max, if a PC has a Str greater or equal than listed, the gauntlets do not have an effect on the PC) in their hands, arms, and shoulders. When striking with the hand or with a weapon hurled or held, the gauntlets add a +2 bonus to attack rolls and a +4 bonus to damage inflicted when a hit is made. They grow or shrink to fit human to halfling-sized hands.

**Gauntlets of Swimming and Climbing (Priest, Rogue, Warrior):** A pair of these gloves appear to be normal light-weight handwear, but they radiate magic if a detection is attempted. The wearer can have hands of large (human) or small (halfling) size. The wearer can swim as fast as a triton (movement of 15) underwater, and as fast as a merman (movement 18) on the surface. These gauntlets do not empower the wearer to breathe in water.

These gloves give the wearer a very strong gripping ability with respect to climbing. He can climb vertical or nearly vertical surfaces, upward or downward, with a 95% chance of success. If the wearer is a thief, the gauntlets increase success chance to 99%.

**Gem of Brightness:** This crystal appears to be a long, rough prism. Upon utterance of the proper spell words, however, the crystal emits bright light of one of 3 sorts.

One command word causes the gem to shed a pale light in a cone-shape 10' long, emanating from the gem to a radius of 2 1/2' at the end of the beam. This does not discharge any of the energy of the device.

Another command causes the *gem of brightness* to send out a very bright ray 1' in diameter and 50' long. Any creature struck in the eyes by this beam will be dazzled and unable to see for 1d4 rounds. The target creature is entitled to a saving throw versus magic to determine whether or not its eyes were shut or averted in time. This use of the gem expends one energy charge.

The third manner in which the item may be used is to cause it to flare in a blinding flash of light in a cone 30' long with a 5' radius at its end. Although this glare lasts but a moment, all creatures within its area must save versus magic or be blinded for 1-4 rounds and thereafter suffer a penalty of -1 to -4 to attack rolls due to permanent eye damage. This use expends 5 charges.

Dazzling or blindness effects can be reversed by a *cure blindness* spell; eye damage can be cured only by a *heal* spell. The *gem of brightness* has 50 charges and cannot be recharged. A *darkness* spell cast at the gem's owner drains one charge from a *gem of brightness*, or makes it useless for one round, at the option of the gem owner. A *continual darkness* spell causes it to be useless for one day, or to expend 5 charges, at the option of the owner.

**Gem of Insight:** This jewel appears to be a well-cut stone of not less than 5,000 gp value. If magic is detected for, the gem radiates a faint aura of the enchantment sort. If any character possesses the item, he will begin to feel its power after keeping the gem on his person for one week. At the end of 2 weeks, the individual will discover that he is able to understand things more easily, have better insight, memory, recall, etc. In fact, possession of the gem on a continuing basis (3 or more months) raises the Intelligence and Wisdom of the character by one point each. If for any reason the gem is not kept beyond the 3-month period, the additional Intelligence remains, but the additional Wisdom is lost. A *gem of insight* functions once every 50 years. If a character acquires a second gem, the second item has no effect.

**Gem of Seeing:** These finely cut and polished stones are indistinguishable from ordinary jewels, although a *detect magic* will reveal its enchantment. When gazed through, the *gem of seeing* enables the user to detect all hidden, illusionary, invisible, astral, ethereal, or out-of-phase things within viewing range.

Peering through the crystal is time-consuming and tedious. The viewing range of the gem is 300' for a cursory scan if only large, obvious objects are being sought, 100' if small things are to be seen. It requires one round to scan a 200' sq area in a cursory manner, 2 rounds to view a 100' sq area in a careful way. There is a 5% chance each time the gem is used that the viewer will see an hallucination, something that is not there, or possibly through some real thing as if it were an illusion.

**Girdle of Dwarvenkind:** This belt lowers the wearers' Charisma score by 1 with respect to nondwarves and their ilk. The girdle causes the wearer to gain one point of Charisma with respect to halflings of the stout sort and with respect to all gnomes as well. Dwarves regard the wearer as if he has Charisma 2 points higher than before. The girdle enables the wearer to understand, speak, and read dwarvish language. The wearer also gains the racial benefits of dwarvenkind (i.e., +1 Constitution, saving throw bonuses based on total Constitution, 60' darkvision, and detection/determination of approximate depth underground). All bonuses and penalties apply only as long as the individual actually wears the girdle. Benefits such as additional languages and combat bonuses against giant-type-opponents never apply.

**Girdle of Giant Strength (Priest, Rogue, Warrior):** This belt looks similar to ordinary belts, but it is imbued with very powerful magic. When worn it increases the physical prowess of its wearer, giving him the Strength of a giant (It doesn't cause the wearer to grow to giant size, however!). The Strength gained is not cumulative with normal or magical Strength bonuses.

There are 4 types of girdles as follows (if a PC has a Str greater or equal than listed, the girdle does not have an effect on the PC);

<b>Giant Equivalent</b>	<b>Max. Str. Rating</b>	<b>Att. Adj.</b>	<b>Dmg. Adj.</b>	<b>Giant Equivalent</b>	<b>Max. Str. Rating</b>	<b>Att. Adj.</b>	<b>Dmg. Adj.</b>
Hill	25	+3	+8	Frost	29	+6	+12
Stone	27	+4	+10	Fire	31	+8	+15

The wearer of the girdle is able to hurl rocks as follows:

<b>Rock Hurling Type</b>	<b>Rock Weight.*</b>	<b>Range</b>	<b>Base Damage</b>	<b>Rock Hurling Type</b>	<b>Rock Weight.*</b>	<b>Range</b>	<b>Base Damage</b>
Hill	140	8 yds.	1-6	Frost	170	12 yds.	1-10
Stone	156	10 yds.	1-8	Fire	198	16 yds.	1-12

\* Approximate average missile weight.

**Girdle of Many Pouches:** This broad waistbelt seems to be nothing more than a well-made article of dress. However, if magic is detected for, the item will radiate strong enchantment along with a fainter aura of alteration.

Examination will reveal that the girdle has 8 small pouches on its inner front surface. In fact, there are a total of 64 magical pouches in the girdle, 7 others "behind" each of the 8 apparent ones. Each of these pouches is similar to a miniature *bag of holding*, able to contain up to 1' cu of material weighing as much as 10 lb. The girdle responds to the thoughts of its wearer by providing a full pouch (to extract something from) or an empty one (to put something in) as desired. Naturally, this item is greatly prized by spellcasters, for it will hold components for many spells and make them readily available.

**Gloves of Fearsome Grip (Monk):** These flexible leather gloves increase the strength of the wearer's grip. They grant the wearer a +5 bonus to Climb checks, grapple checks, and disarm attempts (preventing attacks of opportunity). This item is usable only by monks, and does not affect class abilities. This item is not listed in Section 11, it is worth 6,750 gp.

**Gloves of Missile Snaring:** These gloves radiate slightly of enchantment and alteration if magic is detected for. Once snugly worn, they seem to meld with the hands, becoming almost invisible (undetectable unless within 5' of the wearer). Either or both hands so clad, if not already holding something, can be used to pick many sorts of missiles out of the air, thus preventing possible harm, and enabling the wearer to return a hand-thrown missile to its sender as an attack in a subsequent round.

All forms of small, hand-hurled or weapon-propelled missiles (arrows, bolts, darts, bullets, javelins, axes, hammers, spears, and the like) can be caught. If the weapon magically returns to the attacker, then catching it simply prevents damage, and returning the weapon does not result in an attack.

**Harp of Charming:** This instrument appears identical to all other magical harps. When played by a person proficient in the instrument, the player is able to cast one *suggestion* spell each turn of playing. Optionally, the DM can require a successful proficiency check be made to cast the *suggestion*. On a die roll of 20, the harpist has played so poorly as to enrage all those who hear.

**Hat of Disguise:** This normal-appearing hat contains a powerful enchantment that allows its wearer to alter his appearance as follows:

*Height:* +/-25% of actual height  
*Weight:* +/-50% of actual weight  
*Sex:* Male or female  
*Hair:* Any color

*Eyes:* Any color  
*Complexion:* Any color  
*Facial features:* Highly mutable

Thus, the wearer could appear as a comely woman, a half-orc, or possibly even a gnome. If the hat is removed, the disguise is instantly dispelled. The headgear can be used over and over. Note that the hat can be changed (as part of a disguise) to appear as a comb, ribbon, head band, fillet, cap, coif, hood, helmet, etc.

**Headband of Ferocity (Monk):** This headband made of wild boar leather lets the wearer keep going when they would normally collapse from their wounds. The PC can act normally at 0 hp (though taking strenuous actions still damages them). If the PC is at negative HP's, they act normally, although they still risk losing 1 HP each round, as normal. At -Con HP, the PC dies. Likewise, the wearer is harder to stop with subdual damage. Subdual damage does not stagger them, and they fall unconscious only when their subdual damage exceeds their -Con HP by 10 or more. This item is usable only by monks, and does not affect class abilities. This item is not listed in Section 11, it is worth 900 gp.

**Headband of Perfect Excellence (Monk):** This pure silk cloth is worn as a headband. It grants the wearer a +6 bonus to either Strength, Dexterity, or Wisdom or divided between any of the same abilities (can be change once per day). This item cannot be used with any other Strength or Constitution enhancing magic. This item cannot be used with any other Strength, Dexterity or Wisdom enhancing magic. This item is usable only by monks, and does not affect class abilities. This item is not listed in Section 11, it is worth 2,250 gp.

**Helm of Brilliance:** When discovered, a *helm of brilliance* appears to be nothing more than an ordinary piece of armor for head protection—a helmet, bassinet, mallet, etc. of iron or steel. When worn, it functions only upon the utterance of a special command word. When so empowered the true nature of the helm is visible to all. The helm is armor of +2 value. It is of brilliant silver and polished steel, and set with 10 diamonds, 20 rubies, 30 fire opals, and 40 opals—each of large size and magicked—which perform as explained below. When struck by bright light, the helm will scintillate and send forth reflective rays in all directions from its crown-like, gem-tipped spikes. The jewels' functions are:

Diamond	<i>Prismatic spray</i> (as the 7th-level wizard spell)
Ruby	<i>Wall of fire</i> (as the 5th-level priest spell)
Fire Opal	<i>Fireball</i> (as the 3rd-level wizard spell)
Opal	<i>Light</i> (as the 1st-level priest spell)

Each gem can perform its spell-like power just once. The helm may be used once per round. The level of the spell is doubled to obtain the level at which the spell was cast with respect to range, duration, and such considerations. Until all of its jewels are magically expended, a *helm of brilliance* also has the following magical properties when activated.

1. It glows with a bluish light when undead are within 30'. This light causes pain and 1d6 points of damage to all such creatures except skeletons and zombies.

2. The wearer may command any sword he wields to become a *sword of flame*. This is in addition to any other special properties it may have. This takes one round to take effect.

3. The wearer is protected as if a double-strength *fire resistance ring* were worn, but this protection cannot be augmented by further magical means.

Once all of its jewels have lost their magic, the helm loses all of its powers. The gems turn to worthless powder when this occurs. Removing a jewel destroys the gem. They may not be recharged.

If a creature wearing the helm is attacked by magical fire and fails to save vs. magical fire, he must attempt another saving throw for the helmet without magical additions. If this is failed, the remaining gems on the helm overload and detonate, inflicting on the wearer whatever accumulated effects the gems would normally have.

**Helm of Comprehending Languages and Reading Magic:** Appearing as a normal helmet, a *helmet of comprehending languages and reading magic* enables its wearer to understand 90% of strange tongues and writings and 80% of magical writings. (Note that these percentage figures apply to whether all or none of the speaking/writing or inscription is understandable. Understanding does not necessarily imply spell use.) This device is equal to a normal helmet of the type accompanying Armor Class 15.

**Helm of Telepathy:** This sturdy metal helmet appears to be a normal piece of headgear, although it will radiate magic if this is detected for. The wearer of a *helm of telepathy* is able to determine the thoughts of creatures within a 60' range. There are 2 limitations on this power: The wearer must know the language used by such creatures (the racial tongue will be used in thoughts in preference to the Common, the Common in preference to alignment languages); and there can't be more than 3' of solid stone, 3" of iron, or any solid sheeting of lead or gold between the wearer and the creatures.

The thought pick-up is directional. Conscious effort must be made to pick up thoughts. The wearer may communicate by language with any creature within range if there is a mutually known speech, or emotions may be transmitted (empathy) so that a creature will receive the emotional message of the wearer.

If the wearer of the helm wants to implant a *suggestion* (see the 3rd-level wizard spell), he can attempt to do so as follows: The creature receiving the *suggestion* gains a saving throw vs. spell with a -1 penalty for every 2 points of Intelligence lower than the telepathist, but a +1 bonus for every point of Intelligence higher than the wearer of the helm. If Intelligence is equal, no adjustment is made when the saving throw is rolled.

**Helm of Teleportation:** This is another helmet of normal appearance which will give off a magical aura if detected for. Any character wearing this device may *teleport* once per day, exactly as if he were a wizard—the destination must be known, and a risk is involved. If the wearer is a wizard, the helm's full powers can be employed, for the wearer can then memorize a *teleportation* spell, and use the helm to refresh his memory so he can repeat the spell up to 3 times upon objects or characters and still be able to personally *teleport* by means of the helm. As long as the wizard retains the *teleportation* spell uncast, he can personally *teleport* up to 6 times before the memory of the spell is lost, and even then a usage of the helm remains as noted above for all characters.

**Helm of Underwater Action:** When this helm is viewed, it is indistinguishable from a normal helmet. However, detection reveals it to be magical, and the possessor is able to see and breathe underwater. Visual properties of the helm are activated when small lenses are drawn across the device from compartments on either side. These allow the wearer to see 5 times farther than water and light conditions allow for normal human vision. (Note that weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head, and maintains it until the command word is spoken again. Thus, the wearer can breathe freely.

**Heward's Handy Haversack:** A magical backpack of this sort appears quite ordinary—well-made and well-used. It is of finely tanned leather, and the straps have brass hardware and buckles. There are 2 side pouches, each of which appears large enough to hold about a quart of material, but each is similar to a *bag of holding* and will actually contain material equal to as much as 2' cu in volume or 20 lb in weight. The large central portion of the pack can contain up to 8' cu or 80 lb of material. The pack has an even greater power: When the wearer reaches into it for a specific item, that item will always be on top. Thus, no digging around and fumbling is ever necessary to find what the haversack contains. *Heward's handy haversack* and whatever it contains gain a +2 bonus to all saving throws.

If overloaded, or if sharp objects pierce it (from inside or outside), the haversack will rupture and be ruined. The contents will be lost forever in the vortices of the astral plane.

**Horn of Blasting:** This magical horn appears to be a normal trumpet, but it radiates magic if a *detect magic* is cast upon it. It can be sounded as a normal horn, but if the correct word is spoken and the instrument is then played, it has the following effects, both of which happen at once:

1. A cone of sound, 120' long and 30' wide at the end, issues forth from the horn. All within this area must roll a successful saving throw vs. spell. Those saving are stunned for one round and deafened for 2. Those failing the saving throw sustain 1d10 points of damage, are stunned for 2 rounds, and deafened for 4.

2. A wave of ultrasonic sound 1' wide and 100' long issues from the horn. This causes a weakening of such materials as metal, stone, and wood. The weakening is equal in effect to the damage caused by a hit from a missile hurled by a large catapult. See "Siege Damage" in Chapter 9, and suffer an additional -2 penalty to the die roll described there.

If a *horn of blasting* is used magically more than once per day, there is a 10% cumulative chance that it will explode and inflict 5d10 points of damage upon the person sounding it.

There are no charges upon a horn, but the device is subject to stresses as noted above, and each time it is used to magical effect there is a 2% cumulative chance of the instrument self-destructing with no damage inflicted to the character blowing it.

**Horn of Collapsing:** The horn appears to be a normal musical instrument, perhaps a bugle or warning horn of some sort. If it is sounded improperly (e.g., without first speaking the proper command word) or 10% of the time in any event, the following will result:

*Out-of-doors:* A torrent of fist-sized rocks will strike the individual sounding the horn, 2d6 in number, each causing 1d6 hit points of damage.

*Indoors:* The ceiling overhead will collapse when the device is blown. The character suffers 3d12 points of damage.

*Underground:* The area immediately above the character sounding the horn will fall upon him. The damage is 5d4 points base, multiplied by one for each 10' of height which the material above drops (i.e., twice damage if a 20' ceiling, 3 times damage if a 30' ceiling, etc.).

Proper use of a *horn of collapsing* enables the character to sound it while it is pointed at the roof overhead from 30 to 60' beyond the user. The effect is to collapse a section of roof up to 20' wide and 20' long (10' radius from the central aiming point) which inflicts damage as noted above if indoors or underground only.

**Horn of Fog:** This small, buglelike device allows its possessor to blow forth a thick cloud of heavy fog equal to that of a *fog cloud* spell. Each round spent blowing it creates a 10' cu fog cloud. The cloud lasts for 2d4 rounds after the last round of blowing the instrument.

Note that should it stop being sounded for a round, a new *fog cloud* will have begun, as the initial one has a life expectancy of but 2d4 more minutes, and will have drifted away from the individual sounding it. The device makes a deep, horn-like noise, the note dropping abruptly to a lower register at the end.

**Horn of the Tritons (Priest, Warrior):** This device is a conch shell horn which can be blown once per day (except by a triton who can sound it 3 times daily). A *horn of the tritons* can do any one of the following functions when blown:

1. Calm rough waters in a one mile radius. (This has the effect of dispelling a water elemental or water weird.)

2. Summon 5d4 hippocampi (on a d6 roll of 1 or 2), 5d6 giant sea horses (on a roll of 3-5), or 1d10 sea lions (on a roll of 6) if the character is in a body of water in which such creatures dwell. The creatures summoned will be friendly and will obey, to the best of their understanding, the character who sounded the horn.

3. Panic marine creatures with animal or lower Intelligence, causing them to flee unless each saves vs. spell. Those who do save must take a -5 penalty on their attack rolls for 3d6 turns (30-180 rounds).

Any sounding of a *horn of the tritons* can be heard by all tritons within a 3-mile radius.

**Horn of Valhalla:** There are 4 varieties of this magical device. Each appears to be a normal instrument until its command word is spoken. Then, each summons a number of berserkers from Valhalla to fight for the character who summoned them by blowing the horn. Each variety of horn can be blown just once every 7 days. The type of horn, its powers, and who is able to employ it are listed below.

Any character whose group is unable to employ a particular *horn of Valhalla* will be attacked by the berserk fighters summoned when the character blows the horn.

Summoned fighters are Armor Class 16, have 1d10 hp's per hit die (level), and are armed with sword and spear (50%), or battle-axe and spear (50%). They gladly attack anyone the possessor of the horn commands them to fight, until they or their opponents are slain, or 6 turns have elapsed, whichever occurs first.

These horns may be aligned, if so they will summon only fighters of the horn's alignment. A radical alignment difference of more than one step (LG to NG or LN would be fine, LG to CG, N or LE would not) will cause the horn blower to be attacked by the fighters.

Type of Horn	Berserk Fighters Summoned	Usable By	Type of Horn	Berserk Fighters Summoned	Usable By
Silver	2d4+2 2nd level	Any group	Bronze	2d4 4th level	Priest, Warrior
Brass	2d4+1 3rd level	Priest, Wizard, Rogue	Iron	1d4+1 5th level	Warrior

**Horseshoes of Speed:** These iron shoes come in sets of 4 like ordinary horseshoes, but they are magical and will not wear out. When affixed to a horse's hooves, they double the animal's speed. There is a 1% chance per 20 miles traveled that a shoe will drop off, and if this passes unnoticed, the horse's speed will drop to 150% normal rate. If 2 or more are lost, speed returns to normal.

**Horseshoes of a Zephyr:** These iron shoes can be affixed like normal horseshoes, but they allow a horse to travel without actually touching the ground. Among other things, this means water can be crossed—passed over without effort—and movement is possible without leaving tracks on any sort of ground. The horse is able to move at normal speeds, and it will not tire for as long as 12 hours' continuous riding per day when wearing these magical horseshoes.

**Ioun Stones:** These magical stones always float in the air and must be within 3' of their owner to be of any use. When a character first acquires the stones, he must hold each and then release it, so it takes up a circling orbit, whirling and trailing, circling 1d3' from his head. Thereafter, the stones must be grasped or netted to separate them their owner. The owner may voluntarily seize and stow the stones (at night, for example) to keep them safe, but he loses the benefits of the stones during that time. 1d10 ioun stones will be found, though there are 14 different kinds, in all.

Whenever ioun stones are exposed to attack, they are treated as Armor Class 24 and take 10 points of damage to destroy. They save as if they were of hard metal, +3 bonus.

There are 15 types of stones as follows;

### Ioun Stones

Color of Stone	Shape	Effect
pale blue	rhomboid	adds 1 point to Str. (18 max.)
scarlet & blue	sphere	adds 1 point to Int. (18 max.)
incandescent blue	sphere	adds 1 point to Wis. (18 max.)
deep red	sphere	adds 1 point to Dex. (18 max.)
pink	rhomboid	adds 1 point to Con. (18 max.)
pink & green	sphere	adds 1 point to Cha. (18 max.)
pale green	prism	adds 1 level of experience
clear	spindle	sustains person without food/water
iridescent	spindle	sustains person without air
pearly white	spindle	regenerates 1 hp/turn
pale lavender	ellipsoid	absorbs spells up to 4th level*
lavender & green	ellipsoid	absorbs spells up to 8th level**
vibrant purple	prism	stores 2d6 levels of spells
dusty rose	prism	gives +1 protection
dull gray	any	burned out, "dead" stone

\* After absorbing 10-40 spell levels, the stone burns out and turns to dull gray, forever useless.

\*\* After absorbing 20-80 spell levels, the stone burns out and turns dull gray, forever useless.

**Iron Bands of Bilarro:** When initially discovered, this very potent item will appear to be a rusty iron sphere. Close examination will reveal that there are bandings on the 3" diameter globe. Magic detection will reveal strong magic of an indeterminate nature.

When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and tightly constrict the target creature if a successful, unadjusted attack roll is made. A single creature of up to frost/fire giant-size can be captured thus and held immobile until the command word is spoken to bring the bands into globular form again. Any creature captured in the bands, however, gets the chance to break (and ruin) the bands by successfully *bending bars*. Only one attempt is possible before the bands are so set as to be inescapable.

**Jewel of Flawlessness:** This magical gem appears to be a very fine stone of some sort, but if magic is detected for, its magical aura will be noted. When a *jewel of flawlessness* is placed with other gems, it doubles the likelihood of their being more valuable (i.e., the chance for each stone going up in value increases from 10% to 20%). The jewel has from 10-100 facets, and whenever a gem increases in value because of the magic of the *jewel of flawlessness* (a roll of 2 on d10), one of these facets disappears. When all are gone, the jewel is a spherical stone that has no value.

**Keoghtom's Ointment:** This sovereign salve is useful for drawing poison, curing disease, or healing wounds. A jar of the unguent is small—perhaps 3" in diameter and 1" deep—but contains 5 applications. Placed upon a poisoned wound (or swallowed), it detoxifies any poison or disease. Rubbed on the body, the ointment heals 1d4+8 points of damage. Generally, 1d3 jars will be found.

**Ki Straps (Monk):** These leather straps, when wrapped around both hands, grant the wearer a +2 bonus when attempting crushing blow attacks. The straps also allow the monk to either break double the normal capacity of objects or make two crushing blows per round (the later can be used once per turn). Wearing the straps is like wearing gloves; they take up the "gloves" slot on the character's body. This item is usable by monks without affecting class abilities. This item is not listed in Section 11, it is worth 2,250 gp.

**Lens of Detection:** This circular prism enables its user to detect minute things at 50% of the ability of *eyes of minute seeing*, but it also enables the possessor to look through the lens and track as a 5th-level ranger does. The *lens of detection* is about 6" in diameter. It must be set in a frame with a handle in order to be properly used.

**Lyre of Building:** The enchantments placed upon this instrument make it indistinguishable from a normal one. Even if its magic is detected, it cannot be told from an ordinary instrument until it is played. If the proper chords are struck, a single use of the lyre will negate the effects of a *horn of blasting*, a *disintegrate* spell, or the effects of up to 3 rounds of attack from a ram or similar siege item. The lyre can be used in this way once per day.

The lyre is also useful with respect to actual building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 3 turns of playing is equal to the work of 100 men laboring for 3 days.

A check must be made whenever the lyre is played. Under normal circumstances, a false chord is sounded on a roll of 1-3 on 1d20. (Characters with the musical instrument proficiency play a false chord only on a roll of 1.) If the player of the lyre is under physical or mental attack, the chance of a false chord increases to 1-10. (Proficient characters resolve a proficiency check by the standard rules under these circumstances.) If a false chord is struck, all effects of the lyre are 20% likely to be negated.

**Mattock of the Titans (Warrior):** This huge digging tool is 10' long and weighs over 100 lb. Any giant-sized creature with a Strength of 20 or more can use it to loosen (or tumble) earth or earthen ramparts in a 100' cu area in one turn. It will smash rock in a 20' cu area in the same amount of time. If used as a weapon, it has a +3 bonus to attack rolls and inflicts 5d6 points of damage, exclusive of Strength bonuses (see *girdle of giant strength*).

**Maul of the Titans (Warrior):** This huge mallet is 8' long and weighs over 150 lb. Any giant-sized creature with Strength of 21 or greater can employ it to drive piles of up to 2' in diameter into normal earth at 4' per blow—2 blows per round. The maul will smash to flinders an oaken door of up to 10' height by 4' width by 2" thickness in one blow—2 if the door is heavily bound with iron. If used as a weapon, it has a +2 bonus to attack rolls and inflicts 4d10 hit points of damage, exclusive of Strength bonuses.

**Medallion of ESP:** This appears to be a normal pendant disk hung from a neck chain. It is usually fashioned from bronze, copper, or nickel-silver. The device enables the wearer to concentrate and pick up thoughts in a path 1' wide at the medallion and broadening 2' every 10' from the device the magic reaches, up to an 11' maximum width at 50'. Note that the wearer cannot send thoughts through a *medallion of ESP*.

Use of the medallion requires a full round. It is prevented from functioning by stone of over 3' thickness, metal of over 1/6" thickness, or any continuous sheet of lead, gold or platinum of any thickness greater than paint. The medallion malfunctions (with no result) on a roll of 6 on 1d6, and the device must be checked each time it is used.

The character using the device can pick up only the surface thoughts of creatures in the ESP path. The general distance can be determined, but all thoughts will be understandable only if the user knows the language of the thinkers. If target creatures use no language, only the prevailing emotions can be felt. Note that undead and mindless golems have neither readable thoughts nor emotions. There are 2 types of medallions as follows;

**Medallion**

30' range  
30' range with empathy

**Medallion**

60' range  
90' range

**Mirror of Mental Prowess:** This magical mirror resembles an ordinary one 5' by 2'. The possessor who knows the proper commands can cause it to perform as follows:

1. Read the thoughts of any creature reflected therein, even though these thoughts are in an unknown language.
2. Scry with it as if it were a *crystal ball* with *clairaudience*, even being able to view into other planes if the viewer is sufficiently familiar with them.
3. Use it as a portal to visit other places (possibly other planes, as well, at the DM's option) by first scrying them and then stepping through to the place pictured—an invisible area remains on the "other side," and those using the portal can return if the correct spot can be found. (Note that creatures being scried can step through if the place is found by them!)
4. Once per week it will answer one short question regarding a creature whose image is shown upon its surface.

**Murlynd's Spoon:** This unremarkable eating utensil is typically fashioned from horn. It radiates a dim aura of conjuration if magic is detected for. If the spoon is placed in an empty container—a bowl, a cup, dish, etc.—the vessel will fill with a thick, pasty gruel. Although this substance has a flavor similar to warm, wet cardboard, it is highly nourishing. It contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon will produce sufficient gruel each day to feed up to 4 humans.

**Necklace of Adaptation:** This chain resembles a medallion. The wearer can ignore all sorts of gases that affect creatures through respiration. He can also breathe underwater or even exist in airless space for up to 7 days.

**Necklace of Missiles:** This device appears to be nothing but a cheap medallion or piece of valueless jewelry. If a character places it about his neck, however, he can see the necklace as it really is—it is actually a golden chain from which hang a number of golden missile globes. The spheres are detachable only by the wearer (the missile size is random), who can easily hurl them up to a 70' distance. When they arrive at the end of their trajectory, they burst as a magical *fireball*. There are 7 types of necklaces as follows;

Type	Number of Missiles and Power in Dice									
	11	10	9	8	7	6	5	4	3	2
1	-	-	-	-	-	-	1	-	2	-
2	-	-	-	-	-	1	-	2	-	2
3	-	-	-	-	1	-	2	-	4	-
4	-	-	-	1	-	2	-	2	-	4
5	-	-	1	-	2	-	2	-	2	-
6	-	1	-	2	-	2	-	4	-	-
7	1	-	2	-	2	-	2	-	2	-

If the necklace is being worn or carried by a character who fails his saving throw versus a magical fire attack, the item must undergo a saving throw check as well. If it fails to save, all remaining missiles detonate simultaneously.

**Nolzur's Marvelous Pigments:** These magical emulsions enable their possessor to create actual objects simply by depicting their form in 2 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 wielder concentrates on the desired image. One pot of *Nolzur's marvelous pigments* is sufficient to create a 1,000' cu object by depicting it 2-dimensionally over a 100' sq surface. Thus, a 10' by 10' rendition of a pit would result in an actual 10' by 10' by 10' pit; a 10' by 10' depiction of a room would result in a 10' by 10' by 10' room; and so on.

Only normal, inanimate things can be created—doors, pits, flowers, trees, cells, etc.; monsters, people, golems, and the like can't be created. The pigments must be applied to a surface (i.e., a floor, wall, ceiling, door, etc.). From 1d4 containers of pigments will be found, usually with a single instrument about 1' long with which to apply them. It takes one turn to depict an object with pigments. Objects of value depicted by pigments—precious metals, gems, jewelry, ivory, etc.—will appear to be valuable but will really be made of tin, lead, paste gems, brass, bone, etc. Normal armor or weapons can, of course, be created.

**Pearl of Power (Wizard):** This seemingly normal pearl of average size and coloration is a potent aid to a wizard. Once a day, a *pearl of power* enables the possessor to recall any one spell as desired, even if the spell has already been cast. Of course, the wizard must have the spell to be remembered among those he most recently memorized.

There are 10 types of pearls as follows;

Level of Spell Recalled by Pearl	Level of Spell Recalled by Pearl	Level of Spell Recalled by Pearl	Level of Spell Recalled by Pearl
first	fourth	seventh	recalls 2 spells of 1st to 6th level (use 1d6)
second	fifth	eighth	
third	sixth	ninth	

**Pearl of the Sirines:** This normal-seeming pearl radiates faintly of enchantment if magic is detected for. In any event, the stone will be very beautiful and worth at least 1,000 gp on this basis alone. If it is clasped firmly in hand (or to the breast) and the possessor attempts actions related to the pearl's power areas, he will understand and be able to employ the item.

The pearl enables its possessor to breathe in water as if he were in clean, fresh air. Underwater movement rate is 24. The possessor is immune to ill effects from the poison touch of a sirine. The pearl must be within the general area of the possessor—less than 10' distant—to convey its powers to him.

**Pearl of Wisdom (Preist):** Although it appears to be a normal pearl, a *pearl of wisdom* causes a priest to increase one point in Wisdom if he retains the pearl for one month. The increase happens at the end of 30 days, but thereafter the priest must keep the pearl with him or the one point gain will be lost.

**Periapt of Health:** This engraved gem appears to be a gem of small value. The possessor is immune from all diseases save that of a *periapt of foul rotting* so long as he has it on his person.

**Periapt of Proof Against Poison:** The *periapt of proof against poison* is indistinguishable from other periapts. The character who has one of these magical gems is allowed a saving throw vs. poison that normally disallow any such opportunity. The Special Save column on the table below lists the saving throw for such poisons. The owner rolls against his normal score for poisons which are usually at a penalty, and gets a plus on all other poison saves. There are 4 types of periapts as follows;

Special Save	Plus of Periapt
11	+1
13	+2
15	+3
17	+4

**Periapt of Wound Closure:** This magical stone looks exactly the same as the others of this ilk. The person possessing it need never fear open, bleeding wounds because the periapt prevents them. In addition, the periapt doubles the normal rate of healing, or allows normal healing of wounds that would not do so normally.

**Philosopher's Stone:** This is a rare and magical item that appears to be an ordinary, sooty black piece of rock. It radiates faintly of unknown magic. If the stone is broken open, a cavity will be discovered.

The interior of this cavity is lined with one of 3 of the following substances;

1. Quicksilver which enables the transmutation of the base metals (iron and lead) into silver and gold. A wizard will be required to bring about such transmutation, however. From 50 to 500 lb of iron can be made into silver; from 10 to 100 lb of lead can be turned into gold. Transmutation must be made fully upon the first attempt, all the quicksilver being employed at one time.

2. Greenish, crystalline salt that allows the manufacture of 1d4 *potions of longevity*.

3. White powder that when mixed with a *potion of longevity*, can actually restore life to a dead human or demihuman. The mixture must be administered internally within one week of the creature's demise (equivalent of a *raise dead* spell).

**Phylactery of Faithfulness (Priest):** There is no means to determine what function this device performs until it is worn. The wearer of a *phylactery of faithfulness* will be aware of any action or item that will adversely affect his alignment and standing with his deity. He acquires this information prior to performing the action or becoming associated with such an item, if a moment is taken to contemplate the action. The phylactery must be worn normally by the priest, of course.

**Phylactery of Long Years (Priest):** This device slows the aging process by one-quarter for as long as the priest wears it. The reduction applies even to magical aging. Thus, if a priest dons the phylactery at age 20, he will age 9 months in every 12 that pass; in 12 chronological years, he will have aged just 9 years, and will be 29 (physically) rather than 32.

**Pipes of Haunting:** This magical item appears to be a small set of pan pipes. If checked, it faintly radiates magic. When played by a person skilled in music, the pipes create an eerie, spell-binding tune. A listener will think the source of the music is somewhere within 30' of the musician. Those hearing the tune and not aware of the piper must make a saving throw vs. spell. Those who fail become nervous and scared. All morale checks are made with a -2 penalty and the listeners suffer a -1 penalty to all surprise rolls.

**Pipes of Sounding:** When played by a character proficient in music, these pipes can be used to create a variety of sounds. To a listener the source of the sound will seem to be anywhere within 60' of the piper. The possible sounds that can be created are: wind blowing, laughter, whistling, bird calls, moaning, footsteps, crying, mumbled voices, screams, running water, or creaking.

**Pipes of the Sewers:** These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract from 10-60 (1d6 x 10) giant rats (80%) or 30-180 (3d6 x 10) normal rats (20%) if either or both are within 400'. For each 50' distance the rats have to travel, there will be a one-round delay. The piper must continue playing until the rats appear, and when they do so, they are 95% likely to obey the piper so long as he continues to play. If for any reason the piper ceases playing, the rats summoned will leave immediately. If they are called again, it is 70% probable that they will come and obey, 30% likely that they will turn upon the piper.

If the rats are under control of a creature such as a vampire, the piper's chance of taking over control is 30% per round of piping. Once control is assumed, there is a 70% chance of maintaining it if the other creature is actively seeking to reassert its control.

**Pouch of Accessibility:** This normal-seeming pouch is actually a strongly magicked item which can contain up to 300 lbs. in 30 specially constructed pockets within it. Each pocket, in turn, holds a maximum of 10 lbs., or 1' cu of volume, whichever is reached first.

This device also enables the possessor to open it and call forth the item(s) desired. Merely speaking the name of a desired object causes it to appear at the top of the pouch, ready for instant grasp.

These items are similar to *bags of holding* and *portable holes*, and the strictures about placement within such magical spaces apply fully. The pouch weighs 1 lb. empty and 4 lbs. when filled.

If overloaded, or if sharp objects pierce it (from inside or outside), the pouch will rupture and be ruined. The contents will be lost forever in the vortices of the astral plane.

**Quaal's Feather Token:** *Feather tokens* are small magical devices of various forms to suit special needs. The types of tokens are listed below. Other token-types can be created as desired. Each token is usable once. There are 6 types of tokens as follows;

#### **Tokens**

Anchor  
Bird  
Fan

#### **Tokens**

Swan Boat  
Tree  
Whip

*Anchor:* a token useful to moor a craft in water so as to render it immobile for up to one full day.

*Bird:* a token that can be used to drive off hostile avian creatures or as a vehicle of transportation equal to a roc of the largest size (one-day duration).

*Fan:* a token that forms a huge flapping fan which can cause a strong breeze in an area large enough to propel one ship. This wind is not cumulative with existing wind speeds—if there is already a strong breeze blowing, this cannot be added to it to create a gale. It can, however, be used against it to create an area of relative calm or lesser winds (though this will not affect wave size in a storm, of course). The fan can be used up to 8 hours a day. It will not function on land.

*Swan boat:* a token that forms a huge swanlike boat capable of swimming at a rate of 24, and carrying 8 horses and gear or 32 men or any equivalent combination (one-day duration).

*Tree:* a token that causes a great oak to spring into being (6' diameter trunk, 60' height, 40' top diameter).

*Whip:* a token that causes a huge leather whip to appear and be wielded against any opponent desired (+1 weapon, 9th-level fighter's attack roll, 1d6+1 points damage plus a saving throw vs. spell or be bound fast for 1d6+1 rounds) for up to 6 turns. (See *Sword of dancing*).

**Quiver of Ehlonna:** This appears to be a typical arrow container capable of holding about 20 arrows. It has an aura of alteration if magic is detected for, and examination shows that it has 3 distinct portions. The first and smallest one can contain up to 60 objects of the same general size and shape as long bow arrows. The second, slightly longer, compartment will hold up to 18 objects of the same general size and shape as a javelin. The third and longest portion of the case will contain as many as 6 objects of the same general size and shape as a bow—spears or staves, for example. Such a quiver is always found empty, but once the owner has filled it, he can command the quiver to produce any stored items he wishes each round.

**Robe of the Archmagi (Wizard):** This normal-appearing garment (of no distinct color type) is actually one of 3 types: white (good alignment), gray (neutral, but neither good nor evil, alignment), or black (evil alignment). Its wearer gains the following powers:

1. It serves as armor equal to AC 15.

2. The robe confers a 5% magic resistance.

3. It adds a +1 bonus to saving throw scores.

4. The robe reduces the victim's magic resistance and saving throws by 20%/-4 when the wearer casts any of the following spells: *charm monster*, *charm person*, *friends*, *hold monster*, *hold person*, *polymorph other*, *suggestion*.

The color of a *robe of the archmagi* is not visually or magically determined until it is donned by a wizard. If a white robe is donned by an evil wizard, he suffers 11d4+7 points of damage and loses 2 experience levels. The reverse is true with respect to a black robe donned by a good aligned wizard. An evil or good wizard putting on a gray robe, or a neutral wizard donning either a white or black robe, incurs 6d4 points damage and 1 experience level, and the wearer will be moved toward the alignment of the robe by its enchantments.

**Robe of Blending:** This ordinary-appearing robe cannot be detected by magical means. When it is put on, however, the wearer will know that the garment has very special properties. A *robe of blending* enables its wearer to appear to be part of a rock wall or a plant—whatever is appropriate. It can even make the wearer appear to be a creature of his choice.

The robe does have its limits: It will not make its wearer appear to be more than twice normal height or less than 1/2 normal. It does not impart vocal capabilities—either understanding or imitating the creature the wearer looks like. (In situations where several different forms are appropriate, the wearer is obliged to state which form he wishes the robe to camouflage him as.)

Creatures with exceptional (15+) or better Intelligence/Learning or Wisdom/Intuition have a 1% per point chance of detecting something amiss when they are within 30' of someone disguising himself with a *robe of blending*. Creatures with low Intelligence or better and 10 or more levels of experience or Hit Dice have a 1% chance per level or Hit Die of likewise noting something unusual about a robe-wearing character. (The latter is cumulative with the former chance for detection, so an 18 Intelligence wizard of 12th level has a 30% chance—18% + 12%—of noting something amiss.) After an initial check per eligible creature, successive checks should be made each turn thereafter, if the same creatures are within the 30' range. All creatures acquainted with and friendly to the wearer will see him normally.

**Robe of Eyes (Wizard):** 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 magical "eyes" which adorn the robe. The wearer also gains darkvision to a range of 120', and the power to see displaced or out-of-phase objects and creatures in their actual positions. The *robe of eyes* sees all forms of invisible things within a 240' normal vision range (or 120' if *darkvision* is being used).

*Invisibility*, *dust of disappearance*, *robes of blending*, and *improved invisibility* are not proof against observation, but astral or ethereal things cannot be seen by means of this robe. Solid objects obstruct even the robe's powers of observation. Illusions and secret doors also can't be seen, but creatures camouflaged or hidden in shadows are easily detected, so ambush or surprise of a character wearing a *robe of eyes* is impossible.

Finally, the robe enables its wearer to track as if he were a ranger with a +6 bonus. A *light* spell thrown directly on a *robe of eyes* will blind it for 1d3 rounds, a *continual light* for 2d4 rounds.

**Robe of Scintillating Colors (Priest, Wizard):** This garment appears quite normal, but a magical aura is detectable. Only a wearer with an Intelligence of 15 or higher and a Wisdom of 13 or more can cause a *robe of scintillating colors* to function. If Intelligence and Wisdom are sufficient, the wearer can cause the garment to become a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light.

This effect sheds light in a 20' radius sphere, and it has the power to hypnotize opponents, making them unable to attack the wearer. A full round passes before the colors begin "flowing" on the robe. Each round after that, any opponent who fails a saving throw vs. spell (or magic resistance check, then save) will stand hypnotized and transfixed for 1d4+1 rounds. Even when this effect wears off, additional saves must be made in order to attack.

Furthermore, every round of continuous scintillation of the robe makes the wearer 5% more difficult to hit with missile attacks or hand-held or body weaponry (hands, fists, claws, fangs, horns, etc.) until a maximum of 25% (-5) is attained—5 continuous rounds of the dazzling play of hues.

After the initial round of concealment, the wearer is able to cast spells or engage in all forms of activity that do not require movement of more than 10' from his starting position. In noncombat situations, the robe simply hypnotizes creatures failing their saving throws vs. spell for 1d4+1 turns.

**Robe of Stars (Wizard):** This rather ordinary-appearing garment seems typical of apparel worn by a wizard. However, it will radiate a strong aura of alteration and evocation if examined for magic. The robe enables its wearer to travel physically on the Astral Plane, along with all that he is wearing or carrying. The garment also enables the wearer to survive comfortably in the void of outer space. In other situations, the robe gives its wearer a +1 bonus to all saving throws.

The robe is embroidered with stars, and the wearer can use up to 6 of these as missile weapons, provided he is proficient with darts as a weapon. Each star is a throwing weapon of +5 value, both to hit and damage. Maximum range is 60' and base damage is 2d4 points per hit. The special star weapons are located on the chest portion of the robe. If the wearer does not use all of these missiles, they will replace themselves magically at the rate of one per day. If all 6 are used, all of the robe's traveling and missile powers are gone forever.

**Robe of Useful Items Wizard):** This appears to be an unremarkable item of apparel, but a wizard who dons it will note that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see, recognize, and detach these patches. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below.

A *robe of useful items* always begins with 2 each of the following patches:

dagger	pole (10' length)
lantern (filled and lit)	rope (50' coil)
mirror (large)	sack (large)

In addition, the robe will have 4d4 items which must be rolled for. Roll 4d4 to determine how many additional items a robe has and then percentile dice to determine specific items:

**D100 Roll Result**

01-08	Bag of 100 gold pieces
09-15	Coffer (½' x ½' x 1'), silver (500 gp value)
16-22	Door, iron (up to 10' wide and 10' high and barred on 1 side, must be placed upright, will attach and hinge itself)
23-30	Gems, 10 of 100 gp value each
31-44	Ladder, wooden (24' long)
45-51	Mule (with saddle bags)
52-59	Pit (10' cu), open
60-68	<i>Potion of extra healing</i>
69-75	Rowboat (12' long)
76-83	Scroll of one randomly determined spell
84-90	War dogs, pair
91-96	Window (2' by 4'—up to 2' deep)
97-00	Roll twice more

Multiple items of the same kind are permissible. Once removed, items are never replaced.

**Rope of Climbing:** A 60' long *rope of climbing* is no thicker than a slender wand and weighs no more than 3 lb, but it is strong enough to support 3,000 lb. Upon command, the rope will snake forward, upward, downward, or any other direction at 10' per round and attach itself securely wherever desired. It will return or unfasten itself in a similar manner. A *rope of climbing* can also be commanded to knot itself. This causes large knots to appear at 1' intervals along the rope. Knotting shortens the rope to a 50' length until the knots are untied. One end of the rope must be held by a character when its magic is invoked.

**Rope of Entanglement:** A *rope of entanglement* looks just like any other magical rope. Upon command, the rope lashes forward 20' or upward 10' to entangle up to 8 man-sized creatures. For purposes of entanglement, creatures of different sizes are assigned values, as follows:

Size	Value	Size	Value
Tiny	.33*	Large	3
Small	.5*	Huge	4
Medium	1	Gigantic	8

\* Round up.

Add the values of all creatures entangled to determine how many are affected by the rope. For example, the rope could entangle up to 24 Tiny creatures or 2 Huge creatures. Any combination of sizes is possible as long as the total value doesn't exceed 8.

The rope cannot be broken by sheer strength—it must be hit by an edged weapon. The rope is AC 22 and takes 22 points of damage to cut through; all damage must be inflicted by the same creature (not the one entangled). Damage under 22 points will repair itself in 6 turns. If a *rope of entanglement* is severed, it is destroyed.

**Rug of Welcome (Wizard):** A rug of this type appears exactly the same as a *carpet of flying*, and it performs the functions of one (6' by 9' size), but a *rug of welcome* has other, additional powers. Upon command it will function as a *rug of smothering*, entrapping any creature up to ogre-size which steps upon it. A *rug of welcome* can also elongate itself and become as hard and strong as steel, the maximum length being 27' by 2'. In this form, it can serve as a bridge, barricade, etc. In this latter form it is AC 20 and will take 100 points of damage to destroy. Finally, the possessor need only utter a word of command, and the rug will shrink to 1/2 size for easy storage and transportation.

**Sandals of the Tiger's Leap (Monk):** These sandals allow the wearer to make devastating kicks. It double damage done by all kicks and doubles flying kicks distance. The PC may also use their flying kick as a charge attack. This item is usable by monks without affecting class abilities. This item is not listed in Section 11, it is worth 1,575 gp.

**Saw of Might Cutting (Warrior):** This notched adamantite blade is 12' long and over 1' wide. It requires 23 or greater Strength to operate alone, or 2 people of 17 or greater Strength working in tandem. The blade will slice through a 1' diameter tree in 3 rounds, a 2' thick hardwood tree in one turn, or a 4' thick trunk in 3 turns. After 6 turns (cumulative) of cutting with the saw, the character or characters must rest for 6 turns before doing any further work.

**Scarab of Enraging Enemies:** When one of these devices is displayed and a command uttered, all intelligent hostile creatures within a 40' radius must successfully save vs. spell or become enraged. Those whose saving throws succeed may perform normally; enraged enemies fly into a berserk fury and attack the nearest creature, even their own comrades (+1 bonus to attack rolls, +2 bonus to damage, -3 to their own Armor Class).

The rage lasts for 1d6+6 rounds, and during this period, the enraged creatures will attack continually, without reason or fear, moving on to attack other creatures nearest them if initial opponents are slain. A scarab of this type contains from 1d6+18 charges.

**Scarab of Insanity:** This item is indistinguishable from any other amulet, brooch, or scarab. When displayed and a command word is spoken, all other creatures within a 20' radius must save vs. spell with a -2 penalty (and -10% penalty to any magic resistance as well). Those failing the save are completely insane for 1d4+8 rounds, unable to cast spells or use reasoning of any sort (treat as a *confusion spell* with no chance for acting in a non-confused manner). The scarab has 1d8+8 charges.

**Scarab of Protection:** This device appears to be any one of the various magical amulets, stones, etc. It gives off a faint magical aura, however, and if it is held for one round, an inscription will appear on its surface letting the holder know it is a protective device.

The possessor gains a +1 bonus to all saving throws vs. spell. If no save is normally possible, he gets a one in 20 chance of saving, adjusted by any other magical protections that normally give bonuses to saving throws. Thus, this device allows a saving throw vs. spell at base 20 against *magic missile* attacks, for example.

The scarab can also absorb up to 12 level-draining attacks (2 level drains count as 2 absorbings), *death touches*, *death rays*, or *fingers of death*. However, upon absorbing 12 such attacks the scarab turns to powder—totally destroyed.

**Scarab Versus Golems:** This magical pin enables its wearer to detect any golem within 60', although he must concentrate in order for the detection to take place. Furthermore, the scarab enables its possessor to combat a golem, with hand-held or missile weapons, as if it were a normal monster, with no special defenses. Each scarab has this effect with regard to a different sort of golem.

There are 6 types of scarabs as follows;

**Type(s) of Golem  
Affected by Scarab**  
Flesh  
Clay  
Stone

**Type(s) of Golem  
Affected by Scarab**  
Iron  
Flesh, Clay, Wood  
Any golem

**Sheet of Smallness:** A magical item of this sort appears to be nothing more than a well-made piece of material—possibly some sort of covering or sheet woven of very fine linen or silk. One side will have a larger pattern than the other, or perhaps one side will be white, the other black. In any event, there will be an aura of alteration detectable from this cloth if magic is checked for.

This item causes any magical item wrapped within it to shrink to 1/12 its normal size and weight. If the item is then wrapped in the sheet so as to be touching the reverse side of the material, it will grow back to its normal size and weight. Note that this item has no effect on artifacts, relics, or living material—it affects only non-living, ordinary magical items—and no item shrunk in this fashion is functional or usable while in reduced form. Change in size requires 2 rounds to accomplish, either in shrinking or restoring to normal size.

**Slippers of Spider Climbing:** These shoes appear unremarkable, although they will give off a faint aura of alteration magic if detected for. When worn, a pair of these slippers enable the individual to move at a 60' rate on vertical surfaces or even upside down along ceilings, with hands free to do whatever the wearer desires. Extremely slippery surfaces—ice, oiled, or greased surfaces—make these slippers useless.

**Sovereign Glue:** This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only within a flask coated with *oil of slipperiness*, and each time any of the bonding agent is poured from the flask, a new application of the *oil of slipperiness* must be put on the flask within one round to prevent the remaining glue from adhering to the side of the container.

One ounce of the adhesive will cover approximately 1' sq of surface, bonding virtually any 2 substances together in a permanent union. The glue takes one full round to set; if the objects are pulled apart before that time has elapsed, that application of the glue will lose its stickiness and be worthless. If the glue is allowed to set, then attempting to separate the 2 bonded objects will only result in the rending of one or the other except when *oil of etherealness* or *universal solvent* is applied to the bond—*sovereign glue* is dissolved only by those liquids. A typical container of the substance holds 1d10 ounces of glue.

**Spade of Colossal Excavation (Warrior):** This digging tool is 8' long with a spade-like blade 2' wide and 3' long. Any fighter with 18 Strength can use this magical shovel to dig great holes. 1 cu yard of normal earth can be excavated per round. After 10 rounds of digging, the user must rest for 5 rounds. Hard clay takes 2x as long to dig, as does gravel. Loose soil takes 1/2 as long.

**Stone Horse:** Each item of this nature appears to be full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden, and even to attack as if it were a warhorse. There are 2 sorts of steeds:

*Courser:* This *stone horse* travels at the same movement rate as a light horse (movement rate 24) and attacks as if it were a medium warhorse (3 attacks for 1d6/1d6/1d3). It is Armor Class 17 and has 18 hit points. It saves versus all applicable attack forms as if it were "Metal, hard."

*Destrier:* This *stone horse* travels at the same movement rate as a medium horse (movement rate 18) and attacks as if it were a heavy warhorse (3 attacks for 1d8/1d8/1d3). It is Armor Class 19 and has 26 hit points. It saves versus all applicable attack forms as if it were "Metal, hard."

A *stone horse* can carry 1,000 lb tirelessly and never needs to rest or feed. Damage inflicted upon it can be repaired by first using a *stone to flesh* spell, thus causing the *stone horse* to become a normal horse. If then allowed to graze and rest, the animal will heal its wounds at the rate of one point per day. When it is fully healed, it will automatically revert to its magical form.

**Stone of Controlling Earth Elementals:** A stone of this nature is typically an oddly shaped bit of roughly polished rock. The possessor of such a stone need but utter a single command word, and an earth elemental of 12-Hit-Dice size will come to the summoner if earth is available, an 8-Hit-Dice elemental if rough, unhewn stone is the summoning medium. (An earth elemental cannot be summoned from worked stone, but one can be from mud, clay, or even sand, although one from sand is an 8-dice monster.) The area of summoning for an earth elemental must be at least 4' sq and have 4 cu yards volume. The elemental will appear in 1d4 rounds. The stone can be used to summon one elemental per day.

**Stone of Good Luck (Luckstone):** This magical stone is typically a bit of rough polished agate or similar mineral. Its possessor gains a +1 (+5% where applicable) on all dice rolls involving factors such as saving, slipping, dodging, etc.—whenever dice are rolled to find whether the character suffers from some adverse happening. This luck does not affect attack and damage rolls or spell failure dice.

Additionally, the *luckstone* gives the possessor a +/- 1% to 10% (at owner's option) on rolls for determination of magical items or diversion of treasure. The most favorable results will always be gained with a *stone of good luck*.

**Talisman of Pure Good (Priest):** A high priest (9th level) who possesses this item can cause a flaming crack to open at the feet of an evil priest. The intended victim will be 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 priest will gain a saving throw vs. death.

A *talisman of pure good* has 7 charges. It cannot be recharged. If a neutral priest touches one of these magic stones, he will suffer 7d4 points of damage. If an evil priest touches one, he will suffer 12d4 points of damage. Nonpriests will not be affected by the device.

**Universal Solvent:** This strange and magical liquid appears to be some sort of minor oil or potion. Upon first examination, it seems to have the properties of both *oil of slipperiness* and a potion of *delusion*. However, if it is applied to any form of adhesive or sticky material, the solution will immediately dissolve it. Thus, for instance, the effect of *sovereign glue* will immediately be negated by this liquid, as will any other form of cement, glue, or adhesive. The area of effect of this liquid is 1' cu per ounce, and a typical container holds 27 ounces.

If the liquid is carefully distilled to bring it down to one-third of its original volume, each ounce will dissolve 1' cu of organic or inorganic material, just as if a *disintegrate* spell had been employed. To find if a target is affected by this concentrated solution, a normal attack roll is required, and the subject is entitled to a saving throw vs. spell. Inanimate objects are automatically affected by the solution, although if they are magical, a saving throw vs. disintegrate applies.

**Vest of False Life (Monk):** While wearing the vest, a PC gains +10 HP. When they take it off, they lose the 10 HP. (They are not temporary HP in the normal sense.) This item is usable by monks without affecting class abilities. This item is not listed in Section 11, it is worth 5,400 gp.

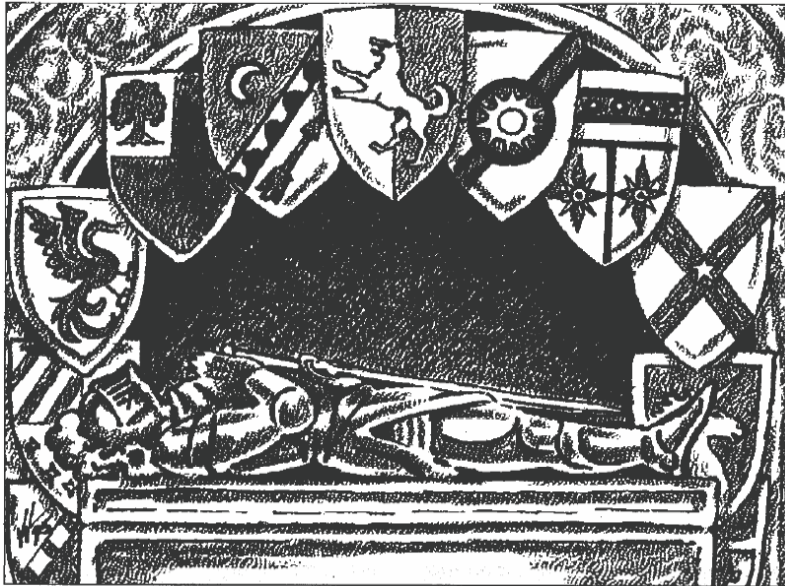
**Wind Fan:** A *wind fan* appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. The possessor can, however, by uttering the correct word, cause the fan to generate air movement duplicating a *gust of wind* spell as if cast by a 5th-level wizard. The fan can be used once per day with no risk. If it is used more frequently, there is a cumulative 20% chance per usage that the device will tear into useless, nonmagical tatters.

**Wings of Flying:** A pair of these magical wings appear to be nothing more than a plain cloak of old, black cloth. If the wearer speaks a command word, the cloak will turn into a pair of gigantic bat wings (20' span) and empower the wearer to fly as follows:

2 turns at speed 32  
3 turns at speed 25  
4 turns at speed 18

6 turns at speed 15  
8 turns at speed 12

After the maximum number of possible turns flying, the wearer must rest for one hour—sitting, lying down, or sleeping. Shorter periods of flight do not require full rest, but only relative quiet such as slow walking for one hour. Any flight of less than one turn's duration does not require any rest. *Wings of flying* can be used just once per day regardless of the length of time spent flying. They will support up to 500 lb weight.



## Section 8: Armor & Shields

### Armor and Shields

Magical armors & shields normally apply their bonuses (+1, +2, +3, +4 or +5) to the characters AC. Most armors are purchasable as +1 through +5 armor (racial armors are only purchasable by members of the particular race - 1/2 breeds do not qualify) as long as they have appropriate listings in the Magic Encyclopedia's 1 & 2.

### Special Magical Armors

**Armor of Blending:** This appears to be a normal suit of magical armor. However, upon command (determined by the DM), the armor changes shape and form, assuming the appearance of a normal set of clothing. The armor retains all its properties (including weight) when disguised. Only a *true seeing* spell will reveal the true nature of the armor when disguised.

**Armor of Command:** This finely crafted plate mail radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer is treated as if he had a Charisma of 18 for all encounter reactions. Friendly troops within 360' of the user have their morale increased by +2. Otherwise, the armor functions as *plate mail* +1. Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal himself in any way and still have the effect function.

**Plate Mail of Etherealness:** This is seemingly normal *plate mail* +5, but if a command word is spoken, the suit enables its wearer and all nonliving items he wears and carries to become ethereal, as if *oil of etherealness* had been used. While in the ethereal state the wearer cannot attack material creatures. A *phase door* spell will negate the ethereal state and prevent the armor from functioning for one day.

There are 20 charges placed upon *plate mail of etherealness*. Once used, these cannot be replaced or recharged. Furthermore, every 5 uses reduces the bonus of the armor by one: If 5 charges are used to become ethereal, the armor is +4, if 10 are used it is +3, +2 if 15 are used, and only +1 if all 20 are exhausted.

**Plate Mail of Fear:** This armor functions as normal *plate mail* +1. However, it is imbued with 2d23 *fear* charges. Upon command (determined by the DM), a charge is spent and the wearer radiates a 30' aura of fear. All creatures (except the one wearing the armor) must save vs. spell or flee in panic for 1d4+1 rounds. When all charges are spent, the armor functions as normal *plate mail* +1. It cannot be recharged.

### Magical Armor Modifications

The following modifications can be made to basic enchanted armor (+0) to +5 magical armor. However no total of bonuses can equate to greater than a +5 magical armor. These modifications cannot be added to the special magical armors listed above. Only one modification power can be used (active or latent) per round.

**Acidic:** A suit of armor or shield with this ability has a slick sheen and is constantly covered in a layer of lightly smoking acid. The wearer (and anything she carries) is immune to acid, including that produced by the armor. *Acidic armor* deals 2d4 points of acid damage per round of contact during a grapple/consistent contact to organic material; momentary touch attacks have no effect. Organic objects/creatures not held by the wearer can be damaged by direct contact with the armor for a full round.

*Magical Adjust:* +4 bonus.

**Anchoring:** A character wearing a suit of armor or a shield with this property is difficult to move from his position during a fight. The wearer gains a +5 bonus on the appropriate ability checks to resist overrun (trample) additionally they are considered one size category larger for the purpose of the overrun.

*Magical Adjust:* +2 bonus.

**Anchoring, Greater:** As anchoring, except it grants a +10 enhancement bonus on the appropriate ability checks and considered two sizes larger.

*Magical Adjust:* +4 bonus.

**Angelic:** This armor or shield is adorned with featherlike patterns and other heavenly motifs. The armor or shield increases the wearer's enhancement bonus to AC by +1 against attacks from evil creatures. It also grants its user a +4 bonus on saving throws against spells cast by an evil being, creature or object. An evil creature that dons the armor or uses the shield does not gain its benefits.

*Magical Adjust:* +2 bonus.

**Anti-Impact:** Armor with the anti-impact quality is designed to cushion the blow from massive blunt traumas. Anti-impact armor doesn't give extra protection against weapon damage (beyond its AC bonus), but bludgeoning damage that affects all or most of the entire body (such as constriction and falling damage) is halved.

*Magical Adjust:* +2 bonus.

**Aquatic:** This armor appears streamlined and possesses a greenish glint. *Aquatic armor* enables its wearer to move freely through water without the need for Swimming NWP checks. Drowning rules still apply, unless the wearer can breathe water. Rare versions of *aquatic armor* include a persistent *water breathing* effect (as the spell, but affecting only the wearer).

*Magical Adjust:* +2 bonus (+4 bonus with *water breathing*).

**Axeblock:** This armor is magically enhanced to turn away slashing weapons such as axes and most swords. The wearer gains damage reduction 5/bludgeoning or piercing. This ability may be combined with Hammerblock or Spearblock, but only one of them may be combined with this ability and the DR 5 does not increase. It also applies if two objects have the "-block" abilities.

*Magical Adjust:* +2 bonus.

**Bane Blind:** A favorite armor of rangers and bounty hunters, *bane blind armor* grants *improved invisibility* to the wearer against a specific creature type chosen when the armor is created. Creatures that are subject to the *bane blind* find that their scent ability is likewise unable to detect the wearer, although hearing, tremorsense, and other sensing methods still work.

Any category of creature on the ranger's favored enemy list can be chosen for the *bane blind* effect, however once chosen the armor is tuned to the creature type. There are no examples of *bane blind armor* designed for use against plants.

*Magical Adjust:* +3 bonus.

**Beastskin:** First created by powerful druids and rangers, armor with this special ability is particularly useful to characters with shape changing abilities. Whenever you use a shapechanging ability (class or race) while wearing a suit of armor with the beastskin property, you can expend an additional daily use of your shape change ability to cause the armor to be transformed with you.

When used in this manner, the beastskin armor becomes a suit of armor fitted for your new form rather than simply merging with your body. The armor continues to grant its armor bonus and functions as a suit of armor fitted to the new form. The armor's weight increases or decreases to match your new size (and shape, if you assume a quadrupedal form) and therefore might affect your carrying capacity differently than it does in your natural form.

This special ability can be applied only to armor, not to shields.

*Magical Adjust:* +2 bonus.

**Blurring:** The form of a creature wearing this type of armor or shield shifts and wavers. This distortion grants the wearer the same effects of a blur spell. Those who cannot see the wearer may ignore the effect, as can someone under the effect of true seeing.

*Magical Adjust:* +5 bonus.

**Blueshine:** This quality can be applied only to metal armor, which gains a blue-black color when so treated. The armor never tarnishes and is immune to acid and rust attacks. The wearer also gains a +25% bonus on Hide in Shadows checks. This bonus does not stack with the Hide in Shadows benefits from other magic items.

*Magical Adjust:* +1 bonus.

**Buffering:** *Buffering armor* and *buffering shields* are always dull black, and they appear to possess depths that couldn't exist. A suit of armor or a shield with this quality absorbs ability-draining and level-draining attacks. It can absorb as many points of ability damage or levels drained per day as its magical (adjusted) bonus. It also allows a saving throw against energy drain attacks that normally don't allow such saves. A successful save halves the effect. *Buffering armor* and *buffering shields* do not change saves against attacks that already allow them.

*Magical Adjust:* +3 bonus.

**Comfort:** Armor with this property allows its wearer to ignore the effects of intense natural heat or cold. The character can exist comfortably in conditions between -50 and 140 degrees Fahrenheit. The character's other equipment is likewise protected.

*Magical Adjust:* +3 bonus.

**Command:** This armor or shield always appears brilliant and gleaming, no matter what the conditions and despite all attempts to paint over or obscure it. Coveted by military leaders of all sorts, it carries a powerful aura that grants a +4 bonus on Charisma based checks and reaction checks. Furthermore, all allies within 30' of the wearer of the armor or shield get a +2 bonus on Willpower magical defense adjustment saves. *Command armor* and *command shields* make their owners very noticeable, imposing a -30% penalty on Hide in Shadows checks.

*Magical Adjust:* +2 bonus.

**Dancing:** The wearer can release a *dancing shield* as a standard action and command it to protect a single PC (possibly the wearer himself). The *dancing shield* floats in the air in front of the protected PC, darting in the way of an opponent's weapons and providing cover against attacks from one opponent per round. Treat the shield's armor bonus (including its enhancement bonus) as a cover bonus to AC. At the end of 4 rounds, the *dancing shield* falls to the ground. It must be picked up and commanded for it to function again. It ceases dancing before 4 rounds have passed if so commanded.

Only one *dancing shield* can protect a PC at a time. It is half as effective (half the cover bonus to AC) when protecting a Large creature, and it cannot provide meaningful cover for a Huge or bigger creature. A *dancing shield* functions only for a PC that is proficient with shields.

*Magical Adjust:* +3 bonus.

**Daylight:** A suit of armor or a shield with this quality glows with the brilliant light of a *daylight* spell for up to 30 minutes per day. A command word, usually inscribed on the inside of the armor or the back of the shield, activates and deactivates the illumination. Except when glowing, this armor or shield appears completely normal.

*Magical Adjust:* +2 bonus.

**Death Ward:** Once per day, armor enhanced by this special ability makes the wearer immune to death effects. The armor's magic automatically confers *death ward* for a period of 70 minutes the first time the wearer is exposed to a death effect in the course of a day.

*Magical Adjust:* +2 bonus.

**Distraction:** Armor or shields with this quality shimmer and glow hypnotically. Anyone engaged in combat with the wearer must succeed on a Will save each round or be affected by the *daze* spell. Once per day, the wearer can activate *hypnotic pattern* (as the spell from a 9th-level caster).

*Magical Adjust:* +3 bonus.

**Empyrean:** This exquisitely crafted armor or shield, favored by celestial champions of good, is often set with precious gems and adorned with powerful images of celestials. The wearer can transfer all or part of its AC bonus to a bonus to their next saving throw in the same round. The wearer decides to make the transfer when initiative is rolled, and the choice remains in effect until the start of the next round. Any evil creature wearing empyreal armor or holding an empyreal shield is sickened (-2 penalty on attack rolls, saving throws, ability checks, and NWP checks) for as long as the armor is worn or the shield is held (no saving throw).

*Magical Adjust:* +2 bonus.

**Everbright:** This quality can only be applied to metal armor. The armor is as bright and shiny as polished silver. The armor never tarnishes and is immune to acid and rust attacks. The wearer gains acid resistance 5.

*Magical Adjust:* +1 bonus.

**Fearsome:** This suit of armor or shield creates an aura of fear around the wearer (as the *fear* spell from a 7th-level caster). This aura affects all opponents within 40 feet of the wearer. The armor or shield appears completely normal, except to those who fail their save. The fearful see a creature from their worst nightmares in place of the wearer.

*Magical Adjust:* +2 bonus.

**Feathered:** A suit of armor or a shield with this ability appears to be created from thousands of iridescent feathers. This characteristic has no effect on the armor's or shield's weight, armor check penalty, or other statistics. *Feathered armor* or a *feathered shield* allows the wearer to fly up to 50 minutes per day (as the *fly* spell).

*Magical Adjust:* +2 bonus.

**Focused:** A focused shield helps you anticipate your enemy's moves in battle, helps you see through feints and similar moves, and provides benefits when you are facing only one creature.

A focused shield grants a wielder the ability (at the beginning of the round) to avert 1 fighting style benefit of their opponent as well as determine what fighting styles are being used by their opponent (can't be used if facing more than 1 opponent). In addition, any time when you are threatened by only one creature, the wielder can elect to forgo the fighting style determination and aversion to gain a +1 bonus to their AC. This special ability can be applied only to shields, not to armor.

*Magical Adjust:* +1 bonus.

**Freedom:** A character wearing armor with this property can act as if continually under the effect of a free action spell.

*Magical Adjust:* +5 bonus.

**Hammerblock:** Armor with this quality functions the same as axeblock armor, except that it provides damage reduction of 5/piercing or slashing.

*Magical Adjust:* +2 bonus.

**Healing:** When someone wearing armor with this property is rendered disabled or dying from injuries, the armor heals 20 points of damage automatically (free action - the wearer does not need to activate the property). This ability functions once per day.

*Magical Adjust:* +5 bonus.

**Health:** A character wearing a suit of armor or a shield with this property is immune to all types of diseases, whether natural or supernatural.

*Magical Adjust:* +4 bonus.

**Magic Eating:** This type of armor is normally decorated with spirals and fanged mouths. It functions as though the wielder has a magic resistance of 33%, except that the magic resistance is effective against only a spell that targets only the wearer (area effect spells are not affected). The armor consumes the first spell that affects the wearer and gives the wearer 1d8 temporary HP's 1/day, that lasts for 1 hour (can not exceed maximum HP's).

*Magical Adjust:* +4 bonus.

**Masking:** A suit of armor or a shield with this ability protects its wearer and his gear from divination spells and items (such as crystal balls). If a divination is attempted on the wearer, the wearer gains a +5 bonus to a saving throw vs spells (or a +5 bonus if another type of saving throw is required) to have the divination fail.

*Magical Adjust:* +5 bonus.

**Menacing:** Armor or shields with this property allow their users to terrify foes. Three times per day, on command, the wearer becomes frightening, forcing anyone within 30' to be affected by a *Fear* spell. Those who make the saving throw are immune to further uses of this ability from the same menacing item for 24 hours.

*Magical Adjust:* +5 bonus.

**Mirror Image:** On command, three times per day, a suit of armor or a shield with this property allows the user create images of himself such as those created by the mirror image spell. The ability creates six images that last for 6 round or until they are struck, whichever comes first.

*Magical Adjust:* +5 bonus.

**Negative Energy Protection:** This armor's magic automatically confers *negative energy protection* once per day for a duration of 5 rounds the first time the wearer is exposed to any negative energy attack in the course of a day.

*Magical Adjust:* +1 bonus.

**Nimbleness:** This type of armor feels lighter and less restrictive than other armor of its type and grants a +2 bonus to initiative and a +2 to all Dexterity checks. While the actual weight is unchanged, the armor's effective weight is half of its normal weight for encumbrance purposes. It does not have an effect on limitations, class abilities, NWP, WP or sleeping in armor.

*Magical Adjust:* +1 bonus.

**Proof against Enchantments:** A character wearing a suit of armor or a shield that possesses this property gains immunity to the first three enchantment spells that would otherwise affect him each day.

*Magical Adjust:* +5 bonus.

**Proof against Transmutation:** The PC wearing this armor is impervious to transmutation effects that alter his or her form, including polymorph, petrification, and even disintegration.

*Magical Adjust:* +5 bonus.

**Sacred:** A suit of armor or a shield with this quality assists only wearers who have the ability to turn or rebuke undead. *Sacred armor* or a *sacred shield* increases the owner's effective level for the turning check by +2. Armor and shields with this ability are always specific to a deity and prominently feature the god's holy symbol.

*Magical Adjust:* +2 bonus.

**Sailing:** The wearer of armor with this quality gains a +5 bonus on NWP's while on board a ship. Though its weight does not change, the armor itself is slightly buoyant, granting the wearer a +5 bonus on Swimming checks.

*Magical Adjust:* +5 bonus.

**Sanctuary:** Three times per day, on command, a character wearing armor or a shield with this property is protected as if by a sanctuary spell (cast at 8th level).

*Magical Adjust:* +5 bonus.

**Soulfire:** This armor's wearer is immune to all death spells, magical death effects, and energy drain, and any negative energy effects.

*Magical Adjust:* +4 bonus.

**Spearblock:** Armor with this quality functions the same as axeblock armor, except that it provides damage reduction of 5/bludgeoning or slashing.

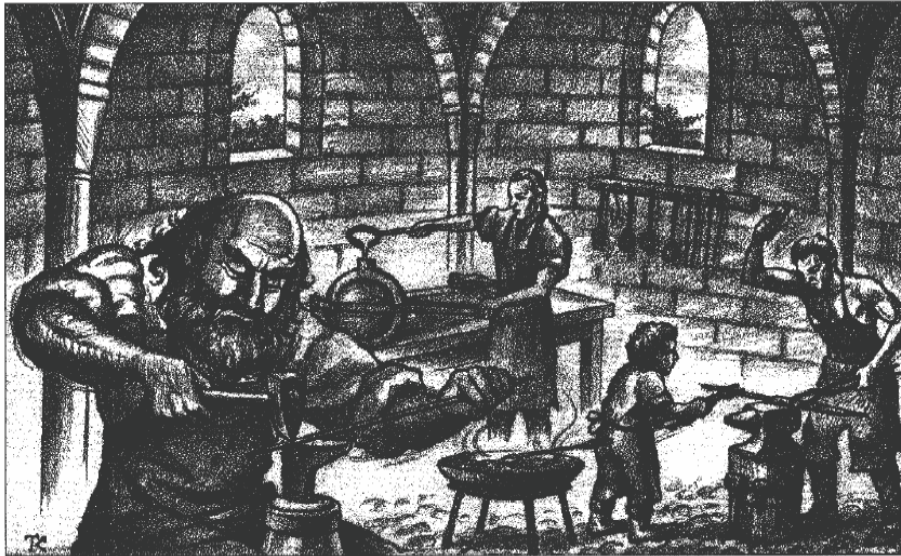
*Magical Adjust:* +2 bonus.

**Strength:** The PC wearing this armor gains a +2 or +4 bonus to Strength.

*Magical Adjust:* (+2 Str) +3 bonus, (+4 Str) +5 bonus.

**Twilight:** This suit of armor, favored by arcane spellcasters, becomes semi-incorporeal and translucent when donned. It also possesses a faint sunset-colored sheen. The twilight armor reduces the chance of arcane spell failure by -10%.

*Magical Adjust:* +1 bonus.



## Section 9: Weapons

### Weapons

Magical weapons normally apply their bonuses (+1, +2, +3, +4 or +5) to attack and damage rolls as well as weapon speed. Not all weapons listed in the Equipment Handbook are purchasable as magical weapons, only those listed in the following pages and those that have appropriate listings in the Magic Encyclopedia's 1 & 2.

### Light Generation

Magical weapons of +3 or greater powers (all Special Magical Weapons) shed light and can't be concealed when drawn. Certain magical weapons do not ordinarily have sheaths or scabbards which results in the item shedding light at all times unless wrapped in a heavy cloth or by other means. The amount of light is about equivalent to 3 candles and could be used for reading and writing as well as studying of spell books.

### Unusual Qualities of Magical Weapons

**Magical Weapon Breakage:** When a magical weapon is used that normally has a chance of being damaged or broken or rendered useless, the chance is lessened by +10%/magical bonus for misses. However when they hit their targets they are destroyed.

**Magical Bows & Crossbows:** This gives a bonus to attack and damage rolls to arrows fired from it. If magical arrows are used, total the bonuses of both the bow and the arrows used. A nonmagical arrow fired from a magical bow is still a nonmagical missile.

**Magical Quarterstaves:** They appear to be a normal bronzewood staves banded with iron. The shaft is actually as strong as steel, and has 2 magical qualities. Upon command, the staff will alter its length from as short as 6' to as long as 12' (or any length in between). It inflicts damage as a quarterstaff, with additions to attack and damage rolls based upon its magical bonus.

### Special Magical Weapons

**Arrow of Direction:** This typically appears to be a normal arrow. However, its magical properties make it function like a *locate object* spell, empowering the arrow to show the direction to the nearest stairway, passage, cave, etc.

