

## D&D 3.5 – MAGIC ITEMS

This is a summary of Chapter 7 (*Magic Items*) in the *D&D 3.5 Dungeon Master's Guide* (DMG). I have compared it with the corresponding chapter (8) in the 3.0 DMG (with the official errata applied), and highlighted the significant changes in blue text. This should enable any player familiar with D&D 3.0 to quickly find the changes made to the rules for magic items in the revised version. Where prices have changed, an arrow (↑ or ↓) indicates whether it has increased or decreased in the revision.

- **Note:** I have not included here material which is only of interest to the DM, such as the tables for randomly generating various types of magic items.

### HANDLING MAGIC ITEMS (p. 212)

Only subsections with significant changes are noted here.

#### Magic Items on the Body

- A humanoid-shaped body can be decked out in magic gear consisting of one item from each of the following groups:
  - One headband, hat, helmet, or **phylactery** on the head.
  - One pair of eye lenses or goggles on or over the eyes.
  - One amulet, brooch, medallion, necklace, periapt, or scarab around the neck.
  - One vest, vestment, or shirt on the torso.
  - ~~One suit of armor.~~
  - One robe or **suit of armor** on the body (over a vest, vestment or shirt).
  - One belt around the waist (over a robe or suit of armor).
  - One cloak, cape, or mantle around the shoulders (over a robe or suit of armor).
  - One pair of bracers or bracelets on the arms or wrists.
  - One glove, pair of gloves, or pair of gauntlets on the hands.
  - One ring on each hand (or two rings on one hand).
  - One pair of boots or **shoes** on the feet.

#### Saving Throws against Magic Item Powers

- For a saving throw against a spell or spell-like effect from a magic item, the DC is 10 + the level of the spell or effect + the ability modifier of the minimum ability score needed to cast that level of spell.
  - **Staffs are an exception to the rule. Treat the saving throw as if the wielder cast the spell, including caster level and all modifiers to save DC.**

#### Damaging Magic Items

- A magic item doesn't need to make a saving throw unless it is unattended, it is specifically targeted by the effect, or its wielder rolls a natural 1 on his save.

#### Repairing Magic Items

- It costs no more to repair a magic item with the Craft skill than it does to repair its nonmagical counterpart.
  - The *make whole* spell also repairs a damaged – but not completely broken – magic item.

### MAGIC ITEM DESCRIPTIONS (p. 215)

Only subsections with significant changes are noted here.

#### General Notes

- **Aura**
  - This is the information that would be provided by a *detect magic* spell: the school of magic associated with a magic item and the strength of the aura the item emits (e.g. "strong transmutation").
- **Caster Level**
  - For potions, scrolls and wands, the creator can set the caster level of an item at any number high enough to cast the stored spell and not higher than her own caster level. For other magic items, the caster level is determined by the creator. **The minimum caster level is that which is needed to meet the prerequisites given.**
- **Prerequisites**
  - If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations where the creator's level must be known. **The character designated as the creator pays the XP required to make the item.**

### ARMOR (p. 216)

- **Shield Hardness and Hit Points**
  - Each +1 of enhancement bonus adds 2 to a shield's hardness and +10 to its hit points.

#### Magic Armor and Shield Special Ability Descriptions

- **Acid Resistance (faint abjuration)**
  - Absorbs the first 10 points of acid damage per attack that the wearer would normally take.
  - CL 3; Craft Magic Arms and Armor, *resist energy*; +3-6000 +18,000 gp.
- **Acid Resistance, Improved (moderate abjuration)**
  - Absorbs the first 20 points of acid damage per attack that the wearer would normally take.
  - CL 7; Craft Magic Arms and Armor, *resist energy*; +42,000 gp.
- **Acid Resistance, Greater (moderate abjuration)**
  - Absorbs the first 30 points of acid damage per attack that the wearer would normally take.
  - CL 11; Craft Magic Arms and Armor, *resist energy*; +66,000 gp.
- **Animated (strong transmutation) (shields only)**
  - On command, the shield floats within 2 ft. of the wielder, protecting her as if she were using it herself but freeing up both her hands. Only one shield can protect a character at a time. **The character still takes any penalties associated with shield use (e.g. armor check penalty, arcane spell failure chance, nonproficiency).**
  - CL 12; Craft Magic Arms and Armor, *animate objects*; +2 bonus.
- **Arrow Catching (moderate abjuration) (shields only)**
  - Shield has a deflection bonus of +1 against ranged weapons; projectiles and thrown weapons veer toward it. Any projectile or thrown weapon aimed at a target within 5 ft. of the shield's wearer diverts from its original target and targets the shield's bearer instead. (If the wielder has total cover relative to the attacker, the projectile or thrown weapon is not diverted.) Those attacking the wearer with ranged weapons ignore any miss chance that would normally apply. Projectiles and thrown weapons that have an enhancement bonus higher than the shield's base AC bonus are not diverted to the wearer (but the shield's increased AC bonus still applies against these weapons). The wielder can activate or deactivate the shield with a command word.
  - CL 8; Craft Magic Arms and Armor, *entropic shield*; +1 bonus.
- **Arrow Deflection (faint abjuration) (shields only)**
  - Protects the wielder **as if he had the Deflect Arrows feat from ranged attacks**. Once per round when he would normally be struck by a ranged weapon, he can make a DC 20 Reflex save (if the ranged weapon has an enhancement bonus, the DC increases by that amount). If he succeeds, the shield deflects the weapon.
  - CL 5; Craft Magic Arms and Armor, *shield*; +2 bonus.

- **Bashing** (*moderate transmutation*) (*light* and *heavy* shields only)
  - Can be used to perform a shield bash attack, dealing 1d6 damage (for a Medium *light* shield) or 1d8 damage (for a Medium *heavy* shield). The shield acts as a +1 weapon when used to bash.
  - CL 8; Craft Magic Arms and Armor, *bull's strength*; +1 bonus.
- **Blinding** (*moderate evocation*) (shields only)
  - 2/day: on command, the shield flashes with a brilliant light. Anyone within 20 feet except the wielder must make a DC 14 Reflex save or be blinded for 1d4 rounds.
  - CL 7; Craft Magic Arms and Armor, *blindness/deafness*, *searing light*; +1 bonus.
- **Cold Resistance** (*faint abjuration*)
  - Absorbs the first 10 points of cold damage *per attack* that the wearer would normally take.
  - CL 3; Craft Magic Arms and Armor, *resist energy*; +3 ~~bonus~~ +18,000 gp.
- **Cold Resistance, Improved** (*moderate abjuration*)
  - Absorbs the first 20 points of cold damage *per attack* that the wearer would normally take.
  - CL 7; Craft Magic Arms and Armor, *resist energy*; +42,000 gp.
- **Cold Resistance, Greater** (*moderate abjuration*)
  - Absorbs the first 30 points of cold damage *per attack* that the wearer would normally take.
  - CL 11; Craft Magic Arms and Armor, *resist energy*; +66,000 gp.
- **Electricity Resistance** (*faint abjuration*)
  - Absorbs the first 10 points of electricity damage *per attack* that the wearer would normally take.
  - CL 3; Craft Magic Arms and Armor, *resist energy*; +3 ~~bonus~~ +18,000 gp.
- **Electricity Resistance, Improved** (*moderate abjuration*)
  - Absorbs the first 20 points of electricity damage *per attack* that the wearer would normally take.
  - CL 7; Craft Magic Arms and Armor, *resist energy*; +42,000 gp.
- **Electricity Resistance, Greater** (*moderate abjuration*)
  - Absorbs the first 30 points of electricity damage *per attack* that the wearer would normally take.
  - CL 11; Craft Magic Arms and Armor, *resist energy*; +66,000 gp.
- **Etherealness** (*strong transmutation*) (armor only)
  - 1/day: on command, the wearer may become ethereal (as per *ethereal jaunt*). The character can remain ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day.
  - CL 13; Craft Magic Arms and Armor, *ethereal jaunt*; +5 ~~bonus~~ +49,000 gp.
- **Fire Resistance** (*faint abjuration*)
  - Absorbs the first 10 points of fire damage *per attack* that the wearer would normally take.
  - CL 3; Craft Magic Arms and Armor, *resist energy*; +3 ~~bonus~~ +18,000 gp.
- **Fire Resistance, Improved** (*moderate abjuration*)
  - Absorbs the first 20 points of fire damage *per attack* that the wearer would normally take.
  - CL 7; Craft Magic Arms and Armor, *resist energy*; +42,000 gp.
- **Fire Resistance, Greater** (*moderate abjuration*)
  - Absorbs the first 30 points of fire damage *per attack* that the wearer would normally take.
  - CL 11; Craft Magic Arms and Armor, *resist energy*; +66,000 gp.
- **Fortification** (*strong abjuration*)
  - When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally: 25% (*light fortification*), 75% (*moderate fortification*), or 100% (*heavy fortification*).
  - CL 13; Craft Magic Arms and Armor, *limited wish* or *miracle*; +1 bonus (*light fortification*), +3 bonus (*moderate fortification*), +5 bonus (*heavy fortification*).
- **Ghost Touch** (*strong transmutation*)
  - The armor/shield's enhancement bonus and armor bonus both count against incorporeal creatures. It can be picked up, moved, and worn by incorporeal creatures at any time. Incorporeal creatures gain its enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.
  - CL 15; Craft Magic Arms and Armor, *etherealness*; +3 bonus.
- **Glamered** (*moderate illusion*) (armor only)
  - On command, the armor assumes the appearance of a normal set of clothing. It retains all its properties (including weight) when glamered. Only a *true seeing* spell (or similar magic) reveals the true nature of the armor when disguised.
  - CL 10; Craft Magic Arms and Armor, *alter-self*, *disguise self*; +1 ~~bonus~~ +2,700 gp.
- **Invulnerability** (*strong abjuration and evocation* [if *miracle* is used]) (armor only)
  - Wearer gains damage reduction 5/magic.
  - CL 18; Craft Magic Arms and Armor, *stoneskin*, *wish* or *miracle*; +3 bonus.
- **Lightning Resistance** ► *electricity resistance*
- **Reflecting** (*strong abjuration*) (shields only)
  - Shield's surface is completely reflective. Once per day *as a free action*, it can be called on to reflect a spell back at its caster (as per *spell turning*).
  - CL 14; Craft Magic Arms and Armor, *spell turning*; +5 bonus.
- **Shadow** (*faint illusion*) (armor only)
  - Wearer gains a +5 *competence* bonus on Hide checks. (The armor's armor check penalty still applies normally.) ~~This bonus does not stack with the Hide bonus granted by a cloak of elvenkind or obscuring or blinding-based Hide check bonuses.~~
  - CL 5; Craft Magic Arms and Armor, *invisibility*; +1 ~~bonus~~ +3,750 gp.
- **Shadow, Improved** (*moderate illusion*) (armor only)
  - Wearer gains a +10 *competence* bonus on Hide checks. (The armor's armor check penalty still applies normally.)
  - CL 10; Craft Magic Arms and Armor, *invisibility*; +15,000 gp.
- **Shadow, Greater** (*moderate illusion*) (armor only)
  - Wearer gains a +15 *competence* bonus on Hide checks. (The armor's armor check penalty still applies normally.)
  - CL 15; Craft Magic Arms and Armor, *invisibility*; +33,750 gp.
- **Silent Moves** (*faint illusion*) (armor only)
  - Wearer gains a +5 *competence* bonus on Move Silently checks. (The armor's armor check penalty still applies normally.)
  - CL 5; Craft Magic Arms and Armor, *silence*; +1 ~~bonus~~ +3,750 gp.
- **Silent Moves, Improved** (*moderate illusion*) (armor only)
  - Wearer gains a +10 *competence* bonus on Move Silently checks. (The armor's armor check penalty still applies normally.)
  - CL 10; Craft Magic Arms and Armor, *silence*; +15,000 gp.
- **Silent Moves, Greater** (*moderate illusion*) (armor only)
  - Wearer gains a +15 *competence* bonus on Move Silently checks. (The armor's armor check penalty still applies normally.)
  - CL 15; Craft Magic Arms and Armor, *silence*; +33,750 gp.
- **Slick** (*faint conjuration*) (armor only)
  - Wearer gains a +5 *competence* bonus on Escape Artist checks. (The armor's armor check penalty still applies normally.)
  - CL 5; Craft Magic Arms and Armor, *grease*; +1 ~~bonus~~ +3,750 gp.
- **Slick, Improved** (*moderate conjuration*) (armor only)
  - Wearer gains a +10 *competence* bonus on Escape Artist checks. (The armor's armor check penalty still applies normally.)
  - CL 10; Craft Magic Arms and Armor, *grease*; +15,000 gp.
- **Slick, Greater** (*moderate conjuration*) (armor only)
  - Wearer gains a +15 *competence* bonus on Escape Artist checks. (The armor's armor check penalty still applies normally.)
  - CL 15; Craft Magic Arms and Armor, *grease*; +33,750 gp.

- **Sonic Resistance** (*faint abjuration*)
  - Absorbs the first 10 points of sonic damage *per attack* that the wearer would normally take.
  - CL 3; Craft Magic Arms and Armor, *resist energy*; +3 ~~bonus~~ +18,000 gp.
- **Sonic Resistance, Improved** (*moderate abjuration*)
  - Absorbs the first 20 points of sonic damage *per attack* that the wearer would normally take.
  - CL 7; Craft Magic Arms and Armor, *resist energy*; +42,000 gp.
- **Sonic Resistance, Greater** (*moderate abjuration*)
  - Absorbs the first 30 points of sonic damage *per attack* that the wearer would normally take.
  - CL 11; Craft Magic Arms and Armor, *resist energy*; +66,000 gp.
- **Spell Resistance** (*strong abjuration*)
  - Wearer gains spell resistance 13, 15, 17, or 19 (depending on the particular type of armor).
  - CL 15; Craft Magic Arms and Armor, *spell resistance*; +2 bonus (SR 13), +3 bonus (SR 15), +4 bonus (SR 17), +5 bonus (SR 19).
- **Undead Controlling** (*strong necromancy*)
  - Wearer may control up to 26 HD of undead *per day* (as per *control undead*). At dawn each day, the wearer loses control of any undead still under his sway.
  - CL 13; Craft Magic Arms and Armor, *control undead*; +49,000 gp.
- **Wild** (*moderate transmutation*)
  - Wearer preserves his armor bonus (and any enhancement bonus while in wild shape). While the wearer is in wild shape, the armor cannot be seen.
  - CL 9; Craft Magic Arms and Armor, *baleful polymorph*; +3 bonus.

## Specific Armors

- **Adamantine Breastplate** (*no aura [nonmagical]*) (nonmagical breastplate made out of adamantine, ~~giving it a natural +2 enhancement bonus~~)
  - Wearer gains damage reduction 2/-.
  - CL -; ↑ 10,200 gp.
- **Banded Mail of Luck** (*strong enchantment*) (+3 *banded mail*)
  - 1/week: the wearer may require an attack roll made against him be rerolled. He must take whatever consequences come from the second roll. The wearer's player must decide whether to have the attack roll rerolled before damage is rolled.
  - CL 12; Craft Magic Arms and Armor, *bless*; 18,900 gp; cost 10,150 gp + 700 XP.
- **Breastplate of Command** (*strong enchantment*) (+2 *breastplate*)
  - Wearer gains a +2 competence bonus to all CHA-based skill and ability checks (including turning checks), and also gains a +2 competence bonus to his Leadership score.
  - Friendly troops within 360 feet of the wearer become braver than normal. The wearer cannot hide or conceal herself in any way and still have this effect function.
  - CL 15; Craft Magic Arms and Armor, *mass charm monster*; ↑ 25,400 gp; cost 10,975 gp + 850 XP.
- **Celestial Armor** (*faint transmutation [good]*) (+3 *chainmail*)
  - Can be worn under normal clothing without betraying its presence; maximum DEX bonus +8, armor check penalty -2, arcane spell failure chance 15%. It is considered light armor, weighs 20 lb., and allows the wearer to use *fly* on command (as the spell) once per day.
  - CL 5; Craft Magic Arms and Armor, *fly*, creator must be good; ↓ 22,400 gp; cost 12,550 gp + 1,004 XP.
- **Demon Armor** (*strong necromancy [evil]*) (+4 *full plate*)
  - The wearer may make claw attacks which deal 1d10 points of damage, strike as +1 weapons, and afflict the target as if she had been struck by a *contagion* spell (Fortitude DC 14 negates). Use of *contagion* requires a normal melee attack with the claws, which are built into the armor's vambraces and gauntlets.
  - The armor bestows one negative level on any nonevil creature wearing it. This negative level persists as long as the armor is being worn and disappears when the armor is removed. The negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the armor is worn.
  - CL 13; Craft Magic Arms and Armor, *contagion*; ↑ 52,260 gp; cost 26,130 gp + 2,090 XP.
- **Dragonhide Plate** (*no aura [nonmagical]*) (full plate made out of dragonhide rather than metal [so druids can use it])
  - CL -; 3,300 gp.
- **Dwarven Plate** (*no aura [nonmagical]*) (full plate made out of mithral adamantine)
  - Wearer gains damage reduction 3/-.
  - CL -; ↑ 16,500 gp.
- **Elven Chain** (*no aura [nonmagical]*) (chainmail made out of mithral)
  - Speed while wearing this armor is 30 ft. for Medium creatures, or 20 ft. for Small; maximum DEX bonus +4, armor check penalty -2, arcane spell failure chance 20%. It is considered light armor and weighs 20 lb.
  - CL -; 4,150 gp.
- **Mithral Full Plate of Speed** (*faint transmutation*) (+1 *mithral full plate*)
  - As a free action, the wearer can activate the armor, enabling her to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the *haste* effect need not be consecutive rounds.
  - Speed while wearing this armor is 20 ft. for Medium creatures, or 15 ft. for Small; maximum DEX bonus +3, armor check penalty -3, arcane spell failure chance 25%. It is considered medium armor and weighs 25 lb.
  - CL 5; Craft Magic Arms and Armor, *haste*; 26,500 gp.
- **Mithral Shirt** (*no aura [nonmagical]*) (chain shirt made out of mithral)
  - Speed while wearing this armor is 30 ft. for Medium creatures, or 20 ft. for Small; maximum DEX bonus +6, no armor check penalty, arcane spell failure chance 10%. It is considered light armor and weighs 10 lb.
  - CL -; 1,100 gp.
- **Plate Armor of the Deep** (*moderate abjuration*) (+1 *full plate*)
  - Wearer ~~takes no pressure damage from being deep underwater and~~ is treated as unarmored for purposes of Swim checks. The wearer can also breathe underwater and can converse with any creature with a language that breathes water.
  - CL 11; Craft Magic Arms and Armor, *freedom of movement*, *water breathing*, *tongues*; ↑ 24,650 gp; cost 17,150 gp + 600 XP.
- **Rhino Hide** (*moderate transmutation*) (+2 *hide* [made from rhinoceros hide])
  - In addition to granting a +2 enhancement bonus to AC, it has a -1 armor check penalty and deals an additional 2d6 points of damage on any successful charge attack made by the wearer, including a mounted charge.
  - CL 9; Craft Magic Arms and Armor, *haste*, *bull's strength*; 5,165 gp; cost 2,665 gp + 200 XP.

## Specific Shields

- **Absorbing Shield** (*strong transmutation*) (+1 *heavy steel shield*)
  - Once every two days, it can *disintegrate* an object it touches (as the spell, but requiring a melee touch attack).
  - CL 17; Craft Magic Arms and Armor, *disintegrate*; 50,170 gp; cost 25,170 gp + 2,000 XP.
- **Adamantine Shield** (*deleted*)
- **Caster's Shield** (*moderate abjuration*) (+1 *light wooden shield*)
  - Has a small leather strip on the back on which a spellcaster can scribe a single spell of up to 3rd level as on a scroll. A spell so scribed has only half the base raw material cost (XP and component costs remain the same). The strip is reusable. A *caster's shield* has a 5% arcane spell failure chance.
  - CL 6; Craft Magic Arms and Armor, Scribe Scroll, creator must be at least 6th level; 3,153 gp (plus the value of the scroll spell if one is currently scribed); cost 1,653 gp + 120 XP.
- **Darkwood Buckler** (*no aura [nonmagical]*) (nonmagical light wooden shield made out of darkwood)
  - Has no enhancement bonus, but weighs only 5 lb. and has no armor check penalty.
  - CL -; 205 gp.
- **Darkwood Shield** (*no aura [nonmagical]*) (nonmagical heavy wooden shield made out of darkwood)
  - Has no enhancement bonus, but weighs only 5 lb. and has no armor check penalty.
  - CL -; 257 gp.

- **Lion's Shield** (*moderate conjuration*) (+2 *heavy steel shield* [fashioned to appear as a roaring lion's head])
  - 3/day: as a *free action*, the lion's head can be commanded to attack (independently of the shield's wearer), biting with the wielder's base attack bonus (including multiple attacks, if the wielder has them) and dealing 2d6 points of damage. This attack is in addition to any actions performed by the wielder.
  - CL 10; Craft Magic Arms and Armor, *summon nature's ally IV*; 9,170 gp; cost 4,670 gp + 360 XP.
- **Mithral Heavy Shield** (*no aura [nonmagical]*) (nonmagical *heavy* shield made out of mithral)
  - Has no enhancement bonus, but weighs only 5 lb. and has no armor check penalty. It has a 5% arcane spell failure chance.
  - CL -; 1,020 gp.
- **Spined Shield** (*moderate evocation*) (+1 *heavy steel shield* [covered in spines; can act as a normal spiked shield])
  - 3/day: on command, the wearer can fire one of the shield's spines. A fired spine has a +1 enhancement bonus, a range increment of 120 ft. and deals 1d10 points of damage (19–20/x2 critical). Fired spines regenerate each day.
  - CL 6; Craft Magic Arms and Armor, *magic missile*; ↑ 5,580 gp; cost 2,740 gp + 223 XP.
- **Winged Shield** (*faint transmutation*) (+3 *heavy wooden shield*)
  - 1/day: on command, the shield can *fly* (as the spell), carrying the wielder. The shield can carry up to 133 lb. and move at 60 ft. per round, or up to 266 lb. and move at 40 ft. per round.
  - CL 5; Craft Magic Arms and Armor, *fly*; ↑ 17,257 gp; cost 8,628½ gp + 690 XP.

## WEAPONS (p. 221)

- **Ranged Weapons and Ammunition**
  - The enhancement bonus from a ranged weapon does not stack with the enhancement bonus from ammunition. Only the higher of the two enhancement figures applies.
  - Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for purposes of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).
- **Hardness and Hit Points**
  - ~~An attacker cannot damage a magic weapon that has an enhancement bonus unless his own weapon has at least as high an enhancement bonus as the weapon or shield struck.~~
  - Each +1 of enhancement bonus adds 2 to the weapon's or shield's hardness and +10 to its hit points.
- **Magic Weapons and Critical Hits**
  - Some weapon qualities and some specific weapons have an extra effect on a critical hit. This special effect functions against creatures not subject to critical hits (e.g. undead, elementals, and constructs). When fighting against such creatures, roll for critical hits as normal; on a successful critical roll, apply the special effect, but do not multiply the weapon's regular damage.

