Dungeons & Dragons 3.5 Edition Index – Magic Items

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#### March 26, 2007

# Personal Items

Locations (DMG p214)

Head - 1 headband, hat, helmet, or phylactery.

Face - 1 pair of eyes, lenses, goggles, or a mask

Neck - 1 amulet, brooch, medallion, necklace, periapt, or scarab

Chest - 1 vest, vestment, or shirt

Body - 1 robe or suit of armor

Back - 1 cloak, cape, or mantle

Wrists - 1 pair of bracers or bracelets

Hands - 2 gloves or gauntlets

Finger (l/r) - 2 rings

Waist - 1 belt

Feet - 1 pair of boots, shoes, or slippers

| Personal Items | Reference | Effect | Loc. | Type | Aura | Lvl | Requirements | Create in gp | Create in XP | Sell in GP |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Goodberry Wine | (5Nat p082) | Jug of Wine.  Drinking 1 dose heals 8 hp and the provides nourishment of 1 meal. A creature can only benefit from one dose per 8 hours.  Contains 5 doses | — | Combo  Healing  Food | Faint Trans | 1 | Craft Wondrous Item  Goodberry | 125 | 10 | 250 |
| Ring of Adamantine Touch | (BoED p115) | The wearer’s melee & natural attacks are treated as Adamantine for purposes of overcoming Damage Reduction. | Finger | Spell Effect | Strong  Trans | 12 | Forge Ring  Touch of Adamantine | 60,000 | 4,800 | 120,000 |
| Ring of Affliction | (BoED p115) | A target hit by the wearer’s natural or unarmed attacks gains an Affliction(BoED p35) (FortNeg DC17). | Finger | Spell Effect | Strong  Necro  [good] | 12 | Forge Ring  Touch of Adamantine  Creator must be Good | 36,000 | 2,880 | 72,000 |
| Ring of Solar Wings | (BoED p115) | The wearer gains gleaming white wings, which grant Fly 150’ (good).  If the ring is removed, *Feather Fall* activates immediately. | Finger | Move | Strong  Trans | 12 | Forge Ring  Feather Fall  Polymorph | 59,000 | 4,720 | 118,000 |
| Ring of Vengeance | (BoED p115) | Good creature only:  If killed, the creature that struck the killing blow takes 15d6 damage (Ref½ DC19), then the ring dissolves. | Finger | Defense | Strong  Abj  [good] | 15 | Forge Ring  Vengeance Halo  Creator must be Good | 2,250 | 180 | 4,500 |
| Antimagic Shackles | (BoED p116) | Adamantine Shackles that resize to fit any creature from Small-size to Large-size. Break DC 40. Escape DC 28.  *Antimagic Field*, in a 5’ radius around the shackles, when locked. | Wrists (2) | Trap | Mod  Abj | 11 | Craft Wondrous Item  Antimagic Field | 66,000 | 5,280 | 132,000 |
| Incense of Consecration | (BoED p116) | *Consecrate*, in a 20’ Emanation when burned in a censer or thurible. The effect moves with the incense. After 6 hours, the effect ends.  Single use. | — | Combo  Single Use  Spell Effect | Faint  Evoc | 3 | Craft Wondrous Item  Consecrate | 150 | 12 | 300 |
| Retributive Amulet | (BoED p116) | +2 Sacred bonus to AC.  Half the hit-point damage the wearer takes from melee attacks is transferred to the attacker. | Neck | Defense | Faint  Abj | 5 | Craft Wondrous Item  Shield Other | 28,000 | 2,240 | 56,000 |
| Shackles of Silence | (BoED p116) | Iron shackles that resize to fit any creature from Small-size to Large-size. Break & Escape DC 28.  *Silence*, in a 2 ½’ radius around the shackles when locked (5’ radius if on a Large-size creature).  If broken or slipped out of, the shackles ring for 1 round in alarm. | Wrists (2) | Trap | Faint  Abj  Ill | 3 | Craft Wondrous Item  Alarm  Silence | 6,000 | 480 | 12,000 |
| Starmantle Cloak | (BoED p116) | Black cloak with tiny stars.  Gives off light as a torch.  Non-magic weapons & missiles that hit the wearer are destroyed & do no damage.  If hit by a magic weapon or missile, the wearer gets a Reflex save vs. DC 15 for ½ damage. | Back | Spell Effect | Mod  Abj | 11 | Craft Wondrous Item  Starmantle | 66,000 | 5,280 | 132,000 |
| Thurible of Consecration | (BoED p116) | Golden incense burner marked with a Deity’s symbol.  Cleric of the Thurible’s Deity only:  Incense of Consecration burned in the Thurible has double effect. | — | Class – Cleric | Faint  Evoc | 5 | Craft Wondrous Item  Consecrate  Creator must be a Cleric of the target Deity | 2,500 | 200 | 5,000 |
| Trumpet of Doom | (BoED p116) | Masterwork Brass Trumpet  All Evil creatures within 100’ when blown are Shaken for 1 minute (WillNeg DC14). Usable 3/day. | — | Offense | Mod  Necro | 6 | Craft Wondrous Item  Doom | 3,593 | 287 | 7,185 |
| Trumpet of Healing | (BoED p116) | Masterwork Trumpet  Activation requires a Perform (wind instruments) check vs. DC 15.  Three times per day, all non-evil creatures within 360’ of the trumpet receive one of the following: *Remove Blindness / Deafness, Remove Disease, Sure Serious Wounds,* or *Neutralize Poison*.  One time per day, one non-evil creature within 360’ of the trumpet receives the following: *Heal*.  The person playing the trumpet does not benefit from its healing.  Evil creatures cannot hear the trumpet. | — | Instrument | Strong  Conj | 13 | Craft Wondrous Item  Cure Serious Wounds  Heal  Neutralize Poison  Remove Blindness / Deafness  Remove Disease  Creator must be Good | 57,720 | 4,618 | 115,440 |
| Vambraces of Evil’s Warding | (BoED p116) | Ranged attacks made by Evil creatures against the wearer receive a –4 penalty.  Evil creatures only:  2d6 damage per round of wearing the vambraces. | Wrists (2) | Defense | Faint  Abj | 5 | Craft Wondrous Item  Protection from Arrows  Creator must be Good | 9,000 | 720 | 18,000 |
| Filcher’s Friend | (CAdv p130) | Plain looking steel ring.  +5 bonus on Slight of Hand checks involving metal objects.  Pulls a metal object weighing no more than 1 ounce within 1’ towards the wearer’s hand on command. | Finger | Skill | Faint  Trans | 12 | Forge Ring  Mage Hand | 1,250 | 100 | 2,500 |
| Ring of Lockpicking | (CAdv p130) | +5 bonus on Open Lock checks.  *Knock* by touch, usable 1/day. | Finger | Skill | Faint  Trans | 3 | Forge Ring  Knock | 2,250 | 180 | 4,500 |
| Amulet of Aberrant Empathy | (CAdv p132) | The wearer may use Handle Animal checks in place of Diplomacy checks when trying to influence the attitude of an Aberration with an Intelligence of up to 9. | Neck | Skill | Mod  Ench | 11 | Craft Wondrous Item  Charm Monster | 700 | 56 | 1,400 |
| Armbands of Might | (CAdv p132) | Pair of bronze armbands.  +2 bonus on Strength and Strength-based skill checks.  If the wearer is using Power Attack with at least a –2 penalty on the attack roll, he/she receives an additional +2 bonus on damage. | Wrists (2) | Skill | Faint Trans | 3 | Craft Wondrous Item  Bull’s Strength | 2,050 | 164 | 4,100 |
| Badge of Valor | (CAdv p132) | Broach made of gold.  +2 Morale bonus on saves vs. Fear (stacks with the bonus from a Paladin’s Aura of Courage ability and a Bard’s Inspire Courage ability).  +4 bonus on checks to avoid being Intimidated. | Neck | Save | Faint  Ench | 4 | Craft Wondrous Item  Heroism | 500 | 40 | 1,000 |
| Choker of Eloquence, Greater | (CAdv p132) | Necklace made from ivory and jade.  +10 Competence bonus on Bluff, Diplomacy, and Perform (sing) checks. | Neck | Skill | Mod  Trans | 6 | Craft Wondrous Item | 12,000 | 960 | 24,000 |
| Choker of Eloquence, Lesser | (CAdv p132) | Necklace made from ivory and jade.  +5 Competence bonus on Bluff, Diplomacy, and Perform (sing) checks. | Neck | Skill | Mod  Trans | 6 | Craft Wondrous Item | 3,000 | 240 | 6,000 |
| Collar of Obedience | (CAdv p132) | Collar for an Animal or Magical Beast.  The DC for Handle Animal checks to Handle, Push, Teach, Train, or Rear the creature wearing the collar are reduced by 5. | Neck | Creature | Faint  Ench | 3 | Craft Wondrous Item  Charm Animal | 750 | 60 | 1,500 |
| Crown of Steady Rulership | (CAdv p132) | Ornate, gold crown.  +5 Competence bonus on Sense Motive checks and Spot check made to see through disguises. | Head | Skill | Faint  Div | 3 | Craft Wondrous Item  See Invisibility | 2,250 | 180 | 4,500 |
| Flute of the Snake | (CAdv p132) | Masterwork Flute.  *Charm Animal (snakes only)*, activated by making a Perform (wind instrument) check vs. DC 15. Usable 3/day.  *Summon Nature’s Ally IV (1d4+1 Medium Vipers only)*, activated by making a Perform(wind instrument) check vs. DC 15. Usable 1/day. | — | Instrument | Mod  Conj  Ench | 7 | Craft Wondrous Item  Charm Animal  Summon Nature’s Ally IV | 7,700 | 616 | 15,400 |
| Harp of the Immortal Maestro | (CAdv p132) | Masterwork Harp.  1 rank of Perform (stringed instrument) only:  *Levitate,* 1/day.  *Magic Circle against Evil*, 1/day.  15 ranks of Perform (stringed instrument) only:  *Cure Critical Wounds*, 1/day.  *Displacement*, 1/day.  *Summon Monster V*, 1/day. | — | Instrument | Mod  Abj  Conj  Ill  Trans | 9 | Craft Wondrous Item  Cure Critical Wounds  Displacement  Levitate  Magic Circle against Evil  Summon Monster V  Creator must have 15 ranks in Perform (stringed instrument) | 25,500 | 2040 | 51,000 |
| Headband of Conscious Effort | (CAdv p133) | The wearer can make a Concentration check in places of a Fortitude save. Usable 1/day as an Immediate Action. | Head | Save | Mod  Trans | 6 | Craft Wondrous Item  Bear’s Endurance | 2,000 | 160 | 4,000 |
| Jumping Caltrops | (CAdv p133) | Bag of Animated Caltrops.  When the bag is empties, a 5’ square is filled with animated caltrops. Any creature moving through the square at normal speed is attacked by 4 (half speed = 2, quarter speed or less = 0). Each caltrop is a Diminutive-sized CR ¼ Construct that can damage the foot.  The caltrops can be “ordered” back into their bag. After 11 rounds total, the caltrops lose their magic, though they still can be used as normal caltrops. | — | Summon | Mod  Trans | 11 | Craft Wondrous Item  Animate Objects | 75 | 6 | 150 |
| Lute of the Wandering Minstrel | (CAdv p133) | Masterwork Lute.  1 rank of Perform (stringed instrument) only:  *Levitate,* 1/day.  *Magic Circle against Evil*, 1/day.  5 ranks of Perform (stringed instrument) only:  *Expeditious Retreat*, 1/day.  *Haste*, 1/day.  *Phantom Steed*, 1/day. | — | Instrument | Faint  Abj  Conj  Trans | 5 | Craft Wondrous Item  Expeditious Retreat  Haste  Levitate  Magic Circle against Evil  Phantom Steed  Creator must have 5 ranks in Perform (stringed instrument) | 14,750 | 1,180 | 29,500 |
| Mandolin of the Inspiring Muse | (CAdv p134) | Masterwork Mandolin.  1 rank of Perform (stringed instrument) only:  *Levitate,* 1/day.  *Magic Circle against Evil*, 1/day.  10 ranks of Perform (stringed instrument) only:  *Crushing Despair*, 1/day.  *Dominate Person*, 1/day.  *Good Hope*, 1/day. | — | Instrument | Faint  Abj  Ench  Trans | 9 | Craft Wondrous Item  Crushing Despair  Dominate Person  Good Hope  Levitate  Magic Circle against Evil  Creator must have 10 ranks in Perform (stringed instrument) | 21,000 | 1,680 | 42,000 |
| Mask of Lies | (CAdv p134) | Black, featureless mask with slits for eyes and mouth.  *Disguise Self*, at will.  *Undetectable Alignment*, always on.  +5 Competence bonus on Bluff checks | Face | Spell Effect | Faint  Abj  Ill | 5 | Craft Wondrous Item  Disguise Self  Undetectable Alignment | 8,500 | 680 | 17,000 |
| Medal of Gallantry | (CAdv p134) | Silver brooch.  *Sanctuary*, 3/day. Activated as a Swift Action. If the wearer attacks while *Sanctuary* is in effect, he/she receives a  –1 Morale penalty on that attack and all subsequent attacks for the following hour.  +2 bonus on Diplomacy checks.  –2 penalty on Bluff checks. Remains for 24 hours after the Medal has been removed. | Neck | Spell Effect | Faint  Abj | 3 | Craft Wondrous Item  Sanctuary | 550 | 44 | 1,100 |
| Monocle of Perusal | (CAdv p134) | Single crystal lens.  +5 Competence bonus on Appraise checks.  *Identify*, 1/day. | Face | Skill | Faint  Div | 3 | Craft Wondrous Item  Identify | 3,250 | 260 | 6,500 |
| Papyrus of Deception | (CAdv p134) | Enchanted sheet of paper that can change its texture, color, and size (up to 12” on a side & down to 3” on a side).  +5 Enhancement bonus on Forgery checks, when it is the basis of the forged document. It may be reused. | — | Skill | Faint  Div | 5 | Craft Wondrous Item  Read Magic | 1,000 | 80 | 2,000 |
| Pendant of Draconic Empathy | (CAdv p134) | The wearer may use Handle Animal checks in place of Diplomacy checks when trying to influence the attitude of a Dragon with an Intelligence of up to 11. | Neck | Skill | Mod  Ench | 11 | Craft Wondrous Item  Charm Monster | 1,650 | 132 | 3,300 |
| Possum Pouch | (CAdv p134) | 12” diameter & 2” thick circular bag.  The bag to adhere to a Humanoid’s abdomen and blend in with the skin on command. Requires a Search check vs. DC 30 to find. | — | Storage | Faint  Ill | 3 | Craft Wondrous Item  Disguise Self | 900 | 72 | 1,800 |
| Sandals of  Harmonious Balance | (CAdv p134) | Plain-looking wood and leather sandals.  +10 Insight bonus on Balance checks.  The wearer may balance on a vertical surface with the appropriate Balance check. If successful, the wearer may make attacks, etc., as if Balancing instead of Climbing.  10 ranks of Balance only:  The wearer may balance on liquids and other surfaces that would not normally support the wearer’s weight. On each consecutive round, the DC increases by 5. | Feet | Skill | Mod  Trans | 8 | Craft Wondrous Item  Balancing Lorecall | 7,000 | 560 | 14,000 |
| Scarf of Warmth | (CAdv p135) | Wool scarf.  +4 bonus on Fortitude saves to resist the effects of cold weather | Neck | Save | Faint  Abj | 3 | Craft Wondrous Item  Endure Elements | 125 | 10 | 250 |
| Shawl of Bewitching | (CAdv p135) | Simple-looking shawl.  +5 Competence bonus on Bluff checks made to conceal the truth.  +1 effective Caster level when casting a Enchantment (charm) spell. | Back | Skill | Faint  Ench | 3 | Craft Wondrous Item  Charm Person | 1,750 | 140 | 3,500 |
| Spellsight Spectacles | (CAdv p135) | +5 Competence bonus on Spellcraft checks made to decipher scrolls.  +5 Competence bonus on Use Magic Device checks made to use scrolls. | Face | Skill | Faint  Div | 3 | Craft Wondrous Item  Read Magic | 1,250 | 100 | 2,500 |
| Spool of Endless Rope | (CAdv p135) | 500’ of fine silk rope that only weights 1 pound & fits on a belt spool.  Any rope that is cut from the spool disappears immediately & the spool is replenished up to 500’ again. | — | Storage | Mod  Conj | 9 | Craft Wondrous Item  Leomund’s Secret Chest | 1,000 | 80 | 2,000 |
| Strings of Spell Storing | (CAdv p136) | Set of strings for a string instrument.  When strung in an appropriate Masterwork instrument, up to 5 spell levels may be stored in these strings.  To ‘cast’ a spell, the user must make a Perform (string instrument) check vs. DC 15. The spell has no Arcane Failure chance, uses no material components or focuses, and costs no XP.  To charge the strings with a spell, the user must have at least 1 rank in Perform (string instrument) and must make a Perform check vs. DC 10 + spell level. The user loses the spell even if the check fails. | — | Spell Storage | Mod  Evoc | 9 | Craft Wondrous Item  Imbue with Spell Ability  Creator must have  5 ranks in Perform (stringed instrument) | 22,500 | 1,800 | 45,000 |
| Stylus of the Masterful Hand | (CAdv p136) | Elegant metal stylus.  +5 Competence bonus on Forgery checks.  Able to remember 3 instances of handwriting. The user makes a skill check & the roll for that forgery is “stored” (i.e., any following attempt to forge that specific handwriting can use the same roll over and over again). The “remembered” handwriting can be changed on command. | — | Skill | Faint  Div | 3 | Craft Wondrous Item  Read Magic | 1,500 | 120 | 3,000 |
| Trumpeter’s Gift | (CAdv p136) | Metal mouthpiece for any wind instrument.  When attached to a wind instrument,  +5 Competence bonus on Perform (wind instrument) checks.  *Shout*, 1/day. If the wind instrument the mouthpiece was attached to was not Masterwork quality, the instrument is destroyed by this effect. | — | Skill | Mod  Evoc | 7 | Craft Wondrous Item  Shout | 6,350 | 508 | 12,700 |
| Tunic of Steady Spellcasting | (CAdv p136) | +5 Competence bonus on Concentration checks. | Body | Skill | Faint  Trans | 3 | Craft Wondrous Item  Bear’s Endurance | 1,250 | 100 | 2,500 |
| Vial of the Last Gasp | (CAdv p136) | Vial containing some of the final breath of a famous figure.  Activated by inhaling the contents (use the same rules as drinking a potion). Effects last for 10 minutes:  +2 Enhancement bonus to Strength.  +1 effective caster level.  +4 Insight bonus to a single skill from the following list: Craft, Knowledge, Profession This matches the highest ranked skill of the famous figure.  Single use. | — | Combo  Ability Score  Skill  Single Use | Faint  Necro | 4 | Craft Wondrous Item  Death Knell | 1,100 | 88 | 2,200 |
| Ring of Arcane Might | (CArc p144) | An Arcane Caster wearing this ring gains +1 effective Caster level for spell effects, caster checks, and attempts to penetrate Spell Resistance. | Finger | Class – Arcane Caster | Mod  Abj | 8 | Forge Ring  Limited Wish  Greater Magic Weapon | 10,000 | 800 | 20,000 |
| Ring of Lore | (CArc p144) | *Legend Lore*, 1/week.  *Stone Tell*, 1/week.  Can find magic traps made by glyphs, runes, sigils, & symbols as if he/she was a Rogue. | Finger | Spell Effect | Strong  Div | 12 | Forge Ring  Find Traps  Legend Lore  Stone Tell | 16,125 | 1,290 | 32,250 |
| Ring of Spell Battle | (CArc p144) | Know of all spell casting within 60’ & can identify these spells (even if not seen) on a Spellcraft check vs. DC (15 + spell level).  Once per day, the wearer can Counter an identified spell (no Dispel Check needed) or change its target / center of effect to a new target / point within 60’. | Finger | Misc. | Strong Div | 14 | Forge Ring  Detect Magic  Dispel Magic  Spell Turning  Creator must have at least 10 ranks in Spellcraft | 33,800 | 2,704 | 67,600 |
| Ring of Theurgy | (CArc p145) | An Arcane Caster may transfer up to three Arcane spells of any level into the ring.  Caster of Prepared Arcane spells only:  If you have spell slots for the day that you have not memorized a spell into, you may transfer a spell from the ring into an ‘empty’ slot as if the spell had been memorized. The two spells must be of the same level. After doing this, the spell is gone from the ring.  Caster of Impromptu Arcane spells only:  You may cast one of the spells in the ring as if it were one of your known spells, though after doing this, the spell is gone from the ring. | Finger | Class – Arcane Caster | Mod  Univ | 12 | Forge Ring  Rary’s Mnemonic Enhancer | 10,000 | 800 | 20,000 |
| Aroma of Curdled  Death | (CArc p147) | Dark liquid in a stoppered bottle.  If applied to a creature like a perfume, the creature is surrounded by a 10’ radius invisible cloud that moves with the wearer & lasts for 1 minute. The wearer is immune to the cloud’s effect (see below).  If the bottle is left open or poured out, a 5’ radius invisible and immobile cloud forms.  In either case, the cloud’s effect is based on the creature’s HD:  HD Effect  up to 3 Death (no save)  4-5 Death (Fort vs. DC17 for 1d4 Constitution dmg)  6+ 1d4 Constitution dmg (Fort½, DC17)  Single use. | — | Combo  Single Use  Spell Effect | Mod Conj | 9 | Craft Wondrous Item  Cloudkill  Creator must have at least 4 ranks in Craft(alchemy) | 2,250 | 180 | 4,500 |
| Aroma of Dreams | (CArc p147) | Dark liquid in a stoppered bottle.  If applied to a creature like a perfume, the creature is surrounded by a 10’ radius invisible cloud that moves with the wearer & lasts for 1 minute. The wearer is immune to the cloud’s effect (see below).  If the bottle is left open or poured out, a 5’ radius invisible and immobile cloud forms.  In either case, the cloud’s effect is an Inhaled Poison (sleep for 1 minute / sleep for 1 hour / Fort14).  Single use. | — | Combo  Single Use  Spell Effect | Faint Ench | 5 | Craft Wondrous Item  Deep Slumber  Creator must have at least 4 ranks in Craft(alchemy) | 750 | 60 | 1,500 |
| Belt of Many Pockets | (CArc p147) | Belt of 64 pockets, each of which can hold up to 10 lbs or 1 cubic foot, yet remain weightless.  A pocket can safely hold the wearer’s Familiar. While within, the familiar does not need food, water, or air. These benefits only apply to the wearer’s Familiar. | Waist | Storage | Mod  Conj | 9 | Craft Wondrous Item  Familiar Pocket  Leomund’s Secret Chest  Locate Object | 5,500 | 440 | 11,000 |
| Belt of Spell Resistance | (CArc p148) | Spell Resistance 21 | Waist | Defense | Mod  Abj | 9 | Craft Wondrous Item  Spell Resistance | 45,000 | 3,600 | 90,000 |