Once per day the device can be tossed into the air; it will fall and point in the requested direction. This process can be repeated 7 times during the next 7 turns. The request must be for one of the following:

- Stairway (up or down)
- Sloping passage (up or down)
- Dungeon exit or entrance
- Cave or cavern

Requests must be phrased by distance (nearest, farthest, highest, lowest) or by direction (north, south, east, west, etc.).

**Axe of Hurling:** This appears to be a normal hand axe. With familiarity and practice, however, the possessor will eventually discover that the axe can be hurled up to 180', and it will return to the thrower in the same round whether or not it scores a hit.

Damage inflicted by the magical throwing attack is twice normal (2d6), with the weapon's magical bonus added thereafter. (For example, an *axe of hurling* +3 will inflict 2d6+3 points of damage if it hits the target after being thrown.) The axe will cause only normal damage (plus its magical bonus) when used as a hand-held weapon.

After each week of using the weapon, the possessor has a one-in-8 cumulative chance of discovering the full properties of the weapon. In any event, the magical properties of the weapon will be fully known to the possessor after 8 full weeks of such familiarization.

**Axe of Throwing:** This hand axe can be thrown up to 180' with the same attack roll and damage bonuses (per magical bonus) as if it were swung by the PC.

**Crossbow of Accuracy:** This gives a respective magical bonus to attack rolls with its missiles but not to damage. All ranges are considered short.

**Crossbow of Distance:** This gives a respective magical bonus to attack and damage rolls with its missiles and has double range in all categories.

**Crossbow of Speed:** This item allows its possessor to double the rate of fire normal for the weapon. If it is grasped, the *crossbow of speed* will automatically cock itself. In surprise situations it is of no help. Otherwise, it allows first fire in any melee round, and end-of-round fire also, when applicable.

**Dagger +2, Longtooth:** This appears to be a normal weapon, or perhaps a nonspecial magical weapon. However, when this broad-bladed weapon is wielded by a small demihuman (like a gnome or halfling), it will actually lengthen and function as a short sword (retaining its +2 bonus in this form). Even when functioning in this way it remains as light and handy to use as a dagger would be in the hands of the same character. The weapon will actually penetrate wood or stone as easily as it will softer material, inflicting maximum damage against either substance.

**Dagger of Throwing:** This appears to be a normal weapon but will radiate strongly of magic when this is checked for. The balance of this sturdy blade is perfect, such that when it is thrown by anyone, the dagger will demonstrate superb characteristics as a ranged weapon. The magic of the dagger enables it to be hurled up to 180'. A successful hit when it is thrown will inflict twice normal dagger damage, plus the bonus provided by the blade.

**Dagger of Venom:** This appears to be a standard magical dagger, but its hilt holds a hidden store of poison. Any hit on a roll of 20 injects fatal poison into the opponent unless a saving throw vs. poison is successful. The *dagger of venom* holds up to 6 doses of poison. If the hilt contains fewer than 6 doses, the owner can pour more in up to the maximum. (Use of this weapon by good characters potentially has effects on alignment.)

**Darts of Homing:** These appear to be normal projectiles, but are actually magical weapons. If a dart hits the intended target, it will magically return to the thrower in the same round and can be re-used. A dart inflicts a base 1d6 points of damage plus its magical bonus on a successful hit. A dart that misses its target loses its magical power. These weapons have twice the range of ordinary darts—20' short, 40' medium, 80' long.

**Hammer +3, Dwarven Thrower:** This appears to be a standard *hammer* +2. In the hands of a dwarven fighter who knows the appropriate command word (determined by the DM), its full potential is realized. In addition to the +3 bonus, the hammer has the following characteristics:

The hammer has a 180' range and will return to its wielder's hand. It has a +3 bonus to attack and damage rolls. When hurled, the hammer inflicts double damage against all opponents except giants (including ogres, ogre magi, trolls, and ettins). Against giants it causes triple damage.

**Hammer of Thunderbolts:** This appears to be a large, extra-heavy hammer. A character less than 6' tall and with Strength less than 19 will find it too unbalanced to wield properly in combat. However, a character of sufficient Strength and size will find that the hammer gains double damage on any hit.

If the wielder wears a *girdle of giant strength* and *gauntlets of ogre power* and he knows the hammer's true name, the weapon can be used to full effect: When swung or hurled it gains an additional +2 bonus to attack, double damage, all *girdle* and *gauntlet* bonuses, and it strikes dead any giant (to exclude storm giants and including ogres, ogre magi, trolls, ettins, and clay, flesh, and stone golems.) on a successful hit.

When hurled and successfully hitting, a great noise, like a clap of thunder, stuns all creatures within 90' for one round, except the wielder. Throwing range is 180'. The *hammer of thunderbolts* is difficult to hurl, so only one throw every other round can be made. After 5 throws within the space of any 2-turn period, the wielder must rest for one turn.

**Hornblade:** This is a magical weapon with a sickle-like blade resembling some sort of animal horn. *Hornblades* range in size from that of a knife to somewhat less than the length of a short sword. Even a close inspection is 90% unlikely to reveal it as anything other than a piece of horn of a 1/2' to 1 1/4' in length, set in some sort of handle or grip. If magic is detected for, a *hornblade* will radiate faintly of enchantment magic. However, if the proper pressure is applied in the correct place, a curved blade of great strength and sharpness will spring out.

The small versions (knife-sized and dagger-sized) are enchanted to +1, and the largest version (scimitar-sized) has a bonus of +2. Smaller *hornblades* can be thrown, and the bonus applies to both the attack and damage.

Any character class permitted to use sickle-like weapons can use a *hornblade*. The possessor can use it with proficiency, providing he has proficiency with the appropriately sized weapon (knife, dagger, or scimitar).

**Javelin of Lightning:** A *javelin of lightning* is considered equal to a +2 magical weapon, although it has neither attack nor damage bonuses. It has a range of 90' and whenever it strikes, the javelin becomes the head of a 5' wide, 30' long stroke of lightning. Any creature hit by the javelin suffers 1d6 points of damage, plus 20 points of electrical damage.

Any other creatures in the path of the stroke take either 10 or 20 points of damage, based on whether their saving throws are successful or not. The javelin is consumed in the lightning discharge.

**Javelin of Piercing:** This weapon is not actually hurled - when a command word is spoken, the *javelin of piercing* launches itself. Range is 180', all distances considered as short range. The javelin has a +6 bonus to attack rolls and inflicts 1d6+6 points of damage. (Note this missile will fly horizontally, vertically, or any combination thereof to the full extent of its range.) The magic of the *javelin of piercing* is good for only one "throw" after which it becomes a normal javelin.

**Knife, Buckle:** This magical blade has a hilt that looks just like a large belt-buckle ornament or a complete small buckle. The hilt can be grasped easily and the weapon drawn from its belt-sheath. The knife blade is short but has a very sharp point—it inflicts damage as a knife.

**Mace of Disruption:** This appears to be a *mace +1*, but it has a neutral good alignment, and any evil character touching it will receive 5d4 points of damage due to the powerful enchantments laid upon the weapon. If a *mace of disruption* strikes any undead creature or evil creature from one of the lower planes, it may utterly destroy the creature.

Skeletons, zombies, ghouls, shadows, wights, and ghosts, if hit, are instantly blasted out of existence. Other creatures roll saving throws as follows:

Creature	Save	Creature	Save
Wraiths	5%	Ghosts	65%
Mummies	20%	Liches	80%
Spectres	35%	Other affected evil creatures	95%
Vampires	50%		

Even if these saving throws are effective, the *mace of disruption* scores double damage upon opponents of this sort.

**Net of Entrapment:** This magical rope net is strong enough (Strength of 25) to defy most grapples and is equal to AC 30 with respect to blows aimed at cutting it. Normal sawing attempts to cut it with dagger or sword will not succeed; to sever a strand of the mesh, a character must hack at it until he does 20 points of damage. The net repairs itself in 10 turns.

Each net is 10'x10' and has a 3" sq mesh. It can be thrown 20' so as to cover and close upon opponents (only dexterity and magic bonuses apply to offset the attack roll); each creature in range must roll a successful saving throw vs. dragon breath to avoid being entrapped. It can be suspended from a ceiling (or generally overhead) and drop upon a command word (determined by the DM). It can be laid upon the floor and close upward upon command. The net stretches so as to close over an area up to 5'x5'x5'. It can be loosened by its possessor on command.

**Net of Snaring:** This net looks just like a *net of entrapment*, but it functions only underwater. There, it can be commanded (determined by the DM) to shoot forth up to 30' to trap a creature. It is otherwise the same as the *net of entrapment*.

**Sling of Seeking +2:** This gives its user a +2 bonus for both attack and damage rolls, but missiles from such a weapon are regarded as +1 with respect to whether or not certain creatures are affected by the weapon (i.e., a special defense of "+1 or better weapon to hit" means the creature is vulnerable to normal missiles from this sling).

**Sword of Dancing:** On the first round of melee this weapon is +1, on the second +2, on the third +3, and on the fourth it is +4. On the fifth round, it drops back to +1 and the cycle begins again. In addition, after 4 rounds of melee its wielder can allow it to "dance."

Dancing consists of loosing the sword on any round (after the first) when its bonus is +1. The sword then fights on its own at the same level of experience as its wielder. After 4 rounds of dancing, the sword returns to its wielder, who must hold it (and use it) for 4 rounds before it can dance again. In other words, it is loosed to dance for 4 more rounds, going from +1 to +4, and must then be held by its wielder at a +1 state and physically used for 4 successive rounds of melee combat.

When dancing, the sword will leave its owner's hand and may go up to 30' distant. At the end of its fourth round of solo combat, it will move to its possessor's hand automatically. Note that when dancing the sword cannot be physically hit, although certain magical attacks such as a *fireball*, *lightning bolt*, or *transmute metal to wood* spell could affect it.

Finally, remember that the *dancing sword* fights alone exactly the same; if a 7th-level thief is the wielder, the sword will so fight when dancing. Relieved of his weapon for 4 melee rounds, the possessor may act in virtually any manner desired - resting, discharging missiles, drawing another weapon and engaging in hand-to-hand combat, etc. - as long as he remains within 30' of the sword. If he moves more than 30' from the weapon, it falls lifeless to the ground and is a +1 weapon when again grasped.

**Sword of the Planes:** This magical weapon has a base bonus of +1 on the Prime Material Plane, but on any Inner Plane its bonus increases to +2. (The +2 bonus also applies on the Prime Material Plane when the weapon is used against *opponents* from the Inner Planes.) Similarly, when used on an Outer Plane or against creatures from the Outer Planes, the sword becomes a +3 weapon. Finally, it operates as a +4 weapon on the Astral or Ethereal Plane or when used against opponents from either of those planes.

**Sword of Sharpness:** This weapon is treated as +3 or better for purposes of who or what can be hit by it, even though it gets only a +1 bonus to attack and damage rolls. Its power is great, however, for on a very high attack roll, it will sever an extremity (that is plausibly within reach) - arm, leg, neck, tail, tentacle, whatever (but not head) determined by the DM:

Opponent is	Modified score to sever*
normal/armored	19-21
one size larger than wielder	20-21
Solid metal or stone	21

\* Considering only the sword's bonus of +1 (does not allow for racial or class abilities).

Note that many creatures have no heads or can change their form and, therefore, cannot suffer decapitation. There are also creatures that have heads but will not necessarily be killed by decapitation (among these are doppelgangers, elementals, and golems).

A *sword of sharpness* will respond to its wielder's desire with respect to the light it sheds—none, a 5' radius of dim illumination, a 15' radius light, or a 30' radius glow equal to a *light* spell.

**Sword of Wounding:** Any hit made with this sword cannot be healed by *regeneration*. In subsequent rounds, the opponent so wounded loses one additional hit point for each wound inflicted by the sword.

Thus, an opponent hit for 4 points of damage on the first melee round will automatically lose one additional hit point on the second and each successive round of combat. Loss of the extra point stops only when the creature so wounded bandages its wound or after 10 melee rounds (one turn).

Damage from a *sword of wounding* can be healed only by normal means (rest and time), never by potion, spell, or other magical means short of a *wish*. Note that successive wounds will damage in the same manner as the first.

**Sword, Defender:** This gives its wielder the option of using all, some, or none of its magical bonus in defense (improving his Armor Class) against any opponent using a hand-held weapon, such as a dagger, mace, spear (not hurled), sword, etc. This can be adjusted as the user wishes each round.

**Sword, Holy Avenger:** In the hands of any character other than a paladin, this holy sword will perform only as a *sword* +2. In the hands of a paladin, however, it becomes a +5 sword that creates a magic resistance of 50% in a 5' radius, dispels magic in a 5' radius at the level of the paladin, and inflicts +10 points of bonus damage upon chaotic evil opponents.

**Sword, Scimitar, of Speed:** This magical weapon automatically grants its wielder the first attack in a melee round, even though some magical effect might have otherwise slowed his speed and reaction time. It also allows more than one strike in some rounds, increasing the wielder's figure for attacks per melee round by one place, so that if one attack is normal, then the improvement is to 2 attacks per round. This increase in attacks is cumulative with any other bonus attacks (such as those provided by a *haste* spell).

The order of attacks in the round is determined normally after the wielder of the *scimitar of speed* has made his first attack to begin activity in the round. It is possible, for instance, that a wielder entitled to 3 attacks in the round will attack once before any other action takes place, and then (because of poor initiative rolls or other factors) take his remaining 2 attacks at the very end of the round.

**Sword, Short, of Quickness:** This is a special +2 blade that enables the wielder to strike first in every combat round. If the wielder encounters someone with a similar weapon (e.g., a *scimitar of speed*), both strike simultaneously.

**Sword, Sun Blade:** This sword is the size of a bastard sword. However, its enchantment enables the *sun blade* to be wielded as if it were a short sword with respect to encumbrance, weight, speed factor, and ease of use (i.e., the weapon appears to all viewers to be a bastard sword, and inflicts 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*.

Against evil creatures, the glowing golden blade of the weapon gains an additional +2 to attack and damage. Against Negative Energy Plane creatures or those drawing power from that plane (such as certain undead), the sword inflicts double damage.

Furthermore, the blade has a special *sunray* power. Once a day, upon command, the blade can be swung vigorously above the head (can not be used in combat this way), and it will shed a bright yellow radiance that is like full daylight. The radiance begins shining in a 10' radius around the sword-wielder, spreading outward at 5' per round for 10 rounds thereafter, creating a globe of light with a 60' radius. When the swinging stops, the radiance fades to a dim glow that persists for another turn before disappearing entirely. All *sun blades* are of good alignment.

**Sword, Vorpal:** Similar but superior to a *sword of sharpness*, a *vorpal* weapon has a +3 bonus to attack and damage rolls. Check the table below to determine whether an attack roll is good enough (that is plausibly within reach) to sever the neck/head of the opponent:

Opponent is	Modified score to sever*
normal/armored	20-23
one size larger than wielder	21-23
solid metal or stone	22-23

\* Considering only the sword's bonus of +3 (does not allow for racial or class abilities).

Note that many creatures have no heads or can change their form and, therefore, cannot suffer decapitation. There are also creatures that have heads but will not necessarily be killed by decapitation (among these are doppelgangers, elementals, and golems).

A *vorpal sword* will respond to its wielder's desire with respect to the light it sheds - none, a 5' radius of dim illumination, a 15' radius of light, or a 30' radius glow equal to a *light* spell.

**Trident of Submission:** A weapon of this nature appears unremarkable, exactly as any normal trident. The wielder of a *trident of submission* causes any opponent struck to save vs. spell. If the opponent fails to save, it must check morale the next round *instead* of attacking; if morale is good, the opponent may act normally next round, but if it is poor, the opponent will cease fighting and surrender, overcome with a feeling of hopelessness. The duration of this hopelessness is 2-8 rounds. Thereafter the creature is normal once again. The trident has 17-20 charges. A *trident of submission* is a +1 magical weapon.

**Trident of Fish Command:** This 3-tined fork atop a stout 6' long rod appears to be a barbed military fork of some sort. However, its magical properties enable its wielder to cause all fish within a 60' radius to roll saving throws vs. spell. This uses one charge of the trident.

Fish failing this throw are completely under empathic command and will not attack the possessor of the trident nor any creature within 10' of him. The wielder of the device can cause fish to move in whatever direction is desired and can convey messages of emotion (i.e., fear, hunger, anger, indifference, repletion, etc.). Fish making their saving throw are free of empathic control, but they will not approach within 10' of the trident.

In addition to ordinary fish, the trident affects sharks and eels. It doesn't affect mollusks, crustaceans, amphibians, reptiles, mammals, and similar sorts of non-piscine marine creatures. A school of fish should be checked as a single entity.

The trident has 1d4+16 charges.

**Trident of Warning:** A weapon of this type enables its wielder to determine the location, depth, species, and number of hostile or hungry marine predators within 240'. A *trident of warning* must be grasped and pointed in order for the person using it to gain such information, and it requires one round to scan a hemisphere with a radius of 240'. There are 19-24 charges in a trident of this type, each charge sufficient to last for 2 rounds of scanning.

### Magical Weapon Modifications

The following modifications can be made to basic enchanted weapons (+0) to +5 magical weapons. However no total of bonuses can equate to greater than a +5 magical weapon. These modifications cannot be added to the special magical weapons listed above. *Purple* titled modifications can be used in conjunction with other modifications, except *Purple* titled ones (only one per weapon). All other modification powers can only be used one per round (no others can be activated or used until current one is complete or ended).

**Acidic Burst:** An acidic burst weapon explodes with acid upon scoring a successful critical hit. The acid does not harm the hands that hold the weapon. Acidic burst weapons deal +1d10 points of bonus acid damage on a successful critical hit (which does not get multiplied by the critical hit result). Bows, crossbows, and slings with this ability bestow the acid energy upon their ammunition.

*Magical Adjust:* +2 bonus.

**Balanced:** A balanced weapon can be wielded more easily by smaller characters. A creature one size smaller than the weapon can use it in one hand. For example, a halfling could wield a balanced battleaxe in one hand.

*Magical Adjust:* +2 bonus.

**Banishing:** Any extraplanar creature with 25 Hit Dice or fewer that is struck by the weapon must succeed on a -7 save vs Rod/Staff/Wand or be banished back to its home plane. Spell resistance applies, and a creature so banished cannot return for at least 24 hours, if it has the means to. The wielder may choose to deactivate this special ability as a free action. Bows, crossbows, and slings so crafted confer the banishing power upon their ammunition.

*Magical Adjust:* +4 bonus.

**Berserker:** A berserker weapon is valuable to barbarians and other creatures that can enter a rage/frenzy (class/kit/WP). When the wielder is raging, the weapon's magical bonus increases by +2 (Max +5).

*Magical Adjust:* +1 bonus.

**Binding:** This weapon prevents extradimensional movement by those it hits. Once per day, the wielder of a binding weapon may make a binding strike. On a successful attack, the target of the binding strike cannot move extradimensionally by any means, as though affected by the *dimensional anchor* spell. This effect lasts for 13 rounds. If the attack misses, the binding strike for that day is wasted.

*Magical Adjust:* +1 bonus.

**Blessed:** This replicates the effect of the bless spell as it effects a weapon, but it is permanent and always in effect. The weapon becomes good, which means it can bypass the damage reduction of certain creatures, particularly evil outsiders. Furthermore, all critical hits are increased by a factor of 1 (double damage becomes triple) against evil foes. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon.

*Magical Adjust:* +1 bonus.

**Commanding:** A commanding weapon looks imposing and lends force to the wielder's personality. Even when sheathed or stowed, this weapon grants a +2 bonus on Fast-talking, Glibness, Intimidation or Etiquette checks. When held or drawn, a commanding weapon provides a +4 bonus on Intimidation checks. In addition, the wielder can cast *suggestion* once per day as a 7th-level spellcaster.

*Magical Adjust:* +2 bonus.

**Corrosive:** Upon command, a corrosive weapon becomes slick with a thick layer of acidic fluid. The acid does not harm the hands that hold the weapon. Corrosive weapons deal +1d6 points of bonus acid damage on a successful hit. Bows, crossbows, and slings with this ability bestow the acid energy upon their ammunition.

*Magical Adjust:* +1 bonus.

**Crazed:** This weapon gives its wielder the ability to fly into a rage once per day as the barbarian battle rage class ability. This effect does not stack with battle rage. Only melee weapons can be crazed.

*Magical Adjust:* +1 bonus.

**Deadly Precision:** A deadly precision weapon deals an extra 2d6 points of damage when its wielder makes a successful sneak attack. This ability does not bestow the ability to make sneak attacks upon a wielder who does not already have it.

*Magical Adjust:* +2 bonus.

**Disarming:** This weapon has one special purpose: disarming opponents of their weapons. It eliminates the negative modifiers for opponents weapon size. The weapon's magical bonus does apply to the attack roll and the wielder does not provoke an AoO. Only melee weapons can have this ability.

*Magical Adjust:* +2 bonus.

**Dispelling:** Once per day as a free action, the wielder of a dispelling weapon can use a targeted dispel magic effect upon a creature the weapon strikes. The wielder can decide to use this power after the blow has landed, but the dispel magic must be used in the same round that the weapon strikes.

*Magical Adjust:* +3 bonus.

**Domineering:** A creature hit by a domineering weapon is brought under the effect of a Fear spell (as though cast at 8th level).  
*Magical Adjust:* +2 bonus.

**Eager:** An eager weapon is easy to draw and allows its possessor to react quickly to danger. It grants a +2 bonus on its owner's initiative checks, regardless of whether it is being used. An eager weapon may be drawn as a free action. Only melee weapons can have this ability.

*Magical Adjust:* +2 bonus.

**Energy Aura:** Any weapon with this ability may add an additional amount of damage from an energy type of the wielder's choice (acid, cold, electricity, fire, or sonic). Regardless of the energy type selected, the energy does not harm the hands that hold the weapon. The weapon deals an additional +1d6 points of damage of the appropriate energy type on a successful hit. Changing the weapon's energy aura takes a full round action, during which the weapon may not be used. Bows, crossbows, and slings with this ability bestow the energy type upon their ammunition.

*Magical Adjust:* +3 bonus.

**Enervating:** On a critical hit, the wielder may forgo normal critical hit damage and cause the creature hit to take normal damage and also gain one negative level if the creature fails a save vs. Death. If the creature dies due to total negative levels exceeding total HD the creature dies, if the creature survives, any negative level/s bestowed by this weapon return at the normal rate. Undead struck by an enervating weapon take weapon damage normally, but they also gain a temporary level which is drained from the wielder. Bows, crossbows, and slings so crafted confer the enervating ability upon their ammunition.

*Magical Adjust:* +3 bonus.

**Enfeebling:** On a critical hit, this weapon deals 1d6+2 points of temporary Strength damage in addition to its critical hit result. A save vs. Spell negates. Bows, crossbows, and slings so crafted confer the enfeebling power upon their ammunition.

*Magical Adjust:* +1 bonus.

**Everbright:** These weapons are as bright and shiny as polished silver. They never tarnish and are immune to corrosive attacks. The weapon flashes with a brilliant light up to twice per day upon the wielder's command. All within 20 feet except the wielder must succeed on a Breath Weapon Save at a -2 or be blinded for 1d4 rounds.

*Magical Adjust:* +2 bonus.

**Exit Wound:** Weapons with the exit wound ability propel their ammunition entirely through living targets they hit. This effect deals an extra 1d6 points of damage. The weapon or projectile continues in a straight line beyond the original target. The next target in that path is attacked using the same attack roll as the original target at a +4 bonus to AC. If the exit wound weapon or projectile hits an object, it stops.

The exit wound ability can be applied to any ranged weapon; projectile weapons so enhanced bestow the ability on their ammunition.

*Magical Adjust:* +2 bonus.

**Explosive:** Always slightly warm to the touch, weapons with the explosive ability deal extra damage to anyone near the intended target. Each successful hit with an explosive weapon deals 2d4 points of damage to all targets in a 5-foot burst (Save vs. Rod/staff/wand at -2 for half damage), including the original target. The explosive ability can be applied to any melee weapon (though the wielder may be subject to the extra damage) or ranged weapon. Projectile weapons so enhanced bestow the explosive ability on their ammunition.

*Magical Adjust:* +2 bonus. (+3 bonus for ranged weapons).

**Fierce:** If its wielder is willing to forgo the opportunity to evade foes, a fierce weapon can land tremendous blows. It allows the wielder to transfer some or all of their Dexterity bonus to damage rolls (reducing his Armor Class by the same amount). The wielder chooses how to allocate his Dexterity bonus at the start of the round, and the effect lasts until the next round.

*Magical Adjust:* +2 bonus.

**Force:** On a successful hit, a force weapon emits a powerful jolt of magical force. The magical force does not harm the weapon's wielder. Force weapons deal +1d6 points of force damage on a successful hit. If the weapon successfully hits a target protected by a force effect, such as a shield spell or bracers of armor, there is a 50% chance it will dispel the force effect in addition to damaging the target. If the weapon dispels the force effect, it dispels it as if it is a spell or suppresses it (if it is a magic item). Ranged weapons bestow this property on their ammunition. Incorporeal creatures are considered AC 10 vs. a force weapon unless they have magic items to assist their AC.

*Magical Adjust:* +3 bonus.

**Fortunate:** A fortunate weapon gives its wielder incredible luck—a +1 luck bonus on all saving throws. Additionally the wielder benefits from the same benefits as the Lucky Trait except it can not apply to saving throws.

*Magical Adjust:* +1 bonus.

**Grasping:** A grasping weapon is more effective when attempting to disarm an opponent. It grants its wielder a +1 to +5 bonus disarm attempts. Disarm attempts made with grasping weapons do not provoke attacks of opportunity. Only melee weapons can have this ability.

*Magical Adjust:* +1 bonus/disarm bonus.

**Harmony:** Harmony weapons help their wielders press the advantage against a flanked opponent. When flanking an opponent, the wielder of this weapon gains a +2 bonus on attacks rather than the normal +1 bonus for flanking. Only melee weapons can have this ability.

*Magical Adjust:* +1 bonus.

**Heartfinder:** This weapon allows its wielder to strike particularly vulnerable areas of a foe. Much like a rogue's sneak attack ability, heartfinder weapons deal extra damage to surprised or flanked foes. Any time the wielder's target would be denied its Dexterity bonus to AC, or when the wielder flanks the target, this weapon deals an additional 1d6 points of damage on a successful hit. This bonus damage has no effect against creatures that are immune to critical hits. Only piercing melee weapons can have this ability.

*Magical Adjust:* +2 bonus.

**Heavenly Burst:** On a successful critical hit against an evil creature, this weapon discharges a radiant burst that deals +3d6 points of damage to the target and blinds it for 1 round. A successful save vs. Rod/Staff/Wand at -2 negates the blindness. Bows, crossbows, and slings so crafted confer the heavenly burst power upon their ammunition.

Every time this weapon discharges a radiant burst, the wielder takes 1d2 points of temporary Strength damage.

*Magical Adjust:* +2 bonus.

**Impact:** Any bludgeoning weapon with this ability has its damage die increased to the next type when a natural 20 is rolled for an attack (see Appendix A of The Handbook). This ability does not affect piercing or slashing weapons.

*Magical Adjust:* +1 bonus.

**Merciful:** The weapon deals 1d6 points of bonus damage, and all damage it deals is subdual damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, and slings bestow the effect upon their ammunition. Creatures immune to KO chance are not affected by this weapons bonus damage.

*Magical Adjust:* +1 bonus.

**Paralyzing:** On a successful critical hit, a paralyzing weapon renders any living creature immobile for 10 rounds unless it succeeds a save vs. paralyzation at a -3. Each round on its turn, the paralyzed creature gets a new saving throw to break the effect. Creatures immune to mind-affecting magic are immune to this property. Bows, crossbows, and slings so crafted confer the paralyzing ability upon their ammunition.

*Magical Adjust:* +2 bonus.

**Precise:** Only ranged weapons can have this ability. A precise weapon can be fired into or within melee without incurring a fumble for missing a target (natural fumbles still apply). This weapon doesn't grant any further benefit to those with similar abilities. If attempting a called shot, range modifiers do not apply.

*Magical Adjust:* +1 bonus.

**Proficient:** The wielder of a proficient weapon never takes a nonproficiency penalty when attacking with it.

*Magical Adjust:* +2 bonus.

**Quick-Loading:** Only crossbows can have this ability. A quick-loading crossbow accesses an extradimensional space that can hold up to 2 quivers of non-magical bolts (48), allowing the wielder to reload the crossbow more rapidly than normal. Reloading a hand or light crossbow has its weapon speed reduced by 2, and reloading a heavy crossbow allows for an increased attack rate of 1/1. Adding a bolt to or removing one from the extradimensional space by hand requires a move or attack equivalent action.

*Magical Adjust:* +2 bonus.

**Radiant:** At will a radiant weapon can give off light equivalent to a light spell centered on the weapon.

*Magical Adjust:* +2 bonus.

**Returning:** This weapon returns to the wielder the segment after it is launched or fired. Small items return to their sheath/scabbard or quiver, medium items to either sheath/scabbard, quiver or to the wielder's hand, large to the wielders hand. Standard return is 90', it can be increased by adding an additional returning modification to the weapon. Returning can only be used on missile/ranged weapons, it does not have an increase on the range for use.

*Magical Adjust:* +1 bonus (per 90' of return)

**Righteous:** This weapon acts as though it has the spell detect evil upon it. This enchantment is always active unless the wielder commands the weapon to deactivate (a free action). The wielder receives a +2 bonus on attack and damage rolls against any creature that is evil. Bows, crossbows, and slings so crafted confer the righteous power upon their ammunition.

*Magical Adjust:* +4 bonus.

**Roaring:** This weapon unleashes a tremendous roar with each swing. Any evil creature struck by the roaring weapon must succeed on a saving throw for Fear at a -6 or be affected accordingly. A roaring weapon also deals +2d6 points of sonic damage on a successful critical hit against an evil creature.

*Magical Adjust:* +3 bonus.

**Screaming:** Upon command, a screaming weapon emits a low hum that is grating upon the ears but does not harm the wielder. If it hits a target, it produces a high-pitched sound and deals +1d6 points of bonus sonic damage. Bows, crossbows, and slings with this ability bestow the sonic energy upon their ammunition. Screaming weapons don't deal this bonus damage if the target is within a silence spell. They have no additional adverse effects on creatures with unusually acute hearing, although such creatures dislike them.

*Magical Adjust:* +1 bonus.

**Seeking:** Only ranged weapons can have this ability. The weapon veers toward the target, negating any miss chances for concealment or cover that would otherwise apply. The wielder has to make an aimed to hit with the weapon. Arrows intentionally or mistakenly shot into an empty space, do not veer and hit invisible enemies, even if they are nearby.

*Magical Adjust:* +1 bonus.

**Shattermantle:** A shattermantle weapon damages an opponent's magic resistance. Each time the weapon strikes a foe with magic resistance, the value of that magic resistance is reduced by 5% for 1 round. The penalties for multiple hits during the same round stack. For example, if the wielder succeeds on three attacks in the same round against the same foe with magic resistance, that foe's magic resistance is reduced by 15% until the beginning of the wielder's next round. This weapon does not grant the ability to determine how much magic resistance (if any) a target might have.

*Magical Adjust:* +1 bonus.

**Shadowstrike:** A shadowstrike weapon can reach through the wielder's own shadows to catch foes off guard. Once per day, the wielder can make such an attack. The weapon reaches 5 feet farther than normal, and the target is denied its Dexterity bonus to AC for this attack. To make a shadowstrike attack, the weapon must be illuminated by a separate light source in which the wielder and foe are within the radius of or be outside on a day bright enough to cast shadows.

*Magical Adjust:* +2 bonus.

**Shrinking:** This weapon can shrink, as if affected by a reduce spell cast at 8<sup>th</sup> level, on command.

*Magical Adjust:* +1 bonus.

**Sizing:** The wielder of a sizing weapon can change the weapon's size category to any other size category as a standard action. Spellcasters who frequently polymorph themselves appreciate weapons with the sizing special ability.

*Magical Adjust:* +1 bonus.

**Specialized:** The wielder of a specialized weapon never takes a nonproficiency penalty when attacking with it and gains standard specialization benefits if the PC has the class ability to specialize in a weapon (does not need to be specialized in this particular weapon). This weapon does not stack with a PC's weapon proficiency benefits.

*Magical Adjust:* +3 bonus.

**Spellblade:** The wielder of a spellblade weapon is immune to a single spell chosen at the time the weapon is created. The selected spell must be one that is targeted against the wielder, not one that affects an area or creates an effect. When the wielder is subjected to the chosen spell, the weapon absorbs it. On their next turn, the wielder can opt to either let the spell drain harmlessly away or direct it at a new target as an innate spell ability action.

*Magical Adjust:* +3 bonus.

**Stunning:** When striking a foe, a stunning weapon emits a powerful burst of sonic energy. It deals +1d6 points of bonus sonic damage on a successful hit. The sonic energy does not harm the weapon's wielder or others nearby. On a successful critical hit, the target must succeed on a Constitution check at a -3 or be stunned for 1 round. Bows, crossbows, and slings with this ability bestow the sonic energy on their ammunition.

*Magical Adjust:* +2 bonus.

**Sure Striking:** A sure striking weapon harms creatures with damage reduction (bypasses it) for normal damage value. Bows, crossbows, and slings cannot normally have this ability.

*Magical Adjust:* +2 bonus.

**Valorous:** A valorous weapon allows its wielder to make powerful charge attacks even if the weapon is not normally one that would be used for a charge. When used in a charge, the valorous weapon deals double normal charge damage. The weapon also increases the wielder size category by one if combined into an overrun and allows a charge to be done in half the normal distance.

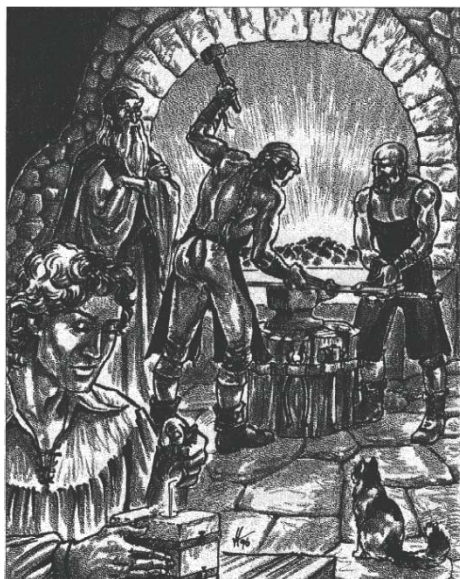
*Magical Adjust:* +1 bonus.

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

*Magical Adjust:* +1 bonus.

**Vampiric:** Any living opponent struck by a vampiric weapon must make a save vs. Rod/Staff/Wand at a -2 or lose an additional 1d4 hit points, which are immediately added to the wielder's current hit point total. Any hit points above the wielder's maximum are treated as temporary hit points (multiple additions of temporary hit points don't stack) and disappear after 1 hour. If the vampiric weapon hits an undead creature the wielder loses 2d4 hit points which are granted to the opponent.

*Magical Adjust:* +2 bonus.



## Section 10: Magical Item Creation

### Magic Item Creation

The following rules outline magical item creation, to be able to use any of the following the prerequisites must be met as well as listed costs. The DM has to approve and detail out any item for creation prior to its start. However characters may start by setting aside the required costs ahead of time without letting the DM know what is planned. All spells involved must be castable by the creator or another PC/NPC must be involved.

Characters may only create a total of magic items equivalent to 75% of the next level requirement worth of experience, plus 50 per current level, in item base price cost as listed below.

### Magic Item Creation Limits\*

Level	Max Base	Level	Max Base	Level	Max Base	Level	Max Base	Level	Max Base
1	800	7	21,350	13	68,900	19	143,450	25	245,000
2	2,350	8	27,400	14	79,450	20	158,500	26	264,550
3	4,650	9	34,200	15	90,750	21	174,300	27	284,850
4	7,700	10	41,750	16	102,800	22	190,850	28	305,900
5	11,500	11	50,050	17	115,600	23	208,150	29	327,700
6	16,050	12	59,100	18	129,150	24	226,200	30	350,250

\*Starting characters may create only the magic items listed in this handbook at character creation.

### Intelligent Items

Items created by PC's have a base 1% chance of becoming an "Intelligent Item" and gain a +1% per level of Exp used to create the item. **The roll must be made with the DM watching, no exceptions!!!** If the item is determined to be an "Intelligent Item", the DM will detail the item from that point forward. Some weapons can have limited sentience without being fully "Intelligent Items".

### Cursed Items

There is a 1% chance that any created item turns out to be a cursed item. **This roll must be made with the DM watching!!!** An item that is cursed actually grants an insight on the item creation and therefore the creator receives all expended Exp back.

### Attune Gem

**Prerequisite:** Int 13+, arcane caster level 3+, gem cutting proficiency.

**Benefit:** You can store an arcane spell in a gem. A gem can only be attuned with a single spell. Using the gem's stored magic does not destroy the gem, but it may not be used again for magic use (to include use for spells).

You must spend 10% of the gems value in XP. The gem must have a minimum value equal to the value required for casting a spell of the level to be stored. Attunement requires 1 hour per level of the spell, plus the spell's normal casting time.

### **Brew Potion**

**Prerequisite:** Spellcaster level 3+, alchemy proficiency

**Benefit:** The character can create a potion of any spell of 3rd level or lower that the character knows and that targets a creature or creatures. Brewing a potion takes 1 day per spell level.

The base price of a potion is as listed or its spell level x caster level x 100gp. To brew a potion, the character must spend 10% of this base price in XP and use up raw materials costing 1/2 the base price.

When the character creates a potion, the character makes any choices that the character would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

### **Craft Construct**

**Prerequisite:** Spellcaster level 12+, appropriate proficiency/ies (determined by DM) to create the item.

**Benefit:** The character can create any construct whose prerequisites it meets. Enchanting a construct takes 1 day for each 1,000gp in its Magical Adjust (see DM for prices). To enchant a construct, a character must spend 45% the item's base price in XP and use up raw materials costing 1/2 the base price.

The character can repair constructs that have taken damage. In one day of work the character can repair up to 20 points of damage by expending 50gp per point of damage repaired. A newly created construct has average HP for its HD.

### **Craft Magic Arms and Armor**

**Prerequisite:** Spellcaster level 5+ (all others 9+), appropriate proficiency/ies (determined by DM) to create the item.

**Benefit:** The character can create any magic weapon, armor, or shield whose prerequisites the character meets. Enchanting a weapon, suit of armor, or shield takes 1 day for each 1,000gp in the price of its magical features, use of the *enchantment* spell removes this requirement.

To enchant a weapon, suit of armor, or shield, the character must spend 30% of its features' total price in XP and use up raw materials costing 1/2 of this total price. The character can also mend a broken magic weapon, suit of armor, or shield if it is one that the character could make. Doing so costs 1/2 the XP, 1/2 the raw materials, and 1/2 the time it would take to enchant that item in the first place.

### **Craft Magic Tattoo**

**Prerequisite:** Arcane caster level 5+, artistic ability proficiency.

**Benefit:** You can apply your magic and artistry together to create a magic tattoo. The tattoo is created to emulate the effects of a single spell (no higher than 5th level) as if it were a spell like ability. The base price for a tattoo of this nature is spell level x caster level x 100gp. Crafting a magic tattoo takes one day for each 1,000gp of its base price.

To craft a magic tattoo, you must spend 25% of its base price in XP. The creator must also use up raw materials costing 1/2 of the base price.

**Special:** The power of the tattoo can only be used once each day. Only one magic tattoo may be on a character (regardless of size).

A magic tattoo can be removed using a successful *dispel magic* (cast directly on the tattoo), *erase* or *remove curse* cast at one level higher than the spell level of the spell effect granted by the tattoo. The act only takes away the magic. The tattoo itself remains until removed through mundane methods. The tattoo is treated as a Miscellaneous Magic Item for all other intents and purposes.

### **Craft Rod**

**Prerequisite:** Spellcaster level 9+, appropriate proficiency/ies (determined by DM) to create the item.

**Benefit:** The character can create any rod whose prerequisites the character meets. Crafting a rod takes 1 day for each 1,000gp in its base price. To craft a rod, the character must spend 35% of its base price in XP and use up raw materials costing 1/2 of its base price.

### **Craft Staff**

**Prerequisite:** Spellcaster level 12+, appropriate proficiency/ies (determined by DM) to create the item.

**Benefit:** The character can create any staff whose prerequisites the character meets. Crafting a staff takes 1 day for each 1,000gp in its base price. To craft a staff, the character must spend 35% of its base price in XP and use up raw materials costing 1/2 of its base price. A newly created staff has 50 charges.

### **Craft Wand**

**Prerequisite:** Spellcaster level 5+, appropriate proficiency/ies (determined by DM) to create the item.

**Benefit:** The character can create a wand of any spell of 4th level or lower that the character knows. Crafting a wand takes 1 day for each 1,000gp in its base price. The base price of a wand is its spell level x caster level x 500gp. To craft a wand, the character must spend 35% of the base price in XP and use up raw materials costing 1/2 of the base price. A newly created wand has 50 charges.

### **Craft Wondrous Item**

**Prerequisite:** Spellcaster level 3+ (all others 7+), appropriate proficiency/ies (determined by DM) to create the item.

**Benefit:** The character can create any miscellaneous magic item whose prerequisites the character meet. Enchanting a miscellaneous magic item takes 1 day for each 1,000gp in its price, use of the *enchantment* spell removes this requirement.

To enchant a miscellaneous magic item, the spellcaster must spend 40% of the item's price in XP and use up raw materials costing 1/2 of the price. The character can also mend a broken miscellaneous magic item if it is one that the character could make. Doing so costs 1/2 the XP, 1/2 the raw materials, and 1/2 the time it would take to enchant that item in the first place.

### Create Infusion

**Prerequisite:** Divine caster level 3rd+, herbalism proficiency.

**Benefit:** You create an infusion of any divine spell available to you. An infusion is very similar to a spell scroll, the difference being that it can be eaten instead of being read. This means a shape changed druid for example, could eat the infusion when he couldn't speak to read a scroll. Infusing a herb with a spell takes 1 day for each 1,000gp in its base price.

The base price of an infusion is its spell level x caster level x 100gp. To create an infusion, you must spend 10% of the base price in XP and use up raw materials costing 1/2 of the base price.

### Create Portal

**Prerequisite:** Craft Wondrous Item, +5 levels for all.

**Benefit:** You can create any *portal* whose prerequisites you meet. Crafting a *portal* takes one day for each 1,000gp in its base price. To craft a *portal*, you must spend 45% of its base price in XP and use up raw materials costing 1/2 of this base price.

### Forge Ring

**Prerequisite:** Spellcaster level 12+, appropriate proficiency/ies (determined by DM) to create the item.

**Benefit:** The character can create any ring whose prerequisites the character meets. Crafting a ring takes 1 day for each 1,000gp in its base price. To craft a ring, the character must spend 35% of its base price in XP and use up raw materials costing 1/2 of its base price. The character can also mend a broken ring if it is a ring that the character could make. Doing so costs 1/2 the XP, 1/2 the raw materials, and 1/2 the time it would take to craft that ring in the first place.

### Recharge

**Prerequisite:** Item creation prerequisite +3 levels.

**Benefit:** You may spend 3/4 of the required time, experience, and money recharging an item. You may fully recharge the item or you may recharge the item on a charge-by-charge basis. To recharge a magical device, your recharging cost is 75% of the original item (for each element of creation). To determine the cost for a specific number of charges (if you don't want to fully recharge a device for whatever reason), take the recharging costs and divide them by the maximum number of charges the device can carry. This is your recharge cost per charge.

**Special:** This can only be used with items that have charges. They can only be recharged to the maximum number of charges allowed at the time it was originally created. This uses the optional rule that charged items can be recharged.

**Example:** A character designs a new wand. Let's say this wand cost him 5,000gp & 800 XP. The recharge cost for this wand is 3,750gp & 600 XP.

Now let's say the character doesn't have the XP to spend, but really wants to recharge the wand. He is willing to settle for a smaller recharge, but can only spare 100 XP. Now we need to determine the cost per charge.

Our recharge cost is 3,750gp & 600 XP, so we need to divide those by 36 (the maximum number of charges). The result is 104gp & 17 XP for each charge. The character had 100 XP to spare, so he could add 5 charges. The cost of the 5 charges is 520gp & 85 XP.

### Scribe Scroll

**Benefit:** The character can create a scroll of any spell that the character knows. Scribing a scroll takes 1 day for each 1,000gp in its base price. The base price of a scroll is its spell level x caster level x 25gp. To scribe a scroll, the character must spend 10% of the base price in XP and use up raw materials costing 1/2 of the base price.

### Self Item

**Prerequisite:** -1 level for any Item Creation Prerequisite.

**Benefit:** A magic item created can be made as a Self Item. In this case, the XP cost for the item is reduced by 25% (round down), but the item will work only for its creator. If somebody other than the item's creator attempts use it, the item is completely inert. If the item is ever destroyed, the creator will lose XP equal to full, normal XP cost to make the item; this can cause the creator to lose a level of experience. Charged items cannot be made.

### Transference

**Prerequisite:** Item creation prerequisite +5 levels.

**Benefit:** While touching another creature, use their XPs to fuel an item creation proficiency instead of your own.

**Special:** The creature touched must be a willing subject with an intelligence of 3 or greater. Any magic used to control the creature will cause the effort to fail.

**Notes:** Under no circumstances can another creature ever be forced (even through a wish spell) to succumb to the effects of this proficiency. It MUST be a voluntary action. Generally NPC's will not sacrifice themselves for this.

*Note:* Magic items that generate spell effects require the spell caster that knows the spell and can cast it. The spell that is "embedded" into the magic item is set at the casters level. Innate abilities from race, class or magical effect (wild magic or similar) can't be "embedded" into a magical item. If the spell has a costly material component the item also carries a commensurate cost which is calculated as an addition to the base price.

## Damaged/Broken & Destroyed Magic Items

Magic items that become damaged/broken may be repaired using the listed magic item creation rules. While a magic item is damaged/broken it is completely inert (no magical functions, abilities or effects work), although it does radiate a faint aura of magic. Example: A suit of magical +3 plate mail of invisibility that has a leg piece damaged/broken would only be able to be used as a suit of normal plate mail (minus the leg piece for protection) until it was repaired. Magic items that are destroyed only cause wild surge effects in extreme and unusual circumstances as determined by the DM or in the magic item description.

### Special Note

Magical Items may be created by NPC's for 125% listed costs normally required to purchase the item and the character must be also willing to use Transference to pay the experience cost. Items may also be made as Self Items for the intended user.



## Section 11: Magic Encyclopedia Prices

### How to read the prices

The items listed on the following pages that correspond with items listed in Sections 1 through 10 will *usually* be listed with a “Book/Page” identifier of 2100-XXX (XXX corresponds to the old page numbers in the 2E DM's Guide). The actual Gold Piece (gp) price of an item is listed under the “Cost” column. Outside of items listed in the previous pages; the only other items that can be purchased are basic (+1 through +5) variants of magical weapons, armor or shields listed in the Equipment Handbook (Class & Race requirements listed in the Equipment Handbook still apply). If an item is not listed by name take the percentage of difference of a common listed item price of an item of similar nature and apply it to the common item's magic version price.

Ex. The character would like to purchase a +3 2-bladed (Medium/Medium) sword. The closest thing in the Equipment Handbook would be a long sword.

<b>Base Item</b>	<b>Cost</b>	<b>Similar Base Item</b>	<b>Cost</b>
2-Bladed (Medium/Medium) Sword	100gp	Long Sword	15gp

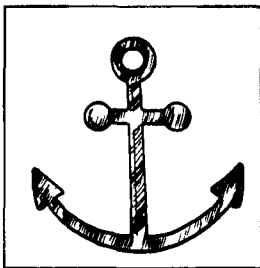
The 2-Bladed sword costs  $(100 \times 100 / 15)$  667% of the Long Sword. A Long Sword +3 costs 7,000gp so a 2-Bladed (Medium/Medium) Sword +3 would cost  $(667 \times 7,000 / 100)$  46,690gp.

Final determinations of non-standard magic item prices will be made by the DM. Variants of listed items in Section 1 through 10 or of normal listed items will not be allowed for character creation.

Magic items for PC's that are not of standard size due to race or for other reasons will use price increases or decreases similar to those listed in the Equipment Handbook and determined by the DM.

Name	EP	Cost	Book/Page
Amulet, Orcish, Combat +1	1,000	5,000	GAZ10-08
Amulet, Orcish, Damage +1	1,000	5,000	GAZ10-08
Amulet, Orcish, Saves +1	1,000	5,000	GAZ10-08
Amulet, Parasites	600	6,000	DRAG073-38
Amulet, Perpetual Youth	2,000	20,000	2121-133
Amulet, Planes, of the	6,000	30,000	2100-159
Amulet, Power	12,000	60,000	DRAG005-28
Amulet, Proof against Detection & Location	4,000	15,000	2100-159
Amulet, Protection +1	2,000	10,000	<i>new item</i>
Amulet, Protection +2	3,000	15,000	<i>new item</i>
Amulet, Protection +3	4,000	20,000	<i>new item</i>
Amulet, Protection +4	5,000	25,000	<i>new item</i>
Amulet, Protection +5	6,000	30,000	<i>new item</i>
Amulet, Protection, Alignment Change	3,000	30,000	FR10-83
Amulet, Protection, Crystal Ball and ESP	4,000	15,000	AC04-007
Amulet, Protection, Good	600	3,000	DUNG011-34
Amulet, Protection, Life	5,000	20,000	2100-159
Amulet, Protection, Sharks	600	3,000	DLR1-82
Amulet, Protection, Sleep	500	4,000	DRAG091-57
Amulet, Psionic Reflection	2,500	15,000	DRAG099-50
Amulet, Shield	750	7,500	POLY067-10
Amulet, Sleeplessness	—	1,000	DRAG091-57
Amulet, Spinecastle	900	4,500	2023-076
Amulet, Thet of Pthah	1,600	8,000	2006-03
Amulet, Timekeeping	100	500	AC04-007
Amulet, Undead, 4th Level	800	4,000	<i>new item</i>
Amulet, Undead, 5th Level	1,000	5,000	2100-159
Amulet, Undead, 6th Level	1,200	6,000	2100-159
Amulet, Undead, 7th Level	1,400	7,000	2100-159
Amulet, Undead, 8th Level	1,600	8,000	2100-159
Amulet, Undead, 9th Level	1,800	9,000	2100-159
Amulet, Undersea Friendship	800	4,000	LC3-09

**Anchor**

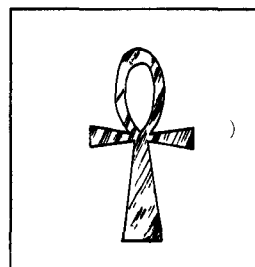


An anchor holds a vehicle in place. A ship's anchor is the most familiar sort, consisting of a straight central bar (the shank), an upper crosspiece (the stock), and two curved lower arms (the crown) having widened ends (the flukes). It is attached to a chain or rope (the cable), which is tightly secured or bolted to the ship. The depth of the water may be determined, if desired, by marks on the chain or rope once the anchor rests on the bottom. Most ordinary anchors are made of iron, though other materials,

usually metal, may be used. A magical *anchor* may be of any size or material, but is always shaped like a ship's anchor.

Anchor, Aerial	3,000	22,500	AC04-008
Anchor, Fishing	—	5,000	AC04-008
Anchor, Man	3,000	22,500	AC04-008
Anchor, Seafaring	2,000	15,000	AC04-008
Anchor, Staying, Cursed	—	2,000	1072-76
Anchor, Staying, Greater	500	5,000	1072-76
Anchor, Staying, Lesser	300	3,000	1072-76
Anchor, Weight	—	8,000	AC04-008

Name	EP	Cost	Book/Page
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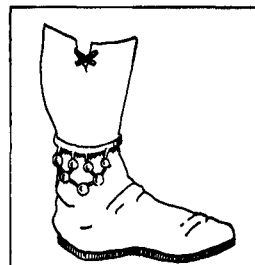


Ankh, Life	Relic	75,000	FR10-86
Ankh, Nithian, Ixion	200	2,000	HWR2-d34
Ankh, Nithian, Kagyar	300	3,000	HWR2-d34
Ankh, Nithian, Pflarr	250	2,500	HWR2-d34
Ankh, Nithian, Rathanos	200	2,000	HWR2-d34
Ankh, Nithian, Valerias	200	2,000	HWR2-d34
Ankh, Power	12,000	60,000	2108-090
Ankh, Protection +1	2,000	10,000	<i>new item</i>
Ankh, Protection +2	3,000	15,000	<i>new item</i>
Ankh, Protection +3	4,000	20,000	<i>new item</i>
Ankh, Protection +4	5,000	25,000	<i>new item</i>
Ankh, Truth	12,000	60,000	2013-050

**Ankh**

Ankhs are tau crosses with a loop at the top. They are generally used as a symbol of enduring life, the continuation, and creation of life. Originally an Egyptian (or other desert culture) symbol, ankhs have found popularity among the northern cultures. Often, the tau can be found without the rounded or looped top, but these are crosses or cruciforms.

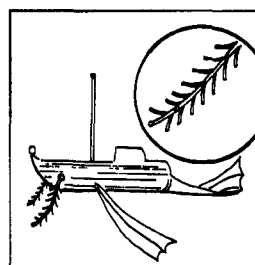
**Anklet**



A strip of leather or metal with a clasp on each end, this piece of jewelry is usually ornate and adorned with gems. In use, it is fastened around the ankle. It cannot function if it is fastened to any other part of the body and cannot be used by legless creatures. *Anklets* may be found singly or in pairs, but a pair found together need not match.

Anklet, Growth	—	1,200	AC04-009
Anklet, Hobbling	600	6,000	AC04-009
Anklet, Levitation	2,500	17,000	AC04-009
Anklet, Protection +1	1,000	10,000	<i>new item</i>
Anklet, Protection +2	2,000	20,000	<i>new item</i>
Anklet, Protection +3	3,000	30,000	<i>new item</i>
Anklet, Protection +4	4,000	40,000	<i>new item</i>
Anklet, Protection +5	5,000	50,000	<i>new item</i>
Anklet, Sinking	—	600	AC04-009
Anklet, Walking	1,200	6,000	AC04-009

**Antennae**

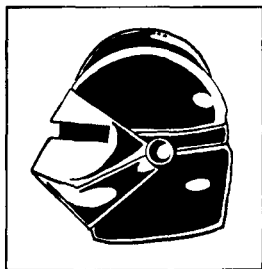


Antennae are items that look like the feelers of insects such as ants, crickets, or beetles. An antenna is usually enchanted to become a feeler for the user, allowing the wearer to see into regions or into varieties of light that cannot be perceived through the use of normal senses. Antennae also can be attached to a spelljammer to allow the helmsman to use them.

Antennae, Triangulation	Relic	55,000	SJR2-70
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Name	EP	Cost	Book/Page
Armchair, Relaxing	4,500	25,000	AC04-010
Armchair, Retrieval	2,500	30,000	AC04-010
Armchair, Seeing	2,000	10,000	AC04-010
Armchair, Travel	2,500	30,000	AC04 010
Armchair, Ugliness	—	3,500	AC04-010

**Armet**



This is a tight-fitting helmet with bevor (chin piece) and a movable visor. In the clan lands, armets are crafted only by the clan's master armorer, and are worn only by clan leaders and those under special favor. Armets often are indiscernible from helmets of fine quality, except for the mark of the master armorers who crafted them.

Armet, Wayland	Relic	80,000	1021dm-56
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**Armor**



In this section, you will find information on some very special kinds of armor. Before adding these to your campaign, however, be sure you are fully familiar with the armor gradation system. For each +1 of armor, regardless of the type of armor, the wearer's armor class moves downwards (toward AC 2 to 1 to 0, -1, -2, and so on). Sixty-five percent of all armor (except elfin chain mail) is man-sized, 20% is elf-sized, 10% is dwarf-sized, and 5% gnome or halfling-sized.

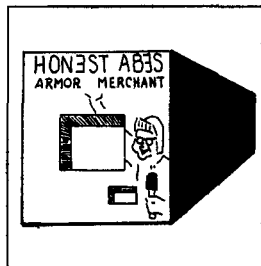
Armor, Absorption	5,000	25,000	1013-55
Armor, Acidic Secretion	—	2,000	DRAG099-52
Armor, Anything	4,500	45,000	2017 104
Armor, Arcane AC 3	3,000	20,000	SJR1-76
Armor, Banded +1	700	4,000	2017-088
Armor, Banded +2	1,500	8,500	2017-088
Armor, Banded +3	2,250	14,500	2017-088
Armor, Banded +4	3,000	19,000	2017 088
Armor, Banded +5	3,800	25,000	2017 088
Armor, Blackflame	36,000	200,000	GAZ08-19
Armor, Blending	500	4,000	2100-182
Armor, Bronze +1	700	4,000	2017-088
Armor, Bronze +2	1,500	8,500	2017 088
Armor, Bronze +3	2,250	14,500	2017-088
Armor, Bronze +4	3,000	19,000	2017 088
Armor, Bronze +5	3,800	25,000	2017-088
Armor, Buoyancy	1,200	6,000	LC4-36
Armor, Chain +1	600	3,500	2011-124
Armor, Chain +2	1,200	7,500	2011-124
Armor, Chain +3	2,000	12,500	2011-124
Armor, Chain +4	4,000	30,000	2017 088
Armor, Chain +5	6,000	45,000	2017-088
Armor, Chain, Blue of Crystalmist Mountains +3	3,000	17,500	2023-086
Armor, Chain, Drow +1	1,200	7,500	DMGR3 32
Armor, Chain, Drow +2	2,000	12,500	DMGR3-32

Name	EP	Cost	Book/Page
Armor, Chain, Drow +3	3,000	20,000	DMGR3 32
Armor, Chain, Drow +4	5,000	30,000	DMGR3-32
Armor, Chain, Drow +5	5,000	30,000	DMGR3 32
Armor, Chain, Elfin +1	1,200	7,500	2017-088
Armor, Chain, Elfin +2	2,000	12,500	2017-088
Armor, Chain, Elfin +3	3,000	20,000	2017-088
Armor, Chain, Elfin +4	5,000	30,000	2017 088
Armor, Chain, Elfin +5	7,500	50,000	2017-088
Armor, Charm	1,000	7,500	1013-55
Armor, Command	1,000	10,000	2100-182
Armor, Concealed Wizardry	+300	+1,500	DRAG179 68
Armor, Continual Cleanliness +2	1,200	12,000	SJR2 71
Armor, Cure Wounds	5,000	40,000	1013-55
Armor, Desert Evening	500	2,500	DRAG179-68
Armor, Dragon +2	2,000	15,000	DCDL04-26
Armor, Dragon, Black	1,000	7,500	DRAG062-10
Armor, Dragon, Blue	1,000	7,500	DRAG062 10
Armor, Dragon, Green	1,000	7,500	DRAG062 10
Armor, Dragon, Red	1,000	7,500	DRAG062-10
Armor, Dragon, White	1,000	7,500	DRAG062-10
Armor, Dragonarmor	1,000	7,500	2021-093
Armor, Dwarven Plate +1	800	5,000	DMGR3 34
Armor, Dwarven Plate +2	1,750	10,500	DMGR3 34
Armor, Dwarven Plate +3	2,750	15,500	DMGR3 34
Armor, Dwarven Plate +4	3,500	20,500	DMGR3-34
Armor, Dwarven Plate +5	4,500	27,500	DMGR3-34
Armor, Electricity	1,500	15,000	1013 55
Armor, Energy Drain	1,500	15,000	1013 55
Armor, Etherealness	5,000	30,000	2100-182
Armor, Fear	4,000	40,000	2100 182
Armor, Field +1	1,500	15,000	2017-088
Armor, Field +2	3,000	30,000	2017-088
Armor, Field +3	5,000	50,000	2017-088
Armor, Field +4	8,000	80,000	2017 088
Armor, Field +5	12,000	120,000	2017-088
Armor, Fly	1,000	7,500	1013 55
Armor, Full +1	3,000	30,000	2017-088
Armor, Full +2	5,000	50,000	2017-088
Armor, Full +3	8,000	80,000	2017 088
Armor, Full +4	12,000	120,000	2017 088
Armor, Full +5	16,000	160,000	2017 088
Armor, Full, Keolish, of the +1	1,500	7,500	2023 087
Armor, Gaseous Form	3,000	15,000	1013-55
Armor, Haste	2,000	10,000	1013-55
Armor, Healing +1	5,000	40,000	2018 131
Armor, Healing +2	10,000	80,000	new item
Armor, Invisibility	1,500	7,500	1013-55
Armor, Ironman	2,000	20,000	DUNG022-42
Armor, Laeral's Storm +2	1,800	13,500	FR04-31
Armor, Leather +1	300	2,000	2011-124
Armor, Leather +2	1,000	7,500	2017-088
Armor, Leather +3	1,750	12,500	2017-088
Armor, Leather +4	3,000	15,000	2017-088
Armor, Leather +5	5,000	17,500	2017-088
Armor, Leather, Studded +1	400	2,500	2011 124
Armor, Leather, Studded +2	1,250	6,500	2017-088
Armor, Leather, Studded +3	3,000	8,500	2017-088
Armor, Leather, Studded +4	5,000	10,500	2017-088
Armor, Leather, Studded +5	7,000	12,500	2017-088
Armor, Missile Attraction -1	—	1,500	2018 131
Armor, Missile Attraction -2	—	3,000	2018-131
Armor, Missile Attraction -3	—	4,500	2018-131
Armor, Missile Attraction -4	—	6,000	2018-131
Armor, Padded +1	600	3,000	new item
Armor, Padded +2	1,200	6,000	new item
Armor, Padded +3	1,800	9,000	new item

Name	EP	Cost	Book/Page
Armor, Padded +4	2,100	12,000	<i>new item</i>
Armor, Padded +5	2,400	15,000	<i>new item</i>
Armor, Plate +1	800	5,000	2011-124
Armor, Plate +2	1,750	10,500	2011-124
Armor, Plate +3	2,750	15,500	2011-124
Armor, Plate +4	3,500	20,500	2011-124
Armor, Plate +5	4,500	27,500	2011-124
Armor, Possession	1,000	5,000	2018-131
Armor, Presence	1,000	5,000	2018-131
Armor, Quality	1,500	6,000	2018-131
Armor, Rage	—	1,500	2100-182
Armor, Rainbow +3	2,000	12,500	POLY043-21
Armor, Reflection	1,000	5,000	1013-56
Armor, Remove Curse	1,000	7,500	1013-56
Armor, Ring +1	400	2,500	2011-124
Armor, Ring +2	1,250	6,000	2017-088
Armor, Ring +3	2,500	13,000	2017-088
Armor, Ring +4	5,000	18,000	2017-088
Armor, Ring +5	7,500	25,000	2017-088
Armor, Scale +1	500	3,000	2011-124
Armor, Scale +2	1,100	6,750	2011-124
Armor, Scale +3	2,500	12,500	2017-088
Armor, Scale +4	5,000	15,500	2017-088
Armor, Scale +5	7,500	17,500	2017-088
Armor, Scale, Horus +	3,500	25,000	FR10-85
Armor, Scale, White, Griff Mountains +3	2,250	13,500	2023-087
Armor, Shiva's +4	Relic	P	2006-08
Armor, Solamnus	2,000	10,000	2021-093
Armor, Splint +1	700	4,000	2011-124
Armor, Splint +2	1,500	8,500	2011-124
Armor, Splint +3	2,250	14,500	2011-124
Armor, Splint +4	3,000	19,000	2011-124
Armor, Splint +5	5,000	25,000	2011-124
Armor, Storm, Laeral's	350	5,000	DRAG039-42
Armor, Swimming	700	3,500	DRAG179-68
Armor, Transparent, AC -2	3,000	30,000	<i>new item</i>
Armor, Transparent, AC -1	2,500	25,000	<i>new item</i>
Armor, Transparent, AC 0	2,000	20,000	<i>new item</i>
Armor, Transparent, AC 1	1,600	16,000	<i>new item</i>
Armor, Transparent, AC 2	1,300	13,000	<i>new item</i>
Armor, Undead	1,500	15,000	POLY043-21
Armor, Vulnerability -1	—	1,500	2018-131
Armor, Vulnerability -2	—	3,000	2018-131
Armor, Vulnerability -3	—	4,500	2018-131

**Armor Merchant**

When metal is placed into an armor merchant, it pays a fair price as long as it is fed simple dross metal. It pays 1 gp for every 10 lbs. of metal. Anyone putting in useful items, or magical items, will be disappointed. The machine makes no distinction between gold and lead, silver and iron. All it knows is metal. It cannot detect magic; if a sword +5 is dumped in, only the value of the weight of the metal is redeemed.

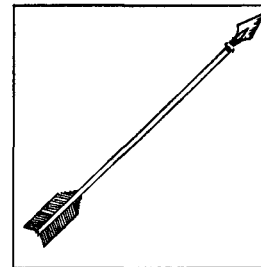


Armor Merchant, Honest Obie's All-Night	5,000	15,000	AC11-051
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Name	EP	Cost	Book/Page
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**Arrow**

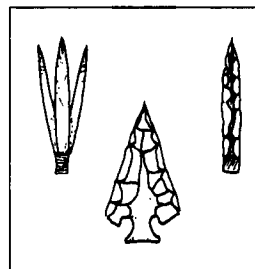
Arrows are straight, slender, pointed missiles. One end usually has a sharp point. Feathers at the other end of the shaft stabilize the arrow in flight. Arrows are useless unless fired from a bow; They cannot be thrown and are too long for a crossbow. When a magic arrow is used (whether it hits or misses), there is a 50% chance it will break or otherwise be rendered useless.



Arrow +1	20	120	1011-42
Arrow +2	50	300	DUNG017-20
Arrow +3	75	450	2011-125
Arrow +4	100	600	2011-125
Arrow +5	150	900	2011-125
Arrow, Abaris	200	2,000	1021-d63
Arrow, Acid +1	30	75	POLY047-27
Arrow, Acid +2	60	150	<i>new item</i>
Arrow, Acid +3	90	225	<i>new item</i>
Arrow, Acid +4	120	300	<i>new item</i>
Arrow, Acid +5	150	370	<i>new item</i>
Arrow, Aggravation +1	—	50	<i>new item</i>
Arrow, Aggravation +2	—	100	DRAG135-20
Arrow, Aggravation +3	—	150	DRAG135-20
Arrow, Aggravation +4	—	200	DRAG135-20
Arrow, Aggravation +5	—	250	DRAG135-20
Arrow, Anti-magic +1	30	180	DRAG135-20
Arrow, Anti-magic +2	60	360	DRAG135-20
Arrow, Anti-magic +3	90	540	DRAG135-20
Arrow, Anti-magic +4	120	720	DRAG135-20
Arrow, Anti-magic +5	150	900	DRAG135-20
Arrow, Biting	100	500	1013-56
Arrow, Biting +1	100	500	<i>new item</i>
Arrow, Biting +2	200	1,000	<i>new item</i>
Arrow, Biting +3	300	1,500	<i>new item</i>
Arrow, Black of Iuz, +2	750	7,500	2023-088
Arrow, Blinding	20	120	DRAG135-20
Arrow, Blinking	200	600	1013-56
Arrow, Bow-Breaking	—	100	DRAG135-20
Arrow, Burning	100	600	DRAG135-20
Arrow, Charming	800	2,000	DRAG091-57
Arrow, Clairaudience	20	120	DRAG135-20
Arrow, Clairvoyance	20	120	DRAG135-21
Arrow, Climbing	300	500	1013-56
Arrow, Curing	200	400	1013-56
Arrow, Direction	2,500	17,500	2100-083
Arrow, Disarming	400	700	1013-56
Arrow, Disintegration +1	60	360	DRAG135-21
Arrow, Dispelling	200	400	1013-56
Arrow, Distance +1	25	150	DRAG135-21
Arrow, Distance +2	50	300	DRAG135-21
Arrow, Distance +3	100	600	DRAG135-21
Arrow, Explosions	—	500	DRAG135-21
Arrow, Faerie Fire	20	120	DRAG135-21
Arrow, Fire	40	240	DRAG135-21
Arrow, Flaming +1	15	50	<i>new item</i>
Arrow, Flaming +2	20	60	POLY047-27
Arrow, Flaming +3	40	120	<i>new item</i>
Arrow, Flaming +4	60	300	<i>new item</i>
Arrow, Flaming +5	80	420	<i>new item</i>
Arrow, Flying	500	750	1013-56

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Arrow, Force -1	40	120	<i>new item</i>	Arrow, Seeking	100	500	1013-56
Arrow, Force -2	60	240	DRAG135-21	Arrow, Set +1	250	1,500	DRAG135-24
Arrow, Force -3	80	480	<i>new item</i>	Arrow, Signaling	20	120	DRAG135-24
Arrow, Harm, Aquatic Creature	80	480	DRAG135-21	Arrow, Silence	20	120	DRAG135-24
Arrow, Harm, Daemon/Demon/Devil	80	480	DRAG135-21	Arrow, Sinking	200	400	1013-56
Arrow, Harm, Demihuman	80	480	DRAG135-21	Arrow, Slaying, Arachnid +3	250	2,500	2100-083
Arrow, Harm, Dragon	80	480	DRAG135-21	Arrow, Slaying, Avian +3	250	2,500	2100-083
Arrow, Harm, Elemental	80	480	DRAG135-21	Arrow, Slaying, Bard +3	250	2,500	2100-083
Arrow, Harm, Giant	80	480	DRAG135-21	Arrow, Slaying, Cleric/Priest +3	250	2,500	2100-083
Arrow, Harm, Lycanthrope	80	480	DRAG135-21	Arrow, Slaying, Dragon +3	250	2,500	2100-083
Arrow, Harm, Undead	80	480	DRAG135-21	Arrow, Slaying, Druid +3	250	2,500	2100-083
Arrow, Holding	50	300	DRAG135-21	Arrow, Slaying, Elemental +3	250	2,500	2100-083
Arrow, Ice	10	50	POLY047-26	Arrow, Slaying, Fighter/Warrior +3	250	2,500	2100-083
Arrow, Law	200	400	2006-59	Arrow, Slaying, Giant +3	250	2,500	2100-083
Arrow, Lighting	50	100	<i>new item</i>	Arrow, Slaying, Golem +3	250	2,500	2100-083
Arrow, Lightning +1	75	400	<i>new item</i>	Arrow, Slaying, Illusionist +3	250	2,500	2100-083
Arrow, Lightning +2	100	600	DRAG135-21	Arrow, Slaying, Lycanthrope +3	250	2,500	DRAG135-21
Arrow, Lightning +3	200	1,200	DRAG135-21	Arrow, Slaying, Mage +3	250	2,500	2100-083
Arrow, Misdirection	—	100	DRAG135-21	Arrow, Slaying, Mammal +3	250	2,500	2100-083
Arrow, Multiplicity	100	600	DRAG135-21	Arrow, Slaying, Paladin +3	250	2,500	2100-083
Arrow, Nilbog	100	150	POLY047-26	Arrow, Slaying, Ranger +3	250	2,500	2100-083
Arrow, Paralyzation +1	50	120	POLY047-27	Arrow, Slaying, Reptile +3	250	2,500	2100-083
Arrow, Paralyzation +2	100	240	<i>new item</i>	Arrow, Slaying, Sea Monster +3	250	2,500	2100-083
Arrow, Paralyzation +3	200	480	<i>new item</i>	Arrow, Slaying, Thief +3	250	2,500	2100-083
Arrow, Penetration	50	300	DRAG135-21	Arrow, Slaying, Titan +3	250	2,500	2100-083
Arrow, Perseverance	50	300	DRAG135-22	Arrow, Slaying, Troll +3	250	2,500	POLY035-10
Arrow, Piercing	50	300	DRAG135-22	Arrow, Slaying, Undead +3	250	2,500	2100-083
Arrow, Polymorphing, Five-Headed Hydra +3	225	1,350	DRAG135-22	Arrow, Snake +1	50	100	POLY047-27
Arrow, Polymorphing, Glass +3	225	1,350	DRAG135-22	Arrow, Snake +2	100	200	<i>new item</i>
Arrow, Polymorphing, Ice +3	225	1,350	DRAG135-22	Arrow, Snake +3	150	300	<i>new item</i>
Arrow, Polymorphing, Medusa +3	225	1,350	DRAG135-22	Arrow, Speaking	50	150	1013-56
Arrow, Polymorphing, Ogre +3	225	1,350	DRAG135-22	Arrow, Stirge's Bite +5	130	780	DRAG135-24
Arrow, Polymorphing, Owlbear +3	225	1,350	DRAG135-22	Arrow, Stunning	250	750	1013-56
Arrow, Polymorphing, Paper +3	225	1,350	DRAG135-22	Arrow, Teleporting	400	800	1013-57
Arrow, Polymorphing, Small Animal +3	225	1,350	DRAG135-22	Arrow, Transporting	400	800	1013-57
Arrow, Polymorphing, Stone +3	225	1,350	DRAG135-22	Arrow, Wounding	500	2,500	DUNG033-51
Arrow, Polymorphing, Troll +3	225	1,350	DRAG135-22				
Arrow, Polymorphing, Werewolf +3	225	1,350	DRAG135-22				
Arrow, Pursuit +1	40	300	DRAG135-22				
Arrow, Pursuit +2	60	400	DRAG135-22				
Arrow, Pursuit +3	85	500	DRAG135-22				
Arrow, Red +1	20	120	HWR2-d36				
Arrow, Red +2	50	300	HWR2-d36				
Arrow, Red +3	75	450	HWR2-d36				
Arrow, Red +4	100	600	HWR2-d36				
Arrow, Red +5	150	900	HWR2-d36				
Arrow, Red -1	—	50	HWR2-d36				
Arrow, Refilling	100	400	1013-56				
Arrow, Returning +1	20	120	<i>new item</i>				
Arrow, Returning +2	30	180	<i>new item</i>				
Arrow, Returning +3	40	240	<i>new item</i>				
Arrow, Returning +4	50	300	<i>new item</i>				
Arrow, Returning +5	60	360	DRAG135-24				
Arrow, Rock Piercing +2	35	175	<i>new item</i>				
Arrow, Rock Piercing +3	45	225	<i>new item</i>				
Arrow, Rock Piercing +4	55	275	<i>new item</i>				
Arrow, Rock Piercing +5	65	325	DRAG135-24				
Arrow, Roping	20	120	DRAG135-24				
Arrow, Scent Detection	20	120	DRAG135-24				
Arrow, Screaming	20	120	DRAG135-24				

## Arrowhead



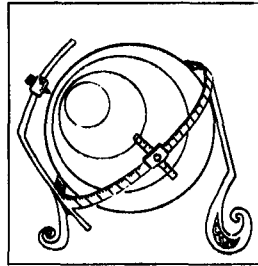
Arrowheads are the tips of arrows or crossbow bolts. Generally made from chipped pieces of rock, arrowheads can also be sculpted from smooth rock, hard wood, glass, or crystal. Magical arrowheads are generally good for one use. When used, an arrowhead keeps its enchantment and can be re-used only if it saves versus crushing blow.

Arrowhead, Accuracy +1	30	90	<i>new item</i>
Arrowhead, Accuracy +2	60	180	<i>new item</i>
Arrowhead, Accuracy +3	90	270	<i>new item</i>
Arrowhead, Accuracy +4	120	360	<i>new item</i>
Arrowhead, Accuracy +5	150	450	<i>new item</i>
Arrowhead, Blinding	200	800	GDQ1-124
Arrowhead, Blinding +1	300	1,000	GDQ1-124
Arrowhead, Flame Strike	400	2,000	<i>new item</i>
Arrowhead, Lightning	200	1,200	DRAG127-29
Arrowhead, Long Distance	50	150	<i>new item</i>
Arrowhead, Marking	25	50	1060-112
Arrowhead, Obsidian +1	20	120	1066a-58
Arrowhead, Obsidian +2	50	300	1066a-58

Name	EP	Cost	Book/Page
Arrowhead, Obsidian +3	75	450	1066a-58
Arrowhead, Obsidian +4	100	600	1066a-58
Arrowhead, Obsidian +5	150	900	1066a-58
Arrowhead, Seeking +1	50	250	<i>new item</i>
Arrowhead, Seeking +2	100	500	<i>new item</i>
Arrowhead, Seeking +3	200	1,000	<i>new item</i>
Arrowhead, Seeking +4	300	1,500	<i>new item</i>
Arrowhead, Seeking +5	500	2,500	<i>new item</i>
Arrowhead, Stunning	200	800	GDQ1-124
Arrowhead, Stunning +1	300	1,000	<i>new item</i>
Arrowhead, Stunning +2	400	1,200	<i>new item</i>
Arrowhead, Vapors	200	800	GDQ1-124

**Astrolabe**

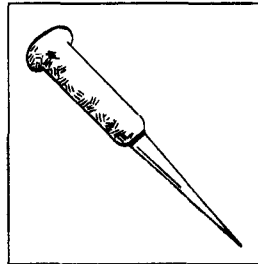
An astrolabe is an archaic device used to determine the placement of all astronomical bodies of Class A or larger. When used within a crystal sphere, the device creates a to-scale three-dimensional picture of the bodies it is aimed at. The astrolabe must be used in a dark room, or during night when no lights can disturb the picture.