## Magic Weapon Special Ability Descriptions

- **Anarchic** (*moderate evocation [chaotic]*)
  - The weapon becomes chaos-aligned and deals an extra 2d6 points of damage against all of lawful alignment. Bows, crossbows, and slings so crafted bestow the chaotic power upon their ammunition.
  - It bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
  - CL 7; Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic; +2 bonus.
- **Axiomatic** (*moderate evocation [lawful]*)
  - The weapon becomes law-aligned and deals an extra 2d6 points of damage against all of chaotic alignment. Bows, crossbows, and slings so crafted bestow the lawful power upon their ammunition.
  - It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
  - CL 7; Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; +2 bonus.
- **Bane** (*moderate conjuration*)
  - Against the weapon's designated foe, its enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality on their ammunition.
  - CL 8; Craft Magic Arms and Armor, *summon monster I*; ↓ +1 bonus.
- **Brilliant Energy** (*strong transmutation*) (melee weapons, thrown weapons, and ammunition only)
  - The weapon ignores nonliving matter. Armor bonuses to AC (including enhancement bonuses to that armor) do not count against it (dexterity, deflection, dodge, natural armor, and other such bonuses still apply). It cannot harm undead, constructs, and objects.
  - CL 16; Craft Magic Arms and Armor, *gaseous form*, *continual flame*; +4 bonus.
- **Chaotic** ▶ *anarchic*
- **Dancing** (*strong transmutation*)
  - As a standard action, the weapon can be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it, and then drops. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items (e.g. *sunder*, *heat metal*).
  - While dancing, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 10 ft. away). The dancing weapon accompanies the person who activated it everywhere, whether she moves by physical or magical means. ~~It fights on even if the creature who activated it falls.~~
  - The wielder who loosed it (if she has an unoccupied hand) can grasp it while it is attacking on its own as a free action; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds.
  - CL 15; Craft Magic Arms and Armor, *animate objects*; +4 bonus.
- **Defending** (*moderate abjuration*)
  - The wielder can transfer some or all of the weapon's enhancement bonus to his AC as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using it. The effect to AC lasts until his next turn.
  - CL 8; Craft Magic Arms and Armor, *shield* or *shield of faith*; +1 bonus.
- **Disruption** (*strong conjuration*) (bludgeoning weapons only)
  - Any undead creature struck in combat must make a DC 14 *Will* save or be destroyed.
  - CL 14; Craft Magic Arms and Armor, *heal*; +2 bonus.
- **Distance** (*moderate divination*) (ranged weapons only)
  - The weapon has double the range increment of other weapons of its kind.
  - CL 6; Craft Magic Arms and Armor, *clairaudience/clairvoyance*; +1 bonus.
- **Flaming** (*moderate evocation*)
  - On command, the weapon is sheathed in fire, which does not harm the wielder. The effect remains until another command is given.
  - The weapon deals an extra 1d6 points of fire damage on a successful hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.
  - CL 10; Craft Magic Arms and Armor, *flame blade* or *flame strike* or *fireball*; +1 bonus.
- **Flaming Burst** (*strong evocation*)
  - Functions as a flaming weapon that also explodes with flame (which does not harm the wielder) upon striking a critical hit.
  - In addition to the extra fire damage from the flaming ability (see above), the weapon deals an extra 1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of fire damage instead, and if the multiplier is x4, add an extra 3d10 points of fire damage instead. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.
  - Even if the flaming ability is not active, the weapon still deals its extra fire damage on a successful critical hit.
  - CL 12; Craft Magic Arms and Armor, *flame blade* or *flame strike* or *fireball*; +2 bonus.

- **Frost** (*moderate evocation*)
  - On command, the weapon is sheathed in icy cold, which does not harm the wielder. [The effect remains until another command is given.](#)
  - The weapon deals an extra 1d6 points of cold damage on a successful hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.
  - CL 8; Craft Magic Arms and Armor, *chill metal* or *ice storm*; +1 bonus.
- **Ghost Touch** (*moderate conjuration*)
  - The weapon deals damage normally against incorporeal creatures. It can be picked up and moved by incorporeal creatures. Essentially, it counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.
  - CL 9; Craft Magic Arms and Armor, *plane shift*; +1 bonus.
- **Holy** (*moderate evocation [good]*)
  - The weapon becomes good-aligned and deals an extra 2d6 points of damage against all of evil alignment. Bows, crossbows, and slings so crafted bestow the holy power upon their ammunition.
  - It bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
  - CL 7; Craft Magic Arms and Armor, *holy smite*, creator must be good; +2 bonus.
- **Icy Burst** (*moderate evocation*)
  - Functions as a frost weapon that also explodes with frost (which does not harm the wielder) upon striking a critical hit.
  - [In addition to the extra fire damage from the frost ability \(see above\)](#), the weapon deals an extra 1d10 points of cold damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of cold damage instead, and if the multiplier is x4, add an extra 3d10 points of cold damage instead. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.
  - [Even if the frost ability is not active, the weapon still deals its extra cold damage on a successful critical hit.](#)
  - CL 10; Craft Magic Arms and Armor, *chill metal* or *ice storm*; +2 bonus.
- **Keen** (*moderate transmutation*) (piercing or slashing weapons only)
  - The critical threat range of the weapon is doubled.
  - [This benefit does not stack with any other effect that expands the threat range of a weapon \(e.g. the \*keen edge\* spell or the Improved Critical feat\).](#)
  - CL 10; Craft Magic Arms and Armor, *keen edge*; +1 bonus.
- **Ki Focus** (*moderate transmutation*)
  - [The wielder can use her special ki attacks through the weapon as if they were unarmed attacks. These attacks include the monk's stunning attack, ki strike, and quivering palm, as well as the Stunning Fist feat. Only melee weapons can have this ability.](#)
  - CL 8; Craft Magic Arms and Armor, creator must be a monk; +1 bonus.
- Lawful ▶ *axiomatic*
- **Merciful** (*faint conjuration*)
  - [The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, and slings so crafted bestow the merciful effect upon their ammunition.](#)
  - CL 5; Craft Magic Arms and Armor, *cure light wounds*; +1 bonus.
- **Mighty Cleaving** (*moderate evocation*)
  - A wielder with the Cleave feat may make one additional cleave attempt in a round.
  - CL 8; Craft Magic Arms and Armor, *divine power*; +1 bonus.
- **Returning** (*moderate transmutation*) (thrown weapons only)
  - The weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn.
  - [Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.](#)
  - CL 7; Craft Magic Arms and Armor, *telekinesis*; +1 bonus.
- **Seeking** (*strong divination*) (ranged weapons only)
  - [The weapon veers toward its target, negating any miss chances that would otherwise apply \(e.g. from concealment\). The wielder still has to aim the weapon at the right square.](#)
  - CL 12; Craft Magic Arms and Armor, *true seeing*; +1 bonus.
- **Shock** (*moderate evocation*)
  - On command, the weapon is sheathed in crackling electricity, which does not harm the wielder. [The effect remains until another command is given.](#)
  - The weapon deals an extra 1d6 points of electricity damage on a successful hit. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.
  - CL 8; Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; +1 bonus.
- **Shocking Burst** (*moderate evocation*)
  - Functions as a shock weapon that also explodes with electricity (which does not harm the wielder) upon striking a critical hit.
  - [In addition to the extra electricity damage from the shock ability \(see above\)](#), the weapon deals an extra 1d10 points of electricity damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of electricity damage instead, and if the multiplier is x4, add an extra 3d10 points of electricity damage instead. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.
  - [Even if the shock ability is not active, the weapon still deals its extra electricity damage on a successful critical hit.](#)
  - CL 10; Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; +2 bonus.
- **Speed** (*moderate transmutation*)
  - [When making a full attack action](#), the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a *haste* spell.)
  - CL 7; Craft Magic Arms and Armor, *haste*; ↓ +3 bonus.
- **Spell Storing** (*strong evocation [plus aura of stored spell]*)
  - A spellcaster can store a single targeted spell of up to 3rd level in the weapon. Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires.
  - CL 12; Craft Magic Arms and Armor, creator must be a spellcaster of at least 12th level; +1 bonus.
- **Thundering** (*faint necromancy*)
  - Creates a cacophonous roar like thunder (which does not harm the wielder) upon striking a successful critical hit.
  - The weapon deals an extra 1d8 points of sonic damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d8 points of sonic damage instead, and if the multiplier is x4, add an extra 3d10 points of sonic damage instead. Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition.
  - Subjects dealt a critical hit by a thundering weapon must make a DC 14 Fortitude save or be deafened permanently.
  - CL 5; Craft Magic Arms and Armor, *blindness/deafness*; ↓ +1 bonus.
- **Throwing** (*faint transmutation*) (melee weapons only)
  - The weapon gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.
  - CL 5; Craft Magic Arms and Armor, *magic stone*; +1 bonus.
- **Unholy** (*moderate evocation [evil]*)
  - The weapon becomes evil-aligned and deals an extra 2d6 points of damage against all of good alignment. Bows, crossbows, and slings so crafted bestow the unholy power upon their ammunition.
  - It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
  - CL 7; Craft Magic Arms and Armor, *unholy blight*, creator must be evil; +2 bonus.
- **Vicious** (*moderate necromancy*) (melee weapons only)
  - [When the weapon strikes an opponent, it deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder.](#)
  - CL 9; Craft Magic Arms and Armor, *enervation*; +1 bonus.
- **Vorpal** (*strong necromancy and transmutation*) (slashing weapons only)
  - Upon a roll of **natural 20** (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body.
  - CL 18; Craft Magic Arms and Armor, *circle of death*, *keen edge*; +5 bonus.

- **Wounding** (*moderate evocation*)
  - The weapon deals 1 point of CON damage from blood loss when it hits a creature. A critical hit does not multiply the CON damage. Creatures immune to critical hits (e.g. plants and constructs) are immune to the CON damage dealt by this weapon.
  - CL 10; Craft Magic Arms and Armor, *Mordenkainen's sword*; +2 bonus.

## Specific Weapons

- **Adamantine Battleaxe** (*no aura [nonmagical]*) (nonmagical battleaxe made out of adamantine, ~~giving it a natural +2 enhancement bonus~~)
  - As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.
  - CL -; ↓ 3,010 gp.
- **Adamantine Dagger** (*no aura [nonmagical]*) (nonmagical dagger made out of adamantine, ~~giving it a natural +1 enhancement bonus~~)
  - As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.
  - CL -; ↓ 3,002 gp.
- **Assassin's Dagger** (*moderate necromancy*) (+2 dagger)
  - Provides a +1 bonus to the DC of a Fortitude save forced by the death attack of an assassin.
  - CL 9; Craft Magic Arms and Armor, *slay living*; ↑ 18,302 gp; cost 9,302 gp + 720 XP.
- **Dagger of Venom** (*faint necromancy*) (+1 dagger)
  - 1/day: the wielder may use a *poison* effect (as the spell, save DC 14) upon a creature struck by the blade. The wielder can decide to use the power after he has struck. Doing so is a free action, but the *poison* effect must be invoked in the same round that the dagger strikes.
  - CL 5; Craft Magic Arms and Armor, *poison*; ↓ 8,302 gp; cost 4,302 gp + 320 XP.
- **Dwarven Thrower** (*moderate evocation*) (+2 warhammer)
  - When wielded by a dwarf, functions as a +3 *returning warhammer*. It can be hurled with a range increment of 30 feet. When hurled, it deals an extra 2d8 points of damage against giants or an extra 1d8 points of damage against any other target.
  - CL 10; Craft Magic Arms and Armor, creator must be a dwarf of at least 10th level; 60,312 gp; cost 30,312 gp + 2,400 XP.
- **Flame Tongue** (*moderate evocation*) (+1 *flaming burst* longsword)
  - 1/day: the weapon can blast forth a fiery ray at any target within 30 ft. as a ranged touch attack, dealing 4d6 fire damage on a successful hit.
  - CL 12; Craft Magic Arms and Armor, *scorching ray*, *flame blade* or *flame strike* or *fireball*; ↑ 20,715 gp; cost 10,515 gp + 816 XP.
- **Frost Brand** (*strong evocation*) (+3 *frost* greatsword)
  - Sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed when drawn, nor can its light be shut off.
  - The wielder is protected from fire; the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise take.
  - The weapon extinguishes all nonmagical fires in its area. As a standard action, it can also dispel lasting fire spells (e.g. wall of fire), although the wielder must succeed on a dispel check (1d20+14) against each spell to dispel it.
  - CL 14; Craft Magic Arms and Armor, *ice storm*, *dispel magic*, *protection from energy*; ↑ 54,475 gp; cost 27,375½ gp + 2,179 XP.
- **Holy Avenger** (*strong abjuration*) (+2 *cold iron* longsword)
  - When wielded by a paladin, functions as a +5 *holy cold iron* longsword. It provides spell resistance of 5 + the paladin's level to the wielder and anyone adjacent to her. It also enables the wielder to use *greater dispel magic* (once per round as a standard action) in a 5-ft.-radius at the class level of the paladin. (Only the area dispel is possible, not the targeted dispel or counterspell versions of *greater dispel magic*.)
  - CL 18; Craft Magic Arms and Armor, *holy aura*, creator must be good; ↑ 120,630 gp; cost 60,630 gp + 4,800 XP.
- **Javelin of Lightning** (*faint evocation*)
  - This javelin becomes a 5d6 *lightning bolt* when thrown (Reflex DC 14 half). It is consumed in the attack.
  - CL 5; Craft Magic Arms and Armor, *lightning bolt*; ↑ 1,500 gp; cost 750 gp + 30 XP.
- **Life-Drinker** (*strong necromancy*) (+1 *greataxe*)
  - Bestows two negative levels on its target whenever it deals damage. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.
  - Each time the weapon deals damage to a foe, it also bestows one negative level on the wielder. Any negative level gained by the wielder in this fashion lasts until the axe is put down for one hour.
  - CL 13; Craft Magic Arms and Armor, *enervation*; 40,320 gp; cost 20,320 gp + 1,600 XP.
- **Luck Blade** (*strong evocation*) (+2 *short sword*)
  - The possessor gains a +1 luck bonus to all saving throws.
  - 1/day: the possessor may reroll one roll that she just made. She must take the result of the reroll, even if it is worse than the original roll.
  - May contain up to three wishes. When the last wish is used, the sword remains a +2 *short sword*, still grants the +1 luck bonus, and still grants its reroll power.
  - CL 17; Craft Magic Arms and Armor, *wish* or *miracle*; ↓ 22,060 gp (0 wishes), 62,360 gp (1 wish), 102,660 gp (2 wishes), 142,960 gp (3 wishes); cost 11,030 gp + 882 XP (0 wishes), 31,180 gp + 2,494 XP (1 wish), 51,330 gp + 4,106 XP (2 wishes), 71,480 gp + 5,718 XP (3 wishes).
- **Mace of Smiting** (*moderate transmutation*) (+3 *adamantine heavy* mace)
  - Has a +5 enhancement bonus against constructs, and any critical hit dealt to a construct immediately destroys it (no saving throw).
  - A critical hit dealt to an outsider deals x4 damage rather than x2.
  - CL 11; Craft Magic Arms and Armor, *finger-of-death*, *disintegrate*; 75,312 gp; cost 39,312 gp + 2,880 XP.
- **Mace of Terror** (*strong necromancy*) (+2 *heavy mace*)
  - 3/day: on command, the wielder's appearance transforms into an illusion of horror; living creatures in a 30-ft. cone become panicked as if by a *fear* spell (Will DC 16 partial). They take a -2 morale penalty on saving throws, and they flee from the wielder.
  - Each time the mace is used to cause terror, there is a 20% chance for the wielder to permanently lose 1 point from his CHA score.
  - CL 13; Craft Magic Arms and Armor, *fear*, *hold-person*; ↑ 38,552 gp; cost 19,276 gp + 1,542 XP.
- **Masterwork Cold Iron Longsword** (*no aura [nonmagical]*) (nonmagical longsword crafted out of cold iron)
  - As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.
  - CL -; 330 gp.
- **Nine Lives Stealer** (*strong necromancy [evil]*) (+2 *longsword*)
  - Has the ability nine times to draw the life force from an opponent. A critical hit must be dealt for this ability to function, and this weapon has no effect on creatures not subject to critical hits. The victim is entitled to a DC 20 Fortitude save to avoid death. If the save is successful, the sword's death-dealing ability does not function, no use of the ability is expended, and normal critical damage is determined.
  - The weapon bestows two negative levels on any good creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
  - CL 13; Craft Magic Arms and Armor, *finger of death*; ↓ 23,057 gp; cost 11,528½ gp + 922 XP.
- **Oathbow** (*strong evocation*) (+2 *composite longbow* (+2 STR bonus))
  - 1/day: the wielder may swear aloud to slay her target (a free action). Against such a sworn enemy, the bow has a +5 enhancement bonus, and arrows launched from it deal an additional 2d6 damage (and x4 on a critical hit instead of the normal x3). However, the bow is treated only as a masterwork weapon against all foes other than the sworn enemy, and the wielder takes a -1 penalty on attack rolls with any weapon other than the oathbow. These bonuses and penalties last for seven days or until the sworn enemy is slain or destroyed by the wielder of the oathbow, whichever comes first.
  - If the wielder does not deal the killing blow on the sworn enemy within 24 hours, the bow falls inert for one week, during which it possesses no magical abilities or bonuses at all. Furthermore, the wielder suffers a -1 morale penalty to attack rolls, saving throws and skill checks during that week.
  - The oathbow may only have one sworn enemy at a time. Once the wielder swears to slay a target, he cannot make a new oath until he has slain that target or seven days have passed. Even if the wielder slays the sworn enemy on the same day that he makes the oath, he cannot activate the oathbow's special power again until 24 hours have passed from the time he made the oath.
  - CL 15; Craft Magic Arms and Armor, creator must be an elf; ↓ 25,600 gp; cost 13,100 gp + 1,000 XP.
- **Rapier of Puncturing** (*strong necromancy*) (+2 *wounding rapier*)
  - 3/day: the wielder may make a touch attack with the weapon that deals 1d6 CON damage by draining blood. Creatures immune to critical hits are immune to the CON damage dealt by this weapon.
  - CL 13; Craft Magic Arms and Armor, *harm*; 50,320 gp; cost 25,320 gp + 2,000 XP.
- **Screaming Bolt** (*faint enchantment*) (+2 *bolt*)
  - All enemies of the wielder within 20 feet of the path of the bolt must make a DC 14 Will save or become shaken. This is a mind-affecting fear effect.
  - CL 5; Craft Magic Arms and Armor, *sear*, *doom*; ↑ 267 gp; cost 128½ gp + 10 XP.

- **Shatterspike** (strong evocation) (+1 *longsword*)
  - If the wielder has the Improved Sunder feat, he adds a +4 bonus (including the sword's +1 enhancement bonus) to the opposed roll when attempting to strike a foe's weapon. If successful, the weapon deals 1d8+4 damage plus the wielder's STR modifier to the target weapon (the target weapon's hardness must still be overcome with each hit). *Shatterspike* can damage weapons with an enhancement bonus of +4 or lower.
  - CL 13; STR 13, Craft Magic Arms and Armor, Power Attack, Improved Sunder, *shatter*; 4,315 gp; cost 2,315 gp + 160 XP.
- **Shifter's Sorrow** (strong transmutation) (+1/+1 *two-bladed sword*)
  - The weapon deals an extra 2d6 points of damage against any creature with the shapechanger subtype. When a shapechanger or a creature in an alternate form (e.g. a druid using wild shape) is struck by the weapon, it must make a DC 15 Will save or return to its natural form.
  - CL 15; Craft Magic Arms and Armor, *baleful polymorph*; 12,780 gp; cost 6,780 gp + 480 XP.
- **Silver Dagger, Masterwork** (no aura [nonmagical]) (nonmagical alchemical silver dagger)
  - As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.
  - CL -; 322 gp.
- **Slaying Arrow** (strong necromancy) (+1 *arrow*)
  - The arrow is keyed to a particular type or subtype of creature; if it strikes such a creature, the target must make a DC 20 Fortitude save or die (or, in the case of unliving targets, be destroyed) instantly. Even creatures normally exempt from Fortitude saves (undead and constructs) are subject to this attack. When keyed to a living creature, this is a death effect (and thus *death ward* protects a target).
  - A *greater slaying arrow* functions just like a normal *slaying arrow*, but the DC to avoid the death effect is 23.
  - CL 13; Craft Magic Arms and Armor, *finger of death (slaying arrow)* or heightened *finger of death (greater slaying arrow)*; 2,282 gp (*slaying arrow*) or 4,057 gp (*greater slaying arrow*); cost 1,144 gp + 91 XP (*slaying arrow*) or 2,032 gp + 162 XP (*greater slaying arrow*).
- **Sleep Arrow** (faint enchantment) (+1 *arrow*)
  - If it strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals nonlethal damage (in the same amount as would be lethal damage) and forces the target to make a DC 11 Will save or fall asleep.
  - CL 5; Craft Magic Arms and Armor, *sleep*; 132 gp; cost 69½ gp + 5 XP.
- **Sun Blade** (moderate evocation) (+2 *bastard sword*)
  - The weapon is wielded as if it were a short sword with respect to weight and ease of use. Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a *sun blade*. Weapon Focus and Weapon Specialization feats in short sword and bastard sword apply equally, but the benefits of those feats do not stack.
  - Against evil creatures, the sword's enhancement bonus is +4. Against Negative Energy Plane creatures or undead creatures, the sword deals double damage (and x3 on a critical hit instead of the usual x2).
  - 1/day: when the wielder swings the blade above his head and speaks a command word, the weapon sheds a radiance that is like full daylight. The radiance begins shining in a 10-ft. radius around the wielder and extends outward at 5 ft. per round for 10 rounds thereafter, to create a globe of light with a 60-ft. radius. When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely.
  - It bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
  - CL 10; Craft Magic Arms and Armor, *daylight*, creator must be good; 50,335 gp; cost 25,335 gp + 2,000 XP.
- **Sword of Life Stealing** (strong necromancy) (+2 *longsword*)
  - Bestows a negative level when it deals a critical hit. The wielder gains 1d6 temporary hit points each time a negative level is bestowed on another; these temporary hit points last for 24 hours. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.
  - CL 17; Craft Magic Arms and Armor, *energy drain*, *enervation*; ↓ 25,715 gp; cost 12,857½ gp + 1,029 XP.
- **Sword of the Planes** (strong evocation) (+1 *longsword*)
  - The weapon has an enhancement bonus of +1 on the Material Plane, but on any Elemental Plane the weapon's enhancement bonus increases to +2. (The +2 enhancement bonus also applies on the Material Plane when the weapon is used against elementals.) It operates as a +3 *longsword* on the Astral Plane or the Ethereal Plane or when used against opponents *native to* either of those planes. On any other plane, or against any outsider, it functions as a +4 *longsword*.
  - CL 15; Craft Magic Arms and Armor, *plane shift*; ↓ 22,315 gp; cost 11,157½ gp + 893 XP.
- **Sword of Subtlety** (moderate illusion) (+1 *short sword*)
  - This weapon provides a +4 bonus on its wielder's attack and damage rolls when he is making a sneak attack with it.
  - CL 7; Craft Magic Arms and Armor, *blur*; ↑ 22,310 gp; cost 11,155 gp + 892 XP.
- **Sylvan Scimitar** (moderate evocation) (+3 *scimitar*)
  - When used outdoors in a temperate climate, this weapon grants its wielder the use of the Cleave feat and deals an extra 1d6 points of damage.
  - CL 11; Craft Magic Arms and Armor, *divine power* or creator must be a 7th-level druid; ↓ 47,315 gp; cost 23,657½ gp + 1,893 XP.
- **Trident of Fish Command** (moderate enchantment) (+1 *trident*)
  - 3/day: the wielder can *charm* up to 14 HD of aquatic animals (Will DC 16 negates; animals get a +5 bonus if currently under attack by the wielder or his allies), no two of which can be more than 30 feet apart. The wielder can communicate with the animals as if using a *speak with animals* spell. Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident.
  - CL 7; Craft Magic Arms and Armor, *speak with animals*; ↑ 18,650 gp; cost 9,325 gp + 746 XP.
- **Trident of Warning** (moderate divination) (+2 *trident*)
  - The wielder can determine the location, depth, kind and number of aquatic predators within 680 feet. The weapon must be grasped and pointed in order for the wielder to gain such information, and it requires 1 round to scan a hemisphere with a radius of 680 feet.
  - CL 7; Craft Magic Arms and Armor, *detect magic*, *locate creature*; ↑ 10,115 gp; cost 5,057½ gp + 405 XP.