| Book of Blood | (CArc p148) | Red leather spellbook with vellum pages weighing 3 pounds. Is Waterproof, Fireproof, & Lockable.  Holds 45 spell levels.  *Summon Monster IV* (Yeth Hound only), 1/day.  *Finger of Death*, 1/day. User looses 1hp permanently. | — | Spell Effect | Strong  Conj  Necro | 13 | Craft Wondrous Item  Summon Monster IV  Finger of Death | 10,650 | 852 | 21,300 |
| Chasuble of Fell Power, Greater | (CArc p148) | Long strip of scarlet cloth embroidered with arcane sigils.  +2d6 damage when the wearer uses the Warlock class ability Eldritch Blast  –or– a [chaotic] spell that does hp dmg. | Body | Offense | Mod Evoc | 9 | Craft Wondrous Item  Chaos Hammer –or– creator has the Eldritch Blast ability | 9,000 | 720 | 18,000 |
| Chasuble of Fell Power, Lesser | (CArc p148) | Long strip of scarlet cloth embroidered with arcane sigils.  +1d6 damage when the wearer uses the Warlock class ability Eldritch Blast  –or– a [chaotic] spell that does hp dmg. | Body | Offense | Mod Evoc | 6 | Craft Wondrous Item  Chaos Hammer –or– creator has the Eldritch Blast ability | 4,000 | 320 | 8,000 |
| Contract of Nepthas | (CArc p148) | Vellum contract with the specifics left blank.  When filled in and signed by two creatures, both are bound by the terms written on the contract. A signatory who breaks the terms is permanently Blind, Deaf, and mute (no save, SR applies). These effects can only be broken by *Remove Curse* (min Caster level 8th) or *Break Enchantment* (DC25).  A contract signed by a creature under the effect of a [charm] or [compulsion] spell is void.  Single use. | — | Combo  Misc.  Single Use | Mod  Ench | 11 | Craft Wondrous Item  Lesser Geas | 700 | 56 | 1,400 |
| Dust of Dispersion | (CArc p148) | Fine powder in a pouch.  When thrown in the air, creates a 10’ by 10’ by 10’ translucent cloud that does not provide Concealment. Any ranged attack made into or through the cloud has a 50% Miss Chance. Attacks made from inside the cloud have no penalties.  Cloud lasts for 3 minutes, unless there is a Strong (or faster) wind, which disperses it in 4 rounds (or faster).  Fire will also burn away the cloud.  Single use. | — | Combo  Defense  Single Use | Faint  Ill | 3 | Craft Wondrous Item  Blur  Glitterdust | 1,050 | 84 | 2,100 |
| Dyrr’s Impervious Vestment | (CArc p148) | Black silk robe embroidered with Adamantine thread.  +9 Armor bonus to AC.  *Blade Barrier*, 1/day. Activated as a Full Round Action. Effect is centered on the wearer when cast & is 90’ in diameter & 20’ high. Lasts for up to 18 minutes (dismissible as a Standard Action). The wearer may pass through this *Blade Barrier* at will. | Body | Combo  AC  Spell Effect | Strong  Abj | 18 | Craft Wondrous Item  Blade Barrier  Mage Armor | 61,500 | 4,920 | 123,000 |
| Fochlucan Bandore | (CArc p148) (CAdv p148) | Masterwork Lute.  *Light*, 1/day.  +1 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion.  2 ranks of Perform (string instrument) only:  *Flare*, 1/day.  *Mending*, 1/day.  *Message*, 1/day. | — | Instrument | Faint  Evoc  Trans | 3 | Craft Wondrous Item  Flare  Light  Mending  Message  Creator must be a Bard | 950 | 76 | 1,900 |
| Anstruth Harp | (CArc p149) | Masterwork Harp  +6 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion.  12 ranks of Perform (string instrument) only:  *Control Water*, 1/day.  *Mass Cure Light Wounds*, 1/day.  *Mind Fog*, 1/day.  11 or less ranks of Perform (string instrument) only:  1 Persistent Negative level. | — | Instrument | Strong  various | 14 | Craft Wondrous Item  Control Water  Mass Cure Light Wounds  Mind Fog  Creator must be a Bard | 30,000 | 2,400 | 60,000 |
| Canaith Mandolin | (CArc p149) | Masterwork Mandolin.  +4 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion.  8 ranks of Perform (string instrument) only:  *Cure Serious Wounds*, 1/day.  *Dispel Magic*, 1/day.  *Summon Monster III*, 1/day.  7 or less ranks of Perform (string instrument) only  1 Persistent Negative level. | — | Instrument | Mod  various | 8 | Craft Wondrous Item  Cure Serious Wounds  Dispel Magic  Summon Monster III  Creator must be a Bard | 11,700 | 936 | 23,400 |
| Cli Lyre | (CArc p149) | Masterwork Lyre.  +5 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion.  10 ranks of Perform (string instrument) only:  *Break Enchantment*, 1/day.  *Dimension Door*, 1/day.  *Shout*, 1/day.  9 or less ranks of Perform (string instrument) only:  1 Persistent Negative level. | — | Instrument | Mod  various | 11 | Craft Wondrous Item  Break Enchantment  Dimension Door  Shout  Creator must be a Bard | 18,800 | 1,504 | 37,600 |
| Doss Lute | (CArc p149) | Masterwork Lute  +3 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion.  6 ranks of Perform (string instrument) only:  *Delay Poison*, 1/day.  *Hold Person*, 1/day.  *Mirror Image*, 1/day.  5 or less ranks of Perform (string instrument) only:  1 Persistent Negative level. | — | Instrument | Faint  various | 5 | Craft Wondrous Item  Delay Poison  Hold Person  Mirror Image  Creator must be a Bard | 4,900 | 392 | 9,800 |
| Lenses of Darkness | (CArc p149) | +4 Circumstance bonus on saving throws vs. spells with the ‘light’ descriptor, Illusion (pattern) spells, & effects that cause blindness due to light. | Face | Save | Faint  Abj  Evoc | 3 | Craft Wondrous Item  Darkness  Resistance | 3,850 | 308 | 7,700 |
| Mac-Fuirmidh Cithern | (CArc p149) | Masterwork Lute.  +2 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion.  4 ranks of Perform (string instrument) only:  *Cure Light Wounds*, 1/day.  *Mage Armor*, 1/day.  *Sleep*, 1/day. | — | Instrument | Faint  various | 3 | Craft Wondrous Item  Cure Light Wounds  Mage Armor  Sleep  Creator must be a Bard | 1,450 | 116 | 2,900 |
| Ollamh Harp | (CArc p149) | Masterwork Harp.  +7 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion.  14 ranks of Perform (string instrument) only:  *Control Weather*, 1/day.  *Eye-Bite*, 1/day.  *Repulsion*, 1/day.  13 or less ranks of Perform (string instrument) only:  1 Persistent Negative level. | — | Instrument | Strong  various | 17 | Craft Wondrous Item  Control Weather  Eye-Bite  Repulsion  Creator must be a Bard | 41,800 | 3,344 | 83,600 |
| Phoenix Helm | (CArc p149) | Copper helmet shaped like a phoenix.  Gain Low-Light Vision.  *Feather Fall*, 1/day.  *Flame Arrow*, 1/day.  *Fly*, 1/day.  *Resist Energy*, 1/day.  *Speak with Animals* (birds only), 1/day. | Head | Spell Effect | Mod  various | 9 | Craft Wondrous Item  Feather Fall  Flame Arrow  Fly  Low-Light Vision  Resist Energy  Speak with Animals | 26,500 | 2,120 | 53,000 |
| Powder of the Black Veil | (CArc p150) | Pinch of sooty, black powder.  When thrown in the air, fills a 10’ radius Spread by 10’ high area with a black cloud that lasts for 2d4 rounds. Any creature that comes in contact with the cloud becomes Blind while inside the cloud (no save) and remains Blind for 1d4 rounds after leaving (WillNeg, DC13).  Single Use | — | Combo  Single Use  Misc. | Faint  Necro | 3 | Craft Wondrous Item  Blindness / Deafness | 375 | 30 | 750 |
| Rug of Welcome | (CArc p150) | A 10’ by 5’ rug of high quality which weighs 15 pounds.  When activated, the rug will Grapple any creature (up to Large size) that steps on it without saying the password. It maintains its Grapple / Hold until ordered to release the creature.  The rug is a CR5 Large Construct with Improved Grab, +23 Grapple check, AC of 20, & 71 hp. | — | Defense | Mod  Evoc  Trans | 11 | Craft Wondrous Item  Animate Object  Bigby’s Grasping Hand | 15,000 | 1,200 | 30,000 |
| Sending Stones | (CArc p150) | A pair of unworked stones weighing one pound each.  *Sending* to other stone only, 1/day. If the target stone is not in a creature’s possession, the user knows that no message is sent. | — | Spell Effect | Mod  Evoc | 7 | Craft Wondrous Item  Sending | 7,500 | 600 | 15,000 |
| Thought Bottle | (CArc p150) | Flask of thick green glass.  Can be used for one of the following at any given time:  Store up to five Thoughts or Memories – a stored Thought is an event or piece of information that is transferred into the bottle. The originator of the Thought know its nature (i.e., “the identity of the killer”), but not the specifics (i.e., who the killer actually is). Another creature can gain the Thought (and remove it from the bottle in the process). – a stored Memory is a full day’s experience. As above, the originator only has a vague idea of what happened and another creature can experience that day by taking it from the bottle.  Store one person’s Experience – the owner’s XP total (minus the 500XP cost for this ability) is stored in the bottle. The owner (and no one else) can restore his/her XP back to this total if they are lost (such as by a Negative Level or even Death).  Store Prepared Spells – the owner can place some or all of a day’s Prepared Spells into the bottle, which expends them from his/her memory. The owner (and no one else) can later retrieve these spells (much like a spellbook). | — | Misc. | Strong  Ench | 13 | Craft Wondrous Item  Demand  Modify Memory | 10,000 | 800 | 20,000 |
| Vest of Resistance +1 | (CArc p150) | +1 Resistance bonus to all saving throws | Chest | Save | Faint  Abj | 5 | Craft Wondrous Item  Resistance | 500 | 40 | 1,000 |
| Vest of Resistance +2 | (CArc p150) | +2 Resistance bonus to all saving throws | Chest | Save | Faint  Abj | 5 | Craft Wondrous Item  Resistance  Creator must be 6th lvl | 2,000 | 160 | 4,000 |
| Vest of Resistance +3 | (CArc p150) | +3 Resistance bonus to all saving throws | Chest | Save | Faint  Abj | 5 | Craft Wondrous Item  Resistance  Creator must be 9th lvl | 4,500 | 360 | 9,000 |
| Vest of Resistance +4 | (CArc p150) | +4 Resistance bonus to all saving throws | Chest | Save | Faint  Abj | 5 | Craft Wondrous Item  Resistance  Creator must be 12th lvl | 8,000 | 640 | 16,000 |
| Vest of Resistance +5 | (CArc p150) | +5 Resistance bonus to all saving throws | Chest | Save | Faint  Abj | 5 | Craft Wondrous Item  Resistance  Creator must be 15th lvl | 12,500 | 1,000 | 25,000 |
| Bracers of Dawn | (CWar p135) | Pair of bejeweled bracers, one of which has a lens-and-dial contraption.  Generates light like a Bullseye lantern, as a Move Action. Unlimited use.  *Searing Light*, 3/day. | Wrists (2) | Spell Effect | Mod  Evoc | 6 | Craft Wondrous Item  Searing Light | 13,000 | 1,040 | 26,000 |
| Gauntlet of Lassitude | (CWar p135) | Leather glove bound in brass. Reshapes itself to fit either hand.  *Slow*, as a touch attack. Duration of 5 rounds. WillNeg DC14. | Hand (1) | Spell Effect | Faint  Trans | 5 | Craft Wondrous Item  Slow | 13,500 | 1,080 | 27,000 |
| Gauntlet of the Dwarven Forge | (CWar p135) | Single iron gauntlet.  On command, gauntlet glows red-hot for 10 rounds:  Illuminates a 10’ radius  1d6+10 Fire damage as a touch attack  Half damage from Fire attacks  Evasion vs. Fire attacks | Hand (1) | Combo  Offense  Defense | Mod  Evoc | 10 | Craft Wondrous Item  Fire Shield | 12,000 | 960 | 24,000 |
| Gauntlet of Utterdeath | (CWar p136) | Spiked Gauntlet of Jet-Black Steel  As a touch attack, opponent is reduced to smoldering cinders. On a successful Fortitude save vs. DC 20, opponent takes 10d6 damage. Usable 3/day. | Hand (1) | Spell Effect | Strong  Necro | 13 | Craft Wondrous Item  Destruction | 48,000 | 3,840 | 96,000 |
| Sacred Scabbard | (CWar p136) | Scabbard that reshapes itself to hold any bladed weapon (dagger, sword, axe), including double weapons.  *Bless Weapons* on the stored weapon. Usable 3/day. | — | Spell Effect | Faint  Trans | 4 | Craft Wondrous Item  Bless Weapon | 2,200 | 176 | 4,400 |
| Standard of Courage | (CWar p136) | When attached to a two-handed hafted weapon only:  +4 Morale bonus vs. Fear effects to the wielder & all allies within 30’. | — | Defense | Faint  Abj | 5 | Craft Wondrous Item  Remove Fear | 7,500 | 600 | 15,000 |
| Standard of Heroism | (CWar p136) | When attached to a two-handed hafted weapon only:  +2 Morale bonus on attacks, saves, & skill checks –and– +4 Morale bonus vs. Fear effects to the wielder & all allies within 30’. | — | Defense | Faint  Abj  Ench | 5 | Craft Wondrous Item  Heroism  Remove Fear | 20,000 | 1,600 | 40,000 |
| Standard of No Retreat | (CWar p136) | When attached to a two-handed hafted weapon only:  Creatures within 30’ are under the effect of *Dimensional Anchor*.  Creatures within 30’ cannot run away from the standard (WillNeg DC19).  +4 Morale bonus vs. Fear effects to the wielder & all allies within 30’. | — | Defense | Mod  Abj | 11 | Craft Wondrous Item  Dimensional Anchor  Remove Fear | 72,500 | 5,800 | 145,000 |
| Ring of Animal Friendship | (DMG p230) | *Charm Animal*, on command. | Finger | Spell Effect | Faint  Ench | 3 | Forge Ring  Charm Animal | 5,400 | 432 | 10,800 |
| Ring of Blinking | (DMG p230) | *Blink*, on command. | Finger | Spell Effect | Mod  Trans | 7 | Forge Ring  Blink | 13,500 | 1,080 | 27,000 |
| Ring of Chameleon Power | (DMG p230) | +10 Competence bonus to Hide checks, as a Free Action.  *Disguise Self*, as a Standard Action. | Finger | Skill | Faint  Ill | 3 | Forge Ring  Disguise Self  Invisibility | 6,350 | 508 | 12,700 |
| Ring of Climbing | (DMG p230) | +5 Competence bonus on Climb checks. | Finger | Skill | Faint  Trans | 5 | Forge Ring  Creator must have 5 ranks in Climb | 1,250 | 100 | 2,500 |
| Ring of Climbing, Improved | (DMG p230) | +10 Competence bonus on Climb checks. | Finger | Skill | Faint  Trans | 5 | Forge Ring  Creator must have 10 ranks in Climb | 5,000 | 400 | 10,000 |
| Ring of Counterspells | (DMG p230) | Can hold one spell of up to a 6th level.  If that spell is cast on the wearer, it is automatically countered & the ring is “empty”, ready to be recharged. | Finger | Defense | Mod  Evoc | 11 | Forge Ring  Imbue with Spell Ability | 2,000 | 160 | 4,000 |
| Ring of Djinni Calling | (DMG p230) | Able to gate is a specific Djinni for 1 hour per day to obey the wearer. If the Djinni is ever slain, the ring looses its magic. | Finger | Summon | Strong  Conj | 17 | Forge Ring  Gate | 62,500 | 5,000 | 125,000 |
| Ring of Elemental Command – Air | (DMG p231) | *Feather Fall*, as needed (self only).  When attuned:  Protection - Air Elementals cannot attack the wearer or approach within 5’  *Charm Monster* on an Air Elemental (DC 17). If the elemental makes it save, it is forever immune to that ring’s Charm & Protection ability.  Air Elementals or Outsiders respect and/or hate you & suffer a –1 penalty on attack rolls against the wearer.  When fighting Air Elementals or Outsiders, you gain a +4 Morale bonus on attacks, a +2 Resistance bonus on save, & bypass their damage reduction.  –2 on saves vs. earth-based effects.  Resist Electricity 30.  *Gust of Wind*, 2/day.  *Wind Wall*, on command.  *Air Walk*, 1/day (self only).  *Chain Lightning*, 1/week. | Finger | Combo  Defense  Spell Effect | Strong  Conj | 15 | Forge Ring  Summon Monster VI  Feather Fall  Resist Elements  Gust of Wind  Wind Wall  Air Walk  Chain Lightning | 100,000 | 8,000 | 200,000 |
| Ring of Elemental Command – Earth | (DMG p231) | *Meld into Stone*, on command.  When attuned:  Protection - Earth Elementals cannot attack the wearer or approach within 5’  *Charm Monster* on an Earth Elemental (DC 17). If the elemental makes it save, it is forever immune to that ring’s Charm & Protection ability.  Earth Elementals or Outsiders respect and/or hate you & suffer a –1 penalty on attack rolls against the wearer.  When fighting Earth Elementals or Outsiders, you gain a +4 Morale bonus on attacks, a +2 Resistance bonus on save, & bypass their damage reduction.  –2 on save vs. air/electricity-based effects  *Soften Earth or Stone*, on command.  *Stone Shape*, 2/day.  *Stoneskin*, 1/week (self only).  *Passwall*, 2/week.  *Wall of Stone*, 1/day. | Finger | Combo  Defense  Spell Effect | Strong  Conj | 15 | Forge Ring  Summon Monster VI  Meld into Stone  Soften Earth or Stone  Stone Shape  Stoneskin  Passwall  Wall of Stone | 100,000 | 8,000 | 200,000 |
| Ring of Elemental Command – Fire | (DMG p231) | Fire Resistance 20.  When attuned:  Protection - Fire Elementals cannot attack the wearer or approach within 5’  *Charm Monster* on an Fire Elemental (DC 17). If the elemental makes it save, it is forever immune to that ring’s Charm & Protection ability.  Fire Elementals or Outsiders respect and/or hate you & suffer a –1 penalty on attack rolls against the wearer.  When fighting Fire Elementals or Outsiders, you gain a +4 Morale bonus on attacks, a +2 Resistance bonus on save, & bypass their damage reduction.  –2 on save vs. water/cold-based effects.  *Burning Hands*, on command.  *Flaming Sphere*, 2/day.  *Pyrotechnics*, 2/day.  *Wall of Fire*, 1/day.  *Flame Strike*, 2/week. | Finger | Combo  Defense  Spell Effect | Strong  Conj | 15 | Forge Ring  Summon Monster VI  Burning Hands  Flaming Sphere  Pyrotechnics  Wall of Fire  Flame Strike | 100,000 | 8,000 | 200,000 |
| Ring of Elemental Command – Water | (DMG p231) | *Water Walk*, always on.  When attuned:  Protection - Water Elementals cannot attack the wearer or approach within 5’  *Charm Monster* on an Water Elemental (DC 17). If the elemental makes it save, it is forever immune to that ring’s Charm & Protection ability.  Water Elementals or Outsiders respect and/or hate you & suffer a –1 penalty on attack rolls against the wearer.  When fighting Water Elementals or Outsiders, you gain a +4 Morale bonus on attacks, a +2 Resistance bonus on save, & bypass their damage reduction.  –2 on save vs. fire-based effects.  *Create Water*, on command.  *Water Breathing*, as needed.  *Wall of Ice*, 1/day.  *Ice Storm*, 2/week.  *Control Water*, 2/week. | Finger | Combo  Defense  Spell Effect | Strong  Conj | 15 | Forge Ring  Summon Monster VI  Water Walk  Create Water  Water Breathing  Wall of Ice  Ice Storm  Control Water | 100,000 | 8,000 | 200,000 |
| Ring of Energy Resist., Greater – Acid | (DMG p232) | Acid Resistance 30. | Finger | Defense | Mod  Abj | 11 | Forge Ring  Resist Energy | 22,000 | 1,760 | 44,000 |
| Ring of Energy Resist., Greater – Cold | (DMG p232) | Cold Resistance 30. | Finger | Defense | Faint  Abj | 7 | Forge Ring  Resist Energy | 22,000 | 1,760 | 44,000 |
| Ring of Energy Resist., Greater – Electricity | (DMG p232) | Electricity Resistance 30. | Finger | Defense | Faint  Abj | 7 | Forge Ring  Resist Energy | 22,000 | 1,760 | 44,000 |
| Ring of Energy Resist., Greater – Fire | (DMG p232) | Fire Resistance 30. | Finger | Defense | Faint  Abj | 7 | Forge Ring  Resist Energy | 22,000 | 1,760 | 44,000 |
| Ring of Energy Resist., Greater – Sonic | (DMG p232) | Sonic Resistance 30. | Finger | Defense | Faint  Abj | 7 | Forge Ring  Resist Energy | 22,000 | 1,760 | 44,000 |
| Ring of Energy Resist., Major – Acid | (DMG p232) | Acid Resistance 20. | Finger | Defense | Faint  Abj | 7 | Forge Ring  Resist Energy | 14,000 | 1,120 | 28,000 |
| Ring of Energy Resist., Major – Cold | (DMG p232) | Cold Resistance 20. | Finger | Defense | Faint  Abj | 7 | Forge Ring  Resist Energy | 14,000 | 1,120 | 28,000 |
| Ring of Energy Resist., Major – Electricity | (DMG p232) | Electricity Resistance 20. | Finger | Defense | Faint  Abj | 7 | Forge Ring  Resist Energy | 14,000 | 1,120 | 28,000 |
| Ring of Energy Resist., Major – Fire | (DMG p232) | Fire Resistance 20. | Finger | Defense | Faint  Abj | 7 | Forge Ring  Resist Energy | 14,000 | 1,120 | 28,000 |
| Ring of Energy Resist., Major – Sonic | (DMG p232) | Sonic Resistance 20. | Finger | Defense | Faint  Abj | 7 | Forge Ring  Resist Energy | 14,000 | 1,120 | 28,000 |
| Ring of Energy Resist., Minor – Acid | (DMG p232) | Acid Resistance 10. | Finger | Defense | Faint  Abj | 3 | Forge Ring  Resist Energy | 6,000 | 480 | 12,000 |
| Ring of Energy Resist., Minor – Cold | (DMG p232) | Cold Resistance 10. | Finger | Defense | Faint  Abj | 3 | Forge Ring  Resist Energy | 6,000 | 480 | 12,000 |
| Ring of Energy Resist., Minor – Electricity | (DMG p232) | Electricity Resistance 10. | Finger | Defense | Faint  Abj | 3 | Forge Ring  Resist Energy | 6,000 | 480 | 12,000 |
| Ring of Energy Resist., Minor – Fire | (DMG p232) | Fire Resistance 10. | Finger | Defense | Faint  Abj | 3 | Forge Ring  Resist Energy | 6,000 | 480 | 12,000 |
| Ring of Energy Resist., Minor – Sonic | (DMG p232) | Sonic Resistance 10. | Finger | Defense | Faint  Abj | 3 | Forge Ring  Resist Energy | 6,000 | 480 | 12,000 |
| Ring of Evasion | (DMG p232) | On Reflex saves for ½ damage, take no damage if save is successful. | Finger | Defense | Mod  Trans | 7 | Forge Ring  Jump | 12,500 | 1,000 | 25,000 |