Astrolabe	2,000	8,000	1072-76
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**Awl**

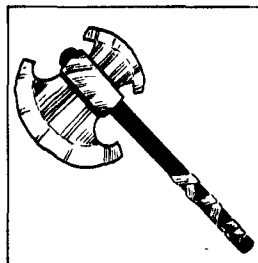
An awl is a common leatherworking tool. It is a metal spike three inches or more long with a wooden handle. The leatherworker uses the awl to bore holes into thick leather to create lacing holes to sew clothing, make boots, or construct armor. While normal awls are common and found in every city and town, magical awls are rare.



Awl, Above, of the	1,000	5,000	POLY023-22
Awl, Full	3,000	12,000	AC04-010
Awl, Hole-Punching	3,000	20,000	AC04-010
Awl, Inn	600	3,000	POLY023-22
Awl, Mess	250	1,000	AC04-010
Awl, Metal Piercing	3,000	20,000	<i>new item</i>
Awl, Protection versus Puncture Wounds			
Awl, Out	1,000	5,000	POLY023-22

**Axe**

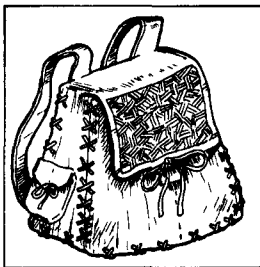
Axes are wood cutting instruments with sharpened metal or stone heads and wooden handles. Axes also commonly used as weapons of war. War axes come in all sizes, from small hand and throwing axes, to two-handed great axes; Many magically enchanted versions exist, particularly among dwarves.



Name	EP	Cost	Book/Page
Axe -1	-	900	LNA3-18
Axe +1	300	1,750	1011-42
Axe +2	600	3,750	2011-125
Axe +3	1,000	7,000	2011-125
Axe +4	1,500	12,000	2011-125
Axe +5	2,000	20,000	2011-125
Axe, Battle +1	400	2,500	2011-125
Axe, Battle +2	800	5,000	<i>new item</i>
Axe, Battle +3	1,600	10,000	<i>new item</i>
Axe, Battle +4	3,200	20,000	<i>new item</i>
Axe, Battle +5	6,400	40,000	<i>new item</i>
Axe, Breathing	600	3,000	1013-58
Axe, Brotherhood +1	1,000	4,000	<i>new item</i>
Axe, Brotherhood +2	1,200	5,000	2021-099
Axe, Brotherhood +3	1,400	6,000	2021-099
Axe, Brotherhood +4	1,600	7,000	2021-099
Axe, Brotherhood +5	1,800	8,000	2021-099
Axe, Charming	800	4,000	1013-58
Axe, Cutting +1	1,000	4,000	<i>new item</i>
Axe, Cutting +2	2,000	6,000	2006-37
Axe, Cutting +3	3,000	8,000	2006-37
Axe, Cutting +4	4,000	9,000	2006-37
Axe, Cutting +5	5,000	10,000	2006-37
Axe, Deceiving	200	1,000	1013-58
Axe, Defending	800	4,000	1013-58
Axe, Deflecting	800	4,000	1013-58
Axe, Draining	1,000	5,000	1013-58
Axe, Dwarven Lords	Relic	55,000	2011-156
Axe, Emperors	2,000	20,000	DLR2-55
Axe, Extinguishing	800	4,000	1013-58
Axe, Finding	2,000	10,000	1013-58
Axe, Flaming +1	1,200	6,000	1013-58
Axe, Flaming +2	2,400	12,000	1013-58
Axe, Flaming +3	3,600	18,000	1013-58
Axe, Flaming +4	4,800	24,000	1013-58
Axe, Flaming +5	6,000	30,000	1013-58
Axe, Flying	1,000	5,000	1013-58
Axe, Frostreaver +4	4,000	20,000	2021-094
Axe, Healing	3,000	15,000	1013-58
Axe, Hiding	1,200	6,000	1013-58
Axe, Holding	1,000	5,000	1013-58
Axe, Hurling +1	1,500	15,000	2017-105
Axe, Hurling +2	3,000	30,000	2017-105
Axe, Hurling +3	4,500	45,000	2100-083
Axe, Hurling +4	6,000	60,000	2100-083
Axe, Hurling +5	7,500	75,000	2100-083
Axe, Lighting	1,000	5,000	1013-58
Axe, Lightning	4,000	30,000	1013-58
Axe, Sharpness +1	7,000	35,000	<i>new item</i>
Axe, Silencing	800	3,800	1013-58
Axe, Slicing	900	4,500	1013-58
Axe, Slowing	800	4,000	1013-58
Axe, Speeding	750	3,500	1013-58
Axe, Speeding +1	1,000	5,000	1013-58
Axe, Speeding +2	1,500	6,500	<i>new item</i>
Axe, Speeding +3	2,000	8,000	<i>new item</i>
Axe, Speeding +4	2,500	12,500	<i>new item</i>
Axe, Speeding +5	3,000	15,000	<i>new item</i>
Axe, Sulward +2	400	2,250	2023-088
Axe, Throwing +1	600	3,500	<i>new item</i>
Axe, Throwing +2	750	4,500	2100-083
Axe, Throwing +3	1,000	5,000	<i>new item</i>
Axe, Throwing +4	2,000	10,000	<i>new item</i>
Axe, Throwing +5	3,000	12,000	<i>new item</i>
Axe, Thumb Height's Man	500	2,500	2006-39
Axe, Torshorak +2/+3	1,000	5,000	POLY043-21

Name	EP	Cost	Book/Page
Axe, Translating	1,000	1,500	1013-58
Axe, Vorpal +1	6,000	30,000	<i>new item</i>
Axe, Vorpal +2	8,000	35,000	<i>new item</i>
Axe, Watching	1,000	2,000	1013-58
Axe, Wishing	1,200	12,000	1013-58
Axe, Woodsman, of the	800	4,000	POLY057-12

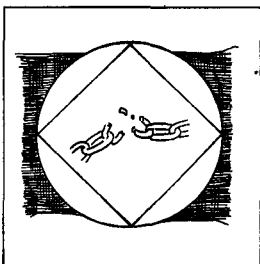
**Backpack**



Backpacks are large sacks made of heavy cloth or leather. The sack has two wide straps attached to the front so it can be carried on the shoulders, leaving the hands free. Often, the sack has pockets on either side, and a large pocket on the back. A top flap with a tie can be secured to keep the pack's contents inside, and the weather's effects out.

Backpack, Heward's Handy Haversack	3,000	30,000	2100-171
Backpack, Spacious	2,500	25,000	DRAG073-37

**Badge**



Badges are distinctive insignia, usually a metallic pin, but sometimes a cloth patch or other small item (assume a badge is a metallic pin unless otherwise stated in the item's description). Patches must be sewn or otherwise secured to an exposed piece of clothing to function. Metallic badges must be pinned to the outermost piece of clothing for their magic to be effective.

Badge, Control, Animal	200	1,000	<i>new item</i>
Badge, Control, Arachnid	300	1,500	<i>new item</i>
Badge, Control, Fish	200	1,000	<i>new item</i>
Badge, Control, Human	300	3,000	<i>new item</i>
Badge, Control, Marsupial	200	1,000	<i>new item</i>
Badge, Control, Monster	—	—	DUNG011-34
Badge, Control, Plant	200	1,000	<i>new item</i>
Badge, Control, Reptile	300	1,500	<i>new item</i>
Badge, Freedom	1,000	5,000	1060-112
Badge, protection +1	2,000	10,000	<i>new item</i>
Badge, Protection +2	2,500	12,500	<i>new item</i>
Badge, Protection +3	3,000	15,000	<i>new item</i>
Badge, Protection +4	3,500	17,500	<i>new item</i>
Badge, Protection +5	4,000	20,000	<i>new item</i>

Name	EP	Cost	Book/Page
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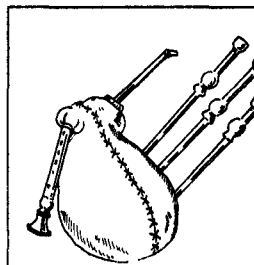
**Bag**



Bags are cloth or animal skin sacks with drawstrings or clasps to close their mouths. Bags can be attached to belt loops, the belt itself, saddle horns, looped over the arm, etc. A bag always should be kept as dry as possible to discourage rotting. Once rotted to the point where a hole appears, a bag is useless. Likewise, a sword or dagger carelessly stored in a magical bag, can puncture the bag, releasing all its contents and rendering the bag nonmagical.

Bag, Aeolus	Relic	P	1021-d63
Bag, Beans	1,000	5,000	2100-159
Bag, Beans	1,000	5,000	DRAG171-95
Bag, Bones	3,000	15,000	2121-133
Bag, Demons, Pictish	4,000	40,000	2006-51
Bag, Devouring	—	1,500	2100-159
Bag, Holding, 50 lbs.	1,000	5,000	<i>new item</i>
Bag, Holding, 100 lbs.	2,000	10,000	<i>new item</i>
Bag, Holding, 150 lbs.	3,000	15,000	<i>new item</i>
Bag, Holding, 200 lbs.	4,000	20,000	<i>new item</i>
Bag, Holding, 250 lbs.	5,000	25,000	2100-159
Bag, Holding, 500 lbs.	7,500	37,500	2100-159
Bag, Holding, 1,000 lbs.	10,000	50,000	2100-159
Bag, Holding, 1,500 lbs.	12,500	65,200	2100-159
Bag, Holding, 2,000 lbs.	15,000	70,000	<i>new item</i>
Bag, Infinite Wealth	5,000	50,000	DRAG002-13
Bag, Transmuting	—	500	2100-160
Bag, Tricks	2,500	15,000	2100-160
Bag, Useful Items	1,500	15,000	DRAG062-66
Bag, Vanishing	5,000	50,000	PHBR2-106
Bag, Weightlessness	1,000	5,000	<i>new item</i>
Bag, Wind, Aeolus	4,000	20,000	DRAG027-46
Bag, Wind, Boreas	1,400	7,000	DRAG027-46
Bag, Wind, Euros	1,600	8,000	DRAG027-46
Bag, Wind, Notus	1,300	6,500	DRAG027-46
Bag, Wind, Zephyrus	1,200	6,000	DRAG027-46

**Bagpipe**



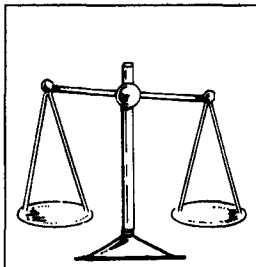
This odd musical instrument consists of a cloth bag attached to several wooden pipes. One pipe has a mouthpiece and another has several holes. If the user blows into the mouthpiece, the pipes produce a reedy wailing. The pipe with holes may be manipulated with fingers or tentacles to produce different notes. The user moves at two-thirds normal rate while playing.

Bagpipe, Confusion	4,000	20,000	AC04-011
Bagpipe, Droning	4,500	22,500	AC04-011
Bagpipe, Fear	5,000	25,000	AC04-011
Bagpipe, Feline Attraction	4,750	23,250	AC04-011
Bagpipe, Rat Attraction	4,000	20,000	<i>new item</i>
Bagpipe, Headache	5,500	26,000	AC04-011
Bagpipe, Shattering	1,000	50,000	AC04-011

Name EP Cost Book/Page

**Balance**

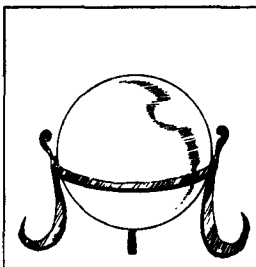
A balance is an instrument used to determine weight. The non-magical version uses a beam and counterweights to determine the exact weight of goods. Magical versions, however, are often used to create a balance, to establish an impartial verdict, or to create an even trade of one sort or another.



Balance, Conversion	5,000	50,000	AC04-011
Balance, Judgment	1,000	5,000	AC04-011
Balance, Power	6,000	30,000	AC04-012

**Ball**

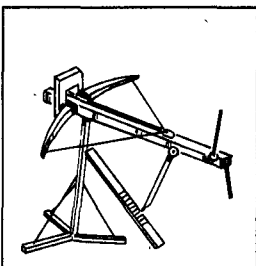
Balls are spherical (or at least roughly spherical) objects, constructed from a multitude of elements; from leather to rock, from sculpted wood to crystal. Balls are commonly used to divine answers beyond the user's usual senses; the well-known *crystal ball* is an outstanding example of the power and usefulness of magical balls.



Ball, Base	1,800	15,000	AC04-012
Ball, Bowling	1,800	12,500	DRAG072-51
Ball, Bowling, Damos's	22,500	225,000	AC11-026
Ball, Ch'Thor's Astral	1,200	12,000	AC11-019
Ball, Cosmetics	1,000	5,000	DRAG073-36
Ball, Crystal	1,000	5,000	2100-164
Ball, Crystal, with Clairaudience	2,000	10,000	2100-164
Ball, Crystal, with ESP	2,000	10,000	2100-164
Ball, Crystal, Hypnosis	—	3,000	2100-165
Ball, Crystal, Normal	1,000	5,000	AC04-012
Ball, Crystal, Sending	2,000	10,000	AC04-012
Ball, Crystal, with Telepathy	2,000	10,000	2100-164
Ball, Cue	1,200	6,000	AC04-012
Ball, Elemental, Air	1,000	5,000	AC04-012
Ball, Elemental, Earth	1,000	5,000	AC04-012
Ball, Elemental, Fire	1,000	5,000	AC04-012
Ball, Elemental, Water	1,000	5,000	AC04-012
Ball, Endless String	1,200	6,000	DRAG062-67
Ball, Foot	800	4,000	POLY023-22
Ball, Onyx	1,000	5,000	DRAG120-18
Ball, Power	500	800	AC04-012

**Ballista**

A ballista is a siege engine that resembles a large crossbow. Magical versions are rare. A ballista can be placed onto a turret to allow for complete 360° movement if desired, otherwise they are positioned and remain stationary unless the weapon's crew spends a complete round turning the weapon.

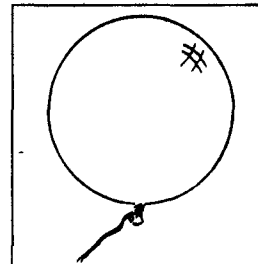


Name EP Cost Book/Page

Ballista, Cursed Heavy -1	—	1,000	<i>new item</i>
Ballista, Cursed Light -1	—	1,000	<i>new item</i>
Ballista, Cursed Medium -1	—	1,000	<i>new item</i>
Ballista, Doubling, Heavy	2,000	10,000	<i>new item</i>
Ballista, Doubling, Light	3,000	15,000	<i>new item</i>
Ballista, Doubling, Medium	4,000	20,000	<i>new item</i>
Ballista, Flame Strike	5,000	50,000	<i>new item</i>
Ballista, Heavy +1	800	8,000	SJR2-72
Ballista, Heavy +2	1,600	16,000	SJR2-72
Ballista, Heavy +3	3,200	32,000	SJR2-72
Ballista, Hunting	40	400	AC11-090
Ballista, Light +1	400	4,000	SJR2-72
Ballista, Light +2	800	8,000	SJR2-72
Ballista, Light +3	1,600	16,000	SJR2-72
Ballista, Medium +1	600	6,000	SJR2-72
Ballista, Medium +2	1,200	12,000	SJR2-72
Ballista, Medium +3	2,400	24,000	SJR2-72
Ballista, Seeking +1	600	6,000	<i>new item</i>
Ballista, Seeking +2	1,200	12,000	<i>new item</i>
Ballista, Seeking +3	2,400	24,000	<i>new item</i>
Ballista, Waterline Seeking	1,000	5,000	<i>new item</i>

**Balloon**

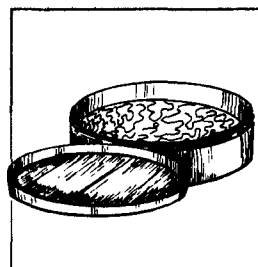
A magical balloon is a perfect sphere, usually transparent but sometimes tinted a single color. The sphere may be from two inches to 50 feet in diameter and is generally made entirely of magic rather than matter of any kind. It cannot be flattened, dented, distorted, or damaged by blunt weapons. If free-floating, a balloon is AC 7.



Balloon, Air	300	650	AC04-013
Balloon, Carnivorous	—	200	AC04-013
Balloon, Containment	200	400	AC04-013
Balloon, Hot Air	4,200	10,000	AC11-053
Balloon, Poison	200	400	AC04-013
Balloon, Rust	300	500	AC04-013
Balloon, Soap	100	200	AC04-013
Balloon, Traveling	400	600	AC04-013
Balloon, Word	400	600	AC04-013

**Balm**

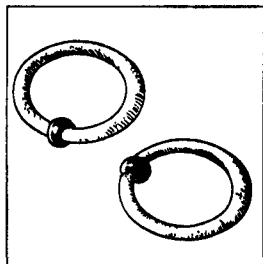
Balms are oily, resinous substances that are frequently used for medicinal purposes (and sometimes for less beneficent ends). Often oily and fragrant, the effects of balms come from either the balm's contact with the skin, or from the vapors rising from the substance. Magical balms generally have both a normal and a magical medicinal value.



Balm, Burns	200	300	DRAG117-18
Balm, Fear Banisher	200	400	DRAG117-18
Balm, Healing	200	400	2100-143
Balm, Healing, Extra	400	800	DRAG130-40
Balm, Healing, Super	500	1,000	CM2-29
Balm, Poison & Venom	—	150	DRAG117-19
Balm, XYZ	300	500	DRAG163-22

Name EP Cost Book/Page

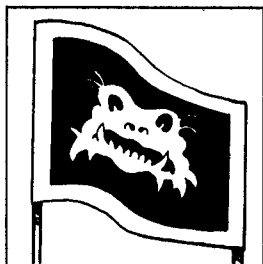
**Band**



Bands are thin, flat strips of metal or leather used to confine or bind something. However, they also can be used as decorative accessories. Bands have also been used as a statement of rank, designating an individual as a slave or someone in the servitude of a powerful individual. The rich often decorate their bands with gems, feathers, etc.

Band, Bilarro's Iron	750	5,000	2100-173
Band, Bird Restraint	100	500	DRAG073-39
Band, Denial	4,000	20,000	1060-112
Band, Might, Str 18.00	2,000	20,000	1066-80
Band, Might, Str 19	2,500	25,000	1066-80
Band, Might, Str 20	3,000	30,000	1066-80
Band, Might, Str 21	3,500	35,000	1066-80
Band, Might, Str 22	4,000	40,000	1066-80
Band, Protection +1	2,000	10,000	new item
Band, Protection +2	2,500	12,500	new item
Band, Protection +3	3,000	15,000	new item
Band, Protection +4	3,500	17,500	new item
Band, Protection +5	4,000	20,000	new item

**Banner**

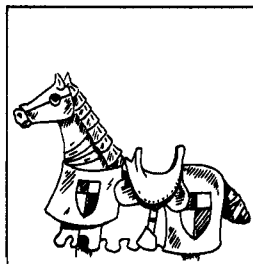


A magical banner appears much like a normal scarf or narrow blanket. No written words are visible upon it except to certain creatures, as given in its description. The words seen on a banner are always readable if the victim has greater than animal intelligence. Most magical banners must be displayed over or near an entrance of some type to have a magical effect, others must be carried in front of an armed party.

Banner, Attraction	1,000	4,000	AC04-014
Banner, Bravery	4,500	7,500	AC04-014
Banner, Cursed	—	1,200	AC04-014
Banner, Ferocity	4,000	20,000	DRAG178-17
Banner, Flying	1,000	5,000	AC04-014
Banner, Friendship	1,250	4,500	AC04-014
Banner, Holy	6,000	30,000	DRAG178-17
Banner, Insults	—	450	AC04-014
Banner, Law's	5,000	25,000	2121-139
Banner, Magic Shield	5,000	25,000	DRAG178-17
Banner, Privacy	1,500	5,000	AC04-014
Banner, Protection	7,500	30,000	2018-134
Banner, Protection +2	20,000	100,000	new item
Banner, Protection, Cold	3,000	15,000	DRAG178-17
Banner, Protection, Electricity	3,000	15,000	DRAG178-17
Banner, Protection, Fire	3,000	15,000	DRAG178-17
Banner, Protection, Gas	3,000	15,000	DRAG178-17
Banner, Protection, Petrification	3,000	15,000	DRAG178-17
Banner, Terror	4,000	20,000	DRAG178-17

Name EP Cost Book/Page

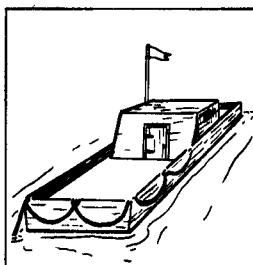
**Barding**



A war horse or any animal trained for combat is a considerable investment for the average warrior. Therefore it behooves the owner to see that his mount is as well protected as possible. Other than avoiding risks, the best protection is horse armor, or barding. Barding is simply some type of armor fitted to be worn by the mount.

Barding, Deceptive Travel, Basilisk	600	6,000	AC04-014
Barding, Deceptive Travel, Cave Bear	600	6,000	AC04-014
Barding, Deceptive Travel, Giant Scorpion	500	5,000	AC04-014
Barding, Deceptive Travel, Manticore	600	6,000	AC04-014
Barding, Deceptive Travel, Rust Monster	500	5,000	AC04-014
Barding, Deceptive Travel, Tuatara Lizard	300	3,000	AC04-014
Barding, Easy Travel	200	2,000	AC04-014
Barding, Magical, Banded +1	500	5,000	PC2-39
Barding, Magical, Banded +2	1,000	10,000	PC2-39
Barding, Magical, Banded +3	2,000	20,000	PC2-39
Barding, Magical, Banded +4	4,000	40,000	PC2-39
Barding, Magical, Banded +5	8,000	80,000	PC2-39
Barding, Magical, Chain +1	500	5,000	PC2-39
Barding, Magical, Chain +2	1,000	10,000	PC2-39
Barding, Magical, Chain +3	2,000	20,000	PC2-39
Barding, Magical, Chain +4	4,000	40,000	PC2-39
Barding, Magical, Chain +5	8,000	80,000	PC2-39
Barding, Magical, Field +1	500	5,000	PC2-39
Barding, Magical, Field +2	1,000	10,000	PC2-39
Barding, Magical, Field +3	2,000	20,000	PC2-39
Barding, Magical, Field +4	4,000	40,000	PC2-39
Barding, Magical, Field +5	8,000	80,000	PC2-39
Barding, Magical, Plate +1	500	5,000	PC2-39
Barding, Magical, Plate +2	1,000	10,000	PC2-39
Barding, Magical, Plate +3	2,000	20,000	PC2-39
Barding, Magical, Plate +4	4,000	40,000	PC2-39
Barding, Magical, Plate +5	8,000	80,000	PC2-39
Barding, Magical, Scale +1	500	5,000	PC2-39
Barding, Magical, Scale +2	1,000	10,000	PC2-39
Barding, Magical, Scale +3	2,000	20,000	PC2-39
Barding, Magical, Scale +4	4,000	40,000	PC2-39
Barding, Magical, Scale +5	8,000	80,000	PC2-39

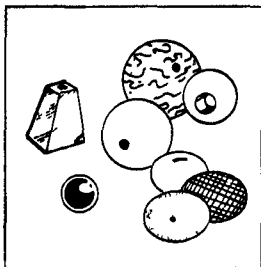
**Barge**



Barges are long, narrow vessels used for river travel. A typical barge measures 14 feet wide, and 35 feet long. Barges used to transport prominent dignitaries or valuable cargo, commonly carry up to four light ballista (or even more). These weapons are mounted and turreted, allowing the weapon to fire in any direction to protect the precious cargo.

Name EP Cost Book/Page

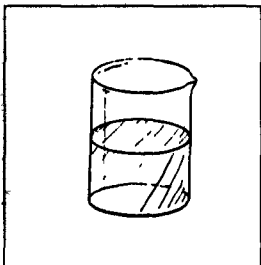
**Bead**



Magical beads are normally 1/4 to 1/2 inch in diameter and made of any colored glass, ceramic, or other material. Beads are fragile and should not be thrown; almost any impact shatters the bead, destroying it and its magic. When found, 1d4 + 1 beads are usually together, perhaps on a string, although they need not be all of the same type.

Bead, Accuracy	150	1,500	AC04-016
Bead, Dew	200	300	AC04-016
Bead, Eye	150	1,500	POLY023-12
Bead, Force	200	1,000	2100-160
Bead, Glass	250	400	AC04-016
Bead, Pearl	—	5,000	AC04-016
Bead, Prayer	200	300	AC04-016
Beady Eye	2,000	6,000	AC04-016

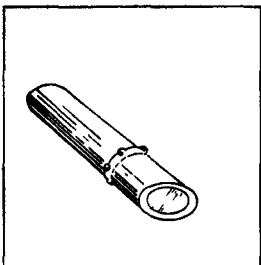
**Beaker**



Beakers are glass, crystal, ceramic, or thinly-hammered metal flasks that are used to hold liquids and plasma-like fluids. Alchemists use them to heat liquids, combine solutions, and dissolve aqueous compounds. These concoctions can either have magical temperaments, or they can be natural, nonmagical blends.

Beaker, Plentiful Potions	1,500	12,500	2100-160
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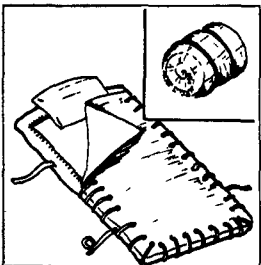
**Beam**



The *ever-glowing beam* is a short metal tube containing a series of tiny mirrors and lenses. The light coming from a *continual light* spell contained within is multiplied and shoots forth from the opening at the front of the tube. Any violent shock, direct strike during combat, or fall greater than five feet breaks the lenses and mirrors inside.

Beam, Teldon's Ever-Glowing	50	500	AC11-092
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**Bedroll**

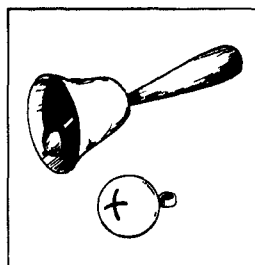


Bedrolls are an almost mandatory commodity for any adventurer. A bedroll helps keep its occupant dry, warm, and protected from common campsite nuisances like chipmunks, raccoons, and flying insects. Bedrolls commonly consist of a waterproofed sheet on the outside, and several wool or cotton blankets inside. Pillows and head supports can be included.

Name EP Cost Book/Page

Bedroll, Dryness	500	1,500	DRAG073-37
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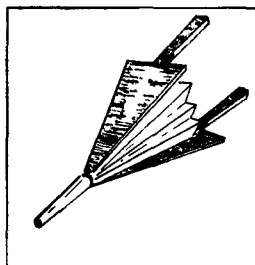
**Bell**



A bell usually is a cup-shaped metal item that produces a musical sound when struck. Many bells have a piece of material (the clapper) hanging within the cup that strikes the interior to produce sound. Some bells have no clappers and can be rung only when struck with another object. Most bells have a small handle or loop at the apex.

Bell, Alarm	1,500	15,000	AC04-016
Bell, Ball, of a	400	1,200	AC04-017
Bell, Calling	650	6,500	AC04-017
Bell, Choir	3,500	15,000	AC04-017
Bell, Church	4,000	50,000	AC04-017
Bell, Cow	3,000	9,000	AC04-017
Bell, Diving, Postern	8,000	40,000	DUNG018-14
Bell, Freedom	4,000	25,000	AC04-017
Bell, Lacedon Summoning	600	3,000	LC4-58
Bell, Pavlov	1,000	3,500	DRAG045-22
Bell, Protection +1	2,000	10,000	2018-134
Bell, Protection +2	2,500	12,500	2018-134
Bell, Protection +3	3,000	15,000	2018-134
Bell, Protection +4	3,500	17,500	2018-134
Bell, Protection +5	4,000	20,000	2018-134
Bell, Ringing	3,000	20,000	AC04-017
Bell, Warning	3,500	17,500	2018-134
Bell, Warning, Spelljamming	90	900	1072-78

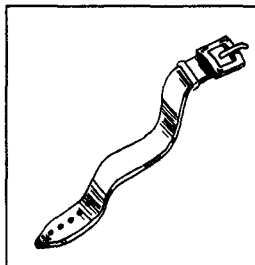
**Bellows**



A bellows is made of wood, leather, and metal. Two rounded boards, each with a handle at one end and tapered to a blunt tip at the other end, are attached to the sides of a leather bag; a metal tube covers the tips and is connected to the bag. When the handles are pressed together, air is forced from the bag through the tip.

Bellows, Breath	1,000	5,000	AC04-017
Bellows, Breezes	1,200	6,000	AC04-017
Bellows, Roaring	1,500	7,500	AC04-017

**Belt**

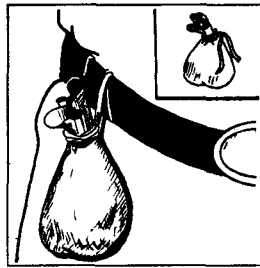


Belts are accessories worn on the waist. Pouches, scabbards, and other objects can be hung from a belt, allowing the wearer easy access to the contents. Belts also are used to hold up pants, hose, and dungarees that are too large. Magical belts can hold almost any type of enchantment, and their uses are as widely varied as those of magical rings or staves.

Name	EP	Cost	Book/Page
Belt, Arcane, of the	3,000	30,000	SJR1-77
Belt, Ceremonial, Black	50	500	GAZ14-60
Belt, Ceremonial, Blue	50	500	GAZ14-60
Belt, Ceremonial, Golden	50	500	GAZ14-60
Belt, Ceremonial, Green	50	500	GAZ14-60
Belt, Ceremonial, Red	50	500	GAZ14-60
Belt, Ceremonial, White	50	500	GAZ14-60
Belt, Golden Serpent	1,800	18,000	2006-50
Belt, Marcol	6,000	30,000	RS1-32
Belt, Meginjarder	Relic	P	2006-23
Belt, Protection +1	1,000	10,000	<i>new item</i>
Belt, Protection +2	2,000	20,000	<i>new item</i>
Belt, Protection +3	3,000	30,000	<i>new item</i>
Belt, Protection +4	4,000	40,000	<i>new item</i>
Belt, Protection +5	5,000	50,000	<i>new item</i>
Belt, Protection, Goblinoid	2,000	20,000	POLY058-07
Belt, Serpent	1,500	15,000	DRAG005-08
Belt, Shadow	Relic	50,000	M4-39
Belt, Snake	1,500	15,000	DRAG005-09

**Belt Bag**

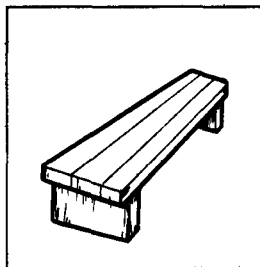
These leather or cloth bags have thick ties woven or sewn into their topmost hems. The ties close the bag to keep the contents secure from theft or accidental spillage. A belt bag also has one or two loops or hooks sewn onto the back so the bag can be hung from a belt. Having the belt bag so near the character's hands allows the character to carry items within easy reach.



Belt Bag, Beans	1,000	5,000	DRAG171-95
Belt Bag, Bones	3,000	15,000	2121-133
Belt Bag, Demons, Pictish	4,000	40,000	2006-51
Belt Bag, Devouring	—	1,500	2100-159
Belt Bag, Holding, 50 lbs.	1,000	5,000	2100-159
Belt Bag, Holding, 100 lbs.	2,000	10,000	8118-039
Belt Bag, Holding, 200 lbs.	4,000	20,000	8118-039
Belt Bag, Holding, 500 lbs.	7,500	37,500	8118-039
Belt Bag, Infinite Wealth	5,000	50,000	DRAG002-13
Belt Bag, Transmuting	—	500	2100-160
Belt Bag, Tricks	2,500	15,000	2100-160
Belt Bag, Useful Items	1,500	15,000	DRAG062-66
Belt Bag, Vanishing	5,000	50,000	PHBR2-106
Belt Bag, Weightlessness	1,000	5,000	<i>new item</i>

**Bench**

Benches are hand-crafted multi-seat chairs consisting of long, thick slats of wood nailed or bolted onto perpendicular "legs." The slats make up the seat and the back, while the perpendicular pieces keep the structure together. Finely crafted benches are called pews, but the latter are constructed from whole pieces of wood, shaped to conform to the occupant's shape.

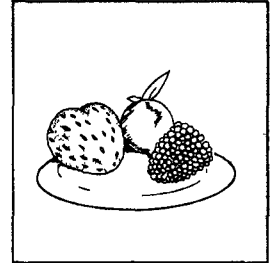


Bench, Encumbrance	—	1,800	AC04-017
Bench, Levitation	1,200	6,000	AC04-017
Bench, Ramming	1,500	7,500	AC04-017

Name	EP	Cost	Book/Page
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**Berry**

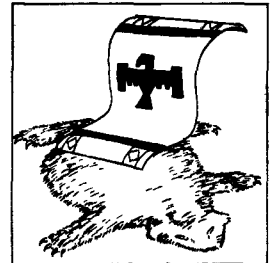
Berries are small fruits of flowering bushes, shrubs, and vines. Most varieties can be eaten without concern for harmful (or beneficial) side effects. Characters who consume magical berries with baneful effects can usually avoid harm by making a successful save vs. spells.



Berry, Fire	600	1,200	I13-91
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**Blanket**

Blankets are extremely common items that can be found in almost any climate, even in the deep equatorial regions. They are used primarily for warmth, especially during sleep. However, they also are used for decoration, ritual, or just to carry things. Many northern cultures use many layers of blankets and hides as their only clothing.



Blanket, Comfort	800	1,600	DRAG073-38
Blanket, Devouring	—	1,200	AC04-018
Blanket, Protection +1	2,000	10,000	AC04-018
Blanket, Protection +2	2,500	12,500	AC04-018
Blanket, Protection +3	3,000	15,000	AC04-018
Blanket, Sleeping	900	1,800	AC04-018

**Blouse**

Blouses are long shirts or smocks that extend to the wearer's waist or hips. Hip-length blouses usually are gathered at the waist and secured with a chord or belt. Blouses usually have long sleeves and can be worn by men or women.



Blouse, Protection, Normal Missiles	2,000	20,000	POLY059-26
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**Blowgun**

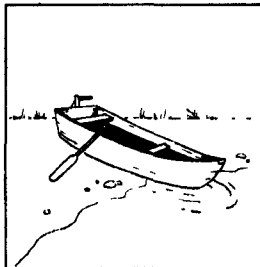
Blowguns are among the simplest of all missile weapons, thrown rocks are about the only simpler missile. A blowgun is a long hollow tube. The user inserts a projectile (usually a dart or stone) into the tube, puts it to his lips, points the far end at a target, and exhales. Magical blowguns impart an enchantment to their projectiles.



Blowgun, Wild Emotions	100	500	DRAG134-42
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Name EP Cost Book/Page

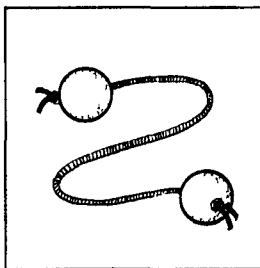
**Boat**



Boats are wooden craft used to traverse water. Generally the larger the boat, the longer a voyage the craft can make. Very small boats are used as pleasure craft or as vessels to cross narrow rivers. Varieties that allow occupants to travel through the air, through space, and over ice can be found as well; the watercraft variety are the most common.

Boat, Air	20,000	200,000	PHBR4-125
Boat, Desert	1,500	7,500	AC04-018
Boat, Folding	10,000	25,000	2100-160
Boat, Freya's	Relic	P	2006-26
Boat, Frog	400	4,000	AC04-018
Boat, Gnomish Submersible	4,000	40,000	AC11-049
Boat, House	600	3,000	AC04-018
Boat, Ice	1,500	7,500	AC04-018
Boat, Keel, Hades	2,000	6,000	2121-147
Boat, Mist	4,500	45,000	POLY058-09
Boat, Phaseships	3,000	18,000	M1-30
Boat, Semekhtet-Barge	1,500	9,000	HWA2-62
Boat, Skyfish	1,000	5,000	UK7-PS4
Boat, Skyship	3,000	18,000	DRAG124-18
Boat, Smuggler's	2,000	10,000	AC04-018
Boat, Storm Rider, Gearnat Sea	5,000	50,000	2023-084
Boat, Undersea	2,000	15,000	AC04-018
Boat, Undersea	2,000	18,000	LC4-14

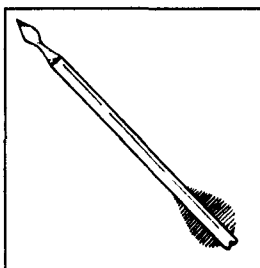
**Bola**



The bola is a primitive (but highly effective) weapon that consists of two or three heavy balls secured to the ends of thick cords. The user swings the weapon overhead to gain momentum, then hurls it toward a target's legs. When successfully cast, the bola wraps tightly around two or more legs, forcing the target to the ground.

Bola +1	500	1,500	new item
Bola +2	1,000	3,000	new item
Bola +3	1,500	4,500	new item
Bola +4	2,000	6,000	new item
Bola, Sunlight	1,000	5,000	DRAG155-55

**Bolt**

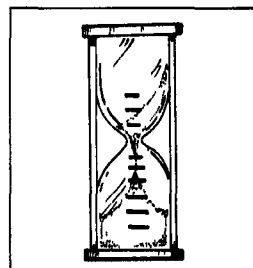


The bolt is often called an arrow, but this is a common mistake. Bolts are meant to be fired from crossbows and are shorter and thicker than arrows. Like an arrow, one end of a bolt is fitted with flight feathers. Extra weight is often added to the bolt's tip to increase the bolt's range and penetration power.

Name EP Cost Book/Page

Bolt +1	25	175	2011-125
Bolt +2	50	350	2011-125
Bolt +3	75	525	2011-125
Bolt +4	100	700	2011-125
Bolt +5	125	875	2011-125
Bolt, Lightning	200	1,200	DRAG127-29
Bolt, Power, Blinding	200	800	GDQ1-124
Bolt, Power, Stunning	200	800	GDQ1-124
Bolt, Power, Vapors	200	800	GDQ1-124
Bolt, Stun	200	2,000	FR11-45

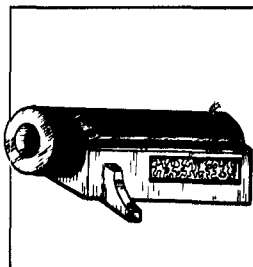
**Bomb**



The time bomb resembles an hourglass without sand. To set the bomb, the user removes one base from the hourglass and fills one end with an amount of sand of the user's choice (ranging from one minute's worth of sand to one hour's worth). When the hourglass is set on a flat surface so that the sand begins to trickle from one side to the other, the bomb is activated. If an activated time bomb is disturbed before the sands have fallen, the time bomb's magic is permanently negated.

Bomb, Time	1,000	5,000	2121-146
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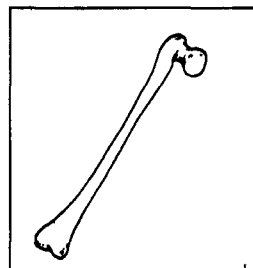
**Bombard**



Also called cannons, these items are very rare. They tend to be unreliable, as they tend to explode when used. More importantly, the chemical or magical reactions they depend on sometimes vary from one world to another, and from one crystal sphere to another. Bombards use magical smoke powder to function. One shot uses 10 charges of powder. The rarity of smoke powder is another reason for the bombards' impracticality.

Bombard +1	5,000	50,000	SJR2-72
Bombard +2	10,000	100,000	SJR2-72
Bombard +3	20,000	200,000	SJR2-72

**Bone**



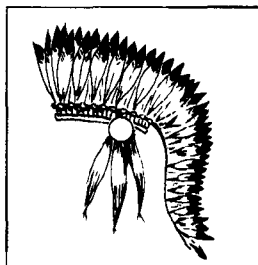
A magical bone is a wand-sized object which looks like a human humerus or tibia. A magical bone cannot be destroyed except by acid, a *disintegrate* spell, or a *wish*, all of which cause the bone to crumble into dust. Magical bones can be turned as undead by priests and clerics as if the bone were a wraith. A successful clerical turning (no matter what the result's letter code is) causes the bone to become nonmagical for 1d4 + 2 rounds. If turned, the bone cannot be turned by the same priest

until an hour's time has passed.

Name	EP	Cost	Book/Page
Bone, Animation	1,000	5,000	AC04-018
Bone, Bruising	250	3,000	AC04-019
Bone, Clapper	150	1,500	AC04-019
Bone, Slaying	2,000	10,000	AC04-019
Bone, Turning	1,000	5,000	AC04-019

**Bonnet**

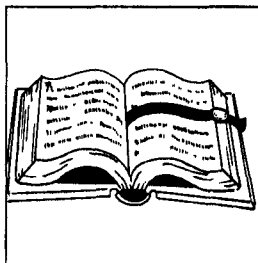
Bonnets, in agricultural and industrial cultures, are wide-brimmed, flimsy hats that are thick enough to shelter the wearer's face and neck from the sun. In tribal cultures, bonnets are headdresses consisting of the tribe's or the wearer's totem (be it feathers or the hide of a powerful and respected animal).



Bonnet, Horn	1,000	5,000	DUNG032-63
Bonnet, War	1,000	5,000	DUNG032-63

**Book**

Books are an all-important commodity to cultures that have developed writing. Books aid in learning, allowing the literate to benefit from the deeds and writings of others. No one, however, benefits from the presence of books more than the spellcaster. Books are used by every mage—and many priests—as an indispensable aid to spellcraft.

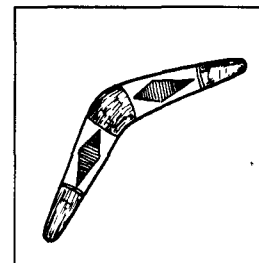


Book, Bats	2,000	2,000	FR04-04
Book, Black Circles	4,000	40,000	DRAG139-31
Book, Blind	600	4,000	DRAG082-61
Book, Blood	1,000	10,000	DUNG026-41
Book, Boccob's Blessed	4,500	35,000	2100-161
Book, Bowgentle's	4,000	30,000	1031-71
Book, Bright Ages	1,000	600	DRAG082-61
Book, Codex, Infinite Planes	Relic	62,500	2011-156
Book, Dark Ages	1,000	600	DRAG082-61
Book, Exalted Deeds	8,000	40,000	2011-138
Book, Geomicon	—	20,000	SJR4-04
Book, Grimoire of Archaic Alchemy	4,000	40,000	DRAG00 2-29
Book, Heaven	7,000	35,000	1032-036
Book, Hopeful Deeds	700	500	DRAG082-61
Book, Hopeless Deeds	700	500	DRAG082-61
Book, Infinite Spells	9,000	50,000	2011-138
Book, Karso, Notebook of	200	2,000	LNR2-28
Book, Laeyndar's Book of Metamorphosis	1,000	5,000	DRAG139-32
Book, Lexicon of Spirits	500	5,000	DUNG033-72
Book, No End, with	2,000	10,000	DUNG003-62
Book, Num "The Mad"	1,000	5,000	1031-74
Book, Shangarar the Black	4,000	40,000	DRAG164-59
Book, Sibylline	700	7,000	1021d-63
Book, Sighted	600	400	DRAG082-61
Book, Silver Talon	2,300	12,000	DRAG062-17
Book, Skelos	1,800	9,000	2006-50
Book, Thorns	1,000	5,000	FR04-06
Book, Thoth, of	3,000	15,000	FR10-83

Name	EP	Cost	Book/Page
Book, Trimia's Catalogue, Outer Plane Artifacts	12,000	120,000	2121-146
Book, Vile Darkness	8,000	40,000	2011-139

**Boomerang**

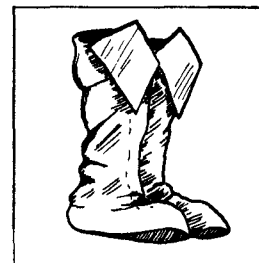
The boomerang is a curved or bent throwing club of tough wood. The boomerang is primarily used to knock out and immobilize an opponent from afar. One form of boomerang is so cleverly crafted that it can be thrown in such a way that it will return to the thrower. This return is only allowed when the attack misses.



Boomerang, Tbnkk	1,500	6,000	DLE3-062
Boomerang, Throwing +1	300	1,750	POLY038-28
Boomerang, Throwing +2	600	3,500	POLY038-28
Boomerang, Throwing +3	1,000	5,000	POLY038-28
Boomerang, Throwing +4	1,500	7,000	POLY038-28
Boomerang, Throwing +5	2,000	9,000	POLY038-28

**Boot**

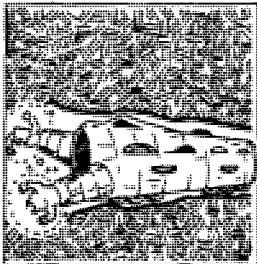
Magically enchanted boots are normally hand made by cobblers. Common boots are made by using a form (some cobblers have more than a dozen form sizes to choose from), but good boots are designed for the foot of an individual. Magical boots, however, enlarge or shrink to fit any humanoid foot; from that of a pixie to a giant.



Boot, Attraction	1,000	3,500	AC04-019
Boot, Balance	1,000	10,000	PHBR2-106
Boot, Carrying	1,000	5,000	AC04-019
Boot, Cloudwalking	1,000	7,000	AC04-019
Boot, Comfortableness	500	2,500	DRAG030-36
Boot, Concealing	2,000	15,000	POLY043-23
Boot, Dancing	—	5,000	2100-161
Boot, Elvenkind	1,000	5,000	2100-161
Boot, Featherweight	1,000	7,000	AC04-019
Boot, Float Like a Butterfly	500	5,000	POLY056-16
Boot, Jogging	1,200	6,000	DRAG072-51
Boot, Levitation	2,000	15,000	2100-161
Boot, Loki's	Relic	P	2006-26
Boot, North, of the	1,500	7,500	2100-161
Boot, Permanent Shine	600	1,800	DRAG073-39
Boot, Pinching	—	1,800	AC04-019
Boot, Speed	2,500	20,000	2100-162
Boot, Star Striding	3,000	20,000	DRAG159-16
Boot, Stomping	900	1,800	AC04-019
Boot, Striding & Springing	2,500	20,000	2100-162
Boot, Tracks	1,500	7,500	AC04-019
Boot, Traveling & Leaping	2,500	20,000	1012-63
Boot, Varied Tracks, Type A	1,500	7,500	2100-162
Boot, Varied Tracks, Type B	1,500	7,500	2100-162
Boot, Winged, 15 MC A	2,000	20,000	2100-162
Boot, Winged, 18 MC B	2,000	20,000	2100-162
Boot, Winged, 21 MC C	2,000	50,000	2100-162
Boot, Winged, 24 MC D	2,000	20,000	2100-162

Name EP Cost Book/Page

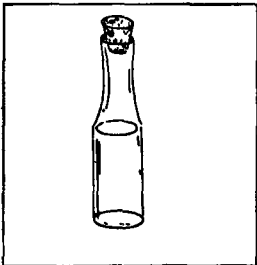
**Borer**



A borer looks like an open-ended tube. It is fashioned of adamantite or steel plate and covered all over with many thick, toothed metal wheels set in sockets in the body. There are three hinged, triangular projections at the open end. On the ends of these projections are shimmering globes of force, each containing a fearsome umber hulk.

Borer, Beldane's Subterranean 7,600 75,000 AC11-009

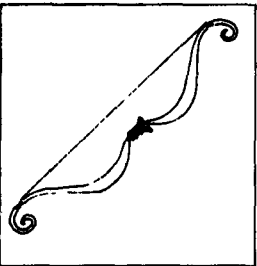
**Bottle**



A magical bottle is a plain-looking glass or ceramic container, with a long, narrow neck that helps keep the contents from gushing out too quickly when they are poured out. Magical bottles usually have cork or leather stoppers, and they always appear empty until opened. Bottles may be of any size and color; most are extremely fragile.

Bottle, Boos	600	1,800	POLY023-22
Bottle, Constant Temperature	1,000	3,000	DRAG073-36
Bottle, Containment	4,000	20,000	AC04-019
Bottle, Efreeti	9,000	45,000	2100-168
Bottle, Evaporation	500	1,500	AC04-019
Bottle, Eversmoking	500	2,500	2100-168
Bottle, Fireflies	600	3,000	AC04-019
Bottle, Graffiti	500	2,500	DRAG156-28
Bottle, Pleasant Odors	1,000	5,000	DRAG030-36
Bottle, Refreshment	500	2,500	POLY043-23
Bottle, Safety	1,600	8,000	LC4-37
Bottle, Thought	1,000	5,000	2121-145
Bottle, Undead, Ghost	1,200	6,000	DRAG054-69
Bottle, Undead, Groaning Spirit	1,200	6,000	DRAG054-69
Bottle, Undead, Spectre	1,200	6,000	DRAG054-69
Bottle, Undead, Vampire	1,200	6,000	DRAG054-69
Bottle, Undead, Wraith	1,200	6,000	DRAG054-69

**Bow**



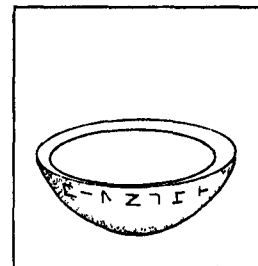
This is a piece of wood (or a composite of wood and other materials) bent into a curve; a taut string keeps the bow bent. It is used to launch arrows. The bow is a two-handed weapon; the wielder cannot use a shield. The bow comes in two forms: the long bow and the short bow. The long bow can be used by any race larger than size "S." Any race can use the short bow.

Bow, +1	500	3,500	2018-132
Bow, +2	1,000	7,000	2018-132
Bow, +3	1,750	12,250	2018-132

Name EP Cost Book/Page

Bow, +4	2,000	15,000	2018-132
Bow, +5	2,750	18,000	2018-132
Bow, Accuracy +3	2,500	15,000	DRAG127-28
Bow, Ajagava	Relic	P	2006-08
Bow, Composite +1	600	4,200	2100-083
Bow, Cursed -1	-	1,000	2018-132
Bow, Distance +1	1,500	10,000	2018-132
Bow, Distance +2	2,000	12,000	DRAG127-28
Bow, Doubling	1,000	6,000	DRAG099-52
Bow, Elven, Goblin Bane +2	1,000	6,000	DRAG127-29
Bow, Elven, Last Shot +3	1,200	8,000	DRAG127-29
Bow, Fire +1	4,000	22,500	POLY047-27
Bow, Fire Teeth	750	5,000	DRAG127-28
Bow, Gem, Diamond +1	1,000	7,000	DRAG127-28
Bow, Gem, Ruby +1	1,000	7,000	DRAG127-28
Bow, Gem, Sapphire +1	1,000	7,000	DRAG127-28
Bow, Heartseeking +3	4,000	20,000	DRAG127-28
Bow, Heartseeking, Vampire +3	2,000	10,000	DRAG127-28
Bow, Ice Fangs	600	3,500	DRAG127-28
Bow, Iron of Gesen	750	5,000	1055-CARD
Bow, Long +1	700	4,200	2100-083
Bow, Marksmanship +2	1,500	7,500	DRAG127-28
Bow, Odin's +3	Relic	P	2006-22
Bow, Phantom	1,500	10,000	DRAG127-28
Bow, Quality	600	3,000	2018-132
Bow, Sarge	7,000	70,000	2006-08
Bow, Short +1	500	3,500	2100-083
Bow, Speed +1	2,000	12,000	DRAG127-28
Bow, Strength +1 16-17	100	1,000	DRAG127-27
Bow, Strength +2 18	200	2,000	DRAG127-27
Bow, Strength +3 18.01-75	300	3,000	DRAG127-27
Bow, Strength +4 18.76-90	400	4,000	DRAG127-27
Bow, Strength +5 18.91-99	500	5,000	DRAG127-27
Bow, Strength +6 18.00	600	6,000	DRAG127-27
Bow, Valis'	8,000	80,000	2006-26
Bow, Warning, Cursed	-	500	DRAG127-29

**Bowl**



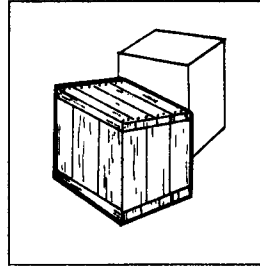
Bowls are items used to eat food in liquid form such as soups and stews. They can be crafted from wood, metal, ceramic, or even soft rock such as pumice. Magical bowls are generally used to summon or command elementals, or they are used to control, create, or divine through a magical fluid in the bowl's depths.

Bowl, Blood	500	1,000	FR04-40
Bowl, Delicacies	600	3,000	DRAG073-40
Bowl, Stars	1,000	5,000	CN2-029
Bowl, Summoning, Elemental, Air	2,000	15,000	1012-63
Bowl, Summoning, Elemental, Earth	2,000	15,000	1012-63
Bowl, Summoning, Elemental, Fire	2,000	15,000	1012-63
Bowl, Summoning, Elemental, Water	2,000	15,000	1012-63
Bowl, Water			
Elemental Command	4,000	25,000	2100-162
Bowl, Watery Death	-	1,000	2100-162

**Name**                      **EP**    **Cost**    **Book/Page**

**Box**

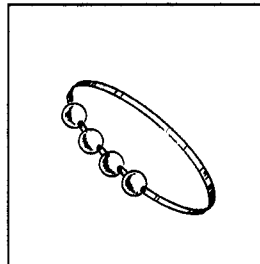
Boxes can be constructed of solid wood, metal, wooden slats, paper-board, paper, and on occasion, mysterious substances that resemble stone or rock. Magical boxes can be used to entrap vile (or even good) creatures. Overall, however, boxes have a multitude of possible functions making them a fairly safe item to find.



Box, Brandon's Bard-in-a-	6,000	60,000	AC11-017
Box, Bringer of Doom	Relic	P	MC08-Horde
Box, Cloning, Rudra	Relic	P	2006-09
Box, Dead	300	3,000	SJR1-77
Box, Delightful Transports	2,500	25,000	PHBR2-107
Box, Flat	5,000	25,000	2121-137
Box, Heating	1,200	6,000	DRAG073-37
Box, Many Holdings	3,500	16,000	DRAG04 5-23
Box, Message Sending	5,000	25,000	POLY043-23
Box, Musical, Magical	3,000	15,000	DRAG073-38
Box, Mystic Brown Coating	1,000	5,000	DRAG030-36
Box, Noise	1,000	5,000	DRAG073-40
Box, Preservation	800	4,500	1072-78
Box, Preservation	6,000	30,000	DRAG073-40
Box, Weighing	1,000	5,000	DRAG073-38

**Bracelet**

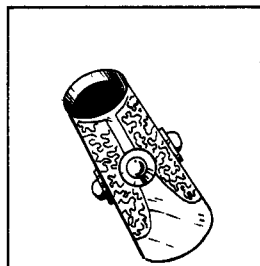
Bracelets are ornamental chains or straps that are worn on the wrist. Made of almost any conceivable material, bracelets can be adorned with etchings, gems or other precious stones, or metallic inlays. Like rings and other enchanted jewelry, magical bracelets have no limitations on what kind of magic they can hold.



Bracelet, Charms	2,000	10,000	PHBR1-113
Bracelet, Dalamar's Magic Resistance	3,000	15,000	2021-098
Bracelet, Equus	2,000	10,000	DUNG022-34
Bracelet, Ivy	1,500	7,500	DRAG005-09
Bracelet, Lost Ships, Medegian	1,500	15,000	2023-082
Bracelet, Scaly Command	2,500	25,000	PHBR4-125
Bracelet, Sir'San	2,000	20,000	CN1-027

**Bracer**

Bracers are thick metal or leather bands that are strapped, belted, or tied to a character's forearm. Generally, the magic that is placed on bracers is only good during times of combat, as most bracers help protect the wearer from harm, or improve the wearer's chance to strike at an opponent. Exceptions do exist, however, and more are found each day.

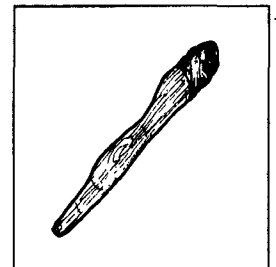


**Name**                      **EP**    **Cost**    **Book/Page**

Bracer, Archery	1,000	10,000	2100-162
Bracer, Attraction	—	1,000	DRAG091-57
Bracer, Blinding Strike	4,000	20,000	FOR2-76
Bracer, Brachiation	100	10,000	2100-162
Bracer, Brandishing	3,000	15,000	2121-134
Bracer, Cleanliness	1,500	8,000	DRAG030-36
Bracer, Defense, AC 2	4,000	24,000	2100-162
Bracer, Defense, AC 3	3,500	21,000	2100-162
Bracer, Defense, AC 4	3,000	18,000	2100-162
Bracer, Defense, AC 5	2,500	15,000	2100-162
Bracer, Defense, AC 6	2,000	12,000	2100-162
Bracer, Defense, AC 7	1,500	9,000	2100-162
Bracer, Defense, AC 8	1,000	6,000	2100-162
Bracer, Defenselessness	—	2,000	2100-162
Bracer, Deflection	4,500	27,000	DRAG099-50
Bracer, Invulnerability	Relic	30,000	SJR2-70
Bracer, Merman, of the	2,000	4,500	DRAG091-58

**Brand**

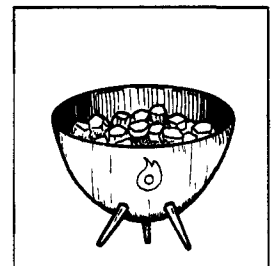
The *fiery brand of Masauwu* is a club-like torch four feet long. It is not normally burning when found. When commanded to light, it can only be extinguished when immersed in water. The artifact can be wielded as a club. Each time the user slays a creature, the brand reveals one of its additional functions.



Brand, Masauwu Fiery                      Relic    42,000    1021-58

**Brazier**

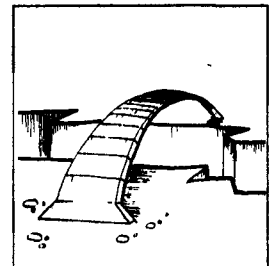
A brazier is a metallic receptacle used for holding burning coals. These are often used to heat rooms, but are commonly covered with a grill used to cook food. Magical braziers are commonly used to summon and control creatures, or to create magical effects that cover large areas.



Brazier, Fire Elemental Command	4,000	25,000	2100-163
Brazier, Hu'i Wing	600	1,200	1032-125
Brazier, Sleep Smoke	—	1,000	2100-163

**Bridge**

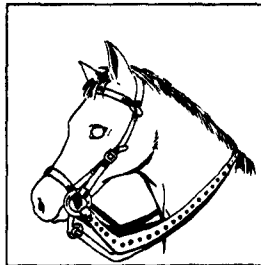
Bridges are man-made objects used to span distances too great for average humans to jump across. Generally, bridges are manufactured and remain in place until a catastrophe sends them crashing down into the depths of the chasms they once spanned. Magical bridges, on the other hand, tend to be portable; they can be folded and carried easily.



Bridge, Portable                      10,000    50,000    PHBR4-109

Name EP Cost Book/Page

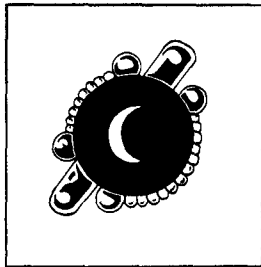
**Bridle**



This leather accouterment is placed about the head of a riding animal for control or guidance. Bridles include the headstall, bit, and reins. A horse or other mount can wear only one bridle at a time unless it possesses multiple heads. The rider controls and guides the beast by pulling on the reins, forcing the creature's head in a certain direction.

Bridle, Control	1,000	5,000	AC04-020
Bridle, Ginzani's	7,000	35,000	PC2-40
Bridle, Listening	1,000	5,000	AC04-020
Bridle, Soaring	1,600	8,000	AC04-020
Bridle, Speaking	1,400	7,000	AC04-020
Bridle, Taming	1,200	6,000	AC04-020
Bridle, Wings	1,500	7,500	AC04-020

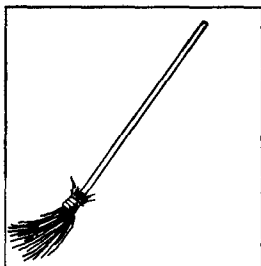
**Brooch**



A brooch is an ornamental piece of jewelry with a pin on the back to allow its owner to fasten the jewelry to a piece of clothing. Very expensive versions might be made from gold or platinum and decorated with gems. Brooches can contain any type of magic, but the most popular types protect the wearer from damage or theft.

Brooch, Begoning	4,000	16,000	DUNG011-62
Brooch, Bones	800	4,000	AC04-020
Brooch, Equus	3,000	30,000	DUNG022-34
Brooch, Imog	1,200	12,000	2021-092
Brooch, Lunar	1,800	9,000	AC04-020
Brooch, Number Numbing	4,000	20,000	2121-134
Brooch, Protection +1	2,000	10,000	<i>new item</i>
Brooch, Protection +2	2,500	12,500	<i>new item</i>
Brooch, Protection +3	3,000	15,000	<i>new item</i>
Brooch, Protection +4	3,500	17,500	<i>new item</i>
Brooch, Shielding	1,000	10,000	2100-163

**Broom**

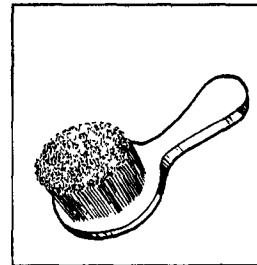


Brooms consist of a four to six foot long wooden pole that serves as the item's handle. A fan of straw or similar hair-like substance is attached to one end of the handle with a length of thread or a metal ring. When drawn across a floor or other firm surfaces, the straw gathers up loose dirt for easy removal.

Broom, Animated Attack	—	3,000	2100-163
Broom, Blindness	1,200	6,000	AC04-020
Broom, Flying	2,000	10,000	2100-163
Broom, Serving	600	3,000	AC04-020
Broom, Sweeping	1,200	6,000	DRAG073-36

Name EP Cost Book/Page

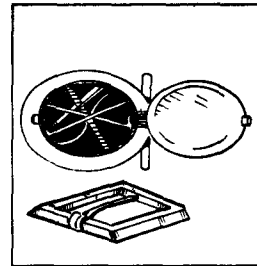
**Brush**



A brush consists of a wooden or ceramic piece, four to six inches long, that serves as the item's handle. One side of the handle is generally ornately decorated. The other side has several hundred thin pieces of wood or animal hair embedded in it. There are specialized brushes designed for all kinds of tasks from personal grooming to applying paint.

Brush, Colors	1,000	5,000	DRAG030-36
Brush, Grooming	500	2,500	DRAG073-36
Brush, Untangling	600	3,000	DRAG073-39

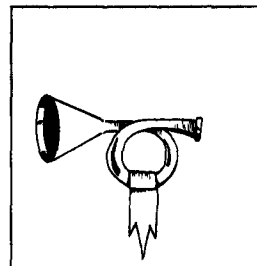
**Buckle**



Magical buckles are identical to a ordinary buckles used to fasten a belt around the waist, or to fasten shoes. An enchanted buckle is almost always made of metal (sometimes gold or platinum) and may be decorated with gems. If more than two buckles are worn at any one time, none have any effect.

Buckle, Armor AC 0	5,000	30,000	AC04-021
Buckle, Armor AC 2	4,000	24,000	AC04-021
Buckle, Armor AC 3	3,500	21,000	AC04-021
Buckle, Faulty lockpicks -5%	—	1,500	AC04-021
Buckle, Faulty lockpicks -10%	—	2,000	AC04-021
Buckle, Faulty lockpicks -15%	—	2,500	AC04-021
Buckle, Faulty lockpicks -20%	—	3,000	AC04-021
Buckle, Lockpicks +5%	1,000	7,000	AC04-021
Buckle, Lockpicks +10%	1,250	7,500	AC04-021
Buckle, Lockpicks +15%	1,500	8,000	AC04-021
Buckle, Lockpicks +20%	1,750	8,500	AC04-021
Buckle, Opening	1,000	5,000	AC04-021
Buckle, Protection +1	2,000	10,000	AC04-021
Buckle, Protection +2	2,500	12,500	AC04-021
Buckle, Protection +3	3,000	15,000	AC04-021
Buckle, Protection +4	3,500	17,500	AC04-021
Buckle, Weaponry	3,000	15,000	AC04-021

**Bugle**



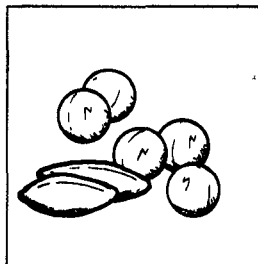
The bugle is a small musical horn made from metal tubing. Bugles do not have valves or keys, (such musical instruments are called trumpets). By pursing the lips and blowing through the mouthpiece, the user can create notes. The tighter the purse on the lips, the higher the pitch. Most magical bugles produce only normal music unless their command words are spoken.

Bugle, Reviving	1,000	5,000	AC04-021
Bugle, Sleeping	700	3,500	AC04-021
Bugle, Walking	600	3,000	AC04-021

Name EP Cost Book/Page

**Bullet, Sling**

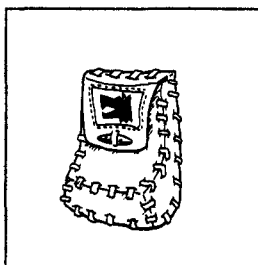
Magical sling bullets appear to be little more than well-cast normal sling bullets. Close examination reveals minute runes engraved upon these missiles. Like other enchanted missiles, a sling bullet's combat modifiers can be added to any modifiers from the weapon used to hurl it.



Bullet, Sling +1, Impact	20	120	2017-105
Bullet, Sling +2, Impact	50	300	2017-105
Bullet, Sling +3, Impact	75	450	2017-105
Bullet, Sling +4, Impact	100	600	2017-105
Bullet, Sling +5, Impact	150	800	2017-105

**Bundle**

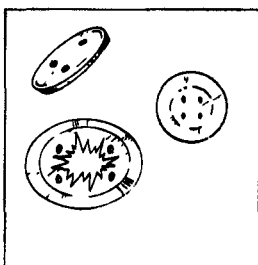
A sacred bundle is a collection of five to 10 totemic items placed together in a pouch for the purpose of granting magical protection to the wearer. If a sacred bundle is ever removed from the owner's body, all of its benefits permanently vanish, and the warrior can never get another. A sacred bundle never benefits anyone but the warrior who made it.



Bundle, Sacred	—	30	2108-016
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**Button**

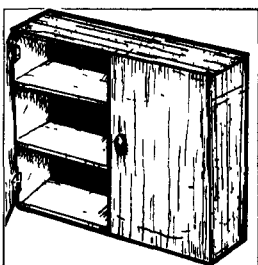
Buttons are small disk-shaped knobs that are attached to an article of clothing. They serve as fasteners when passed through a loop or button hole. Buttons are commonly made from bone, wood, coral, shells, metal, or ceramics. Magical buttons cannot be discerned from standard buttons without the use of detect magic spells.



Button, Blasting	1,000	10,000	AC04-021
Button, Confusion	1,000	5,000	AC04-021
Button, Fastening	600	3,000	AC04-021

**Cabinet**

Cabinets are wooden constructs used to hold a variety of items. The size, shape, and overall dimensions of a cabinet depend upon what it is designed to hold. For example, a tall cabinet might hold long garments, weapons, farming tools, or other large objects. Locks can be easily installed onto cabinets to protect valuable contents.

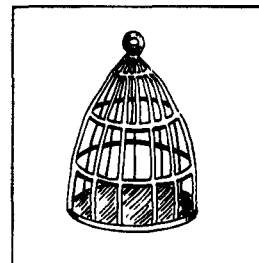


Name EP Cost Book/Page

Cabinet, Air Restoration	600	6,000	DRAG159-16
Cabinet, Ministering	1,000	5,000	AC04-022
Cabinet, Security	2,000	10,000	AC04-022

**Cage**

A cage is an enclosure used to keep a creature confined without the occupant's consent. Whether a cage is called a pen, menagerie, corral, coop, cell, bastille, jail, or brig, the end result is the same: something is trapped against its will. Magical cages tend to be small enough or light enough to be easily transported.



Cage, Batting	300	1,500	AC04-022
Cage, Carrying	3,000	15,000	AC04-022
Cage, Entrapment	—	1,500	AC04-022
Cage, Shelter	1,500	7,500	PHBR1-114

**Cameo**

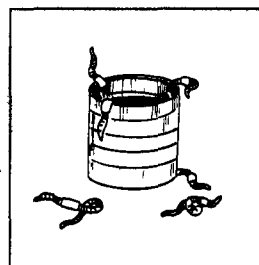
A cameo is a gem or stone carving showing a relief design in one color against a background of another, usually darker, hue. Stones with bands of color—such as onyx—make the best cameos. The designs on a cameo can be nearly anything, but the most common patterns are nature scenes and busts (portraits showing a silhouette of the head and neck).



Cameo, Appearance	1,000	5,000	AC04-022
Cameo, Equus	1,300	6,500	DUNG022-34
Cameo, Incompetence	—	1,200	AC04-022
Cameo, Protection +1	2,000	10,000	new item
Cameo, Protection +2	2,500	12,500	new item
Cameo, Protection +3	3,000	15,000	new item
Cameo, Protection +4	3,500	17,500	new item
Cameo, Protection +5	4,000	20,000	new item

**Can/Canister**

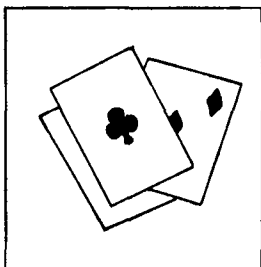
A can or canister is a cylindrical container. Each has two command words; one to open, causing the top to disappear, and one to close, causing the top to reappear. Cans may be from two to six inches in diameter, and two to 12 inches high. Some re-create their contents each time they are opened. Other cans can be emptied only once, but even these remain airtight and watertight.



Can, Cant	500	2,500	AC04-023
Can, Moonlight	400	2,000	AC04-023
Can, Spinach	300	1,500	POLY023-22
Can, Watering, Zwann's	1,000	5,000	2121-148
Can, Worms	500	1,500	AC04-023
Canister, Curses	—	1,000	POLY023-22

Name	EP	Cost	Book/Page
Cape, Hornet	800	2,400	DRAG005-08
Cape, Horns	1,000	5,000	AC04-024
Cape, Protection +1	1,000	10,000	AC04-024
Cape, Protection +2	2,000	20,000	AC04-024
Cape, Protection +3	3,000	30,000	AC04-024
Cape, Protection +4	4,000	40,500	AC04-024
Cape, Protection +5	5,000	50,000	AC04-024
Cape, Reeking	—	1,000	AC04-024
Cape, Shadow	2,500	15,000	AC04-024

### Card



Cards are sets of colorful placards that bear sets of numbers and symbols. The most common form of cards has thirteen sets of numbers and four types of symbols, containing a total of 52 cards. For more information on cards and their magical counterparts, please see the following entries: Deck, Placard, and Tarot.

Card, Fortune Telling	1,000	10,000	LC2-23
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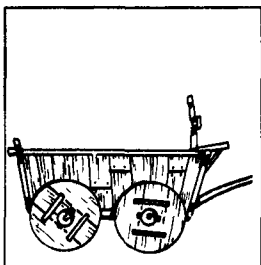
### Carpet



Carpets, otherwise known as rugs, are floor coverings designed to make floors more comfortable places for the feet. Often, carpets are hung on the walls in to cover holes or open windows. (Such carpets are more properly called tapestries.) Magical carpets usually provide transport, issue warnings, or trap intruders.

Carpet, Fighting	4,000	20,000	DRAG179-72
Carpet, Flying, 1 Person	2,500	12,500	2100-163
Carpet, Flying, 2 Person	5,000	25,000	2100-163
Carpet, Flying, 3 Person	7,500	37,500	2100-163
Carpet, Flying, 4 Person	10,000	50,000	2100-163
Carpet, Solomon's Magic	6,000	20,000	1021-63

### Cart

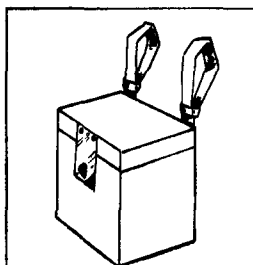


Carts are wooden vehicles with one or two pairs of wooden wheels. Each pair of wheels is connected by a wooden pole that serves as an axle. Carts are headed by a pole that is attached to a harness of a single draft animal or a team of animals. The bed of the cart occasionally has a framework that helps keep larger cargo in place.

Cart, Bigwheel	1,200	6,000	DUNG022-43
Cart, Convenience	1,000	5,000	AC04-024
Cart, Decks	1,100	5,500	AC04-024
Cart, Mouse	3,500	17,500	2121-141

Name	EP	Cost	Book/Page
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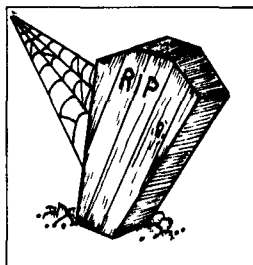
### Case



Magical cases appear to be either normal belt pouches or as small wooden boxes with attached lids. Either type of case radiates a faint magic aura if such is detected for. Magical cases generally are enchanted to allow their users to simply reach into their interiors to grab an item without searching for it.

Case, Alphabetizing	800	4,000	DRAG073-40
Case, Holding, 100 lbs.	2,000	10,000	<i>new item</i>
Case, Holding, 150 lbs.	3,000	15,000	<i>new item</i>
Case, Holding, 200 lbs.	4,000	20,000	<i>new item</i>
Case, Holding, 250 lbs.	5,000	25,000	<i>new item</i>
Case, Holding, 500 lbs.	7,500	37,500	<i>new item</i>
Case, Holding, 1,000 lbs.	10,000	50,000	<i>new item</i>
Case, Zagyg's Spell Component, 2 ×/day	200	2,000	2017-104
Case, Zagyg's Spell Component, 3 ×/day	300	3,000	2017-104
Case, Zagyg's Spell Component, 4 ×/day	400	4,000	2017-104
Case, Zagyg's Spell Component, 5 ×/day	500	5,000	2017-104
Case, Zagyg's Spell Component, 6 ×/day	600	6,000	2017-104
Case, Zagyg's Spell Component, 7 ×/day	700	7,000	2017-104

### Cask/Casket

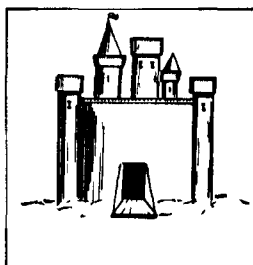


Casks are simply small barrels (see page 29). The word "cask" sometimes is used as a shortened form of "casket" (see below).

Caskets, are elaborate boxes intended to hold anything that is valuable or highly prized, such as jewelry, magical items, or even the remains of the dead (see Coffin, page 45).

Cask, Everfull	300	3,600	DRAG159-17
Cask, Wind Spy	4,000	20,000	DRAG178-17
Casket, Furyondy	2,500	27,500	2023-077
Casket, Holding, 2,000 lbs.	15,000	70,000	<i>new item</i>

### Castle

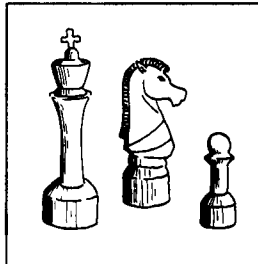


Through a long, arcane process, a complete castle sometimes can be built on a floating cloud. Such a castle is worth at least 30,000 gp and could be worth millions, see *The Complete Castle Guide*. Experience is never awarded for finding and using a cloud castle. The award for actually building one is up to the DM; 1 to 10 xp per 100 gp spent on construction would suit most campaigns.

Name EP Cost Book/Page

**Chess Set**

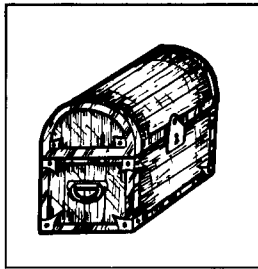
Chess is an ancient two-player game. The game is played on a board that has 64 squares of two different colors, one dark, one light. Each player controls a set of 16 pieces; one set light, the other dark, often the same colors as the board.