## POTIONS AND OILS (p. 229)

- A potion or oil can be used only once. It can duplicate the effect of a spell of up to 3rd level that has a casting time of less than 1 minute.
  - The drinker of a potion is both the effective target and the caster of the effect. The person applying an oil is the effective caster, but the object is the target.
- **Physical Description**
  - The typical vial containing a potion or oil has AC 13, 1 hit point, hardness 1, and a break DC of 12.

## Potion Descriptions

- **Standard Potions**
  - These are simply spells in liquid form (refer to the PHB for all pertinent details). The caster level for a standard potion is the minimum caster level needed to cast the spell (unless otherwise specified).
- **Nonstandard Potions** (These have been either superseded by standard potions or moved to the Wondrous Items list, as described below.)
  - **Charisma:** superseded by *potion of eagle's splendor* (CL 3; 300 gp).
  - **Fire Breath:** ► *elixir of fire breath*.
  - **Glibness:** (deleted)
  - **Heroism:** superseded by *potion of heroism* (CL 5; ↓ 750 gp).
  - **Hiding:** ► *elixir of hiding*.
  - **Intelligence:** superseded by *potion of fox's cunning* (CL 3; 300 gp).
  - **Love:** ► *elixir of love*.
  - **Oil of Slipperiness:** ► *salve of slipperiness*.
  - **Oil of Timelessness:** ► *unguent of timelessness*.
  - **Sneaking:** ► *elixir of sneaking*.
  - **Swimming:** ► *elixir of swimming*.
  - **Truth:** ► *elixir of truth*.
  - **Vision:** ► *elixir of vision*.
  - **Wisdom:** superseded by *potion of owl's wisdom* (CL 3; 300 gp).

## RINGS (p. 229)

- **Physical Description**
  - Rings have no appreciable weight. A ring has AC 13, 2 hit points, hardness 10, and a break DC of 25.

### Ring Descriptions

- **Animal Friendship** (faint enchantment)
  - On command, this ring affects an animal as if the wearer had cast *charm animal*.
  - CL 3; Forge Ring, *animal-friendship*; *charm animal*; ↑ 10,800 gp.
- **Blinking** (moderate transmutation)
  - On command, this ring makes the wearer blink, as per the *blink* spell.
  - CL 7; Forge Ring, *blink*; ↓ 27,000 gp.
- **Chameleon Power** (faint illusion)
  - As a free action, the wearer can utilize this ring to blend in with the surroundings, gaining a +10 competence bonus on Hide checks.
  - On command, the wearer may utilize the spell *disguise self* as often as desired.
  - CL 3; Forge Ring, *disguise self*, *invisibility*; ↑ 12,700 gp.
- **Climbing** (faint transmutation)
  - The wearer gains a +5 competence bonus on Climb checks.
  - CL 5; Forge Ring, creator must have 5 ranks in the Climb skill; ↑ 2,500 gp.
- **Climbing, Improved** (faint transmutation)
  - The wearer gains a +10 competence bonus on Climb checks.
  - CL 5; Forge Ring, creator must have 10 ranks in the Climb skill; 10,000 gp.
- **Counterspells** (moderate evocation)
  - A single spell of 1st through 6th level can be cast into the ring; should that spell ever be cast upon the wearer, it is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed within it again.
  - CL 11; Forge Ring, *spell-turning*; *imbue with spell ability*; 4,000 gp.
- **Djinni Calling** (strong conjuration)
  - When the ring is rubbed (a standard action), the djinni appears on the next round. It faithfully serves and obeys the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes nonmagical and worthless.
  - CL 17; Forge Ring, *gate*; 125,000 gp.
- **Elemental Command** (strong conjuration)
  - Grants wearer many spell-like and other abilities relating to the element to which it is attuned (☞).
  - CL 15; Forge Ring, *summon monster VI*, all appropriate spells; 200,000 gp.
- **Energy Resistance, Minor** (faint abjuration)
  - The wearer gains resistance 10 against the ring's particular energy type (acid, cold, electricity, fire, or sonic).
  - CL 3; Forge Ring, *protection-from-elements*; *resist energy*; ↓ 12,000 gp.
- **Energy Resistance, Major** (faint abjuration)
  - The wearer gains resistance 20 against the ring's particular energy type (acid, cold, electricity, fire, or sonic).
  - CL 7; Forge Ring, *protection-from-elements*; *resist energy*; ↑ 28,000 gp.
- **Energy Resistance, Greater** (moderate abjuration)
  - The wearer gains resistance 30 against the ring's particular energy type (acid, cold, electricity, fire, or sonic).
  - CL 11; Forge Ring, *resist energy*; 44,000 gp.
- **Evasion** (moderate transmutation)
  - Whenever the wearer makes a Reflex save for half damage, a successful save results in no damage.
  - CL 7; Forge Ring, *jump*; 25,000 gp.
- **Feather Falling** (faint transmutation)
  - The ring acts exactly like a feather fall spell, activated immediately if the wearer falls more than 5 feet.
  - CL 1; Forge Ring, *feather fall*; 2,200 gp.
- **Force Shield** (moderate evocation)
  - Can generate a shield-sized (and shield-shaped) *wall of force* that stays with the ring and can be wielded by the wearer as if it were a heavy shield (+2 AC). This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free. It can be activated and deactivated at will as a free action.
  - CL 9; Forge Ring, *wall of force*; 8,500 gp.
- **Freedom of Movement** (moderate abjuration)
  - The wearer can act as if continually under the effect of a *freedom of movement* spell.
  - CL 7; Forge Ring, *freedom of movement*; 40,000 gp.
- **Friend Shield** (moderate abjuration)
  - Either wearer of one of a pair of the rings can, at any time, command his or her ring to cast a *shield other* spell with the wearer of the mated ring as the recipient. This effect has no range limitation.
  - CL 10; Forge Ring, *shield other*; 50,000 gp (for a pair).
- **Invisibility** (faint illusion)
  - On command, the wearer can benefit from *invisibility* (as the spell).
  - CL 3; Forge Ring, *invisibility*; 20,000 gp.
- **Jumping** (faint transmutation)
  - The wearer gains a +5 competence bonus on Jump checks.
  - CL 2; Forge Ring, creator must have 5 ranks in the Jump skill; ↑ 2,500 gp.
- **Jumping, Improved** (moderate transmutation)
  - The wearer gains a +10 competence bonus on Jump checks.
  - CL 7; Forge Ring, creator must have 10 ranks in the Jump skill; 10,000 gp.
- **Mind Shielding** (faint abjuration)
  - The wearer is continually immune to *detect thoughts*, *discern lies*, and any attempt to magically discern his or her alignment.
  - CL 3; Forge Ring, *nondetection*; 8,000 gp.
- **Protection** (faint abjuration)
  - The wearer gains a deflection bonus (+1 to +5) to AC.
  - CL 5; Forge Ring, *shield of faith*, creator's level must be at least three times the ring's bonus; 2,000 gp (*ring* +1), 8,000 gp (*ring* +2), 18,000 gp (*ring* +3), 32,000 gp (*ring* +4), 50,000 gp (*ring* +5).
- **Ram** (moderate transmutation)
  - Can be used to perform ranged or bull-rush attacks, or to force open doors etc. (☞).
  - CL 9; Forge Ring, *bull's strength*, *telekinesis*; 8,600 gp.
- **Regeneration** (strong conjuration)
  - A living wearer can heal 1 point of damage per level every hour instead of every day. (This ability cannot be aided by the Heal skill.) Nonlethal damage heals at a rate of 1 point per level every 5 minutes. If the wearer loses a limb, an organ or any other body part while wearing the ring, the ring regenerates it as per the spell. Only damage taken while wearing the ring is regenerated.
  - CL 15; Forge Ring, *regenerate*; 90,000 gp.

- **Shooting Stars** (*strong evocation*)
  - During the night under the open sky or in areas of shadow or darkness, the ring can perform the following functions on command: *dancing lights* (once per hour), *light* (twice per night), *ball lightning* (special, once per night), *shooting stars* (special, three per week) (☞).
  - Indoors at night, or underground, the ring has the following properties: *faerie fire* (twice per day), *spark shower* (special, once per day) (☞).
  - CL 12; Forge Ring, *light, faerie fire, fireball, lightning bolt, meteor-swarm*; 50,000 gp.
- **Spell Storing, Minor** (*faint evocation*)
  - Contains up to three levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost, to cast the spell, and there is no arcane spell failure chance for wearing armor. The activation time for the ring is the same as the casting time for the relevant spell, with a minimum of 1 standard action.
  - A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than three. Metamagic versions of spells take up storage space equal to their spell level modified by the metamagic feat. A spellcaster can use a scroll to put a spell into the ring. The ring magically imparts to the wearer the names of all spells currently stored within it.
  - CL 5; Forge Ring, *imbue with spell ability*; 18,000 gp.
- **Spell Storing** (*moderate evocation*)
  - As the *minor ring of spell storing*, except it holds up to five levels of spells.
  - CL 9; Forge Ring, *imbue with spell ability*; 50,000 gp.
- **Spell Storing, Major** (*strong evocation*)
  - As the *minor ring of spell storing*, except it holds up to ten levels of spells.
  - CL 17; Forge Ring, *imbue with spell ability*; ↑ 200,000 gp.
- **Spell Turning** (*strong abjuration*)
  - 3/day: On command, automatically reflects the next nine levels of spells cast at the wearer, exactly as if *spell turning* had been cast upon the wearer.
  - CL 13; Forge Ring, *spell turning*; ↓ 98,280 gp.
- **Sustenance** (*faint conjuration*)
  - Wearer is continually provided with nourishment, and need only sleep 2 hours per day to gain the benefits of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to himself.
  - CL 5; Forge Ring, *create food and water*; 2,500 gp.
- **Swimming** (*faint transmutation*)
  - The wearer gains a +5 competence bonus on Swim checks.
  - CL 2; Forge Ring, creator must have 5 ranks in the Swim skill; ↑ 2,500 gp.
- **Swimming, Improved** (*moderate transmutation*)
  - The wearer gains a +10 competence bonus on Swim checks.
  - CL 7; Forge Ring, creator must have 10 ranks in the Swim skill; 10,000 gp.
- **Telekinesis** (*moderate transmutation*)
  - On command, the wearer may use *telekinesis* (as per the spell).
  - CL 9; Forge Ring, *telekinesis*; 75,000 gp.
- **Three Wishes** (*strong evocation [if miracle is used]*)
  - This ring is set with three rubies. Each ruby stores a *wish* spell, activated by the ring. When a *wish* is used, that ruby disappears. When all the *wishes* are used, the ring becomes a nonmagical item.
  - CL 20; Forge Ring, *wish* or *miracle*; 97,950 gp; cost 11,475 gp + 15,918 XP.
- **Warmth** (*deleted*)
- **Water Walk** (*moderate transmutation*)
  - The wearer can act as if continually under the effect of a *water walk* spell.
  - CL 9; Forge Ring, *water walk*; 15,000 gp.
- **Wizardry** (*moderate [wizardry I] or strong [wizardry II – IV] [no school]*)
  - The wearer's arcane spells per day are doubled for one specific spell level. Bonus spells from high ability scores or school specialization are not doubled.
  - CL 11 (I), 14 (II), 17 (III), 20 (IV); Forge Ring, *limited wish*; 20,000 gp (I), 40,000 gp (II), 70,000 gp (III), 100,000 gp (IV).
- **X-Ray Vision** (*moderate divination*)
  - On command, the wearer can see into and through solid matter. Vision range is 20 ft., with the viewer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision. It is possible to scan an area of up to 100 square feet during 1 round.
  - Secret compartments, drawers, recesses etc. are 90% likely to be located by X-ray vision scanning. Using the ring is physically exhausting, causing the wearer 1 point of CON damage per minute after the first 10 minutes of use in a single day.
  - CL 6; Forge Ring, *true seeing*; 25,000 gp.

## RODS (p. 233)

- **Physical Description**
  - Rods weigh approximately 5 lb. (unless otherwise specified), and have AC 9, 10 hit points, hardness 10, and a break DC of 27.

## Rod Descriptions (Note: Only changes to descriptions are listed here)

- **Absorption** (*strong abjuration*)
  - CL 15; Craft Rod, *spell turning*; 50,000 gp.
- **Alertness** (*moderate abjuration, divination, enchantment and evocation*)
  - This rod bestows a +1 *insight* bonus on initiative checks. If grasped firmly, the rod enables the holder to use *detect evil*, *detect good*, *detect chaos*, *detect law*, *detect magic*, *discern lies*, *light*, or *see invisibility*. Each different use is a standard action.
  - If the head of a rod of alertness is planted in the ground, and the possessor wills it to alertness (a standard action), the rod senses any creature within 120 ft. who intends to harm the possessor. Each of the flanges on the rod's head then casts a *light* spell along the direction it faces out to a 60-ft. range.
  - 1/day: The rod can be used to simulate the casting of an *animate objects* spell, utilizing any *eleven* (or fewer) Small objects located roughly around the perimeter of a 5-ft. radius circle centered on the rod when planted in the ground. Objects remain animated for 11 rounds.
  - CL 11; Craft Rod, *alarm, detect chaos, detect evil, detect good, detect law, detect magic, discern lies, light, see invisibility, prayer, animate objects*; ↑ 85,000 gp.
- **Cancellation** (*strong abjuration*)
  - The item touched must make a DC 23 Will save to prevent the rod from draining it.
  - CL 17; Craft Rod, *dispel magic, Mordenkainen's disjunction*; 11,000 gp.
- **Enemy Detection** (*moderate divination*)
  - If the bearer of the rod concentrates for a full round, the rod pinpoints the location of the nearest enemy and indicates how many enemies are within range.
  - CL 10; Craft Rod, *discern lies, true seeing*; 23,500 gp.
- **Flailing** (*moderate enchantment*)
  - CL 9; Craft Rod, Craft Magic Arms and Armor, *bless*; ↑ 50,000 gp.
- **Flame Extinguishing** (*strong transmutation*)
  - A rod of flame extinguishing has 10 charges when found. Spent charges are renewed every day, so the wielder can expend up to 10 charges in any 24-hour period.
  - CL 12; Craft Rod, *pyrotechnics*; 15,000 gp.
- **Immovable Rod** (*moderate transmutation*)
  - CL 10; Craft Rod, *levitate*; ↓ 5,000 gp.
- **Lordly Might** (*strong enchantment, evocation, necromancy and transmutation*)
  - CL 19; Craft Rod, Craft Magic Arms and Armor, *inflict light wounds, bull's strength, flame blade, hold person, fear*; 70,000 gp; weight 10 lb.
- **Metal and Mineral Detection** (*moderate divination*)
  - CL 9; Craft Rod, *locate object*; 10,500 gp.

- **Metamagic Rods** (strong [no school])
  - These rods hold the essence of a metamagic feat but do not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being used.
  - Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses.
  - *Lesser and Greater Metamagic Rods*: Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower. Greater rods can be used with spells of 9th level or lower.
  - **Metamagic, Empower**: The wielder can cast up to three spells per day that are empowered as though using the Empower Spell feat.
    - CL 17; Craft Rod, Empower Spell; 9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater).
  - **Metamagic, Enlarge**: The wielder can cast up to three spells per day that are enlarged as though using the Enlarge Spell feat.
    - CL 17; Craft Rod, Enlarge Spell; 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).
  - **Metamagic, Extend**: The wielder can cast up to three spells per day that are extended as though using the Extend Spell feat.
    - CL 17; Craft Rod, Extend Spell; 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).
  - **Metamagic, Maximize**: The wielder can cast up to three spells per day that are maximized as though using the Maximize Spell feat.
    - CL 17; Craft Rod, Maximize Spell; 14,000 gp (lesser), 54,000 gp (normal), 121,500 gp (greater).
  - **Metamagic, Quicken**: The wielder can cast up to three spells per day that are quickened as though using the Quicken Spell feat.
    - CL 17; Craft Rod, Quicken Spell; 35,000 gp (lesser), 72,500 gp (normal), 170,000 gp (greater).
  - **Metamagic, Silent**: The wielder can cast up to three spells per day without verbal components as though using the Silent Spell feat.
    - CL 17; Craft Rod, Silent Spell; 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).
- **Negation** (strong varied)
  - The ray functions as a *greater dispel magic* spell, except it only affects magic items. The dispel check uses the rod's caster level (15).
  - CL 15; Craft Rod, *dispel magic*, *limited wish* or *miracle*; ↓ 37,000 gp.
- **Python** (moderate transmutation)
  - This rod strikes as a +1/+1 quarterstaff. If the user throws the rod to the ground (a standard action), it grows to become a **giant** constrictor snake by the end of the round. The python obeys all the commands of its owner. (In animal form, it **retains** the +1 enhancement bonus on attacks and damage possessed by the rod form.)
  - CL 10; Craft Rod, Craft Magic Arms and Armor, *baelful polymorph*, creator must be good; 13,000 gp; weight 10 lb.
- **Rulership** (strong enchantment)
  - CL 20; Craft Rod, *mass charm monster*; 60,000 gp; cost 27,500 gp + 2,200 XP.
- **Security** (strong conjuration)
  - CL 20; Craft Rod, *gate*; 61,000 gp.
- **Splendor** (strong conjuration and transmutation)
  - CL 12; Craft Rod, *eagle's splendor*, *fabricate*, *major creation*; 25,000 gp.
- **Thunder and Lightning** (moderate evocation)
  - *Thunder*: Once per day, the rod can strike as a +3 *light mace*, and the opponent struck is stunned (Fortitude DC 16 negates).
  - *Lightning*: Once per day, when the wielder desires, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a +2 *light mace* (1d6+2) and an extra 2d6 points of electricity damage.
  - *Thunderclap*: Once per day as a standard action, the wielder can cause the rod to give out a deafening noise, just as a *shout* spell (Fortitude DC 16 partial, 2d6 points of sonic damage, target deafened for 2d6 rounds).
  - *Lightning Stroke*: Once per day as a standard action, the wielder can cause the rod to shoot out a 5-ft. wide lightning bolt (9d6 points of electricity damage, Reflex DC 16 half) to a range of 200 ft.
  - *Thunder and Lightning*: Once per week as a standard action, the wielder can combine the *thunderclap* and *lightning stroke* effects. The thunderclap affects all within 10 ft. of the bolt. The *lightning stroke* deals 9d6 points of electricity damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), and the *thunderclap* deals 2d6 points of sonic damage. A single DC 16 Reflex save applies for both effects.
  - CL 9; Craft Rod, Craft Magic Arms and Armor, *lightning bolt*, *shout*; ↑ 33,000 gp.
- **Viper** (moderate necromancy)
  - This rod strikes as a +2 *heavy mace*. Once per day, upon command (a free action), the head of the rod becomes that of an actual serpent for 10 minutes.
  - CL 10; Craft Rod, Craft Magic Arms and Armor, *poison*, creator must be evil; 19,000 gp.
- **Withering** (strong necromancy)
  - The defender negates the rod's effect with a DC 17 Fortitude save.
  - CL 13; Craft Rod, Craft Magic Arms and Armor, *contagion*; ↑ 25,000 gp.
- **Wonder** (moderate enchantment)
  - Randomly generates any number of weird effects each time it is used (☰).
  - CL 10; Craft Rod, *confusion*, creator must be chaotic; 12,000 gp.

## SCROLLS (p. 237)

- **Physical Description**
  - A scroll has AC 9, 1 hit point, hardness 0, and a break DC of 8.
- **Activation**
  - *Activate the Scroll*: Requires reading the spell from the scroll. The character must be able to see and read the writing on the scroll. It is subject to disruption just as casting a normally prepared spell would be. Using a scroll is like casting a spell for purposes of arcane spell failure chance (e.g. from armor).

## STAFFS (p. 243)

- **Physical Description**
  - A typical staff is like a walking stick, quarterstaff, or cudgel (weight 5 lb.). It has AC 7, 10 hit points, hardness 5, and a break DC of 24.
- **Activation**
  - Spell trigger activation method – casting a spell from a staff is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast has a casting time longer than 1 standard action, it takes that long to cast the spell from a staff.) To activate a staff, a character must hold it forth in at least one hand (or whatever passes for a hand, for nonhumanoid creatures).

## Staff Descriptions

- **Unlike with other sorts of magic items, the wielder can use his caster level when activating the power of a staff if it is higher than the caster level of the staff.**
  - A staff can hold a spell of any level (unlike a wand). The minimum caster level of a staff is 8th.
- **Abjuration** (strong abjuration)
  - 1 charge: *shield*, *resist energy*, *dispel magic*. 2 charges: *lesser globe of invulnerability*, *dismissal*. 3 charges: *repulsion*.
  - CL 13; Craft Staff, all spells listed above; 65,000 gp.
- **Charming** (moderate enchantment)
  - 1 charge: *charm person*. 2 charges: *charm monster*.
  - CL 8; Craft Staff, all spells listed above; ↑ 16,500 gp.
- **Conjuration** (strong conjuration)
  - 1 charge: *unseen servant*, *summon swarm*, *stinking cloud*. 2 charges: *minor creation*, *cloudkill*. 3 charges: *summon monster VI*.
  - CL 13; Craft Staff, all spells listed above; 65,000 gp.