| Ring of Feather Falling | (DMG p232) | *Feather Fall*, automatically when the wearer falls more than 5’. | Finger | Spell Effect | Faint  Trans | 1 | Forge Ring  Feather Fall | 1,100 | 88 | 2,200 |
| Ring of Force Shield | (DMG p232) | As a Free Action, activate or deactivate a shield made of force. It provides +2 AC, with no Armor Check penalty or Arcane Spell Failure chance. | Finger | Defense | Mod  Evoc | 9 | Forge Ring  Wall of Force | 4,250 | 340 | 8,500 |
| Ring of Freedom of Movement | (DMG p232) | *Freedom of Movement*, always on | Finger | Spell Effect | Mod  Abj | 7 | Forge Ring  Freedom of Movement | 20,000 | 1,600 | 40,000 |
| Ring of Friend Shield | (DMG p232) | Pair of rings.  *Shield Other*, at will, with no range limit. Can be initiated by either ring on the wearer of the other ring. | Finger | Spell Effect | Mod  Abj | 10 | Forge Ring  Shield Other | 25,000 | 2,000 | 50,000 |
| Ring of Invisibility | (DMG p232) | *Invisibility*, on command. | Finger | Spell Effect | Faint  Ill | 3 | Forge Ring  Invisibility | 10,000 | 800 | 20,000 |
| Ring of Jumping | (DMG p232) | +5 Competence bonus to Jump checks. | Finger | Skill | Faint  Trans | 2 | Forge Ring  Creator must have 5 ranks in Jump | 1,250 | 100 | 2,500 |
| Ring of Jumping, Improved | (DMG p232) | +10 Competence bonus to Jump checks. | Finger | Skill | Mod  Trans | 7 | Forge Ring  Creator must have 10 ranks in Jump | 5,000 | 400 | 10,000 |
| Ring of Mind Shielding | (DMG p232) | Wearer is immune to *Detect Thoughts, Discern Lies*, and all attempts to determine alignment. | Finger | Defense | Faint  Abj | 3 | Forge Ring  Nondetection | 4,000 | 320 | 8,000 |
| Ring of Protection +1 | (DMG p232) | +1 Deflection bonus to AC | Finger | AC | Faint  Abj | 5 | Forge Ring  Shield of Faith | 1,000 | 80 | 2,000 |
| Ring of Protection +2 | (DMG p232) | +2 Deflection bonus to AC | Finger | AC | Faint  Abj | 5 | Forge Ring  Shield of Faith  Creator must be at least 6th level | 4,000 | 320 | 8,000 |
| Ring of Protection +3 | (DMG p232) | +3 Deflection bonus to AC. | Finger | AC | Faint  Abj | 5 | Forge Ring  Shield of Faith Creator must be at least 9th level | 9,000 | 720 | 18,000 |
| Ring of Protection +4 | (DMG p232) | +4 Deflection bonus to AC | Finger | AC | Faint  Abj | 5 | Forge Ring  Shield of Faith Creator must be at least 12th level | 16,000 | 1,280 | 32,000 |
| Ring of Protection +5 | (DMG p232) | +5 Deflection bonus to AC | Finger | AC | Faint  Abj | 5 | Forge Ring  Shield of Faith  Creator must be at least 15th level | 25,000 | 2,000 | 50,000 |
| Ring of Ram | (DMG p232) | A force-bolt in the shape of a ram is generated by this ring on command. The wearer decides if 1, 2, or 3 charges are expended with each use.  If aimed at a door, make an Open Door check at (+6 + the number of charges).  Otherwise, make a ranged attack with a 50’ limit doing 1d6/charge damage. If within 30’, the target also subject to a Bull Rush at (+10 + the number of charges).  50 charges. | Finger | Offense | Mod  Trans | 9 | Forge Ring  Bull’s Strength  Telekinesis | 4,300 | 344 | 8,600 |
| Ring of Regeneration | (DMG p232) | Ring can only heal damage taken while it is worn.  Regain 1 hit point back every hour.  Regain 1 point of subdual damage back every 5 minutes.  Limbs, etc., will regenerate too. | Finger | Healing | Strong  Conj | 15 | Forge Ring  Regenerate | 45,000 | 3,600 | 90,000 |
| Ring of Shooting Stars | (DMG p232) | At night under the open sky –or– in an area of shadows only:  *Dancing Lights*, 1/hour.  *Light*, 2/night.  Ball Lightning, 1/night. The user creates 1-4 glowing balls that appear to be Dancing Lights. A sphere has a movement of 120’, a range of 120’, & must be used within 4 rounds of its release. Any creature that comes within 5’ of a sphere causes it to discharge, causing electrical damage. The spheres can be released one at time anytime during the night. 4 balls at 1d6 each; 3 balls at 2d6 each;  2 balls at 3d6 each; or 1 ball at 4d6.  Shooting Stars, 3/week. Up to 3 shooting stars can be launched as a single action. Each does 12 hp impact damage (Ref save vs. DC 13 to avoid) & explodes in a 5’ radius for 24hp fire damage. Range is 70’.  Underground –or– indoors at night only:  *Faerie Fire*, 2/day.  Spark Shower, 1/day. All creatures in a 20’ long cone with a 10’ wide base take at least 2d8 damage. If a creature has metal armor or a metal weapon, it takes 4d8 damage instead. | Finger | Offense | Strong  Evoc | 12 | Forge Ring  Light  Faerie Fire  Fireball  Lighting Bolt | 25,000 | 2,000 | 50,000 |
| Ring of Spell Storing | (DMG p233) | Holds up to 5 levels of single-use spells. Any spell-caster can “cast spells” in to the ring for later use, assuming there are available levels remaining in the ring.  When put on, the wearer immediately knows that spells are in the ring. Anyone can cast the spells. | Finger | Spell Storage | Mod  Evoc | 9 | Forge Ring  Imbue with Spell Ability | 25,000 | 2,000 | 50,000 |
| Ring of Spell Storing, Major | (DMG p233) | Holds up to 10 levels of single-use spells. Any spell-caster can “cast spells” in to the ring for later use, assuming there are available levels remaining in the ring.  When put on, the wearer immediately knows that spells are in the ring. Anyone can cast the spells. | Finger | Spell Storage | Strong  Evoc | 17 | Forge Ring  Imbue with Spell Ability | 100,000 | 8,000 | 200,000 |
| Ring of Spell Storing, Minor | (DMG p233) | Holds up to 3 levels of single-use spells. Any spell-caster can “cast spells” in to the ring for later use, assuming there are available levels remaining in the ring.  When put on, the wearer immediately knows that spells are in the ring. Anyone can cast the spells. | Finger | Spell Storage | Faint  Evoc | 5 | Forge Ring  Imbue with Spell Ability | 9,000 | 720 | 18,000 |
| Ring of Spell Turning | (DMG p233) | *Spell Turning*, on command. | Finger | Spell Effect | Strong  Abj | 13 | Forge Ring  Spell Turning | 49,140 | 3,931 | 98,280 |
| Ring of Sustenance | (DMG p233) | Must be worn 1 week to activate.  Wearer does not require food, water, & only needs 2 hours of sleep per night. | Finger | Food | Faint  Conj | 5 | Forge Ring  Create Food and Water | 1,250 | 100 | 2,500 |
| Ring of Swimming | (DMG p233) | +5 Competence bonus on Swim checks. | Finger | Skill | Faint  Trans | 2 | Forge Ring  Creator must have 5 ranks of Swim | 1,250 | 100 | 2,500 |
| Ring of Swimming, Improved | (DMG p233) | +10 Competence bonus on Swim checks. | Finger | Skill | Mod  Trans | 7 | Forge Ring  Creator must have 10 ranks of Swim | 5,000 | 400 | 10,000 |
| Ring of Telekinesis | (DMG p233) | *Telekinesis*, on command | Finger | Spell Effect | Mod  Trans | 9 | Forge Ring  Telekinesis | 37,500 | 3,000 | 75,000 |
| Ring of Three Wishes | (DMG p233) | *Wish*, 3 uses. | Finger | Spell Effect | Strong  Evoc | 20 | Forge Ring  Wish –or– Miracle | 11,475 | 15,918 | 97,950 |
| Ring of Water Walking | (DMG p233) | *Water Walk*, always on. | Finger | Spell Effect | Mod  Trans | 9 | Forge Ring  Water Walk | 7,500 | 600 | 15,000 |
| Ring of Wizardry I | (DMG p233) | Doubles an Arcane spellcaster’s base number of 1st level spells per day. | Finger | Spell Restore | Mod  no school | 11 | Forge Ring  Limited Wish | 10,000 | 800 | 20,000 |
| Ring of Wizardry II | (DMG p233) | Doubles an Arcane spellcaster’s base number of 2nd level spells per day. | Finger | Spell Restore | Strong  no school | 14 | Forge Ring  Limited Wish | 20,000 | 1,600 | 40,000 |
| Ring of Wizardry III | (DMG p233) | Doubles an Arcane spellcaster’s base number of 3rd level spells per day. | Finger | Spell Restore | Strong  no school | 17 | Forge Ring  Limited Wish | 35,000 | 2,800 | 70,000 |
| Ring of Wizardry IV | (DMG p233) | Doubles an Arcane spellcaster’s base number of 4th level spells per day. | Finger | Spell Restore | Strong  no school | 20 | Forge Ring  Limited Wish | 50,000 | 4,000 | 100,000 |
| Ring of X-Ray Vision | (DMG p233) | See through solid matter, on command. The special vision has a maximum range of 20’ & can see in dark area as if they had light (i.e., inside a chest).  Substance Max Thickness  Wood, Dirt 3‘  Stone 1‘  Iron, Gold 1”  Lead —  After 10 minutes of use in a day, the wearer takes 1 Constitution damage per minute. | Finger | Vision | Mod  Div | 6 | Forge Ring  True Seeing | 12,500 | 1,000 | 25,000 |
| Amulet of Health +2 | (DMG p246) | +2 Enhancement bonus to Constitution. | Neck | Ability Score | Mod  Trans | 8 | Craft Wondrous Item  Bear’s Endurance | 2,000 | 160 | 4,000 |
| Amulet of Health +4 | (DMG p246) | +4 Enhancement bonus to Constitution. | Neck | Ability Score | Mod  Trans | 8 | Craft Wondrous Item  Bear’s Endurance | 8,000 | 640 | 16,000 |
| Amulet of Health +6 | (DMG p246) | +6 Enhancement bonus to Constitution. | Neck | Ability Score | Mod  Trans | 8 | Craft Wondrous Item  Bear’s Endurance | 18,000 | 1,440 | 36,000 |
| Amulet of Mighty Fists +1 | (DMG p246) | +1 Enhancement bonus to attack & damage with unarmed attacks & natural weapons. | Neck | Unarmed | Faint  Evoc | 3 | Craft Wondrous Item  Greater Magic Fang | 3,000 | 240 | 6,000 |
| Amulet of Mighty Fists +2 | (DMG p246) | +2 Enhancement bonus to attack & damage with unarmed attacks & natural weapons. | Neck | Unarmed | Faint  Evoc | 6 | Craft Wondrous Item  Greater Magic Fang | 12,000 | 960 | 24,000 |
| Amulet of Mighty Fists +3 | (DMG p246) | +3 Enhancement bonus to attack & damage with unarmed attacks & natural weapons. | Neck | Unarmed | Faint  Evoc | 9 | Craft Wondrous Item  Greater Magic Fang | 27,000 | 2,160 | 54,000 |
| Amulet of Mighty Fists +4 | (DMG p246) | +4 Enhancement bonus to attack & damage with unarmed attacks & natural weapons. | Neck | Unarmed | Faint  Evoc | 12 | Craft Wondrous Item  Greater Magic Fang | 48,000 | 3,840 | 96,000 |
| Amulet of Mighty Fists +5 | (DMG p246) | +5 Enhancement bonus to attack & damage with unarmed attacks & natural weapons. | Neck | Unarmed | Faint  Evoc | 15 | Craft Wondrous Item  Greater Magic Fang | 75,000 | 6,000 | 150,000 |
| Amulet of Natural Armor +1 | (DMG p246) | +1 Enhancement bonus to the wearer’s Natural Armor bonus to AC. | Neck | AC | Faint  Trans | 3 | Craft Wondrous Item  Barkskin | 1,000 | 80 | 2,000 |
| Amulet of Natural Armor +2 | (DMG p246) | +2 Enhancement bonus to the wearer’s Natural Armor bonus to AC. | Neck | AC | Faint  Trans | 6 | Craft Wondrous Item  Barkskin | 4,000 | 320 | 8,000 |
| Amulet of Natural Armor +3 | (DMG p246) | +3 Enhancement bonus to the wearer’s Natural Armor bonus to AC. | Neck | AC | Faint  Trans | 9 | Craft Wondrous Item  Barkskin | 9,000 | 720 | 18,000 |
| Amulet of Natural Armor +4 | (DMG p246) | +4 Enhancement bonus to the wearer’s Natural Armor bonus to AC. | Neck | AC | Faint  Trans | 12 | Craft Wondrous Item  Barkskin | 16,000 | 1,280 | 32,000 |
| Amulet of Natural Armor +5 | (DMG p246) | +5 Enhancement bonus to the wearer’s Natural Armor bonus to AC. | Neck | AC | Faint  Trans | 15 | Craft Wondrous Item  Barkskin | 25,000 | 2,000 | 50,000 |
| Amulet of Proof against Detection and Location | (DMG p247) | *Nondetection*, always on. Casting a Divination spell on the wearer requires a Caster check vs. DC 19 to succeed. | Neck | Spell Effect | Mod  Abj | 8 | Craft Wondrous Item  Nondetection | 17,500 | 1,400 | 35,000 |
| Amulet of the Planes | (DMG p247) | Able to *Plane Shift*. Intelligence check vs. DC 15 to arrive accurately, else randomly. | Neck | Gate | Strong  Conj | 15 | Craft Wondrous Item  Plane Shift | 60,000 | 4,800 | 120,000 |
| Bag of Holding 1 | (DMG p248) | Up to 250 lbs. feels like 15 lbs.  Volume limit of 30 cubic feet. | — | Storage | Mod  Conj | 9 | Craft Wondrous Item  Leomund’s Secret Chest | 1,250 | 100 | 2,500 |
| Bag of Holding 2 | (DMG p248) | Up to 500 lbs. feels like 25 lbs.  Volume limit of 70 cubic feet. | — | Storage | Mod  Conj | 9 | Craft Wondrous Item  Leomund’s Secret Chest | 2,500 | 200 | 5,000 |
| Bag of Holding 3 | (DMG p248) | Up to 1,000 lbs. feels like 35 lbs.  Volume limit of 150 cubic feet. | — | Storage | Mod  Conj | 9 | Craft Wondrous Item  Leomund’s Secret Chest | 3,700 | 296 | 7,400 |
| Bag of Holding 4 | (DMG p248) | Up to 1,500 lbs. feels like 60 lbs.  Volume limit of 250 cubic feet. | — | Storage | Mod  Conj | 9 | Craft Wondrous Item  Leomund’s Secret Chest | 5,000 | 400 | 10,000 |
| Bag of Tricks – Gray | (DMG p248) | Summon up to 10 creatures per week, chosen randomly from bat, rat, cat, weasel, & badger. | — | Summon | Faint  Conj | 3 | Craft Wondrous Item  Summon Nature’s Ally II | 450 | 36 | 900 |
| Bag of Tricks – Rust | (DMG p248) | Summon up to 10 creatures per week, chosen randomly from wolverine, wolf, boar, & black bear. | — | Summon | Faint  Conj | 5 | Craft Wondrous Item  Summon Nature’s Ally III | 1,500 | 120 | 3,000 |
| Bag of Tricks – Tan | (DMG p248) | Summon up to 10 creatures per week, chosen randomly from brown bear, lion, warhorse, tiger, & rhinoceros. | — | Summon | Mod  Conj | 9 | Craft Wondrous Item  Summon Nature’s Ally V | 3,150 | 252 | 6,300 |
| Bead of Force | (DMG p248) | Can be thrown up to 60’.  5d6 Force damage in a 10’ radius.  *Otiluke’s Resilient Sphere*, in a 10’ radius with a 10 minute duration.  Single use. | — | Combo  Single Use  Spell Effect | Mod  Evoc | 10 | Craft Wondrous Item  Otiluke’s Resilient Sphere | 1,500 | 120 | 3,000 |
| Belt of Dwarvenkind | (DMG p248) | Gain Darkvision 60’.  Gain Dwarven Stonecunning,  +2 Enhancement bonus to Constitution.  +2 Resistance bonus against spells, poison, & spell-like effects.  Know Dwarvish (including read & write).  When dealing with Dwarves, gain a +4 Competence bonus on Charisma checks & Charisma-based skill checks.  When dealing with Gnomes & Halflings, gain a +2 Competence bonus on Charisma checks & Charisma-based skill checks.  When dealing with races other than Dwarf, Gnomes, & Halflings, receive a –2 Competence penalty on Charisma checks & Charisma-based skill checks. | Waist | Combo  Vision  Ability Score  Save | Mod  Div | 12 | Craft Wondrous Item  Tongues  Creator must be a Dwarf | 7,450 | 596 | 14,900 |
| Belt of Giant Strength +4 | (DMG p248) | +4 Enhancement bonus to Strength. | Waist | Ability Score | Mod  Trans | 10 | Craft Wondrous Item  Bull’s Strength | 8,000 | 640 | 16,000 |
| Belt of Giant Strength +6 | (DMG p248) | +6 Enhancement bonus to Strength. | Waist | Ability Score | Mod  Trans | 10 | Craft Wondrous Item  Bull’s Strength | 18,000 | 1,440 | 36,000 |
| Belt, Monk’s | (DMG p248) | Gain AC bonus & unarmed attacks as if the wearer was a Monk of 5 levels higher (i.e., 5th level if not a Monk).  Wearer has Feat: Stunning Fist only:  Gain 1 extra use of Stunning Fist each day | Waist | Class – Monk | Mod  Trans | 10 | Craft Wondrous Item  Righteous Might or Tenser’s Transformation | 6,500 | 520 | 13,000 |
| Boat, Folding | (DMG p249) | A 1’ long box that can unfold to a 10’ row boat or a 24’ long sail boat | — | Move | Faint  Trans | 6 | Craft Wondrous Item  Fabricate  Creator must have at least 2 ranks of Craft (ship-making) | 3,600 | 288 | 7,200 |
| Boccob’s Blessed Book | (DMG p249) | 12” x 8” x 1” waterproof spellbook that has 1,000 pages, ready to be filled with spells. | — | Class – Wizard | Mod  Trans | 7 | Craft Wondrous Item  Secret Page | 6,250 | 500 | 12,500 |
| Boots of Elvenkind | (DMG p250) | +5 Competence bonus to Move Silently checks | Feet | Skill | Faint  Trans | 5 | Craft Wondrous Item  Creator must be an Elf | 1,250 | 100 | 2,500 |
| Boots of Levitation | (DMG p250) | *Levitate*, on command. | Feet | Spell Effect | Faint  Trans | 3 | Craft Wondrous Item  Levitate | 3,750 | 300 | 7,500 |
| Boots of Speed | (DMG p250) | 10 rounds of *Haste* per day, broken up as desired. Activated as a Free Action. | Feet | Move | Mod  Trans | 10 | Craft Wondrous Item  Haste | 6,000 | 480 | 12,000 |
| Boots of Striding and Springing | (DMG p250) | Increases the wearer’s land speed by +10’.  +5 Competence bonus to Jump checks. | Feet | Move | Faint  Trans | 3 | Craft Wondrous Item  Longstrider  Creator must have 5+ ranks in Jump | 2,750 | 220 | 5,500 |
| Boots of Teleportation | (DMG p250) | *Teleport*, 3/day. | Feet | Teleport | Mod  Conj | 9 | Craft Wondrous Item  Teleport | 24,500 | 1,960 | 49,000 |
| Boots of the Winterlands | (DMG p250) | Move through snow at normal speed without leaving tracks.  Travel across ice at full speed.  *Endure Elements* against cold, always on. | Feet | Move | Faint  Abj  Trans | 5 | Craft Wondrous Item  Endure Elements  Pass without Trace  Cat’s Grace | 1,250 | 100 | 2,500 |
| Boots, Winged | (DMG p250) | *Fly*, 3/day. Each activation lasts 5 minutes. | Feet | Move | Faint  Trans | 5 | Craft Wondrous Item  Fly | 8,000 | 640 | 16,000 |
| Bottle of Air | (DMG p250) | A person can breath from the bottle as a Standard Action, allowing any suffocation or drowning “count-down” to be reset. | — | Breath Anywhere | Mod  Trans | 7 | Craft Wondrous Item  Water Breathing | 3,625 | 290 | 7,250 |
| Bowl of Commanding Water Elementals | (DMG p250) | 1’ diameter fragile bowl made from semi-precious stone (sometimes jade).  When the bowl is filled with water, a Full Round incitation can be used to summon a Water Elemental. Only one elemental can be summoned at a time & new water must be added each time it is used.  Fresh water: *Summon Monster VI*  to summon a Large Water Elemental.  Salt water: *Summon Monster VII*  to summon a Huge Water Elemental. | — | Summon | Strong  Conj | 13 | Craft Wondrous Item  Summon Monster VI  Summon Monster VII | 50,000 | 4,000 | 100,000 |
| Bracelet of Friends | (DMG p250) | Each of the bracelet’s four charms can be bonded to a known person (but can be changed later).  As a Standard Action, a charm can be used to summon the bonded person to where the caster is. The bonded person knows who is summoning him/her & must be willing.  Each charm is single use. | Wrist (1) | Teleport | Strong  Conj | 15 | Craft Wondrous Item  Refuge | 9,500 | 760 | 19,000 |
| Bracers of Archery, Greater | (DMG p250) | Gain proficiency with all straight bows.  If already proficient, gain +2 Competence bonus to bow attacks & +1 Competence bonus to arrow damage. | Wrists (2) | Offense | Mod  Trans | 8 | Craft Wondrous Item  Craft Arms & Armor | 12,500 | 1,000 | 25,000 |
| Bracers of Archery, Lesser | (DMG p250) | Gain proficiency with all straight bows.  If already proficient, gain +1 Competence bonus to bow attacks. | Wrists (2) | Offense | Faint  Trans | 4 | Craft Wondrous Item  Craft Arms & Armor | 2,000 | 160 | 4,000 |
| Bracers of Armor +1 | (DMG p250) | +1 Armor bonus to AC. | Wrists (2) | AC | Mod  Conj | 2 | Craft Wondrous Item  Mage Armor  Min lvl: Wiz3, Sor4 | 500 | 40 | 1,000 |
| Bracers of Armor +2 | (DMG p250) | +2 Armor bonus to AC. | Wrists (2) | AC | Mod  Conj | 4 | Craft Wondrous Item  Mage Armor | 2,000 | 160 | 4,000 |
| Bracers of Armor +3 | (DMG p250) | +3 Armor bonus to AC. | Wrists (2) | AC | Mod  Conj | 6 | Craft Wondrous Item  Mage Armor | 4,500 | 360 | 9,000 |
| Bracers of Armor +4 | (DMG p250) | +4 Armor bonus to AC. | Wrists (2) | AC | Mod  Conj | 8 | Craft Wondrous Item  Mage Armor | 8,000 | 640 | 16,000 |
| Bracers of Armor +5 | (DMG p250) | +5 Armor bonus to AC. | Wrists (2) | AC | Mod  Conj | 10 | Craft Wondrous Item  Mage Armor | 12,500 | 1,000 | 25,000 |
| Bracers of Armor +6 | (DMG p250) | +6 Armor bonus to AC. | Wrists (2) | AC | Mod  Conj | 12 | Craft Wondrous Item  Mage Armor | 18,000 | 1,440 | 36,000 |
| Bracers of Armor +7 | (DMG p250) | +7 Armor bonus to AC. | Wrists (2) | AC | Mod  Conj | 14 | Craft Wondrous Item  Mage Armor | 24,500 | 1,960 | 49,000 |
| Bracers of Armor +8 | (DMG p250) | +8 Armor bonus to AC. | Wrists (2) | AC | Mod  Conj | 16 | Craft Wondrous Item  Mage Armor | 32,000 | 2,560 | 64,000 |
| Brazier of Commanding Fire Elementals | (DMG p250) | Metal container for holding coals.  When the brazier has a fire lit within it, a Full Round incitation can be used to summon a Fire Elemental. Only one elemental can be summoned at a time & the fresh fire must be lit each time it is used.  Normal Fire: *Summon Monster VI*  to summon a Large Fire Elemental.  Fire with Brimstone: *Summon Monster VII*  to summon a Huge Fire Elemental. | — | Summon | Strong  Conj | 13 | Craft Wondrous Item  Summon Monster VI  Summon Monster VII | 50,000 | 4,000 | 100,000 |
| Brooch of Shielding | (DMG p250) | Absorbs 101 hit points of *Magic Missile* damage and then melts. | Neck | Defense | Faint  Abj | 1 | Craft Wondrous Item  Shield | 750 | 60 | 1,500 |