Chess Set, Challenge 600 3,000 DRAG073-40

**Chest**

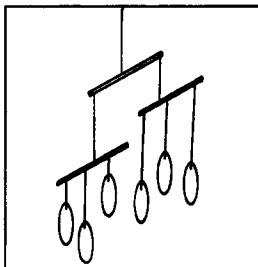
A chest is a box, usually an extraordinarily sturdy and durable wooden construct with an attached lid, several handles, and fitted with metallic bands to give it even more durability. Magical chests tend to have enchantments that involve storing extra contents or protecting the contents.



Chest, Drawers	500	2,500	AC04-025
Chest, Float	1,000	1,500	FOR2-77
Chest, Holding, 500 lbs.	2,000	5,000	<i>new item</i>
Chest, Holding, 1,000 lbs.	4,000	20,000	<i>new item</i>
Chest, Holding, 1,500 lbs.	6,000	30,000	<i>new item</i>
Chest, Holding, 2,000 lbs.	8,000	40,000	<i>new item</i>
Chest, Holding, 2,500 lbs.	10,000	50,000	<i>new item</i>
Chest, Oyster	1,500	15,000	DRAG099-51
Chest, Quartermaster's	2,500	7,500	DRAG178-19
Chest, Sieges	1,000	5,000	AC04-025
Chest, Walking	5,000	10,000	FLR2-80
Chest, Zorathus	Relic	P	2006-49

**Chime**

Chimes can be one of two things: One kind of chime is a small hammer used to strike bells to produce a ringing sound. However, most chimes are sets of bells or slabs of wood, stone, shell, plaster or ceramic that are hung by strings under a ceiling or small holder. Chimes of this type often are left to blow and ring in the wind.

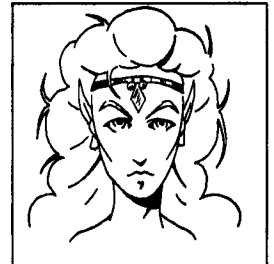


Chime, Feather	500	2,500	PC2-40
Chime, Hunger	—	1,000	2100-163
Chime, Interruption	2,000	20,000	2100-163
Chime, Opening	3,500	20,000	2100-163
Chime, Time	400	2,000	1013-53
Chime, Visitors	200	1,000	AC04-025
Chime, Warning	1,000	5,000	DRAG028-31

Name EP Cost Book/Page

**Circlet**

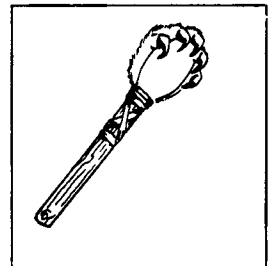
The circlet is an uncommon, ring-shaped ornament worn like a crown (see page 48) and used to adorn the forehead. A circlet often is studded with gems or inlaid with rare or precious materials such as gold or ivory.



Circlet, Dalvan's	—	1,000	DUNG013-40
Circlet, Golden	2,000	30,000	2021-092
Circlet, Golden, Greyhawk	2,000	30,000	2023-079
Circlet, Protection +1	2,000	10,000	<i>new item</i>
Circlet, Protection +2	2,500	12,500	<i>new item</i>
Circlet, Protection +3	3,000	15,000	<i>new item</i>
Circlet, Underwater Speech	1,000	10,000	DLR1-80

**Claw**

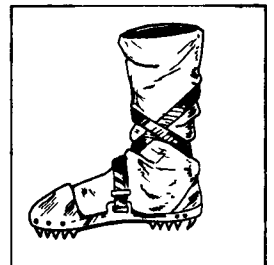
Claws are long, sharp, and curved nails found on the feet (or paws) of animals. Usually thought of as a predator's trait, many herbivores have claws for defense or for digging and climbing. Magical claws are usually attached to a handle or some other device that allows a humanoid user to use them as slashing weapons.



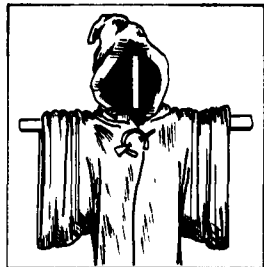
Claw +1	200	1,000	<i>new item</i>
Claw +2	400	2,000	<i>new item</i>
Claw +3	600	3,000	<i>new item</i>
Claw +4	800	4,000	<i>new item</i>
Claw +5	1,000	5,000	<i>new item</i>
Claw, Clawrazor	500	2,500	DLE3-063
Claw, Dragon	1,000	5,000	OA5-55
Claw, Magic Stealing	3,500	17,500	2121-134
Claw, Mighty Simurgh	Relic	65,000	1021-56
Claw, Nergal	Relic	85,000	2006-50
Claw, Nezram	3,750	35,000	FR10-83
Claw, Raking	500	2,500	AC04-025
Claw, Razor of Chakyik +1	1,000	6,000	2023-088
Claw, Razor of Chakyik +2	1,500	7,500	2023-088
Claw, Twisted	100	500	1060-120

**Cleat**

Cleats are metal or stone projections that are attached to the bottoms of hard-soled shoes or boots for increased traction. Soft-soled shoes and boots can never use cleats. Many shoes come with cleats installed, and those cleats cannot be removed. Often, however, cleats are constructed so that they can be screwed into place, allowing the user to choose whether to use them or not.



Name	EP	Cost	Book/Page
Cleat, Gripping	1,000	6,000	AC04-025



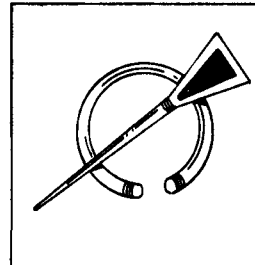
**Cloak**

Cloaks are loose, sleeveless outer garments used to ward off the effects of weather. Cloaks often are voluminous enough to allow the user to wear armor or heavy clothing underneath the cloak. A tie string or metal pin help secure the cloak to the user in high winds. Many cloaks also have attached hoods for better protection from the elements.

Cloak, Arachnida	3,000	25,000	2100-164
Cloak, Atmosphere	1,000	9,000	DRAG159-16
Cloak, Bat, of the	1,500	15,000	2017-098
Cloak, Battle	2,000	12,000	FR04-34
Cloak, Bear, Sulhaut	1,500	17,500	2023-077
Cloak, Blackflame	24,000	100,000	GAZ08-19
Cloak, Cheetah, Amedio	1,500	15,000	2023-078
Cloak, Clouds, of the	1,200	12,000	IMAG029-36
Cloak, Cold	1,000	1,000	LNA2-87
Cloak, Comfort	1,500	7,500	FR04-34
Cloak, Delight	3,000	35,000	FR04-34
Cloak, Displacement	3,000	17,500	2100-164
Cloak, Dryness	1,000	10,000	HR1-65
Cloak, Echoes	300	3,000	FR04-34
Cloak, Elvenkind	1,000	6,000	2100-164
Cloak, Etherealness	2,600	15,500	L2-31
Cloak, Fangs	1,500	10,000	FR04-35
Cloak, Flame	—	1,500	POLY019-30
Cloak, Gargoyle	1,000	6,000	T1:4-126
Cloak, Guarding	1,500	10,000	FR04-35
Cloak, Hellfurnaces	2,000	8,000	2023-078
Cloak, Horned, Rhun's (Horn)	2,000	7,000	FR04-37
Cloak, Horned, Rhun's (Tail)	2,500	10,000	FR04-37
Cloak, Horned, Rhun's (Visor)	2,200	7,500	FR04-37
Cloak, Lordliness	650	6,250	IMAG012-38
Cloak, Lurker	2,000	12,500	GDQ1-124
Cloak, Manta Ray, of the	2,000	12,500	2100-164
Cloak, Many Colors	1,200	8,000	FR04-35
Cloak, Mummy	3,000	12,000	POLY047-27
Cloak, Night	1,000	5,000	DRAG076-17
Cloak, One Plume, of the	4,000	40,000	FMA1-60
Cloak, Piwafwi	1,000	6,000	FOR2-69
Cloak, Plenty	1,000	6,000	POLY65-09
Cloak, Poisonousness	—	2,500	2100-164
Cloak, Protection, +1	1,000	10,000	2100-164
Cloak, Protection, +2	2,000	20,000	2100-164
Cloak, Protection, +3	3,000	30,000	2100-164
Cloak, Protection, +4	4,000	40,000	2100-164
Cloak, Protection, +5	5,000	50,000	2100-164
Cloak, Protection, Symbiotic	3,000	20,000	DRAG112-31
Cloak, Reflection	1,500	10,000	FR04-35
Cloak, Shadow	3,000	30,000	PHBR2-106
Cloak, Shield, of the	1,500	10,000	FR04-37
Cloak, Slender Appearance	800	4,000	DRAG073-40
Cloak, Stars	1,200	7,500	FR04-36
Cloak, Survival	1,000	6,000	FR04-37
Cloak, Symbiotic Protection	3,000	20,000	FR04-37
Cloak, Tiger, Chakyik	1,500	12,500	2023-084
Cloak, Warmth	1,000	7,500	DLA1-057
Cloak, Wolf, Wegiur	2,000	15,000	2023-086

Name	EP	Cost	Book/Page
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**Cloak Clasp**



Cloak clasps, are fancy, decorative pins used to secure a cloak to the user instead of the tie that comes with most cloaks. The string, after years of use and exposure to the elements can rot or break, and isn't very attractive. The pin is pushed through the hem of both sides of the cloak, and locked, holding the cloak snugly closed.

Cloak Clasp, Dryness	100	500	<i>new item</i>
Cloak Clasp, Holding	60	600	DRAG030-37

**Cloaking Device**

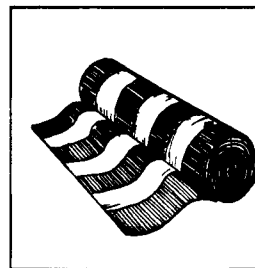


This device is made of a spring-loaded tube filled with a large camouflage net. When the spring is released, the net is launched upward, unrolls, and lands over a specific location. Other features may be added, like phony paper leaves. The net conceals a 10'x10' area from anyone standing 100' or more away. Anyone closer has a 50% chance of seeing the net.

Cloaking Device, Field	20	200	AC11-091
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**Cloth**

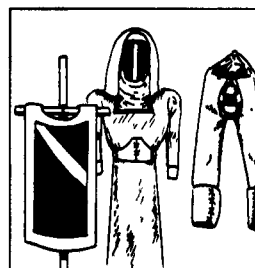
Cloth, fabric formed by weaving or felting, is a P commodity for those who prefer the luxuries of life or have delicate skin. Shirts, pants, vests, socks, and just about any other articles of clothing, can be made from cloth. Magical cloth can be sewn or otherwise manipulated into clothing that has the same magical traits as the original bolt of cloth (unless otherwise stated).



Cloth, Black, Abyss	2,000	6,000	2121-147
Cloth, Merchant's	700	7,000	POLY058-31
Cloth, Polishing	500	1,500	DRAG073-39
Cloth, Steel	750	5,500	DRAG126-50

**Clothing**

Clothing is a general term used when referring to articles that are used to cover the body. In some areas (particularly in the rich districts of large cities), clothing is a term used exclusively to delineate wearables that are manufactured from cloth; as opposed to hides, knitted products, crocheted sweaters, etc.

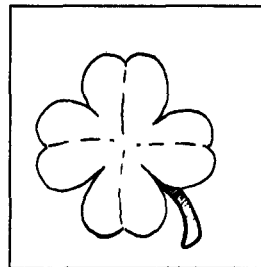


Clothing, Cleanliness	1,000	1,500	DRAG073-39
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Name	EP	Cost	Book/Page
Clothing, Perfect Fit	1,000	5,000	DRAG073-39
Clothing, Protection +1	1,000	10,000	<i>new item</i>
Clothing, Protection +2	2,000	20,000	<i>new item</i>
Clothing, Protection +3	3,000	30,000	<i>new item</i>
Clothing, Protection +4	4,000	40,000	<i>new item</i>
Clothing, Protection +5	5,000	50,000	<i>new item</i>

**Clover**

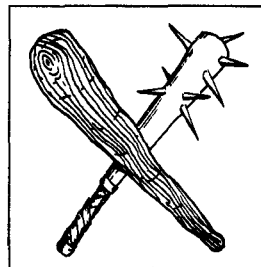
Clover is a small plant famous for bringing good luck. It is said that in every 100 or 1,000 clover stems, only one sports four leaves. By picking the leaf, it is said that the holder is granted good luck until the leaf begins to wilt (which takes about four minutes.)



Clover, Four-Leaf	100	1,000	AC04-035
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**Club**

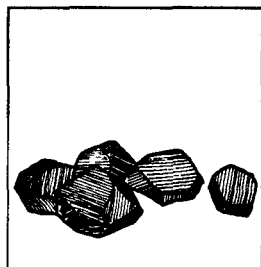
A club is a heavy stick that is usually thicker at one end than at the other. When grasped at the thin end, the club can be used as a bludgeoning weapon. Clubs are generally wooden, though metal ones do exist. The wooden clubs often have spikes inserted into the club's fat end to increase the damage the club can deliver.



Club +1	800	4,000	<i>new item</i>
Club +2	1,300	8,000	<i>new item</i>
Club +3	2,000	12,000	<i>new item</i>
Club +4	3,000	16,000	<i>new item</i>
Club +5	4,000	20,000	<i>new item</i>
Club, Daghdha	Relic	P	2006-18
Club, Maca +1	800	4,000	1066a-58
Club, Maca +2	1,300	8,000	1066a-58
Club, Maca +3	2,000	12,000	1066a-58
Club, Maca +4	3,000	16,000	1066a-58
Club, Maca +5	4,000	20,000	1066a-58
Club, Polymorphing, Ogre	500	4,000	DRAG062-66
Club, Polymorphing, Orc	400	3,000	<i>new item</i>
Club, Polymorphing, Scro	600	5,000	<i>new item</i>

**Coal**

Coal is the dark brown or black combustible mineral left over from the carbonization of ancient plant life. Anthracite, lignite, and bitumen are all types of coal. Magical coals are generally used to either create magical warmth, or to *gate* the owner to the plane of elemental fire or to the infernal planes.



Coal, Blood-Red, Hades	2,000	6,000	2121-147
Coal, Warmth	1,000	7,500	DRAG030-37

Name	EP	Cost	Book/Page
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**Coat**

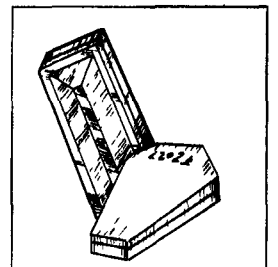
A coat is an outer garment with sleeves. A coat wraps all the way around its wearer and is secured with ties, hooks, or buttons. Coats often have hoods that can be pulled up over the head for extra warmth and protection from the elements. Coats are commonplace items, often made from animal hides, plant fiber, or cloth,



Coat, Arnd's Invulnerable	Relic	47,500	2011-158
Coat, Protection +1	1,000	10,000	<i>new item</i>
Coat, Protection +2	2,000	20,000	<i>new item</i>
Coat, Protection +3	3,000	30,000	<i>new item</i>
Coat, Seas, of the	400	2,000	1072-78

**Coffin**

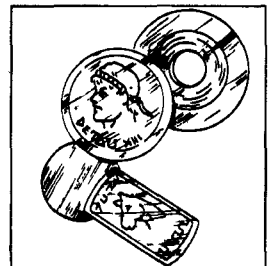
Coffins, are wooden or metal boxes measuring between three to nine feet long, and one to six feet wide. They are designed to house the dead when they return to the soil in their final resting place. Most non-magical coffins are intended to last for only a few years, and they do not to protect the body from the elements or from scavengers.



Coffin, Creation	10,000	100,000	DUNG021-36
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**Coin**

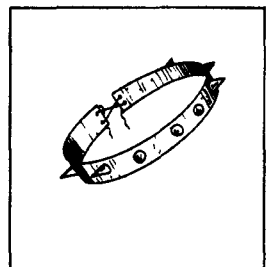
Coins are pieces of metal that are stamped or engraved with an official insignia (and often a face value) that certifies the metal piece is valuable and can be accepted in trade for goods and services. Coins are often stamped with intricate patterns to make counterfeiting very difficult. (Each country has its own coins and its own laws regarding counterfeiters.



Coin, Almor	-	500	2023-078
Coin, Eight Diagram	400	4,000	2018-134
Coin, Equus	600	6,000	DUNG022-34

**Collar**

Collars usually are simple bands of leather or metal worn around the neck. Collars used as jewelry are ornate and often gem-studded. Many magical collars, however, are quite different. Each appears to be a simple rag, often dirty but never tattered. A collar must be tied about the neck to activate its magical effects.



Name EP Cost Book/Page

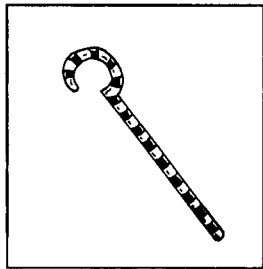
**Crew**



Magical crews increase the number of crew on a ship or spelljammer by 50% without increasing the need for food, water, or air. The crew are *unseen servants* that can perform jobs like manning sails, working rudders, or pulling oars. Note that crew-summoning magical items cannot be used on a spelljammer while the craft is in the phlogiston.

Crew, Unseen Ship 1,000 10,000 1072-89

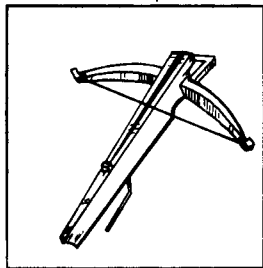
**Crook**



A crook is a staff with a hook-like curve at one end. In desert cultures, only the pharaoh and other very powerful nobles are allowed to possess such an item. In northern and non desert cultures, the crook can be used by anyone. See the Staff entry (page 133) for more information and for additional magical options.

Crook, Pharaoh's Relic P HWR2-d38

**Crossbow**



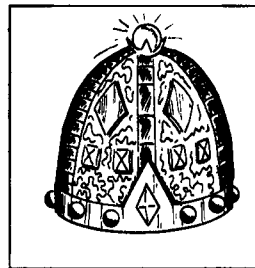
Crossbows are hand-held missile weapons consisting of a short metal bow attached to a wooden stock. Arrows cannot be fired from a crossbow. For information on crossbow missiles see the Bolt (page 32) and Quarrel (page 114) entries. Some crossbows are modified to work underwater. See the Bow entry for more magical options for the crossbow.

Crossbow, Accuracy +1	800	4,000	2100-083
Crossbow, Accuracy +2	1,300	8,000	2011-125
Crossbow, Accuracy +3	2,000	12,000	2011-125
Crossbow, Accuracy +4	3,000	16,000	2011-125
Crossbow, Angling	750	7,500	PHBR2-107
Crossbow, Breathing	2,500	12,500	1013-58
Crossbow, Charming	1,000	7,000	1013-58
Crossbow, Cursed -1	-	1,000	new item
Crossbow, Cursed -2	-	2,000	new item
Crossbow, Cursed -3	-	3,000	new item
Crossbow, Deceiving	1,000	5,000	1013-58
Crossbow, Defending	2,000	10,000	1013-58
Crossbow, Deflecting	1,500	7,500	1013-58
Crossbow, Distance +1	1,500	7,500	2100-083
Crossbow, Distance +2	3,000	15,000	2003-47
Crossbow, Distance +3	4,500	22,500	new item
Crossbow, Distance +4	6,000	30,000	new item
Crossbow, Distance +5	7,500	37,500	new item
Crossbow, Draining	1,500	7,500	1013-58
Crossbow, Enchantment	1,500	7,500	DRAG127-29

Name EP Cost Book/Page

Crossbow, Extinguishing	1,500	7,500	1013-58
Crossbow, Finding	1,000	12,000	1013-58
Crossbow, Flaming	1,000	3,500	1013-58
Crossbow, Flying	1,000	7,500	1013-58
Crossbow, Healing	5,000	40,000	1013-58
Crossbow, Hiding	1,500	7,500	1013-58
Crossbow, Holding	2,000	10,000	1013-58
Crossbow, Levitation +1	1,500	7,000	DRAG127-29
Crossbow, Lighting	400	3,000	1013-58
Crossbow, Lightning	4,000	30,000	1013-58
Crossbow, Lir +3	2,000	10,000	DRAG127-29
Crossbow, Pedal	80	800	AC11-090
Crossbow, Silencing	1,000	5,000	1013-58
Crossbow, Slicing	7,000	35,000	1013-58
Crossbow, Slowing	1,000	7,000	1013-58
Crossbow, Speed +1	1,500	7,500	2100-083
Crossbow, Speed +2	3,000	15,000	1013-58
Crossbow, Speed +3	4,500	22,500	2003-47
Crossbow, Speed +4	6,000	30,000	new item
Crossbow, Speed +5	7,500	37,500	new item
Crossbow, Summoning	3,000	15,000	1013-58
Crossbow, Translating	1,000	10,000	1013-58
Crossbow, Underwater	1,000	10,000	LC4-40
Crossbow, Vainamoinen +3	Relic	P	2006-34
Crossbow, Watching	2,500	7,500	1013-58
Crossbow, Wishing	2,200	11,000	1013-58

**Crown**



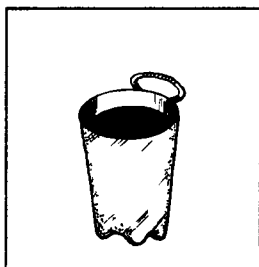
Crowns are symbolic headgear worn by the highest nobility in a country (such as the king, queen, emperor, pharaoh, etc.) A crown is usually made of the most expensive metal available in the land and adorned with the largest and finest gems and jewels. Unauthorized beings found wearing or possessing the kingdom's crown are killed on sight.

Crown, Aery Black	-	2,000	2023-077
Crown, Blackmoor	-	80,000	2023-078
Crown, Cobra	1,000	10,000	2006-50
Crown, Corruption	4,000	80,000	GAZ1 3-63
Crown, Dark	2,000	20,000	REF5-87
Crown, Emperor's	8,500	85,000	2108-141
Crown, Imperium	2,000	25,000	IMAG 012-38
Crown, Iron, Bandit Kingdoms	3,000	35,000	2023-081
Crown, Leadership	1,500	15,000	AC04-026
Crown, Might, Evil	Relic	50,000	2011-157
Crown, Might, Good	Relic	50,000	2011-157
Crown, Might, Neutrality	Relic	50,000	2011-157
Crown, Naga	6,000	45,000	1060-117
Crown, Osiris	1,200	12,000	2006-02
Crown, Rulership	1,500	15,000	AC04-026
Crown, Sorona	12,000	120,000	X13-61
Crown, Souls	Relic	75,000	RA1-14
Crown, Veluna, Silver	2,000	22,500	2023-083
Crown, Velvet	2,500	10,000	1060-120
Crown, Void, of the	4,000	40,000	SJR1-77
Crown, Yarus	1,000	5,000	DL08-031

Name EP Cost Book/Page

**Crucible**

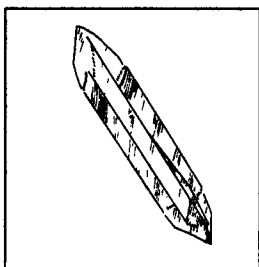
A crucible is a metallic or ceramic vessel used for heating substances to very high temperatures. They can be used to heat rooms, but braziers are more often used for this purpose, since crucibles can get too hot. Crucibles are most often used to melt metals.



Crucible, Al'Kir, Silver	1,200	6,000	CN3-037
Crucible, Melting	1,000	5,000	2121-135

**Crystal**

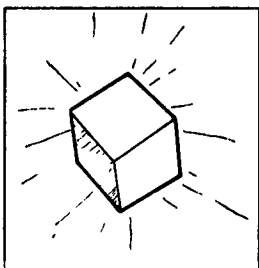
A crystal is a clear, transparent chunk of mineral or glass. Crystals can be any color, but soft, transparent colors are the most common types. Nonmagical crystals are believed to enhance a person's life by focusing personal energies. Magic crystals, however, serve to focus the magical abilities of wizards and priests.



Crystal, Awareness	2,500	20,000	DRAG132-22
Crystal, Death Srying	1,000	5,000	CM8-027
Crystal, Ebon Flame	Relic	75,000	2011-157
Crystal, Warning	20	200	POLY036-27

**Cube**

A magical cube is a small object from one-half to one inch across. It may be made of wood, stone, metal, glass, or bone. There are no markings on it. Magical effects are produced either by using a command word or by pushing on one of its six sides.

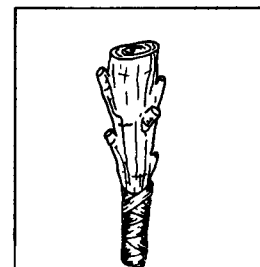


Cube, Abilities	1,000	5,000	AC04-026
Cube, Black Onyx, Acheron	2,000	6,000	2121-148
Cube, Bullion	800	4,000	AC04-026
Cube, Cooling	900	4,500	DRAG073-36
Cube, Cubic Foot	1,000	5,000	AC04-027
Cube, Cubic Yard	1,200	6,000	AC04-027
Cube, Disabilities	—	700	AC04-026
Cube, Force	3,000	20,000	2100-165
Cube, Frost Resistance	2,000	14,000	2100-165
Cube, Glow	800	8,000	DRAG030-37
Cube, Ice	700	7,000	AC04-027
Cube, Luck	1,500	15,000	AC04-027
Cube, Protection versus Normal Missiles +1	500	1,500	<i>new item</i>
Cube, Silver, Twin Paradises	2,000	6,000	2121-147
Cube, Sounding	1,000	5,000	DRAG073-37
Cube, Sweetness	500	2,500	AC04-027

Name EP Cost Book/Page

**Cudgel**

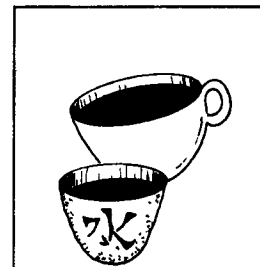
A cudgel is a heavy, stout, stick used in a manner much like a club. Cudgels often have a thin shaft with a round or hammer-shaped knot at one end. See the Club entry (page 45) for more magical versions of the cudgel.



Cudgel +1	600	3,000	<i>new item</i>
Cudgel +2	900	4,500	<i>new item</i>
Cudgel, Druid's +1	750	7,500	FR02-61

**Cup**

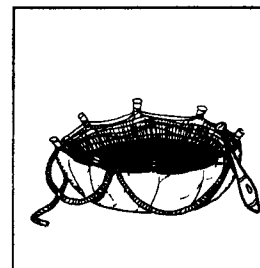
A cup is an open container, generally made of metal, glass, crystal, or china. A cup usually has one handle and is used to drink hot beverages—usually coffee or tea. A cup can be almost any size, but the usual capacity ranges from a few ounces to one pint. A Chalice (see page 41) is simply a metal cup without a handle



Cup, Al'Akbar	Relic	85,000	I9-20
Cup, Leomund's	1,800	18,000	DRAG028-31
Cup, Poisonousness	—	1,000	<i>new item</i>

**Currach**

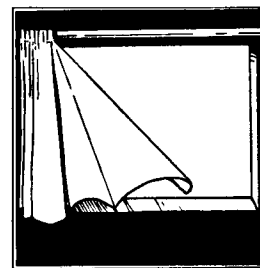
A currach is a small, round boat constructed from a wicker frame covered with animal skins or canvas. This boat is most often used in the northern countries where coastal communities survive by fishing and farming. These boats are common sights in those cold, gray waters. Another name for a currach is "coracle," (see page 46).



Currach, Elysium	2,000	6,000	2121-147
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**Curtain**

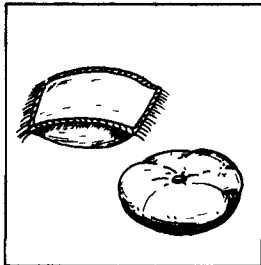
A curtain is a piece of fabric that is hung over a window to keep light and prying eyes out of a room. They are generally hung with a series of rings on a metal rod mounted on an interior wall. Curtains are also used to partition rooms, reduce drafts, and provide privacy.



Curtain, Scenery	1,000	10,000	AC04-027
Curtain, Spying	1,800	18,000	AC04-027

Name EP Cost Book/Page

**Cushion**



A cushion is a soft pillow used for prolonged sitting, kneeling, or reclining. Cushions generally are made of cloth or leather and filled with feathers, felt, straw, or animal hair. They are placed on chairs and couches to make them more comfortable. Some cultures dispense with furniture and put cushions directly on the floor.

Cushion, Regeneration 4,000 40,000 POLY043-21

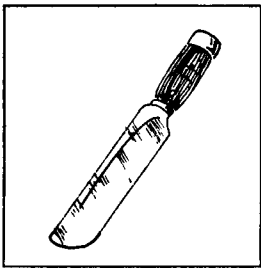
**Cutlass**



A cutlass is a heavy, narrow sword with a curved blade. The curved blade gives the sword more cutting power. Magical cutlasses are very rare and are highly prized. See the Dagger (this page), Scimitar (page 123) and Sword (page 137) entries for more information and magical options.

Cutlass +1	400	2,000	<i>new item</i>
Cutlass +2	800	4,000	<i>new item</i>
Cutlass +3	1,400	7,000	<i>new item</i>
Cutlass +4	2,000	10,000	<i>new item</i>
Cutlass, Blackjammer's	300	3,000	DRAG159-18
Cutlass, Golden Gulf +1	800	4,000	DRAG179-67

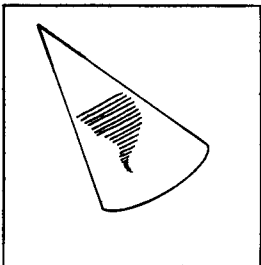
**Cutlery**



Cutlery refers to the knives used in preparing, serving, and eating food. Generally, cutlery is not used for fighting; however, their blades can be dangerous. Treat a piece of cutlery as a knife (1d3 points of damage), when used in combat. Magical cutlery never gives "to hit" bonuses in combat.

Cutlery, Courtly Manners 300 3,000 DRAG073-38

**Cyclocone**

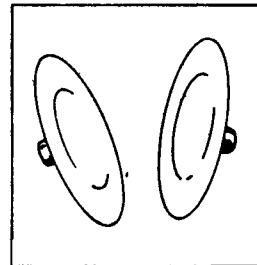


Appearing as an ordinary pointed hat, this magical device radiates a dim Evocation dweomer. Any mage possessing the item can cause its power to function by pointing the small end toward the ground and tossing the cyclocone forward with a spinning motion. This creates a magical whirlwind. The cyclocone is not reusable.

Cyclocone 300 1,500 2017-098

Name EP Cost Book/Page

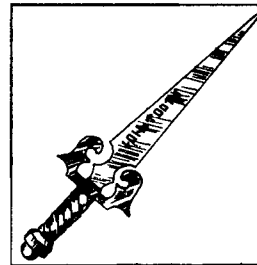
**Cymbal**



Cymbals are brass or bronze plates that produce a loud, sharp ringing sound (also known as a crash) when struck together. Cymbals have a handle in the center that enables the user to grasp the cymbal without dulling the sound. Constant use of cymbals (2d4 minutes) tends to irritate any creature within 50' of the user.

Cymbal, Crashing 1,000 10,000 AC04-027  
Cymbal, Symbols 1,200 12,000 AC04-027

**Dagger**



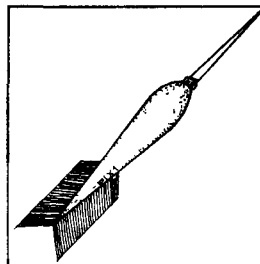
These small weapons resemble swords. The blade usually is six to 12 inches long, double edged, and intended for stabbing. Many dagger blades have blood grooves down their centers to help them penetrate flesh. Magical daggers often have runes inscribed along the blade, along with the encrypted name of its maker or original owner.

Dagger +1	150	750	1011-42
Dagger +2	300	1,500	1011-42
Dagger +3	450	2,250	1011-42
Dagger +4	600	3,000	1011-42
Dagger +5	750	3,750	1011-42
Dagger, Alcoholic Beverage Detection +3	600	3,000	<i>new item</i>
Dagger, Alignment Detection	100	600	DRAG091-62
Dagger, Armor Piercing +1	750	7,000	POLY047-26
Dagger, Armor Piercing +2	1,000	9,500	POLY047-26
Dagger, Armor Piercing +3	1,500	12,000	<i>new item</i>
Dagger, Banishing +1	2,500	12,500	DRAG169-88
Dagger, Banishing +2	4,500	22,500	DRAG169-88
Dagger, Blackflame +2	27,000	175,000	GAZ08-20
Dagger, Breathing	2,500	12,500	1013-58
Dagger, Charming	1,000	7,000	1013-58
Dagger, Chill Blade	2,000	10,000	DRAG169-90
Dagger, Deceiving	1,000	5,000	1013-58
Dagger, Defending	2,000	10,000	1013-58
Dagger, Defiance	3,500	17,500	DRAG169-90
Dagger, Deflecting	1,500	7,500	1013-58
Dagger, Dolphin +1/+2	800	10,000	DRAG048-85
Dagger, Doomwarding +1	4,000	20,000	DRAG169-90
Dagger, Dragonfang +1	3,000	15,000	DRAG169-90
Dagger, Draining	1,500	7,500	1013-58
Dagger, Elven +1	100	1,000	DUNG017-30
Dagger, Elven +2	150	1,300	DUNG017-30
Dagger, Elven +3	200	1,600	DUNG017-30
Dagger, Evil Eye	—	1,000	DRAG179-67
Dagger, Extinguishing	1,500	7,500	1013-58
Dagger, Fang	2,500	7,500	DRAG169-90
Dagger, Finding	1,000	12,000	1013-58
Dagger, Flaming	1,000	3,500	1013-58
Dagger, Flying +1	1,500	7,500	1060-115
Dagger, Flying +2	3,000	15,000	1060-115
Dagger, Grimwald's +1	2,500	7,500	DRAG169-90

Name	EP	Cost	Book/Page
Dagger, Healing	5,000	40,000	1013-58
Dagger, Hiding	1,500	7,500	1013-58
Dagger, Holding	2,000	10,000	1013-58
Dagger, Hornblade +1	750	2,000	2017-105
Dagger, Hornblade +2	1,500	4,000	2017-105
Dagger, Hornblade +3	2,250	6,000	2017-105
Dagger, Illusory Metal	1,000	3,000	LNA3-51
Dagger, Impaling +1	150	1,500	PHBR2-107
Dagger, Impaling +2	300	3,000	PHBR2-107
Dagger, Impaling +3	450	4,000	<i>new item</i>
Dagger, Invisible	1,000	5,000	DRAG169-90
Dagger, Jump	2,000	10,000	DRAG169-90
Dagger, Koalint +1/+3	100	1,000	DRAG048-12
Dagger, Larger than Man-Sized +1	250	2,000	2011-125
Dagger, Lighting	400	3,000	1013-58
Dagger, Longtooth +2	250	2,500	2100-083
Dagger, Magius +3	1,000	5,000	2021-097
Dagger, Mervic's +2	900	4,000	POLY043-20
Dagger, Quickness +2	500	2,500	DRAG179-67
Dagger, Quickness +3	750	3,500	<i>new item</i>
Dagger, Quickness +4	1,000	4,500	<i>new item</i>
Dagger, Random-Target +2	200	1,000	DRAG134-43
Dagger, Resource +2	500	5,000	PHBR2-107
Dagger, Resource +3	500	5,000	PHBR2-107
Dagger, Resource +4	500	5,000	PHBR2-107
Dagger, Returning, Throwing	500	2,000	POLY047-26
Dagger, Rust +1	1,000	5,000	DRAG169-92
Dagger, Set, of +2	2,000	10,000	FR10-85
Dagger, Silencing	900	4,000	1013-58
Dagger, Slicing	900	40,000	1013-58
Dagger, Slowing	500	3,500	1013-58
Dagger, Smaller than Man-Sized +1/+2	100	750	2011-125
Dagger, Sounding +1	300	3,000	PHBR2-108
Dagger, Speaking +4	1,500	7,500	DRAG169-92
Dagger, Speeding	1,500	7,500	1013-58
Dagger, Spider Fang +1	1,000	5,000	DRAG169-92
Dagger, Spider Fang +2	1,500	7,500	DRAG169-92
Dagger, Spider Fang +3	2,000	10,000	DRAG169-92
Dagger, Throwing +1	250	2,500	2100-083
Dagger, Throwing +2	350	3,500	2100-083
Dagger, Throwing +3	450	4,500	2100-083
Dagger, Throwing +4	550	5,500	2100-083
Dagger, Throwing +5	650	6,500	2017-105
Dagger, Translating	900	7,000	1013-58
Dagger, Venom +1	350	3,000	2100-083
Dagger, Venom +2	700	6,000	2100-083
Dagger, Venom +3	1,250	9,000	2100-083
Dagger, Watching	2,000	6,000	1013-58
Dagger, Wishing	2,200	11,000	1013-58

**Dart**

A dart is a small missile that either is hurled by hand or fired from a blowgun. Blowgun darts are tiny, usually no more than a few inches long; hand-hurled darts usually are nine to 14 inches long. Both types are equipped with feathers to keep them stable in flight, but they are not interchangeable.



Name	EP	Cost	Book/Page
Dart +1	150	750	<i>new item</i>
Dart +2	300	1,500	<i>new item</i>
Dart +3	450	2,250	<i>new item</i>
Dart +4	600	3,000	<i>new item</i>
Dart +5	750	3,750	<i>new item</i>
Dart, Accuracy +1	300	1,500	<i>new item</i>
Dart, Accuracy +2	450	2,000	<i>new item</i>
Dart, Blinding	200	800	FOR2-81
Dart, Branding	200	1,500	FR04-61
Dart, Death	3,000	30,000	CM8-027
Dart, Homing +1	250	2,500	2100-083
Dart, Homing +2	350	3,500	2100-083
Dart, Homing +3	450	4,500	2100-083
Dart, Homing +4	550	5,500	<i>new item</i>
Dart, Homing +5	650	6,500	<i>new item</i>
Dart, Hornets' Nest +1	750	7,500	2017-098
Dart, Hornets' Nest +2	1,500	15,000	2017-098
Dart, Hornets' Nest +3	2,250	22,500	2017-098
Dart, Hornets' Nest +4	3,000	30,000	2017-098
Dart, Hornets' Nest +5	3,750	37,500	2017-098
Dart, Light	20	75	POLY047-26
Dart, Screaming	100	500	FOR2-81
Dart, Silencing	300	1,000	FOR2-81
Dart, Spark	60	230	SJR1-81
Dart, Spider	400	1,200	FOR2-82
Dart, Stunning	200	800	FOR2-81
Dart, Vapors	200	800	FOR2-82

**Decanter**

Decanters are decorative bottles used to serve fine drinks. Usually filled with wine, sparkling water, or other rare nectars, decanters are found in any rich home. They have richly-sculpted handles that are used to pour the drinks, as touching the decanter itself can warm the drink too much.



Decanter, Endless Water	1,000	3,000	2100-166
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**Deck**

A magical deck is a pack of rectangular playing cards, either 10 (small) or 20 (large) in number. Each card is made of stiff parchment, inscribed with a number or letter and a picture of some sort. The cards may be as small as 1" x 2" or as large as 1' x 2'. All card decks are hand made and extremely rare in a medieval setting.

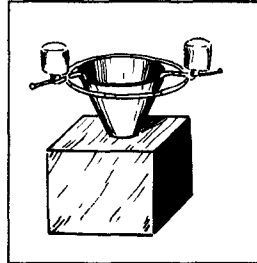


Deck, Daffy	600	1,800	AC04-028
Deck, Decking	700	2100	AC04-028
Deck, Fate	3,000	30,000	DRAG026-24
Deck, Illusions	1,500	15,000	EX1-30
Deck, Many Things	—	10,000	2100-166
Deck, Quarter	1,200	12,000	AC04-028
Deck, Sun	1,500	15,000	AC04-028
Deck, Tracer	2,000	20,000	AC04-028
Deck, Wondrous Power	2,000	20,000	AC04-028

Name EP Cost Book/Page

**Disposal**

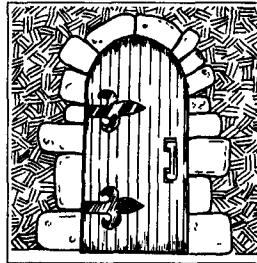
The disposal is a wooden box, three feet on a side, lined with stone and topped with a metal funnel. The funnel is made of a dull black metal; it is two feet across at the top and one foot in diameter at its base. The lip of the funnel is painted a bright red where it attaches to the box.



Disposal, Disterton's Dismal 80 8,000 AC11-033

**Door**

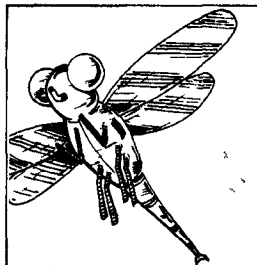
Doors are usually made of wood with metal or leather fittings. Some doors have locks; most have hinges (either metal or leather), door knobs or hasps, and occasionally brackets for supporting a heavy wooden bar. Magical doors might do nearly anything; some do not even look like doors.



Door, Back	3,000	15,000	AC04-029
Door, Black Crystal	Relic	P	2006-59
Door, Disappearance	3,000	15,000	AC04-029
Door, Displacement	3,000	15,000	AC04-029
Door, Front	3,000	15,000	AC04-030
Door, Guarding	3,000	15,000	AC04-030
Door, Nadrun's Type #01	3,000	15,000	DRAG106-23
Door, Nadrun's Type #02	3,000	15,000	DRAG106-23
Door, Nadrun's Type #03	3,000	15,000	DRAG106-23
Door, Nadrun's Type #04	3,000	15,000	DRAG106-23
Door, Nadrun's Type #05	3,000	15,000	DRAG106-23
Door, Nadrun's Type #06	3,000	15,000	DRAG106-23
Door, Nadrun's Type #07	3,000	15,000	DRAG106-23
Door, Nadrun's Type #08	3,000	15,000	DRAG106-23
Door, Nadrun's Type #09	3,000	15,000	DRAG106-23
Door, Nadrun's Type #10	3,000	15,000	DRAG106-23
Door, Nadrun's Type #11	3,000	15,000	DRAG106-23
Door, Nadrun's Type #12	3,000	15,000	DRAG106-23
Door, Revolving	3,000	15,000	AC04-030
Door, Teleportation, Greater	4,500	22,500	AC04-029
Door, Teleportation, Lesser	3,000	15,000	AC04-029
Door, Terror	3,000	15,000	AC04-030

**Dragonfly**

This invention looks like a giant metallic dragonfly. It has four large insect-like wings on the top, a large round body, a long tail, and six legs to support the whole. The construct's body is hollow and can be accessed through two large openings on each side. Two crystal semi-spherical canopies bulge out in the front at the location of the "eyes." A large metal tube sticks out of the mouth.

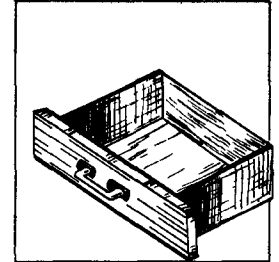


Name EP Cost Book/Page

Dragonfly of Doom, Volospin's 3,000 30,000 AC11-087

**Drawer**

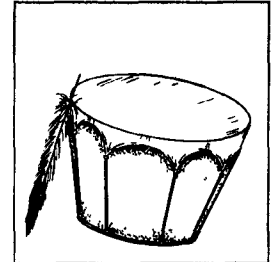
A drawer is a rectangular or square compartment. A handle is usually placed on the front of a drawer so that it can be easily slid out from its holder. Drawers are very useful for holding objects that one does not wish to display openly. Drawers are generally made out of wood, but metal or pressed paper varieties are also made.



Drawer, Easy Retrieval	1,000	10,000	DRAG073-37
Drawer, Holding, 100 lbs	2,000	10,000	new item
Drawer, Holding, 200 lbs	4,000	20,000	new item
Drawer, Holding, 300 lbs	6,000	30,000	new item

**Drum**

A drum is a musical percussion instrument that consists of a hollow body open at one or both ends. The openings are covered with a tightly stretched membrane, usually an animal skin. Sound is produced when the membrane is struck with the hand or a blunt object. The body may be made of nearly any material but is most often wood or metal.



Drum, Bass	3,000	30,000	POLY023-23
Drum, Deafening	—	500	2100-167
Drum, Native	100	1,000	AC04-030
Drum, Panic	6,500	35,000	2100-167
Drum, Picnic	650	3,500	POLY056-16
Drum, Silence	700	7,000	AC04-030
Drum, Snare	200	2,000	POLY023-23
Drum, Thunder	1,300	13,000	2018-134

**Dust**

Magical dust is a dry, powdery substance. It is normally found in a metal, bone, or wooden tube, two to six inches long. The user blows into one end of the tube, aiming the other end at a target. The dust forms a cone 30 feet long and 10 feet wide at the far end. The dust also can be carefully shaken out to cover a particular creature or object.

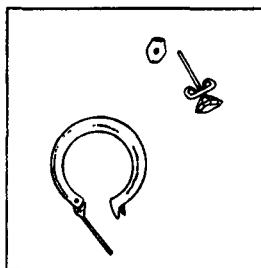


Dust, Absorption	250	1,500	AC04-31
Dust, Adhering	200	1,000	AC04-31
Dust, Allergy	100	500	AC04-31
Dust, Appearance	1,000	4,000	2100-167
Dust, Black Veil	1,000	5,000	2121-137
Dust, Blandness	250	500	LNA3-52
Dust, Blending	1,250	5,000	DUNG017-30
Dust, Blinding	2,000	7,500	7014-45
Dust, Coagulation	500	2,500	2121-127

Name	EP	Cost	Book/Page
Dust, Comeliness	500	900	LNA3-52
Dust, Cure Nausea	100	200	DRAG130-39
Dust, Decoy	1,000	8,000	AC04-31
Dust, Delousing	100	200	DRAG163-24
Dust, Disappearance	2,000	8,000	2100-167
Dust, Dryness	1,000	4,000	2100-167
Dust, Dullness	250	500	WG5-25
Dust, Faerie	500	1,000	POLY059-26
Dust, Feather	250	500	AC04-31
Dust, Fertilization	1,000	5,000	DRAG030-36
Dust, Fire	1,000	2,000	7014-46
Dust, Flying	500	750	2100-142
Dust, Fodder (per pinch)	200	1,000	DRAG178-19
Dust, Forgetfulness	1,500	4,000	DRAG099-50
Dust, Friendship	300	900	DRAG130-39
Dust, Illusion	1,000	5,000	2100-167
Dust, Itching	100	200	DRAG119-19
Dust, Leech	1,000	2,500	DRAG005-07
Dust, Lotus, Black	500	2,500	DRAG121-28
Dust, Lotus, Blue	500	2,500	DRAG121-28
Dust, Lotus, Brown	500	2,500	DRAG121-28
Dust, Lotus, Gray	500	2,500	DRAG121-28
Dust, Lotus, Green	500	2,500	DRAG121-28
Dust, Lotus, Purple	500	2,500	DRAG121-28
Dust, Lotus, Red	500	2,500	DRAG121-28
Dust, Lotus, Yellow	500	2,500	DRAG121-28
Dust, Magic Detection	1,000	5,000	2121-127
Dust, Mind Dulling	1,000	5,000	2121-136
Dust, Opposition	100	500	AC04-31
Dust, Paralyzation	500	2,500	DRAG002-29
Dust, Purification	300	900	DRAG002-29
Dust, Repellent, Insect	100	200	DRAG130-39
Dust, Repulsion, Small Birds	100	500	DRAG030-37
Dust, Revealing	1,000	4,000	DRAG126-51
Dust, Rust	1,000	5,000	DRAG086-26
Dust, Sleeping	800	1,600	AC04-31
Dust, Sleeping, Green	800	1,600	1032-125
Dust, Smoke	—	750	2100-179
Dust, Sneezing	—	1,000	AC04-31
Dust, Sneezing & Choking	—	1,000	2100-168
Dust, Tracelessness	500	200	2100-168
Dust, Trail Dispersion	500	5,000	PHBR2-107
Dust, Truth	400	900	DRAG130-39

**Earring**

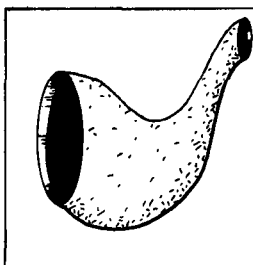
This is a general term for any piece of jewelry worn on or hanging from the ear, whether ring shaped or otherwise. Earrings are common types of jewelry, and magical earrings may be easily be mistaken for the normal sort. Earrings are most often made out of gold and silver, but other materials can be used.



Earring, Alignment Detection	500	5,000	DRAG080-30
Earring, Burrowing	—	2,000	AC04-032
Earring, Defense	1,000	7,000	AC04-032
Earring, Equus	2,000	10,000	DUNG022-34
Earring, Protection +1	2,000	10,000	AC04-032
Earring, Protection +2	2,500	12,500	AC04-032
Earring, Protection +3	3,000	15,000	AC04-032
Earring, Protection +4	3,500	17,500	AC04-032

Name	EP	Cost	Book/Page
Earring, Protection +5	4,000	20,000	AC04-032
Earring, Sea, of the	500	5,000	LC1-18
Earring, Seamanship	500	5,000	AC04-032

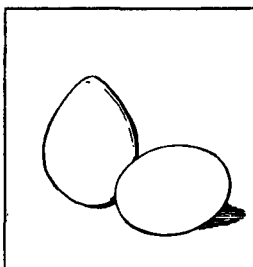
**Eartrumpet**



An eartrumpet is a horn or trumpet shaped item that is held to the ear in to make the user's hearing more acute. People with defective or impaired hearing find these items most useful. Eartrumpets cannot be used while the character is fighting, spellcasting, or using any proficiency or secondary skill.

Eartrumpet, Magical	3,000	15,000	LNA1-68
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**Egg**



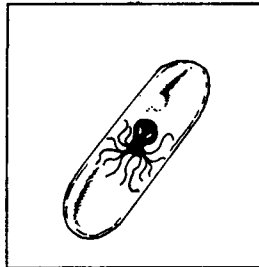
Magical eggs are ovoid spheres that are enchanted to produce an effect under specific circumstances. These circumstances can include the following: throwing the egg at a target, cracking the egg, placing the egg on end, spinning the egg, or other circumstances given in the item description or assigned by the DM. Magical eggs make their saving throws as pottery (ceramics).

Egg, Anti-Magic	4,000	40,000	SJR1-75
Egg, Cloudkill	1,200	6,000	EX2-20
Egg, Crystal, True King	1,000	5,000	DRAG040-30
Egg, Desire, Black	500	5,000	2017-099
Egg, Desire, Bone	900	10,000	2017-099
Egg, Desire, Crystal	800	9,000	2017-099
Egg, Desire, Golden	600	4,000	2017-099
Egg, Desire, Scarlet	700	3,500	2017-099
Egg, Disintegration	2,000	10,000	EX2-20
Egg, Flame	1,000	5,000	1032-062
Egg, Fogcloud	800	4,000	EX2-20
Egg, Golden of Ghastar	1,000	5,000	1032-077
Egg, Guardian	500	2,500	DRAG005-09
Egg, Hard-Boiled	300	600	AC04-032
Egg, Philosopher's	1,000	5,000	2121-142
Egg, Phoenix	Relic	P	I12-A3
Egg, Reason	250	2,500	2017-100
Egg, Rotten	—	500	AC04-032
Egg, Shattering	—	500	2017-100
Egg, Soft-Boiled	300	600	AC04-032
Egg, Stinking Cloud	200	500	EX2-20
Egg, Wonder, Baboon, Rock	100	1,000	1013-53
Egg, Wonder, Bat, Giant	100	1,000	1013-53
Egg, Wonder, Bear, Black	300	3,000	1013-53
Egg, Wonder, Bear, Grizzly	600	6,000	1013-53
Egg, Wonder, Boar	300	3,000	1013-53
Egg, Wonder, Cat, Mountain Lion	500	5,000	1013-53
Egg, Wonder, Cat, Panther	500	5,000	1013-53
Egg, Wonder, Ferret, Giant	300	3,000	1013-53
Egg, Wonder, Lizard, Draco	800	8,000	1013-53
Egg, Wonder, Lizard, Gecko	600	6,000	1013-53
Egg, Wonder, Snake, Racer	600	6,000	1013-53
Egg, Wonder, Wolf, Normal	200	2,000	1013-53

Name EP Cost Book/Page

**Eidolon**

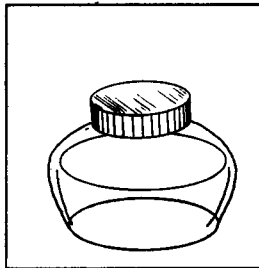
The eidolon is a translucent, yellow crystal lozenge about six inches by four inches by two inches. Within the crystal is the image of an octopus or squid with 12 tentacles. Only priests and mages may be affected by or possess the eidolon. Any mage or priest viewing the object for the first time, must save versus spell or attempt to steal it.



Eidolon, Khalk'Ru 5,000 10,000 DRAG045-22

**Elixir**

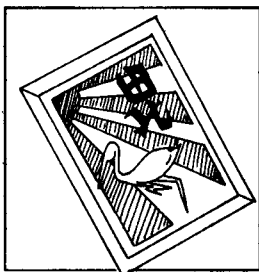
These magical fluids are typically found in ceramic, crystal, glass, or metal flasks or vials. A container generally holds enough fluid to provide one person with a single dose that will bestow the effects defined in the elixir's description. Sometimes a user can enjoy a diminished benefit or one of shorter duration by drinking a partial dose (saving the rest for later use).



Elixir, Additional Weaponry	100	1,000	DRAG168-19
Elixir, Golden	1,000	10,000	7014-46
Elixir, Health	350	2,000	2100-142
Elixir, Life	250	2,500	2017-090
Elixir, Madness	—	500	2100-142
Elixir, Rage	250	400	POLY065-17
Elixir, Reduction	—	250	DRAG168-19
Elixir, Truth	400	1,200	POLY065-19
Elixir, Undead	500	5,000	DRAG076-17
Elixir, Underground Awareness	500	1,100	POLY065-19
Elixir, Vitality	50	250	POLY065-20
Elixir, Youth	500	1,000	2100-142

**Ema**

An ema is a plaque made from rare wood, with detailed art painted on its front. It radiates strong magic. If inscribed on the back with rare quality ink (minimum value 20 ch'ien/100 gp) using the calligraphy proficiency and hung near a shrine to the appropriate spirit or deity, that spirit will grant the user a wish. Only shukenja and wu jen, can use emas as they are extremely powerful items.



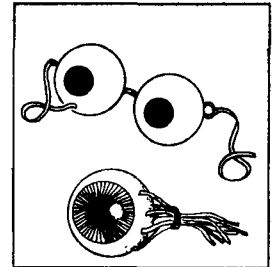
Ema, Wishing 1,000 10,000 DUNG033-70

Name EP Cost Book/Page

**Eye**

Some eyes are ovoid spheres carved from stone, crystal, metal, or bone. They usually must be worn or carried in a certain way to make them work.

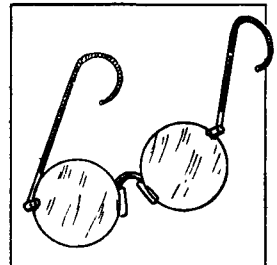
Other eyes are pairs of crystal lenses that fit over the user's eyes; their magic is activated when the user gazes through the lenses



Eye, Accuracy	200	500	1060-114
Eye, Arik, of	7,500	75,000	B03-004
Eye, Assassin's	500	5,000	DRAG005-07
Eye, Black Opal	3,000	20,000	RPGA2-16
Eye, Charming	4,000	24,000	2100-168
Eye, Dragon, Black	3,000	20,000	DRAG091-58
Eye, Dragon, Blue	3,000	20,000	DRAG091-58
Eye, Dragon, Brass	3,000	20,000	DRAG091-58
Eye, Dragon, Bronze	3,000	20,000	DRAG091-58
Eye, Dragon, Copper	3,000	20,000	DRAG091-58
Eye, Dragon, Gold	3,000	20,000	DRAG091-58
Eye, Dragon, Green	3,000	20,000	DRAG091-58
Eye, Dragon, Platinum	3,000	20,000	new item
Eye, Dragon, Red	3,000	20,000	DRAG091-58
Eye, Dragon, Silver	3,000	20,000	DRAG091-58
Eye, Dragon, White	3,000	20,000	new item
Eye, Eagle, of the	3,500	18,000	2100-168
Eye, Fire, Avissar's	4,000	35,000	DRAG123-38
Eye, Humbaba's Glaring	Relic	70,000	1021-58
Eye, Immortal	1,500	15,000	HWR2-d34
Eye, Infravision	500	5,000	POLY047-27
Eye, Leviathan, of the	2,000	12,500	CA1-030
Eye, Magic, Bowl-Lid Size	500	5,000	1060-116
Eye, Magic, Buckler Size	400	4,000	1060-116
Eye, Magic, Coin Size	100	1,000	1060-116
Eye, Magic, Saucer (Half) Size	300	3,000	1060-116
Eye, Magic, Trade-Token Size	200	2,000	1060-116
Eye, Minute Seeing	2,000	12,500	2100-168
Eye, Night Vision	1,000	5,000	DRAG073-40
Eye, Petrification	2,500	13,000	2100-168
Eye, Petrification, Cursed	—	1,800	2100-168
Eye, Traldar, of	2,000	20,000	DDA3-31
Eye, Undead, of the	500	2,500	DRAG076-16
Eye, Underwater Vision	250	1,250	DRAG073-38
Eye, Vecna	Relic	35,000	WGA4-69
Eye, Winking	4,000	35,000	1060-114

**Eyeglasses**

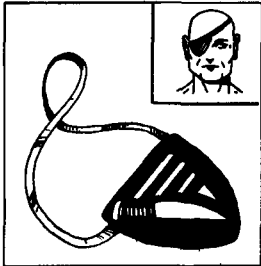
Eyeglasses are lenses or pairs of lenses surrounded by a metal or bone frame. The frame rests on the bridge of the wearer's nose. Some eyeglasses have bars (temples) that hook behind the ears, and hold the frame in place, others just sit on the wearer's nose. Creatures who do not possess human-like heads cannot wear eyeglasses.



Eyeglass, Jeweler, Lupe of Cormac 2,000 25,000 POLY61-21

Name EP Cost Book/Page

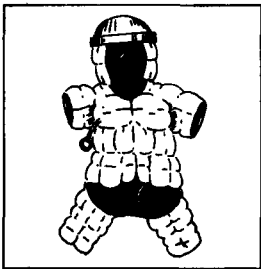
**Eyepatch**



Eyepatches are used to cover the unsightly effects of eye injuries. The patch allows the eye to heal, or (if the eye is completely lost) keeps dirt and other debris from entering the empty cavity. Magical eyepatches generally allow the character to see what he normally would not be able to.

Eyepatch, Tenh 2000 15,000 2023-79

**Falling Softener**

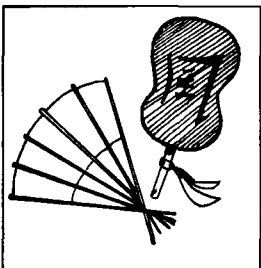


Gnomish investigators found that some alchemical substances produce air when mixed together. This discovery led to the falling softener, a safety device intended to limit falling damage. It looks like a thickly padded leather vest with a hood and leg protectors attached. When falling, the user pulls on a ring, releasing the two alchemical compounds. The device rapidly fills with air and forms a soft, protective cushion; falling damage is reduced to one tenth, unless falling on sharp objects. If this

happens, the vest is punctured and the user flies wildly through the area, bumping into nearby obstacles, until all the air escapes from the vest (2d4 minutes). If falling on a hard surface, the user keeps on bouncing for 2d4 minutes.

Falling Softener, Portable 100 200 AC11-091

**Fan**



A magical fan is a small item made of wood and paper, or sometimes feathers, with an ornate design painted across one face. It is easily damaged, especially by fire. War fans are lightweight metal items, usually non folding, used for defense; they provide as much protection as a small shield. A war fan also can be used to strike blows, its statistics are: Weight 1 lb., Size S, Type B, Speed Factor 2, Damage 1d3/1d2.

Fan +1	250	2,500	new item
Fan +2	500	5,000	new item
Fan +3	800	8,000	new item
Fan +4	1,200	12,000	new item
Fan +5	1,750	17,500	new item
Fan, Charming	1,000	5,000	AC04-033
Fan, Club	500	2,500	AC04-033
Fan, Cooling	600	3,000	DRAG073-36
Fan, Dancing	1,200	6,000	AC04-033
Fan, Defending,			
Five Fire Seven Feather	Relic	P	2006-67
Fan, Fanfare	500	2,500	AC04-033
Fan, Sorceress, of the	1,000	5,000	DRAG073-40
Fan, Warmth	200	1,000	new item

Name EP Cost Book/Page

Fan, Wind 500 2,500 2100-181

**Feather**



Feathers are often used in the making of arrows and bolts, but usually see no other use. They can be used to create the famous *Quaal's Feather Token* magical items, however. Feather tokens are small magical devices made to fulfill special needs. Many types of tokens are listed below, but others can be created as desired. Each token is usable once.

Feather, Lapland	800	4,000	2006-44
Feather Token, Quaal's, Anchor	500	2,000	2100-177
Feather Token, Quaal's, Bird	600	3,000	2100-177
Feather Token, Quaal's, Fan	700	4,000	2100-177
Feather Token, Quaal's,			
Swan boat	800	5,000	2100-177
Feather Token, Quaal's, Tree	900	6,000	2100-177
Feather Token, Quaal's, Whip	1,000	7,000	2100-177

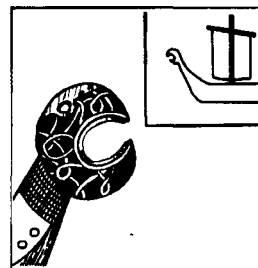
**Feedbag**



Feedbags are cloth or leather pouches designed to fit over an animal's mouth. A large strap long enough to fit over the animal's head is sewn onto the bag's hem, allowing the bag to fit snugly in place while the animal eats. This allows the owner to feed his animal without using a special trough and without wasting any food.

Feedbag, Plenty 500 2,500 DRAG073-38

**Figurehead**



Figureheads are wooden ornaments placed on the bows of sailing ships or spelljammers. A figurehead usually is carved from one or more pieces of wood; common designs include the shapes of women, men, avian animals, or any other totems. Figureheads are often used to quell the superstitions of faint-hearted crews.

Figurehead, Armless*	400	2,000	1072-79
Figurehead, Blessing*	400	4,000	FR02-63
Figurehead, Combinant			
(Any combination of any figurehead type that is followed by an asterisk can be combined into one more powerful version)	Additive	Additive	1072-79
Figurehead, Cursed*	—	1,200	AC04-033
Figurehead, Eyes Closed +1*	800	4,000	1072-79
Figurehead, Eyes Closed +2*	1,600	8,000	1072-79

Name EP Cost Book/Page

**Fist**

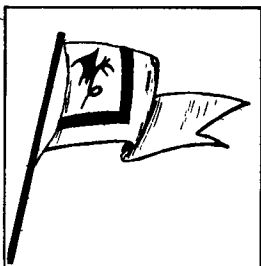
The term "fist" is an all encompassing term that includes hammers, actual dried monkey fists, or metal gloves (gauntlets) with pointed knuckles of solid metal. Enchanted metal gauntlets, regardless of their other powers, make the wearer's fists into formidable weapons. See the Gauntlet entry, page 61 for more magical options.



Fist	900	9,000	FR11-43
Fist +1	1,000	10,000	<i>new item</i>
Fist +2	1,500	15,000	<i>new item</i>
Fist, Delzoun's	Relic	95,000	FR05-60
Fist, Monkey of Ha'chao	1,350	12,500	1032-064

**Flag**

Flags (also known as colors, tricolors, etc.) are square, rectangular, or triangular pieces of cloth that are hung from the highest point of a ship, castle, fort, or building. Their colorful cloth is used to designate ownership or allegiance with a specific country, individual, or order.



Flag, Dragon	1,000	5,000	SJQ1-87
Flag, Untrue Colors	500	2,500	DRAG145-40

**Flagon**

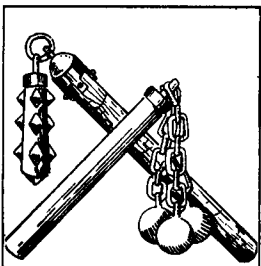
Flagons are large containers used for storing and serving wine or other beverages. They usually are made from pottery or metal. Every flagon has a handle and a spout. Flagons often have covers as well. Expensive and enchanted flagons usually have richly sculpted handles and covers.



Flagon, Dragons	6,000	40,000	FR04-40
Flagon, Zagyg's Flowing	750	3,500	2017-104

**Flail**

Flails are agricultural tools used to thresh grain. A flail has a long, wooden handle with a free swinging bar attached to one end. Since the earliest days of war, farmers recruited to fight in wars have used this item as a weapon, and armorers have designed variations intended solely for fighting. Most magical flails are weapons, but some aid agricultural endeavors.

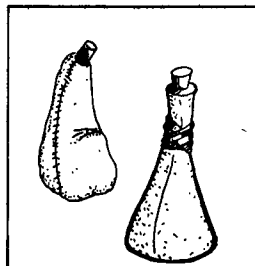


Name EP Cost Book/Page

Flail +1	450	4,000	2011-125
Flail +2	900	8,000	<i>new item</i>
Flail +3	1,350	12,000	<i>new item</i>
Flail +4	1,800	16,000	<i>new item</i>
Flail +5	2,250	4,000	<i>new item</i>
Flail, Alignment Detection	100	600	<i>new item</i>
Flail, Armor Piercing +1	750	7,000	POLY047-26
Flail, Armor Piercing +2	1,000	9,500	POLY047-26
Flail, Banishing +1	2,500	12,500	DRAG169-88
Flail, Banishing +2	4,500	22,500	DRAG169-88
Flail, Breathing	2,500	12,500	1013-58
Flail, Charming	1,000	7,000	1013-58
Flail, Chill Blade	2,000	10,000	DRAG169-90
Flail, Deceiving	1,000	5,000	1013-58
Flail, Defending	2,000	10,000	1013-58
Flail, Defiance	3,500	17,500	DRAG169-90
Flail, Deflecting	1,500	7,500	1013-58
Flail, Doomwarding +1	4,000	20,000	DRAG169-90
Flail, Draining	1,500	7,500	1013-58
Flail, Extinguishing	1,500	7,500	1013-58
Flail, Finding	1,000	12,000	1013-58
Flail, Flaming	1,000	3,500	1013-58
Flail, Flying +1	1,500	7,500	1060-115
Flail, Flying +2	3,000	15,000	1060-115
Flail, Healing	5,000	40,000	1013-58
Flail, Hiding	1,500	7,500	1013-58
Flail, Holding	2,000	10,000	1013-58
Flail, Hornblade +1	750	2,000	2017-105
Flail, Hornblade +2	1,500	4,000	2017-105
Flail, Illusory Metal	1,000	3,000	LNA3-51
Flail, Impaling +1	150	1,500	PHBR2-107
Flail, Impaling +2	300	3,000	PHBR2-107
Flail, Invisible	1,000	5,000	DRAG169-90
Flail, Jump	2,000	10,000	DRAG169-90
Flail, Lighting	400	3,000	1013-58
Flail, Random-Target +2	200	1,000	DRAG134-43
Flail, Rust +1	1,000	5,000	DRAG169-92
Flail, Silencing	900	4,000	1013-58
Flail, Slowing	500	3,500	1013-58
Flail, Speaking +4	1,500	7,500	<i>new item</i>
Flail, Speeding	1,500	7,500	1013-58
Flail, Translating	900	7,000	1013-58
Flail, Watching	2,000	6,000	1013-58
Flail, Wishing	2200	11,000	1013-58

**Flask**

Flasks are metal, ceramic or glass bottles with small necks and flat bases. Most flasks have caps, and many are contoured so they can be easily carried on the hip; such flasks usually hold beverages. Others are designed for alchemical use. Nevertheless, most enchanted flasks contain things not usually found in bottles or jars—anything from a terrible curse to an enraged extra-planer being might appear when a character unstoppers a magical flask. For more details, and

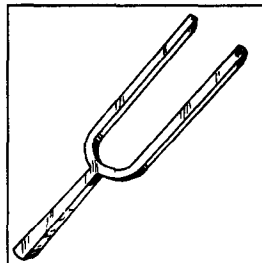


magical options, see the Beaker entry on page 30 and the Bottle entry on page 34.

Flask, Curses	—	1,000	2100-169
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Name	EP	Cost	Book/Page
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### Fork, Planar



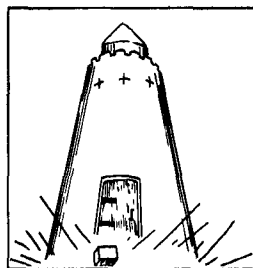
Planar forks are devices used in interplanar travel. The material and the pitch of the fork determines which plane the user has access to. The material is the substance from which the fork is made (usually but not always metal). Pitch is the tone played when the fork is struck against a hard surface.

Fork, Planar, Brass A	1,000	10,000	DRAG120-42
Fork, Planar, Bronze A	1,000	10,000	DRAG120-42
Fork, Planar, Copper A	1,000	10,000	DRAG120-42
Fork, Planar, Copper A-Flat	1,000	10,000	DRAG120-42
Fork, Planar, Copper A-Sharp	1,000	10,000	DRAG120-42
Fork, Planar, Gold C-Sharp	1,000	10,000	DRAG120-42
Fork, Planar, Gold C-Sharp Major	1,000	10,000	DRAG120-42
Fork, Planar, Gold C-Sharp Minor	1,000	10,000	DRAG120-42
Fork, Planar, Gold D	1,000	10,000	DRAG120-42
Fork, Planar, Gold D Major	1,000	10,000	DRAG120-42
Fork, Planar, Gold D Minor	1,000	10,000	DRAG120-42
Fork, Planar, Gold E	1,000	10,000	DRAG120-42
Fork, Planar, Gold E Major	1,000	10,000	DRAG120-42
Fork, Planar, Gold E Minor	1,000	10,000	DRAG120-42
Fork, Planar, Gold E-Flat	1,000	10,000	DRAG120-42
Fork, Planar, Gold E-Flat Major	1,000	10,000	DRAG120-42
Fork, Planar, Gold F	1,000	10,000	DRAG120-42
Fork, Planar, Gold F Major	1,000	10,000	DRAG120-42
Fork, Planar, Gold F Minor	1,000	10,000	DRAG120-42
Fork, Planar, Gold F-Sharp	1,000	10,000	DRAG120-42
Fork, Planar, Gold F-Sharp Major	1,000	10,000	DRAG120-42
Fork, Planar, Gold F-Sharp Minor	1,000	10,000	DRAG120-42
Fork, Planar, Gold G	1,000	10,000	DRAG120-42
Fork, Planar, Gold G Major	1,000	10,000	DRAG120-42
Fork, Planar, Gold G Minor	1,000	10,000	DRAG120-42
Fork, Planar, Iron C-Sharp	1,000	10,000	DRAG120-42
Fork, Planar, Iron C-Sharp Major	1,000	10,000	DRAG120-42
Fork, Planar, Iron C-Sharp Minor	1,000	10,000	DRAG120-42
Fork, Planar, Iron D	1,000	10,000	DRAG120-42
Fork, Planar, Iron E	1,000	10,000	DRAG120-42
Fork, Planar, Iron E Major	1,000	10,000	DRAG120-42
Fork, Planar, Iron E Minor	1,000	10,000	DRAG120-42
Fork, Planar, Iron E-Flat	1,000	10,000	DRAG120-42
Fork, Planar, Iron E-Flat Major	1,000	10,000	DRAG120-42
Fork, Planar, Iron E-Flat Minor	1,000	10,000	DRAG120-42
Fork, Planar, Iron F	1,000	10,000	DRAG120-42
Fork, Planar, Iron F Major	1,000	10,000	DRAG120-42
Fork, Planar, Iron F Minor	1,000	10,000	DRAG120-42
Fork, Planar, Iron F-Sharp	1,000	10,000	DRAG120-42
Fork, Planar, Iron F-Sharp Major	1,000	10,000	DRAG120-42
Fork, Planar, Iron F-Sharp Minor	1,000	10,000	DRAG120-42
Fork, Planar, Iron G	1,000	10,000	DRAG120-42
Fork, Planar, Iron G Major	1,000	10,000	DRAG120-42
Fork, Planar, Iron G Minor	1,000	10,000	DRAG120-42
Fork, Planar, Lead A	1,000	10,000	DRAG120-42
Fork, Planar, Lead A-Flat	1,000	10,000	DRAG120-42
Fork, Planar, Nickel C	1,000	10,000	DRAG120-42
Fork, Planar, Pewter A	1,000	10,000	DRAG120-42
Fork, Planar, Platinum C	1,000	10,000	DRAG120-42
Fork, Planar, Silver C	1,000	10,000	DRAG120-42
Fork, Planar, Tin A	1,000	10,000	DRAG120-42
Fork, Planar, Tin A-Flat	1,000	10,000	DRAG120-42

Name	EP	Cost	Book/Page
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Fork, Planar, Tin A-Sharp	1,000	10,000	DRAG120-42
Fork, Planar, Zinc A	1,000	10,000	DRAG120-42
Fork, Planar, Zinc A-Flat	1,000	10,000	DRAG120-42
Fork, Planar, Zinc lead-mix A	1,000	10,000	DRAG120-42

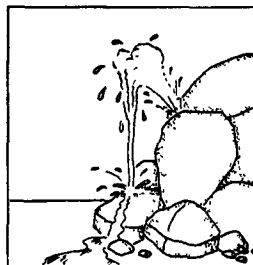
### Fortress



*Daern's instant fortress* is a small metal cube, but when activated it becomes a tower 20' square and 30' high, with arrow slits on all sides and a machicolated battlement atop it. The metal walls extend 10' into the ground. The fortress has a small door which will open only at the command of the owner—even *knock* spells cannot open the door. The walls of the fortress are unaffected by normal weapons other than catapults. The tower can absorb 200 points of damage before collapsing.

Fortress, Daern's Instant	7,000	27,500	2100-165
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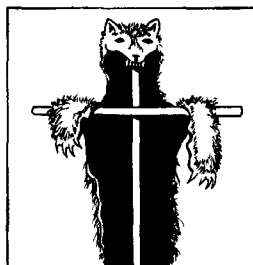
### Fountain



A fountain is a small, bubbling torrent that gushes from a niche in a floor or wall. The waters appear to come from underground or from thin air. Magical fountains generally bestow their curses or their magical benefits upon characters who drink or bathe in the water. A *save vs. spells* sometimes negates a fountain's baneful effects.

Fountain, Gods, of the	Relic	P	1066b-26
Fountain, Magic	10,000	100,000	DRAG034-41

### Fur



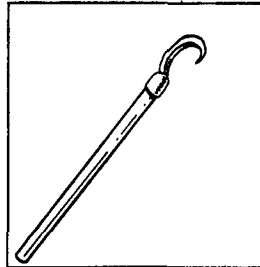
The *fur of warmth* is at least five feet wide and eight feet long. It is made from the pelt of some massive creature native to the Para-elemental plane of ice. One side of the fur has a soft pile—the creature's pelt. The inside is leather—the creature's tanned skin, but a soft cloth liner usually covers the leather.

Fur, Warmth	5,000	25,000	2121-137
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Name EP Cost Book/Page

**Gaff**

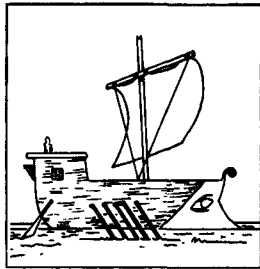
A gaff is a 10- to 20-foot-long pole that ends in a metal hook. Sailors use gaffs to pull their craft toward a dock or occasionally, another ship. Gaffs can also be used to bring men or cargo to safety if they fall overboard. Fisherman use gaffs with sharp hooks to help capture fish. Another type of gaff is a kind of overhead spar used to support a quadrilateral sail.



Gaff, Docking	1,000	5,000	AC04-035
Gaff, Gaffes	—	2,000	AC04-035

**Galley**

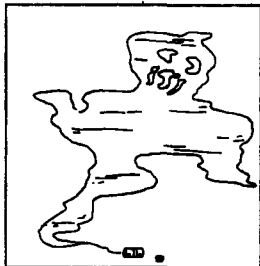
Galleys are long, thin seagoing ships propelled by both sails and oars. The oars are the main source of power (the sails are useful only under the most favorable conditions). On merchant galleys, teams of slaves man the oars. War galleys, however, find slaves too undependable, and use sailors or marines as oarsmen.