- **Defense** (strong abjuration)
  - 1 charge: *shield, shield of faith, shield other*. 3 charges: *shield of law*.
  - CL 15; Craft Staff, all spells listed above, creator must be lawful; ↓ 58,250 gp.
- **Divination** (strong divination)
  - 1 charge: *detect secret doors, locate object, tongues*. 2 charges: *locate creature, prying eyes*. 3 charges: *true seeing*.
  - CL 13; Craft Staff, all spells listed above; 73,500 gp.
- **Earth and Stone** (moderate transmutation)
  - 1 charge: *move earth, passwall*.
  - CL 11; Craft Staff, all spells listed above; ↓ 80,500 gp.
- **Enchantment** (strong enchantment)
  - 1 charge: *sleep, Tasha's hideous laughter, suggestion*. 2 charges: *crushing despair, mind fog*. 3 charges: *mass suggestion*.
  - CL 13; Craft Staff, all spells listed above; 65,000 gp.
- **Evocation** (strong evocation)
  - 1 charge: *magic missile, shatter, fireball*. 2 charges: *ice storm, wall of force*. 3 charges: *chain lightning*.
  - CL 13; Craft Staff, all spells listed above; 65,000 gp.
- **Fire** (moderate evocation)
  - 1 charge: *burning hands, fireball*. 2 charges: *wall of fire*.
  - CL 8; Craft Staff, all spells listed above; ↓ 17,750 gp.
- **Frost** (moderate evocation)
  - 1 charge: *ice storm, wall of ice*. 2 charges: *cone of cold*.
  - CL 10; Craft Staff, all spells listed above; ↓ 56,250 gp.
- **Healing** (moderate conjuration)
  - 1 charge: *lesser restoration, cure serious wounds*. 2 charges: *remove blindness/deafness*. 3 charges: *remove disease*.
  - CL 8; Craft Staff, all spells listed above; ↓ 27,750 gp.
- **Illumination** (strong evocation)
  - 1 charge: *dancing lights, flare*. 2 charges: *daylight*. 3 charges: *sunburst*.
  - CL 15; Craft Staff, all spells listed above; 48,250 gp.
- **Illusion** (strong illusion)
  - 1 charge: *disguise self, mirror image, major image*. 2 charges: *rainbow pattern, persistent image*. 3 charges: *mislead*.
  - CL 13; Craft Staff, all spells listed above; 65,000 gp.
- **Life** (moderate conjuration)
  - 1 charge: *heal*. 5 charges: *resurrection*.
  - CL 13; Craft Staff, all spells listed above; ↑ 155,750 gp.
- **Necromancy** (strong necromancy)
  - 1 charge: *cause fear, ghoul touch, halt undead*. 2 charges: *enervation, waves of fatigue*. 3 charges: *circle of death*.
  - CL 13; Craft Staff, all spells listed above; 65,000 gp.
- **Passage** (strong varied)
  - 1 charge: *dimension door, passwall*. 2 charges: *phase door, greater teleport, astral projection*.
  - CL 17; Craft Staff, all spells listed above; ↓ 170,500 gp.
- **Power** (strong varied)
  - 1 charge: *magic missile, ray of enfeeblement* (heightened to 5th level), *continual flame, levitate, lightning bolt* (heightened to 5th level), *fireball* (heightened to 5th level).
  - 2 charges: *cone of cold, hold monster, wall of force* (in a 10-ft. diameter hemisphere around the wielder only), *globe of invulnerability*.
  - Wielder gains a +2 luck bonus to AC and saving throws. Also serves as a +2 *quarterstaff*; if 1 charge is expended (as a free action) the staff causes double damage (x3 on a crit.) for 1 round.
  - Can be used for a retributive strike, requiring it to be broken by the wielder. (If this breaking is purposeful and declared by the wielder, it is a standard action that does not require a STR check.) All charges remaining in the staff are instantly released in a 30-ft. radius; all creatures within the area take damage as follows (Reflex half, DC 17): all within 2 squares of the broken staff take damage equal to 8 × the number of charges remaining in the staff, those 3 or 4 squares away take 6 × the number of charges, and those 5 or 6 squares away take 4 × the number of charges remaining. The character breaking the staff has a 50% chance of traveling to another plane, but if he does not, the explosive release of the spell energy destroys him. After all charges are used up from the staff, it remains a +2 *quarterstaff*, but can no longer be used for a retributive strike.
  - CL 15; Craft Staff, Craft Magic Arms and Armor, all spells listed above; ↑ 211,000 gp.
- **Size Alteration** (faint conjuration)
  - 1 charge: *enlarge person, reduce person, shrink item, mass enlarge person, mass reduce person*.
  - CL 8; Craft Staff, all spells listed above; ↑ 29,000 gp.
- **Swarming Insects** (moderate conjuration)
  - 1 charge: *summon swarm*. 3 charges: *insect plague*.
  - CL 9; Craft Staff, all spells listed above; ↑ 24,750 gp.
- **Transmutation** (strong transmutation)
  - 1 charge: *expeditious retreat, alter self, blink*. 2 charges: *polymorph, baleful polymorph*. 3 charges: *disintegrate*.
  - CL 13; Craft Staff, all spells listed above; 65,000 gp.
- **Woodlands** (moderate varied)
  - 1 charge: *animal-friendship, charm animal, speak with animals*. 2 charges: *barkskin*. 3 charges: *wall of thorns, summon nature's ally VI*.
  - 4 charges: *animate plants*.
  - May be used as a +2 *quarterstaff*; also allows the wielder to *pass without trace* at will, with no charge cost. [These two attributes continue to function after all the charges are expended.](#)
  - CL 13; Craft Staff, all spells listed above; ↑ 101,250 gp.

## WANDS (p. 245)

- **Physical Description**
  - A typical wand has AC 7, 5 hit points, hardness 5, and a break DC of 16.
- **Activation**
  - Spell trigger activation method – casting a spell from a wand is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast has a casting time longer than 1 standard action, it takes that long to cast the spell from a wand.) To activate a staff, a character must hold it forth in at least one hand (or whatever passes for a hand, for nonhumanoid creatures). [A wand may be used while grappling or while swallowed whole.](#)

## WONDROUS ITEMS (p. 246)

### Wondrous Item Descriptions

- **Amulet of Health** (moderate transmutation)
  - Wearer gains an enhancement bonus (+2, +4, or +6) to his or her CON score.
  - CL 8; Craft Wondrous Item, *bear's endurance*; 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).
- **Amulet of Mighty Fists** (faint evocation)
  - Wearer gains an enhancement bonus (+1 to +5) to attack and damage rolls with unarmed attacks and natural weapons.
  - CL 5; Craft Wondrous Item, *greater magic fang*, creator's caster level must be at least three times the amulet's bonus; 6,000 gp (+1), 24,000 gp (+2), 54,000 gp (+3), 96,000 gp (+4), 150,000 gp (+5).

- **Amulet of Natural Armor** (*faint transmutation*)
  - Wearer gains an enhancement bonus (+1 to +5) to his or her natural armor bonus.
  - CL 5; Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5).
- **Amulet of the Planes** (*strong conjuration*)
  - Wearer may utilise *plane shift*, but must make a DC 15 INT check to arrive at the desired plane and location within that plane. If the check fails, the amulet transports the wearer and all those traveling with him or her to a random location on that plane (01-60 on d%) or to a random plane (61-100).
  - CL 15; Craft Wondrous Item, *plane shift*; ↑ 120,000 gp.
- **Amulet Proof Against Detection and Location** (*moderate abjuration*)
  - Wearer is protected against scrying and magical location as for *non-detection*.
  - If a divination spell is attempted against the wearer, the caster of the divination spell must succeed on a caster level check against a DC of 19.
  - CL 8; Craft Wondrous Item, *non-detection*; 35,000 gp.
- **Apparatus of Kwalish** (*strong evocation and transmutation*)
  - Barrel-like device has secret catch (DC 20 to locate) and 10 unlabeled control levers inside (☞). The device has the following characteristics: 200 hit points; hardness 15; speed 20 ft., swim 20 ft.; AC 20 (-1 size, +11 natural); Attack +12 melee (2d8, 2 pincers).
  - Operating a lever is a full-round action, and no lever may be operated more than once per round. However, since two Medium characters can fit inside, the device can move and attack in the same round. The device can function in water up to 900 ft. deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant).
  - CL 19; Craft Wondrous Item, *animate objects, continual flame*, creator must have 8 ranks in Knowledge (architecture and engineering); ↓ 90,000 gp.; weight 500 lb.
- **Bag of Holding** (*moderate conjuration*)
  - Magically capacious bag always weighs a fixed amount. Weight and volume limits on the bag's contents depends on the type of bag (☞).
  - If overloaded or pierced, the bag ruptures and is ruined; all contents are lost forever. If placed within a *portable hole*, a rift to the Astral plane opens; both bag and hole are lost forever.
  - CL 9; Craft Wondrous Item, *Leomund's secret chest*; 2,500 gp (*type I*), 5,000 gp (*type II*), 7,400 gp (*type III*), 10,000 gp (*type IV*); weight 15 lb. (*type I*), 25 lb. (*type II*), 35 lb. (*type III*), 60 lb. (*type IV*).
- **Bag of Tricks** (*faint or moderate conjuration*)
  - 10/week: the bag produces an animal (roll d%, depending on type of bag (☞)) which serves the character who drew it from the bag for 10 minutes or until slain or ordered back into the bag. It can follow any of the commands described for the Handle Animal skill. The heavy warhorse (produced by the tan bag) appears with harness and tack and accepts the character who drew it from the bag as a rider.
  - CL 3 (gray), 5 (rust), 9 (tan); Craft Wondrous Item, *summon nature's ally II* (gray), *summon nature's ally III* (rust), *summon nature's ally V* (tan); 900 gp (gray), 3,000 gp (rust), 6,300 gp (tan).
- **Bead of Force** (*moderate evocation*)
  - Explodes upon sharp impact, dealing 5d6 force damage to all within a 10-ft. radius and enclosing its target as for *Otiluke's resilient sphere* (radius 10 feet, duration 10 minutes). The bead can be thrown up to 60 feet with no range penalties. The explosion completely consumes it.
  - CL 10; Craft Wondrous Item, *wall-of-force, Otiluke's resilient sphere*; ↑ 3,000 gp.
- **Belt, Monk's** (*moderate transmutation*)
  - Wearer's AC and unarmed damage are treated as a monk of five levels higher. If the wearer is not a monk, she gains the AC bonus and unarmed damage of a 5th-level monk.
  - If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day.
  - CL 10; Craft Wondrous Item, *haste, righteous might or Tenser's transformation*; ↑ 13,000 gp; weight 1 lb.
- **Belt of Dwarvenkind** (*moderate divination*)
  - Wearer gains a +4 competence bonus on CHA checks and CHA-based skill checks as they relate to dealing with dwarves, +2 competence bonus on similar checks when dealing with gnomes and halflings, and a -2 penalty on similar checks when dealing with anyone else.
  - The wearer can understand, speak, and read Dwarven. If the wearer is not a dwarf, he gains 60-ft. darkvision, dwarven stonemasonry, +2 enhancement bonus to CON, and +2 resistance bonus to saves against poison, spells or spell-like effects.
  - CL 12; Craft Wondrous Item, *tongues, polymorph-self-or* creator must be a dwarf; 14,900 gp; weight 1 lb.
- **Belt of Giant Strength** (*moderate transmutation*)
  - Wearer gains an enhancement bonus (+4 or +6) to his or her STR score.
  - CL 10; Craft Wondrous Item, *bull's strength*; 16,000 gp (+4), 36,000 gp (+6); weight 1 lb.
- **Boat, Folding** (*faint transmutation*)
  - On command, small wooden box (12×6×6 inches) unfolds to form a boat or ship (☞).
  - CL 6; Craft Wondrous Item, *fabricate*, creator must have 2 ranks in Craft (shipmaking); ↓ 7,200 gp; weight 4 lb.
- **Boccob's Blessed Book** (*moderate transmutation*)
  - Durable, well-made tome of small size can be used by a wizard to fill 1000 pages with spells without paying the 25gp per page material cost.
  - CL 7; Craft Wondrous Item, *secret page*; ↑ 12,500 gp; weight 1 lb.
- **Boots of Elvenkind** (*faint transmutation*)
  - Wearer gains a +5 competence bonus on Move Silently checks.
  - CL 5; Craft Wondrous Item, creator must be an elf; ↑ 2,500 gp; weight 1 lb.
- **Boots of Levitation** (*faint transmutation*)
  - On command, wearer may *levitate* himself (as per the spell).
  - CL 3; Craft Wondrous Item, *levitate*; 7,500 gp; weight 1 lb.
- **Boots of Speed** (*moderate transmutation*)
  - Wearer may act as though affected by a *haste* spell for up to 10 rounds each day. Activation is a free action. The duration of the *haste* effect need not be consecutive rounds.
  - CL 10; Craft Wondrous Item, *haste*; ↑ 12,000 gp; weight 1 lb.
- **Boots of Striding and Springing** (*faint transmutation*)
  - Wearer's base land speed gains an enhancement bonus of +10 feet. In addition, the wearer gains a +5 competence bonus on Jump checks.
  - CL 3; Craft Wondrous Item, *expeditious retreat, jump, longstrider*, creator must have 5 ranks in Jump; ↓ 5,500 gp; weight 1 lb.
- **Boots of Teleportation** (*moderate conjuration*)
  - 3/day: the wearer may *teleport* (as per the spell).
  - CL 9; Craft Wondrous Item, *teleport*; 49,000 gp; weight 3 lb.
- **Boots of the Winterlands** (*faint abjuration and transmutation*)
  - Wearer may travel across snow at normal speed without leaving tracks, or at half normal speed across ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping.
  - The wearer is also kept warm, as if affected by an *endure elements* spell.
  - CL 5; Craft Wondrous Item, *cat's grace, endure elements, pass without trace*; 2,500 gp; weight 1 lb.
- **Boots, Winged** (*faint transmutation*)
  - 3/day: on command, the wearer may *fly* (as per the spell; no concentration required) for up to 5 minutes.
  - CL 5; Craft Wondrous Item, *fly*; ↑ 16,000 gp; weight 1 lb.
- **Bottle of Air** (*moderate transmutation*)
  - Bottle remains full of breathable air at all times (even underwater or in a vacuum).
  - Breathing out of the bottle is a standard action, but a character can then act for as long as she can hold her breath.
  - CL 7; Craft Wondrous Item, *control winds, water breathing*; ↓ 7,250 gp; weight 2 lb.
- **Bowl of Commanding Water Elementals** (*strong conjuration*)
  - When filled with fresh water, and summoning words are spoken (requiring 1 full round), a Large water elemental appears.
  - Only one elemental can be summoned at a time. If salt water is used, the elemental is Huge rather than Large.
  - CL 13; Craft Wondrous Item, *summon monster VI, summon monster VII*; 100,000 gp; weight 3 lb.

- **Bracelet of Friends** (*strong conjuration*)
  - The owner may designate one person known to him to be keyed to each charm on the bracelet. This designation takes a standard action, but once done it lasts forever or until changed.
  - When a charm is grasped and the name of the keyed individual spoken, that person is called to the spot (a standard action), along with his or her gear, *as long as the owner and the called person are on the same plane*.
  - The keyed individual knows who is calling, and the *bracelet of friends* only functions on willing travelers.
  - A newly-created bracelet has four charms upon it. Once a charm is activated, it disappears. Charms separated from the bracelet are worthless. A bracelet found with fewer than four charms is worth 25% less for each missing charm.
  - CL 15; Craft Wondrous Item, *refuge*; ↑ 19,000 gp.
- **Bracers of Archery, Greater** (*moderate transmutation*)
  - Wearer may use any bow (not including crossbows) as if she were proficient in its use. If she already has proficiency with any type of bow, she gains a +2 competence bonus on attack rolls and a +1 competence bonus on damage rolls when using that type of bow. *The bonus to damage only applies if the target is within 30 feet*. Both bracers must be worn for the magic to be effective.
  - CL 8; Craft Wondrous Item, Craft Magic Arms and Armor; ↑ 25,000 gp; weight 1 lb.
- **Bracers of Archery, Lesser** (*faint transmutation*)
  - *As greater bracers of archery, except that they grant a +1 competence bonus on attack rolls and no bonus on damage rolls.*
  - CL 4; Craft Wondrous Item, Craft Magic Arms and Armor; 5,000 gp; weight 1 lb.
- **Bracers of Armor** (*moderate conjuration*)
  - Invisible but tangible field of force grants the wearer an armor bonus (+1 to +8). Both bracers must be worn for the magic to be effective.
  - CL 7; Craft Wondrous Item, *mage armor*, creator's caster level must be at least twice the bracers' bonus; 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8).
- **Brazier of Commanding Fire Elementals** (*strong conjuration*)
  - When fire is lit in the brazier, and summoning words are spoken (requiring 1 full round), a Large fire elemental appears.
  - Only one elemental can be summoned at a time. If brimstone is added, the elemental is Huge rather than Large.
  - CL 13; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; 100,000 gp; weight 5 lb.
- **Brooch of Shielding** (*faint abjuration*)
  - Absorbs up to 101 points of magic missile damage (after which it melts and becomes useless).
  - CL 1; Craft Wondrous Item, *shield*; 1,500 gp.
- **Broom of Flying** (*moderate transmutation*)
  - Can fly as per *overland flight* (average maneuverability) for up to 9 hr/day (split up as owner desires). The broom can carry 200 lb. and fly at a speed of 40 ft., or up to 400 lb. at a speed of 30 ft.
  - In addition, the broom can travel alone to any destination named by the owner as long as she has a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when she speaks the command word. *The broom of flying has a speed of 40 ft. when it has no rider.*
  - CL 9; Craft Wondrous Item, *fly*, *overland flight*, *permanency*; ↑ 17,000 gp; weight 3 lb.
- **Candle of Invocation** (*alignment*) (*strong conjuration*)
  - Characters of the same alignment as the burning candle gain a +2 morale bonus on attack rolls, saving throws and skill checks while within 30 ft. of the flame.
  - A cleric whose alignment matches the candle's operates as if two levels higher for purposes of determining spells per day if he burns the candle during or just prior to his spell preparation time. He can even cast spells normally unavailable to him, as if he were of that higher level, but only as long as the candle continues to burn (up to 4 hours).
  - Burning the candle also allows the owner to cast a *gate* spell (the respondent is of the same alignment as the candle), but the candle is immediately consumed in this process.
  - CL 17; Craft Wondrous Item, *gate*, creator must be of the same alignment as the candle created; ↑ 8,400 gp; weight ½ lb.
- **Candle of Truth** (*faint enchantment*)
  - When burned, creates a 5-ft. radius zone of truth (Will DC 13 negates) centered on the candle.
  - Duration 1 hour; if the candle is snuffed before that time, the effect is canceled and the candle ruined.
  - CL 3; Craft Wondrous Item, *zone of truth*; 2,500 gp; weight ½ lb.
- **Cape of the Mountebank** (*moderate conjuration*)
  - 1/day: on command, the wearer may *dimension door* (as per the spell). When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination.
  - CL 9; Craft Wondrous Item, *dimension door*; ↓ 10,080 gp; weight 1 lb.
- **Carpet of Flying** (*moderate transmutation*)
  - On command, can fly as per *overland flight* (unlimited duration). The carpet is controlled by spoken directions.
  - Flying speed is 40 ft.; a carpet can carry up to double its capacity, but doing so reduces its speed to 30 ft. *It has average maneuverability, but can still hover.*
  - Sizes: tiny (3 ft. x 5 ft.), small (5 ft. x 5 ft., capacity 200 lb.), medium (5 ft. x 10 ft., capacity 400 lb.), large (10 ft. x 10 ft., capacity 800 lb.).
  - CL 10; Craft Wondrous Item, *fly*, *overland flight*, *permanency*; ↓ 20,000 gp (small), ↓ 35,000 gp (medium), ↑ 60,000 (large); weight 8 lb. (small), 10 lb. (medium), 15 lb. (large).
- **Censer of Controlling Air Elementals** (*strong conjuration*)
  - When filled with incense and lit, and summoning words are spoken (1 full round), a Large air elemental appears.
  - Only one elemental can be summoned at a time. If *incense of meditation* is used, an elder air elemental appears instead.
  - CL 17; Craft Wondrous Item, *summon monster VI*, *summon monster IX*; 100,000 gp; weight 1 lb.
- **Chaos Diamond** (*strong varied*)
  - Grants its owner the following powers, each usable 1d4 times per day (DM rolls secretly for each power): *lesser confusion*, *magic circle against law*, *word of chaos*, *cloak of chaos*.
  - A nonchaotic owner gains one negative level. Although this level never results in actual level loss, it remains as long as the diamond is in the character's possession and cannot be overcome in any way (including *restoration* spells).
  - CL 19; Craft Wondrous Item, *cloak of chaos*, *lesser confusion*, *magic circle against law*, *word of chaos*, creator must be chaotic; ↑ 160,000 gp; weight 1 lb.
- **Chime of Interruption** (*moderate evocation*)
  - Can be struck once every 10 minutes; its tone lasts for 3 minutes. While the chime sounds, no spell with a verbal component can be cast within a 30-ft. radius of it unless the caster makes a Concentration check (DC 15 + spell level).
  - CL 7; Craft Wondrous Item, *shout*; ↑ 16,800 gp; weight 1 lb.
- **Chime of Opening** (*moderate transmutation*)
  - Can be struck to open locks, lids, doors, valves, and portals, or to dispel *hold portal* or *arcane lock* (if cast by a wizard of 15th level or lower). The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). It is then struck, and after 1 round the unlocking takes effect. Each sounding only opens one form of locking.
  - A *silence* spell negates the power of the chime. A brand-new chime can be used a total of ten times before it cracks and becomes useless.
  - CL 11; Craft Wondrous Item, *knock*; 3,000 gp; weight 1 lb.
- **Cirlet of Blasting, Minor** (*faint evocation*)
  - 1/day: on command, projects a blast of *searing light* (3d8 points of damage).
  - CL 6; Craft Wondrous Item, *searing light*; 6,480 gp.
- **Cirlet of Blasting, Major** (*strong evocation*)
  - 1/day: on command, projects a blast of *searing light* (5d8 maximized for 40 points of damage).
  - CL 17; Craft Wondrous Item, Maximize Spell, *searing light*; 23,760 gp.
- **Cirlet of Persuasion** (*faint transmutation*)
  - Wearer gains a +3 competence bonus on CHA-based checks.
  - CL 5; Craft Wondrous Item, *charm-person*, *eagle's splendor*; 4,500 gp.
- **Cloak of Arachnida** (*faint conjuration and transmutation*)
  - Wearer may climb as if subject to a *spider climb* spell. In addition, the wearer is immune to entrapment by *web* spells or webs of any sort (and can move in webs at half-normal speed).
  - 1/day: the wearer can cast *web*. The wearer also gains a +2 luck bonus on all Fortitude saves against poison from spiders.
  - CL 6; Craft Wondrous Item, *spider climb*, *web*; ↑ 14,000 gp; weight 1 lb.