| Broom of Flying | (DMG p250) | Acts as if it had an *Overland Flight* spell for up to 9 hours per day, split up as desired by the commander.  If carrying no more than 200 pounds, the broom can fly at 40’ (average manuv.).  If carrying between 201 & 400 pounds, the broom can fly at 30’ (average manuv.).  The owner can send the broom to a destination as long as he/she know the route.  The owner can summon the broom verbally if it is within 300’. | — | Move | Mod  Trans | 9 | Craft Wondrous Item  Overland Flight  Permanency | 8,500 | 680 | 17,000 |
| Candle of Invocation | (DMG p251) | The candle has an alignment & normally burns for 4 hours.  Anyone of the same alignment as the candle within 30’ while it is burning get a +2 Morale bonus to attacks, saving throws, & skill checks.  A Cleric whose alignment matches the candle can use it during spell preparation to be treated as 2 levels higher (including a new level of spells) while the candle still burns.  The candle can be used to *Gate* in a creature of matching alignment, but this consumes the entire candle at once.  Single use. | — | Combo  Single Use  Spell Augment |  | 17 | Craft Wondrous Item  Gate  Creator must be the same alignment as the candle to be created | 4,200 | 336 | 8,400 |
| Candle of Truth | (DMG p251) | While burning, *Zone of Truth* in a 5’ radius (DC13). Burns for up to 1 hour. If put out before the hour is up, the candle cannot be reused.  Single use. | — | Combo  Single Use  Spell Effect | Faint  Ench | 3 | Craft Wondrous Item  Zone of Truth | 1,250 | 100 | 2,500 |
| Cape of the Mountebank | (DMG p252) | *Dimension Door*, usable once per day. The start & ending locations have a cloud of smoke. | Back | Spell Effect | Mod  Conj | 9 | Craft Wondrous Item  Dimension Door | 5,040 | 403 | 10,080 |
| Carpet of Flying –  10’ x 10’ | (DMG p252) | 10 pound carpet.  *Overland Flight*, with unlimited duration on verbal command.  Average maneuverability, plus it can hover.  Can fly at 40’ if carrying up to 800 lbs.  Can fly at 30’ if carrying 801 – 1,600 lbs | — | Move | Mod  Trans | 10 | Craft Wondrous Item  Overland Flight  Permanency | 30,000 | 2,400 | 60,000 |
| Carpet of Flying –  5’ x 10’ | (DMG p252) | 15 pound carpet.  *Overland Flight*, with unlimited duration on verbal command.  Average maneuverability, plus it can hover.  Can fly at 40’ if carrying up to 400 lbs.  Can fly at 30’ if carrying 401 – 800 lbs. | — | Move | Mod  Trans | 10 | Craft Wondrous Item  Overland Flight  Permanency | 17,500 | 1,400 | 35,000 |
| Carpet of Flying –  5’ x 5’ | (DMG p252) | 8 pound carpet.  *Overland Flight*, with unlimited duration on verbal command.  Average maneuverability, plus it can hover.  Can fly at 40’ if carrying up to 200 lbs.  Can fly at 30’ if carrying 201 – 400 lbs. | — | Move | Mod  Trans | 10 | Craft Wondrous Item  Overland Flight  Permanency | 10,000 | 800 | 20,000 |
| Censer of Controlling Air Elementals | (DMG p252) | 6” wide by 1” tall container for holding incense.  When the censer contains lit incense, a Full Round incitation can be used to summon an Air Elemental. Only one elemental can be summoned at a time & new incense must inserted each time it is used.  Normal Incense: *Summon Monster VI*  to summon a Large Air Elemental.  Incense of Meditation: *Summon Monster IX* to summon an Elder Air Elemental. | — | Summon | Strong  Conj | 17 | Craft Wondrous Item  Summon Monster VI  Summon Monster IX | 50,000 | 4,000 | 100,000 |
| Chaos Diamond | (DMG p252) | Fist-sized, uncut gemstone.  Able to cast the following spells 1d4 times per day each: *Lesser Confusion, Magic Circle against Law, Word of Chaos,* & *Cloak of Chaos.*  Non-Chaotic character only:  1 Persistent Negative Level. | — | Spell Effect | Strong  varied | 19 | Craft Wondrous Item  Lesser Confusion  Magic Circle against Law  Word of Chaos  Cloak of Chaos  Creator must be Chaotic | 80,000 | 6,400 | 160,000 |
| Chime of Interruption | (DMG p252) | When struck, all spells with verbal components cast within 30’ for the next 3 minutes require a Concentration check vs. 15 + the spell’s level.  Usable once every 10 minutes. | — | Offense | Mod  Evoc | 7 | Craft Wondrous Item  Shout | 8,400 | 672 | 16,800 |
| Chime of Opening | (DMG p252) | 1’ long mithral tube.  By ringing the chime (i.e., using a charge), the user causes one known lock within 15’ to be opened. The magic effects shackles, bolts, etc. A *Hold Portal* is automatically dispelled, as is an *Arcane Lock* with a caster level of less than 15th level.  Created with ten charges. | — | Spell Effect | Mod  Trans | 11 | Craft Wondrous Item  Knock | 1,500 | 120 | 3,000 |
| Circlet of Blasting, Major | (DMG p252) | Maximized *Searing Light* (40 damage), 1/day. | Head | Spell Effect | Strong  Evoc | 17 | Craft Wondrous Item  Maximize Spell  Searing Light | 11,880 | 950 | 23,760 |
| Circlet of Blasting, Minor | (DMG p252) | *Searing Light* (3d8 damage), 1/day. | Head | Spell Effect | Faint  Evoc | 6 | Craft Wondrous Item  Searing Light | 3,240 | 259 | 6,480 |
| Circlet of Persuasion | (DMG p252) | +3 Competence bonus on Charisma-based skill checks. | Head | Skill | Faint Trans | 5 | Craft Wondrous Item  Eagle’s Splendor | 2,250 | 180 | 4,500 |
| Cloak of Arachnida | (DMG p252) | *Spider Climb*, always on.  ½ movement over webs & cannot be stuck by them.  *Web*, once per day  +2 Luck bonus on saves vs. poison | Back | Combo  Move  Spell Effect  Saves | Faint  Conj  Trans | 6 | Craft Wondrous Item  Spider Climb  Web | 7,000 | 560 | 14,000 |
| Cloak of the Bat | (DMG p252) | +5 Competence bonus to Hide checks.  Able to hang upside down like a bat.  In darkness only:  *Fly* –or– *Polymorph* (into a normal bat). Either power can only be used for up to  7 minutes, then the cloak must recharge for 7 minutes. | Back | Combo  Skill  Move | Mod Trans | 9 | Craft Wondrous Item  Fly  Polymorph | 13,000 | 1,040 | 26,000 |
| Pearl of Power – 1st lvl | (DMG p252) | Restore a prepared spell of 1st level, 1/day. | — | Spell Restore | Strong  Trans | 17 | Craft Wondrous Item | 500 | 40 | 1,000 |
| Cloak of Charisma +2 | (DMG p253) | +2 Enhancement bonus to Charisma. | Back | Ability Score | Mod Trans | 8 | Craft Wondrous Item  Eagle’s Splendor | 2,000 | 160 | 4,000 |
| Cloak of Charisma +4 | (DMG p253) | +4 Enhancement bonus to Charisma. | Back | Ability Score | Mod Trans | 8 | Craft Wondrous Item  Eagle’s Splendor | 8,000 | 640 | 16,000 |
| Cloak of Charisma +6 | (DMG p253) | +6 Enhancement bonus to Charisma. | Back | Ability Score | Mod Trans | 8 | Craft Wondrous Item  Eagle’s Splendor | 18,000 | 1,440 | 36,000 |
| Cloak of Displacement, Major | (DMG p253) | 50% miss chance, 15 rounds per day, divided up as the wearer wishes. | Back | Defense | Mod  Ill | 7 | Craft Wondrous Item  Extend Spell  Displacement | 25,000 | 2,000 | 50,000 |
| Cloak of Displacement, Minor | (DMG p253) | 20% miss chance, always on | Back | Defense | Faint  Ill | 3 | Craft Wondrous Item  Displacement | 12,000 | 960 | 24,000 |
| Cloak of Elvenkind | (DMG p253) | +5 Competence bonus to Hide checks, when the hood is drawn over the wearer’s head. | Back | Skill | Faint  Ill | 3 | Craft Wondrous Item  Invisibility  Creator must be an Elf | 1,250 | 100 | 2,500 |
| Cloak of Etherealness | (DMG p253) | *Ethereal Jaunt* for 10 minutes per day, broken up however desired. | Back | Spell Effect | Strong  Trans | 15 | Craft Wondrous Item  Ethereal Jaunt | 27,500 | 2,200 | 55,000 |
| Cloak of Resistance +1 | (DMG p253) | +1 Resistance bonus to all saving throws | Back | Save | Faint  Abj | 3 | Craft Wondrous Item  Resistance | 500 | 40 | 1,000 |
| Cloak of Resistance +2 | (DMG p253) | +2 Resistance bonus to all saving throws | Back | Save | Faint  Abj | 6 | Craft Wondrous Item  Resistance | 2,000 | 160 | 4,000 |
| Cloak of Resistance +3 | (DMG p253) | +3 Resistance bonus to all saving throws | Back | Save | Faint  Abj | 9 | Craft Wondrous Item  Resistance | 4,500 | 360 | 9,000 |
| Cloak of Resistance +4 | (DMG p253) | +4 Resistance bonus to all saving throws | Back | Save | Faint  Abj | 12 | Craft Wondrous Item  Resistance | 8,000 | 640 | 16,000 |
| Cloak of Resistance +5 | (DMG p253) | +5 Resistance bonus to all saving throws | Back | Save | Faint  Abj | 15 | Craft Wondrous Item  Resistance | 12,500 | 1,000 | 25,000 |
| Cloak of the Manta Ray | (DMG p253) | In salt water only:  +3 Natural Armor bonus to AC.  *Water Breathing*, at will.  Swim 60’.  1d6 tail attack | Back | Breath Under-water | Mod  Trans | 9 | Craft Wondrous Item  Polymorph  Water Breathing | 3,600 | 288 | 7,200 |
| Crystal Ball | (DMG p253) | *Scry*, on command. | — | Scry | Mod  Div | 10 | Craft Wondrous Item  Scrying | 21,000 | 1,680 | 42,000 |
| Crystal Ball with *Detect Thoughts* | (DMG p253) | *Scry*, on command, with *Detect Thoughts*, always on. (DC13) | — | Scry | Mod  Div | 10 | Craft Wondrous Item  Detect Thoughts  Scrying | 25,500 | 2040 | 51,000 |
| Crystal Ball with *See Invisible* | (DMG p253) | *Scry*, on command, with *See Invisible*, always on. | — | Scry | Mod  Div | 10 | Craft Wondrous Item  Scrying  See Invisible | 25,000 | 2,000 | 50,000 |
| Crystal Ball with Telepathy | (DMG p253) | *Scry*, on command. Send & receive silent messages with the viewed person. *Suggestion* (DC 14), 1/day. | — | Scry | Mod  Div | 10 | Craft Wondrous Item  Scrying  Suggestion | 35,000 | 2,800 | 70,000 |
| Crystal Ball with *True Seeing* | (DMG p253) | *Scry*, on command, with *True Seeing*, always on. | — | Scry | Mod  Div | 10 | Craft Wondrous Item  Scrying  True Seeing | 40,000 | 3,200 | 80,000 |
| Cube of Force | (DMG p253) | ¾” cube made of ivory or hard metal.  When a face of this cube is pressed, a 10’x10’x10’ movable cube of force walls appear around the user.  The cube has 36 charges per day. The rate they are used depends on the cube face which is pressed:  Cube Chg/ Max Keeps  Face Min Move Out…  1 1 30’ gasses, wind, etc  2 2 20’ nonliving matter  3 3 15’ living matter  4 4 10’ magic  5 6 10’ everything  6 – – –off–  Damage & some spells also deplete charges | — | Defense | Mod  Evoc | 10 | Craft Wondrous Item  Wall of Force | 31,000 | 2,480 | 62,000 |
| Cube of Frost Resistance | (DMG p253) | When a face of this cube is pressed, a 10’x10’x10’ protected area appear around the user where the temperature is warm. All cold-based attacks are block by the protected area, but if it takes 50 hp of cold damage total in 1 round, it stops working for 1 hour. If 100 hp of cold damage is blocked in 10 rounds, the item is destroyed.  Extremely cold weather can cause the protected area to take damage too. | — | Defense | Faint  Abj | 5 | Craft Wondrous Item  Protection from Energy | 13,500 | 1,080 | 27,000 |
| Mantle of Energy Resistance, 2 Types | (DMG p253) | Silk cloak decorated with colored thread to indicate which energy it protects again: Green – Acid; White/Blue – Cold;  Yellow – Electricity; Red – Fire; Black/Iridescent – Sonic.  Energy Resistance 10 vs. two energy types. | Back | Defense | Faint  Abj | 3 | Craft Wondrous Item  Resist Energy | 27,000 | 2,160 | 54,000 |
| Cubic Gate | (DMG p254) | Five of the six sides opens a *Gate* to another plane of existence. The sixth opens back to the Prime Material Plane.  If a side is pressed once, a gate opens to a random place in that plane. Pressing the side again closes the gate.  Only one gate may be open at a time.  Pressing a side twice quickly causes the user & all creatures in adjacent squares to be transferred to a random point in the appropriate plane (WillNeg DC23). | — | Gate | Strong  Conj | 13 | Craft Wondrous Item  Plane Shift | 82,000 | 6,560 | 164,000 |
| Daern’s Instant Fortress | (DMG p254) | Small metal cube.  On command, the cube opens into a 20’x20’x30’ tall Adamantine keep. The keep has a single door that only opens for the owner (& is immune to *Knock*). | — | Lodge | Strong Conj | 13 | Craft Wondrous Item  Mordenkainen’s Magnificent Mansion | 27,500 | 2,200 | 55,000 |
| Darkskull | (DMG p254) | Ebony carved into the shape of a skull.  *Unhallow*, always on. | — | Spell Effect | Mod  Evoc  [evil] | 9 | Craft Wondrous Item  Unhallow  Creator must be Evil | 30,000 | 2,400 | 60,000 |
| Decanter of Endless Water | (DMG p254) | On command, the bottle will produce fresh or salt water. The decanter has three settings.  Stream – 1 gallon per round.  Fountain – 5’ long stream producing 5 gallons per round.  Geyser – 20’ long stream producing 30 gallons per round. Can inflict 1d4 damage per round it pointed at a target, but may knock the user down (Strength check vs. DC12 to stay up). | — | Food | Mod  Trans | 9 | Craft Wondrous Item  Control Water | 4,500 | 360 | 9,000 |
| Deck of Illusion | (DMG p254) | Deck of cards with pictures, each of which will create a *Major Image* of the picture on the card once when thrown to the ground. The creature can move around as long as it says within 30’ of where its card landed.  34 uses. | — | Spell Effect | Faint  Ill | 6 | Craft Wondrous Item  Major Image | 4,050 | 324 | 8,100 |
| Dimensional Shackles | (DMG p255) | Cold-Iron shackles with permanent *Dimensional Anchor*. DC 30 to break. Will resize to fit a Small to Large creature. | — | Trap | Mod  Abj | 11 | Craft Wondrous Item  Dimensional Anchor | 14,000 | 1,120 | 28,000 |
| Drums of Panic | (DMG p255) | 2 Masterwork Kettle Drum (1½‘ diameter each) weighing 10 pounds total.  When played, anyone greater than 20’ away, but less than 120’ away is affected by *Fear* (DC 16).  Usable 1/day. | — | Instrument | Mod  Necro | 7 | Craft Wondrous Item  Fear | 15,000 | 1,200 | 30,000 |
| Dust of Appearance | (DMG p255) | Can cover all objects in a 10’ radius area.  Within the area of effect, invisibility is suppressed, *Blur* & *Displacement* are negated, and the following are shown to be not real: *Mirror Image*, *Projected Image*, and all Figments. Negates Dust of Disappearance. Also, anything coated with the dusk receives a –30 penalty on Hide checks.  Effects lasts for 5 minutes.  Single use. | — | Combo  Defense  Single Use | Faint  Conj | 5 | Craft Wondrous Item  Glitterdust | 900 | 72 | 1,800 |
| Dust of Disappearance | (DMG p255) | Can cover a single object or creature.  *Greater Invisibility* for 2d6 rounds. Target cannot be seen with *See Invisibility* or *Invisibility Purge*.  Single use. | — | Combo  Single Use  Spell Effect | Mod  Ill | 7 | Craft Wondrous Item  Greater Invisibility | 1,750 | 140 | 3,500 |
| Dust of Dryness | (DMG p255) | If poured on water, absorbs 100 gallons of water & becomes a small sphere. Water is released when the sphere is thrown.  If thrown on an Elemental with the Water subtype, it must make a Fortitude save vs. DC 18 or be destroyed. 5d6 damage if save is successful.  Single use. | — | Combo  Single Use  Misc. | Mod  Trans | 11 | Craft Wondrous Item  Control Water | 425 | 34 | 850 |
| Dust of Illusion | (DMG p255) | *Disguise Self*, on target. Image is designated by the user. Lasts 2 hours.  An unwilling target is allowed a Reflex save vs. DC 11 to avoid the effect.  Single use. | — | Combo  Single Use  Spell Effect | Faint  Ill | 6 | Craft Wondrous Item  Disguise Self | 600 | 48 | 1,200 |
| Dust of Tracelessness | (DMG p255) | If throw in the air, a room up to 100 square feet will be filled with dust & cobwebs, seeming unused.  If poured on tracks of up to 12 people & horses, the trail will be erased back for 250’ with no left-over magic aura (+20 DC to track).  Single use. | — | Combo  Misc.  Single Use | Faint  Trans | 3 | Craft Wondrous Item  Pass without Trace | 125 | 10 | 250 |
| Efreeti Bottle | (DMG p255) | Brass or bronze bottle with a lead stopper.  Contains one of these three types of Efreeti:  - Grants 3 Wishes & then leaves (10%)  - Is insane & attacks (10%)  - Will serve the opener for 10 minutes / day. | — | Summon | Strong  Conj | 14 | Craft Wondrous Item  Summon Monster VII | 72,500 | 5,800 | 145,000 |
| Elemental Gem – Air | (DMG p255) | Transparent gem.  When crushed, *Summon Nature’s Ally V* (Large Air Elemental).  Single use. | — | Combo  Single Use  Summon | Mod  Conj | 11 | Craft Wondrous Item  Summon Nature’s Ally V | 1,125 | 90 | 2,250 |
| Elemental Gem – Earth | (DMG p255) | Light brown gem.  When crushed, *Summon Nature’s Ally V* (Large Earth Elemental).  Single use. | — | Combo  Single Use  Summon | Mod  Conj | 11 | Craft Wondrous Item  Summon Nature’s Ally V | 1,125 | 90 | 2,250 |
| Elemental Gem – Fire | (DMG p255) | Reddish orange gem.  When crushed, *Summon Nature’s Ally V* (Large Fire Elemental).  Single use. | — | Combo  Single Use  Summon | Mod  Conj | 11 | Craft Wondrous Item  Summon Nature’s Ally V | 1,125 | 90 | 2,250 |
| Elemental Gem – Water | (DMG p255) | Blue-green gem.  When crushed, *Summon Nature’s Ally V* (Large Water Elemental).  Single use. | — | Combo  Single Use  Summon | Mod  Conj | 11 | Craft Wondrous Item  Summon Nature’s Ally V | 1,125 | 90 | 2,250 |
| Elixir of Fire Breath | (DMG p255) | The drinker can breath 4d6 Fire damage at a single target within 25’ (Ref½ DC13), up to 3 times within 1 hour.  Single use. | — | Combo  Single Use  Offense | Mod  Evoc | 11 | Craft Wondrous Item  Scorching Ray | 5,500 | 440 | 11,000 |
| Elixir of Hiding | (DMG p255) | +10 Competence bonus on Hide checks for 1 hour.  Single use. | — | Combo  Skill  Single Use | Faint  Ill | 5 | Craft Wondrous Item  Invisibility | 125 | 10 | 250 |
| Elixir of Love | (DMG p255) | The drinker comes under the effect of *Charm Person* for 1d3 hours (WillNeg DC14). The first creature the drinker sees after coming under the effect is the being it is now friends with.  Single use. | — | Combo  Spell Effect  Single Use | Faint  Ench | 5 | Craft Wondrous Item  Charm Person | 75 | 6 | 150 |
| Elixir of Sneaking | (DMG p255) | +10 Competence bonus on Move Silently checks for 1 hour.  Single use. | — | Combo  Skill  Single Use | Faint  Ill | 5 | Craft Wondrous Item  Silence | 125 | 10 | 250 |
| Elixir of Swimming | (DMG p255) | +10 Competence bonus on Swimming checks for 1 hour.  Single use. | — | Combo  Skill  Single Use | Faint  Ill | 2 | Craft Wondrous Item  Creator must have 5+ ranks in Swimming | 125 | 10 | 250 |
| Elixir of Truth | (DMG p256) | For 10 minutes, the drinker must answer questions and speak the truth. For each question, the subject may attempt a Will save vs. DC 13 to not answer. One question may be asked each round.  Single use. | — | Combo  Single Use  Spell Effect | Faint  Ench | 5 | Craft Wondrous Item  Zone of Truth | 250 | 20 | 500 |
| Elixir of Vision | (DMG p256) | +10 Competence bonus on Search checks for 1 hour.  Single use. | — | Combo  Skill  Single Use | Faint  Div | 5 | Craft Wondrous Item  True Seeing | 125 | 10 | 250 |
| Eversmoking Bottle | (DMG p256) | Brass or bronze bottle with a lead stopper.  When stopper is removed, smoke fills a 50’ radius spread in 1 round, growing 10’ per round, up to 100’ radius.  Smoke dissipates normally when stopper is restored with a command word. | — | Misc. | Faint  Trans | 3 | Craft Wondrous Item  Pyrotechnics | 2,700 | 216 | 5,400 |
| Eyes of Charming | (DMG p256) | Pair of crystal lenses that fit over the wearer’s eyes.  By meeting a target’s gaze, the wearer may inflict *Charm Person* on 1 target per round as a Free Action.  If wearing both lenses, DC 16.  If wearing only one lens, DC 10. | Face | Spell Effect | Mod  Ench | 7 | Craft Wondrous Item  Heighten Spell  Charm Person | 28,000 | 2,240 | 56,000 |
| Eyes of Doom | (DMG p256) | Pair of crystal lenses that fit over the wearer’s eyes.  By meeting a target’s gaze, the wearer may inflict *Doom* on 1 target per roundas a Standard Action (DC11 if wearing both lenses, otherwise DC10).  Wearing both lenses only:  *Deathwatch*, always on.  *Fear* (DC16), as a normal Gaze Attack, 1/week. | Face | Spell Effect | Mod Necro | 11 | Craft Wondrous Item  Doom  Deathwatch  Fear | 12,500 | 1,000 | 25,000 |
| Eyes of Petrification | (DMG p256) | Pair of crystal lenses that fit over the wearer’s eyes.  Wearing both lenses only:  Petrifaction Gaze Attack (DC 19), for 10 rounds per day. | Face | Offense | Mod Trans | 11 | Craft Wondrous Item  Flesh to Stone | 49,000 | 3,920 | 98,000 |
| Eyes of the Eagle | (DMG p256) | Pair of crystal lenses that fit over the wearer’s eyes.  +5 Competence bonus to Spot checks.  If only wearing one lens, wearer becomes Stunned for one round, but then receives the bonus as long as the other eye is covered. | Face | Skill | Faint  Div | 3 | Craft Wondrous Item  Clairaudience / Clairvoyance | 1,250 | 100 | 2,500 |