Galley, Gods, of the	50,000	500,000	FR10-86
Galley, War, Ra	Relic	P	2006-01

**Gas**

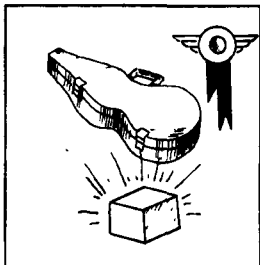
A vial of *spectre gas* releases a free-willed spectre when it is broken or opened. The vial's owner has no control over the monster; however, if he is a cleric or priest with the ability to turn or control undead he can attempt to use this power on the spectre. A *potion of undead control* or similar item also would be effective.



Gas, Spectre	500	2,500	DRAG076-17
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**Gate**

Gates open portals to other planes of existence. Most gates are ordinary-looking items, indistinguishable from mundane items of similar construction. Some gates can create portals to more than one location, although usually only one such portal can be opened at any given time.

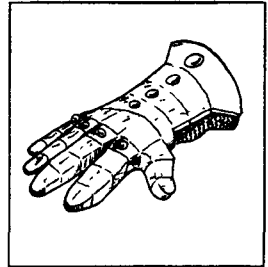


Gate, Alternate World	5,000	10,000	AC04-007
Gate, Cubic	5,000	17,500	2100-165
Gate, Trans-Dimensional	5,000	25,000	CN2-030

Name EP Cost Book/Page

**Gauntlet**

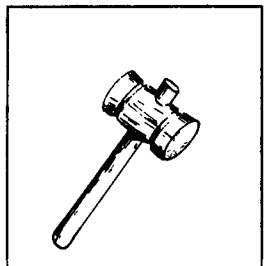
Gauntlets are armored gloves. They can be made of leather, metal plates, or chain mail. Every suit of armor is assumed to include gauntlets of an appropriate type. Magical gauntlets, tend to be finer, lighter and more easily worn than the normal variety. They automatically enlarge or shrink to fit any wearer from pixie- to giant-size.



Gauntlet, Dexterity	1,000	10,000	2100-169
Gauntlet, Entrapment	—	1,200	AC04-035
Gauntlet, Fire Claw +5, Armor Class 0	10,000	50,000	IMAG029-36
Gauntlet, Fumbling	—	1,000	2100-169
Gauntlet, Ghoul, of the	1,500	5,000	DRAG076-17
Gauntlet, Glim-	1,000	4,000	1060-115
Gauntlet, Heat	1,000	10,000	DRAG091-59
Gauntlet, Holding	1,000	10,000	AC04-035
Gauntlet, Iron of Urnst	2,000	12,000	2023-088
Gauntlet, Moander	2,500	15,000	FRC2-90
Gauntlet, Ogre Power	1,000	15,000	2100-169
Gauntlet, Polishing	370	3,700	POLY043-22
Gauntlet, Sticking	100	1,000	AC04-035
Gauntlet, Super Strength	3,000	30,000	AC04-036
Gauntlet, Swimming and Climbing	1,000	10,000	2100-169
Gauntlet, Tamus	100	1,000	DRAG159-18
Gauntlet, The	Relic	60,000	UK3-28

**Gavel**

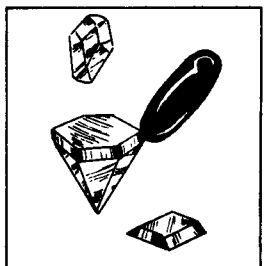
Gavels are small wooden mallets. One uses a gavel by rapping it sharply against a piece of wood. Gavels are used by justices of the peace and magistrates to call a court to order, to finish sentencing, or to quiet outbursts during court proceedings.



Gavel, Auctions	400	2,000	AC04-036
Gavel, Authority	600	3,000	AC04-036
Gavel, Order	800	4,000	AC04-036

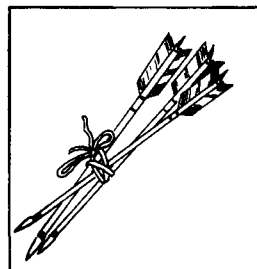
**Gem**

A magical gem appears identical to a normal gem of some type until checked for a dweomer. Upon command, the gem glows for a brief moment before it produces its magical effect. If a gem is dropped onto a hard surface it must save versus a fall or break upon impact, losing all its magical abilities instantly.



Name	EP	Cost	Book/Page
Gem, Bloodstone, Fistandantilus	1,000	5,000	2021-097
Gem, Brightness	2,000	17,500	2100-169
Gem, Bupu's Emerald	1,000	10,000	2021-097
Gem, Crystal, Mirror	700	35,000	DRAG005-28
Gem, Detection, Clear	1,000	5,000	DRAG145-40
Gem, Detection, Deep Red	1,000	5,000	DRAG145-40
Gem, Detection, Pale Blue	1,000	5,000	DRAG145-40
Gem, Detection, Pale Green	1,000	5,000	DRAG145-40
Gem, Detection, Pale Lavender	1,000	5,000	DRAG145-40
Gem, Detection, Pearly White	1,000	5,000	DRAG145-40
Gem, Detection, Pink	1,000	5,000	DRAG145-40
Gem, Detection, Pink and Green	1,000	5,000	DRAG145-40
Gem, Detection, Scarlet and Blue	1,000	5,000	DRAG145-40
Gem, Detection, Vibrant Purple	1,000	5,000	DRAG145-40
Gem, Drusion	600	6,000	AC04-036
Gem, Elvenstar	Relic	100,000	X11-60
Gem, Fire	4,000	25,000	2013-037
Gem, Fire Elemental	5,000	30,000	GDQ1-124
Gem, Hand of Nergal	12,000	60,000	7014-46
Gem, Heart of Ahriman	12,000	60,000	7014-46
Gem, Ideas	900	4,500	AC04-036
Gem, Income	1,000	5,000	AC04-036
Gem, Insight	3,000	30,000	2017-100
Gem, Life	5,000	50,000	LNR1-94
Gem, Magic Missile Protection	1,000	7,500	CM8-027
Gem, Moolsh	2,000	10,000	LNR1-93
Gem, Nightjewel	500	2,500	2021-098
Gem, Not-Too-Brightness	500	2,500	DRAG120-19
Gem, Olfactory Illusion, Opal	1,000	10,000	WGA2-60
Gem, Power, Elemental, Air	1,200	12,000	T1:4-128
Gem, Power, Elemental, Earth	1,200	12,000	T1:4-128
Gem, Power, Elemental, Fire	1,200	12,000	T1:4-128
Gem, Power, Elemental, Water	1,200	12,000	T1:4-128
Gem, Protection +1	2,000	10,000	new item
Gem, Protection +2	3,000	15,000	new item
Gem, Protection +3	4,000	20,000	new item
Gem, Protection +4	5,000	25,000	new item
Gem, Protection +5	6,000	30,000	new item
Gem, Protection -1 Cursed	—	1,000	new item
Gem, Protection -2 Cursed	—	2,000	new item
Gem, Purple, Vesve Forest	3,000	35,000	2023-083
Gem, Retaliation	2,000	10,000	2121-137
Gem, Returning	1,500	7,500	AC04-036
Gem, Scroll Reading	3,500	17,000	DRAG099-51
Gem, Seeing	2,000	25,000	2100-170
Gem, Shielding, Clear	500	8,000	DRAG099-50
Gem, Shielding, Pale Blue	300	5,000	DRAG099-50
Gem, Shielding, Pale Green	300	5,000	DRAG099-50
Gem, Shielding, Pale Orange	300	5,000	DRAG099-50
Gem, Shielding, Pale Violet	450	7,000	DRAG099-50
Gem, Shielding, Pale Yellow	300	5,000	DRAG099-50
Gem, Star, Khan-Pelar	1,000	10,000	I4-32
Gem, Star, Mo-Pelar	1,000	10,000	I4-32
Gem, Star, Shah-Pelar	1,000	10,000	I4-32
Gem, True Sight	1,000	5,000	LNR1-94
Gem, Wishes	2,200	11,000	2018-134
Gem, Yara's	1,000	10,000	2006-50

Name EP Cost Book/Page

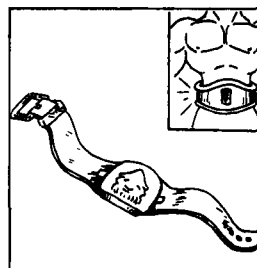


Gift, Gusir's

**Gift**

Gusir's gifts are magical arrows found in bundles of 1d3. They are fine looking examples of the fletcher's craft with golden feathers and wonderfully wrought shafts. If detections are made, they appear to be *arrows +1* and give this bonus to attacks. After hitting their target, the arrows magically streak back to their owner, returning to the quiver where they can be used again. Each arrow has only 1d4 charges, however. Each shot with the arrow costs a charge, and once spent, the arrows lose their magic.

Relic 2,500 HR1-65



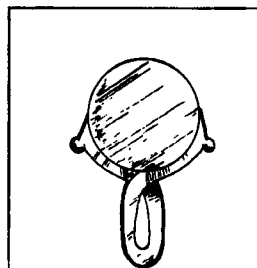
**Girdle**

Girdles generally are similar to belts (see page 30). Unlike belts, girdles are not used to hold up pants and dungarees, but to carry pouches, scabbards, and the like. It is possible to wear both a magical belt and girdle at the same time. However, if the two items have similar functions, only the most powerful grants the wearer any benefits.

Girdle, Armida	Relic	45,000	1021-58
Girdle, De'Rah	Relic	35,000	M2-30
Girdle, Dwarvenkind	3,500	20,000	2100-170
Girdle, Femininity/Masculinity	—	1,000	2100-170
Girdle, Freshness	1,000	5,000	PC2-40
Girdle, Golden, Urnst	500	3,000	2023-079
Girdle, Lions	2,000	8,000	FR04-37
Girdle, Many Pouches	1,000	10,000	2100-170
Girdle, Strength, Cloud Giant	4,000	40,000	2100-170
Girdle, Strength, Fire Giant	3,500	35,000	2100-170
Girdle, Strength, Frost Giant	3,000	30,000	2100-170
Girdle, Strength, Hill Giant	2,000	20,000	2100-170
Girdle, Strength, Ogre	1,000	15,000	new item
Girdle, Strength, Stone Giant	2,500	25,000	2100-170
Girdle, Strength, Storm Giant	4,500	45,000	2100-170
Girdle, Strength, Meginjarder	Relic	P	2108-176

**Glass**

A glass is a magical lens that is secured to an ivory or wooden handle with a metal band. Peering through the lens makes illegible writings and insignias legible. The glass also makes items whose detail is too small for legibility larger so that the glass's user can make them out.

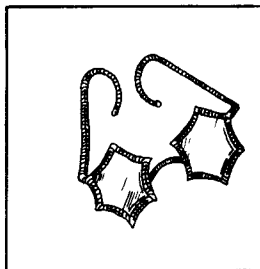


Glass, Enlarging	1,500	7,500	DRAG030-36
Glass, Preserved Words	2,000	10,000	2121-138

Name EP Cost Book/Page

**Glasses**

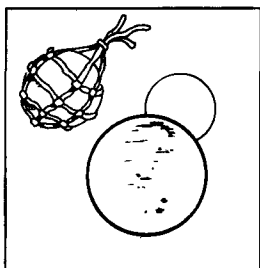
The *glasses of the Arcanist* are magical eyeglasses (see page 55) designed and built on the world of Krynn. The lenses are set in solid platinum frames which are so narrow that they will only fit on a kender, elf, or other small humanoid. The wearer can read all writings, and render a perfect translation of any topic in any language. Magical scrolls and spell books can also be read using these glasses. The glasses do not enable a non-spell caster to cast spells. However, they do enable a low-level caster to cast higher level spells from scrolls with no chance of failure.



Glasses, Arcanist 3,000 15,000 2021-092

**Globe**

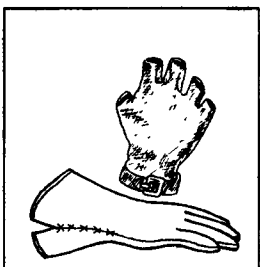
Globes are small, hollow, spherical vessels formed from clear glass. They usually contain sparkling liquids with shifting colors. When a globe is dropped or thrown, it automatically shatters, releasing a 10'x10'x10' cloud of colored gas. Some globes function as scrying devices, see the Ball entry on page 27 for details



Globe, Cirulon	750	3,000	DLE3-062
Globe, Glow-	10	100	DUNG024-18
Globe, Glowing	100	200	1060-115
Globe, Mervic's, Black	50	150	POLY047-26
Globe, Mervic's, Blue	50	150	POLY047-26
Globe, Mervic's, Gray	50	150	POLY047-26
Globe, Mervic's, Green	50	150	POLY047-26
Globe, Mervic's, Mottled	50	150	POLY047-26
Globe, Mervic's, Purple	50	150	POLY047-26
Globe, Mervic's, Red	50	150	POLY047-26
Globe, Mervic's, White	50	150	POLY047-26
Globe, Mervic's, Yellow	50	150	POLY047-26
Globe, Purification	500	2,500	2121-138
Globe, Serenity	500	2,500	2121-138
Globe, Vision	750	3,000	DRAG091-60
Globe, Yezud	1,000	5,000	7014-46

**Glove**

Magical gloves usually are made from thick leather. Most gloves are sewn to tightly fit the hand and allow a firmer grip on a weapon. Gloves used in combat do not have decorative jewels or stitching on them, although exceptions like the *glove of lightning* do exist.



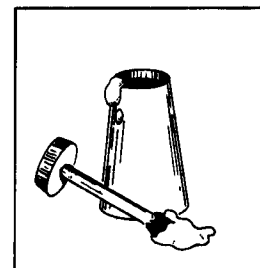
Glove, Evasion 1,000 10,000 PHBR2-106

Name EP Cost Book/Page

Glove, Freedom, Reglar's	3,000	15,000	2121-143
Glove, Lightning	2,000	20,000	FR10-84
Glove, Missile Snaring	1,500	10,000	2100-170
Glove, Nail Painting	1,000	5,000	DRAG073-38
Glove, Octopus, of the	4,000	40,000	POLY058-10
Glove, Power, Thor's	Relic	P	2006-24
Glove, Sentinel	Relic	24,500	UK3-29
Glove, Thievery	1,000	5,000	2017-100

**Glue**

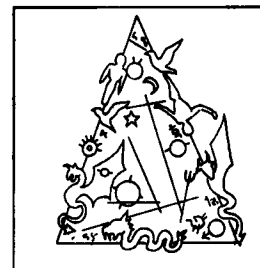
This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only within a flask coated with *oil of slipperiness*, and each time any glue is poured from the flask, a new application of the *oil of slipperiness* must be put on the flask within one round to prevent the remaining glue from adhering to the side of the container. One ounce of the adhesive will cover about one square foot of surface, bonding virtually any two substances together permanently. The glue takes one minute to set; if the objects are pulled apart before that time elapses, that application of the glue loses its stickiness and is worthless. A typical container of the substance holds 1d10 ounces of glue.



Glue, Sovereign 1,000 7,500 2100-180

**Glyph**

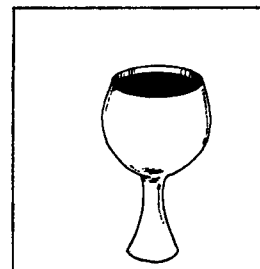
A glyph is short piece of magical writing or a magical diagram. A mad duke in Lankhmar accidentally created the one described here. He created this glyph to ward off death. The glyph consists of a large triangle, with many intricate patterns of birds, dragons, men, astral beings, and astrological signs.



Glyph, Danius' — 25,000 LNR1-94

**Goblet**

A goblet is an ornamental cup (page 49) or chalice (page 41). It may be constructed of glass, crystal, metal, or even wood. A goblet does not have a handle and usually has a long-stem ending in a circular base. A goblet is commonly used to sip after-dinner wines and cordials.



Goblet, Fine Drink	500	2,500	DRAG073-38
Goblet, Glory	1,250	12,000	FR04-41
Goblet, Great Kingdom	1,200	8,000	2023-079
Goblet, Manas	1,500	7,500	2006-44

Name EP Cost Book/Page

**Gravitic Stabilizer**

This one-ton object looks like a standard keel mount for a 10-ton spelljammer. Originally designed for the *Yacht*, it has appeared in a few other 10-ton ships as well (it cannot be used on larger ships). The gravitic stabilizer rotates the ship to automatically realign with the greater mass whenever the ship is subjected to the effects of another gravity plane—entering a large object's gravity well can be catastrophic otherwise.



Gravitic Stabilizer — 500,000 1072a-79

**Guisarme**

Also called the gisarme or the giserne, the guisarme is a pole arm with an elaborately curved or hooked blade, much like a farmer's pruning hook. Thrusting spikes are often attached to the top of the weapon's shaft. The hook in the blade sometimes can be used to snag mounted opponents and pull them from their seats



Guisarme +1	500	3,000	2101-74
Guisarme +2	1,000	6,000	2101-74
Guisarme +3	1,500	9,000	2101-74
Guisarme +4	2,000	12,000	2101-74
Guisarme +5	2,500	15,000	2101-74

**Gun**

This 500-lb harpoon gun is a powerful weapon, but it is impossible to predict when it will go off. The weapon resembles a cannon mounted on a platform. Once loaded, it fires in 1d6 rounds. Until it fires, a character must constantly aim it or it automatically misses its target. The harpoon fires a single 10'-long steel bolt for 3d20 hp of damage at a range of 300'.



Gun, Harpoon, Steamsticker 1,000 10,000 DUNG022-43

**Gyregam**

The origin of these rare devices is now forgotten, but they were plentiful at one time. Gyregams are fist-sized spheres of a silvery, mirror-smooth nonferrous metal. When a command word is spoken, the gyregam begins spinning and hangs in midair wherever it is released. Thereafter, other commands will invoke its various powers.



Gyregam, Fire 900 9,500 FR04-40

Name EP Cost Book/Page

**Halberd**

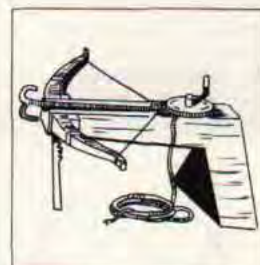
The halberd is one of the most effective and often used polearms. The weapon consists of a cleaver like axe blade mounted on a staff six or more feet long. The axe blade is balanced at the rear with a fluke or hook for dismounting horsemen and surmounted by a sharp spike. The axe blade also is angled to give the wielder maximum impact when chopping at foes.



Halberd +1	1,000	10,000	new item
Halberd +2	1,500	15,000	new item
Halberd +3	2,000	20,000	new item
Halberd +4	2,500	25,000	new item
Halberd +5	3,000	30,000	new item
Halberd, Cursed -1	—	1,000	new item
Halberd, Cursed -2	—	2,000	new item
Halberd, Gold +4	4,000	40,000	2006-32

**Halting Device**

This device can be fastened to most mobile inventions. It is used for emergency stops. It consists of a crossbow shooting a grappling hook fitted with a rope. The other end of the rope is fastened to the vehicle. The device also can be used be as a simple grappling hook shooter. It has a range of 60' and costs 250 gp. It weighs 5 pounds.



Halting Device, Emergency — 250 AC11-091

**Hammer**

The term "hammer" describes several different types of weapons, including lucerne hammers (a type of pole arm), and warhammers. The warhammer takes its basic structure from the standard carpentry tool. The head is made of iron or steel, with a metal or wooden handle. Some hammers are fitted with a spike that can be used as a thrusting weapon that causes 1d3 points of damage.



Hammer +1	300	2,500	2011-42
Hammer +2	650	6,000	2011-125
Hammer +3	1,000	9,000	2011-125
Hammer +4	1,500	12,000	2011-125
Hammer +5	2,000	15,000	2011-125
Hammer, Air	600	18,000	FR11-43
Hammer, Avenging +2	800	4,000	FR02-62
Hammer, Basher	250	2,500	AC11-090
Hammer, Black +6	8,000	40,000	LC1-46
Hammer, Breathing	600	3,000	1013-58
Hammer, Charming	800	4,000	1013-58
Hammer, Deceiving	200	1,000	1013-58
Hammer, Defending	800	4,000	1013-58

Name	EP	Cost	Book/Page
Hammer, Deflecting	800	4,000	1013-58
Hammer, Draining	1,000	5,000	1013-58
Hammer, Dwarf Thrower +3	—	1,800	DRAG156-28
Hammer, Dwarfven Thrower +3	1,500	15,000	2100-083
Hammer, Extinguishing	800	4,000	1013-58
Hammer, Finding	2,000	10,000	1013-58
Hammer, Flaming	1,200	6,000	1013-58
Hammer, Flyer	1,000	5,000	1013-58
Hammer, Gesen	1,200	6,000	1055-CARD
Hammer, Havoc +3	1,000	10,000	POLY051-22
Hammer, Healing	3,000	15,000	1013-58
Hammer, Hiding	1,200	6,000	1013-58
Hammer, Holding	1,000	5,000	1013-58
Hammer, Kharas +2	1,000	5,000	2021-096
Hammer, Life	6,000	30,000	CM2-027
Hammer, Lighting	4,000	30,000	1013-58
Hammer, Mjolnir +5	Relic	P	2013-106
Hammer, Nailing	300	3,000	DRAG030-37
Hammer, Penetration	2,000	20,000	D RAG099-52
Hammer, Rune	2,500	25,000	FR11-45
Hammer, Silencing	800	3,800	1013-58
Hammer, Slowing	800	4,000	1013-58
Hammer, Speeding	750	3,500	1013-58
Hammer, Thunderbolts +2	2,500	25,000	DRAG062-66
Hammer, Thunderbolts +3	3,000	30,000	2100-083
Hammer, Translating	1,000	1,500	1013-58
Hammer, Vitroin +1	8,000	40,000	XS2-38
Hammer, Watching	1,000	2,000	1013-58
Hammer, Winged	2,400	24,000	FR11-45
Hammer, Wishing	1,200	12,000	1013-58

### Hammock



A hammock is a hanging bed or couch that must be stretched between two sturdy objects. They are most often constructed of canvas, leather, netted cord, or rope. A hammock generally spreads around its occupant to securely hold him in place as he rests. The ties that hold the hammock above ground can easily be unfastened to move the hammock.

Hammock, Entrapment	—	1,000	AC04-038
Hammock, Layne's	1,000	5,000	POLY043-22
Hammock, Protection +1	2,000	10,000	AC04-038
Hammock, Protection +2	3,000	15,000	AC04-038
Hammock, Protection +3	4,000	20,000	AC04-038
Hammock, Protection +4	5,000	25,000	AC04-038
Hammock, Protection +5	6,000	30,000	AC04-038

### Hand



The term "hand" describes a multitude of objects. Some magical hands actually are pairs of gloves; others are sets of extremely powerful gauntlets that cover the wearer's knuckles and the back of the hand. Other hands are relics (often evil) cleaved from the bodies of powerful villains, creatures, heroes, or effigies. See the item description for details. Wearable hands will fit any humanoid from pixie to storm giant size.

Name	EP	Cost	Book/Page
Hand, Black	4500	50,000	FA1-48
Hand, Enjoyment, Extendible	300	1,500	DRAG134-43
Hand, Harrowing	2,000	25,000	REF5-87
Hand, Holy of Bane	8,000	—	FA1-49
Hand, Remote Action	1,400	16,500	DRAG099-51
Hand, Vecna	Relic	60,000	WGA4-69
Hand, Wonderful	1,400	16,500	FR04-38

### Handkerchief



Magical handkerchiefs are simple squares of silk cloth. Their power is activated when they are dropped, held to the nostrils, passed over the eyes, or pulled from the pocket. Often, a command word must be spoken as well. If the handkerchief is exposed to normal fire or magical fire, it saves at a +2 bonus.

Handkerchief, Flirting	400	4,000	AC04-038
Handkerchief, Length	600	6,000	AC04-038
Handkerchief, Sneezing	—	1,000	AC04-038

### Harness



A harness is a combination of straps, bands, collars, and other components that attaches a draft animal to a cart, plow or other piece of equipment. A horse harness includes the crownpiece, front, blinker, cheek strap, noseband, bit, sidecheek, throatlatch, reins, hame, collar, martingale, hame tug, bellyband, saddle, terret, hip straps, breeching, trace, and crupple.

Harness, Seker	500	2,500	I4-32
Harness, Taming	600	3,000	DRAG073-39

### Harp



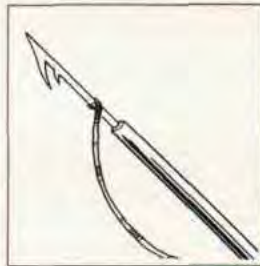
A harp is a musical instrument consisting of a three- or four-sided frame to which strings are attached. The harp is played by plucking or strumming the strings. Harps may be of nearly any size and material, from the 1'-square wooden type to the giant-sized triangular version, as much as 30' tall. All magical harps have command words; they can be played nonmagically, and must be both played and commanded for their magic to be activated.

Harp, Azlaer's	3,000	12,000	FR04-42
Harp, Broken	100	1,000	AC04-038
Harp, Charming	5,000	20,000	2100-170
Harp, Discord	—	1,500	2100-170
Harp, Dove's	500	2,500	FR04-43
Harp, Esheen's	5,000	25,000	FR04-43
Harp, Fingerbreaking	100	1,000	AC04-039
Harp, Gold	3,000	24,000	AC04-039

Name	EP	Cost	Book/Page
Harp, Hand	2,000	16,000	FA1-49
Harp, Janthra's	5,000	25,000	FR04-43
Harp, Marks	3,000	24,000	AC04-039
Harp, Methild's	4,000	20,000	FR04-43
Harp, Nithanalor's	2,500	12,500	FR04-43
Harp, Questing	1,000	10,000	AC04-039
Harp, Rhingalade's	2,000	12,000	FR04-44
Harp, Silence	2,500	25,000	AC04-039
Harp, Spirit Restoration	1,000	10,000	X13-61
Harp, Throbbing	1,500	7,500	AC04-039
Harp, Valard's	1,000	6,000	FR04-44
Harp, Zunzalor's	4,000	25,000	FR04-44

**Harpoon**

The harpoon is a hunting tool that in times of duress, may be used for defense. It was developed for hunting marine mammals and large fish. The first harpoons were merely pointed sticks. Later they became sticks with a head of horn or bone. The heads have hooks barbs added for increased damage and to hold the harpoon fast in the target beast's flesh.



Harpoon +1	300	1,500	1072-79
Harpoon +2	600	3,000	1072-79
Harpoon +3	900	4,500	1072-79
Harpoon +4	1,200	6,000	1072-79
Harpoon +5	1,500	7,500	1072-79
Harpoon, Exceptional Quality	1,200	6,000	LC4-36
Harpoon, Howling +3	1,000	5,000	DLR1-81

**Hasp**

A hasp is a small, metallic object used as a clasp for a door or the lid of a chest to secure it shut. Usually brass, a hasp can often have a hoop that allows its user to secure it with a padlock, nail, or other appropriate device to hinder easy access. Hasps are very common on treasure chests, curio boxes, bedside strongboxes, coffers, and wardrobes.



Hasp, Locking	500	2,500	AC04-039
Hasp, Reloading	650	2,750	AC04-039

**Hat**

Magical hats actually can be any type of headgear: caps, helmets, or turbans, to name but a few. Enchanted hats magically shrink or expand fit any size head. To use a hat, the user must have a head of some sort. In this case a "head" is any appendage that houses organs for at least half of the standard senses



Name	EP	Cost	Book/Page
Hat, Cyclocone	300	15,000	2017-098
Hat, Difference	1,000	8,000	2017-100
Hat, Disguise	1,000	7,500	2100-170
Hat, Hairiness	500	3,500	AC04-039
Hat, Hairlessness	500	3,500	AC04-039
Hat, Headlessness	500	3,500	AC04-039
Hat, Stupidity	—	1,000	2100-171

**Headband**

Headbands are simple constructs that are wrapped around the forehead, and tied securely in the back or on the side of the head. They can be made from furs, cloth, carved from bone or ivory, or woven from plant fibers. Headbands usually are used for decorations, or to keep sweat and stray hair out of the wearer's eyes.



Headband, Corusk Mountains	1,800	18,000	2023-080
Headband, Jotems	800	4,500	2023-080
Headband, Protection +1	1,000	10,000	new item
Headband, Protection +2	2,000	20,000	new item

**Heart**

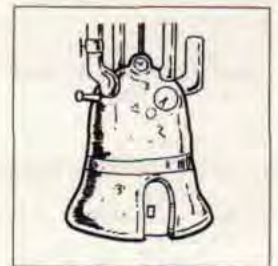
Customarily, a magical heart is a golden piece of jewelry, from a quarter inch to one inch across, but there are exceptions. A heart usually is mounted on a thin, decorative chain. It must be worn as a necklace, a charm bracelet, or as an anklet. The command word must be spoken by the wearer for the magical heart to take effect.



Heart, Beating	400	2,000	AC04-040
Heart, Chicken	200	1,000	AC04-040
Heart, Hearing	600	3,000	AC04-040
Heart, Iron	1,000	5,000	PHBR4-109
Heart, Lion	1,200	6,000	AC04-040
Heart, Royal	1,500	7,500	AC04-040
Heart, Stone	800	6,000	AC04-040

**Heater**

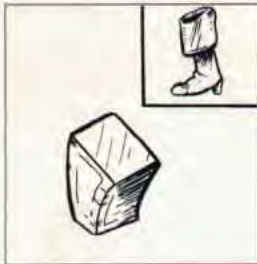
This invention looks like a large iron bell with metal pipes coming in and out on all sides. Runes are engraved all around the bell. A small door with a large padlock is visible at the bottom. On top of the whole are small tubes, whistles, gauges, and knobs. Once in a while, steam bellows out of one of the tubes, producing a loud whistling sound.



Heater, Vanserie's Wondrous Elemental	3,500	32,000	AC11-086
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Name EP Cost Book/Page

Heel



A heel is the thick part of the sole of a shoe or boot. A heel can improve the wearer's gait and increase daily movement. Larger heels give the wearer an increase in height and thus command more attention. Magical heels do not experience the normal wear and tear that standard heels do and thus never need to be replaced (unless their magic is destroyed.)

Heels, Reunion 1,000 5,000 POLYINT-27

Helm/Helmet



Helms are part of a warrior's basic protection. Failure to use proper headgear leaves the character open to called shots by opponents or to other disadvantages at the DM's option. Most headgear must be removed when making rolls for hearing noise. Optionally, great helms and closed-face helmets, when worn with plate armor, grant a +2 bonus against breath weapons and spells that affect the eyes.

Helm +1	1,000	5,000	new item
Helm +2	2,000	10,000	new item
Helm +3	3,000	15,000	new item
Helm +4	4,000	20,000	new item
Helm +5	5,000	25,000	new item
Helm -1 (Cursed)	-	1,000	new item
Helm, Alignment Change	-	1,200	1011-42
Helm, Alignment Detection	1,400	7,000	POLY051-22
Helm, Blinding	500	2,500	DRAG030-37
Helm, Brilliance	2,500	60,000	2100-171
Helm, Brilliance 40 Watt	250	600	DRAG156-28
Helm, Chaos	1,000	5,000	2002b-37
Helm, Cirulon	2,000	10,000	DLE3-062
Helm, Comprehend Languages and Reading Magic	1,000	12,500	2100-171
Helm, Darkness	2,500	45,000	FR04-44
Helm, Dragon	2,000	25,000	DRAG086-28
Helm, Dread	1,000	5,000	2006-32
Helm, Forgetfulness	-	800	DRAG002-13
Helm, Golden, Jouahainen's	Relic	10,000	2006-37
Helm, Griffon Mane +1	2,500	45,000	2021-099
Helm, Harrow	1,500	15,000	DRAG091-59
Helm, Law	2,000	25,000	2002b-37
Helm, Opposite Alignment	-	1,000	2100-171
Helm of Reading	1,000	10,000	1071-240
Helm, Seabreathing	2,500	12,500	FR02-63
Helm, Shukenja	2,000	13,000	DRAG126-50
Helm, Subterranean Sagacity	1,000	10,000	DRAG058-27
Helm, Telepathy	3,000	35,000	210 0-171
Helm, Teleportation	2,500	30,000	2100-171
Helm, Terror	250	2,500	HR1-65
Helm, Underwater Action	1,000	10,000	2100-171
Helm, Underwater Vision	900	9,000	2003-24
Helm, Wyrm	4,000	40,000	IMAG029-36
Helmet, Liaison	-	10,000	1072a-81

Name EP Cost Book/Page

Helm, Spelljamming



The chief method for moving through space is *spelljamming*, a process that converts magical energy into motive force. Spelljamming helms are the easiest way to get a ship moving, but not the only one. Most helms and magical "engines" have a limitation of how large or how small a mass they can move. This, in turn, sets the limit on the size of most space vessels.

Helm, Spelljamming, Artifurnace	-	P	1049b-038
Helm, Spelljamming, Bardic	-	200,000	1072a-80
Helm, Spelljamming, Beacon	-	200,000	SJR1-76
Helm, Spelljamming, Bomb	-	50,000	SJR1-79
Helm, Spelljamming, Cloaking	-	350,000	DRAG159-16
Helm, Spelljamming, Crown of the Stars	-	P	1049-037
Helm, Spelljamming, Death	-	50,000	SJR1-78
Helm, Spelljamming, Forge	-	500,000	1049a-037
Helm, Spelljamming, Furnace	-	100,000	1049a-038
Helm, Spelljamming, Gnomish	-	50,000	1049a-037
Helm, Spelljamming, Grand	-	1 million	1072a-80
Helm, Spelljamming, Lifejammer	-	80,000	1049a-038
Helm, Spelljamming, Ki	-	P	1072a-80
Helm, Spelljamming, Major	-	100,000	1049a-034
Helm, Spelljamming, Minor	-	250,000	1049a-034
Helm, Spelljamming, Orbus	-	300,000	1049a-036
Helm, Spelljamming, Pool	-	500,000	1049a-036
Helm, Spelljamming Pump	-	600,000	1072a-87
Helm, Spelljamming, Radiant	-	P	1072a-81
Helm, Spelljamming, Series	-	75,000	1049a-036
Helm, Spelljamming, Ultimate	-	500,000	1065a-28

Helmseeker



A *helmseeker* is a specially enchanted missile fired from a large, ship-mounted weapon. *Helmseekers* are unlike normal missiles in that they lock onto and move toward spelljamming ships. The missile moves at SR 6 and MC A, and moves exactly like a ship and in the missile movement phase of the combat round.

Helmseeker, Accelerator	100	1,000	1072a-81
Helmseeker, Ballista, Heavy	50	500	1072a-81
Helmseeker, Ballista, Light	25	250	1072a-81
Helmseeker, Ballista, Medium	38	375	1072a-81
Helmseeker, Bombard, Iron	90	900	1072a-81
Helmseeker, Bombard, Iron, Great	270	2700	1072a-81
Helmseeker, Bombard, Stone	60	600	1072a-81
Helmseeker, Bombard, Stone, Great	180	1,800	1072a-81
Helmseeker, Catapult, Heavy	60	600	1072a-81
Helmseeker, Catapult, Light	30	300	1072a-81
Helmseeker, Catapult, Medium	45	450	1072a-81
Helmseeker, Greek Fire	150	1,500	1072a-81
Helmseeker, Jettison, Heavy	70	700	1072a-81

Name	EP	Cost	Book/Page
Helmseeker, Jettison, Light	35	350	1072a-81
Helmseeker, Jettison, Medium	52	520	1072a-81

### Hinge

Hinges are simple devices that allow doors to swing open while remaining attached to a supporting wall. They commonly are made of brass or iron, and hinges made from precious metals are almost unheard of. Magical hinges can either replace an existing hinge (removing the old and bolting the magical one in place), or the magical hinge can actually be placed over the existing article.



Hinge, Opening	700	7,000	AC04-040
Hinge, Shrieking	1,000	10,000	AC04-040

### Hockey Stick

Hockey sticks are uncommon sports equipment used in a game that is played on a plane of ice. The players skate about on the ice, each heavily armored or padded and holding a hockey stick. On a natural 19 or 20 on an attack roll, the hockey stick can remove teeth from the opponent's mouth, reducing the victim's Charisma score by one point, or reduce a monster's biting damage by one point.



Hockey Stick, Holy Terror +5	5,000	45,000	DRAG072-51
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### Hold

A magical hold is actually a knocker that is bolted to the door of a ship's cargo bay. When placed on a door *inside* a ship, it creates a portal to an interdimensional space. A specific number of knocks and a command word must be known to enter the special interdimensional space. Each *hold of holding* is irrevocably tied to a specific interdimensional space.



Hold, Holding, 10' x 10' x 10'	4,500	50,000	1072a-82
Hold, Holding, 20' x 10' x 10'	5,000	100,000	1072a-82
Hold, Holding, 20' x 25' x 10'	5,500	150,000	1072a-82
Hold, Holding, 40' x 25' x 10'	6,500	250,000	1072a-82
Hold, Holding, 50' x 30' x 10'	7,500	350,000	1072a-82
Hold, Holding, 50' x 40' x 10'	10,000	500,000	1072a-82
Hold, Holding, 50' x 50' x 10'	15,000	750,000	1072a-82

Name	EP	Cost	Book/Page
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### Hole

A portable hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of astral plane luminaries. When folded, it becomes as small as a pocket handkerchief. A hole can be "picked up" from inside or out by simply taking hold of the edges of the magical cloth and folding it up. Either way, the entrance disappears but the contents remain within.



Hole, Portable	5,000	50,000	2100-177
Hole, Portable, Rudra's	6,000	60,000	2006-09

### Hook

The hook (also called a gaff) is actually a tool used to hook and land fish. It is commonly found wherever fishing boats are encountered, and the hooks are in plentiful supply, affording a disarmed adventurer a weapon of last resort. Another type is the common grappling hook. They are normally used to secure a rope for climbing.



Hook, Grappling, Griffon's Claw	50	450	DRAG159-17
Hook, Wizard	1,000	10,000	DRAG073-37

### Hooves

Hooves are the nail-like growths at the bottom of many kinds of animal's feet; they never stop growing. Magical hooves are ivory constructs that fit completely over an animal's hoof. Once in place, the animal's hooves stop growing, and the animal walks completely on the magical item. The magical hooves do not wear down when the animal walks.



Hooves, Flying	500	2,500	new item
Hooves, Iron	1,000	5,000	CN2-029
Hooves, Laming	—	1,000	new item

### Horn

Horns are musical instruments that have existed in every world throughout recorded history. The earliest form was the animal horn or large sea shell. Metal horns arose much later and are made of brass, copper, bronze, and occasionally silver. They are slender tubes six to 12 feet long, often coiled in several circles with a flared bell.



Name	EP	Cost	Book/Page
Horn, Azure Sea	750	5,000	2023-080
Horn, Barrier Peaks	3,000	18,000	2023-081
Horn, Blasting	5,000	55,000	2100-171
Horn, Bubbles	—	1,200	2100-172
Horn, Change	Relic	20,000	2011-158
Horn, Collapsing	1,500	25,000	2100-172
Horn, Command	2,000	20,000	FR10-84
Horn, Death's Head	3,000	15,000	POLY058-07
Horn, Dolphins	750	3,250	DLR1-81
Horn, Drinking, Bottomless	1,000	10,000	HR1-65
Horn, Fog	400	4,000	2100-172
Horn, Geryon, of	Relic	P	2016-22
Horn, Gjaller	Relic	P	2006-25
Horn, Hard Hearts	500	2,500	AC04-040
Horn, Plenty	2,000	20,000	AC04-041
Horn, September	1,000	10,000	AC04-041
Horn, Shoo	500	2,500	AC04-041
Horn, Signaling	1,000	5,000	AC04-041
Horn, Tritons, of the	2,000	17,500	2100-172
Horn, Uncontrollable Striding and Springing	—	2,000	DUNG030-39
Horn, Unicorn	1,000	3,000	1031-76
Horn, Valhalla, Brass	1,000	15,000	2100-172
Horn, Valhalla, Bronze	2,000	30,000	2100-172
Horn, Valhalla, Iron	3,000	45,000	2100-172
Horn, Valhalla, Silver	1,000	15,000	2100-172
Horn, Valor	5,000	25,000	2121-138
Horn, Vast Swamp	1,000	2,500	2023-081
Horn, Voices	500	2,500	SJR2-69
Horn, War	1,000	2,500	DRAG145-40

### Horse

Most items of this nature look alike. Each is a full-sized, roughly-hewn statue of a heavy horse (but light and medium versions also exist), carved from some sort of hard stone. A horse's dweomer is activated by speaking a command word. This word brings the animates the steed, enabling it to take a burden, and even to attack as if it were a warhorse.



Horse, Flying	2,500	25,000	1021b-63
Horse, Stone, Courser	2,000	12,000	2017-103
Horse, Stone, Destrier	2,000	12,000	2017-103

### Horseshoe

In the wild, horses wear down their hooves as fast as they grow, but domesticated horses, with the weight of rider and equipment, wear away hooves more quickly. Without protection, the horse would rapidly become lame and useless. Metal horseshoes are used to counteract the wear and tear on the hooves. The shoe is nothing more than an iron bar hammered into a "U" shape, and nailed tightly onto the horse's hoof. The nails cause no discomfort to the animal. With horseshoes, the mount can travel farther, faster, and longer.



Name	EP	Cost	Book/Page
Horseshoe, Fleeting	1,000	3,000	AC04-041
Horseshoe, Flying	1,000	2,500	AC04-041
Horseshoe, Petrification	—	900	AC04-041
Horseshoe, Speed	2,000	10,000	2100-172
Horseshoe, Surefootedness	1,500	5,000	POLY059-27
Horseshoe, Zephyr, of a	1,500	7,500	2100-172

### Hourglass

An hourglass is an instrument used to measure the passing of time. It consists of two bulbous glass globes connected by a narrow passage. Sand passes from the topmost bulb, through the narrow section, into the lower glass globe. These globes are held together by a wooden frame that is itself held together by twine and screws, or nuts and bolts.



Hourglass, Auquhol	750	10,000	IMAG012-38
Hourglass, Fire & Ice	2,000	10,000	2121-138
Hourglass, Obedience	1,500	7,500	DRAG030-36
Hourglass, Seeing	2,000	10,000	X11-60
Hourglass, Timing	1,000	5,000	DRAG073-36
Hourglass, Verthandi's Invincible	Relic	P	1021-62

### Hover-Vessel

Hover-vessels are rare and expensive magical devices. When at rest, they look like metallic cupolas mounted atop articulated metal frames. When activated, the frame is covered by the fiery manifestation of a beast. The activated vessel moves with the same speed and agility as its beast's physical counterpart. Attacks and defenses are also the same. Hover-vessels can mimic large land animals, large avian creatures, or gigantic water-dwelling beasts.



Hover-Barge	20,000	200,000	HWR2-d35
Hover-Chariot	20,000	200,000	HWR2-d35
Hover-Vessel	15,000	150,000	HWR2-d35
Hover-Yacht	10,000	100,000	HWR2-d35

### Hula-hoop

A hula-hoop usually can be used only by jesters. Once set into motion, it can only be halted by the jester who started it. The hula hoop cannot be grasped, and it has AC -2 and 35 hp if it is attacked by an opponent. The hoop deflects incoming normal missiles, and blocks the first 10 points *magic missile* damage each round.



Hula-hoop, Roller Hoopers, of the	6,000	30,000	DRAG134-44
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Name EP Cost Book/Page

**Hut**

*Baba Yaga's hut* is a small, windowless log cabin with a hexagonal shape and a decorated wooden roof. The hut is small, only 15' wide and 12' high at the peak of the roof, with a small chimney on top, and does not appear very impressive, except for the 12' long bird legs coming out from the bottom. When in motion, hut spins, making one revolution every six or seven seconds, with the feet stamping every half second. When someone enters or leaves the hut, the legs fold up so that the hut rests on the ground.



Hut, Baba Yaga's	Relic	60,000	2011-156
Hut, Baba Yaga's, Dancing	Relic	90,000	DRAG083-32

**Ichor**

Ichor is a thin colorless fluid found in half-ounce vials. It can be applied to food, mixed into liquids, or simply ingested straight. Ichor dries when exposed to air, hardening in one turn (ten rounds). Ichors must enter the body through the mouth for them to be effective. If rubbed on the body or placed in a cut, bruise, or mucous membrane, the ichor will have no effect.



Ichor, Intoxication	500	900	T1:4-126
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**Icon**

Icons are small, carved items that resemble something larger. These are sometimes placed on charm bracelets. Examples of icons include chairs, books, holy symbols, people, angelic figures, etc. They all have a jewel of some sort imbedded in them that radiates a faint magical aura. Icons can be used once per day unless otherwise stated.



Icon, Chemosh	1,000	5,000	DUNG022-29
Icon, Truth	2,000	10,000	2021-095

**Identifier**

This highly valued item is a magical test kit used to identify potions, powders, ichors, salves, and other alchemical substances. It consists of a wooden box (1' x 1' x 3') containing an assortment of vials, flasks, and beakers in small, padded compartments. Also in the box is a copy of a text called *Nefradina's Codex* that gives instructions to use the test kit.



Identifier, Nefradina's	1,000	5,000	2121-142
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Name EP Cost Book/Page

**Inkwell**

Ink wells are small bottles made of glass or crystal with cork or wooden stoppers to restrain the contents. They usually are designed with narrow necks so that quills may be left standing in the ink. Magical inkwells generally contain magical inks. If an inkwell is broken or completely emptied, it becomes nonmagical.



Inkwell, Concealment	1,000	5,000	AC04-042
Inkwell, Everfull	800	4,000	AC04-042
Inkwell, Scrollmaking	1,200	6,000	AC04-042

**Instrument, Bardic**

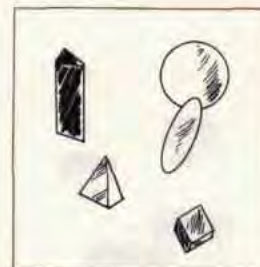
There seven types of special magical bardic instruments. Each can be fully utilized only by a bard, particularly a bard of at least as high a level as the musical instrument is designed for. Bards of lower levels and PCs from other character classes able to play such an instrument can these devices with only limited success.



Instrument, Bard, Anstruth Harp	17,000	85,000	2011-148
Instrument, Bard, Canaith Mandolin	11,000	55,000	2011-148
Instrument, Bard, Cli Lyre	14,000	70,000	2011-148
Instrument, Bard, Doss Lute	8,000	40,000	2011-148
Instrument, Bard, Fochucan Bandore	1,000	5,000	2011-147
Instrument, Bard, Mac-Fuirmidh Cittern	5,000	25,000	2011-148
Instrument, Bard, Ollamh Harp	20,000	100,000	2011-148

**Ioun Stone**

These magical stones always float in the air and must be within three feet of their owner to be of any use. When a character first acquires the stones, he must hold each and then release it, so it takes up a circling orbit, whirling and trailing one to three feet from his head. Thereafter, the stones must be grasped or netted to separate them from their owner. The owner may voluntarily seize and stow the stones (at night, for example) to keep them safe, but he loses the benefits of the stones during that time. When ioun stones are exposed to attack, they are treated as AC -4 and take 10 hit points of damage to destroy. They save as if they were of hard metal, with a +3 bonus.



Ioun Stone, Blue Green Spindle	300	5,000	DRAG174-93
Ioun Stone, Brass Lozenge	300	5,000	DRAG174-93
Ioun Stone, Bright Silver Cylinder	300	5,000	DRAG174-93
Ioun Stone, Bright White Rectangle	300	5,000	DRAG174-93
Ioun Stone, Brown Rhomboid	300	5,000	DRAG174-93

Name	EP	Cost	Book/Page
Ioun Stone, Cerulean Blue Rhomboid	300	5,000	DRAG174-93
Ioun Stone, Clear Pink Sphere	300	5,000	DRAG174-93
Ioun Stone, Clear Sphere	300	5,000	DRAG174-93
Ioun Stone, Clear Spindle	300	5,000	2100-172
Ioun Stone, Copper Rectangle	300	5,000	DRAG174-93
Ioun Stone, Cursed Version	—	1,000	DRAG174-93
Ioun Stone, Deep Black Sphere	300	5,000	DRAG174-93
Ioun Stone, Deep Purple Prism	300	5,000	DRAG174-93
Ioun Stone, Deep Red Sphere	300	5,000	2100-172
Ioun Stone, Dull Gray	300	5,000	2100-172
Ioun Stone, Dusty Rose Prism	300	5,000	2100-172
Ioun Stone, Flickering White Snowflake	300	5,000	DRAG174-93
Ioun Stone, Gold Ellipsoid	300	5,000	DRAG174-93
Ioun Stone, Green Sphere	300	5,000	DRAG174-93
Ioun Stone, Incandescent Blue Sphere	300	5,000	2100-172
Ioun Stone, Iridescent Spindle	300	5,000	2100-172
Ioun Stone, Lavender & Green Ellipsoid	300	5,000	2100-172
Ioun Stone, Light Blue Prism	300	5,000	DRAG174-93
Ioun Stone, Maroon Star	300	5,000	DRAG174-93
Ioun Stone, Orange Cube	300	5,000	DRAG174-93
Ioun Stone, Pale Blue Rhomboid	300	5,000	2100-172
Ioun Stone, Pale Green Prism	300	5,000	2100-172
Ioun Stone, Pale Lavender Ellipsoid	300	5,000	2100-172
Ioun Stone, Pale Yellow Lozenge	300	5,000	DRAG174-93
Ioun Stone, Pearly White Spindle	300	5,000	2100-172
Ioun Stone, Pink Rhomboid	300	5,000	2100-172
Ioun Stone, Pink & Green Sphere	300	5,000	2100-172
Ioun Stone, Puce Cube	300	5,000	DRAG174-93
Ioun Stone, Pulsing Red Star	300	5,000	DRAG174-93
Ioun Stone, Pure White Octahedron	300	5,000	DRAG174-93
Ioun Stone, Rainbow Ellipsoid	300	5,000	DRAG174-93
Ioun Stone, Rainbow Spindle	300	5,000	DRAG174-93
Ioun Stone, Scarlet & Blue Sphere	300	5,000	2100-172
Ioun Stone, Silver Rod	300	5,000	DRAG174-93
Ioun Stone, Silver Sphere	300	5,000	DRAG174-93
Ioun Stone, Silvery Mirror Cube	300	5,000	DRAG174-93
Ioun Stone, Soft Black Rectangle	300	5,000	DRAG174-93
Ioun Stone, Supercharged Version	600	10,000	DRAG174-93
Ioun Stone, Vibrant Purple Prism	300	5,000	2100-172
Ioun Stone, Yellow Sphere	300	5,000	DRAG174-93

**Iron**

Irons are used to restrain prisoners. A set of irons includes manacles (for wrists) and shackles (for ankles). Manacles or shackles that are chained together restrict the use or of the arms and legs, respectively or immobilize them altogether. Magical irons are almost always found in a complete set of four pieces.



Iron, Imprisonment	1,000	10,000	AC04-042
Iron, Liquid	2,000	10,000	PHBR4-109
Iron, Opening	500	2,500	AC04-042
Iron, Steam	500	2,000	AC04-042
Iron, Throwing	900	1,800	AC04-042
Iron, Transference	1,000	5,000	A C04-042

Name	EP	Cost	Book/Page
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**Item**

Magical "items" can include anything in this set of booklets; from an abacus to a zwieback. Anything items can change themselves into any other magical item on command. An item of cloaked wizardry is simply a magical item that does not radiate a dweomer, even if detected for.



Item, Anything	4,000	40,000	201 7-097
Item, Cloaked Wizardry	+100	+500	DRAG179-73

**Jacinth**

The *Jacinth of Inestimable Beauty* is said to have been made by the deities, who fashioned it from the finest corundum gem from the heart of the largest mountain. This huge, fiery orange jewel is indescribably beautiful and exquisitely cut in dozens of facets that shoot forth brilliant beams; all creatures within 20' who see it must save versus spell or be charmed.



Jacinth, Inestimable Beauty	Relic	100,000	2011-158
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**Jam**

This lumpy, brownish goo cannot be replaced into its container. once poured out. Upon command, jam grows to become a pile of normal wooden logs which completely fills a 10' x 10' x 10' volume (or 20' x 10' x 5', or any volume equaling 1,000 cubic feet). The logs are permanent until burned away by fire. *Dispel magic* does not affect them.



Jam, Logs	1,000	5,000	POLY023-12
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**Jar**

Jars are pieces of glassware made to hold both liquid and solid material. Most jars are cylindrical and equipped with a glass, leather, or metal lid that is held into place either by screwing, clamps, or by the lid's sheer weight.



Jar, Pitch, Pandemonium	2,000	6,000	2121-147
Jar, Preserving	500	2,500	2121-139

Name EP Cost Book/Page

**Javelin**

Javelins are light spears, suitable for missile combat and usable either from a mount or on foot. The weapon has been around since man's earliest days. The javelin's head is not very large, and is usually leaf- or laurel-shaped. Javelin heads may be barbed. Javelins often are used as a ceremonial weapon of bodyguards in civilized nations.



Javelin +1	600	1,800	<i>new item</i>
Javelin +2	750	2,250	2011-125
Javelin +3	900	2,700	<i>new item</i>
Javelin +4	1,050	3,150	<i>new item</i>
Javelin +5	1,200	3,600	<i>new item</i>
Javelin, Black Kumade +2	800	6,000	1032-125
Javelin, Lightning +2	250	3,000	2011-149
Javelin, Piercing	250	3,000	2100-184

**Jellaba**

A jellaba (jell-AH-bah) is a heavy version of the aba (the traditional, loose-fitting robe worn by desert peoples). A jellaba is worn over a lighter aba. It usually is made of wool or felt and hangs to the ground. A jellaba is typically less decorative than the aba worn underneath. An aba or jellaba is closed at the waist with a sash. Most are sleeveless, and some have full, open sleeves.)



Jellaba, Blending	3,500	35,000	<i>new item</i>
Jellaba, Concealment	1,000	5,000	DRAG179-73
Jellaba, Eyes	4,500	22,500	DRAG179-73
Jellaba, Protection, AC 2	4,000	24,000	<i>new item</i>
Jellaba, Protection, AC 3	3,500	21,000	<i>new item</i>
Jellaba, Protection, AC 4	3,000	18,000	<i>new item</i>

**Jelly**

This sweet-smelling, magical confection made of ripe fruit and sugar attracts the attention of all insects within 30'. Giant-sized insects are permitted a saving throw versus spells to resist the effect, but with a -4 penalty. When attacking an insect thus attracted, the attacker gains a +4 bonus to the first "to-hit" roll, but the insect is thereafter free from the charm.



Jelly, Attraction	300	1,500	POLY023-12
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Name EP Cost Book/Page

**Jettison**

A jettison is a large device for hurling masses of stones, trash, debris, iron spikes, and garbage. It is used as an antipersonnel weapon to clear an enemy spelljammer's decks. Like other large magical weapons, enchanted jettisons are a highly desirable addition to any ship. Sixty-five percent of the weapons gain the bonus to their attack and damage rolls. Thirty-five percent of the bonuses apply only toward the range (or speed) of the missile being shot. Either way, the price remains the same. Any type of catapult can be used as a jettison by loading it with small rocks instead of a single stone. A jettison, however, cannot be used as a catapult.



Jettison, Heavy +1	1,600	8,000	1072a-82
Jettison, Heavy +2	3,200	16,000	1072a-82
Jettison, Heavy +3	6,400	32,000	1072a-82
Jettison, Light +1	800	4,000	1072a-82
Jettison, Light +2	1,600	8,000	1072a-82
Jettison, Light +3	3,200	16,000	1072a-82
Jettison, Medium +1	1,200	6,000	1072a-82
Jettison, Medium +2	2,400	12,000	1072a-82
Jettison, Medium +3	4,800	24,000	1072a-82

**Jewel**

A magical jewel appears identical to a normal jewel of some type. If a *detect magic* spell is used on the item, the jewel glows faintly. When the jewel's command word is uttered, the jewel glows brightly for a brief moment before it unleashes its enchantment. When a jewel is dropped, it must save versus Crushing Blow or break upon impact, losing all of its magical abilities instantly.



Jewel, Attacks	—	1,000	2100-173
Jewel, Flawlessness (per facet)	—	1,000	2100-173
Jewel, Karathoth	5,000	15,000	FR10-84
Jewel, Projection	4,000	35,000	DRAG132-22

Name EP Cost Book/Page

**Jug**



A jug is a deep vessel used to hold fluids. Jugs customarily are made of earthenware, pottery, metal, or glass. Jugs usually have a handle and a spout or lip to facilitate accurate pouring. Their narrow necks are sometimes sealed with a lid or cork.

Strangely enough, *jug* is also a slang term used for jail or prison.

Jug, Alchemy	3,000	12,000	2100-158
Jug, Drinking, Silvanus	Relic	P	2006-19
Jug, Dyeing	1,100	3,300	DRAG030-36
Jug, Jade	2,000	5,000	AC04-043
Jug, Jesting	1,000	3,000	AC04-043

**Ketchup**



Magical ketchup is a thick, deep red fluid that must be poured onto the ground or floor to activate its magic. Any creature approaching within 10' of the *ketchup* is *slowed* (moving and attacking at half-normal rates) for one full hour (six turns). The *ketchup's* magical *slowing* does not become active until 1d6 + 4 rounds after it is dumped, and remains active until removed by either cleaning the area thoroughly with soap, or by casting a *dispel magic*

on the spilled *ketchup*.

Ketchup, Slowness	250	400	POLY023-12
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**Kettle**



A kettle is a simple container that is used to boil water or cook foods. Kettles are generally cast or forged from iron, steel, or copper. Most magical kettles require the user to place water in them before they can perform their magic.

Kettle, Breathing	1,000	5,000	POLY043-22
Kettle, Drumming	500	2,500	AC04-043
Kettle, Fish	1,000	3,000	AC04-043
Kettle, Soup, Everbountiful	1,000	5,000	2121-137

Name EP Cost Book/Page

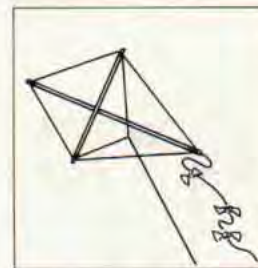
**Key**



Keys are long, skinny metallic instruments that contain "teeth" and slip-guards. When a magical key is inserted into a lock the user can open it. A magical key can be used to open trapped portal, but usually does not foil the trap or provide protection against its effects.

Key, Opening	1,200	6,000	AC04-043
Key, Quinarost	1,000	5,000	2021-092
Key, Sirden	1,400	7,000	DRAG03 9-42
Key, Skeleton	1,000	2,000	POLY019-30
Key, Unlocking	1,000	2,000	AC04-043

**Kite**



A kite consists of a lightweight wooden skeleton with paper, parchment, or very light cloth stretched over the wood. A tail made of thick cloth is often required to give the kite balance as it is flown in the wind. A string, cord, or light rope is used to keep the kite from sailing away. It also allows the user to control the kite's motions.

Kite, Lightning	4,000	40,000	AC04-043
Kite, Reconnaissance	2,000	10,000	AC04-043
Kite, Signaling	1,500	7,500	AC04-044

**Knife**



A knife consists of a single-edged, pointed blade fitted with a handle. Knives are ancient tools and weapons, used even by primitive tribes. In these cultures, a knife is little more than a flint blade with a keen edge. Bone knives are little more than a sharpened piece of bone. A knife often is decorated in the same way as a dagger.

Knife, Buckle +1	100	1,000	2100-184
Knife, Buckle +2	200	2,000	2100-184
Knife, Buckle +3	300	3,000	2100-184
Knife, Buckle +4	400	4,000	2100-184
Knife, Buckle +5	500	5,000	2100-184
Knife, Buckler +1	100	1,000	EX2-32
Knife, Buckler +2	200	2,000	EX2-32
Knife, Buckler +3	300	3,000	EX2-32
Knife, Buckler +4	400	4,000	EX2-32
Knife, Buckler +5	500	5,000	2100-184
Knife, Fish +1/+3	100	1,000	LC4-31
Knife, Hornblade +1	500	1,500	2017-105
Knife, Hornblade +2	1,000	3,000	2017-105

Name	EP	Cost	Book/Page
Knife, Kitchen, Eternal Sharpness	300	3,000	DRAG073-39
Knife, Obsidian +1	100	1,000	1066a-58
Knife, Obsidian +2	200	2,000	1066a-58
Knife, Obsidian +3	300	3,000	1066a-58
Knife, Obsidian +4	400	4,000	1066a-58
Knife, Obsidian +5	500	5,000	1066a-58
Knife, Rabbitslayer +4	400	4,000	2021-099

### Knot

A knot is not an item in itself, but a method for fastening ropes or cord to prevent separation or loosening. Magical knots are lengths of cord or rope that must be knotted—or knotted and commanded—to activate their enchantments. They tend to be extremely strong, but very easy to untie, especially for their owners.



Knot, Faithful	1,000	5,000	DRAG030-37
Knot, Holding, Str 17	700	3,500	<i>new item</i>
Knot, Holding, Str 18	800	4,000	<i>new item</i>
Knot, Holding, Str 19	900	4,500	<i>new item</i>
Knot, Holding, Str 20	1,000	5,000	<i>new item</i>

### Ladder

Ladders consist of two long, wooden, parallel poles connected by shorter wooden rungs. The rungs are spaced evenly along the parallel poles' length. When placed vertically against an object, the rungs can be used as steps to gain a higher vantage point. The siege ladder is a large, sturdy version of the common ladder. It is most effective when used by surprise or against defenders already occupied by attackers from a belfry or hoist.



Ladder, Balance	1,200	12,000	POLY057-12
Ladder, Climbing	1,000	10,000	POLY043-22
Ladder, Length	1,400	14,000	DRAG073-38

### Ladle

A ladle is used to serve or measure liquids. It is usually made of metal or seasoned wood. It consists of a handle which is from three inches to two feet long with a large spoon like cup at one end. The cup often has a notch, lip, or spout to make accurate, drip-free pouring easier.



Ladle, Candlemaking	500	5,000	AC04-044
Ladle, Curing	2,000	20,000	AC04-044
Ladle, Drinking	800	8,000	AC04-044
Ladle, Duplication	3,000	30,000	AC04-044

Name	EP	Cost	Book/Page
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### Lamp

A lamp is a household implement that produces light by burning oil. Most lamps are made of metal with a lower compartment for oil (filled through a closeable hole), a handle of some type, and shutters that protect the flame from wind. Some lamps may be simple containers for oil, open or enclosed, with a cloth or string stuck into them for a wick. Such lamps may be made from clay, stone, wood, or any other material.



Lamp, Automatic Light	1,000	10,000	DRAG073-40
Lamp, Continuous Burning	1,000	10,000	DRAG073-40
Lamp, Darkness	1,000	10,000	AC04-046
Lamp, Floor	500	5,000	AC04-044
Lamp, Honesty	400	4,000	AC04-046
Lamp, Hurricane	2,000	20,000	POLY023-12
Lamp, Long Burning	1,000	10,000	1013-53
Lamp, Plant Growth	600	6,000	DRAG073-38
Lamp, Remote Lighting	1,000	10,000	DRAG073-40
Lamp, Summoning	1,100	11,000	AC04-046
Lamp, Timely Illumination	1,000	10,000	DRAG073-37
Lamp, Wish	2,600	26,000	POLY017-07

### Lance

The term "lance" originally referred to spears wielded by footmen and cavalry. It now refers only to cavalry spears. Lance designs vary between cultures and eras. Generally, a lance is a long shaft of tough wood, usually ash, with an iron head in the shape of a laurel or willow leaf, with cutting edges and a sharp point meant to penetrate armor. Lances are built to be gripped close to the bottom, putting a great distance between the wielder and the target. As a rule, the lance is aimed diagonally above the horse's neck. Two opposing lancers would face each other with their left sides oncoming.



As a rule, the lance is aimed diagonally above the horse's neck. Two opposing lancers would face each other with their left sides oncoming.

Lance +1	400	2,000	<i>new item</i>
Lance +2	800	4,000	<i>new item</i>
Lance +3	1,400	7,000	<i>new item</i>
Lance +4	2,000	10,000	<i>new item</i>
Lance +5	3,000	15,000	<i>new item</i>
Lance, Breathing	600	3,000	1013-58
Lance, Charming	800	4,000	1013-58
Lance, Cursed -2	—	1,200	DUNG005-32
Lance, Death	1,000	5,000	GDQ1-124
Lance, Deceiving	200	1,000	1013-58
Lance, Defending	800	4,000	1013-58
Lance, Deflecting	800	4,000	1013-58
Lance, Dragon, Footman's	1,000	6,000	2021-094
Lance, Dragon, Mounted	1,200	7,200	2021-094
Lance, Draining	1,000	5,000	1013-58
Lance, Extinguishing	800	4,000	1013-58
Lance, Finding	2,000	10,000	1013-58
Lance, Flaming	1,200	6,000	1013-58
Lance, Flying	1,000	5,000	1013-58
Lance, Healing	3,000	15,000	1013-58
Lance, Hiding	1,200	6,000	1013-58
Lance, Holding	1,000	5,000	1013-58

Name	EP	Cost	Book/Page
Lance, Horus's	Relic	P	2006-03
Lance, Lighting	4,000	30,000	1013-58
Lance, Ortnit's Doom	Relic	P	1021-60
Lance, Piercing +5	500	2,500	PC2-40
Lance, Silencing	800	3,800	1013-58
Lance, Slicing	900	4,500	1013-58
Lance, Slowing	800	4,000	1013-58
Lance, Speeding	750	3,500	1013-58
Lance, Translating	1,000	1,500	10 13-58
Lance, Tribal	4,000	20,000	DUNG032-63
Lance, Venom +3/+4	1,500	6,000	IMAG02 9-36
Lance, Watching	1,000	2,000	1013-58
Lance, Wishing	1,200	12,000	1013-58

### Lantern (and Lanthorn)



A lantern is a metal cage fitted with a solid base that holds a candle or reservoir of oil and a wick. Some lanterns are equipped with a circular or semi-circular reflector behind the flame; this allows the lamp to cast a directional beam of light with a much greater range than light from an unreflected flame. Some lanterns also are fitted with shutters that can hide the flame without dousing it.

Lantern, Bashal's Tendrilight	8,000	40,000	D RAG179-26
Lantern, Continual Light	30	300	1072a-82
Lantern, Continual Light, with shutter	31	310	1072a-82
Lantern, Dragon	3,000	12,000	DRAG126-51
Lantern, Goldmane's Dazzler	5,000	25,000	DRAG179-27
Lantern, Greyhawk	3,000	25,000	20 23-081
Lantern, Illag's Abominable Beacon	4,000	20,000	DRAG179-27
Lantern, Krillus's Blazer	6,000	30,000	DRAG179-28
Lantern, Malthrox's Shadowcaster	6,500	32,500	DRAG179-29
Lantern, Many Colors	1,500	6,000	DRAG073-37
Lantern, Messakk's Eye	5,500	27,500	DRAG179-29
Lantern, Spying	1,600	8,000	1072a-83
Lantern, Thessall's Wayguider	5,600	28,000	DRAG179-30
Lanthorn, Shadow	750	6,000	2017-102

### Larynx



This item appears as a small patch of leathery material, approximately 2" x 4". When placed against the throat, it adheres to the skin and magically blends so as to be indistinguishable from the throat. A magical larynx alters the sound, volume, tone, and other qualities of the user's voice. A magical larynx is removable.

Larynx, Deafening	250	1,250	DRAG134-43
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Name	EP	Cost	Book/Page
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### Leaf



A magical leaf is a type of brooch (see page 36) shaped like a small leaf from any type of tree. It is always made of metal and has a pin or clasp attached to the back so that the brooch can be fastened to an article of clothing.

Leaf, Book	400	2,000	AC04-046
Leaf, Colors	600	3,000	AC04-046
Leaf, Crumbling	500	2,500	AC04-046
Leaf, Falling	300	1,500	AC04-046
Leaf, Gold, Happy Hunting Grounds	2,000	6,000	2121-147
Leaf, New	100	500	AC04-046
Leaf, Warmth	1,200	6,000	AC04-046

### Lens



A lens is a flat, round piece of glass with curved surfaces on each side. A good lens is the product of pure materials and weeks of careful polishing, measuring, grinding and testing. (Glassware in a medieval setting is usually crudely made, making lenses rare treasures.) Every magical lens has at least one command word. The user need only speak the command while looking through the lens with one eye.

Lens, Blinding	-	1,200	AC04-046
Lens, Detection	250	1,500	2100-173
Lens, Far Seeing	2,000	20,000	AC04-047
Lens, Lighting	500	4,000	AC04-047
Lens, Reflection	500	2,500	AC04-047
Lens, Remote Viewing	1,000	10,000	PHBR2-107
Lens, Speed Reading	500	2,500	2121-139
Lens, Subtitles	2,800	28,000	POLY058-09
Lens, Transformation	Relic	22,500	T1:4-127
Lens, Ultravision	750	5,000	2017-101
Lens, Valuation	1,000	10,000	PHBR2-107

### Lepidoptera



This gnomish item looks like a large paper butterfly with spring-loaded wings, a saddle, and a joystick in the middle. Before takeoff, the user winds up the springs with a small crank and then releases the paper wings. The lepidoptera flies for one hour (+1d20 rounds) at a speed of 6. It can carry one gnome and 10 pounds of cargo. The wings are treated with oil to waterproof them.

Lepidoptera, King Dorfin's	360	3,600	AC11-092
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Name EP Cost Book/Page

**Levelmaker**

The *levelmaker* is a large wooden box, approximately eight feet square and 15 feet tall. It weighs about 1,100 pounds. It has 20 to 40 hit points of structural strength. It does not radiate magic or evil. The user must insert a gem or other item of jewelry worth at least 20 gp into a slot in one side of the box. The user then pulls a lever and an anvil crushes the head of an animated skeleton, destroying it. The user magically receives five experience points for this action.



Levelmaker 100 1,000 AC11-063

**Libram**

A libram is a large book with a heavy wood and leather cover, high quality pages of heavy parchment, or vellum and ornate decorations on both the cover and title page. A magical libram may be of any size, from a mere two feet square to 10 or 20 feet across. The larger types require assistants for proper use and may be suspended by a heavy chain in a large room.



Libram, Constructs	8,000	40,000	DUNG014-41
Libram, Destruction	8,000	30,000	AC04-047
Libram, Evaluation	6,000	30,000	AC04-047
Libram, Gainful Conjuraton	8,000	40,000	2100-173
Libram, Identification	3,000	15,000	AC04-047
Libram, Ineffable Damnation	8,000	40,000	2100-173
Libram, Legends	2,000	10,000	AC04-047
Libram, Silver Magic	8,000	40,000	2100-173
Libram, Study	2,000	10,000	AC04-047
Libram, Teleportation Arches	2,500	75,000	DRAG145-40

**Lighthouse**

Lighthouses are navigational aids that mark hazards for ships and spelljammers. Most lighthouses have bright lights light to make them visible at night and fog horns for use whenever poor visibility would otherwise hide them. Magical lighthouses are small, spherical objects placed on small asteroids and spelljammers. They magically broadcast their location (via a telepathic process) to a particularly imprinted owner. This allows the owner to know in which direction that lighthouse lies. It takes three weeks of constant close contact for a lighthouse to imprint upon its owner. After this 21-day period, the lighthouse loses any previous imprints and melds with the new owner.



Lighthouse 300 3,000 1072a-83

Name EP Cost Book/Page

**Line Gun**

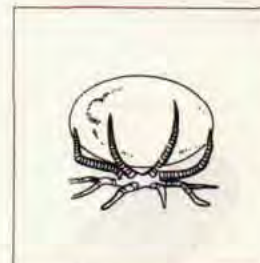
Gnomish spelljamming ships often have deck-mounted line guns that fire tangle lines coated with a sticky glue. Wax paper sleeves keep the glue moist during storage; they are stripped off as the line is fired out. Other races who use these weapon instead trail the sticky lines behind them to pick valuable flotsam and captive beings.



Line Gun, Tangle 1,000 5,000 SJR1-82

**Locator**

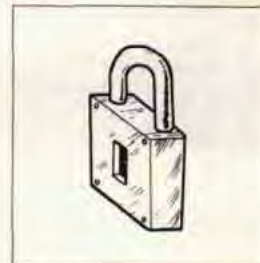
Locators are devices created by the Arcane, a race of blue-skinned giants that have almost exclusive control of the market for spelljamming equipment and ships. Often, one of these items is included free of charge when the Arcane sell a ship to a groundling. The locators can be of any size and shape, though many look like crystal balls.



Locator, Planetary 6,000 60,000 1049b-47  
 Locator, Portal 8,000 80000 1049b-47

**Lock**

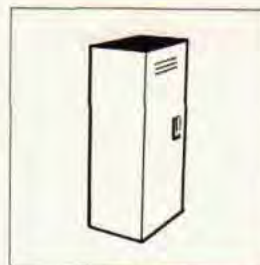
Locks are designed for a variety of purposes. These range from simple padlocks suitable for securing a small chest to elaborate inset door locks for houses and mansions. Simple locks are usually made of iron, steel, or bronze and have a crude mechanism that opens with one key. Elaborate locks may be made of gold, silver, or other precious metals. They may have a hidden keyhole or multiple keys. Inset locks are commissioned to fit a specific door. Padlocks may be available for sale from a locksmith or a blacksmith. Single locks are most common; double key locks are available from perhaps 20% of locksmiths.



Lock & Bolt, Skie's 1,000 5,000 2121-144

**Locker**

*Leomund's labile locker* is a copper-bound box 2' wide, 2' tall, and 3' long. Four command words control the item. The first shrinks the box and contents to 1/12th size. The second causes it to function as though the *Leomund's secret chest* spell was cast. The third returns the box to full size. The fourth causes growth to quadruple size.



Name	EP	Cost	Book/Page
Locker, Leomund's Labile	5,000	25,000	T1:4-126



Locket, Great Kingdom	3,500	25,000	2023-081
Locket, Love	1,000	5,000	DRAG005-09

### Locket

A locket is a small piece of hollow jewelry with a hinged cover. It is commonly hung from a fragile chain. The chain is often draped around the neck and used as a necklace, but it also can be worn as a bracelet, as an anklet, or as a decoration on a scabbard. The hinge opens to reveal a keepsake which can include a small picture, a tiny key, a lock of hair, or other memento.

### Log

Magical logs are identical to normal logs, except that they radiate magic, usually from the alteration or enchantment school. They usually two to four feet in length and three to 12 inches in diameter.



Log, Burning	600	3,000	AC04-048
Log, Combination	800	4,000	AC04-048
Log, Floating	500	2,000	AC04-048
Log, Ramming	600	3,000	AC04-048
Log, Repetitive Burning	800	4,000	DRAG073-39
Log, Rolling	500	2,500	AC04-048
Log, Snoring	250	750	AC04-048

### Lure

These small, silver, gem-studded replicas of minnows are magically enchanted to attract fish. For characters with the fishing proficiency, this grants a +4 bonus to the proficiency check; otherwise, the lure, in effect, grants the basic proficiency to those who normally lack it.



Lure, Fishing, Magic	1,000	5,000	LC4-37
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Name	EP	Cost	Book/Page
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### Lute



A lute is a stringed musical instrument about two feet long. Half its length is devoted to a long, thin neck; the body is hollow and flat-topped, with a rounded bottom. Taut strings are attached to the neck and the body. Most magical lutes play themselves on command, and stop only when a second command is given.

Lute, (Biwa), Calm	1,000	8,000	2018-134
Lute, (Biwa), Charm	1,000	8,000	2018-134
Lute, (Biwa), Discord	1,000	8,000	2018-134
Lute, Cool Hand	1,000	8,000	POLY023-23
Lute, Loot	2,000	16,000	AC04-048
Lute, Singalong	1,000	8,000	AC04-048
Lute, Skywalker	3,000	24,000	POLY023-23
Lute, Summoning, Bard	2,000	15,000	AC04-048
Lute, Woodwalking	1,000	6,000	AC04-048

### Lyre



A lyre is a harp-like musical instrument that is held in place against the breast and stomach with the left hand, and plucked lightly with a plectrum (pick) in the right. The body is made of tortoise shell or wood and has two arms, curving like horns and joined by a crossbar. A lyre has from three to 12 strings. The lyre is the favorite musical instrument of Apollo.