- **Cloak of the Bat** (*moderate transmutation*)
  - Wearer gains a +5 *competence* bonus on Hide checks, and may hang upside-down from ceiling.
  - By holding the edges of the cloak, the wearer can *fly* (as per the spell). If desired, he may actually polymorph himself into an ordinary bat and fly accordingly (all possessions worn or carried are part of the transformation). Either form of flying can only be accomplished in darkness (night or underground). Either of the flying powers is usable for up to 7 minutes at a time, but after a flight of any duration the cloak cannot bestow any flying power for a like period of time.
  - The cloak provides a +2 deflection bonus to AC, even when the wearer is in bat form.
  - CL 7; Craft Wondrous Item, *fly*, *polymorph*; ↑ 26,000 gp; weight 1 lb.
- **Cloak of Charisma** (*moderate transmutation*)
  - Wearer gains an enhancement bonus (+2, +4, or +6) to his or her CHA score.
  - CL 8; Craft Wondrous Item, *charm-monster*, *eagle's splendor*; 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); weight 2 lb.
- **Cloak of Displacement, Minor** (*faint illusion*)
  - Wearer is affected as if by *displacement*, except that it only grants a 20% miss chance.
  - CL 3; Craft Wondrous Item, *displacement*; ↓ 24,000 gp; weight 1 lb.
- **Cloak of Displacement, Major** (*moderate illusion*)
  - Wearer is affected as if by *displacement*.
  - The effect lasts for a total of 15 rounds per day, which the wearer can divide up as desired.
  - CL 7; Craft Wondrous Item, *extend spell*, *displacement*; 50,000 gp; weight 1 lb.
- **Cloak of Elvenkind** (*faint illusion*)
  - Wearer gains a +5 *competence* bonus on Hide checks.
  - CL 3; Craft Wondrous Item, *invisibility*, creator must be an elf; ↑ 2,500 gp; weight 1 lb.
- **Cloak of Etherealness** (*strong transmutation*)
  - On command, wearer may become ethereal (as per *ethereal jaunt*). The effect is dismissible.
  - The cloak works for a total of up to 10 minutes per day. The duration need not be continuous.
  - CL 15; Craft Wondrous Item, *ethereal jaunt*; ↑ 55,000 gp; weight 1 lb.
- **Cloak of the Manta Ray** (*moderate transmutation*)
  - In salt water, wearer assumes form of manta ray (as per *polymorph*). Wearer gains +3 natural armor bonus, ability to breathe underwater, and a swim speed of 60 ft. The cloak has a tail spine that can be used to strike at opponents, dealing 1d6 damage; this attack can be used in addition to any others the wearer has, using his highest melee attack bonus.
  - The wearer may release his arms from the cloak without sacrificing underwater movement if so desired.
  - CL 9; Craft Wondrous Item, *water breathing*, *freedom-of-movement*, *polymorph*; ↓ 7,200 gp; weight 1 lb.
- **Cloak of Resistance** (*faint abjuration*)
  - Wearer gains a resistance bonus (+1 to +5) on all saving throws.
  - CL 5; Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5).
- **Crystal Ball** (*moderate divination*)
  - The user can *scry* (as per the spell) (*Will DC 16 negates*). A *crystal ball* can have additional powers: see *invisibility*, *detect thoughts* (*Will DC 13 negates*), *telepathy*, or *true seeing*. For the *crystal ball* with *telepathy*: The viewer can send and receive silent mental messages with the person appearing in the crystal ball. Once per day the user may attempt to implant a *suggestion* (as the spell, *Will DC 14 negates*) as well.
  - CL 10; Craft Wondrous Item, *scrying* (plus any additional spells put into the item); 42,000 gp (*crystal ball*), 50,000 gp (*crystal ball* with *see invisibility*), 51,000 gp (*crystal ball* with *detect thoughts*), 70,000 gp (*crystal ball* with *telepathy*), 80,000 gp (*crystal ball* with *true seeing*); weight 7 lb.
- **Cube of Force** (*moderate evocation*)
  - When activated, a 10-ft. cube of force moves with the user and protects against various types of attacks (☞).
  - CL 10; Craft Wondrous Item, *wall of force*; 62,000 gp.
- **Cube of Frost Resistance** (*faint abjuration*)
  - 10-ft. cube-shaped area is protected against cold and cold-based attacks. The protected area is centered on the cube's possessor (or on the cube itself, if it is later placed on a surface).
  - If the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a 10-round period, the cube is destroyed.
  - Cold below 0°F deals the field 2 points of cold damage per round; +2 points for each 10° below.
  - CL 5; Craft Wondrous Item, *protection from energy*; ↑ 27,000 gp.
- **Cubic Gate** (*strong conjuration*)
  - Each side of the cube opens a *gate* to a different plane (one of which is the Material Plane). There is a 10% chance per minute that a random outsider from that plane comes through the *gate*. Pressing the side of the cube a second time closes the *gate*. It is impossible to open more than one *gate* at a time.
  - If a side is pressed twice in quick succession, the character so doing is transported to a random point on the other plane, along with all creatures in adjacent squares (the other creatures may avoid this with DC 23 Will saves).
  - CL 13; Craft Wondrous Item, *gate*, *plane shift*; ↑ 164,000 gp.
- **Daern's Instant Fortress** (*strong conjuration*)
  - On command, fresh or salt water (as desired) pours out. Separate command words determine the type as well as the volume and velocity.
  - "Stream" pours out 1 gallon per round. "Fountain" produces a 5-ft. long stream at 5 gallons per round.
  - "Geyser" produces a 20-ft. long, 1-ft. wide stream at 30 gallons per round. The holder must make a DC 12 STR check to avoid being knocked down by the back pressure. The force of the geyser deals 1d4 damage but can only affect one target per round. The command word must be spoken to stop it.
  - CL 9; Craft Wondrous Item, *control water*; 9,000 gp; weight 2 lb.
- **Deck of Illusions** (*faint illusion*)
  - Deck of 34 cards (☞); when a card is drawn at random and thrown to the ground, a *major image* of a creature is formed.
  - The illusory creature cannot move more than 30 ft. from where the card landed, but otherwise moves and acts as if it were real. At all times it obeys the dictates of the character who drew the card.
  - The figment lasts until dispelled, at which time the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and immediately dispelled.
  - CL 6; Craft Wondrous Item, *major image*; ↓ 8,100 gp; weight ½ lb.
- **Dimensional Shackles** (*moderate abjuration*)
  - Any creature bound is affected as if by a *dimensional anchor* cast upon it (no save). They fit any Small to Large creature. The DC to break or slip out of the shackles is 30.
  - CL 11; Craft Wondrous Item, *dimensional anchor*; ↑ 28,000 gp; weight 5 lb.
- **Drums of Panic** (*moderate necromancy*)
  - 1/day: when sounded, all creatures within 120 ft. (except those within a 20-ft. radius safe zone around the drums) are affected as if by a *fear* spell (*Will DC 16 partial*).
  - CL 7; Craft Wondrous Item, *fear*; 30,000 gp; weight 10 lb. (per pair).

- **Dust of Appearance** ([faint conjuration](#))
  - A handful flung into the air coats surrounding objects within a 10-ft radius, making invisible ones visible. It negates the effects of *blur* and *displacement* (as for *faerie fire*). It also reveals figments, *mirror images* and *projected images* for what they are. A creature coated with the dust **takes a –30 penalty on Hide checks**. The dust's effect lasts for **5 minutes**.
  - CL 5; Craft Wondrous Item, *glitterdust*;  $\downarrow$  1,800 gp.
- **Dust of Disappearance** ([moderate illusion](#))
  - A creature or object touched by the dust becomes invisible (as per *greater invisibility*). Normal vision can't see dusted creatures or objects, nor can they be detected by magic means, including *see invisibility* or *invisibility purge*. *Dust of appearance*, however, does reveal them.
  - The dust's effect lasts for **2d6 rounds**. The invisible creature doesn't know when the duration will end.
  - CL 7; Craft Wondrous Item, *greater invisibility*; 3,500 gp.
- **Dust of Dryness** ([moderate transmutation](#))
  - Can transform up to 100 gallons of water (but not other liquids) into nothingness. The dust becomes a marble-sized pellet, which can be thrown down to release the same volume of water.
  - If employed against an [elemental with the water subtype](#), the creature must make a Fortitude save (DC 18) or be destroyed. The dust deals 5d6 points of damage to the creature even if its saving throw succeeds.
  - CL 11; Craft Wondrous Item, *control water*; 850 gp.
- **Dust of Illusion** ([faint illusion](#))
  - Applied to a creature, the creature is affected as if by *disguise self* (with the individual sprinkling the dust envisioning the illusion desired). An unwilling target gets a DC 11 Reflex save to avoid the dust. The glamor lasts for **2 hours**.
  - CL 6; Craft Wondrous Item, *disguise self*;  $\uparrow$  1,200 gp.
- **Dust of Tracelessness** ([faint transmutation](#))
  - Can cause a chamber of up to **100 sq.ft.** to become dusty, dirty and cobweb-laden as if it had been abandoned and disused for a decade.
  - A handful sprinkled along a trail obliterates traces of passage of up to a dozen men and horses for **250 ft.** back into the distance. The results of the dust are instantaneous, and no magical aura lingers afterward.
  - **Survival** checks made to track a quarry across an area affected by this dust have a DC 20 higher than normal.
  - CL 3; Craft Wondrous Item, *pass without trace*; 250 gp.
- **Efreeti Bottle** ([strong conjuration](#))
  - 1/day: When opened, the efreeti imprisoned within issues from the bottle instantly.
  - 10% chance that the efreeti is insane and attacks immediately; 10% chance that the efreeti grants three *wishes*. In either case, the efreeti afterwards disappears forever. The other 80% of the time, the efreeti loyally serves the bottle's owner for up to 10 minutes per day (or until the efreeti's death). Roll each day the bottle is opened for that day's effect.
  - CL 14; Craft Wondrous Item, *summon monster VII*;  $\downarrow$  145,000 gp.
- **Elemental Gem** ([moderate conjuration](#))
  - When crushed/smashed/broken, a Large elemental appears (as per *summon nature's ally V*).
  - Gem color varies with the type of elemental: transparent (air), light brown (earth), reddish orange (fire), blue-green (water).
  - CL 11; Craft Wondrous Item, *summon nature's ally V*; 2,250 gp.
- **Elixir of Fire Breath** ([moderate evocation](#))
  - Drinker can breathe fire up to 3 times, each time dealing **4d6** fire damage to a single target up to 25 ft. away (Reflex half, DC 13).
  - Unused blasts dissipate 1 hour after the liquid is consumed.
  - CL 11; ~~Brew-Potion~~; Craft Wondrous Item, ~~spellcaster-level-8~~, *scorching ray*;  $\uparrow$  1,100 gp.
- **Elixir of Hiding** ([faint illusion](#))
  - Drinker gains a +10 competence bonus on Hide checks for 1 hour.
  - CL 5; ~~Brew-Potion~~; Craft Wondrous Item, ~~spellcaster-level-6~~, *invisibility*;  $\uparrow$  250 gp.
- **Elixir of Love** ([faint transmutation](#))
  - Drinker becomes charmed (as per *charm person*) with the first creature seen (Will DC 14 negates).
  - The drinker must be a humanoid (Medium or smaller). ~~She becomes enamored if the creature is of similar race/kind.~~
  - The charm effect wears off in 1d3 hours, ~~but the enamoring effect is permanent.~~
  - CL 4; ~~Brew-Potion~~; Craft Wondrous Item, *charm person*; 150 gp.
- **Elixir of Sneaking** ([faint illusion](#))
  - Drinker gains a +10 competence bonus on Move Silently checks for 1 hour.
  - CL 5; ~~Brew-Potion~~; Craft Wondrous Item, ~~spellcaster-level-6~~, *silence*;  $\uparrow$  250 gp.
- **Elixir of Swimming** ([faint illusion](#))
  - Drinker gains a +10 competence bonus on Swim checks for 1 hour.
  - CL 2; ~~Brew-Potion~~; Craft Wondrous Item, ~~spellcaster-level-6~~, *creator must have 5 ranks in Swim*;  $\uparrow$  250 gp.
- **Elixir of Truth** ([faint enchantment](#))
  - Drinker must say nothing but the truth for 10 minutes (Will DC 13 negates). She must answer any questions put to her in that time, but with each question can make a separate DC 13 Will save. If successful, she doesn't break free of the enchantment, but doesn't have to answer that particular question. No more than one question can be asked per round. This is a mind-affecting compulsion enchantment.
  - CL 5; ~~Brew-Potion~~; Craft Wondrous Item, ~~spellcaster-level-8~~, *zone of truth*; 500 gp.
- **Elixir of Vision** ([faint divination](#))
  - Drinker gains a +10 competence bonus on Search checks for 1 hour.
  - CL 2; ~~Brew-Potion~~; Craft Wondrous Item, ~~spellcaster-level-6~~, *true seeing*;  $\uparrow$  250 gp.
- **Everburning Torch**  $\blacktriangleright$  *Special Substances and Items* (PHB p.128)
- **Eversmoking Bottle** ([faint transmutation](#))
  - When unstopped, smoke obscures vision across a 50-ft. spread in 1 round. If left unstopped, the smoke billows out another 10 ft. per round until it covers a 100-ft. radius. The area remains smoke-filled until the bottle is stoppered and resealed (by a command word), after which the smoke dissipates normally.
  - A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses it in 1 round.
  - CL 3; Craft Wondrous Item, *pyrotechnics*;  $\uparrow$  5,400 gp; weight 1 lb.
- **Eyes of Charming** ([moderate enchantment](#))
  - Wearer may *charm person* (as per the spell) merely by meeting a target's gaze (Will DC 16 negates).
  - Wearer may *charm* one target per round. If the wearer has only one lens, the saving throw DC is reduced to 10.
  - CL 7; Craft Wondrous Item, Heighten Spell, *charm person*; 56,000 gp.
- **Eyes of Doom** ([moderate necromancy](#))
  - Wearer may *doom* (as the per spell) as a gaze attack (standard action) (Will DC 11 negates).
  - Wearer may *doom* one target per round. If the wearer has only one lens, the saving throw DC is reduced to 10.
  - If the wearer has both lenses, he gains the additional power of a continual *deathwatch* effect and can use *fear* (Will DC 16 partial) as a normal gaze attack once per week.
  - CL 11; Craft Wondrous Item, *doom*, *deathwatch*, *eyebite*, *fear*;  $\uparrow$  25,000 gp.
- **Eyes of the Eagle** ([faint divination](#))
  - Wearer gains a +5 competence bonus on Spot checks.
  - Wearing only one lens causes a character to become dizzy and stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as she covers her other eye.
  - CL 3; Craft Wondrous Item, *clairaudience/clairvoyance*;  $\uparrow$  2,500 gp.
- **Eyes of Petrification** ([moderate enchantment](#))
  - Wearer may use a petrification gaze attack (as for a basilisk, Fort DC 19 negates) for 10 rounds/day.
  - Both lenses must be worn for the magic to be effective.
  - CL 11; Craft Wondrous Item, *flesh to stone*; 98,000 gp.

- **Figurines of Wondrous Power** (*moderate transmutation [except where noted below]*)
  - When a figurine is tossed down and the command word spoken, it becomes a living creature which obeys and serves its owner. *Unless stated otherwise, the creature understands Common but does not speak.*
  - If a figurine is broken or destroyed in its statuette form, it is forever ruined. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.
  - **Bronze Griffon:** When animated, acts as a normal griffon under command of its possessor. Can be used twice per week for up to 6 hours per use. CL 11; Craft Wondrous Item, *animate objects*; 10,000 gp.
  - **Ebony Fly:** When animated, is the size of a pony and acts as a hippogriff (but can't attack). Can be used three times per week for up to 12 hours per use. CL 11; Craft Wondrous Item, *animate objects*; 10,000 gp.
  - **Golden Lions** (pair): When animated, they become normal adult male lions. Can be used once per day for up to 1 hour. If slain in combat, they cannot be brought back from statuette form for 1 week. CL 11; Craft Wondrous Item, *animate objects*; 16,500 gp.
  - **Ivory Goats** (three): Each of the three goat figurines has a different function (☞). *After three uses, each of the ivory goats loses its magical ability forever.* CL 11; Craft Wondrous Item, *animate objects*; 21,000 gp.
  - **Marble Elephant:** When animated, becomes a true elephant, obedient to the figurine's owner. Can be used 4 times per month for up to 24 hours at a time. CL 11; Craft Wondrous Item, *animate objects*; 17,000 gp.
  - **Obsidian Steed** (*strong conjuration and transmutation*): When animated, becomes a fantastic mount. Treat as a heavy warhorse with additional powers usable once per round at will: *overland flight*, *plane shift*, and *ethereal jaunt*. If the rider is of good alignment, the steed is 10% likely per use to carry him to the lower planes and then return to its statuette form. Can be used once per week for one continuous period of up to 24 hours. CL 15; Craft Wondrous Item, *animate objects*, *etherealness*, *fly*, *plane shift*; 28,500 gp.
  - **Onyx Dog:** When animated, becomes a creature with the same properties as a *riding dog*. However, it has INT 8, can communicate in Common, has the Scent ability and adds +4 to its Spot and Search checks. It has 60-foot darkvision and can see *invisibility*. Can be used once per week for up to 6 hours. It obeys only its owner. CL 11; Craft Wondrous Item, *animate objects*; 15,500 gp.
  - **Serpentine Owl:** When animated, becomes either a normal-sized horned owl or a giant owl, which communicates with its owner telepathically, informing her of all it sees and hears. Can be used once per day for up to 8 hours. However, after three transformations into giant owl form, it loses all its magical properties. CL 11; Craft Wondrous Item, *animate objects*; 9,100 gp.
  - **Silver Raven** (*faint enchantment and transmutation*): When animated, becomes a normal raven (but remains silver, giving it hardness 10). Can be commanded to bear a message as for the *animal messenger* spell. Otherwise, it obeys the commands of its owner, but has no special powers or telepathic abilities. Can be used for 24 hours per week, but the duration need not be continuous. CL 6; Craft Wondrous Item, *animal messenger*, *animate objects*; 3,800 gp.
- **Gauntlets of Ogre Power** (*faint transmutation*)
  - Wearer gains a +2 enhancement bonus to his or her STR score.
  - CL 6; Craft Wondrous Item, *bull's strength*; 4,000 gp; weight 4 lb.
- **Gauntlet of Rust** (*moderate transmutation*)
  - 1/day: Can affect an object as per the *rusting grasp* spell.
  - Also completely protects the wearer and her gear from rust (magical or otherwise), including the attack of a rust monster.
  - CL 7; Craft Wondrous Item, *rusting grasp*; 11,500 gp; weight 2 lb.
- **Gem of Brightness** (*faint evocation*)
  - On command, emits bright light of one of three types. One command word causes the gem to shed light as a *hooded lantern*. This usage expends no charges.
  - A different command word causes the gem to emit a ray 1 ft. in diameter and 50 ft. long. Any creature struck (ranged touch attack) is blinded for 1d4 rounds unless it makes a DC 14 *Fortitude* save. This usage expends 1 charge.
  - A third command word causes the gem to flare, filling a 30-ft. cone. Any creature within the cone must make a DC 14 *Fortitude* save or be blinded for 1d4 rounds *and thereafter suffer a permanent –1 penalty to attacks, Spot checks and Search checks*. This usage expends 5 charges.
  - A newly-created *gem of brightness* has 50 charges. When all its charges are expended, the gem becomes nonmagical.
  - CL 6; Craft Wondrous Item, *daylight*, *blindness/deafness*; ↓ 13,000 gp.
- **Gem of Seeing** (*moderate divination*)
  - When gazed through, it enables the user to see as if affected by *true seeing*.
  - *Can be used for up to 30 minutes per day, divided up as the user sees fit.*
  - CL 10; Craft Wondrous Item, *true seeing*; 75,000 gp.
- **Glove of Storing** (*faint transmutation*)
  - On command, one item held in the hand wearing the glove disappears; it can be retrieved with a snap of fingers. Storing and retrieving the item is a free action.
  - The item can weigh no more than 20 lb. and must be able to be held in one hand. While stored, the item has negligible weight. A glove can only store one item at a time. The item is held in stasis and shrunk down so small it cannot be seen. *Spell durations are not suppressed, but continue to expire.*
  - CL 6; Craft Wondrous Item, *shrink item*; ↑ 10,000 gp (one glove).
- **Gloves of Arrow Snaring** (*faint abjuration*)
  - 2/day: Wearer can act as though he has the *Snatch Arrows* feat (even lacking the prerequisites for it).
  - Both gloves must be worn for the magic to be effective. At least one hand must be free to take advantage of the magic.
  - CL 3; Craft Wondrous Item, *shield*; 4,000 gp.
- **Gloves of Dexterity** (*moderate transmutation*)
  - Wearer gains an enhancement bonus (+2, +4, or +6) to his or her DEX score.
  - CL 8; Craft Wondrous Item, *cat's grace*; 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).
- **Gloves of Swimming and Climbing** (*faint transmutation*)
  - Wearer gains a +5 competence bonus on Swim and Climb checks. Both gloves must be worn for the magic to be effective.
  - CL 5; Craft Wondrous Item, *bull's strength*, *cat's grace*; ↑ 6,250 gp.
- **Goggles of Minute Seeing** (*faint divination*)
  - Wearer gains a +5 competence bonus on Search checks to find secret doors, traps, etc. Both lenses must be worn for the magic to be effective.
  - CL 3; Craft Wondrous Item, *true seeing*; ↑ 1,250 gp.
- **Goggles of Night** (*faint transmutation*)
  - Wearer can see normally (even though the lenses are opaque) and also gains 60-foot darkvision. Both lenses must be worn for the magic to be effective.
  - CL 3; Craft Wondrous Item, *darkvision*; ↑ 12,000 gp.
- **Golem Manual**
  - Contributes spells, additional effective caster levels, and XP toward the crafting of a golem of the specified type. The user gains a +5 competence bonus on skill checks made to craft the golem's body.
  - The cost of the manual does not include the cost of constructing the golem's body. The book is consumed during the construction process.
  - **Clay Golem Manual** (*moderate conjuration, divination, and transmutation*): supplies *animate objects*, *commune*, *resurrection*; +2 caster levels; 1,540 XP. CL 11; Craft Construct, Craft Wondrous Item, creator must be caster level 11th, *animate objects*, *commune*, *resurrection*; 15,500 gp; cost 2,150 gp + 1,712 XP; weight 5 lb.
  - **Flesh Golem Manual** (*moderate enchantment, necromancy [evil], and transmutation*): supplies *animate dead*, *bull's strength*, *geas/quest*, *limited wish*; +1 caster level; 780 XP. CL 8; Craft Construct, Craft Wondrous Item, creator must be caster level 8th, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*; 8,000 gp; cost 2,050 gp + 944 XP; weight 5 lb.
  - **Iron Golem Manual** (*strong conjuration, enchantment, and transmutation*): supplies *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*; +4 caster levels; 5,600 XP. CL 16; Craft Construct, Craft Wondrous Item, creator must be caster level 16th, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*; 35,000 gp; cost 3,500 gp + 5,880 XP; weight 5 lb.
  - **Stone Golem Manual** (*strong abjuration and enchantment*): supplies *antimagic field*, *geas/quest*, *symbol of stunning*, *slow*; +3 caster levels; 3,400 XP. CL 14; Craft Construct, Craft Wondrous Item, creator must be caster level 14th, *antimagic field*, *geas/quest*, *symbol of stunning*, *slow*; 22,000 gp; cost 2,500 gp + 3,600 XP; weight 5 lb.
  - **Stone Golem Manual, Greater** (*strong abjuration and enchantment*): supplies *antimagic field*, *geas/quest*, *symbol of stunning*, *slow*; +3 caster levels; 7,640 XP. CL 16; Craft Construct, Craft Wondrous Item, creator must be caster level 16th, *antimagic field*, *geas/quest*, *symbol of stunning*, *slow*; 44,000 gp; cost 2,900 gp + 7,872 XP; weight 5 lb.