| Figurine of Wondrous Power – Bronze Griffon | (DMG p256) | 1” bronze statuette of a griffon.  Becomes a normal Griffon on command,  2 times per week for up to 6 hours per use.  If slain as a griffon, it reverts to a statuette. | — | Figurine | Mod Trans | 11 | Craft Wondrous Item  Animate Object | 5,000 | 400 | 10,000 |
| Figurine of Wondrous Power – Ebony Fly | (DMG p256) | 1” ebony statuette of a fly.  Becomes a Pony-sized Fly (stats identical to a Hippogriff but no attacks) on command, 3 times per week for up to 12 hrs per use.  If slain as a fly, it reverts to a statuette. | — | Figurine | Mod Trans | 11 | Craft Wondrous Item  Animate Object | 5,000 | 400 | 10,000 |
| Figurine of Wondrous Power – Golden Lions (2) | (DMG p256) | Two 1” gold statuette of lions.  Becomes a pair of normal adult Lions on command, 1 time per day, for up to 1 hour per use.  If slain as a lion, it reverts to statuette form for 1 week. | — | Figurine | Mod Trans | 11 | Craft Wondrous Item  Animate Object | 8,250 | 660 | 16,500 |
| Figurine of Wondrous Power – Ivory Goats (3) | (DMG p256) | Three 1” ivory statuette of goats.  Goat of Traveling – Equivalent to a Heavy Horse. It can be use for 24 hours in a week, broken up however desired by the owner. Once all 24 hours have been use up, it cannot be reactivated for 1 day.  Goat of Travail – Equivalent to a Nightmare, plus two 1d8+4 horns. It can be used for 12 hours, once per month.  Goat of Terror – Equivalent to a Light Warhorse. Its rider can use one horn as a +3 Lance & the other as a +5 Longsword. When ridden in an attack, it produces *Fear* in a 30’ radius (DC 16). It can be used every 2 weeks, for 3 hours per use.  If any of the goats are slain, they reverts to statuette form for 1 week. | — | Figurine | Mod Trans | 11 | Craft Wondrous Item  Animate Object | 10,500 | 840 | 21,000 |
| Figurine of Wondrous Power – Marble Elephant | (DMG p256) | Fist-sized marble statuette of an elephant.  Becomes a normal Elephant on command, 4 times per month, for up to 24 hour per use.  If slain as an elephant, it reverts to a statuette. | — | Figurine | Mod Trans | 11 | Craft Wondrous Item  Animate Object | 8,500 | 680 | 17,000 |
| Figurine of Wondrous Power – Obsidian Steed | (DMG p257) | Small shape-less lump of black stone.  Becomes a Heavy Warhorse on command, 1 time per week, for up to 24 hours per use. Each round, it can use one of the following powers on itself & its rider: *Fly, Plane Shift,* or *Etherealness*.  Good character only:  10% chance per use that it will carry a rider to an Evil Plane & leave him there.  If slain as a horse, it reverts to a statuette. | — | Figurine | Mod Trans | 15 | Craft Wondrous Item  Animate Object  Plane Shift  Etherealness | 1,4250 | 1,140 | 28,500 |
| Figurine of Wondrous Power – Onyx Dog | (DMG p257) | 1” onyx statuette of a dog.  Becomes a Riding Dog on command, 1 time per week, for up to 6 hours per use. It has an Intelligence of 8, can speak in Common, has +4 on Spot & Search checks, has Darkvision up to 60’, & can see Invisible.  If slain as a dog, it reverts to a statuette. | — | Figurine | Mod Trans | 11 | Craft Wondrous Item  Animate Object | 7,750 | 620 | 15,500 |
| Figurine of Wondrous Power – Serpentine Owl | (DMG p257) | 1” serpentine statuette of an owl.  Becomes a normal-sized Owl or a Giant Owl on command, 1 time per day, for up to 8 hours per use. It can communicate telepathically with its owner. After 3 uses of the Giant Owl form, the figurine looses its magic.  If slain as an owl or giant owl, it reverts to a statuette. | — | Figurine | Mod Trans | 11 | Craft Wondrous Item  Animate Object | 4,550 | 364 | 9,100 |
| Figurine of Wondrous Power – Silver Raven | (DMG p257) | 1” silver figurine of a raven.  Becomes a Raven on command (but has Hardness 10), for 24 hours per week, split up however desired. If given a message, it will act as the *Animal Messenger* spell.  If slain as a raven, it reverts to a statuette. | — | Figurine | Faint Ench Trans | 6 | Craft Wondrous Item  Animal Messenger | 1,900 | 152 | 3,800 |
| Gauntlet of Rust | (DMG p257) | *Rusting Grasp*, once per day.  Wearer & his/her gear are immune to normal & magical rust | Hand (1) | Spell Effect | Mod Trans | 7 | Craft Wondrous Item  Rusting Grasp | 5,750 | 460 | 11,500 |
| Gauntlets of Ogre Power | (DMG p257) | +2 Enhancement bonus to Strength. | Hands (2) | Ability Score | Faint Trans | 6 | Craft Wondrous Item  Bull’s Strength | 2,000 | 160 | 4,000 |
| Gem of Brightness | (DMG p257) | Created with 50 charges. 3 uses:  1. Sheds light as a Hooded Lantern. No Charge.  2. 50’ ray. If the ranged touch attack hits, target is Blind for 1d4 rounds (FortNeg DC14). 1 Charge.  3. 30’ Cone. Everyone within the area of effect is Blind for 1d4 rounds (FortNeg DC14). 5 Charges. | — | Offense | Faint Evoc | 6 | Craft Wondrous Item  Daylight | 6,500 | 520 | 13,000 |
| Gem of Seeing | (DMG p257) | *True Seeing*, for 30 minutes per day, broken up as desired. | — | Vision | Mod  Div | 10 | Craft Wondrous Item  True Seeing | 37,500 | 3,000 | 75,000 |
| Gloves of Arrow Snaring | (DMG p257) | Able to use the Feat: Snatch Arrow, 2/day. At least one hand must be free. | Hands (2) | Feat | Faint  Abj | 3 | Craft Wondrous Item  Shield | 2,000 | 160 | 4,000 |
| Gloves of Dexterity +2 | (DMG p257) | +2 Enhancement bonus to Dexterity. | Hands (2) | Ability Score | Mod  Trans | 8 | Craft Wondrous Item  Cat’s Grace | 2,000 | 160 | 4,000 |
| Gloves of Dexterity +4 | (DMG p257) | +4 Enhancement bonus to Dexterity. | Hands (2) | Ability Score | Mod  Trans | 8 | Craft Wondrous Item  Cat’s Grace | 8,000 | 640 | 16,000 |
| Gloves of Dexterity +6 | (DMG p257) | +6 Enhancement bonus to Dexterity. | Hands (2) | Ability Score | Mod  Trans | 8 | Craft Wondrous Item  Cat’s Grace | 18,000 | 1,440 | 36,000 |
| Gloves of Swimming and Climbing | (DMG p257) | +5 Competence bonus to Swim & Climb checks. | Hands (2) | Skill | Faint Trans | 5 | Craft Wondrous Item  Bulls Strength  Cat’s Grace | 3,125 | 250 | 6,250 |
| Goggles of Minute Seeing | (DMG p257) | +5 Competence bonus to Search checks looking for secret doors, traps, etc. | Face | Skill | Faint  Div | 3 | Craft Wondrous Item  True Seeing | 625 | 50 | 1,250 |
| Glove of Storing | (DMG p257) (DR312 p99)+ | One 20 pound object can be hidden in stasis by this glove until willed back by the wearer. Storing & retrieving an item is a Free Action.  Note that spell effects do not go into stasis, so they end normally. | Hand (1) | Storage | Faint Trans | 6 | Craft Wondrous Item  Shrink Item | 5,000 | 400 | 10,000 |
| Goggles of Night | (DMG p258) | Gain Darkvision 60’. | Face | Vision | Faint Trans | 3 | Craft Wondrous Item  Darkvision | 6,000 | 480 | 12,000 |
| Golem Manual – Clay | (DMG p258) | Instructions for creating a Clay Golem.  Using the manual grants the reader the following advantages for purposes of creating a Clay Golem only:  +5 Competence bonus on Craft (sculpting) or Craft (pottery) checks.  Use of Feat: Craft Construct.  Contains the spells *Animate Objects, Bless, Commune Prayer, & Resurrection* in spell trigger form (i.e., like a scroll).  +2 Caster level.  Provides 1,540 XP.  When the steps are completed, the manual burns itself into ash, which is sprinkled on the Golem as the final step.  Single use. | — | Combo  Golem  Single Use | Mod  Conj  Div  Ench  Trans | 11 | Craft Construct  Animate Objects  Bless  Commune  Prayer  Resurrection | 2,150 | 1,712 | 12,000 |
| Golem Manual – Flesh | (DMG p258) | Instructions for creating a Flesh Golem.  Using the manual grants the reader the following advantages for purposes of creating a Flesh Golem only:  +5 Competence bonus on Craft (leather-working) checks.  Use of Feat: Craft Construct.  Contains the spells *Animate Dead, Bull’s Strength, Geas / Quest,* & *Limited Wish*, in spell trigger form (i.e., like a scroll).  +1 Caster level.  Provides 780 XP.  When the steps are completed, the manual burns itself into ash, which is sprinkled on the Golem as the final step.  Single use. | — | Combo  Golem  Single Use | Mod  Ench  Necro  [evil]  Trans | 8 | Craft Construct  Animate Dead  Bull’s Strength  Geas / Quest  Limited Wish | 2,050 | 944 | 8,000 |
| Golem Manual – Greater Stone | (DMG p258) | Instructions for creating a Greater Stone Golem.  Using the manual grants the reader the following advantages for purposes of creating a Greater Stone Golem only:  +5 Competence bonus on Craft (sculpting) or Craft (stonemasonry) checks.  Use of Feat: Craft Construct.  Contains the spells *Geas / Quest, Limited Wish, Polymorph Any Object,* & *Slow* in spell trigger form (i.e., like a scroll).  +3 Caster level.  Provides 7,640 XP.  When the steps are completed, the manual burns itself into ash, which is sprinkled on the Golem as the final step  Single use. | — | Combo  Golem  Single Use | Strong  Abj  Ench | 16 | Craft Construct  Geas / Quest  Limited Wish  Polymorph Any Object  Slow | 2,900 | 7,872 | 44,000 |
| Golem Manual – Iron | (DMG p258) | Instructions for creating an Iron Golem.  Using the manual grants the reader the following advantages for purposes of creating an Iron Golem only:  +5 Competence bonus on Craft (armor-smithing) or Craft (weapon-smithing).  Use of Feat: Craft Construct.  Contains the spells *Cloudkill, Geas/Quest, Limited Wish,* & *Polymorph Any Object*, in spell trigger form (i.e., like a scroll).  +4 Caster level.  Provides 5,600 XP.  When the steps are completed, the manual burns itself into ash, which is sprinkled on the Golem as the final step  Single use. | — | Combo  Golem  Single Use | Strong  Conj  Ench  Trans | 16 | Craft Construct  Cloudkill  Geas / Quest  Limited Wish  Polymorph Any Object | 3,500 | 5,880 | 35,000 |
| Golem Manual – Stone | (DMG p258) | Instructions for creating a Stone Golem.  Using the manual grants the reader the following advantages for purposes of creating a Stone Golem only:  +5 Competence bonus on Craft (sculpting) or Craft (stonemasonry) checks.  Use of Feat: Craft Construct.  Contains the spells *Geas / Quest, Limited Wish, Polymorph Any Object,* & *Slow* in spell trigger form (i.e., like a scroll).  +3 Caster level.  Provides 3,400 XP.  When the steps are completed, the manual burns itself into ash, which is sprinkled on the Golem as the final step.  Single use. | — | Combo  Golem  Single Use | Strong  Abj  Ench | 14 | Craft Construct  Geas / Quest  Limited Wish  Polymorph Any Object  Slow | 2,500 | 3,600 | 22,000 |
| Hand of Glory | (DMG p258) | Mummified human hand on a leather cord.  *Daylight*, once per day.  *See Invisible*, once per day.  The wearer gains the benefit of one magic ring worn by the hand (thus exceeding the normal two ring limit) | Neck | Combo  Spell Effect  Misc. | Faint  varied | 5 | Craft Wondrous Item  Animate Dead  Daylight  See Invisibility | 4,000 | 320 | 8,000 |
| Hand of the Mage | (DMG p258) | Mummified elf hand on a gold chain.  *Mage Hand*, at will. | Neck | Spell Effect | Faint Trans | 2 | Craft Wondrous Item  Mage Hand | 450 | 36 | 900 |
| Harp of Charming | (DMG p258) | Masterwork Harp.  *Suggestion* (DC14), once per 10 minutes of playing (requires a Perform (string instruments) check vs. DC 14). If the Perform check fails, the ability cannot be used for 24 hours. | — | Instrument | Faint  Ench | 5 | Craft Wondrous Item  Suggestion | 3,750 | 300 | 7,500 |
| Hat of Disguise | (DMG p258) | *Disguise Self*, at will. The ‘hat’ is visible in any disguise, but will look appropriate (i.e., a helmet, headband, comb, etc.). | Head | Spell Effect | Faint  Ill | 1 | Craft Wondrous Item  Disguise Self | 900 | 72 | 1,800 |
| Headband of Intellect +2 | (DMG p258) | +2 Enhancement bonus to Intelligence. | Head | Ability Score | Mod Trans | 8 | Craft Wondrous Item  Fox’s Cunning | 2,000 | 160 | 4,000 |
| Headband of Intellect +4 | (DMG p258) | +4 Enhancement bonus to Intelligence. | Head | Ability Score | Mod Trans | 8 | Craft Wondrous Item  Fox’s Cunning | 8,000 | 640 | 16,000 |
| Headband of Intellect +6 | (DMG p258) | +6 Enhancement bonus to Intelligence. | Head | Ability Score | Mod Trans | 8 | Craft Wondrous Item  Fox’s Cunning | 18,000 | 1,440 | 36,000 |
| Helm of Brilliance | (DMG p258) | Normal looking helm.  When the command word is said, the helm’s true appearance becomes visible – a silver helm encrusted with 10 diamonds, 20 rubies, 30 fire opals, & 40 opals.  The helm can be used once per round. Using a power consumes a gem.  Diamond: *Prismatic Spray* (DC 20).  Ruby: *Wall of Fire*.  Fire Opal: *Fireball* (10d6, DC 20).  Opal: *Light*.  As long as the helm has at least 1 gem remaining, it has the following powers:  If Undead are within 30’, the helm glows blue & the undead take 1d6 per round.  Any held weapon can become Flaming, doing +1d6 of Fire damage per hit.  Fire Resistance 30.  If the wearer takes any magical fire dmg, the wearer must make a Will save vs. DC 15 or all the remaining gems in the helm discharge. | Head | Combo  Spell Effect  Defense | Strong  varied | 13 | Craft Wondrous Item  Detect Undead  Fireball  Flame Blade  Light  Prismatic Spray  Protection from Energy  Wall of Fire | 62,500 | 5,000 | 125,000 |
| Helm of Comprehending Languages and Reading Magic | (DMG p259) | Able to understand all spoken languages.  Able to read all writing, magical or mundane.  +5 Competence bonus on Decipher Script checks to understand incomplete messages | Head | Spell Effect | Faint  Div | 4 | Craft Wondrous Item  Comprehend Languages  Read Magic | 2,600 | 208 | 5,200 |
| Helm of Telepathy | (DMG p259) | *Detect Thoughts*, at will.  Send & receive telepathic messages.  *Suggestion*, once per day (DC 14). | Head | Spell Effect | Faint  Div  Ench | 5 | Craft Wondrous Item  Detect Thoughts  Suggestion | 13,500 | 1,080 | 27,000 |
| Helm of Teleportation | (DMG p259) | *Teleport*, 3/day. | Head | Teleport | Mod  Conj | 9 | Craft Wondrous Item  Teleport | 36,750 | 2,940 | 73,500 |
| Helm of Underwater Action | (DMG p259) | See underwater 5x as good as usual.  Breath Underwater, on command. | Head | Breath Under-water | Faint  Trans | 5 | Craft Wondrous Item  Water Breathing | 28,500 | 2,280 | 57,000 |
| Heward’s Handy Haversack | (DMG p259) | Up to 120 lbs. feels like 5 lbs.  Removing any object from the haversack is only a Free Action (always on top) | — | Storage | Mod  Conj | 9 | Craft Wondrous Item  Leomund’s Secret Chest | 1,000 | 80 | 2,000 |
| Horn of Blasting | (DMG p259) | Everything in a 40’ Cone takes 5d6 Sonic damage (Fort½ D16) & Deafened for 2d6 rounds (FortNeg DC16). Crystalline objects & creatures take 7d6 Sonic damage (if attended, WillNeg DC16, otherwise no save).  If played more than once per day, 20% cumulative chance of exploding, doing 10d6 damage to the player. | — | Offense | Mod  Evoc | 7 | Craft Wondrous Item  Shout | 10,000 | 800 | 20,000 |
| Horn of Blasting, Greater | (DMG p259) | Everything in a 40’ Cone takes 10d6 Sonic damage (Fort½ D16) and Stunned for 1 round & Deafened for 4d6 rounds (FortNeg DC16). Crystalline objects & creatures take 16d6 Sonic damage (if attended, WillNeg DC16, otherwise no save).  If played more than once per day, 20% cumulative chance of exploding, doing 10d6 damage to the player. | — | Offense | Strong  Evoc | 16 | Craft Wondrous Item  Shout | 35,000 | 2,800 | 70,000 |
| Horn of Fog | (DMG p259) | When blown, a “fog-horn” sound is made & fog fills the 10’ square in front of the horn. Each round the user continues to blow the horn, the fog moves 10’ & another square is filled.  The fog lasts for three minutes, unless dispersed by a moderate or stronger wind. | — | Spell Effect | Faint Conj | 3 | Craft Wondrous Item  Obscuring Mist | 1,000 | 80 | 2,000 |
| Horn of Goodness / Evil | (DMG p259) | Masterwork Trumpet that can be used for magical effect up to once per day.  Good character only:  *Magic Circle against Evil*, for 10 round.  Evil character only:  *Magic Circle against Good*, for 10 round. | — | Spell Effect | Faint  Abj | 6 | Craft Wondrous Item  Magic Circle against Good  Magic Circle against Evil | 3,250 | 260 | 6,500 |
| Horn of the Tritons | (DMG p260) | Conch shell horn.  Usable 3 times per day by a Triton, 1 time per day by anyone else. The horn is heard by all Triton within 3 miles. Each sounding can do one of the following:  - Calm water in a 1 mile radius & dispels any summoned water elements (Will save vs. DC 16 to resist).  - Attracts 5d4 Large Sharks, 5d6 Medium Sharks, or 1d10 Sea Lions (assuming any are in range). The creatures will obey the user.  - All aquatic creatures with Int 1 or 2 within 500’ must make a Will save vs. DC 16 or be Shaken for 3d6 rounds. | — | Combo  Summon  Misc. | Mod  Conj  Trans | 8 | Craft Wondrous Item  Fear  Summon Monster V  Water Control  A Triton must be involved in the item’s construction | 7,550 | 604 | 15,100 |
| Horn of Valhalla – Brass | (DMG p260) | Summon 2d4+1 3rd level Human Barbarians. Usable 1/week.  Spellcaster only:  The Barbarians fight for the user for 1 hour.  Non-Spellcaster only:  The Barbarians attack the user. | — | Summon | Strong  Conj | 13 | Craft Wondrous Item  Summon Monster VI | 25,000 | 2,000 | 50,000 |
| Horn of Valhalla – Bronze | (DMG p260) | Summon 2d4 4th level Human Barbarians. Usable 1/week.  Proficient in all martial weapons –or– have the Bardic Music ability only:  The Barbarians fight for the user for 1 hour.  All others only:  The Barbarians attack the user. | — | Summon | Strong  Conj | 13 | Craft Wondrous Item  Summon Monster VI | 25,000 | 2,000 | 50,000 |
| Horn of Valhalla – Iron | (DMG p260) | Summon 1d4+1 5th level Human Barbarians. Usable 1/week.  Proficient in all martial weapons –or– have the Bardic Music ability only:  The Barbarians fight for the user for 1 hour.  All others only:  The Barbarians attack the user. | — | Summon | Strong  Conj | 13 | Craft Wondrous Item  Summon Monster VI | 25,000 | 2,000 | 50,000 |
| Horn of Valhalla – Silver | (DMG p260) | Summon 2d4+2 2nd level Human Barbarians. Usable 1/week.  The Barbarians fight for the user for 1 hr | — | Summon | Strong  Conj | 13 | Craft Wondrous Item  Summon Monster VI | 25,000 | 2,000 | 50,000 |
| Horseshoes of a Zephyr | (DMG p260) | 4 Horseshoes.  When all 4 are worn by an appropriate creature, it travels at 4” above the surface. This allows it to walk / run over water, snow, mud, etc., at normal speed without leaving tracks. | — | Creature | Faint  Trans | 3 | Craft Wondrous Item  Levitate | 3,000 | 256 | 6,000 |
| Horseshoes of Speed | (DMG p260) | 4 Horseshoes.  When all 4 are worn by an appropriate creature, it gains a 30’ Enhancement bonus to its land movement rate. | — | Creature | Faint  Trans | 3 | Craft Wondrous Item  Haste | 1,500 | 128 | 3,000 |
| Incense of Meditation | (DMG p260) | When used by a Divine spellcaster during the 8 hours of spell preparation, all prepared spells are Maximized without taking up a higher level. Effect lasts for 24 hours.  Single use. | — | Combo  Single Use  Spell Augment | Mod  Ench | 7 | Craft Wondrous Item  Maximize Spell  Bless | 2,450 | 196 | 4,900 |
| Ioun Stone – Clear Spindle | (DMG p260) | Gem that floats around the owner’s head  Sustains user without food or water | — | Food | Mod  varies | 12 | Craft Wondrous Item | 2,000 | 160 | 4,000 |
| Ioun Stone – Dark Blue Rhomboid | (DMG p260) | Gem that floats around the owner’s head  Gain Feat: Alertness | — | Feat | Mod  varies | 12 | Craft Wondrous Item | 5,000 | 400 | 10,000 |
| Ioun Stone – Deep Red Sphere | (DMG p260) | Gem that floats around the owner’s head  +2 Enhancement bonus to Dexterity. | — | Ability Score | Mod  varies | 12 | Craft Wondrous Item | 4,000 | 320 | 8,000 |
| Ioun Stone – Dusty Rose Prism | (DMG p260) | Gem that floats around the owner’s head  +1 Insight bonus to AC | — | AC | Mod  varies | 12 | Craft Wondrous Item | 2,500 | 200 | 5,000 |
| Ioun Stone – Incandescent Blue Sphere | (DMG p260) | Gem that floats around the owner’s head  +2 Enhancement bonus to Wisdom. | — | Ability Score | Mod  varies | 12 | Craft Wondrous Item | 4,000 | 320 | 8,000 |
| Ioun Stone – Iridescent Spindle | (DMG p260) | Gem that floats around the owner’s head  Sustains owner without air | — | Breath Anywhere | Mod  varies | 12 | Craft Wondrous Item | 9,000 | 720 | 18,000 |
| Ioun Stone – Lavender & Green Ellipsoid | (DMG p260) | Gem that floats around the owner’s head  Negates up to 8th level spells to a total of 50 spell levels & then burns out. Requires a ‘Readied Action’. | — | Defense | Mod  varies | 12 | Craft Wondrous Item | 20,000 | 1,600 | 40,000 |
| Ioun Stone – Orange Prism | (DMG p260) | Gem that floats around the owner’s head  +1 Caster level. | — | Misc. | Mod  varies | 12 | Craft Wondrous Item | 15,000 | 1,200 | 30,000 |