Lyre, Building	5,000	30,000	2100-173
Lyre, Spheres	1,100	11,000	SJR2-72
Liar, Building	500	2,500	DRAG156-28

### Mace



The mace is a direct descendant of the basic club, being nothing more than a wooden shaft fitted with a stone or metal head. (Some armorers also build all-metal, one-piece maces.) The head design varies, some are smooth, others are flanged, and still others are knobbed. The first maces were made to give the club wielder more striking power. Many non-warriors favor maces because they are compact and simple to use.

Mace +1	350	3,000	1011-42
Mace +1, +2 versus Undead	400	2,000	DRAG179-68
Mace +2	700	4,500	DUNG003-62
Mace +2, +4 versus Undead	600	3,000	DRAG179-68
Mace +3	1,000	10,000	2011-125
Mace +4	1,500	15,000	2011-125
Mace +5	2,000	20,000	2011-125
Mace, Breathing	600	3,000	1013-58
Mace, Charming	800	4,000	1013-58
Mace, Crushing +3	1,500	15,000	POLY047-27
Mace, Cuthbert	Relic	35,000	DRAG100-68

Name	EP	Cost	Book/Page
Mace, Darkness	1,000	9,000	FA1-49
Mace, Deceiving	200	1,000	1013-58
Mace, Defending	800	4,000	1013-58
Mace, Deflecting	800	4,000	1013-58
Mace, Diamond	2,000	10,000	2018-134
Mace, Disruption +1	1,750	17,500	2100-184
Mace, Draining	1,000	5,000	1013-58
Mace, Extinguishing	800	4,000	1013-58
Mace, Finding	2,000	10,000	1013-58
Mace, Flaming	1,200	6,000	1013-58
Mace, Flying	1,000	5,000	1013-58
Mace, Healing	3,000	15,000	1013-58
Mace, Hiding	1,200	6,000	1013-58
Mace, Holding	1,000	5,000	1013-58
Mace, Ironstar	800	8,000	FR11-44
Mace, Lighting	4,000	30,000	1013-58
Mace, Nightbringer +3	1,000	10,000	2021-095
Mace, Pain +2	1,000	7,000	DRAG054-69
Mace, Silencing	800	3,800	1013-58
Mace, Skull +2	1,450	14,500	DRAG054-69
Mace, Slowing	800	4,000	1013-58
Mace, Speeding	750	3,500	1013-58
Mace, Spellwarding +1	2,000	20,000	FRE2-45
Mace, Tasirond +3/+4	2,500	25,000	POLY043-21
Mace, Translating	1,000	1,500	1013-58
Mace, Watching	1,000	2,000	1013-58
Mace, Wishing	1,200	12,000	1013-58

**Machine**

The machine of Lum The Mad is a strange and incredibly ancient device of workmanship unlike anything known today. Baron Lum used it to build an empire but none can say what has since become of it. Legends report that it has 60 levers, 40 dials, and 20 switches (but only about half still function). Manipulating these controls generates all sorts of powers and effects. The machine is delicate, intricate, bulky, and very heavy (5,500 lbs). It cannot be moved normally, and any serious jolt sets off and then destroys 1d4 functions, which can never be restored. It has a booth large enough to hold four man-sized creatures.



Machine, Lum the Mad	Relic	72,500	2011-159
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**Magnet**

A magnet is a piece of lodestone, magnetite, or other substance that attracts ferrous metals. Magically-created magnets, however, might be enchanted to attract other substances. Magical magnets could attract fish, the affections of attractive members of the opposite sex, vile and hungry monsters, curses, etc.



Magnet, Giant	8,500	85,000	2006-49
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Name	EP	Cost	Book/Page
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**Mallet**

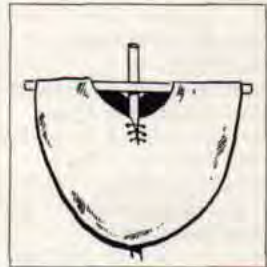
A mallet is a wooden tool shaped roughly like a hammer. It is commonly used to drive other tools such as chisels. Common mallets can be used as weapons if necessary, but they tend to splinter easily, especially when used against armored opponents. See the Maul entry (page 93) for more magical options.



Mallet, Luck +2	1,500	15,000	2018-134
Mallet, Wood, Silvanus +5	5,000	50,000	2006-19

**Mantle**

A mantle is a flowing cloak or long cape that is wide enough to cover the shoulders and chest. Mantles sometimes are worn folded back from the shoulders. Mantles can be made with a hole for the neck, or can be held in place with pins or clasps. Outdoor mantles are large and made of durable, thick fabric to keep the adventurer warm during those cold nights under the stars, and dry during those bleak, drizzle-filled days.



Mantle, Celestian	1,500	15,000	2017-101
Mantle, Mist	800	5,000	POLY047-26
Mantle, Mundane, of the	1,500	15,000	PHBR2-106
Mantle, Sumpko's	1,500	15,000	1032-095

**Manual**

Manuals are magical books or tomes that are highly instructive. A manual magically teaches the reader one comprehensive lesson on a specific topic. Such a lesson might teach the reader better combat skills, how to construct a single object of great complexity, how to improve an ability score, etc. Generally a manual can be used only once.



Manual, Bodily Health	5,000	50,000	2100-174
Manual, Dogmatic Methods	—	5,000	2121-139
Manual, Gainful Exercise	5,000	50,000	2100-174
Manual, Garden Flowers	1,500	15,000	DRAG030-36
Manual, Golems, Clay	3,000	30,000	2100-174
Manual, Golems, Flesh	3,000	30,000	2100-174
Manual, Golems, Iron	3,000	30,000	2100-174
Manual, Golems, Plush	3,000	30,000	DRAG120-19
Manual, Golems, Stone	3,000	30,000	2100-174
Manual, Puissant Skill at Arms	8,000	40,000	2100-177
Manual, Quickness in Action	5,000	50,000	2100-177
Manual, Stealthy Pilfering	8,000	40,000	2100-177
Manual, Stratagems	6,500	19,500	DRAG178-19

Name EP Cost Book/Page

**Masthead**

A masthead is a small metallic item that serves as the lower support for a mast on a spelljammer (in seagoing vessels, this is called a mast step). It holds the mast to the deck and keeps it stable. Often, masts will have mastheads on each deck, as masts generally are secured to the vessel's keel. Only one magical masthead need be attached to a mast for it to function properly.



Masthead, Durability 1,700 8,500 1072a-84

**Match**

Matches are small wooden sticks tipped with a sulfuric substance that burns when struck against flint. If a match is doused with water or exposed to high humidity it will not work. The moisture dissolves many of the properties required for the match to function properly. Matches are a rare item and not available in every campaign world.



Match, Magic 600 6,000 POLY058-10  
 Match, Many Lights 500 5,000 DRAG030-36  
 Match, Mertys Munificent 250 2,500 DRAG168-16

**Mattock**

The mattock of the titans huge digging tool 10' long and weighing more than 100 pounds. Any giant-sized creature with a Strength of 20 or more can use it to loosen earth (or tumble earthen ramparts) in a 100-cubic-foot area in one turn. It can smash rock in a 20-cubic-foot area in the same amount of time.



Mattock, Titans, of the 3,500 7,000 2100-174

**Mattress**

Mertys magnificent mattress is three feet wide and seven feet long. It is magically comfortable and the occupant must roll a saving throw versus spell every round or fall asleep. If the save fails, the victim sleeps until rolled off the mattress. When not in use, the mattress can be rolled up and carried. It weighs 10 pounds.



Mattress, Mertys Magnificent 350 3,500 DRAG168-15

Name EP Cost Book/Page

**Maul**

These huge sledge hammers are 8' long and weigh more than 150 pounds. Any giant-sized creature with strength 21 or greater can employ it to drive piles of up to 2' diameter into normal earth at 4' per blow, two blows per round. The maul can smash to flinders an oak door up to 10' high by 4' wide by 2" thick with a single blow, two if the door is heavily bound with iron.



Maul, Titans, of the 4,000 12,000 2100-174

**Medallion**

A medallion is a piece of ornamental jewelry, usually circular or oval. Medallions are most often hung on chains and worn as neckwear. Often, medallions are used to symbolize a special or incredible feat. When given as a prize or honorable gift, a medallion can become a valuable family memento to be passed from one generation to another.



Medallion, Askhalite	280	2,800	LNR2-62
Medallion, Chaos	1,000	10,000	DRAG040-29
Medallion, Defense +1	1,000	5,000	AC04-050
Medallion, Defense +2	2,000	10,000	new item
Medallion, Defense +3	3,000	15,000	new item
Medallion, Defense +4	4,000	20,000	new item
Medallion, Defense +5	5,000	25,000	new item
Medallion, Equus	800	8,000	DUNG022-34
Medallion, ESP, 30'	1,000	10,000	2100-174
Medallion, ESP, 30' with Empathy	1,500	15,000	210 0-174
Medallion, ESP, 60'	2,000	20,000	2100-174
Medallion, ESP, 90'	3,000	30,000	2100-174
Medallion, EST	400	4,000	DRAG156-28
Medallion, Faith	1,000	10,000	2021-092
Medallion, Holy, Almor	1,200	9,000	2023-080
Medallion, Jetton of Asap	4,000	40,000	CN2-029
Medallion, Light	400	4,000	LNA2-87
Medallion, Majere	2,000	20,000	DCDL01-25
Medallion, Malog	1,500	7,500	2023-081
Medallion, Mirror, of the	400	4,000	AC08-007
Medallion, Missile Attraction	-	1,000	AC04-050
Medallion, Projection	500	5,000	AC04-050
Medallion, Snow Clan	400	4,000	LNR1-93
Medallion, Soul Searcher	2,000	20,000	1053-057
Medallion, Spell Exchange	3,000	15,000	2121-140
Medallion, Steadiness	1,000	10,000	PHBR4-124
Medallion, Thought Projection	-	1,000	2100-174

Name EP Cost Book/Page

**Melon**



A creature who eats any of the flesh or rind of a moonmelon or drinks any of the juice seems to be unaffected. The imbiber's offspring, however, are born as mooncreatures, which have altered size, appearance, and abilities. Strangely enough, all of a mooncreature's offspring are normal examples of the grandparent's race.

Melon, Moon 100 500 DUNG025-26

**Menagerie**



Merty's musical menagerie is a magical leather bag weighing only five pounds. It contains all the musical instruments that any bard could ever need. Simply by reaching in, the bard can retrieve any instrument desired. Although none of the instruments are magical, the menagerie allows the bard to have the proper sound for any occasion.

Menagerie, Merty's Musical 200 2,000 DRAG168-16

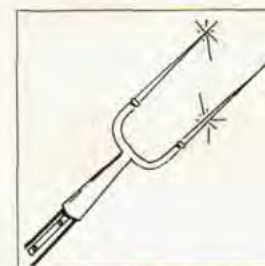
**Metal**



Metal is the hardened mineral substance from which most weapons and armor are constructed. The common materials for coined money (platinum, gold, electrum, silver, copper, steel) are all metals; although electrum and steel are actually alloys (a combination of more than one metal).

Metal, Orichalcom Relic 95,000 2006-50

**Military Fork**



A military fork is the warrior's version of a simple agricultural tool. The head consists of two parallel spikes, often fitted with hooks for pulling horsemen off mounts. Certain versions of the fork have a blade mounted below the spikes. Forks are useful not only as thrusting weapons but as tools for climbing, setting up ladders, and hoisting baskets.

Military Fork +1	350	2,500	2011-125
Military Fork +2	700	5,000	2011-125
Military Fork +3	1,400	10,000	2011-125
Military Fork +4	2,800	20,000	2011-125
Military Fork +5	5,600	40,000	2011-125
Military Fork, Pain +4	Relic	P	2016-49

Name EP Cost Book/Page

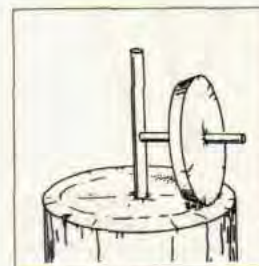
**Military Pick**



The medieval military pick was a specialized weapon. It originated from the common mining tool, and was adapted to penetrate any armor from chain mail up to full plate. The weapon has a small hammer head balanced by a thick, curved fluke or "crow's beak." This fluke ends in a rounded point that has great piercing power.

Military Pick +1	350	2,500	2011-125
Military Pick +2	700	5,000	2011-125
Military Pick +3	1,400	10,000	2011-125
Military Pick +4	2,800	20,000	2011-125
Military Pick +5	5,600	40,000	2011-125

**Mill**



This enchanted mill from the Finnish *Kalevala*, called the *Sampo*, looks a common household mill for grinding wheat or other grain into flour. One person can operate it by sitting and cranking the handle, though he can do nothing else while doing so. The *Sampo* can turn straw into meal, salt, or gold upon command.

Mill, Sampo Relic P 1021b-64

**Mine, Dimensional**



A dimensional mine can look like any small item, but most often appears as a small figure carved from jet or other black stone, similar to a figurine of power. When the mine is taken into an extradimensional space, such as that created by a rope trick, or a bag of holding, it ruptures the space, spewing everything in it into the Astral plane.

Mine, Dimensional - 2,000 2121-136

**Mirror**



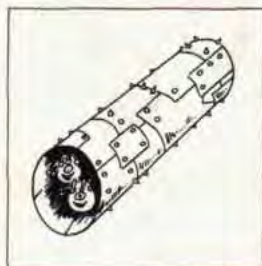
A magical mirror can be of any size and shape, but is almost always large, framed, and hung on a wall or other support. Some are ornate and some are quite plain. All are expensive to construct, requiring a wish, a powdered gem of 25,000 gp value or more, and one or more other spells. Many mirrors cannot be moved without breaking their enchantments.

Mirror, Allseeing, Yefar's 900 3,800 DRAG037-47

Name	EP	Cost	Book/Page
Mirror, Barlithian's Mystical	12,000	120,000	DRAG050-20
Mirror, Confusion, Yefar's	450	1,900	DRAG037-47
Mirror, Curing	2,000	20,000	2018-135
Mirror, Duplication	3,000	30,000	AC04-050
Mirror, Emperor's	Relic	P	2108-141
Mirror, Enlightenment	1,000	6,000	2018-135
Mirror, Evem's Envidable Image	4,000	24,000	AC11-042
Mirror, Fear	1,200	12,000	2018-135
Mirror, Flaming, Tenh	2,000	8,000	2023-079
Mirror, Great, Yefar's	1,700	4,600	DRAG037-47
Mirror, Images	200	2,000	AC04-051
Mirror, Lake	400	4,000	POLY043-22
Mirror, Lazbekri	Relic	P	2006-51
Mirror, Life Saving	3,000	30,000	CM2-027
Mirror, Life Trapping	2,500	25,000	2100-174
Mirror, Limbo	2,000	6,000	2121-147
Mirror, Memory, Yefar's	800	3,200	DRAG037-47
Mirror, Mental Prowess	5,000	50,000	2100-175
Mirror, Murky	4,000	40,000	2108-046
Mirror, Opposition	-	2,000	210 0-175
Mirror, Reading	500	5,000	AC04-051
Mirror, Recall	5,000	50,000	PHBR4-109
Mirror, Retention	1,200	6,000	2121-140
Mirror, Reversal	1,200	12,000	AC04-051
Mirror, Seeing	1,000	10,000	AC04-051
Mirror, Simple Order	-	3,000	2121-140
Mirror, Sophistication	200	2,000	DRAG168-18
Mirror, Speed, Yefar's	300	800	DRAG037-47
Mirror, Spirit Seeing	1,500	15,000	2018-135
Mirror, Transformation	2,000	20,000	HR1-66
Mirror, Travel	4,500	45,000	DRAG145-40
Mirror, Travel, Improved	5,500	55,000	DRAG145-40
Mirror, Truth	900	9,000	AC04-051
Mirror, Vanity	100	1,000	AC04-051
Mirror, Yin-Yang	Relic	P	2006-68

**Missile**

*Kruze's magnificent missile* is a large, open-ended tube of rusty metal plates bolted loosely together; the tube is 20' long and 10' in diameter. Peering inside the tube reveals two or three spherical creatures with large central eyes and many smaller eyestalks. Other more common types of missiles can be found in the Arrow, Bolt, Bullet, and Quarrel entries.



Missile, Kruze's Magnificent 7,600 22,000 AC11-062

**Mist**

*Mist of rapture* usually is found in glass globes or metal vials. When released, the mist forms a spherical cloud. The cloud's diameter varies from 15 to 45 feet depending upon the amount released. The vapors are heavy and linger for 1-4 days, drifting very slowly in any wind. They cling to clothing and skin. Victims who breathe the mist are incapacitated for 1d6 rounds.



Mist, Rapture 200 9,000 DRAG039-42

Name	EP	Cost	Book/Page
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**Mist Maker**

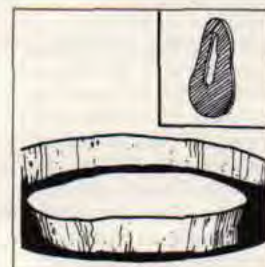
This device appears to be a hand-held crystal vial. When the crystal stopper is removed, the vial produces a 30'-radius cloud of thick mist that no sight, infra-vision, or ultravision can penetrate. The effect lasts for 3d6 rounds but can be dispelled instantly with a *gust of wind* spell. Simply refilling the vial with plain water and allowing it to sit for 24 hours, recharges the item.



Mistmaker, Merty's Miraculous 180 1,800 DRAG168-16

**Moat**

A *folding moat* appears to be a large loop of cloth. When placed on the ground, however, it expands to become a trench 30' wide, and 10' deep, enclosing a 500' by 300' area. If a command word is spoken, the moat fills with water that remains until a second command word is spoken.



Moat, Folding 8,000 80,000 POLY058-10

**Moccasins**

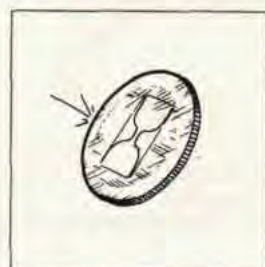
These, low beaded leather shoes are worn by Mazticans and tribesmen everywhere. Moccasin leather is often very soft, making a shoe that allows the wearer to walk quietly through nearly any terrain. See the Boot (page 33) and Shoe (page 128) entries for additional magical options.



Moccasins, Free Movement 1,000 10,000 1066a-82

**Money**

These magical coins work only when they are part of a broken promise. For example, a character is vulnerable if he agrees to stand guard in exchange for money, then flees his post. The curse inflicts 1d4 points of rotting damage each day until the victim fulfills the promise, receives a *remove curse*, spell, or dies. A victim need carry only one coin to be affected.



Money, Raistlin's Cursed 5 25 2021-099

Name EP Cost Book/Page Name EP Cost Book/Page

**Morning Star**



A morning star is a wooden club topped with a spiked head. Morning stars are about four feet long. Their heads can be round, oval, or cylindrical, but always are studded with spikes. Most morning star heads are equipped with a long point for thrusting, regardless of the overall design. The weapon's weighted, spiked head allows the wielder to inflict significant damage with every successful swing.

Morning Star +1	400	3,000	2011-125
Morning Star +2	800	6,000	2011-125
Morning Star +3	1,500	10,000	2011-125
Morning Star +4	2,000	15,000	2011-125
Morning Star +5	2,500	20,000	2011-125
Morning Star, Battlestar +4	3,500	35,000	SJR1-76
Morning Star, Breathing	600	3,000	1013-58
Morning Star, Charming	800	4,000	1013-58
Morning Star, Deceiving	200	1,000	1013-58
Morning Star, Defending	800	4,000	1013-58
Morning Star, Deflecting	800	4,000	1013-58
Morning Star, Draining	1,000	5,000	1013-58
Morning Star, Extinguishing	800	4,000	1013-58
Morning Star, Finding	2,000	10,000	1013-58
Morning Star, Flaming	1,200	6,000	1013-58
Morning Star, Flying	1,000	5,000	1013-58
Morning Star, Healing	3,000	15,000	1013-58
Morning Star, Hiding	1,200	6,000	1013-58
Morning Star, Holding	1,000	5,000	1013-58
Morning Star, Lighting	800	4,000	1013-58
Morning Star, Silencing	800	3,800	1013-58
Morning Star, Slowing	800	4,000	1013-58
Morning Star, Speeding	750	3,500	1013-58
Morning Star, Translating	1,000	1,500	1013-58
Morning Star, War, Manticore	1,500	15,000	POLY058-09
Morning Star, Watching	1,000	2,000	1013-58
Morning Star, Wishing	1,200	12,000	1013-58

**Mortar**



Mortars and pestles are tools used to grind coarse materials into powders. Generally, they are used to grind substances like grain, spices, and other fairly soft materials. Magical varieties allow the user to grind the harder substances, such as rock, granite, metal, gemstones, and magical items (although magical items receive a saving throw versus disintegration). Magical mortars and pestles must be used together.

Mortar & Pestle, Lorloveim's Obsidian	500	2,500	2121-139
Mortar, Everproducing Rice	600	6,000	2018-134

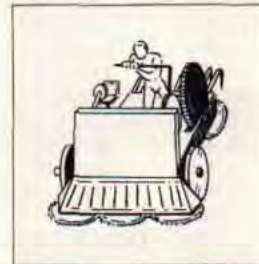
**Mouthpick**



For all their might, the eye tyrants (beholders) cannot accomplish the simple task of picking up a stick without aid. To circumvent their lack of appendages, beholders sometimes use mouthpicks, also called *tongue arms*, to manipulate items. These reaching aids are often articulated and usually made of metal. They are held in the tyrant's mouth.

Mouthpick, Beholder	1,000	2,000	1060-112
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**Mower**



This gnomish invention looks like a heavy chariot powered by a golem. The golem turns a crank that causes the wheels to turn and activates sets of rotary blades on the sides and the front. Several rakes drag behind the chariot and recover any fallen debris. The mower moves 120' per round and causes 2d10 points of damage to anything in its path, including grass, trees, people, and other obstacles.

Mower, King Dorfin's Giant	1,500	150,000	AC11-091
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**Muffler**



These colorful scarves protect the wearer from the sounds of sirens, harpies, annoying bards, and even the pestering of a spouse, companion, or loved one. Once put on, no sound will reach the wearer's ears until they are removed.

Muffler, Merty's Masterful	200	2,000	DRAG168-16
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**Mug**



Mugs are large cups crafted from ceramics, metal, bone, shell, or glass. Most have handles. Mugs tend to be thick and heavy; they are often used to drink hot or warm beverages such as soup or tea. Tall mugs, often called flagons or steins, are used to hold ale for drinking.

Mug, Dribbling	—	200	DRAG030-36
Mug, Merty's Mysterious	80	800	DRAG16 8-16
Mug, Plenty	1,000	10,000	FR02-63
Mug, Warming	400	4,000	DRAG030-36

Name	EP	Cost	Book/Page
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### Mushroom

*Merty's multiplanar mushrooms* instantly transport the imbiber to the Ethereal plane. The consumer can stay in the plane for as long as he wishes. Eating another returns the imbiber to his or her plane of origin. The chance for random encounters in the Ethereal plane is doubled when these mushrooms are used.



Mushroom, Merty's Multiplanar	1,120	11,250	DRAG168-15
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### Musk

A healthy application of *Merty's masculine macho musk* will turn any weakling adventurer into a hulking monstrosity with 18/00 strength, which lasts 2-5 rounds. Furthermore, the scent acts as a *friends* spell on anyone within 20' which lasts 5d4 rounds. For some reason, females are repelled by this odor and attack the wearer with intent to kill if they fail a save versus spell.



Musk, Merty's Masculine Macho	120	1,200	DRAG168-16
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### Muskmelon

A single *Merty's mmm-mmm muskmelon* provides a nutritious meal for one person. Each also has an enchantment that allows it to stay fresh and delicious indefinitely. Furthermore, if a seed from a melon is planted watered, it will sprout into a new melon plant in only six hours. Each seed will sprout one to two melons.



Muskmelon, Merty's Mmm-mmm	50	500	DRAG168-16
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### Mustard

Mustard is a tangy condiment made from vinegar, ground mustard seed, and salt. Several magical varieties exist, but they are exceedingly rare.

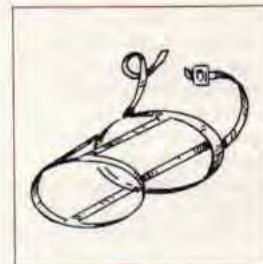


Mustard, Merty's Mystic	300	3,000	DRAG168-15
Mustard, Success	400	4,000	POLY023-12

Name	EP	Cost	Book/Page
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### Muzzle

This item is constructed from leather straps and metal buckles. A muzzle can be fastened over the mouth of any animal or monster to keep it from biting. Magical muzzles automatically expand or contract to fit any creature. The muzzled creature can breathe, but it cannot open its mouth to bite, eat, pant, or release a breath weapon.



Muzzle, Mauling	—	800	AC04-051
Muzzle, Training	800	8,000	1013b-053

### Nail

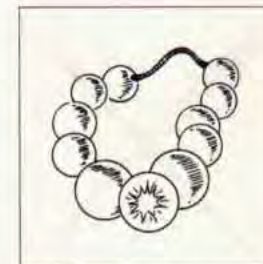
A common iron nail used in medieval carpentry is one to four inches long and very crudely made. Magical nails are nearly identical, although the quality is better. Enchanted nails can be manufactured from some other metal and often are painted. They may be easily overlooked if found with other construction materials.



Nail, Building	1,500	15,000	AC04-051
Nail, Death	400	4,000	AC04-051
Nail, Finger	100	1,000	1013-54
Nail, Pointing	700	7,000	AC04-051
Nail, Securing	400	4,000	AC04-051
Nail, Ten-Penny	300	3,000	AC04-051

### Necklace

A necklace is a piece of ornamental jewelry usually made of silver, gold, platinum or some other precious metal, and adorned with gems. As the name suggests, a necklace is always worn on the neck. A necklace can be short enough to fit snugly around the throat, long enough to dangle below the waist, or be just about any length in between.



Necklace, Adaptation	1,000	10,000	2100-175
Necklace, Air Breathing	50	500	DRAG048-85
Necklace, Almor	—	2,000	2023-082
Necklace, Alteration	1,000	5,000	DRAG086-28
Necklace, Bad Taste	500	1,000	DRAG091-60
Necklace, Elegant Appearance	600	6,000	DRAG073-39
Necklace, Glittering	500	5,000	AC04-052
Necklace, Greed	—	1,200	AC04-052
Necklace, Harmonia	1,000	10,000	1021-64
Necklace, Lilth	Relic	P	IMAG020-31
Necklace, Memory Enhancement	1,000	5,000	2121-141
Necklace, Missiles, Type I	550	2,200	2011-150
Necklace, Missiles, Type II	800	3,200	2011-150
Necklace, Missiles, Type III	1,150	4,600	2011-150
Necklace, Missiles, Type IV	1,800	7,200	2011-150

Name	EP	Cost	Book/Page
Necklace, Missiles, Type V	1,950	7,800	2011-150
Necklace, Missiles, Type VI	2,300	9,200	2011-150
Necklace, Missiles, Type VII	2,950	11,800	2011-150
Necklace, Night Seeing	400	4,000	POLY043-22
Necklace, Pearls, Tarterus	2,000	6,000	2121-147
Necklace, Petrification	—	4,000	AC04-052
Necklace, Protection +1	1,000	5,000	HR1-66
Necklace, Protection +2	2,000	10,000	HR1-66
Necklace, Protection +3	3,000	15,000	HR1-66
Necklace, Protection +4	4,000	20,000	HR1-66
Necklace, Protection +5	5,000	25,000	HR1-66
Necklace, Protection, Charm	2,000	10,000	FR10-84
Necklace, Strangulation	—	1,000	2100-175
Necklace, Ugliness	—	1,200	AC04-052
Necklace, Water Breathing	800	8,000	2003-24

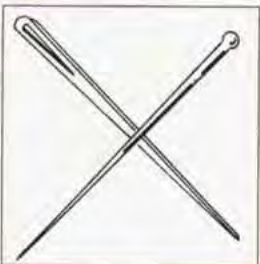
**Necklace of Prayer Beads**



This item appears to be a normal piece of non-valuable jewelry until it is placed about the neck. Even then, its nature will be revealed only if the wearer is a cleric (excluding druids and PCs otherwise able to use clerical spells such as paladins and rangers). The wearer is more likely to receive desired spells from his deity and enjoys other benefits depending on which beads the necklace has.

Necklace, Prayer Beads, Atonement	500	3,000	2011-151
Necklace, Prayer Beads, Blessing	500	3,000	2011-151
Necklace, Prayer Beads, Curing	500	3,000	2011-151
Necklace, Prayer Beads, Karma	500	3,000	2011-151
Necklace, Prayer Beads, Summon	500	3,000	2011-151
Necklace, Prayer Beads, Wind Walking	500	3,000	2011-151

**Needle**



Common needles are mainly used in garment work and come in several shapes and sizes for sewing, knitting, and crocheting. Although hardly an effective weapon, adventurers (ninjas in particular) occasionally carry needles to help achieve surprise or create diversions. These tend to be longer than common sewing needles.

Needle, Death	400	4,000	AC04-052
Needle, Knitting, Speed	600	6,000	DRAG073-37
Needle, Lively Tattoos	1,000	10,000	LC2-34
Needle, Repair	500	5,000	AC04-052
Needle, Sewing	300	3,000	DRAG030-36

Name	EP	Cost	Book/Page
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**Net**



Ordinary nets commonly used by fishermen are large sheets of mesh made of rope or cord. Magical nets can much smaller, (squares or rectangles one to 12 inches long on a side, as indicated or implied in the item description) and usually made of fine metal threads that are intricately woven and often adorned with gems.

Net, Apprehending, Zador's	1,000	5,000	DRAG062-65
Net, Breathing	600	3,000	1013-58
Net, Charming	800	4,000	1013-58
Net, Deceiving	200	1,000	1013-58
Net, Defending	800	4,000	1013-58
Net, Deflecting	800	4,000	1013-58
Net, Drag	1,000	5,000	AC04-052
Net, Draining	800	4,000	1013-58
Net, Entrapment	1,000	7,500	2100-184
Net, Extinguishing	800	4,000	1013-58
Net, Finding	2,000	10,000	1013-58
Net, Fishing	800	4,000	1072a-84
Net, Flaming	1,200	6,000	1013-58
Net, Flying	1,000	5,000	1013-58
Net, Hare	150	1,500	AC04-052
Net, Healing	3,000	15,000	1013-58
Net, Hiding	1,200	6,000	1013-58
Net, Holding	1,000	5,000	1013-58
Net, Landing	1,000	4,000	AC04-053
Net, Lightning	4,000	30,000	1013-58
Net, Profit	1,000	10,000	AC04-053
Net, Restraint, Loyal	1,000	6,000	DLR1-82
Net, Safety	1,000	5,000	LC2-13
Net, Silencing	800	3,800	1013-58
Net, Slicing	900	4,500	1013-58
Net, Slowing	800	4,000	1013-58
Net, Snaring	1,000	6,000	2100-184
Net, Snaring, Spirit	2,000	10,000	2018-135
Net, Sneering	40	400	DRAG156-28
Net, Speeding	750	3,500	1013-58
Net, Translating	1,000	1,500	1013-58
Net, Watching	1,000	2,000	1013-58
Net, Web	500	2,500	2021-093
Net, Wishing	1,200	12,000	1013-58
Net, Worth	1,000	5,000	AC04-053

**Net Thrower**



This gnomish device throws nets great distances. It uses a spring-loaded wheel and a circular net with small weights attached to it. The wheel spins and launches the net, which flies to its target. A net thrower comes with a mechanical or steam-powered winch to haul the net and its cargo back. It has a range of 100' and affects a 10' x 10' area. It requires a three-gnome crew to operate, and has a 25% chance of malfunctioning every time it is used.

Net Thrower	60	600	AC11-090
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Name EP Cost Book/Page

**Nightcap**

A nightcap covers the head during sleep. It provides some extra warmth, but is used primarily to keep the wearer's hair out of his face. Its secondary purpose is to keep the lice that often inhabit the scalp from biting and jumping about and keeping the person awake.



Nightcap, Sleep 400 2,000 AC04-053  
 Nightcap, Vision 600 3,000 AC04-053

**Nightingale**

The origin of *Queen Ehliissa's marvelous nightingale* is unknown; however, one sage asserts that the nightingale was made by Xagy and the goddess of volcanic activity, Joramy, some 17 centuries ago. This bejeweled songbird seems to actually spring to life when its mechanism is activated. The creature is held within a fine mesh of golden wires, much like the cage of a real bird, and when set in motion the nightingale opens its glittering wings, hops to the highest perch in the cage and performs.



Nightingale, Queen Ehliissa's Marvelous Relic 112,500 2011-160

**Noisome**

These magical items come in strings of 100 and look like modern-day firecrackers. When lit and cast to the ground, the noisomes magically explode with a loud bang. Spirits cannot tolerate this noise. Lesser spirits flee for 2-5 rounds. Greater spirits are granted a saving throw versus spell to remain in the area. The explosions cause no damage.



Noisome, Spirit Chaser 1,000 5,000 2018-135

**Nunchaku**

This is a martial arts weapon, derived from the common agricultural flail. It consists of two lengths of wood or iron connected by a short chain or cord. It can be used to parry attacks, club an opponent, or catch weapons. It is easily concealed. Martial arts training is required to use this weapon effectively.



Nunchaku, Dancing +2 800 4,000 POLY041-14

Name EP Cost Book/Page

**Oar**

Oars are used to propel and steer water craft. An oar consists of a long wooden shaft with a blade at one end and a short, tapered grip at the other end. A metal or leather bracket or sleeve is fitted somewhere near the middle. An oar must be attached to or braced against to the craft's gunwale (side). All oar-driven vessels are fitted with brackets or notches for this purpose.



Oar, Ether 1,000 5,000 AC04-053  
 Oar, Rowing 600 6,000 AC04-053

**Odor**

Odors are almost exclusively created by druids and other naturalist priests. They are gases distilled from plants, earth, minerals, or animal byproducts. Some odors are benign and are used as alchemical cures for a variety of injuries and ailments. Other odors are deadly poisons.



Odor, Sleep 1,000 5,000 DRAG119-19  
 Odor, Wakefulness 200 1,000 DRAG119-19

**Odovir**

In Norse legend, a war took place between the Aesir (the 24 deities of Asgard) and the Vanir (the nature deities of Noatun). After the war, both sides spat into a jar, providing their mixed essences as hostages for peace. Kvasir, the wisest of all men, was made of the spittle. Using honey, he made an elixir called Odovir (or Odhrevir); all who partook of it became poets.



Odovir 600 6,000 1021b-64

**Oil**

"Oil" is a general term for a vast number of products. Oils include lotions and salves that are rubbed on the body for medicinal purposes. Oils also include lubricants that lessen friction between two different objects when they rub together. Many enchanted oils are herbal distillates or infusions. They tend to be non-flammable. Lamp oil is used for lamps and lanterns; it is not particularly explosive although it can be used to feed an existing blaze.



Oil, Absinthe 100 500 DRAG033-47  
 Oil, Acid Resistance 500 5,000 2100-143

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Oil, African Ju Ju	100	500	DRAG033-47	Oil, Hair Replacement	150	400	POLY065-20
Oil, Agelessness	800	8,000	FR10-81	Oil, High John the Conqueror	500	2,500	DRAG033-52
Oil, Allspice	150	750	DRAG033-47	Oil, Honeysuckle	100	250	DRAG033-52
Oil, Anger	300	1,500	DRAG033-47	Oil, Horridness	—	150	DRAG179-69
Oil, Animation	200	800	POLY065-20	Oil, Hypnotic	300	1,500	DRAG033-52
Oil, Anise	100	500	DRAG033-47	Oil, Hyssop	200	1,000	DRAG033-52
Oil, Aphrodisia	200	1,000	DRAG033-47	Oil, Immovability	350	1,600	POLY065-20
Oil, Aphrodisiac, Starella's	250	1,250	2121-125	Oil, Impact	750	5,000	2100-143
Oil, Arabian Nights	300	1,500	DRAG033-47	Oil, Insect Ward, Murdock's	200	1,000	2121-125
Oil, Ares	150	750	DRAG033-47	Oil, Invisibility	250	500	DRAG179-69
Oil, Armor	400	4,000	FR10-81	Oil, Invulnerability	350	500	DRAG179-69
Oil, Armor	500	1,800	POLY065-20	Oil, Invulnerability, Elemental	2,000	20,000	DRAG130-40
Oil, Aroma of Dreams	300	1,500	2121-125	Oil, Invulnerability, Elemental	5,000	25,000	2121-127
Oil, Attraction	200	1,000	DRAG033-47	Plane, Air	5,000	25,000	2121-127
Oil, Attractiveness	200	350	DRAG179-68	Oil, Invulnerability, Elemental	5,000	25,000	2121-127
Oil, Beauty	400	4,000	FR10-81	Plane, Ash	5,000	25,000	2121-127
Oil, Bergamot	600	1,800	DRAG033-47	Oil, Invulnerability, Elemental	5,000	25,000	2121-127
Oil, Blood, Bat	250	1,750	DRAG033-47	Plane, Dust	5,000	25,000	2121-127
Oil, Blood, Dragon	500	2,500	DRAG03 3-52	Oil, Invulnerability, Elemental	5,000	25,000	2121-127
Oil, Bottom #20	100	500	DRAG033-47	Plane, Earth	5,000	25,000	2121-127
Oil, Bull	100	500	DRAG033-47	Oil, Invulnerability, Elemental	5,000	25,000	2121-127
Oil, Buoyancy	250	700	POLY065-20	Plane, Fire	5,000	25,000	2121-127
Oil, Carnation	150	750	DRAG033-47	Oil, Invulnerability, Elemental	5,000	25,000	2121-127
Oil, Chocolate	100	500	DRAG033-47	Plane, Ice	5,000	25,000	2121-127
Oil, Citronella	125	625	DRAG033-47	Oil, Invulnerability, Elemental	5,000	25,000	2121-127
Oil, Civet	100	500	DRAG033-47	Plane, Lightning	5,000	25,000	2121-127
Oil, Cleo May	100	500	DRAG033-47	Oil, Invulnerability, Elemental	5,000	25,000	2121-127
Oil, Cloaking	250	500	DRAG179-68	Plane, Magma	5,000	25,000	2121-127
Oil, Commanding	1,000	5,000	DRAG033-47	Oil, Invulnerability, Elemental	5,000	25,000	2121-127
Oil, Concentration	400	2,000	DRAG033-47	Plane, Minerals	5,000	25,000	2121-127
Oil, Confusion	900	4,500	DRAG033-47	Oil, Invulnerability, Elemental	5,000	25,000	2121-127
Oil, Conquering, Glory	1,500	7,500	DRAG033-47	Plane, Ooze	5,000	25,000	2121-127
Oil, Conquering, High	1,000	5,000	DRAG033-52	Oil, Invulnerability, Elemental	5,000	25,000	2121-127
Oil, Controlling	1,000	5,000	DRAG033-47	Plane, Radiance	5,000	25,000	2121-127
Oil, Crab Apple	100	500	DRAG033-47	Oil, Invulnerability, Elemental	5,000	25,000	2121-127
Oil, Crossing	600	1,800	DRAG033-47	Plane, Salt	5,000	25,000	2121-127
Oil, Cummin Seed	100	500	DRAG033-47	Oil, Invulnerability, Elemental	5,000	25,000	2121-127
Oil, Curdled Death	750	3,750	2121-125	Plane, Smoke	5,000	25,000	2121-127
Oil, Curse, Bruno's	—	400	DRAG033-47	Oil, Invulnerability, Elemental	5,000	25,000	2121-127
Oil, Cypress Seed	100	500	DRAG033-47	Plane, Steam	5,000	25,000	2121-127
Oil, Desire Me	500	2,500	DRAG033-52	Oil, Invulnerability, Elemental	5,000	25,000	2121-127
Oil, Dexterity	500	800	POLY065-20	Plane, Vacuum	5,000	25,000	2121-127
Oil, Disenchantment	750	3,500	2100-143	Oil, Invulnerability, Elemental	5,000	25,000	2121-127
Oil, Do As I Say	1,000	5,000	DRAG033-52	Plane, Water	5,000	25,000	2121-127
Oil, Double Cross	600	3,000	DRAG033-52	Oil, Jamaica	200	1,000	DRAG033-52
Oil, Dream	600	1,800	DRAG033-52	Oil, Jinx Removing	1,000	5,000	DRAG033-52
Oil, Dryad of the	250	700	POLY065-20	Oil, Kludde	100	500	DRAG033-52
Oil, Elasticity	250	900	POLY065-20	Oil, Lavender	100	500	DRAG033-52
Oil, Elemental Invulnerability, Air	1,000	5,000	2100-143	Oil, Life	2,000	1,000	DRAG033-52
Oil, Elemental Invulnerability, Earth	1,000	5,000	2100-143	Oil, Life, New	2,500	12,500	DRAG033-52
Oil, Elemental Invulnerability, Fire	1,000	5,000	2100-143	Oil, Lighting	250	500	POLY065-20
Oil, Elemental Invulnerability, Water	1,000	5,000	2100-143	Oil, Lightning Bolts	—	500	POLY065-20
Oil, Enchantment	1,200	6,000	DRAG033-52	Oil, Lily of the Valley	200	1,000	DRAG033-52
Oil, Etherealness	600	1,500	2100-143	Oil, Lorn	250	600	POLY065-20
Oil, Eucalyptus	200	1,000	DRAG033-52	Oil, Magnolia	150	750	DRAG033-52
Oil, Feast, of the	250	500	POLY065-20	Oil, Manpower	400	2,000	DRAG033-52
Oil, Fiery Burning	500	4,000	2100-143	Oil, Mercury	100	1,000	DRAG033-52
Oil, Fire Stilling	200	1,800	DRAG159-18	Oil, Metal Fatigue	400	1,900	POLY065-20
Oil, Frangi Pani	200	1,000	DRAG033-52	Oil, Mojo	100	1,500	DRAG033-52
Oil, Fumbling	—	1,000	2100-143	Oil, Moon	200	1,000	DRAG033-52
Oil, Galangal	100	500	DRAG033-52	Oil, Musk	100	500	DRAG033-52
Oil, Gardenia	200	1,000	DRAG033-52	Oil, Narcissus	200	1,000	DRAG033-52
Oil, Get Away	300	1,500	DRAG033-52	Oil, Nine Mystery	300	1,500	DRAG033-52
Oil, Grape	100	500	DRAG033-52	Oil, Obeah	400	1,500	DRAG033-52
Oil, Grass, Five Finger	250	1,250	DRAG033-52	Oil, Obedience	500	900	DRAG179-69
Oil, Great Devotion	300	500	DRAG179-68	Oil, Olibanum	200	2,000	DRAG033-52

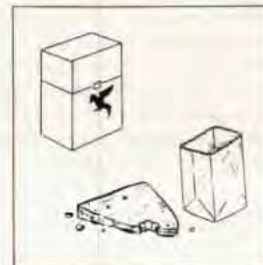
Name	EP	Cost	Book/Page
Oil, Phosphorescence	—	100	DRAG091-53
Oil, Phosphorus	350	800	POLY065-20
Oil, Pickpocket, of the	300	500	DRAG179-69
Oil, Power	1,000	10,000	DRAG033-52
Oil, Preservation	750	4,000	2121-127
Oil, Preservation	500	1,600	POLY065-21
Oil, Primrose	200	1,000	DRAG033-52
Oil, Reversible	1,500	7,500	DRAG033-52
Oil, Romance	200	300	DRAG179-69
Oil, Rosemary	200	600	DRAG033-52
Oil, Rue	100	500	DRAG033-52
Oil, Rust Proofing	400	1,900	POLY065-21
Oil, Sandalwood	300	1,500	DRAG033-52
Oil, Scents	50	250	POLY065-21
Oil, Scribes	500	1,300	POLY065-21
Oil, Scrying	250	700	POLY065-21
Oil, Sharpness +1	100	1,000	2017-090
Oil, Sharpness +2	200	2,000	2017-090
Oil, Sharpness +3	300	3,000	2017-090
Oil, Sharpness +4	400	4,000	2017-090
Oil, Sharpness +5	500	5,000	2017-090
Oil, Sharpness +6	600	6,000	2017-090
Oil, Slickness	350	3,500	PHBR2-105
Oil, Slipperiness	400	750	2100-144
Oil, Snake	250	500	DRAG033-52
Oil, Spikenard	300	1,200	DRAG033-52
Oil, Spirit	300	1,500	DRAG033-52
Oil, Time	600	3,000	DRAG033-52
Oil, Timelessness	500	2,000	2100-144
Oil, Unlocking	300	800	POLY065-21
Oil, Verbena	400	2,000	DRAG033-52
Oil, Vibration	300	1,500	DRAG033-52
Oil, Virgin Olive	100	500	DRAG033-52
Oil, Vision	1,000	5,000	DRAG033-52
Oil, Will Power	500	2,500	DRAG033-52
Oil, Wintergreen	100	500	DRAG033-52
Oil, Wishing	1,200	12,000	DRAG033-52
Oil, XYZ	300	1,500	DRAG033-52
Oil, Ylang Ylang	300	1,500	DRAG033-52
Oil, Zula Zula	250	750	DRAG033-52



Name	EP	Cost	Book/Page
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Ointment

This pale, creamy salve is found in small wooden boxes with cloth applicators. If the entire contents of a box is rubbed on any part of the skin, a magical effect is produced. All ointments look, smell, and taste differently (even among the same types), making them hard to distinguish one from another.



Ointment, Blessing	100	500	AC04-054
Ointment, Healing	1,000	5,000	AC04-054
Ointment, Keoghtom's	500	10,000	2100-173
Ointment, Poison	—	600	AC04-054
Ointment, Scar Removal	150	750	DRAG073-38
Ointment, Scarring	400	4,000	AC04-054
Ointment, Second Sight	2,000	10,000	PC1-60
Ointment, Soothing	600	3,000	AC04-054
Ointment, Tanning	500	2,500	AC04-054

Omelet

This item is a carton or box made from a lightweight, porous, white material. The outside embossed with glyph that usually depicts a bird or some type of flying contraption. When opened, the carton always is found containing an old, cold, tough, and unappetizing omelet and a waxed-coated bag.



Omelet, Planes, of the	1,000	10,000	DRAG156-28
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Oracle

An oracle appears to be a crystal ball with a slight tinge of color. They were created many years ago for the then Lord Mayor of the city of Greyhawk. However, no one is sure how many oracles are still in the government's possession, and how many have been lost or stolen. An oracle can answer one question a day, as if the owner is consulting a sage (see DMG).



Oracle, Greyhawk, Blue	2,000	12,000	2023-082
Oracle, Greyhawk, Brown	2,000	12,000	2023-082
Oracle, Greyhawk, Green	2,000	12,000	2023-082
Oracle, Greyhawk, Orange	2,000	12,000	2023-082
Oracle, Greyhawk, Red	2,000	12,000	2023-082
Oracle, Greyhawk, Violet	2,000	12,000	2023-082
Oracle, Greyhawk, Yellow	2,000	12,000	2023-082

Name EP Cost Book/Page

**Pearl**

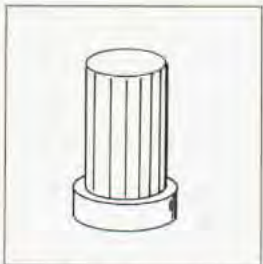


A pearl is a semi-precious gem formed inside various mollusks when irritating objects get trapped within their shells. If the animal cannot eject the object, it covers the object with a smooth, shell-like coating instead. Pearls are fairly hard, but delicate. They are valued for their color and silvery luster.

Pearl, Dragon	10,000	20,000	DRAG126-51
Pearl, Ebbing Tide	400	2,000	2018-135
Pearl, Entrancement	2,000	10,000	DLR1-82
Pearl, Giant Black	Relic	250,000	2013-037
Pearl, Power, 1st	200	2,000	2011-151
Pearl, Power, 2nd	400	4,000	2011-151
Pearl, Power, 3rd	600	6,000	2011-151
Pearl, Power, 4th	800	8,000	2011-151
Pearl, Power, 5th	1,000	10,000	2011-151
Pearl, Power, 6th	1,200	12,000	2011-151
Pearl, Power, 7th	1,400	14,000	2011-151
Pearl, Power, 8th	1,800	18,000	2011-151
Pearl, Power, 9th	1,600	16,000	2011-151
Pearl, Power, Cursed 1st	—	200	2011-151
Pearl, Power, Cursed 2nd	—	400	2011-151
Pearl, Power, Cursed 3rd	—	600	2011-151
Pearl, Power, Cursed 4th	—	800	2011-151
Pearl, Power, Cursed 5th	—	1,000	2011-151
Pearl, Power, Cursed 6th	—	1,200	2011-151
Pearl, Power, Cursed 7th	—	1,400	2011-151
Pearl, Power, Cursed 8th	—	1,800	2011-151
Pearl, Power, Cursed 9th	—	1,600	2011-151
Pearl, Power, Cursed, Special	—	1,800	2011-151
Pearl, Power, Two 1st-6th	*	*	2011-151
Pearl, Protection, Fire	1,000	5,000	2018-135
Pearl, Rising Tide	5,000	50,000	2018-135
Pearl, Sirines, of the	900	4,500	2100-176
Pearl, Wisdom	500	5,000	2100-176
Pearl, Wisdom, Cursed	—	500	2011-151

\* Add the appropriate values for each spell that can be recalled.

**Pedestal**



A pedestal is a support or base for a column, statue, vase, or the like. In architecture, a pedestal lends strength and stability to the structure on top of it. In art, a pedestal raises an item into the air where it is easy to view from almost any angle and protected from errant feet.

Pedestal, Blyphian	2,000	10,000	DLE3-062
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Name EP Cost Book/Page

**Pegleg**



A pegleg is an artificial replacement for a lower leg lost to accident or misadventure. Different sizes are available, but they generally cost the same. A pegleg's cost mostly depends on the materials used in its construction and the magical dweomers placed on the item. Usually, only characters too poor or weak to bargain for a clerical *regeneration* spell resort to these items.

Pegleg, Walking	900	4,500	1072a-84
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**Pellet**



This nasty weapon was devised by drow for use against other drow. Pellets have cores of glass, rock crystal, or other hard material. They are prepared by casting a *continual light* spell on a core. The core is dipped in fat or grease, then rolled in clay, which is baked hard. When the pellet is thrown, the fragile clay breaks off, revealing the light.

Pellet, Light	20	50	FOR2-79
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**Pen**



A pen is a writing and drawing implement that uses ink or thin paint to compose letters, drawings, books, scrolls, etc. Unlike quills, which must be frequently dipped in a small vat of ink, pens contain a small reservoir that holds the ink.

Pen, Excellence	1,200	12,000	PHBR4-125
Pen, Speedy Writing	400	4,000	DRAG073-37
Pen, Truth	1,000	10,000	DRAG073-39

**Pendant**



A pendant is an ornamental piece of jewelry, often a precious stone in a metal setting, that is hung from a necklace chain of fine metal. Pendants can also be pinned to an article of clothing or dangled from an earring.

Pendant, Equus	1,500	7,500	DUNG022-34
Pendant, Rahasia	3,000	15,000	B07-030

<b>Name</b>	<b>EP</b>	<b>Cost</b>	<b>Book/Page</b>
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**Pennant**

A pennant is a long, tapered flag or standard that commemorates some achievement or serves as the colors and coat of arms of the nobleman or sovereign. Unlike flags and banners, pennants are not commissioned by the leadership of a country. They are strictly used to identify a small group of warriors in a larger army. An army may have dozens of pennants, but flies only one true flag, usually the royal colors and coat of arms of the principality or ruler.



Pennant, Bravery	2,000	10,000	DRAG072-51
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**Penny**

A penny is a small coin, and is often the smallest denomination of coinage used in a country. Occasionally a country will mint half pennies or the citizens actually will cut pennies in half when something smaller is desired. A country's penny is generally minted in the least precious metal available, often copper.



Penny, Luck	1,000	5,000	AC04-054
Penny, Returning	2,000	10,000	DRAG030-37

**Pepper**

Pepper is a hot spice that comes from a variety of tropical plants and shrubs. Pepper, depending upon the plant that it originates from, can be black, white, gray, green, yellow, or red. Color has nothing to do with how hot the pepper is. The "heat" comes from chemicals in the natural oils produced by the plant.



Pepper, Fire	1,000	5,000	1066a-90
Pepper, Sneezing	50	500	POLY023-12

**Periapt**

A periapt is a kind of amulet, often studded with a large gemstone or jewel. Periapts are generally hung about the neck, but can be pinned to an outer garment. For more information and magical options, see the Amulet (page 19) and Charm (page 42) entries.



Periapt, Foul Rotting	-	1,000	2100-176
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<b>Name</b>	<b>EP</b>	<b>Cost</b>	<b>Book/Page</b>
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Periapt, Health	1,000	10,000	2100-176
Periapt, Peaceful of Pax	Relic	P	M5-44
Periapt, Proof Against Poison +1	1,500	12,500	2100-176
Periapt, Proof Against Poison +2	2,000	15,000	2100-176
Periapt, Proof Against Poison +3	2,500	20,000	2100-176
Periapt, Proof Against Poison +4	3,000	25,000	2100-176
Periapt, Prophecy Protection	1,500	10,000	DRAG132-23
Periapt, Protection, Vampiric			
Ixitxachtli	1,500	15,000	DRAG048-85
Periapt, Wound Closure	1,000	10,000	2100-176

**Philter**

Philters are derivatives of natural materials such as tree bark, berry juice, honey, dew, etc. The raw materials are combined with other natural fluids and enchanted to produce a magical effect. Like potions (see page 109) and elixirs (see page 55) all of a philter usually must be consumed to release its magic.



Philter, Beauty	250	1,500	2017-091
Philter, Drunkenness	-	150	DRAG179-69
Philter, Durimal's Merry Blend	800	2,400	DRAG178-18
Philter, Durimal's Potent Draught	800	2,400	DRAG178-18
Philter, Durimal's Sovereign Tonic	800	2,400	DRAG178-18
Philter, Glibness	500	2,500	2100-144
Philter, Love	200	300	2100-144
Philter, Persuasiveness	400	850	2100-144
Philter, Stammering and Stuttering	-	1,500	2100-144

**Phylactery**

Phylacteries are priestly items that come in two forms. The first is a small arm wrapping inscribed with holy writings and verses from the priest's deity. The second is a container of any type and shape that holds a holy relic. Generally, the relic held has no real monetary value (except to the priest and his creed) and is small enough so that it and its container can be held and hid easily in the palm of the hand. These containers often are strapped to the arm or forehead.



Phylactery, Bravery	1,800	9,000	DRAG179-73
Phylactery of Faithfulness	1,000	7,500	2100-176
Phylactery of Long Years	3,000	25,000	2100-176
Phylactery of Monstrous Attention	-	2,000	2100-176

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
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**Pick**

The *pick of earth parting* allows its wielder to cut through elemental earth quickly. The wielder must have Strength of 17 or greater to use it. The pick creates a smooth, clean surface regardless of the user's mining skills. All rubble from the excavation magically disappears, leaving a clear passage. See the *Military Pick* entry (page 94) for more magical options.



Pick, Earth Parting	5,000	25,000	2121-142
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**Pickaxe**

This miner's tool is used for breaking up rock and hard-packed earth. It is essential to any mining operation. A pickaxe can be used in combat, but is not a weapon. In addition to normal nonproficiency penalties, a pickaxe confers an additional -2 penalty on all attack rolls, but if the blow lands, it causes 1d6 points of damage.



Pickaxe, Piercing	2,000	20,000	FR11-44
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**Pie**

A pie is a baked dish with a pastry or dough shell. Pies have moist centers containing meats, fruits, vegetables, nuts, or a combination of ingredients. Magical pies are one-use items that can be stored for months before spoiling. Once spoiled, the enchantment contained within is dispelled.



Pie, Four & Twenty Blackbirds	250	800	POLY023-23
Pie, Raspberries	500	700	POLY023-23
Pie, Rhubarb	1,000	5,000	POLY023-23

**Pigment**

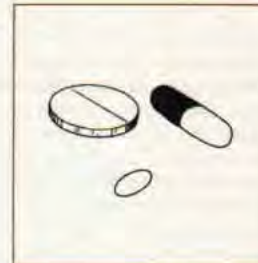
Pigments are powders which have been mixed with water, oil, or other liquid to produce a colored paste or paint. Most pigments are made from a single substance, but some are blended to produce a particular hue.



Pigment, Longevity	3,000	30,000	DUNG010-63
Pigment, Nolzur's Marvelous	500	3,000	2100-175

**Pill**

Pills are small water-soluble tablets that serve a number of purposes. First, pills can be swallowed to relieve the symptoms of a number of ailments. Pills can also be dissolved in fluids to produce a desired effect. See the *Tablet* entry, page 140 for more magical options.



Pill, Desalination	100	500	LC4-41
Pill, Dispel Hangover	100	700	DRAG073-40
Pill, Plentiful Water	2,000	20,000	DRAG073-37
Pill, Tanglefoot	100	350	DRAG002-29

**Pillow**

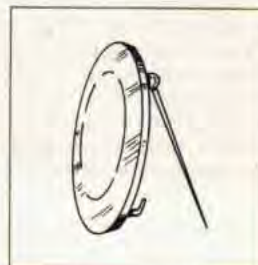
A pillow is a soft case or bag filled with a yielding material such as goose down. The bag is sewn so the material cannot leak out. Pillows are used to make sitting, sleeping, or lying down more comfortable. Magical pillows are extremely rare and are often valued by those suffering from insomnia or other sleep disorders.



Pillow, Regeneration	5,000	40,000	POLY043-21
Pillow, Restlessness	—	500	new item

**Pin**

Pins are simple bits of decorative jewelry that are attached to clothing. They can be added merely for adornment, or they can be functional, holding a cloak or other garment closed. Most pins have a clasp or cap that keeps the pin's sharp point from piercing the user's skin or slipping out of the material it has been stuck through.



Pin, Communication	1,000	10,000	POLY058-31
Pin, Iron, Icy Sea	500	4,500	2023-081

**Pipe**

Magical smoking pipes are often found with canisters of tobacco. The pipe is used by filling the bowl with combustible material, lighting it, and inhaling the resulting smoke. Musical pipes, however, are metal, bone, wood, or reed tubes of different lengths bound together side by side with leather or reed thongs. Sound is made by blowing across the aligned upper ends.



Name	EP	Cost	Book/Page
Pipe, Aromatic	400	4,000	AC04-054
Pipe, Brewers, of the	300	3,000	DRAG120-18
Pipe, Bubble	100	1,000	AC04-054
Pipe, Copper	200	2,000	AC04-055
Pipe, Doom	2,000	10,000	DUNG028-09
Pipe, Dorfin's Organ	600	6,000	AC11-090
Pipe, Gas	250	2,500	AC04-055
Pipe, Halfling	300	3,000	AC04-054
Pipe, Haunting	400	4,000	2100-176
Pipe, Hot Air	100	1,000	DRAG073-39
Pipe, Lasting	250	2,500	DRAG030-36
Pipe, Madness	—	1,500	7014-46
Pipe, Pain	—	1,250	2100-176
Pipe, Pan	3,000	30,000	AC04-055
Pipe, Panic	3,000	30,000	PC1-60
Pipe, Puckering	100	1,200	AC04-055
Pipe, Reeking	1,000	12,000	DRAG054-77
Pipe, Self-Lighting	100	1,000	AC04-055
Pipe, Sewers, of the	2,000	8,500	2100-177
Pipe, Smoke Rings	200	2,000	DRAG073-40
Pipe, Smoking	300	3,000	AC04-055
Pipe, Snake Summoning	350	3,500	POLY017-07
Pipe, Snowmen, of the	200	2,000	POLY056-16
Pipe, Sounding	1,000	10,000	2100-177
Pipe, Speaking	320	3,200	AC04-055
Pipe, Water	200	2,000	AC04-055

**Pipeweed**

Pipeweed is similar to tobacco. It is used in pipes (or rolled in papers to create cigars or cigarettes). Like tobacco pipeweed is ground from dried leaves. The prices listed below are for a single dose of pipeweed. Its expense is due to its rarity (as smoking is unknown in many cultures).



Pipeweed, Illusion	200	2,000	DRAG002-13
Pipeweed, Stoning	300	3,000	DRAG002-13
Pipeweed, Tranquillity	400	4,000	DRAG002-13

**Pitcher**

A pitcher is a container used to hold fluids. Pitchers normally have elaborate handles sturdy enough to carry the weight of the pitcher and anything placed in it. They also have lips that allow drip-free pouring. Pitchers usually are ceramic, but the can be made from metal, glass, or leaded crystal.



Pitcher, Blending	300	3,000	DRAG0 73-38
Pitcher, Plentiful Pouring	600	6,000	DRAG073-40

Name	EP	Cost	Book/Page
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**Pitchfork**

The pitchfork is a handy farm implement that can serve as a lethal weapon when no other is available (it inflicts almost the same damage as a trident). The tool has a long wooden handle that ends in a head equipped with several tines, there can be as few as three and as many as five prongs. It is mainly used to move (pitch) hay or straw.



Pitchfork, Penetration	700	7,000	AC04-055
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**Placard**

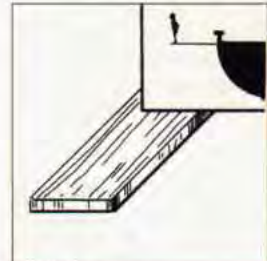
The magical placards described here bear the hallowed symbols of the monks of the old S'tung Monastery. Each is a cream-colored card two hands tall by one and a half hands wide (about 18" by 12"). Each has a powerful magical symbol painted in black and trimmed with gold. Ink collected from giant river squids and blessed and purified by the monks is used to paint the signs. The cards are formed of flax and silk fibers, mixed with pulp from bamboo, tocara root (a local tuber), and dried flowers of the dogwood plant. (See the Deck and Card entries for more magical possibilities.)



Placard, Edu'sascar	700	7,000	1032-063
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**Plank**

This magical item is popular among spelljamming pirates and privateers throughout Greyspace. When extended, the plank magically stretches beyond a vessel's gravity plane and atmosphere envelope. Once a character walks onto the plank, one step actually moves the character the equivalent of four steps. Blindfolded who are forced to "walk the plank" soon find themselves set adrift in wildspace.



Plank, The	700	3,500	1072a-84
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**Plant**

Throughout history, many plants have been known to have medicinal properties. Medicinal plants can be found in nearly any climate or terrain, but an experienced eye is required to know the helpful plants from the mundane or even the poisonous ones. There are plants that have magical properties, but these are extremely rare.



Name	EP	Cost	Book/Page
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### Pot

Pots are round, deep containers. Household pots are metallic and are used to boil water or roast foods. Horticultural pots usually are made from kiln-fired clay and have small drainage holes at the bottom. They are used to hold soil for flowers, small trees, or other beneficial plants.



Pot, Plant Protection	1,000	5,000	DRAG073-37
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### Potion

Potions are magical draughts typically found in ceramic, crystal, glass, or metal flasks or vials. Each container generally contains enough fluid to provide one person with a single dose. See the Balm, Elixir, Ichor, Ointment, Philter, and Salve entries for more magical possibilities.



Potion, Absorption	700	1,200	POLY065-12
Potion, Advanced Meditation	300	700	POLY065-12
Potion, Agility	500	900	1013-49
Potion, Aging	250	500	POLY065-12
Potion, All-Purpose Healing	200	600	POLY065-12
Potion, Allergy Suppressant	100	200	DRAG163-24
Potion, Alternate Profession	250	700	POLY065-12
Potion, Ambrosia	200	300	1021-63
Potion, Anti-Magic	800	3,000	POLY065-12
Potion, Anti-Sleep	350	500	POLY067-10
Potion, Antidote	200	400	1013-49
Potion, Arcane Comprehension	400	1,200	DUNG035-65
Potion, Archmagedom	450	1,500	POLY065-12
Potion, Babblejuice	100	200	DRAG163-21
Potion, Blending	300	500	1013-49
Potion, Blindness	—	250	POLY065-12
Potion, Bloodstop	100	200	DRAG163-24
Potion, Bouncing	250	400	POLY065-12
Potion, Brainflight	300	500	DRAG163-21
Potion, Breath Cleanser	100	200	DRAG163-24
Potion, Bubbles	50	250	POLY065-12
Potion, Bug Repellent	100	200	1013-49
Potion, Burnsalve I	200	300	DRAG163-21
Potion, Burnsalve II	250	350	DRAG163-21
Potion, Burnsalve III	300	400	DRAG163-21
Potion, Cause Light Wounds	200	400	DRAG076-17
Potion, Cause Serious Wounds	400	800	DRAG076-17
Potion, Chameleon Power	350	700	POLY065-12
Potion, Childishness	—	8,000	POLY065-12
Potion, Clairaudience	250	400	2100-141
Potion, Clairvoyance	300	500	2100-141
Potion, Clarity	550	1,100	POLY065-12
Potion, Clay	950	4,250	POLY065-12
Potion, Clean And Dry	100	250	POLY065-12
Potion, Clearwater	200	300	2003-24
Potion, Climbing	300	500	2100-141

Name	EP	Cost	Book/Page
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Potion, Cold Resistance	250	500	POLY065-12
Potion, Confusion	—	250	POLY065-12
Potion, Contact Disruption	400	800	POLY065-12
Potion, Control, Animal, All	250	400	2100-141
Potion, Control, Animal, Avian	250	400	2100-141
Potion, Control, Animal, Fish	250	400	2100-141
Potion, Control, Animal, Mammal/Marsupial	250	400	2100-141
Potion, Control, Animal, Mammal/Marsupial/Avian	250	400	2100-141
Potion, Control, Animal, Reptile/Amphibian	250	400	2100-141
Potion, Control, Animal, Reptile/Amphibian/Fish	250	400	2100-141
Potion, Control, Animal, Superior	300	600	POLYINT27
Potion, Control, Damage	400	4,000	WG5-25
Potion, Control, Dragon, Black	700	7,000	2100-142
Potion, Control, Dragon, Brass	700	7,000	2100-142
Potion, Control, Dragon, Bronze	700	7,000	2100-142
Potion, Control, Dragon, Chiang Lung	700	7,000	2018-130
Potion, Control, Dragon, Cloud	700	7,000	2018-130
Potion, Control, Dragon, Copper	700	7,000	2100-142
Potion, Control, Dragon, Evil	700	7,000	2100-142
Potion, Control, Dragon, Gold	700	7,000	2100-142
Potion, Control, Dragon, Good	700	7,000	2100-142
Potion, Control, Dragon, Green	700	7,000	2100-142
Potion, Control, Dragon, Li Lung	700	7,000	2018-130
Potion, Control, Dragon, Lung Wang	700	7,000	2018-130
Potion, Control, Dragon, Mist	700	7,000	2018-130
Potion, Control, Dragon, Pan Lung	700	7,000	2018-130
Potion, Control, Dragon, Red	700	7,000	2100-142
Potion, Control, Dragon, Shen Lung	700	7,000	2018-130
Potion, Control, Dragon, Silver	700	7,000	2100-142
Potion, Control, Dragon, T'ien Lung	700	7,000	2018-130
Potion, Control, Dragon, White	700	7,000	2100-142
Potion, Control, Dragon, Yu Lung	700	7,000	2018-130
Potion, Control, Dwarves	500	900	2100-143
Potion, Control, Elemental, Air	600	3,000	2121-125
Potion, Control, Elemental, Earth	600	3,000	2121-125
Potion, Control, Elemental, Fire	600	3,000	2121-125
Potion, Control, Elemental, Water	600	3,000	2121-125
Potion, Control, Elves/Half-Elves	500	900	2100-143
Potion, Control, Giant, Cloud	600	6,000	2100-142
Potion, Control, Giant, Fire	600	6,000	2100-142
Potion, Control, Giant, Frost	600	6,000	2100-142
Potion, Control, Giant, Hill	600	6,000	2100-142
Potion, Control, Giant, Stone	600	6,000	2100-142
Potion, Control, Giant, Storm	600	6,000	2100-142
Potion, Control, Gnomes	500	900	2100-143
Potion, Control, Half-Orcs	500	900	2100-143
Potion, Control, Halflings	500	900	2100-143
Potion, Control, Housecat	250	2,500	DRAG030-36
Potion, Control, Human	500	900	DRAG130-40
Potion, Control, Humanoids	500	900	2100-143
Potion, Control, Plant	250	300	2100-144
Potion, Control, Undead, Ghast	700	2,500	2100-144
Potion, Control, Undead, Ghost	700	2,500	2100-144
Potion, Control, Undead, Ghoul	700	2,500	2100-144
Potion, Control, Undead, Shadow	700	2,500	2100-144
Potion, Control, Undead, Skeleton	700	2,500	2100-144
Potion, Control, Undead, Spectre	700	2,500	2100-144
Potion, Control, Undead, Vampire	700	2,500	2100-144
Potion, Control, Undead, Wight	700	2,500	2100-144

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Potion, Control, Undead, Wraith	700	2,500	2100-144	Potion, Gluttony	—	100	POLY065-15
Potion, Control, Undead, Zombie	700	2,500	2100-144	Potion, Golden Silence	250	400	POLY065-15
Potion, Corrosive Touch	700	1,200	POLY065-12	Potion, Good Humor	500	2,000	POLY065-15
Potion, Craftsmanship	400	800	POLY065-12	Potion, Gray Slumber	250	600	POLY065-15
Potion, Creation	250	400	POLY065-13	Potion, Greensprouting	300	600	POLY065-15
Potion, Danger Detection	250	600	POLY065-13	Potion, Growth	250	300	2100-143
Potion, Deafness	—	800	POLY065-13	Potion, Hair Restorer	100	250	DRAG163-21
Potion, Defense +1	200	1,000	1013-49	Potion, Hangover Remedy	100	200	DRAG163-21
Potion, Defense +2	400	2,000	1013-49	Potion, Healing	200	400	2100-143
Potion, Defense +3	600	3,000	1013-49	Potion, Healing Poultice I	200	400	DRAG163-21
Potion, Defense +4	800	4,000	1013-49	Potion, Healing Poultice II	400	800	DRAG163-21
Potion, Defense +5	1,000	5,000	1013-49	Potion, Healing Poultice III	500	1,000	DRAG163-21
Potion, Deftness, Dex 17	500	800	POLY065-13	Potion, Healing, Super	500	1,000	CM2-027
Potion, Deftness, Dex 18	700	1,000	POLY065-13	Potion, Herbal Draught	200	450	CB2-029
Potion, Deftness, Dex 19	900	1,200	POLY065-13	Potion, Heroic Action	350	800	POLY065-15
Potion, Deftness, Dex 20	1,000	1,300	POLY065-13	Potion, Heroism	300	500	2100-143
Potion, Deftness, Dex 21	1,200	1,500	POLY065-13	Potion, Homunculus Creation	600	1,500	1031-77
Potion, Delusion	—	150	2100-141	Potion, Horn of Plenty	250	500	POLY065-15
Potion, Digestion	200	500	POLY065-14	Potion, Immiscibility Protection	500	1,000	POLY065-15
Potion, Digging	400	1,200	POLY065-14	Potion, Immunity, Aging	2,000	40,000	POLY065-15
Potion, Diminution	300	500	2100-141	Potion, Immunity, Cursed (Instant Death)	2,000	40,000	POLY065-15
Potion, Direction	350	800	DRAG091-53	Potion, Immunity, Death Magic	2,000	40,000	POLY065-15
Potion, Disenchantment, Permanent	2,000	6,000	POLY065-14	Potion, Immunity, Disease	2,000	40,000	POLY065-15
Potion, Dragon Armor	400	1,600	POLY065-14	Potion, Immunity, Lycanthropes	350	500	DRAG002-29
Potion, Dragon Breath	500	1,400	POLY065-14	Potion, Immunity, Normal Weapons	2,000	40,000	POLY065-15
Potion, Dragon Sight	200	2,000	DLA1-057	Potion, Immunity, Poison	2,000	40,000	POLY065-15
Potion, Dreaming	300	500	DRAG179-68	Potion, Infravision	200	500	POLY065-15
Potion, Dreamspeak	800	4,000	1013-49	Potion, Inner Strength	250	700	POLY065-15
Potion, Drunkenness	—	250	POLY065-14	Potion, Insulation	250	600	POLY065-15
Potion, Dwarfswater	100	200	POLY065-14	Potion, Invisibility	250	500	2100-143
Potion, Elasticity	300	3,000	PHBR4-124	Potion, Invulnerability	350	500	2100-143
Potion, Elemental Form, Air	400	700	1013-49	Potion, Iron Handedness	300	600	POLY065-15
Potion, Elemental Form, Earth	400	700	1013-49	Potion, Ishtar's Truth	750	1,400	2021-091
Potion, Elemental Form, Fire	400	700	1013-49	Potion, Ivy Ointment	100	250	DRAG163-24
Potion, Elemental Form, Water	400	700	1013-49	Potion, Kanzaz	400	1,400	POLY065-15
Potion, Enchantment	400	1,400	POLY065-14	Potion, Kindness	250	400	POLY065-15
Potion, Energy	500	6,000	DRAG099-49	Potion, Language Learning	1,000	5,000	POLY065-15
Potion, Enlightenment	500	900	LNR1-95	Potion, Lethargy	—	250	POLY065-15
Potion, ESP	500	850	2100-142	Potion, Levitation	250	400	2100-143
Potion, Essence of Darkness	300	3,000	PHBR2-104	Potion, Lichdom	1,000	2,500	DRAG076-17
Potion, Essence Transference	300	1,000	POLY065-14	Potion, Life Stealing	800	4,000	POLY065-15
Potion, Eternal Slumber	50	1,000	POLY065-14	Potion, Life Suspension	500	1,500	POLY065-15
Potion, Ethereality	300	500	1013-49	Potion, Lightning Form	500	1,500	POLY065-15
Potion, Explosions	450	900	DRAG091-53	Potion, Longevity	500	1,000	2100-143
Potion, Fire Breath	400	4,000	2100-142	Potion, Love	200	300	DRAG163-21
Potion, Fire Resistance	250	400	2100-142	Potion, Luck	500	2,500	POLY065-15
Potion, Fire Vulnerability	—	250	POLY065-14	Potion, Luck	600	1,500	1013-50
Potion, Firegel	250	400	DRAG163-21	Potion, Luminescence	250	800	POLY065-16
Potion, Fish Summoner	250	400	DRAG163-24	Potion, Lycanthropy, Seawolf	—	500	POLY065-16
Potion, Flameoil	250	400	DRAG163-24	Potion, Lycanthropy, Werebadger	50	500	POLY065-16
Potion, Fluidness	750	1,500	POLY065-14	Potion, Lycanthropy, Werebear	50	500	POLY065-16
Potion, Flying	500	750	2100-142	Potion, Lycanthropy, Wereboar	50	500	POLY065-16
Potion, Forewarning	600	1,200	POLY065-14	Potion, Lycanthropy, Werefox	50	500	POLY065-16
Potion, Forgetfulness	—	250	POLY065-14	Potion, Lycanthropy, Wererat	50	500	POLY065-16
Potion, Forgetfulness	400	800	DRAG028-31	Potion, Lycanthropy, Werewolf	50	500	POLY065-16
Potion, Fortitude	900	6,000	1013-49	Potion, Lycanthropy, Weretiger	50	500	POLY065-16
Potion, Foul Water	—	2,000	POLY065-14	Potion, Mage Wine	400	900	POLY065-16
Potion, Freedom	500	900	1013-49	Potion, Magic Blocking	400	2,000	POLY065-16
Potion, Fresh Air	350	700	POLY065-14	Potion, Magic Enhancement	500	1,800	POLY065-16
Potion, Fright	—	250	POLY065-14	Potion, Magic Peas	—	250	POLY065-16
Potion, Fur Growth	125	250	POLY065-14	Potion, Magic Resistance	900	3,000	POLY065-16
Potion, Gaseous Form	300	400	2100-142	Potion, Magic Resistance	500	1,000	FOR2-70
Potion, Genius	300	800	POLY065-14	Potion, Magic Shielding	450	900	POLY065-16
Potion, Ghast Infusion	500	1,000	DRAG076-17	Potion, Magnetism	100	250	POLY065-16
Potion, Ghostliness	600	1,800	POLY065-14	Potion, Magnification	250	800	POLY065-16
Potion, Glow Water	100	200	DRAG163-24				

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Potion, Maidenweed	100	250	DRAG163-21	Potion, Singing	200	500	POLY065-18
Potion, Master Thievery	500	5,000	PHBR2-105	Potion, Sleep Bestowing	500	1,000	POLY065-18
Potion, Merging	500	2,500	1013-50	Potion, Sleep Breathing	250	2,500	PHBR2-105
Potion, Mermaid's Breath	400	1,000	DRAG163-21	Potion, Sleeping Draught	200	600	DRAG163-24
Potion, Metal Immunity	1,000	3,750	POLY065-16	Potion, Sleepy Breath	250	500	POLY065-18
Potion, Midas Touch	500	1,500	POLY065-17	Potion, Smelling Salt	100	150	DRAG163-24
Potion, Mind Damp	400	2,500	DRAG002-29	Potion, Snake Crawling	250	500	POLY065-18
Potion, Mind Focusing	800	1,500	POLY065-17	Potion, Sobriety	200	400	POLY065-18
Potion, Mirage	1,000	3,500	POLY065-17	Potion, Speech	200	400	1013-50
Potion, Mirror Eyes	1,800	10,000	POLY065-17	Potion, Speed	200	450	2100-144
Potion, Mist of Rapture	200	9,000	FR04-47	Potion, Spelljamming	600	2,500	POLY065-19
Potion, Monster Creation	200	400	POLY065-17	Potion, Stamina Draught	500	900	DRAG163-24
Potion, Nerve Tonic	300	1,500	DRAG163-24	Potion, Stone Form	500	1,100	POLY065-19
Potion, Noxious Resistance	400	900	POLY065-17	Potion, Strength, Cloud Giant	700	1,300	2100-142
Potion, Nullscent	400	1,200	DRAG163-21	Potion, Strength, Fire Giant	650	1,200	2100-142
Potion, Numbing Salve	500	1,500	DRAG163-24	Potion, Strength, Frost Giant	600	1,100	2100-142
Potion, Nutrition	150	500	DRAG091-54	Potion, Strength, Hill Giant	500	900	2100-142
Potion, Open Mind	—	500	POLY065-17	Potion, Strength, Stone Giant	550	1,000	2100-142
Potion, Opposite Alignment	—	1,600	POLY065-17	Potion, Strength, Storm Giant	750	1,400	2100-142
Potion, Pain Suppression	50	100	DRAG099-49	Potion, Sunlight Resistance	400	1,500	POLY065-19
Potion, Perception	300	3,000	PHBR2-105	Potion, Superior Healing	800	2,500	POLY065-19
Potion, Pestilence	—	900	POLY065-17	Potion, Superheroism	450	750	2100-144
Potion, Petrification	—	800	POLY065-17	Potion, Sustenance	250	350	POLY065-19
Potion, Phase	800	2,000	DUNG020-24	Potion, Sweet Water	200	250	2100-144
Potion, Photosynthesis	400	2,500	POLY065-17	Potion, Swimming	500	1,200	X07-32
Potion, Physical Enhancement	300	800	POLY065-17	Potion, Teleportation	500	1,900	POLY065-19
Potion, Plant Grower	200	250	DRAG163-21	Potion, Thievery	350	3,500	PHBR2-105
Potion, Poison	—	100	2100-144	Potion, Thinness	250	600	POLY065-19
Potion, Poison Antidote, Common	200	400	DRAG163-24	Potion, Toad Skin	500	1,000	POLY065-19
Potion, Polymorph Self	200	350	2100-144	Potion, Tongues	250	600	POLY065-19
Potion, Power	500	1,300	POLY065-17	Potion, Toughening	300	600	DRAG091-54
Potion, Protection, Missile	400	800	DRAG091-54	Potion, Tragic Heroism	250	400	POLY065-19
Potion, Pseudo Treat	300	800	POLY065-17	Potion, Treasure Finding	600	2,000	2100-144
Potion, Psionic Ability	1,200	5,000	POLY065-17	Potion, Truth	400	1,200	POLY065-19
Potion, Psionic Boosting, Gray	200	350	DRAG091-54	Potion, Ugliness	—	250	POLY065-19
Potion, Psionic Boosting, Green	300	600	DRAG091-54	Potion, Undead	700	1,200	POLY065-19
Potion, Psionic Boosting, Red	350	650	DRAG091-55	Potion, Undead	500	5,000	DRAG076-17
Potion, Psionic Boosting, Silver	300	650	DRAG091-54	Potion, Underground Awareness	500	1,100	POLY65-19
Potion, Psionic Boosting, Violet	300	650	DRAG091-54	Potion, Useful Appendages	250	800	POLY065-19
Potion, Psionic Boosting, White	200	300	DRAG091-54	Potion, Vampire	1,000	9,000	DRAG076-17
Potion, Psionic Boosting, Yellow	300	600	DRAG091-54	Potion, Vampirism	500	1,600	POLY065-19
Potion, Purgative	400	1,200	DRAG163-24	Potion, Venom	450	2,000	POLY065-19
Potion, Rage	—	400	POLY065-17	Potion, Ventriloquism	200	800	2100-144
Potion, Rainbow Bridge	1,500	4,000	POLY065-17	Potion, Visions	50	250	POLY065-19
Potion, Rainbow Hues	200	800	2100-144	Potion, Vitality	300	2,500	2100-144
Potion, Recall	600	2,000	POLY065-18	Potion, Vulnerability	50	250	POLY065-20
Potion, Reflection	300	1,000	POLY065-18	Potion, Water Breathing	400	900	2100-144
Potion, Regeneration	500	4,000	DRAG132-23	Potion, Water of Obscurement	250	500	POLY065-20
Potion, Rejuvenation	250	500	POLY065-18	Potion, Weakness	50	250	POLY065-20
Potion, Resistance, Fire	250	400	DRAG130-40	Potion, Whiskerbane	300	600	DRAG163-24
Potion, Resistance, Frost	250	400	DRAG091-53	Potion, Wizardry	350	900	POLY065-20
Potion, Rest	250	500	POLY065-18	Potion, Worm Calling	—	250	POLY065-20
Potion, Restoration	300	2,000	DUNG004-15	Potion, Zorbo Fingers	500	800	POLY065-20
Potion, Restoration, Mind	650	1,300	DRAG091-53				
Potion, Resuscitation	300	600	POLY065-18				
Potion, Reverse Ventriloquism	—	500(X)	POLY065-18				
Potion, Revivification	500	2,500	POLY065-18				
Potion, Safe Consumption	300	500	POLY065-18				
Potion, Sanity	500	1,000	POLY065-18				
Potion, Scent Neutralization	100	250 or					
		500	POLY065-18				
Potion, Scrying	700	1,000	POLY065-18				
Potion, Sensory Enhancement	250	500	POLY065-18				
Potion, Shadow	400	1,000	POLY065-18				
Potion, Sharp Eyes	300	1,200	POLY065-18				
Potion, Sight	500	900	1013-50				

Name	EP	Cost	Book/Page
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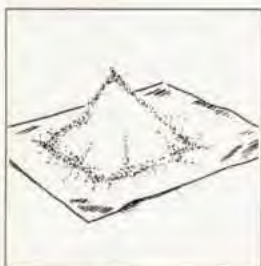
### Pouch

A pouch is a small cloth, leather, or burlap sack of common make used to hold small, lightweight items. Most pouches can be closed with drawstrings or buttoned flaps. A magical pouch appears identical to an ordinary one, but a *detect magic* spell will reveal the difference.