- **Hand of Glory** (*faint varied*)
  - Wearer gains the benefit of a ring worn on the *hand* (but it does not count against the wearer's two-ring limit).
  - The *hand* takes up space as a magic necklace would. It can only wear one ring at a time.
  - Even without a ring, the hand itself allows the wearer to use *daylight* and *see invisibility* each once per day.
  - CL 5; Craft Wondrous Item, *animate dead*, *daylight*, *see invisibility*; ↑ 8,000 gp; weight 2 lb.
- **Hand of the Mage** (*faint transmutation*)
  - Wearer may utilize *mage hand* at will. The hand takes up space as a magic necklace would.
  - CL 2; Craft Wondrous Item, *mage hand*; ↓ 900 gp; weight 2 lb.
- **Harp of Charming** (*faint enchantment*)
  - Performer may work one *suggestion* (Will DC 14 negates) into the music for each 10 minutes of playing if he succeeds at a DC 14 Perform (*string instruments*) check. ~~On a die roll of a natural 1, the harpist has played so poorly that he enrages all those within earshot.~~ If the check fails, the audience cannot be affected by any further performances from the harpist for 24 hours.
  - CL 5; Craft Wondrous Item, *suggestion*; 7,500 gp; weight 5 lb.
- **Hat of Disguise** (*faint illusion*)
  - Wearer may alter his or her appearance (as per *disguise self*). As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, etc.
  - CL 1; Craft Wondrous Item, *disguise self*; ↓ 1,800 gp.
- **Headband of Intellect** (*moderate transmutation*)
  - Wearer gains an enhancement bonus (+2, +4, or +6) to his or her INT score. ~~This enhancement bonus does not earn the wearer extra skill points when a new level is attained.~~
  - CL 8; Craft Wondrous Item, ~~*commune or legend lore*~~, *fox's cunning*; 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).
- **Helm of Brilliance** (*strong varied*)
  - When activated by a command word, the gems on the helm can invoke a range of effects. A newly-created helm has 10 diamonds (each can produce a *prismatic spray*, save DC 20); 20 rubies (*wall of fire*); 30 fire opals (*fireball*, 10d6, Reflex DC 20 half); 40 opals (*daylight*). The helm may be used once per round, but each gem may perform its spell-like power only once.
  - Until all its jewels are depleted, a *helm of brilliance* also has the following magical properties when activated: it emanates a bluish light when undead are within 30 feet; this light causes 1d6 damage to all such creatures within that range. The wearer may command any weapon he wields to become a flaming weapon (this command takes 1 round to take effect). The helm provides *resistance to fire 30*. This protection does not stack with similar protection from other sources (e.g. *protection from energy*). Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.
  - If a creature wearing the helm is damaged by magical fire (after the fire protection is taken into account) and fails an additional DC 15 Will save, the remaining gems on the helm overload and detonate. ~~Remaining diamonds become *prismatic sprays* that each randomly target a creature within range (possibly the wearer); rubies become straight-line *walls of fire* extending outward in a random direction from the wearer, and fire opals become *fireballs* centered on the wearer. The opals and the helm itself are destroyed.~~
  - CL 13; Craft Wondrous Item, *detect undead*, *fireball*, *flame blade*, *light*, *prismatic spray*, *protection from energy*, *wall of fire*; ↓ 125,000 gp; weight 3 lb.
- **Helm of Comprehend Languages and Read Magic** (*faint divination*)
  - The wearer can understand ~~(90% chance)~~ the spoken words of any creature and read text in any language and any magical writing ~~(80% chance)~~.
  - The wearer gains a +5 competence bonus on Decipher Script checks to understand messages written in incomplete, archaic, or exotic forms. Note that understanding a magical text does not necessarily imply spell use.
  - CL 4; Craft Wondrous Item, *comprehend languages*, *read magic*; ↑ 5,200 gp; weight 3 lb.
- **Helm of Telepathy** (*faint divination and enchantment*)
  - Wearer can *detect thoughts* at will, and can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication).
  - Once per day, the wearer can implant a *suggestion* (Will DC 14 negates) along with his telepathic message.
  - CL 5; Craft Wondrous Item, *detect thoughts*, *suggestion*; ↓ 27,000 gp; weight 3 lb.
- **Helm of Teleportation** (*moderate conjuration*)
  - 3/day: Wearer may *teleport* (as per the spell).
  - CL 9; Craft Wondrous Item, *teleport*; ↑ 73,500 gp; weight 3 lb.
- **Helm of Underwater Action** (*faint transmutation*)
  - Wearer can see underwater five times farther than normal human vision.
  - On command, the helm creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling the wearer to breathe freely.
  - CL 5; Craft Wondrous Item, ~~*freedom of movement*~~, *water breathing*; ↑ 57,000 gp; weight 3 lb.
- **Heward's Handy Haversack** (*moderate conjuration*)
  - *Bag of holding*-like backpack has two side compartments, each holding up to 2 cu.ft. or 20 lb., and a central compartment which can hold up to 8 cu.ft. or 80 lb. of material.
  - When the wearer reaches into the pack for a specific item, the desired item is always on top. Retrieving any specific item from a haversack is a *move* action, but it does not provoke the usual attacks of opportunity for retrieving a stored item.
  - ~~The haversack and its contents gain a +2 resistance bonus to all saving throws.~~
  - CL 9; Craft Wondrous Item, *Leomund's secret chest*; 2,000 gp; weight 5 lb.
- **Horn of Blasting** (*moderate evocation*)
  - When the command word is spoken and the horn played, it deals 5d6 sonic damage to all within a 40-ft. cone and deafens them for 2d6 rnds (DC 16 Fort save halves damage and negates deafening). ~~Also, an ultrasonic wave 1 foot wide and 100 ft. long issues from the horn, dealing 1d10 damage to objects within the area, ignoring hardness.~~
  - Crystalline objects and creatures take 7d6 sonic damage, with no save unless they are held, worn, or carried by creatures (Will DC 16 negates).
  - If the horn is used magically more than once in any given day, there is a 20% cumulative chance with each extra use that it explodes and deals 10d6 points of damage to the person sounding it.
  - CL 7; Craft Wondrous Item, *shout*; ↑ 20,000 gp; weight 1 lb.
- **Horn of Blasting, Greater** (*strong evocation*)
  - As for *horn of blasting*, but it deals 10d6 sonic damage, stuns creatures for 1 round, and deafens them for 4d6 rnds (DC 19 Fort save halves damage and negates stunning and deafening).
  - Crystalline objects and creatures take 16d6 sonic damage, as described for the *horn of blasting*.
  - Has the same 20% cumulative chance of exploding through overuse as the *horn of blasting*.
  - CL 16; Craft Wondrous Item, *greater shout*; 70,000 gp; weight 1 lb.
- **Horn of Fog** (*faint conjuration*)
  - User may blow forth a thick cloud of fog (as per *obscuring mist*). The fog covers a 10-ft. square next to the horn blower each round that the user continues to blow the horn; fog clouds travel 10 feet each round in a straight line from the emanation point unless blocked by something substantial (e.g. a wall).
  - The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses it in 1 round.
  - CL 3; Craft Wondrous Item, *obscuring mist*; 2,000 gp; weight 1 lb.
- **Horn of Goodness/Evil** (*faint abjuration*)
  - 1/day: can be blown to create a *magic circle against evil* or *magic circle against good* (depending on the owner's alignment). The ward lasts for 1 hour.
  - If the owner is neither good nor evil, the horn has no power whatsoever.
  - CL 6; Craft Wondrous Item, *magic circle against evil* ~~or~~ *magic circle against good*; ↑ 6,500 gp; weight 1 lb.
- **Horn of the Tritons** (*moderate conjuration and transmutation*)
  - Can be blown once per day (except by a triton, which can blow it three times per day) to perform a range of different functions (☞).
  - Any sounding of a *horn of the tritons* can be heard by all tritons within a 3-mile radius.
  - CL 8; Craft Wondrous Item, *fear*, *summon monster V*, *control water*, creator must be a triton or get construction aid from a triton; 15,100 gp; weight 2 lb.
- **Horn of Valhalla** (*strong conjuration*)
  - Can be blown once every seven days to summon barbarian-like constructs (☞).
  - CL 13; Craft Wondrous Item, *summon monster VI*; 50,000 gp; weight 2 lb.

- **Horseshoes of Speed** (*faint transmutation*)
  - When affixed to an animal's hooves, its base land speed is **enhanced by +30 ft.** All four shoes must be worn by the same animal for the magic to be effective.
  - CL 3; Craft Wondrous Item, *haste*; ↑ 3,000 gp; weight 12 lb. (for four).
- **Horseshoes of a Zephyr** (*faint transmutation*)
  - When affixed to an animal's hooves, it can travel without actually touching the ground. The animal must still run above (approx. 4 inches above) a roughly horizontal surface. This means that non-stable surfaces (e.g. water or lava) can be crossed, and movement is possible without leaving tracks on any sort of ground. All four shoes must be worn by the same animal for the magic to be effective.
  - CL 3; Craft Wondrous Item, *levitate*; ↑ 6,000 gp; weight 4 lb. (for four).
- **Incense of Meditation** (*moderate enchantment*)
  - Enables a divine spellcaster to prepare all his spells as though they are Maximized.
  - When it is burning, the incense is recognisable by anyone making a DC 15 Spellcraft check. To gain the benefit, a divine spellcaster must spend 8 hours praying and meditating nearby. Each block of incense burns for 8 hours, and the effects persist for 24 hours.
  - CL 7; Craft Wondrous Item, *Maximize Spell*, *bless*; 4,900 gp; weight 1 lb.
- **Ioun Stones** (*moderate varied*)
  - When active, these stones orbit the owner's head (at a distance of 1d3 ft.). The owner may voluntarily seize and stow a stone to keep it safe, but loses the benefits of the stone during that time. *Ioun stones* have AC 24, 10 hit points, and hardness 5.
  - CL 12; Craft Wondrous Item, creator must be 12th level; price depends on particular type of stone (*see below*).
  - *Clear* (spindle): sustains a creature without food or water; ↓ 4,000 gp.
  - *Dusty rose* (prism): grants a +1 *insight* bonus to AC; ↑ 5,000 gp.
  - *Deep red* (sphere): grants a +2 enhancement bonus to Dexterity; 8,000 gp.
  - *Incandescent blue* (sphere): grants a +2 enhancement bonus to Wisdom; 8,000 gp.
  - *Pale blue* (rhomboid): grants a +2 enhancement bonus to Strength; 8,000 gp.
  - *Pink* (rhomboid): grants a +2 enhancement bonus to Constitution; 8,000 gp.
  - *Pink and green* (sphere): grants a +2 enhancement bonus to Charisma; 8,000 gp.
  - *Scarlet and blue* (sphere): grants a +2 enhancement bonus to Intelligence; 8,000 gp.
  - *Dark blue* (rhomboid): grants Alertness (as the feat); ↑ 10,000 gp.
  - *Vibrant purple* (prism): stores **three** levels of spells (as a *ring of minor spell storing*); stored spells must be placed by a spellcaster but can be used by anyone; ↑ 36,000 gp.
  - *Iridescent* (spindle): sustains a creature without air; ↑ 18,000 gp.
  - *Pale lavender* (ellipsoid): absorbs spells of 4th level or lower; works as for a *rod of absorption*, but absorbing a spell requires a readied action; cannot be used to empower spells; after absorbing 20 spell levels, the stone burns out and turns to dull gray, forever useless; 20,000 gp.
  - *Pearly white* (spindle): regenerates 1 point of damage per hour; works as for a *ring of regeneration* (only cures damage taken while the character is using the stone); 20,000 gp.
  - *Pale green* (prism): grants a +1 competence bonus on attacks, saves, and checks; ↑ 30,000 gp.
  - *Orange* (prism): grants +1 *caster level*; 30,000 gp.
  - *Lavender and green* (ellipsoid): absorbs spells of 8th level or lower; works as for a *rod of absorption*, but absorbing a spell requires a readied action; cannot be used to empower spells; after absorbing 50 spell levels, the stone burns out and turns to dull gray, forever useless; 40,000 gp.
- **Iron Bands of Bilarro** (*strong evocation*)
  - **1/day**: When the command word is spoken and the sphere hurled at an opponent, the bands expand and then contract to bind the target on a successful ranged touch attack. A single Large or smaller creature can be captured and held immobile until the command word is spoken to bring the bands into spherical form again. The creature can break (and ruin) the bands with a DC 30 Strength check or escape them with a DC 30 Escape Artist check.
  - CL 13; Craft Wondrous Item, *Bigby's grasping hand*; 26,000 gp; weight 1 lb.
- **Iron Flask** (*strong evocation*)
  - **1/day**: With the command word, the user can force an extraplanar creature within 60 ft. into the container (Will DC 19 negates). Only one creature at a time can be contained. Loosing the stopper frees the captured creature.
  - If the individual freeing the creature gives the command word, the creature can be forced to serve for 1 hour. Otherwise, the creature acts according to its natural inclinations. Any attempt to force the same creature into the flask a second time provides it a +2 bonus on its saving throw and makes it hostile.
  - CL 20; Craft Wondrous Item, *trap the soul*; 170,000 gp (empty); weight 1 lb.
- **Keoghtom's Ointment** (*faint conjuration*)
  - Unguent may be swallowed or applied to a poisoned wound to *neutralize poison* (as the spell); applied to a diseased area to *remove disease* (as the spell); or rubbed on a wound to cure 1d8+5 hp damage (as *cure light wounds*). One jar of ointment contains five applications.
  - CL 5; Craft Wondrous Item, *cure light wounds*, *neutralize poison*, *remove disease*; 4,000 gp; weight ½ lb.
- **Lantern of Revealing** (*faint evocation*)
  - Operates as a normal hooded lantern; while lit, it also reveals all invisible creatures and objects within 25 ft. of it (as per *invisibility purge*).
  - CL 5; Craft Wondrous Item, *invisibility purge*; 30,000 gp; weight 2 lb.
- **Lens of Detection** (*moderate divination*)
  - User gains a +5 bonus on Search checks, and a +5 bonus on *Survival* checks when tracking.
  - CL 9; Craft Wondrous Item, *true seeing*; 3,500 gp; weight 1 lb.
- **Lyre of Building** (*faint transmutation*)
  - **1/day**: Negates any attacks made against all inanimate construction within 300 ft. This includes the effects of a *horn of blasting*, a *disintegrate* spell, or an attack from a ram or similar siege weapon. The protection lasts for 30 minutes.
  - Once a week, can be used to magically construct buildings, mines, tunnels, etc. The effect produced in 30 minutes of playing is equal to the work of 100 humans laboring for three days. Each hour after the first, the player must make a DC 18 Perform (*string instruments*) check. If it fails, she must stop and cannot play the lyre for this purpose until a week has passed.
  - CL 6; Craft Wondrous Item, *fabricate*; 13,000 gp; weight 5 lb.
- **Mantle of Faith** (*strong abjuration [good]*)
  - Wearer gains damage reduction 5/evil.
  - CL 20; Craft Wondrous Item, *stoneskin*; 76,000 gp.
- **Mantle of Spell Resistance** (*moderate abjuration*)
  - Wearer gains spell resistance 21.
  - CL 9; Craft Wondrous Item, *spell resistance*; 90,000 gp.
- **Manual of Bodily Health** (*strong evocation [if miracle is used]*)
  - Reader gains an inherent bonus (+1 to +5) to his or her CON score. Reading the book takes a total of 48 hours over a minimum of six days. Once the book is read, the magic disappears from its pages and it becomes a normal book.
  - CL 17; Craft Wondrous Item, *wish* or *miracle*; 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); weight 5 lb.
- **Manual of Gainful Exercise** (*strong evocation [if miracle is used]*)
  - Reader gains an inherent bonus (+1 to +5) to his or her STR score. Reading the book takes a total of 48 hours over a minimum of six days. Once the book is read, the magic disappears from its pages and it becomes a normal book.
  - CL 17; Craft Wondrous Item, *wish* or *miracle*; 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); weight 5 lb.
- **Manual of Quickness of Action** (*strong evocation [if miracle is used]*)
  - Reader gains an inherent bonus (+1 to +5) to his or her DEX score. Reading the book takes a total of 48 hours over a minimum of six days. Once the book is read, the magic disappears from its pages and it becomes a normal book.
  - CL 17; Craft Wondrous Item, *wish* or *miracle*; 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); weight 5 lb.
- **Mask of the Skull** (*strong necromancy and transmutation*)
  - **1/day** (after being worn for at least 1 hour): Mask flies to make a touch attack (**using the wearer's base attack bonus**) against a designated target up to 50 ft. away. The target must make a DC 20 Fortitude save or die (as per *finger of death*). On a successful save, it takes 3d6+13 damage instead. After attacking (whether successful or not), the mask flies back to its user. **The mask has AC 16, 10 hit points, and hardness 6.**
  - CL 13; Craft Wondrous Item, *animate objects*, *finger of death*, *fly*; ↓ 22,000 gp; weight 3 lb.

- **Mattock of the Titans** ([strong transmutation](#))
  - Welder (who must be at least Huge size) can use it to loosen or tumble earth or earthen ramparts (a 10-ft. cube every 10 minutes) or to smash rock (a 10-ft. cube per hour).
  - If used as a weapon, it is equivalent to a Gargantuan +3 *adamantine warhammer*, dealing 4d6 points of base damage.
  - CL 16; Craft Wondrous Item, Craft Magic Arms and Armor, *move earth*; ↑ 23,348 gp; cost 13,348 gp + 800 XP; weight 120 lb.
- **Maul of the Titans** ([strong transmutation](#))
  - Used as a weapon, is equivalent to a +3 *greatclub* and deals triple damage against inanimate objects. The welder must have STR at least 18; otherwise he or she takes a –4 attack penalty.
  - CL 15; Craft Wondrous Item, Craft Magic Arms and Armor, *Bigby's clenched fist*; ↑ 25,305 gp; cost 12,305 gp + 480 XP; weight 160 lb.
- **Medallion of Thoughts** ([faint divination](#))
  - Wearer may *detect thoughts* (as per the spell).
  - CL 5; Craft Wondrous Item, *detect thoughts*; 12,000 gp.
- **Mirror of Life Trapping** ([strong abjuration](#))
  - Has *fifteen* nonspatial extradimensional compartments which can hold creatures within.
  - The mirror is activated and deactivated by a command word. Any creature coming within 30 ft. and looking at its own reflection must make a DC 23 Will save or be trapped within the mirror in one of the cells (☞).
  - CL 17; Craft Wondrous Item, *imprisonment*; ↑ 200,000 gp; weight 50 lb.
- **Mirror of Mental Prowess** ([strong conjuration and divination](#))
 

The possessor who knows the proper command words can cause it to perform as follows:

  - Read the thoughts of any creature reflected (even if those thoughts are in an unknown language), provided the owner is within 25 ft. of the mirror.
  - *Scry with it as if it were a crystal ball*. View other places as if with *clairvoyance*, but vision extends even onto other planes if the viewer is sufficiently familiar with them.
  - Use it as a portal to visit other places. The user first *views the place with the clairvoyance function*, then steps through the mirror to the place pictured. Others can follow her through the mirror if they like. An invisible portal remains on the other side when she arrives, and she can return through that portal. Once she returns, the portal closes. The portal closes on its own after 24 hours, and the user can also close it with a command word. Creatures with INT 12 or higher might notice the portal (as for the sensor from a *scrying* spell). Any creature who steps through the portal appears in front of the mirror.
  - Once per week, the mirror accurately answers one short question regarding a creature whose image is shown on its surface (*giving answers similar to those from the legend lore spell*).
  - CL 17; Craft Wondrous Item, *detect thoughts*, *scrying*, *clairaudience/clairvoyance*, *gate*, *commune*, *legend lore*; 175,000 gp; weight 40 lb.
- **Mirror of Opposition** ([strong necromancy](#))
  - If a creature sees its reflection in the mirror, an exact duplicate of that creature appears. The duplicate immediately attacks the original. It has all the possessions and powers of its original (including magic). Upon the defeat or destruction of the duplicate or the original, the duplicate and its items disappear completely.
  - The mirror is activated and deactivated by a command word. It can function up to four times per day.
  - CL 15; Craft Wondrous Item, *clone*; 92,000 gp; weight 45 lb.
- **Murlynd's Spoon** ([faint conjuration](#))
  - When placed in an empty container (e.g. a bowl, cup, or dish), produces enough gruel each day to feed up to four humans.
  - CL 5; Craft Wondrous Item, *create food and water*; ↓ 5,400 gp.
- **Necklace of Adaptation** ([moderate transmutation](#))
  - Wearer is immune to all harmful vapors and gases (e.g. *cloudkill* and *stinking cloud*, and also inhaled poisons), and can breathe even underwater or in vacuum.
  - CL 7; Craft Wondrous Item, *water-breathing*; alter self; ↓ 9,000 gp.
- **Necklace of Fireballs** ([moderate evocation](#))
  - Does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.
  - Detachable spheres can be hurled up to 70 ft. and detonate as *fireballs* (Reflex DC 14 half). Different types of necklace have spheres of different strengths (see below). The market price of a sphere is 150 gp for each die of damage it deals.
  - If the necklace's owner fails a saving throw against a magical fire attack, the item must make a save as well (with a +7 save bonus). If it fails to save, all its remaining spheres detonate simultaneously.
  - CL 10; Craft Wondrous Item, *fireball*; price depends on particular type of necklace (see below); weight 2-lb.
  - *Type I*: 1×5d6, 2×3d6; 1,650 gp.
  - *Type II*: 1×6d6, 2×4d6, 2×2d6; 2,700 gp.
  - *Type III*: 1×7d6, 2×5d6, 4×3d6; 4,350 gp.
  - *Type IV*: 1×8d6, 2×6d6, 2×4d6, 4×2d6; 5,400 gp.
  - *Type V*: 1×9d6, 2×7d6, 2×5d6, 2×3d6; ↓ 5,850 gp.
  - *Type VI*: 1×10d6, 2×8d6, 2×6d6, 4×4d6; 8,100 gp.
  - *Type VII*: 1×10d6, 2×9d6, 2×7d6, 2×5d6, 2×3d6; ↓ 8,700 gp.
- **Necklace of Prayer Beads** ► [strand of prayer beads](#)
- **Nolzur's Marvelous Pigments** ([strong conjuration](#))
  - The user can create actual, permanent objects by depicting their form in two dimensions. One pot is sufficient to create a 1,000 cubic foot object by depicting it two-dimensionally over a 100 square foot surface. Only normal, inanimate objects can be created (doors, pits, flowers, trees, cells, etc.). Creatures can't be created.
  - The pigments must be applied to a surface (floor, wall, ceiling, door, etc.). It takes 10 minutes and a DC 15 Craft (painting) check to depict an object with the pigments. Objects of value depicted by the pigments (precious metals, gems, jewelry etc.) appear to be valuable but are really made of inexpensive materials. The user can create normal weapons, armor, and any other mundane item (including foodstuffs) whose value does not exceed 2,000 gp.
  - CL 15; Craft Wondrous Item, *major creation*; ↓ 4,000 gp.
- **Orb of Storms** ([strong varied](#))
  - Once per day, the owner can call upon the orb to use a *control weather* spell. Once per month, the owner can conjure a *storm of vengeance*.
  - The owner is continually protected by an *endure elements* effect. The owner gains a +2 luck bonus to all saves and checks concerning the weather.
  - CL 18; Craft Wondrous Item, *control weather*, *endure elements*, *storm of vengeance*; ↑ 48,000 gp; weight 6 lb.
- **Pearl of Power** ([strong transmutation](#))
  - 1/day: on command, the possessor may recall one spell that had previously been prepared and then cast. The spell is then prepared again, just as if it had not been cast.
  - The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).
  - CL 17; Craft Wondrous Item, creator must be able to cast spells of the spell level to be recalled; 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th), 70,000 gp (two spells).
- **Pearl of the Sirines** ([moderate abjuration and transmutation](#))
  - Possessor may breathe in water as if in clean, fresh air. Possessor's swim speed is 60 ft., and she can cast spells and act underwater without hindrance.
  - The pearl is worth at least 1,000 gp in its own right. It must be clasped firmly in hand or held to the breast.
  - CL 8; Craft Wondrous Item, *freedom of movement*, *water breathing*; 15,300 gp.
- **Periapt of Health** ([faint conjuration](#))
  - Wearer is immune to disease (including supernatural diseases).
  - CL 5; Craft Wondrous Item, *remove disease*; 7,500 gp.
- **Periapt of Proof against Poison** ([strong conjuration](#))
  - Wearer is immune to poison (although poisons still active when it is first donned still run their course). The wearer gains a +4 luck bonus on saving throws against any type of poison.
  - CL 5; Craft Wondrous Item, *neutralize poison*; ↑ 27,000 gp.
- **Periapt of Wisdom** ([moderate transmutation](#))
  - Wearer gains an enhancement bonus (+2, +4, or +6) to his or her WIS score.
  - CL 8; Craft Wondrous Item, *commune or legend lore*, *owl's wisdom*; 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