| Ioun Stone – Pale Blue Rhomboid | (DMG p260) | Gem that floats around the owner’s head  +2 Enhancement bonus to Strength. | — | Ability Score | Mod  varies | 12 | Craft Wondrous Item | 4,000 | 320 | 8,000 |
| Ioun Stone – Pale Green Prism | (DMG p260) | Gem that floats around the owner’s head  +1 Competence bonus to attack rolls, saves, skill checks, & ability checks. | — | Combo  Offense  Skill  Saves | Mod  varies | 12 | Craft Wondrous Item | 10,000 | 800 | 20,000 |
| Ioun Stone – Pale Lavender Ellipsoid | (DMG p260) | Gem that floats around the owner’s head  Negates up to 4th level spells to a total of 20 spell levels & then burns out. Requires a ‘Readied Action’. | — | Defense | Mod  varies | 12 | Craft Wondrous Item | 10,000 | 800 | 20,000 |
| Ioun Stone – Pearly White Spindle | (DMG p260) | Gem that floats around the owner’s head  Regenerate 1 hp per hour of damage. Only damage taken while using the Ioun Stone can be healed. | — | Healing | Mod  varies | 12 | Craft Wondrous Item | 10,000 | 800 | 20,000 |
| Ioun Stone – Pink & Green Sphere | (DMG p260) | Gem that floats around the owner’s head  +2 Enhancement bonus to Charisma. | — | Ability Score | Mod  varies | 12 | Craft Wondrous Item | 4,000 | 320 | 8,000 |
| Ioun Stone – Pink Rhomboid | (DMG p260) | Gem that floats around the owner’s head  +2 Enhancement bonus to Constitution. | — | Ability Score | Mod  varies | 12 | Craft Wondrous Item | 4,000 | 320 | 8,000 |
| Ioun Stone – Scarlet & Blue Sphere | (DMG p260) | Gem that floats around the owner’s head  +2 Enhancement bonus to Intelligence. | — | Ability Score | Mod  varies | 12 | Craft Wondrous Item | 4,000 | 320 | 8,000 |
| Ioun Stone – Vibrant Purple Prism | (DMG p260) | Gem that floats around the owner’s head.  Stores three levels of spells that can be used by anyone. Once used, the stone is ‘empty’ & can be recharged with a new spell or spells by a spellcaster. | — | Spell Storage | Mod  varies | 12 | Craft Wondrous Item | 18,000 | 1,440 | 36,000 |
| Iron Bands of Bilarro | (DMG p261) | 3” iron sphere  On command, the user can make the sphere unwind itself into metal bands which wrap around, capture, & immobilize a target (Large-size or smaller) hit by a ranged touch attack.  To remove the band requires either the command word, an Escape Artist check vs. DC 30, or a Strength check vs. DC 30 (which destroys the item).  Usable once per day. | — | Trap | Strong  Evoc | 13 | Craft Wondrous Item  Bigby’s Grasping Hand | 13,000 | 1,040 | 26,000 |
| Iron Flask | (DMG p261) | If the flask is empty, the user can target an extraplanar creature within 60’ by using the command word. If it fails a Will save vs. DC 19, it is pulled into the flask, followed by the user closing it with the stopper.  If the flask is not empty, saying the command word & removing the stopper allows the user to force the contained creature to serve him/her for 1 hour before it goes free.  If the flask is not empty & the stopper is removed without saying the command word, the creature is free to do what it wishes.  The command word may only be used once per day.  Attempted to retrap a creature gives it a +2 on its saving throw to resist.  When found, Iron Flasks sometimes are imprisoning something. | — | Trap | Strong  Conj | 20 | Craft Wondrous Item  Trap the Soul | 85,000 | 6,800 | 170,000 |
| Keoghtom’s Ointment | (DMG p261) | If applied to a poisoned area or swallowed, *Neutralize Poison*.  If applied to a disease, *Remove Disease*.  If applied to a wound, *Cure Light Wounds*  5 uses. | — | Healing | Faint  Conj | 5 | Craft Wondrous Item  Cure Light Wounds  Neutralize Poison  Remove Disease | 2,000 | 160 | 4,000 |
| Lantern of Revealing | (DMG p261) | Hooded lantern.  *Invisibility Purge* in a 25’ radius, when lit. | — | Spell Effect | Faint  Evoc | 5 | Craft Wondrous Item  Invisibility Purge | 15,000 | 1,200 | 30,000 |
| Lens of Detection | (DMG p261) | 6” diameter circular prism set in a frame with an attached handle.  +5 bonus on Search checks.  +5 bonus to Survival checks when tracking | — | Skill | Mod  Div | 9 | Craft Wondrous Item  True Seeing | 1,750 | 140 | 3,500 |
| Lyre of Building | (DMG p261) | Masterwork Lyre.  All walls, roofs, floors, etc., within 300’ are immune to *Disintegrate*, battering rams, siege weapons, etc. for 30 minutes. Usable 1/day.  Produces 600 man-days worth of construction of buildings, mines, etc., per hour played. After the 1st hour, a Perform (string instruments) check vs. DC 18 must be made to continue. Usable 1/week. | — | Instrument | Faint  Trans | 6 | Craft Wondrous Item  Fabricate | 6,500 | 520 | 13,000 |
| Mantle of Faith | (DMG p261) | Damage Reduction 5 / evil | Back | Defense | Strong  Abj  [good] | 20 | Craft Wondrous Item  Stoneskin | 38,000 | 3,040 | 76,000 |
| Mantle of Spell Resistance | (DMG p261) | Spell Resistance 21 | Back | Defense | Mod  Abj | 9 | Craft Wondrous Item  Spell Resistance | 45,000 | 3,600 | 90,000 |
| Manual of Bodily Health +1 | (DMG p261) | +1 Inherent bonus to Constitution after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 1,250 | 5,100 | 27,500 |
| Manual of Bodily Health +2 | (DMG p261) | +2 Inherent bonus to Constitution after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 2,500 | 10,200 | 55,000 |
| Manual of Bodily Health +3 | (DMG p261) | +3 Inherent bonus to Constitution after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 3,750 | 15,300 | 82,500 |
| Manual of Bodily Health +4 | (DMG p261) | +4 Inherent bonus to Constitution after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 5,000 | 20,400 | 110,000 |
| Manual of Bodily Health +5 | (DMG p261) | +5 Inherent bonus to Constitution after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 6,250 | 25,500 | 137,500 |
| Manual of Gainful Exercise +1 | (DMG p262) | +1 Inherent bonus to Strength after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 1,250 | 5,100 | 27,500 |
| Manual of Gainful Exercise +2 | (DMG p262) | +2 Inherent bonus to Strength after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 2,500 | 10,200 | 55,000 |
| Manual of Gainful Exercise +3 | (DMG p262) | +3 Inherent bonus to Strength after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 3,750 | 15,300 | 82,500 |
| Manual of Gainful Exercise +4 | (DMG p262) | +4 Inherent bonus to Strength after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 5,000 | 20,400 | 110,000 |
| Manual of Gainful Exercise +5 | (DMG p262) | +5 Inherent bonus to Strength after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 6,250 | 25,500 | 137,500 |
| Manual of Quickness  of Action +5 | (DMG p262) | +5 Inherent bonus to Dexterity after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 6,250 | 25,500 | 137,500 |
| Manual of Quickness  of Action+1 | (DMG p262) | +1 Inherent bonus to Dexterity after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 1,250 | 5,100 | 27,500 |
| Manual of Quickness  of Action+2 | (DMG p262) | +2 Inherent bonus to Dexterity after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 2,500 | 10,200 | 55,000 |
| Manual of Quickness  of Action+3 | (DMG p262) | +3 Inherent bonus to Dexterity after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 3,750 | 15,300 | 82,500 |
| Manual of Quickness  of Action+4 | (DMG p262) | +4 Inherent bonus to Dexterity after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 5,000 | 20,400 | 110,000 |
| Mask of the Skull | (DMG p262) | Ivory mask that looks like a skull.  Once a day, the mask flies up to 50’ to make a touch attack (using its wearer’s Base Attack Bonus) that delivers a *Finger of Death* (DC 20). Hit or miss, the mask then flies back to its wearer.  Must be worn for 1 hour before it can be used. | Face | Spell Effect | Strong  Necro  Trans | 13 | Craft Wondrous Item  Animate Objects  Finger of Death  Fly | 11,000 | 880 | 22,000 |
| Medallion of Thoughts | (DMG p262) | *Detect Thoughts*, at will | Neck | Spell Effect | Faint  Div | 5 | Craft Wondrous Item  Detect Thoughts | 6,000 | 480 | 12,000 |
| Mirror of Life Tapping | (DMG p262) | 4’ x 4’ mirror that weighs 50 pounds. It must be attached to a surface & activated with a command word to be used.  Anyone looking into the mirror from within 30’ must make a Will save vs. DC 23 or be pulled into it, leaving behind their clothing & possessions. Only living creatures can be trapped, so Undead, Constructs, etc. are immune.  The mirror can hold exactly 15 prisoners. If the number is exceeded, a random prisoner is released.  Each cell has two command words of its own: one to bring the prisoner to the glass so it can be conversed with; and one to release it.  Breaking the mirror releases all of its prisoners | — | Trap | Strong  Abj | 17 | Craft Wondrous Item  Imprisonment | 100,000 | 8,000 | 200,000 |
| Mirror of Mental Prowess | (DMG p262) | 5’ x 2’ mirror that weighs 40 pounds.  *Clairvoyance*, on command. This effect even works with other Planes of Existence if the owner is sufficiently familiar with them.  If the owner is within 25’ of the mirror, the thoughts of any creature reflected in the mirror can be read.  The owner can step through the mirror to the location currently being looked upon with *Clairvoyance*. An invisible 5’ x 2’ opening remain until the owner steps back through, closes it with a command word, or 24 hrs go by. Other creatures may use the gate.  Receive an accurate short answer about the creature shown in the mirror, usable once per week. | — | Scry | Strong  Conj  Div | 17 | Craft Wondrous Item  Clairaudience / Clairvoyance  Detect Thoughts  Gate  Legend Lore | 87,500 | 7,000 | 175,000 |
| Mirror of Opposition | (DMG p262) | 4’ x 3’ mirror that weighs 45 pounds.  Activated & deactivated with a command word.  A creature seeing it reflection in the mirror will has a copy (with equipment) jump out of the mirror & attack him/her. Once either is defeated, the copy disappears with its equipment.  Usable 4 times per day. | — | Trap | Strong  Necro | 15 | Craft Wondrous Item  Clone | 46,000 | 3,680 | 92,000 |
| Murlynd’s Spoon | (DMG p262) | Creates grool for up to 4 humans per day. | — | Food | Faint  Conj | 5 | Craft Wondrous Item  Create Food and Water | 2,700 | 216 | 5,400 |
| Necklace of Adaptation | (DMG p263) | Immune to gases, inhaled poisons, & spells such as *Cloudkill* & *Stinking Cloud*.  Always has air, even under water. | Neck | Breath Anywhere | Mod  Trans | 7 | Craft Wondrous Item  Alter Self | 4,500 | 360 | 9,000 |
| Necklace of Fireballs I | (DMG p263) | Chain holds 3 beads, each of which can be thrown up to 70’ to cause a *Fireball* (DC 14). Bigger beads do more damage.  Beads: one 5d6 and two 3d6.  Does not need to be worn to be used.  If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode. | — | Spell Effect | Mod  Evoc | 10 | Craft Wondrous Item  Fireball | 825 | 66 | 1,650 |
| Necklace of Fireballs II | (DMG p263) | Chain holds 5 beads, each of which can be thrown up to 70’ to cause a *Fireball* (DC 14). Bigger beads do more damage.  Beads: one 6d6, two 4d6, and two 2d6.  Does not need to be worn to be used.  If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode. | — | Spell Effect | Mod  Evoc | 10 | Craft Wondrous Item  Fireball | 1,350 | 108 | 2,700 |
| Necklace of Fireballs III | (DMG p263) | Chain holds 7 beads, each of which can be thrown up to 70’ to cause a *Fireball* (DC 14). Bigger beads do more damage.  Beads: one 7d6, two 5d6, and four 3d6.  Does not need to be worn to be used.  If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode. | — | Spell Effect | Mod  Evoc | 10 | Craft Wondrous Item  Fireball | 2,175 | 174 | 4,350 |
| Necklace of Fireballs IV | (DMG p263) | Chain holds 9 beads, each of which can be thrown up to 70’ to cause a *Fireball* (DC 14). Bigger beads do more damage.  Beads: one 8d6, two 6d6, two 4d6, and four 2d6.  Does not need to be worn to be used.  If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode. | — | Spell Effect | Mod  Evoc | 10 | Craft Wondrous Item  Fireball | 2,700 | 216 | 5,400 |
| Necklace of Fireballs V | (DMG p263) | Chain holds 7 beads, each of which can be thrown up to 70’ to cause a *Fireball* (DC 14). Bigger beads do more damage.  Beads: one 9d6, two 7d6, two 5d6, and two 3d6.  Does not need to be worn to be used.  If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode. | — | Spell Effect | Mod  Evoc | 10 | Craft Wondrous Item  Fireball | 2,925 | 234 | 5,850 |
| Necklace of Fireballs VI | (DMG p263) | Chain holds 9 beads, each of which can be thrown up to 70’ to cause a *Fireball* (DC 14). Bigger beads do more damage.  Beads: one 10d6, two 8d6, two 6d6, and four 4d6.  Does not need to be worn to be used.  If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode. | — | Spell Effect | Mod  Evoc | 10 | Craft Wondrous Item  Fireball | 4,050 | 324 | 8,100 |
| Necklace of Fireballs VII | (DMG p263) | Chain holds 9 beads, each of which can be thrown up to 70’ to cause a *Fireball* (DC 14). Bigger beads do more damage.  Beads: one 10d6, two 9d6, two 7d6, two 5d6, and two 3d6.  Does not need to be worn to be used.  If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode. | — | Spell Effect | Mod  Evoc | 10 | Craft Wondrous Item  Fireball | 4,350 | 348 | 8,700 |
| Nolzur’s Marvelous Pigments | (DMG p263) | Small pot of paint.  Any objects drawn with the paint become real & permanent. The value of the objects cannot exceed 2,000 gp & are limited to 10’ x 10’ x 10’. In this way, entire rooms & be drawn & filled.  Painting takes 10 minutes and requires a Craft (painting) check vs. DC 15.  Items created are not magical & permanent. | — | Misc. | Strong  Conj | 15 | Craft Wondrous Item  Major Creation | 2,000 | 160 | 4,000 |
| Orb of Storms | (DMG p263) | 8” diameter glass sphere.  *Control Weather*, once per day.  *Storm of Vengeance*, once per month.  *Endure Elements*, always on. | — | Spell Effect | Strong  varied | 18 | Craft Wondrous Item  Control Weather  Endure Elements  Storm of Vengeance | 24,000 | 1,920 | 48,000 |
| Pearl of Power – 2 spells up to 6th | (DMG p263) | Restore 2 prepared spells of up to 6th level, 1/day. | — | Spell Restore | Strong  Trans | 17 | Craft Wondrous Item | 35,000 | 2,800 | 70,000 |
| Pearl of Power – 2nd lvl | (DMG p263) | Restore a prepared spell of 2nd level, 1/day. | — | Spell Restore | Strong  Trans | 17 | Craft Wondrous Item | 2,000 | 160 | 4,000 |
| Pearl of Power – 3rd lvl | (DMG p263) | Restore a prepared spell of 3rd level, 1/day. | — | Spell Restore | Strong  Trans | 17 | Craft Wondrous Item | 4,500 | 360 | 9,000 |
| Pearl of Power – 4th lvl | (DMG p263) | Restore a prepared spell of 4th level, 1/day. | — | Spell Restore | Strong  Trans | 17 | Craft Wondrous Item | 8,000 | 640 | 16,000 |
| Pearl of Power – 5th lvl | (DMG p263) | Restore a prepared spell of 5th level, 1/day. | — | Spell Restore | Strong  Trans | 17 | Craft Wondrous Item | 12,500 | 1,000 | 25,000 |
| Pearl of Power – 6th lvl | (DMG p263) | Restore a prepared spell of 6th level, 1/day. | — | Spell Restore | Strong  Trans | 17 | Craft Wondrous Item | 18,000 | 1,440 | 36,000 |
| Pearl of Power – 7th lvl | (DMG p263) | Restore a prepared spell of 7th level, 1/day. | — | Spell Restore | Strong  Trans | 17 | Craft Wondrous Item | 24,500 | 1,960 | 49,000 |
| Pearl of Power – 8th lvl | (DMG p263) | Restore a prepared spell of 8th level, 1/day. | — | Spell Restore | Strong  Trans | 17 | Craft Wondrous Item | 32,000 | 2,560 | 64,000 |
| Pearl of Power – 9th lvl | (DMG p263) | Restore a prepared spell of 9th level, 1/day. | — | Spell Restore | Strong  Trans | 17 | Craft Wondrous Item | 40,500 | 3,240 | 81,000 |
| Pearl of the Sirens | (DMG p263) | Breath, move around, & even cast spells underwater without hindrance.  Swim 60’. | — | Breath Under-water | Mod  Abj  Trans | 8 | Craft Wondrous Item  Freedom of Movement  Water Breathing | 7,650 | 612 | 15,300 |
| Periapt of Health | (DMG p263) | Blue gem on a silver chain.  Immune to normal & magical diseases. | Neck | Defense | Faint  Conj | 5 | Craft Wondrous Item  Remove Disease | 3,750 | 300 | 7,500 |
| Periapt of Proof against Poison | (DMG p263) | Black gem on a silver chain.  Immune to all poisons, though any already in the wearer’s system when put on still have to run their course. | Neck | Defense | Faint  Conj | 5 | Craft Wondrous Item  Neutralize Poison | 13,500 | 1,080 | 27,000 |
| Periapt of Wisdom +2 | (DMG p263) | +2 Enhancement bonus to Wisdom. | Neck | Ability Score | Mod  Trans | 8 | Craft Wondrous Item  Owl’s Wisdom | 2,000 | 160 | 4,000 |
| Periapt of Wisdom +4 | (DMG p263) | +4 Enhancement bonus to Wisdom. | Neck | Ability Score | Mod  Trans | 8 | Craft Wondrous Item  Owl’s Wisdom | 8,000 | 640 | 16,000 |
| Periapt of Wisdom +6 | (DMG p263) | +6 Enhancement bonus to Wisdom. | Neck | Ability Score | Mod  Trans | 8 | Craft Wondrous Item  Owl’s Wisdom | 18,000 | 1,440 | 36,000 |
| Periapt of Wound Closure | (DMG p264) | Red gem on a gold chain.  Wearer automatically stabilizes when hit points go negative.  Immune to bleeding damage, but not Constitution damage done by ‘Wounding’ weapons.  Heals naturally at twice the normal rate & can heal normally when the wound normally wouldn’t. | Neck | Healing | Mod  Conj | 10 | Craft Wondrous Item  Heal | 7,500 | 600 | 15,000 |
| Phylactery of Faithfulness | (DMG p264) | Small box that contains religious writings that is tied to the forehead.  By spending a moment to consider an action, the wearer can tell if the action about to be performed is compatible with the wearer’s alignment | Head | Misc. | Faint  Div | 1 | Craft Wondrous Item  Detect Evil  Detect Good  Detect Chaos  Detect Law | 500 | 40 | 1,000 |
| Phylactery of Undead Turning | (DMG p264) | Small box that contains religious writings that is tied to the forehead.  Able to Turn / Destroy Undead as if the wearer had 4 more levels. | Head | Class – Cleric | Mod  Necro  [good] | 10 | Craft Wondrous Item  Creator must be a 10+ level Cleric | 5,500 | 440 | 11,000 |
| Pipes of Haunting | (DMG p264) | Masterwork Pan Pipes.  By making a Perform (wood winds) check vs. DC 15, the pipes play eerie music, causing listeners within 30’ to become Frightened 10 minutes (WillNeg DC13). Only creatures with up to 5HD are effected.  Usable twice per day. | — | Instrument | Faint  Necro | 4 | Craft Wondrous Item  Scare | 3,000 | 240 | 6,000 |
| Pipes of Pain | (DMG p264) | Masterwork Pan Pipes.  By making a Perform (wood winds) check, vs. DC 15, everyone within 30’ are Fascinated (WillNeg DC15) as long as the music continues.  After the playing ends, anyone who failed their save is cursed with hypersensitive to noise. For 2d4 rounds, the subject takes 1d4 damage per round unless in total silence & takes double damage from sonic attacks. Thereafter, the subject Shaken if not in a silent area. The effect can only be removed by *Remove Curse, Miracle*, etc. | — | Instrument | Faint  Ench  Evoc | 6 | Craft Wondrous Item  Sound Burst  Creator must have the Bardic Music class ability | 6,000 | 480 | 12,000 |
| Pipes of Sounding | (DMG p264) | When played by someone with at least 1 rank in Perform (wood winds), *Ghost Sound*. | — | Spell Effect | Faint  Ill | 2 | Craft Wondrous Item  Ghost Sound | 900 | 72 | 1,800 |
| Pipes of the Sewers | (DMG p264) | By playing a specific tune, the user summons 1d3 Rat Swarms(MM p239), which arrive immediately if within 400’, & are delayed 1 round for each additional 50’.  Once the rats arrive, the user must make a Perform (wood winds) check vs. DC 10. If successful, the rats obey the user’s commands. On a failure, the rats attack the user.  The rats remain as long as the music is continuously played.  Using the pipes a second time in one day increases the Perform DC to 15. | — | Instrument | Faint  Conj | 2 | Craft Wondrous Item  Charm Animal  Summon Nature’s Ally I  Min lvl: Drd2, Rgr4 | 900 | 72 | 1,800 |
| Portable Hole | (DMG p264) | 6’ diameter circle of black cloth.  When spread out, forms a 6’ diameter by 10’ deep space. | — | Storage | Mod  Conj | 12 | Craft Wondrous Item  Plane Shift | 10,000 | 800 | 20,000 |
| Quall’s Feather Token – Anchor | (DMG p264) | A floating craft is rendered immobile for 1 day.  Single use. | — | Combo  Misc.  Single Use | Mod  Conj | 12 | Craft Wondrous Item  Major Creation | 25 | 2 | 50 |
| Quall’s Feather Token – Bird | (DMG p264) | Becomes a bird that will carry a written message to a designated target.  Single use. | — | Combo  Single Use  Summon | Mod  Conj | 12 | Craft Wondrous Item  Major Creation | 150 | 12 | 300 |