Pouch, Accessibility	1,500	12,500	2100-177
Pouch, Devouring	—	1,500	AC0 4-057
Pouch, Disappearance	—	1,250	POLY047-27
Pouch, Eyes	2,250	25,000	AC04-057
Pouch, Food	700	3,500	DLA1-057
Pouch, Holding	800	4,000	T1:4-126
Pouch, Kangaroo	600	3,000	AC04-057
Pouch, Plenty	5,000	50,000	AC04-057
Pouch, Protection	2,500	25,000	DRAG073-40
Pouch, Security	2,000	20,000	1013-54
Pouch, Traveling	2,000	20,000	AC04-057
Pouch, Wonders, Zadron's	5,000	50,000	DRAG062-62

### Powder

Powder is a chalky substance which can be any color. It can be used for a variety of purposes. A single container of nonmagical chalk powder holds enough to thoroughly cover 400 square feet. Magical powders, on the other hand, come in "doses." See the item description for details. Some powders must be placed on the face, others must be sprinkled over food, drink, the user's body, an object, or an area.



Powder, Aphrodisiac	200	300	DRAG130-39
Powder, Black Veil	1,000	5,000	2121-127
Powder, Cigam Saffron	25	250	DUNG006-48
Powder, Coagulation	500	2,500	2121-127
Powder, Comeliness	500	900	LNA3-52
Powder, Courage	450	750	DRAG130-39
Powder, Cure Bleeding	500	2,500	DRAG130-39
Powder, Cure Circulatory Disease	200	500	DRAG130-39
Powder, Cure Nausea	100	200	DRAG130-39
Powder, Cure Nervous Disorders	100	200	DRAG130-39
Powder, Cure Paralysis	400	800	DRAG130-39
Powder, Cure Respiratory Disease	200	500	DRAG130-39
Powder, Delousing	100	200	DRAG163-24
Powder, Edible Objects, Puchezma's	1,000	5,000	2121-142
Powder, Friendship	300	900	DRAG130-39
Powder, Healing, Minor	150	300	DRAG130-39
Powder, Hero's Heart, of the	750	3,250	2121-127
Powder, Itching	100	200	DRAG119-19
Powder, Magic Detection	1,000	5,000	2121-127
Powder, Night Vision	250	500	DRAG130-39
Powder, Oak-in-Acorn	400	4,000	HWA1-63
Powder, Obsession	500	5,000	FR10-81
Powder, Purification	300	900	DRAG002-29
Powder, Repellent, Insect	100	200	DRAG130-39
Powder, Repellent, Lycanthrope	400	700	DRAG130-39

Name	EP	Cost	Book/Page
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Powder, Repellent, Undead	300	500	DRAG130-39
Powder, Scroll Ink	200	300	DRAG130-39
Powder, Sleep	200	600	DRAG130-39
Powder, Smoke	—	750	2100-179
Powder, Tranquilizer	200	400	DRAG130-39
Powder, Truth	400	900	DRAG130-39



Name EP Cost Book/Page

Printing Press

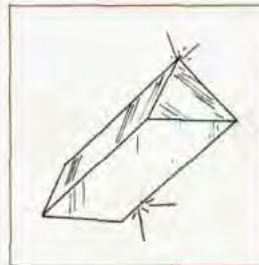
A printing press is a large iron machine with rollers and gears everywhere. Over the front there is a large barrel containing ink. Small amounts of ink tends to leak from the barrel, covering the press and the floor around it with black stains. Shredded paper also collects around the machine and lies underfoot. This advanced, sophisticated, and enchanted machine uses both magic and mechanical action to produce printed material in quantity. Printing plates can be made of wood or metal. Wooden plates are cheap and can be made by a skilled craftsman in a few hours at a total cost of only three gold pieces each. Metal plates are more expensive but last longer than wooden ones. Finer print and more detailed illustrations are possible using metal plates.



Printing Press, Darak's Thaumaturgical 5,400 54,000 AC11-028

Prism

A prism is a triangular piece of pure glass or crystal that refracts (bends) light into a prismatic rainbow of color. Most magical and alchemical laboratories and sage's workshops are equipped with one or more prisms.



Prism, Distraction 800 4,000 POLY043-21  
 Prism, Gladshiem 1,000 5,000 2121-147  
 Prism, Greyhawk 2,000 9,000 202 3-083  
 Prism, Light Splitting 1,500 7,500 2121-142

Prison

Prisons are used to hold creatures in place against their will. Magical prisons are compact and ingenious devices and escape from them is difficult (if not impossible) without assistance. Some enchanted prisons also make rescues difficult by interfering with scrying, tracking, and some forms of communication.



Prison, Genie, Dao — 10,000 DRAG179-72  
 Prison, Genie, Djinni — 10,000 DRAG179-72  
 Prison, Genie, Efreeti — 10,000 DRAG179-72  
 Prison, Genie, Marid — 10,000 DRAG179-72  
 Prison, Genie, Noble Dao — 30,000 DRAG179-72  
 Prison, Genie, Noble Djinni — 30,000 DRAG179-72  
 Prison, Genie, Noble Efreeti — 30,000 DRAG179-72  
 Prison, Genie, Noble Marid — 30,000 DRAG179-72  
 Prison, Zagyg 2,750 25,000 2017-102

Name EP Cost Book/Page

Prosthesis

Prostheses are artificial limbs designed to take the place of missing body parts. The pegleg (see page 104) is an example of the most primitive prosthetic limb. Magical prostheses can be enchanted to become manipulative like normal limbs. In fact many people do not even notice that the user is wearing an artificial limb.



Prosthesis, Magical 4,000 40,000 DRAG073-39

Pump

Pumps are items that move water or other fluids from place to place. Magical pumps can perform a similar function, but they can also create their own water by channeling it from the Elemental Plane of Water. Some magical pumps can create so much pressure that they make formidable weapons.



Pump, Deep Drilling 300 1,500 new item  
 Pump, Water Summoning 500 2,500 new item

Purse

A purse is a type of pouch or small bag, usually made of leather, which is used to carry coins or personal items. Many have long straps that allow their users to hang the purse over a shoulder or saddle. In most medieval cultures, both men and women use purses. For more magical options, see the Pouch (page 112) and Belt Bag (page 31) entries.



Purse, Bucknard's Everfull, Type I 1,500 15,000 2100-163  
 Purse, Bucknard's Everfull, Type II 2,500 25,000 2100-163  
 Purse, Bucknard's Everfull, Type III 4,000 40,000 2100-163  
 Purse, Silenced Coinage 500 5,000 DRAG073-37

Name EP Cost Book/Page

**Quarrel**



Quarrels, or bolts (see page 32), are the ammunition fired by crossbows. A quarrel is shaped something like an arrow, but its shaft is much shorter and thicker. Quarrels used in warfare are tipped cone- or pyramid-shaped heads made from the toughest material available, usually iron or hardened steel. See the Arrow and Bolt entries for more information.

Quarrel +1	25	175	1011-42
Quarrel +2	50	350	<i>new item</i>
Quarrel +3	75	525	<i>new item</i>
Quarrel +4	100	700	<i>new item</i>
Quarrel +5	125	875	<i>new item</i>
Quarrel -1	—	25	<i>new item</i>
Quarrel -2	—	50	<i>new item</i>
Quarrel, Biting	30	100	1060-117

**Quarterstaff**



The simplest and humblest of staff weapons, the quarterstaff is a length of hard wood from six to nine feet long. High quality quarterstaves are made of stout oak and are shod with metal at both ends. The quarterstaff must be wielded with both hands. The staff is also a fine practice weapon, especially in place of other two-handed weapons such as two-handed swords or polearms. Quarterstaves are often carried by magic users. See the Staff entry (page 133) for more information.

Quarterstaff +1	250	1,500	2017-106
Quarterstaff +2	500	3,000	2017-106
Quarterstaff +3	750	4,500	2017-106
Quarterstaff +4	1,000	6,000	2017-106
Quarterstaff +5	1,250	7,500	2017-106
Quarterstaff, Breathing	600	3,000	1013-58
Quarterstaff, Charming	800	4,000	1013-58
Quarterstaff, Deceiving	200	1,000	1013-58
Quarterstaff, Defending	800	4,000	1013-58
Quarterstaff, Deflecting	800	4,000	1013-58
Quarterstaff, Draining	1,000	5,000	1013-58
Quarterstaff, Extinguishing	800	4,000	1013-58
Quarterstaff, Finding	2,000	10,000	1013-58
Quarterstaff, Flaming	1,200	6,000	1013-58
Quarterstaff, Flying	1,000	5,000	1013-58
Quarterstaff, Healing	3,000	15,000	1013-58
Quarterstaff, Hiding	1,200	6,000	1013-58
Quarterstaff, Holding	1,000	5,000	1013-58
Quarterstaff, Lightning	4,000	30,000	101 3-58
Quarterstaff, Silencing	800	3,800	1013-58
Quarterstaff, Slowing	800	4,000	1013-58
Quarterstaff, Speed	750	3,500	1013-58
Quarterstaff, Stunning +3	1,000	10,000	FR10-85
Quarterstaff, Translating	1,000	1,500	1013-58
Quarterstaff, Watching	1,000	2,000	1013-58
Quarterstaff, Wishing	1,200	12,000	1013-58

Name EP Cost Book/Page

**Quill**



A quill is a large feather that can be dipped in ink and used as a writing implement. Quills are common wherever there are sages, scribes, wizards or other people engaged in research, accounting, or scholarly work.

Quill, Copying	5,000	25,000	AC04-058
Quill, Erasing	3,000	15,000	AC04-058
Quill, Forgery	4,000	20,000	AC04-058
Quill, Grease	1,000	5,000	LC4-36
Quill, Kuroth's	Relic	27,500	2011-159
Quill, Law	7,000	35,000	2121-143
Quill, Long Writing	4,000	20,000	DRAG030-36
Quill, Necromancy	6,000	30,000	AC04-058
Quill, Porcupine	100	500	AC04-058
Quill, Scribbling	100	1,000	AC04-058
Quill, Scroll Creation	250	600	DRAG099-51
Quill, Transcription	4,000	20,000	AC04-058

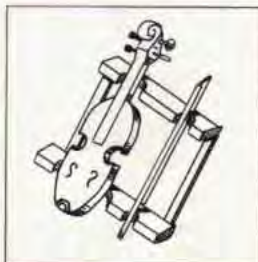
**Quiver**



A quiver is a container used to hold arrows, quarrels, javelins or other similar missiles. It is usually made of leather and equipped with a strap that allows it to hang over the user's shoulder to make taking missiles from it easy and quick. A very plain quiver is generally included in the basic cost of a load of ammunition.

Quiver, Arrow Storing	1,000	4,000	DRAG133-10
Quiver, Ehlonna	1,500	10,000	2100-177
Quiver, Freif's Magical	1,100	4,500	DRAG133-10

**Rack**



Racks, much like shelves, are used to contain large collections of items in an orderly manner. Unlike shelves however, racks tend to be custom made for a particular item; for example, one would place bottles of wine in a rack that allows the bottle to lay on its side. This allows the wine to keep the cork moist; if the bottle were stored upright on a shelf the cork would dry out, crack, and allow the wine to sour.

Rack, Violin	100	1,000	POLY023-23
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Name EP Cost Book/Page

### Recorder



A recorder is a wind instrument similar to a modern flute. Its main body is a hollow tube that has a whistle-like mouthpiece and several holes which allow the musician to play various notes. A recorder can be made from almost any hard substance, but the best ones are made from hardwood.

Recorder, Ye'Cind Relic 80,000 2011-160

### Reflector



A few gnomish spelljamming ships are equipped with these rare devices. A reflector is an ovoid chunk of apparently solid, dull metal which resembles pewter. It is four feet long, by about two feet across and weighs one ton. It has a 2-in-6 chance of reflecting any spell, magical item discharge, or artifact power back to its source.

Reflector, Spell 5,000 50,000 SJR1-81

### Repellent



Repellent is a fluid or spray that can keep certain types of pests away from the user. The term "repellent" can refer to an item that contains such fluid. When magical repellent is in effect, the target creature cannot voluntarily approach the user.

Repellent, Parasite 100 1,000 DRAG119-19

### Repository



This artifact holds almost all of the knowledge of the known world, and is capable of answering factual and philosophical questions. At a glance, the repository looks like a common chamber of dwarven make built into a cavern or castle wall. Slender, fluted marble columns support a ceiling studded with globes of green crystal. Thin, vertical slots pierce one wall of the chamber, and a large central niche in another wall shimmers with a faint magical aura. If

a creature approaches the repository quietly and presses an ear to one of the slots, the creature can hear faint twittering in the darkness.

Repository of Arcane Lore, Olaf Grunndi's Relic P AC11-073

Name EP Cost Book/Page

### Ride



The *ghost ride* is a magical contrivance designed to provide entertainment by giving passengers a ride past a range of illusory ghosts and monsters. At a distance, only the ride's large and brightly colored facade can be seen. It is bedecked with flags and banners and bears a distinctly eastern look. The entrance is painted to resemble a cave opening.

Ride, Sultan's Uncanny Ghost Relic P AC11-080

### Ring



Enchanted rings normally radiate magic, but no two magical rings look alike, so their exact powers are difficult to identify without much trial and error or some mystical means. Usually, a character must put on a ring and must try various things to find what it does. No more than two magic rings can be worn by a character at the same time. If more are worn, none function. Only one magic ring can be worn on the same hand. A second ring worn on one hand

causes both to be useless. Rings must be worn properly (i.e. on the fingers for a human); rings on toes, in ear lobes, etc. do not function. The spell-like abilities of rings function at the 12th level unless the power requires a higher level. In cases where a higher level is necessary, rings function at the minimum level of magic use needed to cast the equivalent spell. Magic rings can be worn and used by all character classes and by most humanoids. Generally, most creatures with digits can use rings. For example, a troll could wear a *ring of fire resistance* and gain its benefits in addition to its regeneration ability. Rings can be used by any character race, but rings might malfunction when some demi-humans use them. If a malfunction occurs, the ring simply doesn't work for one "use." This applies to cursed rings as well as the beneficial ones.

Ring, Affliction, Abjuration	—	1,500	212 1-128
Ring, Affliction, Alteration	—	1,500	2121-128
Ring, Affliction, Conjunction/ Summoning	—	1,500	2121-128
Ring, Affliction, Enchantment/ Charm	—	1,500	2121-128
Ring, Affliction, Illusion/ Phantasm	—	1,500	2121-128
Ring, Affliction, Evocation	—	1,500	2121-128
Ring, Affliction, Lesser/Greater Divination	—	1,500	2121-128
Ring, Affliction, Necromancy	—	1,500	2121-128
Ring, Amasis	1,500	7,500	1021-64
Ring, Animal Friendship	1,000	5,000	2100-147
Ring, Animal Magnetism	1,000	5,000	DRAG117-49
Ring, Annulment	—	2,000	DR AG117-50
Ring, Anti-Venom	2,000	10,000	GDQ1-124
Ring, Anything	5,000	55,000	2017-092
Ring, Apathy	—	1,200	POLY043-23
Ring, Aquatic Depth Location	1,200	6,000	POLY043-22
Ring, Arachnid Control	1,000	4,000	FOR2-70
Ring, Armoring	2,000	10,000	2121-128

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Ring, Awareness	1,200	6,000	DRAG082-28	Ring, Dart	500	5,000	DRAG005-09
Ring, Bard, of the	3,000	15,000	DRAG117-49	Ring, Delusion	—	2,000	2100-147
Ring, Beauty	1,200	6,000	POLYINT-27	Ring, Depetrification	1,000	10,000	DUNGO25-08
Ring, Black	1,000	5,000	7014-45	Ring, Disguise	500	3,000	POLY047-27
Ring, Black Gang	1,200	6,000	DRAG040-26	Ring, Distraction	1,000	5,000	DRAG117-50
Ring, Bladeturning	1,500	7,000	DRAG082-28	Ring, Dizziness	—	2,500	FR10-81
Ring, Blink	7,000	25,000	FRE1-42	Ring, Djinni Summoning	3,000	20,000	2100-148
Ring, Blinking	1,000	5,000	2100-147	Ring, Draupnir	1,000	5,000	1021-63
Ring, Boccob	250	2,500	2017-092	Ring, Drow, of the	1,000	5,000	DRAG117-49
Ring, Bone	4,000	20,000	REF5-87	Ring, Eagle	1,000	5,000	DRAG091-55
Ring, Branding	500	2,500	DLR2-56	Ring, Ear	600	3,000	1013-52
Ring, Burbul	1,000	5,000	DUNGO28-60	Ring, Elemental Adaptation, Air	2,500	5,000	1013-52
Ring, Bureaucratic Wizardry	—	1,500	2121-128	Ring, Elemental Adaptation, Air & Water	2,500	5,000	1013-52
Ring, Carrot Protection	50	250	POLY045-26	Ring, Elemental Adaptation, All Elements	2,500	5,000	1013-52
Ring, Chameleon Power	1,000	5,000	2100-147	Ring, Elemental Adaptation, Earth	2,500	5,000	1013-52
Ring, Cirulon	1,000	10,000	DLE3-062	Ring, Elemental Adaptation, Earth & Fire	2,500	5,000	1013-52
Ring, Clairaudience	1,000	7,500	DRAG117-48	Ring, Elemental Adaptation, Fire	2,500	5,000	1013-52
Ring, Clear Thought	1,500	7,500	DUNGO13-40	Ring, Elemental Adaptation, Water	2,500	5,000	1013-52
Ring, Cloaked Wizardry	+500	+2,500	DRAG179-70	Ring, Elemental Metamorphosis, Air	3,000	15,000	2121-128
Ring, Clumsiness	—	3,000	2100-147	Ring, Elemental Metamorphosis, Earth	3,000	15,000	2121-128
Ring, Comet, of the	2,000	10,000	SJA3-59	Ring, Elemental Metamorphosis, Fire	3,000	15,000	2121-128
Ring, Command	2,000	10,000	DRAG117-48	Ring, Elemental Metamorphosis, Water	3,000	15,000	2121-128
Ring, Command, Elemental, Air	5,000	25,000	2100-147	Ring, Engagement	500	5,000	DRAG054-77
Ring, Command, Elemental, Earth	5,000	25,000	2100-147	Ring, Faerie	1,000	7,500	2017-093
Ring, Command, Elemental, Fire	5,000	25,000	2100-147	Ring, Fashion	1,000	3,000	DRAG117-50
Ring, Command, Elemental, Water	5,000	25,000	2100-147	Ring, Feather Falling	1,000	5,000	2100-148
Ring, Command, Para-Elemental, Ice	4,000	20,000	DRAG120-33	Ring, Fire Resistance	1,000	5,000	2100-148
Ring, Command, Para-Elemental, Magma	4,000	20,000	DRAG120-33	Ring, Fire Starting	1,000	3,500	DRAG117-49
Ring, Command, Para-Elemental, Ooze	4,000	20,000	DRAG120-33	Ring, Flying	1,000	7,500	DUNGO14-47
Ring, Command, Para-Elemental, Smoke	4,000	20,000	DRAG120-33	Ring, Folly	—	500	DRAG179-70
Ring, Command, Quasi-Elemental, Ash	2,000	10,000	DRAG120-34	Ring, Fortitude	1,000	5,000	2121-129
Ring, Command, Quasi-Elemental, Dust	2,000	10,000	DRAG120-34	Ring, Free Action	1,000	5,000	2100-148
Ring, Command, Quasi-Elemental, Lightning	2,000	10,000	DRAG120-34	Ring, Freedom	5,000	25,000	2003-24
Ring, Command, Quasi-Elemental, Mineral	2,000	10,000	DRAG120-34	Ring, Gargoyles	3,000	6,000	1060-117
Ring, Command, Quasi-Elemental, Radiance	2,000	10,000	DRAG120-34	Ring, Gaxx	Relic	17,500	2011-160
Ring, Command, Quasi-Elemental, Salt	2,000	10,000	DRAG120-34	Ring, Gordon's Magic	—	2,000	DUNGO13-17
Ring, Command, Quasi-Elemental, Steam	2,000	10,000	DRAG120-34	Ring, Grasshopper, of the	1,000	5,000	DRAG091-56
Ring, Command, Quasi-Elemental, Vacuum	2,000	10,000	DRAG120-34	Ring, Health, CON-15	1,000	9,000	DRAG117-51
Ring, Compulsions, Wizzo's	—	1,500	DRAG082-30	Ring, Health, CON-16	2,000	18,000	DRAG117-51
Ring, Continual Churning	500	2,500	LNR1-95	Ring, Health, CON-17	3,000	27,000	DRAG117-51
Ring, Contrariness	—	1,000	2100-147	Ring, Health, CON-18	4,000	36,000	DRAG117-51
Ring, Control, Animal	1,000	5,000	1011-44	Ring, Health, CON-19	5,000	40,000	DRAG117-51
Ring, Control, Arachnid	500	2,500	DUNGO24-19	Ring, Holiness	2,000	10,000	1013-52
Ring, Control, Human	2,000	10,000	1012-62	Ring, Horned	3,000	35,000	1060-116
Ring, Control, Mammal	1,000	5,000	2100-148	Ring, Human Influence	2,000	10,000	2100-148
Ring, Control, Plant	500	2,500	1012-62	Ring, Ice	250	2,500	DRAG168-18
Ring, Control, Toothache	200	2,000	POLY045-26	Ring, Icebolts	2,000	7,500	DRAG082-28
Ring, Courtly Manners	1,000	5,000	DRAG073-40	Ring, Immunity	1,000	10,000	FR10-81
Ring, Crius	3,500	25,000	DRAG117-51	Ring, Impersonation	400	4,000	DUNGO32-45
Ring, Cursed, Great Kingdom	—	2,000	2023-073	Ring, Infravision	1,000	5,000	DRAG082-28
Ring, Curses	—	1,500	LNA3-50	Ring, Infravision Negation	950	7,000	POLY047-27
Ring, Dalamar's Healing	5,000	40,000	2021-098	Ring, Infravision/Ultravision	1,500	7,500	DRAG082-28
				Ring, Invisibility	1,500	7,500	2100-148
				Ring, Invisibility and Inaudibility	2,000	8,000	LC4-53
				Ring, Invisibility Negation, Clarifier	1,000	12,000	DRAG082-28

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Ring, Invisibility Negation, Destroyer	1,300	7,000	DRAG082-28	Ring, Protection +4 AC, +2 Saves	4,000	24,000	2100-148
Ring, Invisibility Negation, Killer	1,800	20,000	DRAG082-28	Ring, Protection +6 AC, +1 Saves	6,000	30,000	2100-148
Ring, Invulnerability	3,000	12,000	POLY047-26	Ring, Protection, Charming	3,600	18,000	L2-31
Ring, Jasmine Odor	500	5,000	DRAG030-37	Ring, Quick Action	1,000	5,000	DRAG117-49
Ring, Jolting	1,000	5,000	DRAG082-28	Ring, Quickness	1,000	5,000	1013-53
Ring, Jumping	1,000	5,000	2100-148	Ring, Rahasia	3,000	15,000	B07-030
Ring, Kings	2,000	10,000	2006-52	Ring, Rakhamon	3,000	30,000	CB2-029
Ring, Languages	1,000	5,000	DRAG117-51	Ring, Ram, of the	750	7,500	2100-149
Ring, Leadership, Admundfort	1,500	8,500	2023-073	Ring, Randomness, Bless	—	1,500	2121-129
Ring, Life Protection	5,000	20,000	1013-52	Ring, Randomness, Continual Light	—	1,500	2121-129
Ring, Light	1,000	5,000	DRAG082-28	Ring, Randomness, Cure Blindness or Deafness	—	1,500	2121-129
Ring, Lightning Resistance	5,000	25,000	POLY050-17	Ring, Randomness, Cure Light Wounds	—	1,500	2121-129
Ring, Limited Telepathy	1,000	5,000	DRAG117-49	Ring, Randomness, Heat Metal	—	1,500	2121-129
Ring, Liquid Cooling	1,000	5,000	POLY045-26	Ring, Randomness, Protection from Evil	—	1,500	2121-129
Ring, Liquid Identification	750	4,000	DRAG082-28	Ring, Randomness, Remove Fear	—	1,500	2121-129
Ring, Lolth	4,000	30,000	DRAG117-50	Ring, Range Extension	2,000	10,000	DRAG117-48
Ring, Lore	3,500	23,500	DRAG082-30	Ring, Readiness	1,000	10,000	PHBR1-115
Ring, Luck, Wild Coast	500	3,500	2023-073	Ring, Regeneration	5,000	40,000	2100-149
Ring, Lycanthropy, Bear	2,500	7,500	DRAG082-30	Ring, Regeneration, Rapid	6,000	50,000	DRAG120-33
Ring, Lycanthropy, Boar	2,500	7,500	DRAG082-30	Ring, Regeneration, Vampiric	5,000	42,000	2100-149
Ring, Lycanthropy, Rat	2,500	7,500	DRAG082-30	Ring, Remedies	2,000	8,000	1013-53
Ring, Lycanthropy, Tiger	2,500	7,500	DRAG082-30	Ring, Resistance, Abjuration	1,000	5,000	2121-129
Ring, Lycanthropy, Wolf	2,500	7,500	DRAG082-30	Ring, Resistance, Alteration	1,000	5,000	2121-129
Ring, Magic Detection	1,200	12,000	LNA3-50	Ring, Resistance, Breath Weapon	5,000	50,000	PHBR4-125
Ring, Magic Missiles	4,000	25,000	DRAG002-13	Ring, Resistance, Conjunction/Summoning	1,000	5,000	2121-129
Ring, Magic Resistance, 05%	5,000	1,000	DRAG117-51	Ring, Resistance, Enchantment/Charm	1,000	5,000	2121-129
Ring, Magic Resistance, 10%	10,000	2,000	DRAG117-51	Ring, Resistance, Illusion/Phantasm	1,000	5,000	2121-129
Ring, Magic Resistance, 15%	15,000	3,000	DRAG117-51	Ring, Resistance, Invocation/Evocation	1,000	5,000	2121-129
Ring, Magic Resistance, 20%	20,000	4,000	DRAG117-51	Ring, Resistance, Lesser/Greater Divination	1,000	5,000	2121-129
Ring, Magic Resistance, 25%	25,000	5,000	DRAG117-51	Ring, Resistance, Necromancy	1,000	5,000	2121-129
Ring, Magic Resistance, 30%	30,000	6,000	DRAG117-51	Ring, Reversion	1,000	10,000	1053-057
Ring, Magic Resistance, 35%	35,000	7,000	DRAG117-51	Ring, Rhyming	800	4,000	POLY061-09
Ring, Magic Resistance, 40%	40,000	8,000	DRAG117-51	Ring, Safety	1,000	10,000	1013-53
Ring, Magic Resistance, 45%	45,000	9,000	DRAG117-51	Ring, Seeing	2,500	25,000	1013-53
Ring, Magic Resistance, 50%	50,000	10,000	DRAG117-51	Ring, Serpent of Set	2,000	20,000	7014-46
Ring, Margoyles	5,000	10,000	1060-117	Ring, Serten's Spell Immunity	2,500	17,500	POLY050-17
Ring, Marking	1,000	5,000	DRAG030-37	Ring, Servitude	—	10,000	X11-60
Ring, Memory	1,500	7,500	1013-52	Ring, Shape Changing	2,500	15,000	DRAG117-48
Ring, Message	500	2,500	DRAG179-70	Ring, Shocking Grasp	1,000	5,000	2100-149
Ring, Mind Shielding	500	5,000	2100-148	Ring, Shooting Stars	3,000	15,000	2100-149
Ring, Money	5,000	25,000	HR1-66	Ring, Silence	800	4,000	DRAG028-31
Ring, Moodarvian Emotion Sight	2,000	12,000	AC11-066	Ring, Silence	300	3,000	DUNG03 2-45
Ring, Moodarvian Emotion Smell	2,000	12,000	AC11-066	Ring, Spell Eating	2,100	20,000	1013-53
Ring, Moodarvian Emotion Sound	2,000	12,000	AC11-066	Ring, Spell Holding	2,000	10,000	DRAG082-30
Ring, Moodarvian Emotion Taste	2,000	12,000	AC11-066	Ring, Spell Storing	2,500	22,500	2100-150
Ring, Moodarvian Emotion Touch	2,000	12,000	AC11-066	Ring, Spell Turning	2,000	17,500	2100-150
Ring, Necromancer	1,000	10,000	DRAG029-43	Ring, Spell "Turning"	—	1,200	DRAG156-27
Ring, Neutralization	1,500	7,500	DRAG117-49	Ring, Star of Korala	12,000	120,000	7014-46
Ring, Nibelungen	1,000	5,000	1021-64	Ring, Strength, 18.00	1,500	15,000	FR10-81
Ring, Night	1,500	7,500	DUNG001-18	Ring, Strength, 19	2,000	20,000	FR10-81
Ring, Oak	500	2,000	DRAG045-23	Ring, Strength, 20	2,500	25,000	FR10-81
Ring, Opposition	5,000	25,000	LNR1-95	Ring, Strength, Cursed	—	2,500	FR10-81
Ring, Orbus	2,000	18,000	DRAG159-16	Ring, Summoning, Genie, Dao	3,000	15,000	DRAG179-70
Ring, Phantom Form	1,500	7,500	DRAG117-48	Ring, Summoning, Genie, Djinni	3,000	15,000	DRAG179-70
Ring, Pomarj, Goblin	4,000	20,000	2023-073	Ring, Summoning, Genie, Efreeti	3,000	15,000	DRAG179-70
Ring, Pomarj, Ogre	4,000	20,000	2023-073				
Ring, Pomarj, Orc	4,000	20,000	2023-073				
Ring, Protection +1	1,000	5,000	2100-148				
Ring, Protection +1 5'	1,000	10,000	1012-62				
Ring, Protection +2	2,000	15,000	2100-148				
Ring, Protection +2 5'	2,000	20,000	2100-148				
Ring, Protection +3	3,000	20,000	2100-148				
Ring, Protection +3 5'	3,000	25,000	2100-148				

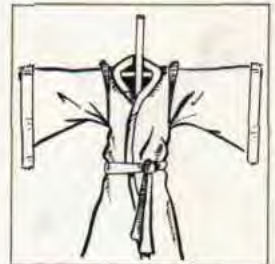
Name	EP	Cost	Book/Page
Ring, Summoning, Genie, Marid	3,000	15,000	DRAG179-70
Ring, Summoning, Genie, Noble Dao	4,500	22,500	DRAG179-70
Ring, Summoning, Genie, Noble Djinni	4,500	22,500	DRAG179-70
Ring, Summoning, Genie, Noble Efreeti	4,500	22,500	DRAG179-70
Ring, Summoning, Genie, Noble Marid	4,500	22,500	DRAG179-70
Ring, Survival	6,000	30,000	1013-53
Ring, Sustenance	500	3,500	2100-150
Ring, Swimming	1,000	5,000	2100-150
Ring Tasslehoff's Magic Mouse	100	1,000	2021-098
Ring, Telekinesis, 025 lbs.	2,000	10,000	2100-150
Ring, Telekinesis, 050 lbs.	2,500	12,500	2100-150
Ring, Telekinesis, 100 lbs.	3,000	15,000	2100-150
Ring, Telekinesis, 200 lbs.	3,500	17,500	2100-150
Ring, Telekinesis, 400 lbs.	4,000	20,000	2100-150
Ring, Teleport, Halaster's	1,000	4,000	1060-119
Ring, Teleportation	2,000	15,000	DRAG117-48
Ring, Telkroth's	1,200	10,000	IM AG010-28
Ring, Thunder	4,000	40,000	FR10-81
Ring, Tongues	1,000	5,000	DRAG117-48
Ring, Toothache Control	100	1,000	POLY045-26
Ring, Toth Amon's	Relic	45,000	2006-47
Ring, Trobriand	1,000	5,000	1060-MC
Ring, Truth	1,000	5,000	2100-150
Ring, Truthfulness	500	2,500	1013-53
Ring, Truthlessness	1,000	5,000	1013-53
Ring, Vapors	4,000	35,000	DRAG117-50
Ring, Vizier, of the	1,000	5,000	DRAG179-70
Ring, Warmth	1,000	5,000	2100-150
Ring, Water Adaptation	2,500	12,500	X07-32
Ring, Water Walking	1,000	5,000	2100-150
Ring, Weakness	—	1,000	2100-150
Ring, Windwarding	1,000	10,000	FR10-82
Ring, Wishes (1)	1,000	5,000*	1013-53
Ring, Wishes (2)	2,000	10,000*	POLY036-27
Ring, Wishes (3)	3,000	15,000*	2100-151
Ring, Wishes (4)	4,000	20,000*	new item
Ring, Wishes, Multiple	5,000	25,000*	2100-151
Ring, Wizardry, Dbl 1st	4,000	50,000	2100-151
Ring, Wizardry, Dbl 1st & 2nd	4,400	54,000	2100-151
Ring, Wizardry, Dbl 1st through 3rd	4,600	56,000	2100-151
Ring, Wizardry, Dbl 2nd	4,200	52,000	2100-151
Ring, Wizardry, Dbl 3rd	4,800	58,000	2100-151
Ring, Wizardry, Dbl 4th	5,000	60,000	2100-151
Ring, Wizardry, Dbl 4th & 5th	5,400	64,000	2100-151
Ring, Wizardry, Dbl 5th	5,200	62,000	2100-151
Ring, X-Ray Vision	4,000	35,000	2100-151

\* These items are almost never sold on the open market. PCs seeking to obtain a *wish* should expect to offer favors or magical items in trade.

Name	EP	Cost	Book/Page
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### Robe

Robes are loose-fitting outer garments usually long enough to reach well below the waist or to the ankles. Robes often have long, wide sleeves, attached hoods and often are worn with a belt. Buttons, ties, or pins keep the robe firmly wrapped around the wearer even in high winds. Many robes are large enough to let the user wear armor underneath.




Robe, Archmagi, of the	6,000	65,000	2100-177
Robe, Blending	3,500	35,000	2100-177
Robe, Blending, 3-Speed	—	4,000	DRAG156-28
Robe, Drying	1,000	5,000	DRAG030-37
Robe, Eyes	4,500	50,000	2100-178
Robe, Holding	1,000	5,000	POLY061-09
Robe, Powerlessness	—	1,000	2100-178
Robe, Protection, AC 0	6,000	60,000	FR10-84
Robe, Protection, AC 1	5,000	50,000	FR10-84
Robe, Protection, AC 2	4,000	40,000	FR10-84
Robe, Protection, AC 3	3,500	35,000	FR10-84
Robe, Protection, AC 4	3,000	30,000	FR10-84
Robe, Protection, AC 5	2,500	25,000	FR10-84
Robe, Protection, AC 6	2,000	20,000	FR10-84
Robe, Repetition	6,000	30,000	2121-143
Robe, Rock	3,500	35,000	POLY058-09
Robe, Scintillating Colors	2,750	25,000	2100-178
Robe, Stars	4,000	12,000	2100-178
Robe, Stone	1,250	14,000	POLY047-27
Robe, Useful Items	1,500	15,000	2100-178
Robe, Useless Items	1,000	8,000	DRAG15 6-28
Robe, Vanishing	2,000	20,000	PHBR2-106
Robe, Veluna	2,000	10,000	2023-083
Robe, Vermin	—	1,000	2100-178
Robe, Warmth	1,000	5,000	DRAG073-38

### Rock

Rocks are chunks or pieces of solid earth or mineral that have not been reduced to sand through the forces of nature—wind, rain, water, ice, and snow. Enchanted rocks are generally polished to a glistening shine.



Rock, Death, Darahd S'tin	1,000	10,000	1032-064
Rock, Pet	2,000	15,000	DRAG045-22
Rock, Pet, Cursed	—	1,000	DRAG045-22

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
<b>Rod</b>				Rod, Security	3,000	30,000	2100-153
 <p>Rods are about 3' long and as thick as a man's thumb. They are normally found in cases or similar storage containers. Rods can be fashioned from metal, wood, ivory, or bone. They can be plain or decorated and carved. Rods are powered by charges, unless noted otherwise in the description of a particular rod. Each time a rod is used, one or more charges may be expended. Characters do not automatically know the number of charges a rod has when it is discovered although research and spell casting can reveal this (at least approximately). A rod can sometimes be recharged according to the rules given for constructing magical items. When a rod is drained of all charges, it loses all its magical properties and cannot be recharged ever again. When discovered, a rod normally contains 41 to 50 (40 + d10) charges. However, while rods almost never have more charges than this, it is possible to find a rod with significantly fewer charges, particularly if it is captured from an enemy who has used the item. A rod is normally activated when the wielder utters a specific command word. This word acts like a trigger, unleashing the power stored within the item. Since control of a rod depends on knowledge of the command word, these are jealously guarded by the owner. An absent-minded wizard might etch the command word on the item or carry it on a piece of paper in his pocket, but this is only rarely done. Most often, characters must use <i>divination</i> spells, or consult sages to discover the correct command to activate a rod.</p>				Rod, Seven Parts	Relic	25,000	2100-091
				Rod, Singing	1,000	5,000	DRAG037-47
Rod, Absorption	7,500	40,000	2100-151	Rod, Smiting	4,000	15,000	2100-153
Rod, Aerd Sea	5,000	25,000	2023-074	Rod, Splendor	2,500	25,000	2100-153
Rod, Alertness	7,000	50,000	2100-151	Rod, Tentacles, Greater, Amber	5,000	20,000	FOR2-72
Rod, Asmodeus, of	Relic	P	2009-21	Rod, Tentacles, Greater, Black	5,000	20,000	FOR2-72
Rod, Beguiling	5,000	30,000	2100-152	Rod, Tentacles, Greater, Jade	5,000	20,000	FOR2-72
Rod, Blind Walking	700	7,000	SJR2-71	Rod, Tentacles, Greater, Violet	5,000	20,000	FOR2-72
Rod, Building	Relic	P	HWR2-d38	Rod, Tentacles, Lesser, Purple	3,000	15,000	FOR2-71
Rod, Cancellation	10,000	15,000	2100-152	Rod, Tentacles, Lesser, Russet	3,000	15,000	FOR2-71
Rod, Climbing	900	9,000	LNA1-67	Rod, Tentacles, Lesser, Yellow	3,000	15,000	FOR2-72
Rod, Dancing, Multiple	4,500	25,000	DRAG126-50	Rod, Tentacles, Master	7,500	25,000	FOR2-72
Rod, Death	7,500	75,000	SJR1-80	Rod, Terror	3,000	15,000	2100-153
Rod, Diplomacy, Furyondy	4,000	15,000	2023-074	Rod, Transportation, Whispering	5,000	15,000	FR04-54
Rod, Distortion	5,000	25,000	2121-130	Rod, Victory	6,000	20,000	1013-52
Rod, Dominion	7,000	45,000	1071-237	Rod, Weaponry	3,500	25,000	1013-52
Rod, Ebony Standards	2,500	17,500	CN2-029	Rod, Welkwood	5,000	25,000	2023-074
Rod, Entrapment	1,000	8,000	POLY047-26	Rod, Wyrms, Black +5	5,000	25,000	1013-52
Rod, Flailing	2,000	20,000	2100-152	Rod, Wyrms, Blue +5	5,000	25,000	1013-52
Rod, Generalship	5,000	50,000	FR10-82	Rod, Wyrms, Gold +5	5,000	25,000	1013-52
Rod, Health	6,000	25,000	1013-52				
Rod, Immobile Insects	2,500	25,000	FA2-62				
Rod, Indestructibility	2,500	17,500	POLY043-22				
Rod, Inertia	3,000	15,000	1013-52				
Rod, Leadership	5,000	30,000	DRAG179-70				
Rod, Lordly Might	6,000	20,000	2100-152				
Rod, Lordly Might-or-Might-Not	600	2,000	DRAG120-18				
Rod, Many Things	7,500	25,000	DRAG091-56				
Rod, Melting	3,000	12,000	DRAG099-49				
Rod, Onnwal	4,000	15,000	2023-074				
Rod, Orbs	3,000	15,000	SJR1-80				
Rod, Parrying	1,000	10,000	1013-52				
Rod, Passage	5,000	50,000	2100-153				
Rod, Rastinon	5,000	40,000	1053-056				
Rod, Resurrection	10,000	35,000	2100-153				
Rod, Rulership	8,000	35,000	2100-153				
Rod, Ruling	8,000	35,000	1013-52				

### Root

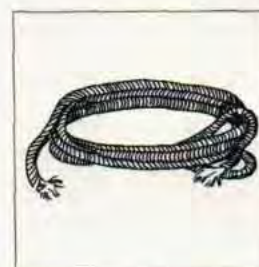


Root, Tanglevine

Roots are known for their nutritional benefits, but their magical and medicinal properties are those most often appreciated sages and wizards alike. Dried magical and medicinal roots can be kept with little difficulty for long periods of time without jeopardizing their potency. Such roots will last indefinitely if kept cool and dry.

400 4,000 I13-91

### Rope



Rope is one of the most important items of equipment available to adventurers. Lengths of rope are used to climb surfaces, pull heavy loads, rappel down sheer cliffs, traverse deep ravines, and for many other tasks. There are two basic types of rope. Hemp rope is made of a tough, bulky, fibrous plant. Silk rope is made of long, fine threads of caterpillar silk.

Rope, Climbing 1,000 10,000 2100-178  
 Rope, Constriction — 1,000 2100-178  
 Rope, Entanglement 1,500 12,000 2100-179  
 Rope, Infinite 2,000 18,000 SJA1-60

Name EP Cost Book/Page

Rub

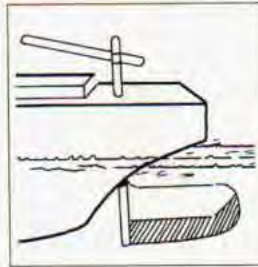
Rubs are magical ointments that are kneaded and massaged into the skin to activate their magical benefits. If they are ingested or used in any other way, they do not function. See the Ointment (page 101), Salve (page 122), and Oil (page 99) entries for more information and magical options.



Rub, Animate Skeleton 800 4,000 DRAG0 76-17

Rudder

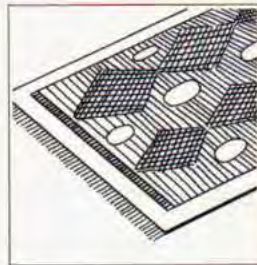
Rudders are simple wooden paddles that are permanently attached to the rear of a ship or spelljammer. The rudder can be moved from side to side to steer a vessel in a desired direction. Many magical varieties exist. Some enchanted rudders can function in both the water and in wildspace or the phlogiston, but the Dungeon Master has final say on the matter.



Rudder, Guidance	200	2,000	AC04-060
Rudder, Maneuverability, B	8,000	40,000	1072a-85
Rudder, Maneuverability, C	6,000	30,000	1072a-85
Rudder, Maneuverability, D	4,000	20,000	1072a-85
Rudder, Maneuverability, E	2,000	10,000	1072a-85
Rudder, Maneuverability, G	—	1,000	1072a-85
Rudder, Propulsion	300	3,000	SJR2-69
Rudder, Speed -1	1,000	5,000	1072a-85
Rudder, Speed +1	2,000	10,000	1072a-85
Rudder, Speed +2	4,000	20,000	1072a-85
Rudder, Speed +3	8,000	40,000	1072a-85

Rug

Rugs are floor coverings designed to make bare floors more comfortable to walk on. They are similar to carpets but usually are thicker and smaller. Rugs can be hung on the wall to cover open windows or holes. (Such rugs are more properly called tapestries, see page 140) Enchanted rugs exist, but are quite rare. See the Carpet entry (page 40) for more magical varieties.)



Rug, Mothering	300	3,000	DRAG156-28
Rug, Self-Cleaning	200	2,000	DRAG073-39
Rug, Smothering	—	1,500	2100-179
Rug, Welcome	6,500	45,000	2100-179

Name EP Cost Book/Page

Sabre

"Saber" is an alternative spelling for this term. A sabre is a long, curved, single-edged blade used mostly by horsemen. It is a popular weapon for light cavalry. Most sabres are fitted with large hilts that protect the wielder's hand when parrying or punching. The Persian style of the sabre is known as the shamshir, sometimes called a scimitar (see page 123).



Sabre -1	—	1,000	new item
Sabre +1	750	3,750	new item
Sabre +2	1,400	7,000	new item
Sabre +3	2,500	12,500	new item
Sabre +4	3,600	18,000	new item
Sabre +5	5,000	25,000	new item
Sabre, Sharpness +1	7,000	35,000	new item

Sack

Heward's handy haversack appears to be an ordinary backpack that is well made but well-used. It is made of finely tanned leather and its straps have brass hardware and buckles. There are two side pouches, each of which appears large enough to hold about a quart of material, but each is similar to a bag of holding and will actually contain 20 pounds or two cubic feet of material.




Sack, Heward's Handy Haver- 3,000 30,000 2100-171

Saddle

A saddle is an item used to help secure a rider or cargo onto a mount or pack animal. The saddle has evolved through many changes in design. The basic saddle includes the frame (called the tree), the front end (called the pommel), and the back end (called the cantle). Elven saddles are made of wood and pliable, fibrous plants. Halfling saddles are soft and well cushioned. Gnomish saddles are painted and decorated with thin layers of silver, gold, or semi-precious gems. Orcs and goblins use saddles that are quite small, with fairly distinct pommels and nearly invisible cantles. Saddle use is assumed in the Land-based Riding proficiency unless the character is specifically from a culture proficient in riding bareback. Other characters who try to ride without a saddle is subject to special riding checks at the DM's discretion.



Saddle, Comforts, Torloch's	4,000	20,000	DLA1-057
Saddle, Flying	4,000	20,000	2121-143
Saddle, Riding	400	4,000	DRAG073-39
Saddle, Spirit-Horse	1,200	12,000	PHBR1-116
Saddle, Stability	100	5,000	DRAG073-39

Name	EP	Cost	Book/Page
<b>Safe</b>			
			
Safe, Extra-Dimensional	4,450	44,500	AC11-043

This magical strongbox is designed to be particularly difficult to break into. The safe appears to be a decorative block of wood the size of a small jewelry box. There are no apparent hinges or lid. There is a rainbow inlaid on the cube's top. Below the rainbow there is an inlaid metal disk, half black and half white. The owner can open the box by spinning the disk and speaking a command word.

Safe, Extra-Dimensional	4,450	44,500	AC11-043
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### Sail



Sails are large triangular or rectangular pieces of sturdy cloth that are strung onto the masts of a ship or spelljammer. As the wind blows, the sail billows, fills with air, and forces the vessel in the direction of the wind. By manipulating the sail relative to the wind, and by working the vessel's rudder or steering oar, the navigators on board the craft can make the ship travel in nearly any direction.

Sail, Black, Schnai	1,000	5,000	2023-077
Sail, Maneuverability +1	1,000	10,000	SJR2-71
Sail, Maneuverability +2	2,000	20,000	SJR2-71
Sail, Maneuverability +3	4,000	40,000	SJR2-71
Sail, Maneuverability -1	—	5,000	SJR2-71
Sail, Wind	600	6,000	<i>new item</i>

### Salt



Salt, a compound of sodium and chlorine on some worlds, and a quasi-elemental element on others, is a necessary ingredient in good health. As the body sweats from exertion or from exposure to heat, the body loses essential salt that needs to be replenished.

Salt, Earth, of the	100	1,000	POLY023-12
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### Salve



Salves are thick fluids that must be rubbed or dripped into the skin, ears, or eyes to activate their magical properties. If a salve is imbibed, the magic is wasted. See the Ointment (page 101), Rub (page 121), and Oil (page 99) entries for more details and magical options.

Name	EP	Cost	Book/Page
<b>Salve</b>			
Salve, Far Seeing, Ash	1,000	5,000	2121-144
Salve, Far Seeing, Dust	1,000	5,000	2121-144
Salve, Far Seeing, Earth	1,000	5,000	2121-144
Salve, Far Seeing, Ice	1,000	5,000	2121-144
Salve, Far Seeing, Magma	1,000	5,000	2121-144
Salve, Far Seeing, Minerals	1,000	5,000	2121-144
Salve, Far Seeing, Negative	1,000	5,000	2121-144
Salve, Far Seeing, Ooze	1,000	5,000	2121-144
Salve, Far Seeing, Positive	1,000	5,000	2121-144
Salve, Far Seeing, Radiance	1,000	5,000	2121-144
Salve, Far Seeing, Salt	1,000	5,000	2121-144
Salve, Far Seeing, Smoke	1,000	5,000	2121-144
Salve, Far Seeing, Steam	1,000	5,000	2121-144
Salve, Far Seeing, Water	1,000	5,000	2121-144
Salve, Healing	200	400	1021-44

### Sandal



Sandals are a primitive form of footwear that are popular even in the more "sophisticated" societies. They consist of a simple sole that is held in place by a series of loops around the toes, ankle, or top of the foot. If a sandal has no ankle strap, the loose sole tends to slap against the heel or toes when the wearer walks, making it difficult to walk quietly without practice.

Sandal, Speed	500	20,000	1066a-91
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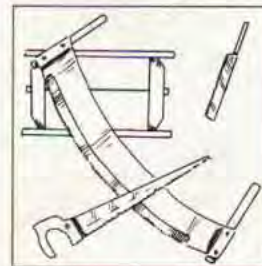
### Satchel



A satchel is a large sack fitted with a shoulder strap. They usually are made from leather sheets with the straps attached to their hems. Most satchels are open topped and do not keep their contents completely safe from the weather. For additional magical options, see the Bag entry on page 26.

Satchel, Seed	250	2,500	DRAG005-08
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### Saw



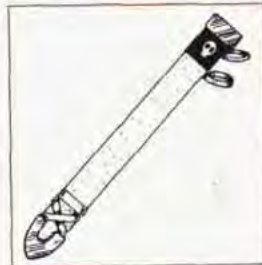
This common tool is a metal blade with one or two jagged edges. By energetically moving the jagged edges across a tree or log, the user can slice through the material. Each saw has at least one wooden handle. Very long saws (four feet to nine or more feet long) have two handles, one on each side. This allows two persons to work together when cutting an extremely large tree trunk.

Saw, Cutting	700	7,000	AC04-060
Saw, Mighty Cutting	2,000	12,500	2100-179
Saw, Snoring	200	2,000	AC04-060

Name EP Cost Book/Page

**Scabbard**

A scabbard is a sheath for a bladed weapon. There are as many types of scabbards as there are bladed weapons (see the Sheath entry, page 127, for additional magical possibilities). A smaller weapon can be placed loosely into a larger scabbard, but a larger weapon cannot be held within a smaller scabbard.



Scabbard, Poison, Dagger	500	5,000	PHBR2-108
Scabbard, Poison, Long Sword	500	5,000	PHBR2-108
Scabbard, Poison, Short Sword	500	5,000	PHBR2-108

**Scarab**

The scarab is a beetle-shaped symbol that can serve as a seal, amulet, holy symbol, or the like. Most scarabs are carved and engraved gemstones of large size and high quality. Generally, only the nobility or the very rich wear them. In some cultures (at the Dungeon Master's option), penalties exist for wearing such an item without the correct status.



Scarab, Protection	1,000	5,000	DRAG156-27
Scarab, Death	-	2,500	2100-179
Scarab, Defense	2,000	10,000	POLY051-22
Scarab, Enraging Enemies	1,000	8,000	2100-179
Scarab, Equus	1,200	12,000	DUNG022-34
Scarab, Versus Gargoyles	1,250	12,500	new item
Scarab, Golem, Versus Any	1,250	12,500	2017-102
Scarab, Golem, Versus Ash	1,250	12,500	new item
Scarab, Golem, Versus Bone	1,250	12,500	new item
Scarab, Golem, Versus Chitin	1,250	12,500	new item
Scarab, Golem, Versus Clay	500	3,500	2017-102
Scarab, Golem, Versus Doll	1,250	12,500	new item
Scarab, Golem, Versus Flesh	400	3,200	2017-102
Scarab, Golem, Versus Furnace	1,000	8,000	new item
Scarab, Golem, Versus Flesh/ Clay/Wood	900	6,000	2100-179
Scarab, Golem, Versus Glass	1,250	12,500	new item
Scarab, Golem, Versus Iron	800	5,000	2017-102
Scarab, Golem, Versus Lightning	1,250	12,500	new item
Scarab, Golem, Versus Mechanical	1,250	12,500	new item
Scarab, Golem, Versus Obsidian	1,250	12,500	new item
Scarab, Golem, Versus Radiant	1,000	8,000	new item
Scarab, Golem, Versus Rock	1,250	12,500	new item
Scarab, Golem, Versus Sand	1,250	12,500	new item
Scarab, Golem, Versus Stone	600	4,000	2017-102
Scarab, Golem, Versus Wood	1,250	12,500	new item
Scarab, Golem, Versus Zombie	1,250	12,500	new item
Scarab, Insanity	1,500	11,000	2100-179
Scarab, Insect	1,000	5,000	DRAG073-36
Scarab, Life	3,000	30,000	FR10-84
Scarab, Protection +1	1,000	5,000	2100-179
Scarab, Protection +2	2,000	10,000	2100-179
Scarab, Protection +3	3,000	15,000	2100-179
Scarab, Protection +4	4,000	20,000	2100-179

Name EP Cost Book/Page

Scarab, Protection +5	5,000	25,000	2100-179
Scarab, Uncertainty	1,000	5,000	2121-144
Scarab, Venom	2,000	10,000	FR10-84

**Scarf**

A scarf is a knitted or cloth garment that is worn around the neck or over the head. Most scarves are designed to be wrapped into several layers to keep out chills. Lightweight scarves provide colorful decoration and can help keep the wearer's hair from getting tangled or windblown.



Scarf, Dry Steppes	2,000	12,500	2023-083
Scarf, Sinbad's Rainbow	Relic	P	1021-61

**Scepter**

A scepter is a rod or wand made of metal or rare wood; most scepters are engraved and gem-studded. A scepter is usually an emblem of imperial puissance and authority, making its use or possession highly illegal in many societies. (The Dungeon Master has final say regarding scepter use in these countries.)



Scepter, Blast	4,000	45,000	1060-113
Scepter, Defending, Jade	2,000	8,000	2108-074
Scepter, Defense +4	1,000	4,000	DRAG086-26
Scepter, Dread, Munthassem			
Khan's	Relic	P	2006-50
Scepter, Entrapment	3,000	45,000	1060-118
Scepter, Forgotten City	1,000	5,500	2023-083
Scepter, Light	2,000	10,000	AC04-060
Scepter, Might, Evil	Relic	150,000	2011-161
Scepter, Might, Good	Relic	150,000	2011-161
Scepter, Might, Neutrality	Relic	150,000	2011-161
Scepter, Power	6,000	20,000	AC04-060
Scepter, Shih Stone +5	5,000	50,000	FRA3-04
Scepter, Time Journeying	7,000	70,000	2021-097
Scepter, Underworld	Relic	150,000	DUNG012-21

**Scimitar**

A scimitar is a curved sword. It is very common among desert nomads. The curved blade allows the wielder to make a more effective cut when striking downward from a galloping mount. The curve also allows a mounted warrior to ready his weapon for another swing more quickly after he has made a hit.



Scimitar +1	500	5,000	2011-125
Scimitar +2	750	6,000	2011-125

Name	EP	Cost	Book/Page
Scimitar +3	1,000	8,000	2011-125
Scimitar +4	1,750	9,000	2011-125
Scimitar +5	3,000	10,000	2011-125
Scimitar, Breathing	600	3,000	1013-58
Scimitar, Charming	800	4,000	1013-58
Scimitar, Deceiving	200	1,000	1013-58
Scimitar, Defending	800	4,000	1013-58
Scimitar, Deflecting	800	4,000	1013-58
Scimitar, Draining	1,000	500	1013-58
Scimitar, Extinguishing	800	4,000	1013-58
Scimitar, Finding	2,000	10,000	1013-58
Scimitar, Flaming	1,200	6,000	1013-58
Scimitar, Flying	1,000	5,000	1013-58
Scimitar, Flying of Tusmit +3	8,000	40,000	2023-087
Scimitar, Greenswathe +3	4,000	20,000	WGS1-62
Scimitar, Healing	3,000	15,000	1013-58
Scimitar, Hiding	1,200	6,000	1013-58
Scimitar, Holding	1,000	5,000	1013-58
Scimitar, Hornblade +1	1,000	3,000	<i>new item</i>
Scimitar, Hornblade +2	2,000	6,000	2100-184
Scimitar, Hornblade +3	3,000	9,000	2100-184
Scimitar, Lightning	4,000	30,000	1013-58
Scimitar, Shazzellim +1	1,000	5,000	FR04-58
Scimitar, Silencing	800	3,800	1013-58
Scimitar, Slicing	900	4,500	1013-58
Scimitar, Slowing	800	4,000	1013-58
Scimitar, Souls +3	Relic	P	FA1-49
Scimitar, Speed	500	2,500	DRAG179-68
Scimitar, Speed +1	2,500	9,000	2100-184
Scimitar, Speed +2	3,000	12,000	2100-184
Scimitar, Speed +3	3,500	15,000	2100-184
Scimitar, Speed +4	4,000	18,000	2100-184
Scimitar, Speed +5	4,500	21,000	2100-184
Scimitar, Spellblade (1st level) +2	1,100	8,000	1060-119
Scimitar, Spellblade (2nd level) +2	1,200	10,000	1060-119
Scimitar, Spellblade (3rd level) +2	1,300	12,000	1060-119
Scimitar, Spellblade (4th level) +2	1,400	14,000	1060-119
Scimitar, Spellblade (5th level) +2	1,500	16,000	1060-119
Scimitar, Spellblade (6th level) +2	1,600	18,000	1060-119
Scimitar, Spellblade (7th level) +2	1,700	20,000	1060-119
Scimitar, Translating	1,000	1,500	1013-58
Scimitar, Watching	1,000	2,500	1013-58
Scimitar, Wishing	2,000	10,000	1013-58

Scope

A scope resembles a foot-long brass tube with a clear lens at each end. By peering through the eyepiece, the user can see a distant object as though it were much closer than it really is. See the Telescope entry (page 141) for more information and magical possibilities.



Scope, Celestial Seeing	1,500	15,000	SJQ1-87
Scope, Seeing	1,000	10,000	PHBR4-109

Name	EP	Cost	Book/Page
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Scroll



Scrolls are usually found in cylindrical tubes of ivory, jade, leather, metal, or wood. Each scroll is written in its own magical cipher. To understand what type of scroll has been found, the ability to *read magic* must be available. Once a scroll is read to determine its contents, a *read magic* spell is not needed to read it a second time or to invoke its magic.

Scroll, 1 Spell, Level 1-4	400	2,000	2100-135
Scroll, 1 Spell, Level 1-6	600	3,000	2100-135
Scroll, 1 Spell, Level 2-7 Priest	700	3,500	2100-135
Scroll, 1 Spell, Level 2-9	900	4,500	2100-135
Scroll, 2 Spells, Level 1-4	800	4,000	2100-135
Scroll, 2 Spells, Level 2-7 Priest	1,400	7,000	2100-135
Scroll, 2 Spells, Level 2-9	1,800	9,000	2100-135
Scroll, 3 Spells, Level 1-4	1,200	6,000	2100-135
Scroll, 3 Spells, Level 2-7 Priest	2,100	10,500	2100-135
Scroll, 3 Spells, Level 2-9	2,700	13,500	2100-135
Scroll, 4 Spells, Level 1-6	2,400	12,000	2100-135
Scroll, 4 Spells, Level 1-6 (Priest)	2,400	12,000	2100-135
Scroll, 4 Spells, Level 1-8	3,200	16,000	2100-135
Scroll, 5 Spells, Level 1-6	3,000	15,000	2100-135
Scroll, 5 Spells, Level 1-6 Priest	3,000	15,000	2100-135
Scroll, 5 Spells, Level 1-8	4,000	20,000	2100-135
Scroll, 6 Spells, Level 1-6	3,600	18,000	2100-135
Scroll, 6 Spells, Level 3-6 Priest	3,600	18,000	2100-135
Scroll, 6 Spells, Level 3-8	4,800	24,000	2100-135
Scroll, 7 Spells, Level 1-8	5,600	28,000	2100-135
Scroll, 7 Spells, Level 2-7 Priest	4,900	24,500	2100-135
Scroll, 7 Spells, Level 2-9	6,300	31,500	2100-135
Scroll, 7 Spells, Level 4-7 Priest	4,900	24,500	2100-135
Scroll, 7 Spells, Level 4-9	6,500	32,500	2100-135
Scroll, Animal Growth	1,200	6,000	I13-91
Scroll, Communication	3,000	15,000	1013-50
Scroll, Creation	4,000	20,000	1013-50
Scroll, Cursed	-	200	2100-146
Scroll, Delay	1,000	5,000	1013-50
Scroll, Domination	1,500	4,500	DRAG091-55
Scroll, Equipment	1,000	5,000	1013-50
Scroll, Erasing	1,600	9,000	DRAG030-36
Scroll, Grant	-	*	DRAG179-69
Scroll, Ha Rahni	2,000	7,000	1032-063
Scroll, Hair Loss	100	2,000	LC4-31
Scroll, Illumination	1,200	6,000	1013-50
Scroll, Mages	2,000	10,000	1013-50
Scroll, Map	-	800	2100-146
Scroll, Mapping	1,200	3,600	POLY058-10
Scroll, Nether	2,500	7,500	FR05-60
Scroll, Portals	3,000	9,000	1013-50
Scroll, Protection, Acid	2,500	7,500	2100-146
Scroll, Protection, Air	2,000	6,000	DRAG179-69
Scroll, Protection, Breath	-	-	-
Weapon, Dragon	2,000	6,000	2017-091
Scroll, Protection, Breath	-	-	-
Weapon, Non-dragon	2,000	6,000	2017-091
Scroll, Protection, Cold	2,000	6,000	2100-146
Scroll, Protection, Divination	2,000	6,000	DRAG179-70
Scroll, Protection, Earth	-	-	DRAG179-70
Scroll, Protection, Earth and Stone	2,000	10,000	FOR2-70

Name	EP	Cost	Book/Page
Scroll, Protection, Electricity	1,500	4,500	2100-146
Scroll, Protection, Elemental, Air	1,500	4,500	2100-146
Scroll, Protection, Elemental, All	1,500	4,500	2100-146
Scroll, Protection, Elemental, Earth	1,500	4,500	2100-146
Scroll, Protection, Elemental, Fire	1,500	4,500	2100-146
Scroll, Protection, Elemental, Water	1,500	4,500	2100-146
Scroll, Protection, Fire	2,000	6,000	2100-146
Scroll, Protection, Gas	2,000	6,000	2100-146
Scroll, Protection, Genies, All	1,500	4,500	DRAG179-70
Scroll, Protection, Genies, Any Tasked Genie	1,500	4,500	DRAG179-70
Scroll, Protection, Genies, Dao	1,500	4,500	DRAG179-70
Scroll, Protection, Genies, Djinni	1,500	4,500	DRAG179-70
Scroll, Protection, Genies, Efreeti	1,500	4,500	DRAG179-70
Scroll, Protection, Genies, Marid	1,500	4,500	DRAG179-70
Scroll, Protection, Heat	2,000	6,000	DRAG179-70
Scroll, Protection, Illusion	1,500	4,500	2017-091
Scroll, Protection, Lycanthropes			DRAG179-70
Scroll, Protection, Lycanthrope, All	2,000	6,000	2100-146
Scroll, Protection, Lycanthrope, Shape-Changers	1,000	3,000	2100-146
Scroll, Protection, Lycanthrope, Werebear	1,000	3,000	2100-146
Scroll, Protection, Lycanthrope, Wereboar	1,000	3,000	2100-146
Scroll, Protection, Lycanthrope, Wererat	1,000	3,000	2100-146
Scroll, Protection, Lycanthrope, Weretiger	1,000	3,000	2100-146
Scroll, Protection, Lycanthrope, Werewolf	1,000	3,000	2100-146
Scroll, Protection, Magic	1,500	4,500	2100-146
Scroll, Protection, Paralyzation	1,500	4,500	2017-091
Scroll, Protection, Petrification	2,000	6,000	2100-146
Scroll, Protection, Plants	1,000	3,000	2100-146
Scroll, Protection, Poison	1,000	3,000	2100-146
Scroll, Protection, Spirits	2,000	6,000	2018-135
Scroll, Protection, Traps, Any	3,000	9,000	2017-092
Scroll, Protection, Traps, Magical	2,000	6,000	2017-092
Scroll, Protection, Traps, Mechanical	2,000	6,000	2017-092
Scroll, Protection, Undead	1,500	4,500	2100-147
Scroll, Protection, Water	1,500	4,500	2100-147
Scroll, Protection, Weapon, Magical Blunt	1,000	3,000	2017-092
Scroll, Protection, Weapon, Magical Edged	1,000	3,000	2017-092
Scroll, Protection, Weapon, Magical Missile	1,000	3,000	2017-092
Scroll, Protection, Weapon, Non-magical Blunt	1,000	3,000	2017-092
Scroll, Protection, Weapon, Non-magical Edged	1,000	3,000	2017-092
Scroll, Protection, Weapon, Non-magical Missile	1,000	3,000	2017-092
Scroll, Questioning	2,000	6,000	1013-50
Scroll, Repetition	1,000	3,000	1013-50
Scroll, Return	2,000	6,000	1053-055
Scroll, Secrecy	1,200	6,000	DRAG073-39
Scroll, Seeing	1,000	5,000	1013-50
Scroll, Shelter	1,500	4,500	1013-50
Scroll, Spellcatching, 1st-2nd level spells	2,000	10,000	1013-51

Name	EP	Cost	Book/Page
Scroll, Spellcatching, 1st-4th level spells	4,000	20,000	1013-51
Scroll, Spellcatching, 1st-6th level spells	6,000	30,000	1013-51
Scroll, Spellcatching, 1st-8th level spells	8,000	40,000	1013-51
Scroll, Stellar Path	2,500	7,500	2021-091
Scroll, Suggestion	—	1,000	DRAG091-55
Scroll, Tattoo	3,000	30,000	POLY058-09
Scroll, Timon	2,000	10,000	CN2-029
Scroll, Transmutation	100	1,000	DRAG168-20
Scroll, Trapping	300	3,000	1013-51
Scroll, Treasure Map	400	4,000	1011-44
Scroll, Truth	600	6,000	1013-51

\* Sale value varies according to the nature of the grant.

### Sculpture

A sculpture is a three-dimensional work of art made by carving, etching, modeling, shaping, welding, or whittling a solid material. Most sculptures are made in the likeness of an individual or important object. There few limitations on the medium that can be used for sculpture; sculptors have used everything from ice to granite, and from wood to crystal.



Sculpture, Arcadia 2,000 6,000 2121-147

### Scythe

A scythe consists of a long wooden handle topped with a curved blade. It is often used to cut hay or grain. Some scythes have blades that can be locked into two positions: perpendicular to the handle (the normal position), and parallel to the handle. Changing the handle requires one full round. Using a scythe takes two hands.



Scythe, Withering +2 900 9,000 DRAG076-16

### Seal

A seal is a ceramic or metal stamp, usually a cylinder, that bears a raised or engraved emblem. They are used to impress an emblem into a soft medium such as wax or lead. In many cultures, no order or document is considered genuine unless it bears the writer's personal seal. Severe penalties await those who forge or misuse seals.



Seal, Deception 600 6,000 2018-135  
Seal, Vigor 1,000 10,000 2018-135

Sheath

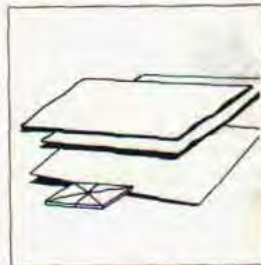
A sheath is a tight-fitting cover used to protect an item from rust, dents, and scratches. Sheaths also allow people to carry sharp blades without getting accidentally cut. Generally, sheaths are created from leather, tied closed with leather straps or cord, and secured to the belt. See the Scabbard entry (page 123) for more magical options.



Name	EP	Cost	Book/Page
Sheath, Holding, Bastard Sword	1,000	5,000	PHBR1-115
Sheath, Holding, Cutlass	1,000	5,000	PHBR1-115
Sheath, Holding, Dagger	500	2,500	PHBR1-115
Sheath, Holding, Dirk	500	2,500	PHBR1-115
Sheath, Holding, Drusas	500	2,500	PHBR1-115
Sheath, Holding, Gladius	1,000	5,000	PHBR1-115
Sheath, Holding, Katana	500	2,500	PHBR1-115
Sheath, Holding, Khopesh	1,000	5,000	PHBR1-115
Sheath, Holding, Knife	500	2,500	PHBR1-115
Sheath, Holding, Long Sword	1,000	5,000	PHBR1-115
Sheath, Holding, Main-gauche	1,000	5,000	PHBR1-115
Sheath, Holding, Rapier	1,000	5,000	PHBR1-115
Sheath, Holding, Sabre	1,000	5,000	PHBR1-115
Sheath, Holding, Scimitar	1,000	5,000	PHBR1-115
Sheath, Holding, Short Sword	500	2,500	PHBR1-115
Sheath, Holding, Stiletto	500	2,500	PHBR1-115
Sheath, Holding, Two-Handed Sword	1,000	5,000	PHBR1-115
Sheath, Holding, Wakizashi	1,000	5,000	PHBR1-115
Sheath, Vampire	2,000	10,000	HW A3-63

Sheet

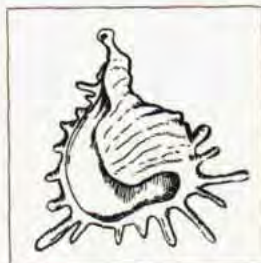
A sheet is a thin, flat piece of material. Paper, parchment, leather, silk, metal, linen, and other types of cloth, are just a few materials that come in sheets. Generally, non-metallic sheets are easily manipulated, folded, crumpled, or torn. Extra care should be exercised at all times when using a magical sheet.