- **Periapert of Wound Closure** (*moderate conjuration*)
  - The wearer automatically becomes stable if his hit points drop to between -1 and -9 inclusive.
  - The periapert doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage that involves bleeding is negated, *but the wearer is still susceptible to damage from bleeding that causes CON loss (e.g. that dealt by a wounding weapon).*
  - CL 10; Craft Wondrous Item, *heal*; 15,000 gp.
- **Phylactery of Faithfulness** (*faint divination*)
  - The wearer is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects. He acquires this information prior to performing the action or becoming associated with such an item if he takes a moment to contemplate the act.
  - There is no mundane way to determine the function of this religious item until it is worn.
  - CL 1; Craft Wondrous Item, *detect chaos* *or* *detect evil* *or* *detect good* *or* *detect law*; 1,000 gp.
- **Phylactery of Undead Turning** (*moderate necromancy [good]*)
  - An owner able to turn undead may do so as if his class level were four levels higher than it actually is.
  - CL 10; Craft Wondrous Item, cleric level 10; 11,000 gp.
- **Pipes of Haunting** (*faint necromancy*)
  - 2/day: If the player makes a DC 15 Perform (wind instruments) check, those within 30 ft. who hear the tune (*and who are unaware of the piper*) must make a DC 13 Will save or become *shaken* for 10 minutes frightened for 4 rounds. *Creatures with 6 or more hit dice are unaffected.*
  - ~~A listener thinks the source of the music is somewhere within 30 ft. of the musician.~~
  - CL 4; Craft Wondrous Item, *scare*;  $\downarrow$  6,000 gp; weight 3 lb.
- **Pipes of Pain** (*faint enchantment and evocation*)
  - If the player makes a DC 15 Perform (wind instruments) check, all within 30 ft. (*including the piper*) must make a DC 14 Will save or be *fascinated* (this is a mind-affecting, sonic compulsion).
  - As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise. Unless a character is in a totally silent area, she takes 1d4 damage per round for 2d4 rounds. During this time, damage from sonic attacks is doubled. Thereafter, the least noise causes a character to become *shaken*. This hypersensitivity is a curse and therefore hard to remove.
  - CL 6; Craft Wondrous Item, *charm person*; creator must have the *bardic music class feature*, *sound burst*; 12,000 gp; weight 3 lb.
- **Pipes of the Sewers** (*faint conjuration*)
  - The player can attract 1d3 rat swarms if rats are within 400 feet. For each 50 feet of distance the rats have to travel, there is a 1 round delay. The piper must continue playing until the rats appear, and when they do, he must make a DC 10 Perform (wind instruments) check. Success means they obey the piper's telepathic commands so long as he continues to play. Failure means they turn on the piper. If for any reason the piper ceases playing, they leave immediately. If they are called again within a day, the Perform check DC is 15.
  - If the rats are under the control of another creature, add the HD of the controller to the Perform check DC. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control.
  - CL 2; Craft Wondrous Item, *charm animal*, *summon nature's ally I*, *animal friendship*, *wild empathy ability*; 1,150 gp; weight 3 lb.
- **Pipes of Sounding** (*faint illusion*)
  - When the player has the Perform (wind instruments) skill, the pipes can create figment sounds (as per *ghost sound*, caster level 2).
  - CL 2; Craft Wondrous Item, *ghost sound*; 1,800 gp; weight 3 lb.
- **Portable Hole** (*moderate conjuration*)
  - When spread upon any surface, it forms a 6-ft. diameter gateway to a 10-ft. deep extradimensional pocket.
  - The only air in the hole is that which enters when it is opened. It contains enough air to supply one Medium creature or two Small creatures for 10 minutes.
  - If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral plane; the hole, the bag, and any creatures within a 10-ft. radius are drawn there, the *portable hole* and the *bag of holding* being destroyed in the process.
  - CL 12; Craft Wondrous Item, *plane shift*;  $\uparrow$  20,000 gp.
- **Quaal's Feather Token** (*moderate conjuration*)
  - Each token is usable only once.
  - CL 12; Craft Wondrous Item, *major creation*; price depends on particular type of token (see below).
  - *Anchor*: Can moor a craft in water so as to render it immobile for up to one day; 50 gp.
  - *Bird*: Can be used to deliver a small written message unerringly to a designated target; 300 gp.
  - *Fan*: Causes a breeze able to propel one ship (about 25 mph) for up to 8 hours; not cumulative with existing wind speed, but can be used to lessen existing winds; cannot be used on land; 200 gp.
  - *Swan boat*: Can move on water at a speed of 60 ft.; lasts for one day; can carry eight horses and gear or 32 Medium characters or equivalent; 450 gp.
  - *Tree*: Causes a great oak (5-ft. diameter trunk, 60-ft. height, 40-ft. top diameter) to instantly spring into being;  $\uparrow$  400 gp.
  - *Whip*: Forms into a huge leather whip which attacks any desired opponent (as a *dancing weapon*) for up to 1 hour; the weapon has a +10 base attack bonus, does 1d6+1 damage, has a +1 enhancement bonus on attack and damage rolls, and makes a free grapple attack (with a +15 attack bonus) if it hits; 500 gp.
- **Quiver of Ehlonna** (*moderate conjuration*)
  - Contains three extradimensional compartments. The first can contain up to 60 objects of the same general size and shape as an arrow; the second holds up to eighteen objects of the same general size and shape as a javelin; the third can contain as many as six objects of the same general size and shape as a bow (spears, staves, etc.).
  - Once filled, the quiver (~~on command, each round~~) can produce any item the owner wishes. *The quiver weighs the same no matter what's placed inside it.*
  - CL 9; Craft Wondrous Item, *Leomund's secret chest*; 1,800 gp; weight 2 lb.
- **Ring Gates** (*strong conjuration*)
  - Pair of iron rings (each about 18 inches diameter); anything put through one ring comes out the other.
  - Up to 100 lb. of material can be transferred each day. Objects only partially pushed through and then retracted do not count. The rings must be *on the same plane of existence and within 100 miles* of each other to function.
  - A character can reach through to grab things near the other ring, or even stab a weapon through if desired. A Small character can make a DC 13 Escape Artist check to slip through; Tiny, Diminutive or Fine creatures can pass through easily.
  - CL 17; Craft Wondrous Item, *gate*; 40,000 gp; weight 2 lb. (for the pair).
- **Robe of the Archmagi** (*strong varied*)
  - Wearer (if an arcane spellcaster) gains a +5 armor bonus to AC, spell resistance 18, a +4 resistance bonus on all saving throws, and a +2 enhancement bonus on caster level checks made to overcome spell resistance.
  - The robe can be white (good alignment, 01-45 on d%), gray (neither good nor evil alignment, 46-75), or black (evil alignment, 76-100). An evil character who dons a white robe, or a good character who dons a black robe, immediately gains three negative levels. An evil or good character who dons a gray robe, or a neutral character who dons either a white or a black robe, immediately gains two negative levels. While these negative levels never result in actual level loss, they remain as long as the garment is worn and cannot be overcome in any way (including *restoration* spells).
  - CL 14; Craft Wondrous Item, *antimagic field*, *mage armor* *or* *shield of faith*, *bless*, *spell resistance*, creator must be of same alignment as robe; 75,000 gp; weight 1 lb.
- **Robe of Blending** (*moderate illusion*)
  - Wearer gains a +10 competence bonus on Hide checks, and may adopt the appearance of another creature (as per *disguise self*) at will. All creatures acquainted with and friendly to the wearer see him normally.
  - CL 10; Craft Wondrous Item, *disguise self*;  $\uparrow$  30,000 gp; weight 1 lb.
- **Robe of Bones** (*moderate necromancy [evil]*)
  - The robe is adorned with small embroidered figures (visible only to the wearer) which can be detached (one per round) and become actual undead creatures. The creature is not under the control of the wearer of the robe, but may be subsequently commanded, rebuked, turned or destroyed.
  - A newly-created *robe of bones* has two each of the following: Small goblin skeleton; Medium human commoner skeleton; Medium wolf skeleton; Small goblin zombie; Medium human commoner zombie; Medium wolf zombie.
  - CL 6; Craft Wondrous Item, *animate dead*; 2,400 gp; weight 1 lb.
- **Robe of Eyes** (*moderate divination*)
  - Wearer gains a +10 competence bonus on Search and Spot checks, can see in all directions at once, gains 120-ft. darkvision, and can see all invisible or ethereal things within 120 ft. The wearer retains her DEX bonus to AC even when flat-footed, and can't be flanked. However, she cannot avert or close her eyes when confronted by a creature with a gaze attack.
  - *Light* or *continual flame* cast directly on a *robe of eyes* blinds it for 1d3 minutes; *daylight* blinds it for 2d4 minutes.
  - CL 11; Craft Wondrous Item, *true seeing*;  $\uparrow$  120,000 gp; weight 1 lb.

- **Robe of Scintillating Colors** (*moderate illusion*)
  - On command, shifting colors create the equivalent of a gaze attack with a 30-ft. range; those who look at the wearer are dazed for 1d4+1 rounds (Will DC 16 negates). This is a mind-affecting pattern effect. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe. The miss chance on attacks against the wearer starts at 10% and increases by 10% each round of continuous scintillation until it reaches 50% (total concealment). The robe illuminates a 30-ft. radius continuously. The effect can be used for no more than a total of 10 rounds per day.
  - CL 11; Craft Wondrous Item, ~~hypnosis, color-spray~~; blur, rainbow pattern; 27,000 gp; weight 1 lb.
- **Robe of Stars** (*strong varied*)
  - The wearer can travel physically to the Astral plane (along with all that she is wearing or carrying), and gains a +1 luck bonus on all saving throws.
  - The wearer can use up to six of the embroidered stars on the chest portion of the robe as +5 *shuriken*. The robe grants its wearer proficiency with such weapons. Each shuriken disappears after it is used.
  - CL 15; Craft Wondrous Item, magic missile, astral projection or plane shift; 58,000 gp; weight 1 lb.
- **Robe of Useful Items** (*moderate transmutation*)
  - The robe is adorned with small cloth patches (visible only to the wearer) which can be detached (one per round) to become actual items.
  - A newly-created *robe of useful items* has two each of the following: dagger, bullseye lantern (filled and lit), mirror (steel, 2 ft. x 4 ft.), pole (10 ft.), hempen rope (50 ft.), sack; it also has 4d4 randomly-determined items (☞).
  - CL 9; Craft Wondrous Item, fabricate; 7,000 gp; weight 1 lb.
- **Rope of Climbing** (*faint transmutation*)
  - 60 ft. long, can support 3,000 lb.; on command, it moves at 10 ft. per round, attaching itself securely wherever the owner desires. It can unfasten itself and return similarly.
  - Can be commanded to knot or unknot itself. Knotting shortens its length to 50 ft. but lowers Climb DCs by 10. A creature must hold one end of the rope when its magic is invoked.
  - CL 3; Craft Wondrous Item, animate rope; 3,000 gp; weight 3 lb.
- **Rope of Entanglement** (*moderate transmutation*)
  - 30 ft. long; on command, it lashes forward 20 ft. or upward 10 ft. to entangle a victim (*using a grapple attack with a +15 attack bonus*).
  - ~~The rope cannot be broken by sheer strength. It must be severed by an edged weapon.~~ The rope has AC 22, 12 hp, hardness 10, and damage reduction 5/slashing. It repairs damage to itself at a rate of 1 point per 5 minutes, but if it is severed (all 12 hit points lost to damage), it is destroyed.
  - CL 12; Craft Wondrous Item, animate objects, animate rope, entangle; 21,000 gp; weight 5 lb.
- **Salve of Slipperiness** (*faint conjuration*)
  - Anointed character gains a +20 competence bonus on all Escape Artist checks. In addition, such obstructions as webs (magical or otherwise) do not affect an anointed individual. Magic ropes and the like do not avail against this salve.
  - If smeared on a floor or on steps, treat as a long-lasting grease spell. It requires 8 hours to wear off normally, or it can be wiped off with an alcohol solution (even wine).
  - CL 6; Brew-Potion; Craft Wondrous Item, spellcaster-level-6; grease; ↑ 1,000 gp.
- **Scabbard of Keen Edges** (*faint transmutation*)
  - 3/day: on command, the scabbard casts *keen edge* on any blade placed within it. It can shrink or enlarge to accommodate any knife, dagger, sword or similar weapon up to and including a greatsword.
  - CL 5; Craft Wondrous Item, keen edge; ↑ 16,000 gp; weight 1 lb.
- **Scarab of Protection** (*strong abjuration and necromancy*)
  - Wearer gains spell resistance 20; the scarab can also absorb energy-draining attacks, death attacks and negative energy effects (e.g. *inflict critical wounds*). Upon absorbing twelve such attacks, the scarab turns to powder and is destroyed. ~~An attack that would bestow two negative levels counts as two attacks.~~
  - CL 18; Craft Wondrous Item, bless; death ward, negative energy protection, spell resistance, wish or miracle; 38,000 gp.
- **Scarab, Golembane** (*moderate divination*)
  - The wearer may detect any golem within 60 ft., and can combat golems with weapons, unarmed attacks or natural weapons as if those golems had no damage reduction. The wearer must concentrate (a standard action) for the detection to take place. ~~Different varieties of scarab work against different types of golem.~~
  - CL 8; Craft Wondrous Item, detect magic, keen edge or holy power; creator must be at least 10th level; 2,500 gp.
- **Shrouds of Disintegration** (*strong transmutation*)
  - When a body is placed inside, a command word will turn it to dust. The magic of the shrouds is usable only once, after which the wrappings become ordinary, fine cloth.
  - CL 15; Craft Wondrous Item, disintegrate; 6,600 gp; weight 10 lb.
- **Silversheen** (*faint transmutation*)
  - Applied to a weapon (a standard action), it will give the weapon the properties of alchemical silver for 1 hour (replacing the properties of any other special material it might have). One vial will coat a single melee weapon or 20 units of ammunition.
  - CL 5; Craft Wondrous Item; 250 gp.
- **Slippers of Spider Climbing** (*faint transmutation*)
  - Wearer may move at speed of 20 ft. on vertical surfaces or on ceilings, with hands free. Severely slippery surfaces (icy, oiled or greased) make these slippers useless.
  - The slippers can be used for 10 minutes per day, split up as the wearer chooses.
  - CL 4; Craft Wondrous Item, spider climb; ↑ 4,800 gp; weight ½ lb.
- **Sovereign Glue** (*strong transmutation*)
  - 1 ounce can coat 1 square foot of surface, bonding virtually any two substances together. The glue takes 1 round to set. If the objects are pulled apart (a move action) before that time has elapsed, that application of the glue is worthless. If the glue is allowed to set, then attempting to separate the bonded objects has no effect, except when *universal solvent* is applied to the bond.
  - It can be contained only in a flask whose inside has been coated with 1 ounce of *salve of slipperiness*, and each time any of the glue is poured from the flask a new application of *salve of slipperiness* must be put in the flask within 1 round.
  - CL 20; Craft Wondrous Item, make whole; 2,400 gp (per ounce).
- **Stone of Alarm** (*faint abjuration*)
  - On command, affixes itself to any object. Thereafter, if anyone touches that object without first speaking the command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).
  - CL 3; Craft Wondrous Item, alarm; ↑ 2,700 gp; weight 2 lb.
- **Stone of Controlling Earth Elementals** (*strong conjuration*)
  - Typically an oddly-shaped bit of roughly polished rock; when summoning words are spoken (requiring 1 full round), a Huge earth elemental appears.
  - Only one elemental can be summoned at a time. If sand or rough, unhewn stone is the summoning medium, the elemental is Large rather than Huge.
  - CL 13; Craft Wondrous Item, summon monster VI, summon monster VII; 100,000 gp; weight 5 lb.
- **Stone of Good Luck (Luckstone)** (*faint evocation*)
  - Owner gains a +1 luck bonus on all saving throws, ability checks, and skill checks.
  - CL 5; Craft Wondrous Item, divine favor; ↑ 20,000 gp.
- **Stone Horse** (*strong transmutation*)
  - On command, can come to life, carrying a burden and attacking as a real horse of the appropriate kind. It can carry 1,000 lb. tirelessly and never needs to rest or feed. Damage dealt to it can be repaired by first using a stone to flesh spell, causing it to become a normal horse that can be healed normally. When fully healed, it automatically reverts to stone form. While in stone form, it can be fed gems, healing 1 point of damage for each 50 gp worth of mineral it is given.
  - There are two sorts: courser (same stats as heavy horse, but with hardness 10) and destrier (same stats as heavy warhorse, but with hardness 10).
  - CL 14; Craft Wondrous Item, animate objects, flesh to stone; 10,000 gp (courser), 14,800 gp (destrier); weight 6,000 lb..
- **Stone Salve** (*strong abjuration and transmutation*)
  - An ounce can be applied to a petrified creature to return it to flesh (as per *stone to flesh*); an ounce applied to a nonpetrified creature protects it (as per *stoneskin*).
  - CL 13; Craft Wondrous Item, flesh to stone, stoneskin; 4,000 gp (per ounce).

- **Strand of Prayer Beads** (faint, moderate or strong varied)
  - This item appears to be a normal string of prayer beads until the owner casts a divine spell. Once that occurs, the owner instantly knows the powers of the prayer beads and how to access them. The owner need not hold or wear this item in any specific location, as long as he carries it somewhere on his person.
  - Each strand includes two or more special beads, each with a different power (see below). Each special bead can be used once per day, except for the *bead of summons*, which works only once and then becomes nonmagical.
  - There are three types of strands. A *lesser strand of prayer beads* has a *bead of blessing* and a *bead of healing* (and has a market price of 9,600 gp). A normal *strand of prayer beads* has a *bead of healing*, a *bead of karma*, and a *bead of smiting* (market price 25,800 gp). A *greater strand of prayer beads* has a *bead of healing*, a *bead of karma*, a *bead of summons*, and a *bead of wind walking* (market price 95,800 gp).
  - The power of a special bead is lost if it is removed from the strand. Reduce the price of a *strand of prayer beads* that is missing one or more beads by the appropriate price(s) shown below.
    - ***Bead of blessing***: Wearer can cast *bless*; must be activated as a spell trigger item (i.e. *bless* must be on the wearer's class spell list); CL 1; Craft Wondrous Item, *bless*; ↑ 600 gp.
    - ***Bead of healing***: Wearer can cast *cure serious wounds*, *remove blindness/deafness* or *remove disease* (as desired); CL 5; Craft Wondrous Item, *cure serious wounds* or *remove blindness/deafness* or *remove disease*; ↓ 9,000 gp.
    - ***Bead of karma***: Wearer casts spells at +4 caster level for 10 minutes; can be activated by any character capable of casting divine spells; CL 9; Craft Wondrous Item, *righteous might*; ↑ 20,000 gp.
    - ***Bead of smiting***: Wearer can cast *chaos hammer*, *holy smite*, *order's wrath*, or *unholy blight* (Will DC 17 partial); must be activated as a spell trigger item (i.e. spell to be cast must be on the wearer's class spell list); CL 7; Craft Wondrous Item, *chaos hammer* or *holy smite* or *order's wrath* or *unholy blight*; ↑ 16,800 gp.
    - ***Bead of summons***: Summons a powerful creature of appropriate alignment from the Outer Planes (an angel, devil etc.) to aid the wearer for 1 day (if the wearer uses the *bead of summons* to summon a deity's emissary frivolously, the deity takes that character's items and places a *geas* upon him as punishment at the very least); can be activated by any character capable of casting divine spells; CL 17; Craft Wondrous Item, *gate*; ↓ 20,000 gp.
    - ***Bead of wind walking***: Wearer can cast *wind walk*; must be activated as a spell trigger item (i.e. *wind walk* must be on the wearer's class spell list); CL 11; Craft Wondrous Item, *wind walk*; ↑ 46,800 gp.
- **Talisman of the Sphere** (see under Minor Artifacts)
- **Tome of Clear Thought** (strong evocation [if *miracle* is used])
  - Reader gains an inherent bonus (+1 to +5) to his or her INT score. Reading the book takes a total of 48 hours over a minimum of six days. Once the book is read, the magic disappears from its pages and it becomes a normal book.
  - Because this book provides an inherent bonus, the reader will earn extra skill points when she attains a new level (unlike with the benefit provided by the *headband of intellect*).
  - CL 17; Craft Wondrous Item, *wish* or *miracle*; 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); weight 5 lb.
- **Tome of Leadership and Influence** (strong evocation [if *miracle* is used])
  - Reader gains an inherent bonus (+1 to +5) to his or her CHA score. Reading the book takes a total of 48 hours over a minimum of six days. Once the book is read, the magic disappears from its pages and it becomes a normal book.
  - CL 17; Craft Wondrous Item, *wish* or *miracle*; 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); weight 5 lb.
- **Tome of Understanding** (strong evocation [if *miracle* is used])
  - Reader gains an inherent bonus (+1 to +5) to his or her WIS score. Reading the book takes a total of 48 hours over a minimum of six days. Once the book is read, the magic disappears from its pages and it becomes a normal book.
  - CL 17; Craft Wondrous Item, *wish* or *miracle*; 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); weight 5 lb.
- **Unguent of Timelessness** (faint transmutation)
  - Applied to any matter that was once alive (leather, leaves, paper, wood, dead flesh, etc.); each year of actual time affects that substance as though only a day had passed. The coated object gains a +1 resistance bonus on all saving throws. The unguent never wears off, although it can be magically removed (e.g. by dispelling the effect).
  - One flask contains enough material to coat eight Medium or smaller objects. A Large object counts as two Medium objects, and a Huge object counts as two Large objects.
  - CL 3; ~~Brew Potions~~, Craft Wondrous Item; 150 gp.
- **Universal Solvent** (strong transmutation)
  - Can dissolve *sovereign glue*, *tanglefoot bags*, and the adhesive created by a *kuo-toa*. Applying the solvent is a standard action.
  - If carefully distilled to one-third its original volume, each dose dissolves 1 cu.ft. of material (as per *disintegrate*).
  - CL 20; Craft Wondrous Item, *disintegrate*; ↓ 50 gp.
- **Vest of Escape** (faint conjuration and transmutation)
  - Lockpicks (hidden within secret pockets) provide a +4 competence bonus on Open Lock checks. The wearer also gains a +6 competence bonus to Escape Artist checks.
  - If the lockpicks are separated by more than 15 ft. from the vest, they lose their competence bonus, but the bonus returns when they are returned to the pockets of the vest.
  - CL 4; Craft Wondrous Item, *grease*, *knock*; ↑ 5,200 gp.
- **Vestment, Druid's** (moderate transmutation)
  - When worn (over normal clothing or armor) by a character with the wild shape ability, the character can use that ability one additional time per day.
  - CL 10; Craft Wondrous Item, *polymorph* or ~~creator must be at least a 10th-level druid~~ or *wild shape ability*; ↑ 10,000 gp.
- **Vestments of Faith** (deleted)
- **Well of Many Worlds** (strong conjuration)
  - Two-way moveable portal (looks and acts just like a *portable hole*) to a parallel world, another planet or a different plane (at the DM's option or by random determination).
  - CL 17; Craft Wondrous Item, *gate*; 82,000 gp.
- **Wind Fan** (faint evocation)
  - On command, can generate air movement duplicating a *gust of wind* spell.
  - Can be used once per day with no risk. If it used more frequently, there is a 20% cumulative chance per usage during that day that the device tears into useless, nonmagical tatters.
  - CL 5; Craft Wondrous Item, *gust of wind*; 5,500 gp.
- **Wings of Flying** (moderate transmutation)
  - On command, turns into a pair of *gigantic* bat or bird wings which enable the wearer to fly with a speed of 60 ft. (good maneuverability).
  - CL 10; Craft Wondrous Item, *fly*; ↑ 54,000 gp.

## INTELLIGENT ITEMS (p. 268)

Only subsections with significant changes are noted here.

- In general, less than 1% of magic items have intelligence.
- Intelligent items often have the ability to illuminate their surroundings at will (as magic weapons do); many cannot see otherwise.
- Unlike most magic items, intelligent items can activate their own powers without waiting for a command word from their owner. For example, an intelligent sword with the *magic circle against evil* ability can activate the circle even if the wielder makes a full attack in that round. Intelligent items act during their owner's turn in the initiative order.

## Intelligent Item Abilities Powers

Note: The tables in the DMG for determining an intelligent item's powers have been substantially changed.

- All powers function at the direction of the item (although intelligent items generally follow the wishes of their owner).
  - Activating a power or concentrating on an active one is a standard action the item takes.