| Quall’s Feather Token – Fan | (DMG p264) | Causes a 25 mph breeze that can propel one ship for 8 hours.  Single use. | — | Combo  Move  Single Use | Mod  Conj | 12 | Craft Wondrous Item  Major Creation | 100 | 8 | 200 |
| Quall’s Feather Token – Swan Boat | (DMG p264) | Becomes a boat with movement of 60’ that can carry 32 people (1 horse takes up the room of 4 people) and their gear for 1 day.  Single use. | — | Combo  Single Use  Move | Mod  Conj | 12 | Craft Wondrous Item  Major Creation | 225 | 18 | 450 |
| Quall’s Feather Token – Tree | (DMG p264) | Becomes a 60’ tall oak.  Single use. | — | Combo  Summon  Single Use | Mod  Conj | 12 | Craft Wondrous Item  Major Creation | 50 | 4 | 100 |
| Quall’s Feather Token – Whip | (DMG p264) | Becomes a Dancing Whip for 1 hour.  +10 attack, 1d6+1 damage, free grapple attempt at +15 if it hits.  Single use. | — | Combo  Single Use  Offense | Mod  Conj | 12 | Craft Wondrous Item  Major Creation | 250 | 20 | 500 |
| Quiver of Ehlonna | (DMG p265) | Quiver has 3 extra-dimensional pockets, but always weighs 2 pounds:  1st holds up to 60 arrows  2nd holds up to 18 javelins.  3rd holds up to 6 straight bows, staves, spears, etc. | — | Storage | Mod  Conj | 9 | Craft Wondrous Item  Leomund’s Secret Chest | 900 | 72 | 1,800 |
| Ring Gates | (DMG p265) | Pair of 18” diameter rings. If within 100 miles of each other, anything put through the ‘entry side’ of one comes out the ‘exit side’ of the other, up to 100 pounds / day.  Small creatures can crawl through on an Escape Artist check vs. DC 13. | — | Teleport | Strong  Conj | 17 | Craft Wondrous Item  Gate | 20,000 | 1,600 | 40,000 |
| Robe of Blending | (DMG p265) | +10 Competence bonus to Hide checks.  *Disguise Self*, at will. Friends see the caster normally. | Body | Skill | Mod  Ill | 10 | Craft Wondrous Item  Disguise Self | 15,000 | 1,200 | 30,000 |
| Robe of Bones | (DMG p265) | Has 10 patches, each of which can be removed as a Standard Action to become a pre-determined Undead. The summoner has no control of the Undead, but may use normal spells & class abilities on it.  Two patches of each of the following:  - Medium Human Commoner Skeleton  - Medium Wolf Skeleton  - Small Goblin Zombie  - Medium Human Commoner Zombie  - Medium Wolf Zombie  Each patch is single use. | Body | Summon | Mod  Necro  [evil] | 6 | Craft Wondrous Item  Animate Dead | 1,200 | 96 | 2,400 |
| Robe of Eyes | (DMG p265) | 360 degree vision.  Darkvision 120’.  See Invisible 120’.  See Ethereal 120’.  +10 Competence bonus on Search & Spot checks.  Retains Dexterity bonus to AC when flat-footed. Can’t be flanked.  Can’t avert eyes to avoid gaze attacks.  The robe is Blinded for 1d3 Minutes by *Light* or *Continual Flame*. It is Blinded for 2d4 minutes by *Daylight.* | Body | Vision | Mod  Div | 11 | Craft Wondrous Item  True Seeing | 60,000 | 4,800 | 120,000 |
| Robe of Scintillating Colors | (DMG p265) | Gives off light in a 30’ radius continuously.  Robe takes 1 full round to activate.  Anyone looking at an activated robe within 30’ is Dazed for 1d4+1 rounds (WillNeg DC14).  Each round the robe is active, the wearer gets +10% Concealment, up to 50%.  Can be used a total of 10 rounds per day. | Body | Combo  Offense  Defense | Mod  Ill | 11 | Craft Wondrous Item  Blur  Rainbow Pattern | 13,500 | 1,080 | 27,000 |
| Robe of Stars | (DMG p265) | Wear can travel to the Astral Plane.  +1 Luck bonus on all Saving Throws.  6 single-use +5 shuriken (robe provides proficiency). | Body | Combo  Saves  Offense | Strong  varied | 15 | Craft Wondrous Item  Astral Projection -or- Plane Shift  Magic Missile | 29,000 | 2,320 | 58,000 |
| Robe of the Archmage - Black | (DMG p265) | Arcane Spellcaster only:  +5 Armor bonus to AC.  Spell Resistance 18.  +4 Resistance bonus to Saving Throws  +2 Enhancement bonus to Caster level for overcoming Spell Resistance.  Neutral Characters only:  2 Persistent Negative Level.  Good Characters only:  3 Persistent Negative Level. | Body | Combo  AC  Defense  Saves  Spell Augment | Strong  varied | 14 | Craft Wondrous Item  Antimagic Field  Mage Armor-or- Shield of Faith  Creator must be Evil | 37,500 | 3,000 | 75,000 |
| Robe of the Archmage - Gray | (DMG p265) | Arcane Spellcaster only:  +5 Armor bonus to AC.  Spell Resistance 18.  +4 Resistance bonus to Saving Throws  +2 Enhancement bonus to Caster level for overcoming Spell Resistance.  Non-Neutral Characters only:  2 Persistent Negative Level. | Body | Combo  AC  Defense  Saves  Spell Augment | Strong  varied | 14 | Craft Wondrous Item  Antimagic Field  Mage Armor-or- Shield of Faith  Creator must be Neutral | 37,500 | 3,000 | 75,000 |
| Robe of the Archmage - White | (DMG p265) | Arcane Spellcaster only:  +5 Armor bonus to AC.  Spell Resistance 18.  +4 Resistance bonus to Saving Throws  +2 Enhancement bonus to Caster level for overcoming Spell Resistance.  Neutral Characters only:  2 Persistent Negative Level.  Evil Characters only:  3 Persistent Negative Level. | Body | Combo  AC  Defense  Saves  Spell Augment | Strong  varied | 14 | Craft Wondrous Item  Antimagic Field  Mage Armor-or- Shield of Faith  Creator must be Good | 37,500 | 3,000 | 75,000 |
| Robe of Useful Items | (DMG p266) | Has 16 – 28 patches, each of which can be removed to become a pre-determined useful object, such as a ladder, door, or even a pit.  Each patch is single use. | Body | Storage | Mod  Trans | 9 | Craft Wondrous Item  Fabricate | 3,500 | 280 | 7,000 |
| Rope of Climbing | (DMG p266) | 60’ rope weighing 3 lbs. that can support 3,000 lbs. When held on one end, it can move 10’ per round and tie itself off where desired.  The rope can be commanded to knot itself, which reduces its length to 50’, but lowers the DC to climb it by 10. | — | Misc. | Faint  Trans | 3 | Craft Wondrous Item  Animate Rope | 1,500 | 120 | 3,000 |
| Rope of Entanglement | (DMG p266) | 30’ hemp rope weighing 5 pounds that can be ordered to Entangle a target within 20’.  Freeing oneself from the rope requires a Strength check vs. DC 20, an Escape Artist check vs. DC 20, or having the rope cut (AC 22, 12 hp, Hardness 0, Damage Reduction 5/slashing). If not destroyed, the rope heals 1 hp per 5 minutes. | — | Trap | Mod  Trans | 12 | Craft Wondrous Item  Animate Objects  Animate Rope  Entangle | 10,500 | 840 | 21,000 |
| Salve of Slipperiness | (DMG p266) | If applied to the body, +20 Competence bonus to Escape Artist checks for 8 hrs.  If poured on the floor, *Grease* with a duration of 8 hrs.  Can be removed with alcohol.  Single use. | — | Combo  Single Use  Skill | Faint  Conj | 6 | Craft Wondrous Item  Grease | 500 | 40 | 1,000 |
| Scabbard of Keen Edges | (DMG p266) | Scabbard which resizes itself from Dagger-size to Greatsword-size.  *Keen Edge*, on the blade within the scabbard. 3 times per day. | — | Spell Effect | Faint  Trans | 5 | Craft Wondrous Item  Keen Edge | 8,000 | 640 | 16,000 |
| Scarab of Protection | (DMG p266) | Spell Resistance 20.  Can absorb 12 of the following attacks, but then is destroyed.  - Energy-Drain (such as from a vampire).  - Death Effect (such as *Finger of Death*),  - Negative Energy (i.e., *Inflict Minor Wounds*). | Neck | Defense | Strong  Abj  Necro | 18 | Craft Wondrous Item  ~~Bless~~  Death Ward  Spell Resistance | 19,000 | 1,520 | 38,000 |
| Scarab, Golembane | (DMG p266) | Detect any Golems within 60’ as a Standard Action.  The wearer’s weapon, natural weapons, & unarmed attacks bypasses a Golem’s Damage Reduction. | Neck | Golem | Mod  Div | 8 | Craft Wondrous Item  Detect Magic  Creator must be at least 10th level | 1,250 | 100 | 2,500 |
| Shrouds of Disintegration | (DMG p266) | Burial Wrappings weighing 10 lbs.  On command, the body wrapped in the cloth is *Disintegrated*.  Single use. | — | Combo  Single Use  Misc. | Strong  Trans | 15 | Craft Wondrous Item  Disintegrate | 3,300 | 264 | 6,600 |
| Silversheen | (DMG p266) | Vial of liquid.  May be applied to one melee weapon or 20 units of ammunition as a Standard Action.  Any object coated with ‘silversheen’ is treated as Silver for overcoming Damage Reduction for 1 hour. The normal material of the object is suppressed for the duration (i.e., an Adamantine weapon coated with ‘silversheen’ would only be considered silver). It has no effect on the object’s magical properties.  Single use. | — | Combo  Single Use  Misc. | Faint  Trans | 5 | Craft Wondrous Item | 125 | 10 | 250 |
| Slippers of Spider Climbing | (DMG p266) | *Spider Climb* but with free hands. Movement 20’. Cannot climb ice & other slick substances.  Usable for 10 minutes per day, broken up as desired. | Feet | Spell Effect | Faint  Trans | 4 | Craft Wondrous Item  Spider Climb | 2,400 | 192 | 4,800 |
| Sovereign Glue | (DMG p266) | An ounce can cover 1 square foot. The glue sets in 1 round.  Two object adhered with ‘Sovereign Glue’ cannot be separated without destroying one of the objects, unless ‘Universal Solvent’ is used.  The container holding the ‘Sovereign Glue’ must have ‘Salve of Slipperiness’ added to keep it from sticking together. | — | Misc. | Strong  Trans | 20 | Craft Wondrous Item  Make Whole | 1,200 | 96 | 2,400 |
| Stone Horse – Courser | (DMG p267) | Animated statue of a Heavy Horse weighing 6,000 lbs., which can carry 1,000 lbs, never rests or eats, & has Hardness 10. | — | Move | Strong  Trans | 14 | Craft Wondrous Item  Animate Objects  Flesh to Stone | 5,000 | 400 | 10,000 |
| Stone Horse – Destrier | (DMG p267) | Animated statue of a Heavy Warhorse weighing 6,000 lbs., which can carry 1,000 lbs, never rests or eats, & has Hardness 10. | — | Move | Strong  Trans | 14 | Craft Wondrous Item  Animate Objects  Flesh to Stone | 7,400 | 592 | 14,800 |
| Stone of Alarm | (DMG p267) | Cube of stone weighing 2 pounds.  On command, sticks to any object.  If touched without speaking the command word, generates an alarm that can be heard up to ¼ mile away for 1 hour. | — | Spell Effect | Faint  Abj | 3 | Craft Wondrous Item  Alarm | 1,350 | 108 | 2,700 |
| Stone of Controlling Earth Elementals | (DMG p267) | Oddly shaped piece of polished rock weighing 5 pounds.  When the user is near a patch of ground, a Full Round incitation can be used to summon an Earth Elemental, which arrives in 1d4 rounds. Only one elemental can be summoned at a time & new patch of ground must be used each time.  Sand or Unhewn Stone: *Summon Monster VI* to summon a Large Earth Elemental.  Earth or Rock: *Summon Monster VII*  to summon a Huge Earth Elemental. | — | Summon | Strong  Conj | 13 | Craft Wondrous Item  Summon Monster VI  Summon Monster VII | 50,000 | 4,000 | 100,000 |
| Stone of Good Luck | (DMG p267) | Small piece of polished agate.  +1 Luck bonus on saving throws, ability checks, & skill checks. | — | Combo  Saves  Skill | Faint  Evoc | 5 | Craft Wondrous Item  Divine Favor | 10,000 | 800 | 20,000 |
| Stone Salve | (DMG p267) | If applied to a petrified creature, *Stone to Flesh*.  Otherwise, *Stoneskin*. | — | Spell Effect | Strong  Abj  Trans | 13 | Craft Wondrous Item  Flesh to Stone  Stoneskin | 2,000 | 160 | 4,000 |
| Strand of Prayer Bead | (DMG p267) | String of prayer beads with 3 special beads. Does not need to be worn to be used.  *Cure Blindness -*or*- Remove Disease  -*or*- Cure Serious Wounds* at 5th, 1/day  Wearer casts spells at +4 Caster level for 10 minutes, usable 1/day.  *Chaos Hammer -*or*-* *Holy Smite -*or*- Order’s Wrath -*or*-* *Unholy Blight* at 7th (DC 17), usable 1/day. | — | Spell Effect | Mod  varies | 9 | Craft Wondrous Item  Cure Blindness  Cure Serious Wounds  Remove Disease  Righteous Might  Chaos Hammer -or- Holy Smite -or- Order’s Wrath -or- Unholy Blight | 12,900 | 1,032 | 25,800 |
| Strand of Prayer Bead, Greater | (DMG p267) | String of prayer beads with 4 special beads. Does not need to be worn to be used.  *Cure Blindness -*or*- Remove Disease  -*or*- Cure Serious Wounds* at 5th, 1/day  Wearer casts spells at +4 Caster level for 10 minutes, once per day.  *Wind Walk* at 11th, once per day.  Summon a power creature of the appropriate alignment to help the user for one day. If not used for a good reason, the user gets a *Geas*, or worse. Usable once, then the bead looses its magic. | — | Spell Effect | Strong  Varies | 17 | Craft Wondrous Item  Cure Blindness  Cure Serious Wounds  Gate  Remove Disease  Righteous Might  Wind Walk | 47,900 | 3,832 | 95,800 |
| Strand of Prayer Bead, Lesser | (DMG p267) | String of prayer beads with 2 special beads. Does not need to be worn to be used.  *Bless* at 1st, once per day  *Cure Blindness -*or*- Remove Disease -*or*-  Cure Serious Wounds* at 5th, once per day | — | Spell Effect | Faint  varies | 5 | Craft Wondrous Item  Bless  Cure Blindness  Cure Serious Wounds  Remove Disease | 4,800 | 384 | 9,600 |
| Tome of Clear Thought +1 | (DMG p268) | +1 Inherent bonus to Intelligence after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 1,250 | 5,100 | 27,500 |
| Tome of Clear Thought +2 | (DMG p268) | +2 Inherent bonus to Intelligence after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 2,500 | 10,200 | 55,000 |
| Tome of Clear Thought +3 | (DMG p268) | +3 Inherent bonus to Intelligence after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 3,750 | 15,300 | 82,500 |
| Tome of Clear Thought +4 | (DMG p268) | +4 Inherent bonus to Intelligence after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 5,000 | 20,400 | 110,000 |
| Tome of Clear Thought +5 | (DMG p268) | +5 Inherent bonus to Intelligence after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 6,250 | 25,500 | 137,500 |
| Tome of Leadership & Influence +1 | (DMG p268) | +1 Inherent bonus to Charisma after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 1,250 | 5,100 | 27,500 |
| Tome of Leadership & Influence +2 | (DMG p268) | +2 Inherent bonus to Charisma after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 2,500 | 10,200 | 55,000 |
| Tome of Leadership & Influence +3 | (DMG p268) | +3 Inherent bonus to Charisma after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 3,750 | 15,300 | 82,500 |
| Tome of Leadership & Influence +4 | (DMG p268) | +4 Inherent bonus to Charisma after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 5,000 | 20,400 | 110,000 |
| Tome of Leadership & Influence +5 | (DMG p268) | +5 Inherent bonus to Charisma after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 6,250 | 25,500 | 137,500 |
| Tome of Understanding +1 | (DMG p268) | +1 Inherent bonus to Wisdom after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 1,250 | 5,100 | 27,500 |
| Tome of Understanding +2 | (DMG p268) | +2 Inherent bonus to Wisdom after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 2,500 | 10,200 | 55,000 |
| Tome of Understanding +3 | (DMG p268) | +3 Inherent bonus to Wisdom after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 3,750 | 15,300 | 82,500 |
| Tome of Understanding +4 | (DMG p268) | +4 Inherent bonus to Wisdom after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 5,000 | 20,400 | 110,000 |
| Tome of Understanding +5 | (DMG p268) | +5 Inherent bonus to Wisdom after 6 days of reading.  Single use. | — | Combo  Inherent  Single Use | Strong  Evoc | 17 | Craft Wondrous Item  Wish –or– Miracle | 6,250 | 25,500 | 137,500 |
| Unguent of Timelessness | (DMG p268) | Enough oil to coat 8 Medium-sized objects.  +1 Resistance bonus on all saves.  Coated organic object ages only 1 day per year.  Once applied, ‘Unguent of Timelessness’ never wears off, but can be Dispelled.  Single use. | — | Combo  Misc.  Single Use | Faint  Trans | 3 | Craft Wondrous Item | 75 | 6 | 150 |
| Universal Solvent | (DMG p268) | Any adhesive, including ‘Sovereign Glue’, Tanglefoot Bags, Koa-Toa Sticky Shields, etc., is dissolved immediately.  Applied as a Standard Action.  Single use. | — | Combo  Misc.  Single Use | Strong  Trans | 20 | Craft Wondrous Item  Disintegrate | 25 | 2 | 50 |
| Vest of Escape | (DMG p268) | Filled with secret pockets that hold lockpicks that give +4 Competence bonus on Open Lock checks.  +6 Competence bonus on Escape Artist checks. | Chest | Skill | Faint  Conj  Trans | 4 | Craft Wondrous Item  Knock  Grease | 2,600 | 208 | 5,200 |
| Vestment, Druid’s | (DMG p268) | Wearer with the Wild Shape ability only:  Gain one extra use of Wild Shape per day. | Chest | Class – Druid | Mod  Trans | 10 | Craft Wondrous Item  Polymorph -or-Creator must be have the Wild Shape ability | 5,000 | 400 | 10,000 |
| Well of Many Worlds | (DMG p268) | 6’ diameter circle of black cloth.  When spread out, forms a 6’ diameter 2-way portal to another dimension. | — | Gate | Strong  Conj | 17 | Craft Wondrous Item  Gate | 41,000 | 3,280 | 82,000 |
| Wind Fan | (DMG p268) | *Gust of Wind*, on command.  Usable once a day safely. Each subsequent use has a 20% cumulative chance of destroying the fan. | — | Spell Effect | Faint  Evoc | 5 | Craft Wondrous Item  Gust of Wind | 2,750 | 220 | 5,500 |
| Wings of Flying | (DMG p268) | Cloak or cape.  On command, the wearer gains a pair of wings (bat or bird) that allow flight at a speed of 60’ with good maneuverability. | Back | Move | Mod  Trans | 10 | Craft Wondrous Item  Fly | 27,000 | 2,160 | 54,000 |
| Crown of Sorcerous Terror | (DR312 p85) | Adamantine circlet in the shape of a dragon.  +6 Enhancement bonus to Charisma.  +3 Profane bonus to AC.  +3 Profane bonus to all saving throws.  Able to ‘capture’ 10 levels of single target or ray spells that are targeted on its wearer. The wearer can ‘redirect’ a captured spell as a Standard Action. The crown cannot partially absorb spells (i.e.,. all or nothing).  Non-Evil wearer only:  4 Persistent Negative levels | Head | Combo  Ability Score  AC  Save  Defense | Strong  Abj  Evoc  Trans | 13 | Craft Wondrous Item  Eagle’s Splendor  Spell Turning  Unhallow | 100,000 | 8,000 | 200,000 |
| Drow House Insignia | (DR312 p85) | Pin depicting the symbol of a Drow Noble House. May be worn anywhere.  *Levitate*, on command. | — | Spell Effect | Faint  Trans | 3 | Craft Wondrous Item  Levitate | 7.500 | 600 | 15,000 |
| Piwafwi of Resistance +5 | (DR312 p85) | Drow cloak  +5 Resistance bonus to all saving throws  +10 Circumstance bonus on Hide checks | Back | Save | Strong  Abj  Ill | 15 | Craft Wondrous Item  Invisibility  Resistance | 15,000 | 1,200 | 30,000 |
| Master’s Ring | (DR312 p87) | +6 Enhancement bonus to Constitution  +4 Natural Armor bonus to AC  *Longstrider*, always on. | Finger | Combo  Ability Score  AC  Spell Effect | Strong  Trans | 13 | Forge Ring  Bear’s Endurance  Limited Wish  Longstrider | 51,000 | 4,080 | 102,000 |
| Piwafwi of Resistance +4 | (DR312 p87) | Drow cloak  +4 Resistance bonus to all saving throws  +10 Circumstance bonus on Hide checks | Back | Save | Strong  Abj  Ill | 15 | Craft Wondrous Item  Invisibility  Resistance | 10,000 | 800 | 20,000 |
| Ring of Speed | (DR312 p88) | 10 rounds of *Haste* per day, broken up as desired. Activated as a Free Action. | Finger | Move | Mod  Trans | 10 | Forge Ring  Haste | 6,000 | 480 | 12,000 |
| The Nine-Pointed Star | (DR312 p88) | Brooch of a 9 pointed star made of tin.  +3 Luck bonus on saving throws.  *Dimension Door* as a Standard Action, up to a total of 760’ per day. | Neck | Combo  Saves  Spell Effect | Mod  Conj  Ench | 9 | Craft Wondrous Item  Dimension Door  Prayer | 31,500 | 2,520 | 63,000 |
| Valas Hune’s Piwafwi | (DR312 p88) | Drow cloak  +4 Resistance bonus to all saving throws  +15 Circumstance bonus on Hide checks | Back | Save | Strong  Abj  Ill | 12 | Craft Wondrous Item  Invisibility  Resistance | 12,500 | 1,000 | 25,000 |
| Halisstra’s Comb | (DR312 p89) | Small comb that is pinned in hair, but does not consume a location.  +4 Enhancement bonus to Charisma | — | Ability Score | Mod  Trans | 8 | Craft Wondrous Item  Eagle’s Splendor | 16,000 | 1,280 | 32,000 |
| Dimensional Pocket | (DR313 p56) | A “pocket” of cloth with a 1’ wide opening at one end.  On command, the pocket adheres to the surface it currently is in contact with and turns invisible (though it may be detected with *See Invisible*, *Detect Magic*, etc.). The activator always knows where it is.  A second command opens the pocket, which can hold up to 1,000 pounds and/or 150 cubic feet, though the objects must fit through the 1’ wide opening.  No matter how much it is holding, the pocket has no weight. | — | Storage | Mod  Conj | 9 | Craft Wondrous Item  Leomund’s Secret Chest | 4,500 | 360 | 9,000 |