Sheet, Smallness	1,500	15,000	2100-179
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Shell

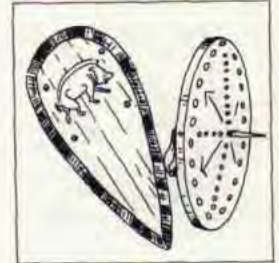
Shells are natural products that come from turtles, mollusks, and many other kinds aquatic and ocean life. Shells come in many shapes and sizes. An intact shell can be used as a container, household implement, decoration, or musical instrument. Shell fragments can be made into jewelry, buttons, and, in some cultures, money.



Shell, Conch	300	3,000	LNA2-87
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Shield

A shield is a protective item made of wood, hide, or leather and carried on the forearm. They come in a variety of shapes and sizes. The most familiar is the "heater"—a flat top with a curving, pointed bottom. Some very small shields are made from metal; many wooden shields have metal rims.



Name	EP	Cost	Book/Page
Shield +1	250	2,500	1011-42
Shield +2	500	5,000	1011-42
Shield +3	800	8,000	2011-124
Shield +4	1,200	12,000	2011-124
Shield +5	1,750	17,500	2011-124
Shield, Aegis +5	Relic	P	2108-106
Shield, Berserking, Thillonrian +2	1,200	12,000	2023-087
Shield, Buckler +1	150	1,500	2017-088
Shield, Buckler +2	350	3,500	2017-088
Shield, Buckler +3	650	6,500	2017-088
Shield, Buckler, Shoon's +2	400	4,000	FR04-32
Shield, Caloric	500	5,000	POLY047-27
Shield, Discus	1,000	10,000	DRAG037-47
Shield, Dzance's Guardian +0	1,000	10,000	FR04-30
Shield, Energy Drain +1	2,000	20,000	new item
Shield, Energy Drain +2	3,000	30,000	X10-41
Shield, Goblin of the Pomarj +2	1,250	7,500	2023-087
Shield, Greyhawk +3	1,050	10,500	2023-087
Shield, Grimjaw +0	1,000	10,000	DRAG089-18
Shield, Grimtooth	800	3,000	FR04-30
Shield, Hawkstone's Bulwark +2	1,500	9,000	FR04-30
Shield, Hephaestus +3	3,000	30,000	2006-17
Shield, Holy +1	750	6,000	new item
Shield, Holy +2	1,000	8,000	POLY058-09
Shield, Holy, of the	700	7,000	DRAG179-68
Shield, Huma +3/+5	1,500	15,000	2021-093
Shield, Impenetrable, Kiahn	4,000	40,000	DRAG040-28
Shield, Kirith-Kanoi +3	1,200	12,000	POLY043-21
Shield, Laeral's Spell +1	500	5,000	FR04-31
Shield, Lorin, of +2/+3	550	5,500	DLE3-063
Shield, Medicine	1,000	5,000	DUN G032-63
Shield, Medusae	3,000	18,000	PHB R1-116
Shield, Missile Attractor -1	—	750	2100-182
Shield, Missile Attractor -2	—	1,500	new item
Shield, Missile Attractor -3	—	2,250	new item
Shield, Missile Protector +1/+4	400	4,000	2100-182
Shield, Proof against Acid	500	2,500	new item
Shield, Proof against Cold	500	2,500	DRAG179-68
Shield, Proof against Electricity	500	2,500	DRAG179-68
Shield, Proof against Fire	500	2,500	DRAG179-68
Shield, Proof against Heat	500	2,500	new item
Shield, Protection, Dragon	1,100	11,000	DRAG099-52
Shield, Reptar's Wall	1,000	6,000	DRAG089-14
Shield, Reptar's Wall +1	2,000	12,000	FR04-31
Shield, Thurbrand's Protector +1	5,000	25,000	FR04-33
Shield, Tortoise	—	—	DRAG179-68
Shield, White +4	1,200	12,000	IMAG029-36

Name EP Cost Book/Page

**Shrine**

A shrine is a special structure dedicated to a deity. In the lands of Kara-Tur, shrines are carried like palanquins. Long poles allow teams of about 20 bearers to move the shrine about. Most eastern monasteries and temples have shrines and they are often carried into battle by a squad of priests.



Shrine, Minyan 1,000 6,500 2018-134

**Sickle**

A sickle is a farm implement consisting of a crescent-shaped blade mounted on a short handle. It is used for cutting weeds, grass, and grains. Peasants or adventurers who have no weapon and are forced to make do with whatever they can find use them as weapons. Druids favor the sickle because of its strong association with agriculture. Golden sickles are used to harvest mistletoe as a component for druidic spells.



Sickle +1	400	2,000	new item
Sickle +2	800	4,000	new item
Sickle +3	1,400	7,000	new item
Sickle +4	2,000	10,000	new item
Sickle +5	3,000	15,000	new item
Sickle -1 Cursed	—	1,000	new item
Sickle, Adamant, Cronos' +5	Relic	P	2006-15
Sickle, Black Blightbringer	1,000	10,000	FR02-63
Sickle, Golden	600	6,000	FR02-63
Sickle, Lycanthropy +1	800	4,000	new item
Sickle, Lycanthropy +2	1,200	6,000	LNA3-51

**Sighting System**

Gnomes commonly use the *secure sighting system* device to secretly watch the surface from their burrows. It consists of a long tube with mirrors and lenses, mounted on a swivel. It comes with cranks and levers to push it up, pull it down, or to rotate it. A system of counter weights helps to lift the tube. The device allows clear sight for 120'. Each time it is pushed up, there is a 10% chance the counterweights will push too fast and launch the tube up into the air, or cause the tube to remain stuck in its shaft until repaired.



Sighting System, Secure 75 750 AC11-092

Name EP Cost Book/Page

**Sign**

The *palm sign* is a very important symbol in desert cultures. It magically appears on the palm of the woman chosen by fate to be the bride of the sheik of the oasis. The mark also appears on the palm of the woman betrothed to the sheik's first-born son.



Sign, Palm Relic P 14-32

**Simulacrum**

A simulacrum is a magical construct that simulates a living creature. The type described here produces a dark, sweet elixir. The simulacrum is a colorful box standing on one end. Its usual colors are red, white, and blue. Glowing runes read "Cola," "Exact Change When Lit," and other untranslatable, arcane sayings.



Simulacrum, Ardraken's Refreshment — 11,500 AC11-005

**Skates**

These are enchanted boots fitted with small wheels. Anyone wearing them can move at a rate of 24 over any surface: water, mud, stairs, etc., even over walls and ceilings. When doing so, the wheels emit a strange, soft sound which resembles the purring of a giant cat.



Skates, Roller Hoopers, of the 3,000 15,000 DRAG134-44

**Skin**

Water and wine skins come in a variety of shapes, sizes, and materials. The most common type is a kidney-shaped goatskin bag with a metal cap on the narrow end. Others can be made of sheepskin, bearskin, or other hide. Barbaric races and humanoids (especially orcs, goblins, and hobgoblins) adorn their skins with teeth, horns, or hooves of the animal that gave up its hide.



Skin, Pouring, of 500 2,500 1066a-82

Name EP Cost Book/Page

**Skull**



The skull is the bony structure that forms a creature's head and protects the brain and most sense organs. Many cultures use the skull to frighten enemies from sacred grounds, while others use the bone in many mystical ceremonies.

Skull, Death	1,000	10,000	DRAG005-07
Skull, Mezin's	1,200	12,000	1032-095
Skull, Questions	Relic	P	2006-09
Skull, Singing	2,000	20,000	PHBR4-124

**Skyhook**



The term "skyhook" is a generic name for all hand held gnomish tools. However, the term also describes a specific kind of gnomish tool with multiple functions. Certain extra items may be needed for some gnomish projects, such as scaffolding for really big jobs, but an old gnome saying is, "A good gnome needs naught but skyhooks."

Skyhook, Glitterlode's Blessed +1	700	7,000	PC2-40
Skyhook, Glitterlode's Blessed +2	1,400	14,000	PC2-40
Skyhook, Glitterlode's Blessed +3	2,100	21,000	PC2-40
Skyhook, Glitterlode's Blessed +4	2,800	28,000	PC2-40

**Slate**



A slate of identification is a valuable device that can identify magical items of most sorts, and sometimes can reveal an item's command words. It is a piece of very smooth stone held firmly in an ornate wooden frame. It is usually about three feet square, although larger or smaller slates exist.

Slate, Identification	1,000	10,000	AC04-061
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Name EP Cost Book/Page

**Sling**



This weapon has existed since the beginning of recorded history. The basic sling consists of a leather or fabric strap with a pouch for a missile. The sling is held by both ends of the strap and twirled above the wielder's head. When the twirling reaches top speed, the missile is launched by releasing one of the strap's ends. The sling is a cheap and simple weapon, but it takes great skill to use one accurately. Although sling missiles can quickly kill small game

animals, the time and space required to launch a sling attack make it a poor hunting weapon in close terrain. The sling's missile is either a smooth, rounded stone or a ball of lead. While stones are easier to find (any shallow stream has an abundance of smooth stones), a lead bullet causes more damage and flies farther.

Sling +1	400	3,200	new item
Sling +2	800	6,400	new item
Sling +3	1,350	11,000	new item
Sling, Black +3	1,800	15,000	GAZ08-20
Sling, Seeking +1	350	3,500	new item
Sling, Seeking +2	700	7,000	2100-184

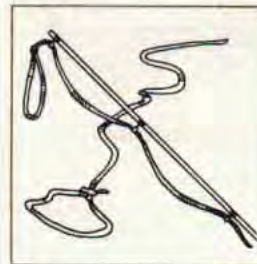
**Slipper**



A slipper is an ornate piece of footwear used primarily after a character retires for the evening. Slippers are made of soft, comfortable material; they allow the wearer to walk quietly about the house or room without waking nearby sleepers. Its primary function is to protect the user's feet from the cold floor when walking about the room before and after sleep.

Slipper, Dancing	500	2,500	DRAG179-73
Slipper, Dragon	3,000	15,000	PHBR4-124
Slipper, Drinking	300	3,000	AC04-061
Slipper, Glass	400	4,000	AC04-061
Slipper, Kicking	750	6,000	2017-103
Slipper, Ruby	1,000	5,000	DRAG045-23
Slipper, Soft Movement	1,000	5,000	DR AG179-73
Slipper, Spider Climbing	1,000	10,000	2100-179

**Snare**



The snare is an ancient type of trap. The simplest variety of snare uses a carefully concealed noose attached to a heavy object. Once entangled in the noose, the victim's own movement draws the noose tight. Other snares use a fresh sapling or other springy object to tighten the noose instantly.

Snare, Chilling	1,000	10,000	1060-114
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Name EP Cost Book/Page

**Snuffler**

A snuffler is a metal rod with a cup on one end. It is used to snuff out candles and other small flames. Snufflers are often made of brass or some other attractive metal and have handles anywhere from two inches to three feet long. Magical snufflers usually function when touched to either the flame or the body of a lit candle.



Snuffler, Death	200	2,000	AC04-061
Snuffler, Dousing	600	6,000	AC04-061
Snuffler, Explosion	1,000	10,000	AC04-061
Snuffler, Serving	200	2,000	AC04-061
Snuffler, Transference	3,000	30,000	AC04-061

**Soap**

Soap is a very useful (although at times rare) commodity usually made from animal or vegetable fat mixed with salt or ash. When used with water, soap creates a slippery foam that removes the dirt, filth, and odor from the body, clothing, or gear. Soap's fat content also allows it to be used as a lubricant or temporary waterproofing agent.



Soap, Abrasion	100	1,000	AC04-061
Soap, Scented	150	1,500	DRAG163-21
Soap, Washing	200	2,000	AC04-061

**Sock**

Socks are knitted or cloth garments worn on the feet. They help protect the feet from cold and from chafing against boots or shoes, which can be very roughly made. Socks also absorb odors and protect footgear from perspiration and natural oils from the wearer's skin.



Sock, Dryness	300	3,000	DRAG030-37
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**Solution**

The *ultimate solution* is a strange and magical liquid that appears to be nothing more remarkable than some sort of minor oil or potion. However, the solution can immediately dissolve any magical and nonmagical glue, cement, adhesive, or other sticky material to which it is applied.



Solution, Ultimate	1,000	7,000	2017-103
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Name EP Cost Book/Page

**Solvent**

The *universal solvent* is a magical liquid which for all practical purposes is identical to the *ultimate solution*. It instantly dissolves anything sticky. Sages speculate that rival alchemists created these two liquids. Perhaps the discovered it simultaneously or perhaps one stole the formula from the other.



Solvent, Universal	1,000	7,000	2100-181
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**Soup**

Soup is a liquid food made from boiling meats, fish, vegetables, and other ingredients in water. Both the broth and the ingredients are eaten. Most soups are eaten hot, but some are served cold.



Soup, Find Familiar	300	3,000	DRAG076-17
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**Spade**

The *spade of colossal excavation* is a tool, 8' long with a shovel-like blade 2' wide and 3' long. Any warrior with a strength score of 18 or more can use it to dig great holes. One cubic yard of normal earth can be excavated in one round. After 10 rounds of digging, the user must rest for five rounds. Gravel or hard clay takes twice as long to dig through.



Spade, Colossal Excavation	1,000	6,500	2100-180
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**Spear**

The spear dates back to the most primitive times. The first spears were simply wooden poles or sticks sharpened at one end. When fire was discovered and mastered, spear points were hardened by charring. As people became more adept at using tools, spears were fitted with stone heads, and later iron and steel heads.



Spear +1	500	3,000	2011-125
Spear +2	1,000	6,500	2011-125
Spear +3	1,750	15,000	2011-125
Spear +4	2,000	20,000	2011-125
Spear +5	3,000	25,000	2011-125

Name	EP	Cost	Book/Page
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**Spiderwalker**

The spiderwalker is an enchanted being created from the body of a dried tarantula. When imbued with the powers of hishna (Maztican talonmagic), the spiderwalker becomes a deadly terror. It can only be activated at night, and it lasts for the duration of that night only. It ceases to function when the first rays of the sunrise.



Spiderwalker	500	2,500	1066a-91
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**Spike**

A spike is essentially a large iron nail. One end is pointed and the other generally has a hole like the "eye" of a needle or a flat head. Spikes can be used to wedge doors open, provide grips for climbing or anchors for ropes, and so forth. A hammer or mallet is needed to drive a spike into wood or other tough materials.



Spike, Blast	1,000	10,000	FR11-43
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**Sponge**

A sponge is a natural product that comes from an immobile, bottom-dwelling sea creature. When the animal is removed from the sea, its skeleton is continually crushed in the palms or between rocks for a short time, and it becomes very soft and absorbent. Whenever it touches water, the sponge will soak up a great deal of the moisture, which can be easily removed again by wringing the sponge out.



Sponge, Ever-Damp	100	500	DRAG030-36
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**Spoon**

Magical spoons can be found nearly anywhere. They may be small or large, wood or metal, plain or decorative. Often, an enchanted spoon's owner never realizes he has a rare gift, even when living with the item for his whole life.



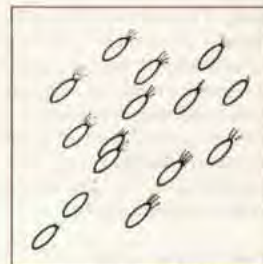
Spoon, Birth	1,000	5,000	AC04-062
Spoon, Eating	100	500	DRAG030-36
Spoon, Medication	1,000	10,000	AC04-062
Spoon, Mixing	1,500	15,000	PHBR 4-125
Spoon, Murlynd's	750	4,000	2100-175

Name	EP	Cost	Book/Page
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Spoon, Musical	100	1,000	AC04-062
Spoon, Sticking	50	500	AC04-062
Spoon, Stirring	500	5,000	2017-103
Spoon, Sugar	100	1,000	AC04-062

**Spore**

When a creature inhales *air spores*, the spores work their way into the lungs. There they grow, reproduce, and die. While living out their lives, they create oxygen that the host body can use to breathe when deprived of oxygen from the environment. The air spore colony can live for 2d4 days.



Spore, Air	500	2,500	2121-132
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**Spray**

A spray, or atomizer, is a container that holds a liquid and can discharge it into a fine, airborne mist. Sprays are generally luxury items, usually used for applying cologne or perfume. Other uses exist, however. For example, a spray can lightly cover an large area with mist, making the greatest possible use of the liquid.



Spray, Plant Death	500	5,000	DRAG076-17
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**Spy**

This magical device consists of a rotating metal dish mounted on a retractable arm. Small gnomish cranks and levers are used to move the dish and arm. A gold wire links the dish to a *crystal ball with ESP*. As the dish rotates, it scans the area around it and sends the information to the *crystal ball* where a visible image of the area is created.



Spy, Marianita's Relentless	Relic	P	AC11-091
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**Staff**

Staves are five to six feet long and about an inch and a half thick. Staves are typically fashioned of wood, often carved, usually metal bound, and as likely to be knobby or and twisted as they are to be smooth and straight. They can be unadorned or fitted with metal or crystal heads. Staves, like wands and rods, are powered by charges. A staff typically has from 20 to 25 (19 + 1d6) charges when found. Some staves can be recharged according



Name	EP	Cost	Book/Page
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to the rules for making magical items. Once all the charges are used, the staff is rendered non-magical and cannot be recharged. Unless inapplicable or otherwise specified, spells discharged from staves function as though cast by an 8th level wizard with respect to range, duration, area of effect and damage inflicted. If the DM desires, unleashing the power of a staff can require a specific command word or phrase that must be discovered or researched separately from the item itself. This command can be as simple as a single word (such as "heal") or could be as complicated as a rhyming phrase that must be adjusted to fit the circumstances ("I touch this elf; restore his health," or "In this moment of great toil, I command thee staff: uncoil!"). Since command words are the key to great power, wise owners will memorize them and destroy all other evidence. Indeed, knowledge of command words can be used as a bargaining point in surrender negotiations. See the Quarterstaff entry (page 114) for additional magical possibilities.

Staff, Abyss, of the	10,000	50,000	FOR2-74
Staff, Aquatic Wizardry	10,000	50,000	DLR1-82
Staff, Avanrakkash	10,000	75,000	CN3-037
Staff, Battle	1,000	5,000	DRAG173-31
Staff, Blue Crystal, Mishakal	Relic	P	8446-71
Staff, Cat	6,000	13,000	DRAG099-50
Staff, Cirulon	1,000	7,500	DLE3-062
Staff, Command	5,000	25,000	2100-154
Staff, Commanding	5,000	25,000	1071-236
Staff, Couatl	7,500	2,000	DRAG086-26
Staff, Curing	6,000	25,000	2100-154
Staff, Devotion	7,000	35,000	DRAG179-72
Staff, Disjoining	4,500	22,500	DUNG035-09
Staff, Dispelling	5,000	25,000	1013-51
Staff, Displacement	6,000	30,000	DRAG173-31
Staff, Divergence	1,000	5,000	DRAG173-32
Staff, Druid	10,000	50,000	FR02-62
Staff, Element, Air	10,000	50,000	2121-130
Staff, Element, Air & Water	20,000	45,000	1013-51
Staff, Element, Earth	10,000	50,000	2121-130
Staff, Element, Earth & Fire	20,000	45,000	1013-51
Staff, Element, Fire	10,000	50,000	2121-130
Staff, Element, Water	10,000	50,000	2121-130
Staff, Elemental Power	3,000	75,000	1013-51
Staff, Ethereal Action	7,000	15,000	FR04-48
Staff, Flames	8,000	40,000	DRAG179-72
Staff, Fraz-Urb'luu, of	Relic	P	2016-39
Staff, Fury	8,000	40,000	FR10-82
Staff, Gnatmarsh	4,000	20,000	2023-074
Staff, Harming	4,500	35,000	X10-41
Staff, Healing	5,000	40,000	1013-52
Staff, Hornwood	4,000	15,000	2023-074
Staff, Hotspur's Selecto	65	650	AC11-055
Staff, Kitsyrral	3,500	35,000	WGA3-57
Staff, Ky Trencha	3,000	30,000	1032-125
Staff, Lower Planes, of the	Relic	P	2016-30
Staff, Mace-	1,500	12,500	2100-154
Staff, Magi, of the	15,000	75,000	2100-154
Staff, Magius	15,000	75,000	2021-097
Staff, Miracles	4,000	20,000	DRAG173-32
Staff, Moonglow, of the	3,000	15,000	DRAG173-34
Staff, Necromancer	13,000	65,000	FR10-82
Staff, Night	3,000	15,000	DRAG173-32
Staff, Ninja	5,000	25,000	DRAG126-50
Staff, Oceans	8,000	20,000	1032-077
Staff, Osiris	1,500	7,500	FR10-85
Staff, Power	12,000	60,000	2100-154
Staff, Recording	2,000	10,000	AC08-007
Staff, Rilantaver's	3,000	15,000	DRAG173-30

Name	EP	Cost	Book/Page
Staff, Sands, of the	8,000	40,000	DRAG179-72
Staff, Savona	2,500	12,500	LC3-13
Staff, Scrivening	3,000	15,000	DRAG173-32
Staff, Sea, of the	8,000	40,000	DRAG179-72
Staff, Serpent, of the	7,000	35,000	2100-154
Staff, Shock, Greater	2,000	5,000	U3-44
Staff, Shock, Lesser	1,000	2,500	U3-44
Staff, Silence	1,500	7,500	DRAG173-32
Staff, Skull, Greater	1,800	25,000	FR04-48
Staff, Skull, Hepmonaland	5,000	20,000	2023-074
Staff, Skull, Lesser	900	15,000	FR04-48
Staff, Snake	7,000	35,000	1011-45
Staff, Spear +1	1,000	5,000	2100-154
Staff, Spear +2	1,500	7,500	2100-154
Staff, Spear +3	2,000	10,000	2100-154
Staff, Spear +4	2,500	15,000	2100-154
Staff, Spear +5	3,000	20,000	2100-154
Staff, Spell Focusing	6,000	25,000	DRAG091-56
Staff, Spheres	4,000	20,000	DRAG173-33
Staff, Striking	600	1,500	DRAG120-19
Staff, Striking	6,000	15,000	2100-155
Staff, Striking (Local 531)	—	1,500	DRAG156-27
Staff, Striking/Curing	8,000	20,000	2021-091
Staff, Surprises	4,000	20,000	DRAG173-34
Staff, Swarming Insects	100*	500*	2100-155
Staff, Thunder & Lightning	8,000	20,000	2100-155
Staff, Viper	7,000	35,000	HWR1-60
Staff, Vision	5,000	25,000	DRAG173-34
Staff, War, Nyrond	5,000	30,000	2023-075
Staff, Winds, of the	8,000	40,000	DRAG179-72
Staff, Withering	8,000	35,000	2100-155
Staff, Wizardry	15,000	75,000	1012-62
Staff, Woodlands, of the	8,000	40,000	2100-155

\* Per charge, this staff cannot be recharged

## Stair



A magical stair is a wooden board, usually five feet long, one foot wide, and one-half inch thick. When placed on a floor and commanded, it creates a magical wooden stairway of some sort that remains until commanded to vanish or dispelled. Most stairways can support up to 2,000 pounds (one ton) without collapsing.

Stair, Ascending	1,000	10,000	AC04-062
Stair, Breaking	100	10,000	AC04-062
Stair, Cold	1,200	12,000	AC04-062
Stair, Descending	1,000	10,000	AC04-062
Stair, Endless	15,000	75,000	POLY058-10
Stair, Judgement	1,500	15,000	AC04-062
Stair, Slipping	1,000	15,000	AC04-063

Name	EP	Cost	Book/Page
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### Stone



Stones are chunks of solid earth or mineral that are smaller than rocks (see page 119) that have not been reduced to sand through the forces of nature: wind, rain, water, ice, and snow. Magical stones are generally polished to a brilliant shine. See the Rock entry (page 119) for additional magical possibilities.

Stone, Attraction, Avian	200	1,000	DRAG073-40
Stone, Bezoar	400	2,000	CN3-037
Stone, Cleaning	500	2,500	DRAG073-36
Stone, Coruskian	1,500	8,000	2023-078
Stone, Dancing Lights	600	3,000	POLY059-26
Stone, Darkness	600	3,000	LNA2-87
Stone, Dream	1,000	5,000	DLE1-061
Stone, Earth Elemental Control	1,500	12,500	2100-180
Stone, Ebon	1,000	5,000	DRAG085-52
Stone, Everburning	500	5,000	FR10-84
Stone, Glowstone	1,400	14,000	FR11-44
Stone, Good Luck	3,000	25,000	2100-180
Stone, Gul, of	Relic	P	DUNG030-45
Stone, Immunity, Cold	1,000	5,000	POLY023-12
Stone, Lode	400	2,000	DRAG030-37
Stone, Lock	3,000	25,000	DCAD02-25
Stone, Mysterious Sounds	500	5,000	DRAG099-52
Stone, Nanorion	Relic	55,000	2006-59
Stone, Philosopher's	1,000	10,000	2100-176
Stone, Sampling	1,200	12,000	POLY061-09
Stone, Shielding	100	500	1060-119
Stone, Sponge	2,000	15,000	DRAG048-85
Stone, Standing	Relic	P	2108-060
Stone, Travel, All-Round Vision	200	2,000	DUNG031-08
Stone, Travel, Clairaudience	200	2,000	DUNG031-08
Stone, Travel, Clairvoyance	200	2,000	DUNG031-08
Stone, Travel, Combat Mind	200	2,000	DUNG031-08
Stone, Travel, Conceal Thoughts	200	2,000	DUNG031-08
Stone, Travel, Danger Sense	200	2,000	DUNG031-08
Stone, Travel, Know Direction	200	2,000	DUNG031-08
Stone, Travel, Lend Health	200	2,000	DUNG031-09
Stone, Travel, Life Detection	200	2,000	DUNG031-09
Stone, Travel, Object Reading	200	2,000	DUNG031-09
Stone, Travel, Poison Sense	200	2,000	DUNG031-09
Stone, Travel, Psychic Messenger	200	2,000	DUNG031-09
Stone, Travel, Sensitivity to Psychic Impressions	200	2,000	DUNG031-09
Stone, Travel, Spirit Sense	200	2,000	DUNG031-09
Stone, Ward	500	2,500	DLR1-82
Stone, Warfu, Black	500	5,000	1032-064
Stone, Warfu, Blue	500	5,000	1032-064
Stone, Warfu, Crystal	500	5,000	1032-064
Stone, Warfu, Green	500	5,000	1032-064
Stone, Warfu, Opal	500	5,000	1032-064
Stone, Warfu, Red	500	5,000	1032-064
Stone, Warfu, Violet	500	5,000	1032-064
Stone, Warfu, White	500	5,000	1032-064
Stone, Warfu, Yellow	500	5,000	1032-064
Stone, Warmth	1,000	5,000	DRAG073-39
Stone, Weight	—	1,000	2100-180
Stone, Well, Cursed	—	1,000	DRAG145-42
Stone, Well, of the	400	4,000	DRAG145-42

Name	EP	Cost	Book/Page
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### String



String is a thin cord, usually woven out of flax. Magical string may be found in lengths ranging from a few feet to 50 feet or more. Longer pieces generally are rolled into compact balls. Many magical strings cannot be broken or harmed by force, even from magical weapons, but can be destroyed by any damage-causing spell, any dragon breath (except gas), and by normal fire.

String, Attachment	50	250	AC04-063
String, Lashing	200	1,000	AC04-063
String, Pearls	500	2,500	AC04-063
String, Shackles	1,000	5,000	AC04-063
String, Tangle	400	2,000	AC04-063
String, Warding	1,000	5,000	AC04-063

### Strongbox



Strongboxes are very sophisticated safes. They are designed to be considerably difficult for thieves and burglars to break into. Strongboxes are often heavily weighted and difficult to move as well. It often requires a half-dozen strong men or a series of pulleys to pick up a strongbox.

Strongbox, Immobility	3,000	30,000	DRAG073-38
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### Stylus



The *stylus of scribing* is an implement made from black stone. When the user touches it and utters the command word written on it, the stylus animates itself. Once the stylus is activated, the next three words the user speaks will be graven deeply and clearly on any non-magical non living surface mentally selected by the caster. If no surface is chosen, the DM should randomly choose a nearby stone surface.

Stylus, Scribing	100	500	1060-119
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Name EP Cost Book/Page

Suite

Balthazar's suite of many delights is a luxurious chamber which can house two people. The interior is decorated with tropical plants, vines, and flowers. A huge brazier keeps the temperature constant. The occupants are supplied with food, water, and other amenities, but must pay a gratuity to the chamber's resident servants.



Suite, Many Delights, Balthazar's 6,500 400,000 AC11-007

Sundial

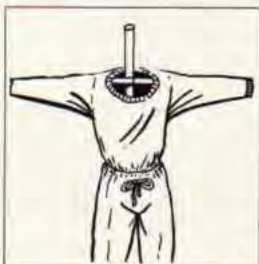
The sundial is a primitive timekeeping piece that requires sunlight to operate. The sundial's flat face has numerals inscribed on its surface. A small, triangular pillar in or very near the center casts a shadow upon the face. As the sun moves in the sky, the pillar's shadow tracks across the face, pointing to the current hour.



Sundial, Timekeeping 800 4,000 AC04-063

Sweatsuit

A sweatsuit is a piece of clothing worn by athletes in training and by overweight people who are trying to quickly lose weight. A sweatsuit is made of heavy cotton or treated leather, it tightly closes about each ankle, each wrist and the neck, completely enclosing the user's body. Even mild exertion causes the wearer to perspire heavily.



Sweatsuit +5 5,000 50,000 DRAG072-51

Sweeper

Gnomish sweepers are nothing more than a pair of light ballistae with a common mount so they can be fired in the same direction at the same time. The two ballista bolts are linked together with a piece of chain. When the bolts hit an enemy ship or spelljammer, the flailing chain damages the rigging and crew.

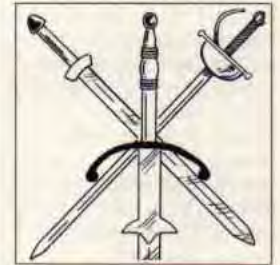


Sweeper, Gnomish +1 800 8,000 SJR2-72  
 Sweeper, Gnomish +2 1,600 16,000 SJR2-72  
 Sweeper, Gnomish +3 3,200 32,000 SJR2-72  
 Sweeper, Gnomish, Super 1,000 10,000 SJR1-82

Name EP Cost Book/Page

Sword

Magical swords normally apply their bonus (+1, +2, +3, +4, and rarely more) to both attack rolls and damage dice. Their values vary widely according to their powers, and methods of construction and level of decoration. Seventy percent of the swords listed below are long swords, 20% are broad swords, 5% are short swords, 4% are bastard swords, and 1% are two-handed swords, unless a specific item's description indicates otherwise. Some DMs rule that magical weapons shed light and cannot be concealed when drawn. However, a magical weapon should never glow until the wielder is aware of its magical properties; a weapon's light-giving property should not be used as a cheap way to identify a magical item. Note that the *flame tongue*, *frost brand*, *holy avenger*, *life stealing*, and *sharpness* swords have special properties with regard to light.



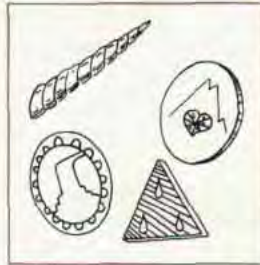
Sword +1	400	2,000	1011-42
Sword +1, +2 versus Genies	600	3,000	DRAG179-68
Sword +2	800	4,000	1011-42
Sword +2, +3 versus Dao Genies	700	3,500	DRAG179-68
Sword +2, +3 versus Djinn Genies	700	3,500	DRAG179-68
Sword +2, +3 versus Efreet Genies	700	3,500	DRAG179-68
Sword +2, +3 versus Marid Genies	700	3,500	DRAG179-68
Sword +3	1,400	7,000	2011-124
Sword +4	2,000	10,000	2011-124
Sword +5	3,000	15,000	2011-124
Sword, Adjatha +2	7,000	35,000	FR04-55
Sword, Agility, Arbane's +2	4,000	15,000	DRAG041-30
Sword, Albuin +1	5,000	25,000	FR04-55
Sword, Angurvadal	4,000	8,000	10 21-64
Sword, Answering +2	10,000	50,000	T14-127
Sword, Anything	5,000	35,000	2017-089
Sword, Ar'ondight	5,000	25,000	1021-64
Sword, Arak +2	4,200	18,000	1053-058
Sword, Arbane's Agility +2	4,000	15,000	FR04-56
Sword, Assassination, Ruby +1	600	3,000	DRAG091-61
Sword, Assassination, Ruby +2	1,200	6,000	DRAG091-61
Sword, Assassination, Ruby +3	2,100	10,500	DRAG091-61
Sword, Assassination, Ruby +4	3,000	15,000	DRAG091-61
Sword, Assassination, Ruby +5	4,500	22,500	DRAG091-61
Sword, Backstabbing +2	700	7,000	PHBR2-108
Sword, Balmung	1,500	7,500	1021-64
Sword, Barisarda	2100	10500	1021-64
Sword, Blackflame +4	4,100	27,500	GAZ08-20
Sword, Breathing	600	3,000	1013-58
Sword, Caeren-Uroth	2,600	13,000	POLY043-20
Sword, Chain +3	1,500	12,500	DRAG132-06
Sword, Chaotic	-	1,000	POLY036-27
Sword, Charm Person +2	250	2,500	1012-59
Sword, Charming	800	4,000	1013-58
Sword, Colada	400	2,000	1021-64
Sword, Cold	800	4,000	2003-46
Sword, Curtain	Relic	P	1021-64
Sword, Cowardice	2,000	10,000	DRAG091-61
Sword, Cure Light Wounds +1	2,000	10,000	1011-42
Sword, Cursed -1	-	400	2100-185
Sword, Cursed -2	-	600	2100-185
Sword, Cursed, Berserking +2	-	900	2100-186

Name	EP	Cost	Book/Page	Name	EP	Cost	Book/Page
Sword, Cursed, Wild Coast	—	1,000	2023-088	Sword, Lightning, Dancing	6,000	60,000	2006-67
Sword, Cymrych Hugh +4	4,000	40,000	FR02-62	Sword, Locate Object +1	800	4,000	1012-59
Sword, Cyric's Sword +2	2,000	20,000	FRE3-46	Sword, Luck Blade +1	1,000	5,000	2100-185
Sword, Dancing +1	4,400	22,000	2100-185	Sword, Lycanthropes +1/+2	700	3,500	1011-42
Sword, Dancing, Bronze	4,800	35,000	2108-074	Sword, Lycanthropes/Shape			
Sword, Dancing, Lightning	4,500	32,000	2013-037	Changers +1/+3	700	3,500	2100-185
Sword, Deceiving	200	1,000	1013-58	Sword, Magic/Enchanted			
Sword, Defendane +4	3,000	15,000	POLY038-30	Creatures +1/+2	600	3,000	2100-185
Sword, Defender +5	3,600	18,000	2100-185	Sword, Mantooth +1/+2	1,000	7,500	2021-094
Sword, Defending	800	4,000	1013-58	Sword, Mimung	1,000	5,000	1021-64
Sword, Deflecting	800	4,000	1013-58	Sword, Moonblade	2,000	10,000	DUNG025-30
Sword, Demonbane +3	4,000	20,000	DRAG091-60	Sword, Morglay	1,200	6,000	1021-64
Sword, Draining	1,000	5,000	1013-58	Sword, Nagelring	1,500	7,500	1021-64
Sword, Dreamsinger +3	3,000	18,000	WGS1-61	Sword, Namarra +2	2,000	10,000	FR04-58
Sword, Durandan	Relic	P	1021-64	Sword, Night +1	700	3,500	DRAG091-62
Sword, Ebonbane	3,000	18,000	DUNG031-56	Sword, Nine Lives Stealer +2	1,600	8,000	2100-185
Sword, Ebon Flame +2	2,000	20,000	WG5-25	Sword, Obedience, Mamluk +1	700	3,500	DRAG179-68
Sword, Edge	3,200	16,000	WGS2-62	Sword, Obedience, Mamluk +2	800	4,000	DRAG179-68
Sword, Emperor's +5	5,000	50,000	2108-141	Sword, Odin +5	Relic	P	2108-173
Sword, Energy Drain +1	1,500	15,000	1012-59	Sword, Philippan	1,200	6,000	1021-64
Sword, Equalizer	10,000	50,000	2023-87	Sword, Phoenix +3	3,000	30,000	CB2-029
Sword, Everstriking, Cursed	800	1,000	DRAG091-61	Sword, Planes, of the +1	1,200	9,600	2100-186
Sword, Excalibur +5	Relic	P	2108-032	Sword, Quickness +2	1,000	8,000	2100-185
Sword, Extinguishing	800	4,000	1013-58	Sword, Rage, Stonefist +2	1,000	5,000	2023-087
Sword, Fedifensor +2	2,000	20,000	DRAG067-39	Sword, Red Death +4	4,000	20,000	POLY65-09
Sword, Final Word Type	10,000	50,000	2017-105	Sword, Regenerating			
Sword, Finder +3	3,000	15,000	LC1-12	Creatures +1/+3	800	4,000	2011-124
Sword, Finding	2,000	10,000	1013-58	Sword, Rel Astran +1/+3	750	3,750	2023-087
Sword, Flamberge	1,800	18,000	1021-64	Sword, Reptiles +1/+4	800	4,000	2100-185
Sword, Flame +1	2,000	9,000	POLY047-26	Sword, Sauvagine	900	4,500	1021-64
Sword, Flame Tongue +1, +2 vs. regenerating creatures, +3 vs. cold-using/inflammable/avian, +4 vs undead	900	4,500	2100-185	Sword, Secondeath +4, +6 vs. Undead and Negative Energy Beings	5,000	25,000	POLY060-31
Sword, Flaming	1,200	6,000	1013-58	Sword, Shadow	900	4,500	IMAG012-38
Sword, Flaming, Ukko's	4,000	40,000	2006-41	Sword, Sharpness +1	7,000	35,000	2100-186
Sword, Floating +3	3,000	25,000	1032-036	Sword, Shiva's +3	3,000	15,000	2006-08
Sword, Flying	1,000	5,000	1013-58	Sword, Silencing	800	3,800	1013-58
Sword, Fragarach +4	18,000	90,000	T1:4-126	Sword, Singing +3	1,600	10,000	DRAG041-30
Sword, Friendship +3	3,000	15,000	2021-099	Sword, Slayer, Black Dragon +2	900	4,500	2100-185
Sword, Frost Brand +3, +6 Fire- Using/Dwelling Creatures	1,600	8,000	2100-185	Sword, Slayer, Blue Dragon +2	900	4,500	2100-185
Sword, Gem +4	4,000	20,000	SJR1-78	Sword, Slayer, Brass Dragon +2	900	4,500	2100-185
Sword, Giant, of the +5	5,000	50,000	2108-173	Sword, Slayer, Bronze Dragon +2	900	4,500	2100-185
Sword, Glorius	2,500	25,000	1021-64	Sword, Slayer, Copper Dragon +2	900	4,500	2100-185
Sword, Gram	2,000	20,000	1021-64	Sword, Slayer, Demon +3	1,200	6,000	2006-08
Sword, Guardian	1,600	8,000	L2-31	Sword, Slayer, Genie, Dao +2	900	4,500	DRAG179-68
Sword, Harmonizer	3,000	15,000	WGS2-62	Sword, Slayer, Genie, Djinn +2	900	4,500	DRAG179-68
Sword, Healing	3,000	15,000	1013-58	Sword, Slayer, Genie, Efreet +2	900	4,500	DRAG179-68
Sword, Hiding	1,200	6,000	1013-58	Sword, Slayer, Genie, Marid +2	900	4,500	DRAG179-68
Sword, Hofud	Relic	P	2006-25	Sword, Slayer, Giant +2	900	4,500	2011-124
Sword, Holding	1,000	5,000	1013-58	Sword, Slayer, Goblin +2/+4	900	4,500	POLY058-08
Sword, Holy +5	5,000	25,000	R4-27	Sword, Slayer, Gold Dragon +2	900	4,500	2100-185
Sword, Holy Avenger +5	4,000	20,000	2100-185	Sword, Slayer, Green Dragon +2	900	4,500	2100-185
Sword, Horus's +3	3,000	15,000	2006-03	Sword, Slayer, Mammal +1, +3			
Sword, Ilbratha +1	1,500	7,500	FR04-57	Good Alignment	900	4,500	LNA3-51
Sword, Insanity +1	700	3,500	DRAG091-61	Sword, Slayer, Red Dragon +2	900	4,500	2100-185
Sword, Intercension +2	1,000	5,000	DRAG091-62	Sword, Slayer, Silver Dragon +2	900	4,500	2100-185
Sword, Joyeuse	1,200	6,000	1021-64	Sword, Slayer, White Dragon +2	900	4,500	2100-185
Sword, Karnaz, Mighty Blade	3,500	17,500	DRAG040-29	Sword, Slicing	900	4,500	1013-58
Sword, Kas +6	Relic	P	WGA4-71	Sword, Slowing	800	4,000	1013-58
Sword, Khopesh, Bladeless +4	4,000	40,000	FR10-85	Sword, Soul of the King	10,000	100,000	CN1-027
Sword, Lathander's Blade +3	3,000	15,000	FR2-90	Sword, Spellblade (1st Level) +2	1,100	8,000	1060-119
Sword, Life Stealing +2	5,000	25,000	2100-186	Sword, Spellblade (2nd Level) +2	1,200	10,000	1060-119
Sword, Light +1	800	4,000	1011-42	Sword, Spellblade (3rd Level) +2	1,300	12,000	1060-119
Sword, Lightning	4,000	30,000	1013-58	Sword, Spellblade (4th Level) +2	1,400	14,000	1060-119
				Sword, Spellblade (5th Level) +2	1,500	16,000	1060-119
				Sword, Spellblade (6th Level) +2	1,600	18,000	1060-119

Name	EP	Cost	Book/Page
Sword, Spellblade (7th Level) +2	1,700	20,000	1060-119
Sword, Stalker +3	1,800	22,000	WGS1-62
Sword, Sunblade +1	1,500	10,000	<i>new item</i>
Sword, Sunblade +2	3,000	20,000	2100-185
Sword, Sunblade +3	4,500	30,000	<i>new item</i>
Sword, Susk +3	2,500	12,500	FR04-59
Sword, Syrar's Silver +1	1,000	4,000	FR04-60
Sword, Taragarth +3	1,000	5,000	FR04-60
Sword, Telvaran's Enchanted Blade	2,500	25,000	POLY055-25
Sword, Tideripper +4	2,200	10,000	DLR1-82
Sword, Translating	1,000	5,000	10 13-58
Sword, Undead +1/+3	3,000	15,000	1011-42
Sword, Venom	700	6,000	2016-47
Sword, Vorpal +1	6,000	30,000	2003-47
Sword, Vorpal +2	8,000	40,000	2003-47
Sword, Vorpal +3	10,000	50,000	2100-186
Sword, Warbringer +3	1,800	12,000	2021-099
Sword, Warlord of the Shield Lands	1,600	8,000	2023-088
Sword, Watching	1,000	5,000	1013-58
Sword, Whirlwind +1	500	2,500	DRAG126-51
Sword, Wishes +1	2,000	10,000	1012-59
Sword, Wishing	1,800	12,000	1013-58
Sword, Wounding +1	4,400	22,000	2100-186
Sword, Wounding +2	6,800	34,000	<i>new item</i>
Sword, Wyrmsbane +2	2,000	20,000	2021-095
Sword, Wyrmslayer +3	3,000	30,000	2021-095
Sword, Wyrmsvenin +1	1,000	10,000	<i>new item</i>
Sword, Wyrmsvenin +2	2,000	20,000	DLE3-062

### Symbol

Holy symbols come in as many varieties as there are beliefs and canons. Holy symbols allow priests to channel power for spell casting and other priestly abilities. Holy symbols also serve to identify a deity's followers. Lawful good holy symbols can keep common vampires at bay. A symbol dedicated to one deity cannot be used in the service of another.



Symbol, Holy, Greyhawk	300	3,000	2023-078
Symbol, Holy, Larmacian	300	3,000	DRAG039-42
Symbol, Holy, Ravenkind	300	3,000	1053-056

Name	EP	Cost	Book/Page
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### Tabard

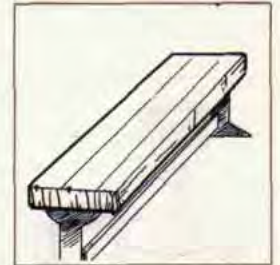
A tabard is a loose-fitting, sleeveless garment that covers the shoulders, chest, and back. It reaches to the waist or knees. Originally used to shield armor from the sun so as keep the wearer cooler, it has developed into clothing adopted by unarmored men and women. A person's symbol, colors, coat-of-arms, or other identifying marks are commonly placed on this garment.



Tabard, Mystics	2,000	15,000	FR04-38
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### Table

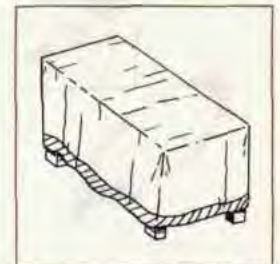
This common piece of furniture can be of any size and of any material. A table provides a raised, flat space for working, eating, or storage. Magical tables usually are made of wood, are about three feet high and five feet square, and have four spindly, wooden legs. The average table can hold a 250-pound load before shearing a leg or splitting down the center.



Table, Banquets	6,000	60,000	AC04-064
Table, Contents	1,000	10,000	AC04-064
Table, Elements	4,000	40,000	AC04-064
Table, Plenty	5,000	50,000	AC04-064
Table, Writing	2,500	25,000	AC04-064

### Tablecloth

Tablecloths are large pieces of cloth that are stretched across a table. Tablecloths are decorative and make cleanup after meals easier. In earlier times, the tablecloth served to decrease the number of splinters people received while eating at roughly hewn wooden tables.



Tablecloth, Augricrone's	1,000	5,000	POLY043-21
Tablecloth, Feasting	3,000	30,000	DRAG145-42

Name EP Cost Book/Page

**Tablet**

Tablets are thick, flat pieces of granite, jade, or other hard stone. Runes or other written information can be carved into them. Tablets are durable and can carry their messages over millennia. Even if broken, a tablet can be glued together to reveal its message. The term "tablet" can also indicate a type of pill (see page 106).



Tablet, Desalination	100	500	LC4-36
Tablet, Fate	5,000	50,000	FRE3-46
Tablet, Salination	—	250	<i>new item</i>
Tablet, Summoning, Spirit	4,000	40,000	2018-135

**Tableware**

"Tableware" is a generic term for the dishes, glasses, serving platters, and utensils used at the dinner table.



Tableware, Cleanliness	1,500	7,500	DRAG073-40
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**Tail**

Guardian tails appear to be normal animal tails from creatures like the fox, hyena, or caracal. A thong is attached to one end so the preserved tail can be attached to a chest, bow case, or quiver. Once so attached, the guardian tail protects the container's contents, and only the true owner can open the container safely.



Tail, Guardian	2,000	10,000	HWR2-d34
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**Talisman**

Talismans can come in many forms, but the magic stored in them generally is very powerful. Many talismans are engraved figures or symbols wrought from rare metals and gems and can be worn as necklaces or pendants. Other talismans are simple-looking stones that are carried in a purse or pocket.



Talisman, Air Elemental Travel	2,000	6,000	AC04-064
Talisman, Al'Akbar	Relic	85,000	I9-20

Name EP Cost Book/Page

Talisman, Beast, of the	2,500	25,000	FR10-84
Talisman, Dreams	4,500	45,000	DRAG132-23
Talisman, Elemental Travel, Greater, Air	1,000	10,000	1013-54
Talisman, Elemental Travel, Greater, Earth	1,000	10,000	1013-54
Talisman, Elemental Travel, Greater, Fire	1,000	10,000	1013-54
Talisman, Elemental Travel, Greater, Water	1,000	10,000	1013-54
Talisman, Elemental Travel, Lesser, Air	750	7,500	1013-54
Talisman, Elemental Travel, Lesser, Earth	750	7,500	1013-54
Talisman, Elemental Travel, Lesser, Fire	750	7,500	1013-54
Talisman, Elemental Travel, Lesser, Water	750	7,500	1013-54
Talisman, Lawfulness	3,500	32,500	2003-55
Talisman, Memorization	1,000	5,000	2121-144
Talisman, Mire	2250	6,750	DRAG178-19
Talisman, Monkey Head	2,000	10,000	OA5-55
Talisman, Pure Good	3,500	27,500	2100-181
Talisman, Sphere, of the	100	10,000	2100-181
Talisman, Tongues	3,500	32,500	FR10-85
Talisman, Zagy	1,000	10,000	2100-181

**Talon**

Talons are magical items that appear to be the claws and feet of eagles or other birds of prey. They are often painted in metallic colors or are constructed from metal.



Talon, Danse Macabe	3,000	15,000	FR10-85
Talon, Zaltec	700	6,000	1066a-91

**Tapestry**

Tapestries are thick wall hangings made from linen, wool, or other heavy cloth. They are used to break up drafts that blow through badly constructed walls during winter, and to dampen unwanted sounds. Tapestries in wealthy homes usually are ornamented with scenes of battle; portraits of leaders (both great and small), heroes and heroines; and pictures of pets and idyllic landscapes.



Tapestry, Disease Warding	2,000	10,000	2121-145
Tapestry, Ekbir	1,250	12,500	2023-084

Name EP Cost Book/Page

**Thorn**



A *thorn of sleep* is an item that looks like a thorn of a plant, about three inches long. It is dry and smooth to the touch, giving no indication of its venomous properties. If pricked by the thorn, a victim must make a saving throw vs. paralyzation. Failure means the character falls into a deep slumber. He will not awaken until attacked or roused by another person. Noises, even those of battle, will not rouse the victim.

Thorn, Sleep 800 4,800 HR1-67

**Thread**



Magical threads appear identical to balls of string, but careful examination reveals threads to be of finer material. To activate a thread's magic, it either must be unwound from the ball, touched against another magical item, or sewn into a piece of cloth.

Thread, Aging 400 4,000 AC04-065  
 Thread, Commands 1,400 14,000 AC04-065  
 Thread, Embroidery 300 3,000 AC04-065

**Throne**



A throne is an ornate chair made of wood or stone. Magical thrones are quite powerful, and all the details about them should be studied before adding one to a game. A throne is usually eight feet tall, four feet wide and deep, plush, and ornately carved. They weigh from 150 to more than 400 pounds.

Throne, Death 1,200 12,000 AC04-066  
 Throne, Gods, of the Relic P 2011-161  
 Throne, Incineration 1,000 10,000 AC04-066  
 Throne, Power 8,000 80,000 AC04-066  
 Throne, Summoning 1,000 10,000 AC04-066  
 Throne, Transformation Relic 65,000 X13-61

Name EP Cost Book/Page

**Tightrope**



This modified *rope of climbing* can snake forward at an angle of up to 45° upward or downward, it also allows its owner and up to five man-sized or smaller creatures touched by its owner to walk upon it as if they had the tightrope walking proficiency with a +4 bonus to any proficiency check required.

Tightrope, Tallin's 1,250 12,500 PHBR2-107

**Timeglass**



This item appears to be a one-foot tall hourglass. It made its sudden appearance in the hands of an adventurer who forced his way into the Valley of the Mage on the world of Oerth. He returned with only the timeglass and the scars of many dangerous encounters. Since then, the timepiece has been sought by many spell casters for its reputed powers.

Timeglass, Mage 5,000 50,000 2023-084

**Tome**



All magical books, librums, tomes, manuals, etc., appear to be normal works of arcane lore. Each is indistinguishable from all others by visual examination of the outer parts or through divination spells. For more information, see the "Books" listing under the "Categories of Magical Items" heading on page 158 of the DUNGEON MASTER™ Guide.

Tome, Alcaister	8,000	64,000	1031-83
Tome, Ildrenadam's Astral	Relic	P	DUNG010-63
Tome, Aubayreer's Workbook	4,000	32,000	DRAG092-34
Tome, Black Heart	5,000	45,000	WG5-25
Tome, Briel's Book of Shadows	8,000	64,000	1031-76
Tome, Caddelyn's Workbook	4,000	32,000	FR04-07
Tome, Chambeeneon	5,000	40,000	1031-64
Tome, Clear Thought	8,000	48,000	2100-181
Tome, Codicil of White	7,000	35,000	DUNG015-38
Tome, Collapsing Spell Book	1,500	15,000	PHBR4-125
Tome, Covenant, of the	4,500	45,000	1031-91
Tome, Cryptichronos	4,000	40,000	DRAG162-11
Tome, Detho's Libram	5,200	52,000	FR04-08
Tome, E'soa Ho'chi	6,500	65,000	1032-076
Tome, Exalted Book of Ethnic Humor	250	1,250	DRAG134-42
Tome, Fool, of the	8,000	40,000	DRAG134-44
Tome, Glandar's Grimoire	4,000	40,000	DRAG164-60
Tome, Glanvyl's Workbook	3,500	35,000	DRAG100-14
Tome, Hand of Helm	2,500	25,000	DRAG164-62

Name	EP	Cost	Book/Page
Tome, History of Evil Mages & Apprentices	2,000	1,000	DRAG082-61
Tome, History of Good Mages & Apprentices	2,000	1,000	DRAG082-61
Tome, Humorous Perspective	4,000	20,000	DRAG134-44
Tome, If They Can Do It, Primal Can Do It Too	6,000	48,000	LNR1-74
Tome, Jaluster's Orizon	75,000	40,000	FR04-10
Tome, Juia Lo'tanu	6,000	30,000	1032-062
Tome, Libram of Lathintel	5,000	25,000	FR04-12
Tome, Manor's Manual of Sight	4,000	20,000	DRAG166-65
Tome, Manual of Trendy & Commercially Lucrative Exercise	1,000	10,000	DRAG120-18
Tome, Mhzentul's Runes	4,000	24,000	DRAG0 62-16
Tome, Mylsibis' Codex of Contention	4,500	22,500	DRAG166-69
Tome, Mystical Equations	1,000	10,000	2121-146
Tome, Nathlum	2,600	13,000	1031-65
Tome, Nchaser's Elyromancia	7,200	36,000	1031-62
Tome, Orjalun's Arbatal	5,200	26,000	1031-87
Tome, Rathdaen's	2,500	12,500	FR04-22
Tome, Red Book of War Vol. 1	5,000	40,000	1031-81
Tome, Red Book of War Vol. 2	5,000	40,000	1031-81
Tome, Runes of Freedom	1,500	8,000	DRAG082-61
Tome, Runes of Norzakh	1,500	8,000	1032-061
Tome, Sabirine's Specular	3,000	15,000	1031-77
Tome, Sainly Sanity	1,000	600	DRAG082-61
Tome, Scalomagdrion	4,500	45,000	1031-89
Tome, Selvar's Ineffable Majicks	6,600	66,000	FR04-14
Tome, Serpin Lexicon	3,200	32,000	DUNG017-15
Tome, Seven Fingers, The Life of Thorstag	2,500	25,000	DRAG069-68
Tome, Shadowtome	7,500	75,000	FR04-17
Tome, Shandaril's Workbook	8,000	80,000	FR04-19
Tome, Spell Book of Daimos	4,400	44,000	1031-73
Tome, Ssu'Ma	Relic	P	1021-62
Tome, Straad	4,000	40,000	I6-31
Tome, Translation	1,500	15,000	A C04-066
Tome, Twelve Seals	2,200	22,000	FR05-60
Tome, Tymessul's Enchiridion of Travel	2,000	16,000	DRAG166-67
Tome, Understanding	8,000	43,500	2100-181
Tome, Unicorn, of the	4,000	32,000	1031-92
Tome, Unique Mageries	6,000	48,000	FR04-24
Tome, Vacuous Grimoire	—	1,000	2100-181
Tome, Vaerendroon's Enchantments	5,000	40,000	FR04-26
Tome, Vampire Book	600	400	DRAG082-62
Tome, Workbook	1,000	8,000	1031-68
Tome, Wyvernwater Circle	2,000	16,000	DRAG164-61

Name	EP	Cost	Book/Page
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### Tool

"Tool" is a generic term for implements and devices craftsmen use when practicing their professions. It covers everything from pliers to saws.



Tool, Gemcutter's, Sunndi	3,000	25,000	2023-079
Tool, Woodworker's, Dyvers	2,000	24,000	2023-086

### Tooth

These bony implements crush and tear food into pieces that can be easily swallowed and digested. Each tooth has three sections: the crown, the neck, and the root. Inside the tooth are the enamel, cementum, dentin, and the pulp. Many enchanted teeth come in sets; the values below are for a single tooth.



Tooth, Dahlver-Nar	Relic	5,000	2011-161
Tooth, Dragon, Black	500	5,000	DRAG098-11
Tooth, Dragon, Blue	500	5,000	DRAG098-11
Tooth, Dragon, Brass	500	5,000	DRAG098-11
Tooth, Dragon, Bronze	500	5,000	DRAG098-11
Tooth, Dragon, Copper	500	5,000	DRAG098-11
Tooth, Dragon, Gold	500	5,000	DRAG098-12
Tooth, Dragon, Green	500	5,000	DRAG098-12
Tooth, Dragon, Red	500	5,000	DRAG098-12
Tooth, Dragon, Silver	500	5,000	DRAG098-12
Tooth, Dragon, White	500	5,000	DRAG098-12
Tooth, Respite	1,000	5,000	POLY023-12
Tooth, Stamina	1,500	4,500	POLY023-12
Tooth, Torm	1,000	10,000	FRE2-046

### Toothpick

A toothpick is a pointed implement, most often wooden, that is used to draw bits of food from between teeth. Toothpicks are made in different sizes to be used with different sized mouths. For example, a toothpick for a storm giant is a tree trunk relative to a toothpick for a pixie. Most toothpicks are one-use items, and a number of them might be needed to pick between each of a single individual's teeth.



Toothpick, Lightning	800	4,000	DRAG120-18
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Name EP Cost Book/Page

**Trident**

A trident is a long pole, four to eight feet long, with a three-tined metal fork on one end. On land, it is not used as a weapon by professional armies, but has seen some limited use by peasants (and by gladiators in some cultures). The trident is normally used for fishing. It can be used with one or two hands. Several aquatic races, such as locathah, mermen, sahuagin, and tritons, use tridents as their weapon of preference. Underwater, where slashing weapons are useless, a trident's triple points can be formidable.



Trident +1	800	3,500	2100-186
Trident +2	1,250	6,500	2100-186
Trident +3	1,500	12,500	2100-186
Trident +4	2,000	15,000	2100-186
Trident +5	2,500	17,500	2100-186
Trident, Blessed +4	2,400	16,000	DLR1-80
Trident, Breathing	600	3,000	1013-58
Trident, Charming	800	4,000	1013-58
Trident, Cursed -1	-	400	new item
Trident, Cursed -2	-	600	new item
Trident, Cursed -3	-	800	new item
Trident, Deceiving	200	1,000	1013-58
Trident, Defending	800	4,000	1013-58
Trident, Defending +1	1,800	11,000	new item
Trident, Deflecting	800	4,000	1013-58
Trident, Draining	1,000	5,000	1013-58
Trident, Extinguishing	800	4,000	1013-58
Trident, Finding	2,000	10,000	1013-58
Trident, Fish Command +1	500	4,000	2100-186
Trident, Fish Command +2	750	6,000	new item
Trident, Fish Control	600	5,000	2003-24
Trident, Flaming	1,200	6,000	1013-58
Trident, Flying	1,000	5,000	1013-58
Trident, Healing	3,000	15,000	1013-58
Trident, Hiding	1,200	6,000	1013-58
Trident, Holding	1,000	5,000	1013-58
Trident, Lacedons +1/+3	1,000	8,000	DRAG048-12
Trident, Lightning	4,000	20,000	1013-58
Trident, Oljatt Sea +2	1,500	12,000	2023-088
Trident, Phlogiston, of the, +4	1,800	18,000	1072a-88
Trident, Planes, of the	2,000	15,000	new item
Trident, Reptiles +1/+3	1,000	10,000	DRAG048-12
Trident, Silencing	800	3,800	1013-58
Trident, Slaying, Locathah	900	5,500	new item
Trident, Slaying, Mermen	900	5,500	new item
Trident, Slaying, Sahuagin	900	5,500	new item
Trident, Slaying, Triton	900	4,500	new item
Trident, Slicing	900	4,500	1013-58
Trident, Slowing	800	4,000	1013-58
Trident, Speeding	750	3,500	1013-58
Trident, Submission	1,250	12,500	2011-124
Trident, Translating	1,000	5,000	1013-58
Trident, Warning +1	750	7,500	new item
Trident, Warning +2	1,000	10,000	2100-186
Trident, Watching	1,000	2,000	1013-58
Trident, Water Elementals +1	100	600	DRAG091-62
Trident, Wishing	2,200	11,000	1013-58
Trident, Yearning -2	-	1,000	2100-186

Name EP Cost Book/Page

**Trumpet**

A trumpet is a musical instrument resembling a bugle or coronet. Trumpets are metal, usually brass. By pursing the lips and blowing through the mouthpiece, the user can create musical melodies. A trumpet also has valves or keys that the user can manipulate to vary the tones produced by the instrument.



Trumpet, Doom 900 5,000 DRAG091-60

**Tub**

A tub is a wide, deep basin primarily used for bathing, but smaller tubs are often used to clean food, make wine, etc. Most tubs are round, but bathing tubs tend to be square or oval. Magical tubs generally cleaning or alter the user's body, and many automatically change size to fit the user.



Tub, Fat	300	1,500	AC04-067
Tub, Lard	400	2,000	AC04-067
Tub, Sailing	1,000	5,000	AC04-067
Tub, Taryn's	1,000	5,000	POLY043-23
Tub, Washing	600	3,000	AC04-067

**Tube**

Tubes are used to keep lengths of paper or parchment and whatever is written on them safe from the elements that can dull, yellow, or fade them. They are made of nearly any substance: wood, metal, leather, magically-shaped stone, etc. Tubes are sealed at both ends to keep them air-and watertight.



Tube, Scroll Holding 1,000 4,000 DRAG073-40

**Tun**

Tuns are large casks or barrels used to store water, wine, ale, and other liquids. Most tuns are made of wood and have a cork near the bottom of the sidewall. When tipped upside down, the owner can pull the cork out and install a tap which makes dispensing the tun's contents much easier. See the Barrel and Cask entries for more information.



Tun, Ale	800	4,000	AC04-067
Tun, Cursed Ale	-	1,000	AC04-067

Name	EP	Cost	Book/Page
are powered by charges, each use costs one or more charges. When discovered, a wand typically contains 81 to 100 (80 + 1d20) charges. Captured wands taken from defeated foes often have many fewer charges. Wands never have a greater number of charges than those listed. Most wands can be recharged according to the rules for making magical items. When a wand runs out of charges it can no longer be recharged. Like rods and staves, wands can require a command word (or phrase to operate). The DM can rule that the command word is etched in magical writing on the wand (requiring a <i>read magic</i> to translate) or he can make the character resort to such methods as <i>commune</i> spells and expensive sages.			
Wand, Acidic Spheres	3,500	20,000	FOR2-74
Wand, Animal Location	1,250	10,000	DRAG073-40
Wand, Animation	2,500	15,000	POLY047-26
Wand, Anything	2,500	12,500	2017-096
Wand, Armory	600	5,000	FR04-49
Wand, Banishment	5,000	30,000	FR04-49
Wand, Buckler	500	5,000	EX2-32
Wand, Burdening	—	2,000	POLY043-21
Wand, Cold	5,000	40,000	1012-62
Wand, Color	1,000	7,000	LC2-26
Wand, Conjuraction	7,000	35,000	2100-156
Wand, Corridors	4,000	20,000	2121-131
Wand, Dalamar's Lightning	5,000	35,000	2021-098
Wand, Dark, Sulhaut Mountains	1,500	8,000	2023-075
Wand, Darkness	4,000	25,000	FR04-50
Wand, Defoliation	1,000	6,000	2017-096
Wand, Displacement	2,000	15,000	DRAG102-32
Wand, Earth & Stone, Greater	1,500	15,000	2017-096
Wand, Ectal	2,000	15,000	DRAG040-29
Wand, Elemental			
Transmogrification	2,000	10,000	2121-131
Wand, Endless Repetition, Nidus'	3,500	25,000	FR04-48
Wand, Enemy Detection	2,000	10,000	2100-156
Wand, Eyes	3,000	20,000	FR04-51
Wand, Fear	3,000	15,000	2100-156
Wand, Fire	4,500	25,000	2100-156
Wand, Fire, Suloise	4,000	20,000	2023-075
Wand, Fireballs	2,000	16,000	2017-096
Wand, Flame Extinguishing	1,500	10,000	2100-156
Wand, Fog	1,750	8,000	DUNG014-41
Wand, Force	3,000	30,000	2017-096
Wand, Frost	6,000	50,000	2100-156
Wand, Gremlin	2,500	10,000	PC2-40
Wand, Hammerblows	1,000	8,000	FR04-51
Wand, Highfolk	4,000	18,000	2023-076
Wand, Ice Storms	2,500	20,000	2017-096
Wand, Illumination	2,000	10,000	2100-156
Wand, Illusion	3,000	20,000	2100-157
Wand, Iron	Relic	95,000	2013-037
Wand, Knock	2,500	15,000	FR04-52
Wand, Light	50	500	POLY026-22
Wand, Lightning	4,000	30,000	2100-157
Wand, Lightning Bolts	2,000	16,000	2017-096
Wand, Magic Detection	2,500	25,000	2100-157
Wand, Magic Mirrors	3,000	20,000	DRAG102-30
Wand, Magic Missiles	4,000	35,000	2100-157
Wand, Metal and Mineral			
Detection	1,500	7,500	2100-157
Wand, Metal Command	2,500	10,000	2017-096
Wand, Metal Detection	1,500	7,500	1012-62
Wand, Misplaced Objects	2,000	10,000	2121-131
Wand, Negation	3,500	15,000	2100-157
Wand, Obliteration	2,500	12,500	FR04-52
Wand, Ochalor's Eye	3,500	15,000	FR04-53

Name	EP	Cost	Book/Page
Wand, Orcus, of	Relic	10,000	2011-162
Wand, Paralyzation	3,500	25,000	2100-157
Wand, Peace, Bisselite	3,000	15,000	2023-075
Wand, Polymorphing	3,500	25,000	2100-157
Wand, Portraiture	1,000	25,000	LC2-29
Wand, Prime Material Pocket	5,000	25,000	2121-131
Wand, Rune, Odin's	Relic	P	2006-22
Wand, Rust	6,000	35,000	DRAG126-51
Wand, Salt	5,000	40,000	FR10-83
Wand, Secret Door and			
Trap Location	5,000	40,000	2100-158
Wand, Secret Door Detection	3,000	25,000	1012-62
Wand, Size Alteration	3,000	20,000	2100-158
Wand, Sleep	4,000	20,000	FR10-83
Wand, Spectre	3,000	15,000	DRAG076-17
Wand, Spider	4,000	20,000	GDQ1-124
Wand, Squid	5,000	20,000	U3-44
Wand, Steam & Vapor	4,500	25,000	2017-097
Wand, Storms, Scant	6,000	40,000	2023-075
Wand, Teeth	3,500	15,000	FR04-53
Wand, Trap Detection	3,000	25,000	1012-62
Wand, Viscid Globbs	4,500	25,000	GDQ1-124
Wand, Warding	4,000	20,000	FR04-54
Wand, Water-Finding	2,000	10,000	FR10-83
Wand, Whips	2,500	12,000	FR04-54
Wand, Witch	2,000	10,000	DRAG005-07
Wand, Wonder	6,000	10,000	2100-158
Wand, Wonder, A	6,000	10,000	TI:4-126
Wand, Wonder I	6,000	10,000	DRAG147-39
Wand, Wonder II	6,000	10,000	DRAG147-39
Wand, Wonder III	6,000	10,000	DRAG147-40
Wand, Wonder IV	6,000	10,000	DRAG147-40
Wand, Wonder, Alternate	1,200	12,000	POLY058-10
Wand, Wondrousness	6,000	10,000	POLY048-24
Wand, Yatil, Zooming	3,500	17,500	2023-076
Wand, Zadron's	2,000	10,000	DRA G062-68

## Warrior

Deep within a hidden mountain sepulcher lie five crystalline warriors awaiting the call to defend the country of Tabot (in the land of Kara-Tur on the planet Thril) against monstrous odds.



Warrior, Crystal, Crystalline	Relic	70,000	1032-077
Warrior, Crystal, Diamond	Relic	70,000	1032-077
Warrior, Crystal, Glass	Relic	70,000	1032-077
Warrior, Crystal, Jade	Relic	70,000	1032-077
Warrior, Crystal, Rainbow	Relic	70,000	1032-077
Warrior, Crystal, Ruby	Relic	70,000	1032-077

Name	EP	Cost	Book/Page
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### Whip

A whip is a rope-like device, often with several leather tails or thongs. The tails on some whips have metal barbs, broken glass or crystal, or other sharp objects attached. These whips are often called scourges. A similar device, the cat-o-nine-tails, is a nine-tailed whip with knots tied in each thong. The common whip is not so much a weapon as it is a means of inflicting great pain.

Whip +1	800	2,500	<i>new item</i>
Whip +2	1,600	7,500	<i>new item</i>
Whip +3	2,400	12,500	<i>new item</i>
Whip +4	3,200	17,500	<i>new item</i>
Whip, Amatar, Greater	950	9,500	FR11-45
Whip, Amatar, Lesser	650	6,500	FR11-45
Whip, Breathing	2,500	12,500	1013-58
Whip, Charming	1,000	7,000	1013-58
Whip, Deceiving	200	2,000	1013-58
Whip, Defending	1,000	5,000	1013-58
Whip, Deflecting	2,000	10,000	1013-58
Whip, Draining	1,500	7,500	1013-58
Whip, Extinguishing	1,500	7,500	1013-58
Whip, Fangs	1,000	500/head	FOR2-82
Whip, Finding	1,000	12,000	1013-58
Whip, Flaming	800	3,200	1013-58
Whip, Flying	1,000	7,500	1013-58
Whip, Frost/Fire/Fear	10,000	50,000	FRE1-42
Whip, Healing	5,000	40,000	1013-58
Whip, Hiding	1,500	7,500	1013-58
Whip, Holding	2,000	10,000	1013-58
Whip, Lightning	4,000	30,000	1013-58
Whip, Malebranche, of the	3,000	30,000	2009-22
Whip, Silencing	1,000	5,000	1013-58
Whip, Slaying, Deity	9,000	45,000	2006-68
Whip, Slaying, Demon	4,500	22,500	2006-68
Whip, Slaying, Evil	900	4,500	2006-68
Whip, Slaying, Law	900	4,500	2006-68
Whip, Slicing	7,000	35,000	1013-58
Whip, Slowing	1,000	7,000	1013-58
Whip, Speeding	2,500	20,000	1013-58
Whip, Summoning	3,000	15,000	2006-43
Whip, Tailrazor	7,000	35,000	DLE3-063
Whip, Translating	1,000	10,000	1013-58
Whip, Watching	2,500	7,500	1013-58
Whip, Wishing	2200	11,000	1013-58
Whip, Zeif +2	800	5,000	2023-088



### Whistle

A whistle is a hollow tube of metal, wood, or reed with a small hole at one end that serves as a mouthpiece. Another hole in the side of the tube allows air to be blown through the whistle and resonate. Magical whistles usually must be commanded and the blown to produce their magical effects.

Name	EP	Cost	Book/Page
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Whistle, Axewood	3,500	32,000	2023-086
Whistle, Dragon	200	2,000	DLA1-057
Whistle, Gateway	6,000	60,000	DLA1-057
Whistle, Herding	500	2,500	DRAG073-37
Whistle, Shrieking	1,000	5,000	LC4-11

### Wife



*Ilmarinen's wife* appears to be a metal golem that resembles an extremely attractive human female clad in robes. The entire golem is made of a sparkling mixture of gold and silver. It can speak any language that it hears, and possesses other powers that make it a valuable companion and guardian.

Wife, Ilmarinen	Relic	P	1021b-63
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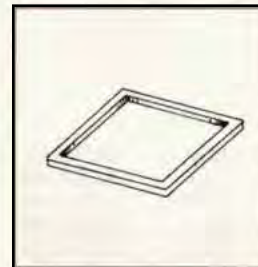
### Winch



A winch is a lifting and pulling device that consists of a number of wheels, ropes, and pulleys. By using a winch a person can lift or haul far more weight than he or she could ever hope to move normally.

Winch, Power	4,000	32,000	POLY043-22
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### Window



A magical window is simply a small square or rectangular frame, lacking glass, that appears identical to a normal window frame except for its size. It can be as small as one inch square or as large as 10 feet across. All magical windows enlarge on command to a maximum of five times their original size. They all shrink back to their original size with a second command word. A window may be held in place for up to one hour per use. A window cannot be

removed for at least one round after use or it will vanish. A window has no effect on magical doors or walls of any kind.

Window, Display	—	1,000	AC04-71
Window, Dressing	1,500	7,500	AC04-71
Window, Opacity	1,000	5,000	AC04-71
Window, Peeping	1,600	8,000	AC04-71
Window, Spying	2,000	10,000	AC04-71
Window, Visiting	—	1,000	AC04-71

Name EP Cost Book/Page

**Wine**

Wine is an alcoholic drink made from fermented fruit. A wine's taste varies greatly according to the type of fruit and process used to make it. Such fruits can include grapes, apples, berries, and others. Wine spoils if not kept in an airtight container. Contrary to popular belief, spoiled wine does not turn into vinegar; it simply becomes undrinkable.



Wine, Eternity 1,500 10,000 1060-120

**Wing**

Wings are magical devices that generally allow the wearer to fly just like a bird. The user cannot levitate or hover, but must flap the wings and move forward to stay aloft. Some wings attach themselves to the user's shoulders, and some must be strapped on like a backpack.



Wing, Dragon 10,000 50,000 DLE3-062  
 Wing, Flying 750 7,500 2100-181  
 Wing, Morphaill's Night 350 3,500 AC11-092  
 Wing, Rakers 1,000 9,500 2023-086

**Wool**

Wool is the soft, curly hair that forms the fleece of sheep, goats, and other animals. The fine hairs have minute, overlapping scales that help them clump together to form a watertight mass. To be made into a garment, wool must be sheared from the animal, washed, spun into thread, and finally woven into cloth.



Wool, Lapland 500 2,500 2006-44  
 Wool, Magic 1,000 5,000 2013-052

**Wristband**

A wristband is a kind of bracelet (see page 35). The one described here is made of silver. One side is engraved with the image of a horse. The reverse side is etched with the command word that activates the item.

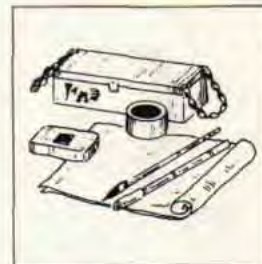


Wristband, Equus 1,200 6,000 DUNG022-34

Name EP Cost Book/Page

**Writing Set**

The wondrous writing set comes in a lacquered box and contains a brush, inking stone, and inkwell with ink. When used for writing, the set improves the character's calligraphy proficiency by +2. Furthermore, if the character has a sample of a person's handwriting, he can create a perfect forgery of that handwriting.



Writing Set, Wondrous 3,000 15,000 2018-135

**Xanthippe**

This item appears to be a tiny statue of a shrew. When properly commanded, the shrew grows to giant size and obeys the user. However, another command word makes the statue immediately begin loudly criticizing the user; all within 60 feet understand the words. This speech continues for its full duration but the being returns to a statue form on command.



Xanthippe, Annoyance 700 3,500 AC04-072

**Xebec**

This item appears and functions as a sword +1 in all respects. When immersed in water and the commanded, it turns into a three-masted ship with sails. The xebec remains in ship form for as long as desired, and a second command returns it to sword form. The xebec can only be damaged by magical attacks or by creatures with 12 or greater hit dice.



Xebec, Xiphoid 9,000 45,000 AC04-072

**Xylograph**

This item is a wooden slab one inch thick and one foot square. Upon command, it transcribes the user's words, carving them backwards as grooves into its wood. At a second command, the grooves fill in with ink, and the xylograph can then be pressed against a wall, parchment, etc., printing its message on the surface. Once the words are printed, the xylograph returns to its original, featureless state. After the initial command word, the user may also inscribe a drawing of some sort simply by using one finger to trace the lines desired. The xylograph functions only once per day. It becomes non-magical if damaged by fire.



Xylograph 1,000 5,000 AC04-072