## Special Purpose Items

- Dedicated Power
  - Unlike its other powers, an intelligent item can refuse to use its dedicated power even if the owner is dominant.

## Intelligent Item Examples

This is a new section (🔗).

## CURSED ITEMS (p. 272)

Only subsections with significant changes are noted here.

### Specific Cursed Items (Note: Only changes to descriptions are listed here)

- A simple *detect magic* spell yields a misleading aura and strength, often indicating that the item is a noncursed item of similar sort. An *identify* spell only has a 1% chance per caster level to reveal a cursed item's true properties, including the cursed aspect. *Analyze dweomer* reveals the true nature of a cursed item.
- Amulet of Inescapable Location (moderate abjuration)
  - Seems to be an *amulet of proof against detection and location*. Actually, the amulet gives the wearer a -10 penalty on all saves against divination spells.
  - CL 10; Craft Wondrous Item, *bestow curse*; 1,000 gp.
- Armor of Arrow Attraction (strong abjuration)
  - Seems to be +3 *full plate*. However, the wearer takes a -15 penalty to AC against any attack by a ranged weapon.
  - CL 16; Craft Magic Arms and Armor, *bestow curse*; 9,000 gp.
- Armor of Rage (strong necromancy)
  - CL 16; Craft Magic Arms and Armor, *bestow curse*; 9,000 gp.
- Bag of Devouring (moderate conjuration)
  - Seems to be a *bag of holding (type I)*. It is actually a lure used by an extradimensional creature. The *bag of devouring* is 90% likely to ignore any initial intrusion, but any time thereafter that it senses living flesh within, it is 60% likely to close around the offending member and attempt to draw the whole victim in. The bag has a +8 bonus on grapple checks made to pull someone in.
  - The bag can hold up to 30 cubic feet of matter. Each hour it has a 5% cumulative chance of swallowing the contents and spitting the stuff out in some non-space or on some other plane. Creatures drawn within are consumed in 1 round. The bag destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.
  - CL 17; in effect, this is a creature and cannot be created.
- Boots of Dancing (strong enchantment)
  - CL 16; Craft Wondrous Item, *Otto's irresistible dance*; 30,000 gp.
- Bracers of Defencelessness (moderate conjuration)
  - CL 16; Craft Wondrous Item, *mage armor*, *bestow curse*; 1,200 gp.
- Broom of Animated Attack (moderate transmutation)
  - CL 10; Craft Wondrous Item, *animate objects, fly*; 5,200 gp.
- Cloak of Poisonousness (strong abjuration)
  - CL 15; Craft Wondrous Item, *poison*, *limited wish* or *miracle*; 62,000 gp.
- Crystal Hypnosis Ball (moderate transmutation)
  - Seems to be a normal *crystal ball*. However, anyone attempting to use it becomes *fascinated* for 1d6 minutes, and a telepathic *suggestion* is implanted in his mind (Will DC 19 negates).
  - CL 17; in effect, this is a minor artifact and cannot be created.
- Dust of Sneezing and Choking (faint conjuration)
  - Seems to be *dust of appearance* or *dust of disappearance*.
  - CL 7; Craft Wondrous Item, *poison*; 2,400 gp.
- Flask of Curses (moderate conjuration)
  - CL 7; Craft Wondrous Item, *bestow curse*; 2,100 gp.
- Gauntlets of Fumbling (moderate transmutation)
  - CL 7; Craft Wondrous Item, *bestow curse*; 1,300 gp.
- Helm of Opposite Alignment (strong transmutation)
  - A character who succeeds on his save can continue to wear the helmet without suffering the effects of the curse, but if he takes it off and later puts it on again, another save is required. The curse only works once; that is, a character whose alignment has been changed cannot change it again by donning the helmet a second time.
  - CL 12; Craft Wondrous Item, creator must be 12th level; 4,000 gp; weight 3 lb.
- Incense of Obsession (moderate enchantment)
  - CL 6; Craft Wondrous Item, *bestow curse*; 200 gp.
- Mace of Blood (moderate abjuration)
  - CL 8; Craft Magic Arms and Armor, creator must be at least 9th level and chaotic evil; 16,000 gp.
- Medallion of Thought Projection (faint divination)
  - CL 7; Craft Wondrous Item, *detect thoughts*, *ghost sound*; 1,800 gp.
- Necklace of Strangulation (strong conjuration)
  - CL 18; Craft Wondrous Item, *slay living*; 60,000 gp.
- Net of Snaring (moderate evocation)
  - CL 8; Craft Magic Arms and Armor, *freedom of movement*; 10,000 gp.
- Periapt of Foul Rotting (faint abjuration)
  - CL 10; Craft Wondrous Item, *contagion*; 17,000 gp.
- Potion of Poison (moderate conjuration)
  - CL 12; ~~Brew Potion~~; Craft Wondrous Item, *poison*; 5,000 gp.
- Robe of Powerlessness (moderate transmutation)
  - CL 13; Craft Wondrous Item, *bestow curse*, *permanency*; 5,500 gp.
- Robe of Vermin (moderate abjuration)
  - CL 13; Craft Wondrous Item, *summon swarm*, creator must be at least 13th level; 16,500 gp.
- Ring of Clumsiness (strong transmutation)
  - CL 15; Forge Ring, *bestow curse*, *feather fall*; 500 gp.
- Scarab of Death (strong abjuration)
  - CL 19; Craft Wondrous Item, *slay living*; 80,000 gp.
- Spear, Cursed Backbiter (moderate evocation)
  - CL 10; Craft Magic Arms and Armor, *bestow curse*; ⤴ 7,500 gp.
- Stone of Weight (Loadstone) (faint transmutation)
  - CL 5; Craft Wondrous Item, *slow*; 1,000 gp.
- -2 Sword, Cursed (strong evocation)
  - CL 15; Craft Magic Arms and Armor, *bestow curse*, *limited wish* or *miracle*; 1,500 gp.
- Sword, Berserking (moderate evocation)
  - CL 8; Craft Magic Arms and Armor, *feeblemind*, *rage*, *bestow curse*; 17,500 gp.

- Vacuous Grimoire (strong enchantment)
  - CL 20; Craft Wondrous Item, *feeblemind*; 6,000 gp.

## Selling Cursed Items

*This is a new section.*

## MINOR ARTIFACTS (p. 277)

### Minor Artifact Descriptions (Note: Only changes to descriptions are listed here)

- Book of Exalted Deeds (strong evocation [good])
  - CL 19; weight 3 lb.
- Book of Infinite Spells (strong [all schools])
  - The nature of each page is determined by a dice roll: 01-50, *arcane spell*; 51-100, *divine spell*.
  - CL 18; weight 3 lb.
- Book of Vile Darkness (strong evocation [evil])
  - CL 19; weight 3 lb.
- Deck of Many Things (strong [all schools])
  - CL 20.
- Hammer of Thunderbolts (strong evocation, necromancy and transmutation)
  - This +3 *Large returning warhammer* deals 4d6 points of damage on any hit. Further, if the wielder wears a *belt of giant strength* and *gauntlets of ogre power* and he knows the hammer is a *hammer of thunderbolts* (not just a +3 *warhammer*), the weapon can be used to full effect. It gains a total +5 enhancement bonus, ~~deals double damage~~; allows all *belt* and *gauntlet* bonuses to stack (only when using this weapon), and strikes dead any giant upon whom it scores a hit (Fortitude DC 20 negates the death effect ~~but not the damage~~).
  - When hurled, on a successful attack the hammer emits a great noise, like a clap of thunder, causing all creatures within 90 feet to be stunned for 1 round (Fortitude DC 15 negates). The hammer's ~~throwing range is 180 feet and its~~ range increment is 30 feet.
  - CL 20; weight 15 lb.
- Philosopher's Stone (strong transmutation)
  - If the stone is broken open (*break DC 20*), a cavity is revealed at its heart which enables any *arcane spellcaster* to transmute base metals into silver and gold. A single *philosopher's stone* can turn up to 5,000 lb. of iron into silver, or up to 1,000 lb. of lead into gold. However, all transmutations must occur within 24 hours after the stone is opened.
  - If the quicksilver at the center of the stone is mixed with any *cure* potion while the substance is still potent, it creates a special *oil of life* that acts as a *true resurrection* for any dead body it is sprinkled upon.
  - CL 20; weight 3 lb.
- Sphere of Annihilation (strong transmutation)
  - A character's attempt to gain control of a *sphere of annihilation* (or to keep controlling one) is based on the result of a control check against DC 30 (a *move action*). A control check is 1d20 + character level + character INT modifier. If the check succeeds, the character can move the sphere as a *free action*.
  - Control of a sphere can be established from as far away as 40 feet. Once control is established, it must be maintained by continuing to make control checks (all DC 30) each round. For as long as a character maintains control (does not fail a check) in subsequent rounds, he can control the sphere from a distance of 40 feet + 10 feet per character level. The sphere's speed in a round is 10 feet + 5 feet for every 5 points by which the character's control check in that round exceeded 30.
  - If a control check fails, the sphere slides 10 feet in the direction of the character attempting to control it. ~~Any attempt to control the sphere causes it to move, but if control is not established, the sphere slides toward the character attempting to move it. It continues to move in the direction he wills it to (or toward the character, if the attempt failed) for 1d4 rounds or for as long as the character is within 30 feet, whichever is greater.~~
  - CL 20.
- Staff of the Magi (strong [all schools])
  - The following powers do not use charges: *detect magic*, *enlarge person* (Fortitude DC 15 negates), *hold portal*, *light*, *mage armor*, *mage hand*.
  - The following powers drain 1 charge per usage: *dispel magic*, *fireball* (10d6 damage, Reflex DC 17 half), *ice storm*, *invisibility*, *knock*, *lightning bolt* (10d6 damage, Reflex DC 17 half), *passwall*, *pyrotechnics* (Will/Fortitude DC 16 negates), *wall of fire*, *web*.
  - The following powers drain 2 charges per usage: *summon monster IX*, *plane shift* (Will DC 21 negates), *telekinesis* (400 lb. maximum weight; Will DC 19 negates), ~~*whirlwind*~~.
  - CL 20; weight 5 lb.
- Talisman of Pure Good (strong evocation [good])
  - CL 18.
- Talisman of the Sphere (strong transmutation)
  - CL 16; weight 1 lb.
- Talisman of Ultimate Evil (strong evocation [evil])
  - CL 18.
- Talisman of Zagy (strong conjuration)
  - CL 20; weight 1 lb.

## MAJOR ARTIFACTS (p. 280)

### Major Artifact Descriptions (Note: Only items with changed descriptions are listed here)

- The Orbs of Dragonkind
  - Each orb has an individual power that can be invoked once per round at 10th caster level, as follows:
    - *Black Dragon Orb: Fly* (Will DC 17 negates).
    - *Blue Dragon Orb: Haste* (Fortitude DC 17 negates).
    - *Brass Dragon Orb: Teleport* (Will DC 19 negates).
    - *Bronze Dragon Orb: Scrying* (Will DC 18 negates).
    - *Copper Dragon Orb: Suggestion* (Will DC 17 negates).
    - *Gold Dragon Orb:* The owner of the gold *Orb* can call upon any power possessed by one of the other *Orbs* – including the *dominate* and *breath weapon* abilities but not AC, save bonuses, or *breath weapon immunity* – but can only use an individual power once per day. She can use *dominate* on any other possessor of an *Orb* within 1 mile (Will DC 23 negates).
    - *Green Dragon Orb: Spectral hand*.
    - *Red Dragon Orb: Wall of fire*.
    - *Silver Dragon Orb: Cure critical wounds* (Will DC 18 half).
    - *White Dragon Orb: Protection from energy (cold)* (Fortitude DC 17 negates).
- The Shield of Prator
  - The shield absorbs the first 10 points of damage from any energy attack (fire, cold, acid, electricity, or sonic).

## CREATING MAGIC ITEMS (p. 282)

- **Magic supplies** for items are always half of the base price in gp and 1/25 of the base price in XP.
  - For many items, the market price equals the base price. **Armor, shields, weapons, and items with a value independent of their magically-enhanced properties add their item cost to the market price. The item cost does not influence the base price (which determines the cost of magic supplies and the XP cost), but it does increase the final market price.**
  - In addition, some items cast or replicate spells with costly material components or with XP components. For these items, the market price equals the base price plus an extra price for the spell component costs. Each XP in the component costs adds 5 gp to the market price. The cost to create these items is the **magic supplies** cost and the base XP cost (both determined by the base price) plus the costs for the components.
  - Creating an item requires one day per 1,000 gp in the item's base price, with a minimum of one day. Potions always take just one day to brew. **The character must spend the gold and XP at the beginning of the construction process.**
  - The caster works for 8 hours each day. He cannot rush the process by working longer each day. **But the days need not be consecutive, and the caster can use the rest of his time as he sees fit.**
  - A character can work on only one item at a time. **If a character starts work on a new item, all materials used and XP spent on the under-construction item are wasted.**

## Special Materials

- **If you make a suit of armor or weapon out of more than one special material, you get the benefit of only the most prevalent material.**
  - However, you can build a double weapon with each head made of a different special material.
- **Adamantine**
  - Weapons made from adamantine **have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20.**
  - Armor made from adamantine **grants its wearer damage reduction of 1/- if it's light armor, 2/- if it's medium armor, or 3/- if it's heavy armor.**
  - Weapons and armor made from adamantine are always of masterwork quality; thus, adamantine weapons and ammunition have a +1 enhancement bonus on attack rolls, and the armor check penalty of adamantine armor is lessened by 1 compared to ordinary armor of its type. The masterwork cost is included in the prices given below. **Items without metal parts cannot be made of adamantine.**
  - **Only weapons, armor, and shields normally made of metal can be fashioned from adamantine. They have one-third more hit points than normal.** Adamantine has 40 hit points per inch of thickness and hardness 20.
  - **Item Cost modifiers:** +60 gp (ammunition), +5,000 gp (light armor), +10,000 gp (medium armor), +15,000 gp (heavy armor), +3,000 gp (weapons).
- **Darkwood**
  - Any wooden or mostly wooden item (e.g. bow, arrow, spear) made from darkwood is considered a masterwork item and weights only half as much as a normal wooden item of that type. **Items not normally made of wood or only partially of wood (e.g. battleaxe or mace) either cannot be made from darkwood or do not gain any special benefit from being made from darkwood.**
  - The armor check penalty of a darkwood shield is lessened by 2 compared to an ordinary shield of its type.
  - To determine the price of a darkwood item, use the original weight but add 10 gp per pound to the price of a masterwork version of that item.
  - Darkwood has 10 hit points per inch of thickness and hardness 5.
- **Dragonhide**
  - **One dragon produces enough hide for a single suit of masterwork hide armor for a creature one size category smaller than the dragon. By selecting only choice scales and bits of hide, an armorsmith can produce one suit of masterwork banded mail for a creature two sizes smaller, one suit of masterwork half-plate for a creature three sizes smaller, or one masterwork breastplate or suit of full plate for a creature four sizes smaller. In each case, enough hide is available to produce a small or large masterwork shield in addition to the armor, provided that the dragon is Large or larger.**
  - **Because dragonhide armor isn't made of metal, druids can wear it without penalty.**
  - **Dragonhide armor costs double what masterwork armor of that type ordinarily costs, but it takes no longer to make than ordinary armor of that type.**
  - **Dragonhide has 10 hit points per inch of thickness and hardness 10.**
- **Iron, Cold**
  - **Weapons made of cold iron cost twice as much to make as their normal counterparts. Also, any magical enhancements cost an additional 2,000 gp. A double weapon that has only half of it made of cold iron increases its cost by 50%.**
  - **Items without metal parts cannot be made from cold iron.**
  - **Cold iron has 30 hit points per inch of thickness and hardness 10.**
- **Mithral**
  - **Most mithral armors are one category lighter than normal for purposes of movement and other limitations (e.g. a barbarian's fast movement ability). Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum DEX bonus is increased by 2, and armor check penalties are lessened by 3 (to a minimum of 0).**
  - **Any item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded. Items not primarily of metal are not meaningfully affected by being made of mithral.**
  - **Weapons and armor made from mithral are always of masterwork quality; thus, mithral weapons and ammunition have a +1 enhancement bonus on attack rolls, and the armor check penalty of mithral armor is lessened by 1 compared to ordinary armor of its type. The masterwork cost is included in the prices given below.**
  - **Mithral has 30 hit points per inch of thickness and hardness 15.**
  - **Item Cost modifiers:** +1,000 gp (light armor), +4,000 gp (medium armor), +9,000 gp (heavy armor), +1,000 gp (shield), +500 gp per lb. (other items).
- **Silver, Alchemical**
  - **On a successful attack with a silvered weapon, the wielder takes a -1 penalty on the damage roll (with the usual minimum of 1 point of damage).**
  - **The alchemical silvering process can't be applied to nonmetal items, and it doesn't work on rare metals such as adamantine, cold iron, and mithral.**
  - **Alchemical silver has 10 hit points per inch of thickness and hardness 8.**
  - **Item Cost modifiers:** +2 gp (ammunition), +20 gp (light weapon), +90 gp (one-handed weapon, or one head of a double weapon), +180 gp (two-handed weapon, or both heads of a double weapon).

## Creating Magic Armor

- Armor to be made into magic armor must be masterwork armor, and the **masterwork cost** is added to the **base price** to determine final market value.
- The creator's caster level must be at least three times the enhancement bonus of the armor. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.
- Magic armor or a magic shield must have at least a +1 enhancement bonus in order to have any special ability associated with it.
- If spells are involved in the prerequisites for making the armor, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard), must provide any material components or focuses the spells require, and must pay any XP costs required for the spells. The act of working on the armor triggers the prepared spells, making them unavailable for casting during each day of the armor's creation.
- Crafting magic armor requires one day for each 1,000 gp value of the **base price**. **Item creation feat required:** Craft Magic Arms and Armor.

## Creating Magic Weapons

- Only a masterwork weapon can become a magic weapon, and the **masterwork cost** is added to the **base price** to determine final market value.
- The creator's caster level must be at least three times the enhancement bonus of the weapon. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.
- A magic weapon must have at least a +1 enhancement bonus in order to have any special ability associated with it.
- If spells are involved in the prerequisites for making the weapon, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard), must provide any material components or focuses the spells require, and must pay any XP costs required for the spells. The act of working on the weapon triggers the prepared spells, making them unavailable for casting during each day of the weapon's creation.
- At the time of creation, the creator must decide if the weapon glows or not as a side-effect of the magic imbued within it. This decision does not affect the price or the creation time, but once the item is finished, the decision is binding.
- Creating magic double-headed weapons is treated as creating two weapons when determining cost, time, XP, and special abilities.
- Crafting a magic weapon requires one day for each 1,000 gp value of the **base price**. **Item creation feat required:** Craft Magic Arms and Armor.

## Creating Potions

- The costs for material and ingredients are subsumed in the cost for brewing the potion: 25 gp × the level of the spell × the level of the caster.
- All ingredients and materials must be fresh and unused. The character must pay the full cost for brewing each potion.
- **The imbiber of the potion is both the caster and the target; therefore, spells such as *shield other* cannot be stored in potion form. Spells with a range of personal cannot be made into potions, so spells such as *shield* never exist in potion form.**
- The creator must have prepared the spell to be placed in the potion (or must know the spell, in the case of a sorcerer or bard) and must provide any material components or focus the spell requires. If casting the spell would reduce the caster's XP total, he pays the XP cost upon beginning the brew in addition to the XP cost for making the potion itself. The act of brewing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells.
- Brewing a potion requires one day. *Item creation feat required*: Brew Potion.

## Creating Rings

- Ring costs are difficult to formularize. Creating a ring generally costs half the ring's market price. **Rings that duplicate spells with costly material or XP components add in the value of 50 × the spell's component cost. Having a spell with a costly component as a prerequisite does not automatically incur this cost.**
- The act of working on the ring triggers the prepared spells, making them unavailable for casting during each day of the ring's creation.
- Forging a ring requires one day for each 1,000 gp value of the **base price**. *Item creation feat required*: Forge Ring.

## Creating Rods

- Rod costs are difficult to formularize. Creating a rod generally costs half the rod's market price.
- If spells are involved in the prerequisites for making the rod, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard), **but need not** provide any material components or focuses the spells require, **nor need he** pay any XP costs required for the spells. The act of working on the rod triggers the prepared spells, making them unavailable for casting during each day of the rod's creation.
- Crafting a rod requires one day for each 1,000 gp value of the **base price**. *Item creation feat required*: Craft Rod.

## Creating Scrolls

- The costs for writing materials are subsumed in the cost for scribing the scroll: 12½ gp × the level of the spell × the level of the caster.
- All writing implements and materials must be fresh and unused. The character must pay the full cost for scribing each scroll.
- The creator must have prepared the spell to be scribed (or must know the spell, in the case of a sorcerer or bard) and must provide any material components or focus the spell requires. If casting the spell would reduce the caster's XP total, he pays the XP cost upon beginning the scroll in addition to the XP cost for making the scroll itself. The act of writing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells.
- Scribing a scroll requires one day for each 1,000 gp of the **base price**. *Item creation feat required*: Scribe Scroll.

## Creating Staffs

- The cost for the materials is subsumed in the cost for creating the staff: 375 gp × the level of the highest-level spell × the level of the caster, plus 75% of the value of the next most costly ability (281¼ gp × the level of the spell × the level of the caster), plus one-half the value of any other abilities (187½ gp × the level of the highest-level spell × the level of the caster). Staffs are always fully charged (50 charges) when created.
- If desired, a spell can be placed into the staff at only half the normal cost, but then activating that particular spell costs 2 charges from the staff. **A single function can cost no more than 2 charges.** The caster level of all spells in a staff must be the same, **and no staff can have a caster level of less than 8th, even if all the spells in the staff are low-level spells.**
- The creator must have prepared the spells to be stored (or must know the spells, in the case of a sorcerer or bard) and must provide any focus the spells require **as well as material and XP component costs sufficient to activate the spell a maximum number of times (50 divided by the number of charges one use of the spell expends)**. This is in addition to the XP cost for making the staff itself. The act of working on the staff triggers the prepared spells, making them unavailable for casting during each day of the staff's creation.
- Crafting a staff requires one day for each 1,000 gp of the **base price**. *Item creation feat required*: Craft Staff.

## Creating Wands

- The cost for the materials is subsumed in the cost for creating the wand: 375 gp × the level of the spell × the level of the caster. Wands are always fully charged (50 charges) when created.
- The creator must have prepared the spell to be stored (or must know the spell, in the case of a sorcerer or bard) and must provide any focus the spell requires. Fifty of each needed material component are required, one for each charge. If casting the spell would reduce the caster's XP total, she pays the cost (multiplied by 50) upon beginning the wand in addition to the XP cost for making the wand itself. The act of working on the wand triggers the prepared spell, making it unavailable for casting during each day of the wand's creation.
- Crafting a wand requires one day for each 1,000 gp of the **base price**. *Item creation feat required*: Craft Wand.

## Creating Wondrous Items

- Wondrous item costs are difficult to formularize. Creating a wondrous item generally costs half the item's market price.
- If spells are involved in the prerequisites for making the item, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard), **but need not** provide any material components or focuses the spells require, **nor need he** pay any XP costs required for the spells. The act of working on the item triggers the prepared spells, making them unavailable for casting during each day of the item's creation.
- Crafting a wondrous item requires one day for each 1,000 gp value of the **base price**. *Item creation feat required*: Craft Wondrous Item.

## Adding New Abilities

- A creator can add new magical abilities to a magic item with no restrictions. The cost to do this is the same as if the item was not magical.
- If the item is one that occupies a specific place on a character's body, the cost of adding any additional ability to that item increases by 50%.