| Suspension Sphere – Acid | (DR313 p56) | 6” diameter glass sphere containing shimmering acid.  On impact, the sphere breaks, causing 10d6 Acid damage in a 30’ radius Spread (Ref½ DC15).  Single use. | — | Combo  Single Use  Offense | Mod  Evoc | 10 | Craft Wondrous Item  Acid Fog | 750 | 60 | 1,500 |
| Suspension Sphere – Cold | (DR313 p56) | 6” diameter glass sphere containing shimmering ice.  On impact, the sphere breaks, causing 10d6 Cold damage in a 30’ radius Spread (Ref½ DC15).  Single use. | — | Combo  Single Use  Offense | Mod  Evoc | 10 | Craft Wondrous Item  Cone of Cold | 750 | 60 | 1,500 |
| Suspension Sphere – Electricity | (DR313 p56) | 6” diameter glass sphere containing shimmering electricity.  On impact, the sphere breaks, causing 10d6 Electrical damage in a 30’ radius Spread (Ref½ DC15).  Single use. | — | Combo  Single Use  Offense | Mod  Evoc | 10 | Craft Wondrous Item  Lightning Bolt | 750 | 60 | 1,500 |
| Suspension Sphere – Fire | (DR313 p56) | 6” diameter glass sphere containing shimmering fire.  On impact, the sphere breaks, causing 10d6 Fire damage in a 30’ radius Spread (Ref½ DC15).  Single use. | — | Combo  Single Use  Offense | Mod  Evoc | 10 | Craft Wondrous Item  Fireball | 750 | 60 | 1,500 |
| Gauntlets of Heartfelt Blows | (DR314 p22) | Pair of leather gloves with a large, flat gem attached to the back of each.  When the wearer is in combat, the gems glow brightly and a fiery aura surrounds the wearer’s hands, adding (Charisma modifier) Fire damage to all melee and touch attacks. | Hands (2) | Offense | Faint Trans | 5 | Craft Wondrous Item  Burning Hands | 6,000 | 480 | 12,000 |
| Girdle of Hate | (DR314 p22) | Broad belt made from hide, hair, & bone of an unidentifiable creature.  When worn by a creature with a Racial or Favored Enemy only:  The belt transforms itself into hide, hair, & bone of the Enemy.  All bonuses the wearer receives against that Racial or Favored Enemy are doubled.  Any ‘trophies’ from the Enemy race that are attached to the belt of automatically cured and preserved. | Waist | Class – Ranger | Mod  Conj | 7 | Craft Wondrous Item  Creator must have a Racial or Favored Enemy | 8,000 | 640 | 16,000 |
| Boots of Stability | (DR314 p29) | The boots become rooted to the earth on command as a Free Action. This effect can be used for 10 rounds per day, broken up as desired. Moving a ‘rooted’ character requires a Strength check (for a Grapple, Bull Rush, Overrun, Trip, etc.) –or– a Caster check (for *Telekinesis*, etc.) vs. DC 17.  +5 Competence bonus on Balance and Climb checks. | Feet | Skill | Faint Trans | 5 | Craft Wondrous Item  Mountain Stance | 4,925 | 394 | 9,850 |
| Clay of Sculpting | (DR314 p29) | Fist-sized lump of gray clay.  Can be stretched & molded into any object of size up to Medium. Sculpting takes 1 Round + 1 Round per size category larger than Tiny. When complete, the clay hardens into stone.  On command –or– if broken, the object returns to a fist-sized lump of clay. | — | Misc. | Mod Trans | 9 | Craft Wondrous Item  Stone Shape  Transmute Mod to Rock | 10,000 | 800 | 20,000 |
| Ring of Earth’s Grasp | (DR314 p29) | Increases the wearer’s grip in both hands. Any Strength-based check using grip (including Climb checks, resisting being Disarmed, Grapple checks, etc.) receives a +4 bonus. | Finger | Skill | Mod Trans | 10 | Forge Ring  Bull’s Strength | 5,000 | 400 | 10,000 |
| Amulet of Deception | (DR319 p63) | Gold locket that contains a tiny portrait.  If the wearer is spied upon with a Scrying effect, he/she looks like the portrait inside the locket.  +2 Insight bonus on Intelligence checks to notice he/she is being scryed upon. | Neck | Defense | Faint  Ill | 5 | Craft Wondrous Item  Disguise Self | 600 | 48 | 1,200 |
| Circlet of Convocation | (DR319 p63) | Silver circlet with 5 green gems.  +5 Insight bonus on Intelligence checks to notice he/she is being scryed upon.  If scrying is noticed, the wearer may *Teleport without Error* to an open square adjacent to the Scryer, even if he/she/it is in another plane of existence. Each such use burns out one of the gems (i.e., 5 uses total).  Note that the wearer does not receive any information about his/her destination. | Head | Defense | Strong Conj | 13 | Craft Wondrous Item  Detect Scrying  Greater Teleport  Planeshift | 2,388 | 191 | 4,775 |
| Deathglance Locket | (DR319 p64) | Tiger-eye necklace on a silver chain.  +2 Insight bonus on Intelligence checks to notice he/she is being scryed upon.  If scrying is noticed, the wearer can cause the Scryer 10d6 damage (Fort½), which causes the Scryer to make a Concentration check vs. DC 10 + damage dealt to maintain the scrying. Usable 1/day. | Neck | Defense | Mod  Abj | 11 | Craft Wondrous Item  Detect Scrying | 1,930 | 154 | 3,860 |
| Golden Beholder | (DR319 p64) | 2’ diameter gold sculpture of a Beholder weighing 100 pounds. The main eye is a crystal orb, while the eyestalks end in gems.  Each of the 10 eyestalks is a Masterwork Dagger which can be drawn from the statue. *Nystul’s Magic Aura* makes them appear to be non-magical. Anyone casting *Identify* on an Eyestalk Dagger must make a Will save vs. DC 10 to realize that the object has an aura of Divination & Illusion.  *Greater Scrying*, targeting the gem in the pommel of the Eyestalk Dagger only. This effect even works across planar boundaries. The activator can “see” up to 30’ out of the gem, plus can listen.  A creature in the area of effect of an Eyestalk Dagger to not receive an Intelligence check to realize he/she is being observed and do not receive a Will save or SR to avoid being seen. A person using *Detect Scrying* must make a Will save vs. DC 10 to notice the scrying.  The connection between the Golden Beholder and its Eyestalk Daggers cannot be dispelled, but can be suppressed by *Dispel Magic*. Removing the gem or otherwise breaking an Eyestalk Dagger breaks the connection | — | Scry | Strong  Div | 13 | Craft Wondrous Item  Greater Scrying  Nystul’s Magic Aura | 19,000 | 1,520 | 38,000 |
| Ioun Stone – Black and White Ellipsoid | (DR319 p64) | Gem that floats around the owner’s head  *Mind Blank*, with regards to scrying only.Attempts to scry upon the owner fail. Scrying spells that come into the subject’s area, such as *Arcane Eye*, will not even see the subject. | — | Defense | Strong  Abj | 15 | Craft Wondrous Item  Mind Blank | 30,000 | 2,400 | 60,000 |
| Mirror of Captured Images | (DR319 p65) | 3’ tall by 4’ wide mirror weighing 40 lbs. Twenty-four gems decorate the frame.  *Clairvoyance* (including other planes), on command. The mirror ‘records’ what it views into the 24 gems. Each can hold one hour of images (but no sounds). Unless the mirror is deactivated, the gem with the oldest images is erased when the rest of the gems are full.  The owner may touch a gem and review what it contains. He/she may also mark it as “read only”, removing it from the pool of gems used for recording (though this means the rest will cycle more quickly). The owner may add it back to the pool with an additional command. | — | Scry | Strong  Div | 13 | Craft Wondrous Item  Clairaudience / Clairvoyance  Planeshift | 20,000 | 1,600 | 40,000 |
| Ring of Scry Detection | (DR319 p65) | Unobtrusive gold ring with eye symbols on the interior curves.  *Detect Scrying*, always on. | Finger | Spell Effect | Mod  Div | 7 | Forge Ring  Detect Scrying | 14,000 | 1,120 | 28,000 |
| Scout Goggles | (DR319 p65) | Two sets of matched goggles.  On command, the wearer of one pair of goggles can “transmit” what is being seen to the other pair of matched goggles. For the connection to work, one pair must be transmitting and the other commanded to receive (though both pairs can transmit & receive). The connection can be at any distance, but must be on the same plane.  If the connection is active and the transmitter is targeted with a Gaze attack or other visual-based effect, the receiver must make his/her own saving throw. | Face | Scry | Faint  Div | 5 | Craft Wondrous Item  Clairaudience / Clairvoyance | 15,000 for two + 5,000 per extra mirror | 1,200 for two + 400 per extra mirror | 30,000 for two + 10,000 per extra mirror |
| Scryskull and Scryskull Helm | (DR319 p65) | A humanoid skull (the “Scryskull”) and a Large-sized giant or dragon skull without its jaw (the “Scryskull Helm”), both with matching faint runes.  When the Scryskull Helm is worn and activated, the wearer can see / hear / speak through the Scryskull. Also, the wearer can command the Scryskull to fly.  When activated, the Scryskull’s eyes glow  red and it gains Fly 60’ (perfect). If in the  air when deactivated, *Feather Fall* activates  to lower the Scryskull to the ground. The Scryskull has Hardness 5 & 10 hp. Its size  is three categories smaller than the original creature, so a Human’s would be Diminutive | Head | Scry | Mod  Div | 7 | Craft Wondrous Item  Arcane Eye  Clairaudience / Clairvoyance  Magic Mouth | 12,600 | 1,008 | 25,200 |
| Gauntlets of Bashing | (DR323 p87) | Pair of leather gauntlets covered with iron plates  Time per day, the wearer may activate the gauntlets as a Free Action. For 1 round, the wearer’s Unarmed Strikes do 2d6 Bludgeoning damage and a struck opponent is also affected by a Bull Rush at +11. | Hands (2) | Unarmed Strike | Mod Trans | 9 | Craft Wondrous Item  Telekinesis | 22,900 | 1832 | 45,800 |
| Mug of Clear-Headedness | (DR323 p88) | Bronze mug made to look like a huge gem whose handle looks like a Dwarves striking it  *Purify Food and Drink*, always on for the liquid in the mug.  *Neutralize Poison* on the drinker, 1/day.  *Owl’s Wisdom* on the drinker, 3/day. | — | Spell Effect | Mod  Trans | 7 | Craft Wondrous Item  Neutralize Poison  Owl’s Wisdom  Purify Food and Drink | 19,400 | 1552 | 38,800 |
| Ring of Spelunking | (DR323 p88) | +10 Competence bonus on Know(dungeoneering) checks.  *Reduce Person* (self only), 3/day.  Wearer with Darkvision only:  Darkvision distance doubles. | Finger | Combo  Skill  Spell Effect  Vision | Faint  Trans | 3 | Craft Wondrous Item  Darkvision  Reduce Person | 18,500 | 1480 | 37,000 |
| Statuette of the All-Father | (DR323 p88) | 5 pound statuette of Moradin, carved from precious stone.  Cleric whose alignment is Lawful Good, Neutral Good, or Lawful Neutral only:  You may prepare spells from the Strength Domain and gain the Strength Domain’s granted power. Only affects one Cleric per day. | — | Class – Cleric | Faint  Abj | 3 | Craft Wondrous Item  Bull’s Strength | 1,000 | 80 | 2,000 |
| Mad Leprechaun’s Coin | (DR324 p29) | Simple gold coin on a silver chain.  If the wearer dies while wearing this necklace, the wearer animates in 24 hours as a Zombie. If the necklace is removed, the body stops being a Zombie. | Neck | Spell Effect | Faint  Necro | 5 | Craft Wondrous Item  Animate Dead | 15,000 | 1,200 | 30,000 |
| Wednesday’s Left Eye | (DR324 p29) | Grey glass eye with a crack in it.  When carried, receive a +4 bonus on Diplomacy, Heal, & Survival checks, but suffer a –4 penalty on Bluff, Intimidate, and Sleight of Hand checks. | — | Skill | Faint  Trans | 3 | Craft Wondrous Item  Eagle’s Splendor | 3,000 | 240 | 6,000 |
| Wednesday’s Pin | (DR324 p29) | Silver pin of an Ash tree.  When worn on a shirt or cloak, gain a +2 bonus on Bluff checks.  When thrown on the ground, the pin becomes a 60’ Ash tree for 1 hour, and then turns back into the pin. | — | Skill | Strong  Trans | 12 | Craft Wondrous Item  Major Creation | 12,000 | 960 | 24,000 |
| Zorya Polunochnaya’s Moon | (DR324 p29) | New silver coin.  Once per day, the coin can be commanded to become a glowing sphere of light (similar to a *Dancing Light*) that can be directed to move around within 130’ of its owner. Effect lasts for 1 hour. It can be captured by others. AC 24, Hardness 8, 20hp. | — | Spell Effect | Faint  Evoc | 3 | Craft Wondrous Item  Dancing Lights | 500 | 40 | 1,000 |
| Heironeous’s Mercy | (DR324 p74) | Pair of pale gray gloves.  *Deathwatch*, at will.  *Death Knell*, 3/day.  Transfer damage by touch from a target to the wearer. Maximum of 20hp/day. | Hands (2) | Spell Effect | Faint  Necro | 5 | Craft Wondrous Item  Death Knell  Deathwatch | 15,000 | 1,200 | 30,000 |
| Ring of the Mystical Elite | (DR324 p74) | After being worn for 24 hours, the wearer can prepare a bonus number of spell levels equal to his/her Caster level However, the caster cannot prepare spells from one school of magic (determined randomly each time the ring is not worn for 24 hours). | Finger | Spell Storage | Strong  Univ | 17 | Craft Wondrous Item  Cone of Cold  Resist Energy | 153,000 | 12,240 | 306,000 |
| Ring of the Mystical Elite, Lesser | (DR324 p75) | After being worn for 24 hours, the wearer can prepare a bonus number of spell levels equal to his/her Caster level, although the highest spell level that can be prepared is half the wearer’s Caster level. However, the caster cannot prepare spells from one school of magic (determined randomly each time the ring is not worn for 24 hours) that are 4th level or higher. | Finger | Spell Storage | Strong  Univ | 13 | Forge Ring  Wish | 91,000 | 7,280 | 182,000 |
| Shadahkar’s Swift Wind | (DR324 p75) | Pair of sandals made from leopard skin.  +10’ bonus to base movement.  Gain Feat: Endurance and Feat: Run.  Receive a –2 penalty to Dexterity | Feet | Combo  Move  Feat | Faint  Trans | 1 | Craft Wondrous Item  Expeditious Retreat | 4,175 | 334 | 8,350 |
| Skin of Kaletor | (DR324 p75) | Bearskin cloak with the bear’s head forming a hood. Weighs 10 pounds.  Smells bad, resulting in the wearer having a  –6 penalty on Charisma-based skill checks and Wild Empathy checks.  Wearer can Wild Shape as if his/her Druid level was at +4 (if no Druid levels, use Wild Shape as a 4th level Druid). | Back | Misc. | Faint  Trans | 4 | Craft Wondrous Item  Creator must be a Druid | 6,000 | 480 | 12,000 |
| Mantle of the Winter Witch | (DR324 p76) | White, fur-trimmed cloak.  Cold Resistance 10.  +1 damage per die of any cast spell with the [cold] descriptor  Gain Vulnerability to Fire – take +50% Fire damage | Back | Combo  Defense  Offense | Mod  Evoc | 9 | Craft Wondrous Item  Cone of Cold  Resist Energy | 8,500 | 680 | 17,000 |
| Mask of Fury | (DR324 p76) | Half-mask with the image of a predator.  Wearer can Rage as a Barbarian twice per day. To activate, the wearer must smear the mast with his/her own blood (Standard Action + 3hp damage). If the wearer has been wounded within the last hour, the Rage can be activated as a Free Action & no additional damage is taken. | Face | Misc. | Faint  Ench | 5 | Craft Wondrous Item  Rage | 6,000 | 480 | 12,000 |
| Belt of the Camel | (DR325 p75) | After worn for 24 hours:  *Endure Elements* (extreme heat only).  Wearer does not need to drink as long as the belt is worn. | Waist | Food | Faint  Abj | 1 | Craft Wondrous Item  Create Water  Endure Elements | 1,500 | 120 | 3,000 |
| Canopic Jars of the Guardians | (DR325 p75) | Four ceramic jars weighing 2 lbs. each.  Cleric of Good Alignment only:  Summon a Lawful Good Mummy for 3 hours, usable 1 day. The Mummy does not have the Despair ability. | — | Class – Cleric | Strong  Necro | 15 | Craft Wondrous Item  Create Undead | 9,000 | 720 | 18,000 |
| Carrion Gauntlet | (DR325 p75) | +1 Gauntlet made from bone, carapace, & dry skin.  *Vampiric Touch* at will. | Hand (1) | Spell Effect | Mod  Necro | 5 | Craft Wondrous Item  Vampiric Touch | 16,150 | 1,292 | 32,300 |
| Cartouche of Imhotep | (DR325 p75) | Necklace with a gold disk.  +5 Competence bonus on Craft checks. | Neck | Skill | Faint  Trans | 3 | Craft Wondrous Item  Creator must have 5 ranks in any Craft | 2,500 | 200 | 5,000 |
| Cloak of the Desert | (DR325 p75) | Light brown cloak  *Meld into Stone* into sand or sandstone only. Usable 3/day for up to 1 hour each use. | Back | Spell Effect | Mod  Trans | 6 | Craft Wondrous Item  Meld into Stone | 9,000 | 720 | 18,000 |
| Eye of Horus | (DR325 p75) | Single lens that is placed over one eye. The lens is then absorbed into the user’s body and appears as a tattoo around the user’s eye.  May only be removed by the will of the user or by the user’s death.  *Detect Evil*, at will as a Standard Action.  *Protection from Evil* (self only), 1/day.  *Disguise Self* (self only), 1/day.  *Misdirection* (self only), 1/day. | Face | Spell Effect | Faint  Div | 3 | Craft Wondrous Item  Detect Evil  Disguise Self  Misdirection  Protection from Evil | 6,600 | 528 | 13,200 |
| Keeper’s Guide | (DR325 p76) | Ring made of Turquoise and Lapis Lazuli.  Wearer can find magical traps and traps with a DC of 20+.  Receives a +3 Insight bonus on Search checks to find traps. | Finger | Skill | Mod  Div | 6 | Forge Ring  Find Traps | 12,000 | 960 | 24,000 |
| River Sandals | (DR325 p76) | *Water Walk*, at will.  Does not leave track, though still can be followed by scent. | Feet | Spell Effect | Mod  Trans | 5 | Craft Wondrous Item  Water Walk  Pass without Trace | 23,500 | 1,880 | 47,000 |
| Robe of the Burning Serpent | (DR325 p76) | White robe decorated with flaming serpents sewn in gold thread.  *Polymorph* (Yuan-Ti Abomination only) for 10 minutes. Usable 1/day.  Evil character only:  Serpents on robe glow for a moment when the robe is put on.  Good character only:  Takes 1d4+10 Fire damage per round | Body | Spell Effect | Mod  Trans | 10 | Craft Wondrous Item  Polymorph  Fire Trap  Creator must be of Evil alignment | 20,000 | 1,600 | 40,000 |
| Sand of Set | (DR325 p76) | Small black bag decorated with snakes & filled with dark-colored sand.  Throwing the sand summons 1d4+1 Medium Vipers for 7 rounds, which follow their creator’s instructions.  3 uses. | — | Summon | Mod  Conj | 7 | Craft Wondrous Item  Summon Nature’s Ally IV | 2,100 | 168 | 4,200 |
| Scarab Charm | (DR325 p76) | 3” turquoise & silver scarab.  Summons a Locust Swarm when thrown at a target (range increment 10’). The swarm lasts 3 rounds, attacks the closest creature to its point of impact, & is not under the summoner’s control.  Single use. | — | Combo  Single Use  Summon | Faint  Conj | 3 | Craft Wondrous Item  Summon Swarm | 150 | 12 | 300 |
| Scorpion Bracers | (DR325 p76) | Pair of bracers made from Giant Scorpion carapaces.  +5 Resistance bonus on Fortitude saves vs. Poison | Wrists (2) | Save | Mod  Abj | 10 | Craft Wondrous Item  Resistance | 1,500 | 120 | 3,000 |
| Tiara of Bast | (DR325 p76) | Gold headpiece inlaid with Carnelians.  Good character only:  *Speak with Animals* (felines only), at will  *Charm Animal* (felines only), 1/day. | Head | Spell Effect | Faint  Ench | 3 | Craft Wondrous Item  Charm Animal  Speak with Animals | 4,000 | 320 | 8,000 |
| Vestment of Judgment | (DR325 p76) | Black tunic with the scales of judgment & two jackals sewn in gold on the back  Good character only:  *True Resurrection*, 1/month. Must have worn the vestment for 30 days before this ability is available.  Evil character only:  Contracts the disease Mummy Rot (FortNeg, DC16, must make a new save each round). | Chest | Spell Effect | Strong  Conj | 17 | Craft Wondrous Item  True Resurrection  Contagion  Creator must be of Good alignment | 47,500 | 3,800 | 95,000 |
| Bands of the Iron Monkey | (DR325 p98) | Two leather armbands with 6 coins sewn into the front of each.  +2 bonus on Initiative checks.  Gains Feat: Deflect Arrows. If the wearer already has this feat, it may be used twice per round. | Wrists (2) | Feat | Faint  Abj | 3 | Craft Wondrous Item  Entropic Shield | 7,500 | 600 | 15,000 |
| Obi of the White Lotus Master | (DR325 p98) | Belt of white silk with lotus petal decorations  Lawful character only:  +4 Armor bonus to AC  Lawful Neutral character with  Feat: Improved Unarmed Strike –or– the Unarmed Strike class ability only:  Opponents have a 20% Miss Chance as long as the wearer receives his/her Dex bonus to AC against the attack. | Waist | AC | Faint  Abj | 3 | Craft Wondrous Item  Mage Armor  Owl’s Wisdom | 24,000 | 1,920 | 48,000 |
| Balclava of Clean Air | (DR326 p55) | Head covering made from black cloth.  Wearer is immune to all inhaled or scent-based effects, though he/she also looses use of the Scent special ability. | Face | Defense | Strong  Trans | 12 | Craft Wondrous Item | 2,500 | 200 | 5,000 |
| Veil of Perfume | (DR326 p55) | White silk veil.  Wearer is immune to non-magical nauseating or scent-based attacks. Against magical ones, the wearer gains a +2 bonus on saves. | — | Save | Faint  Trans | 3 | Craft Wondrous Item | 1,000 | 80 | 2,000 |
| Acorn of Acuity | (DR326 p76) | Fist-sized wooden carving of an acorn.  +5 Competence bonus on Survival checks.  *Speak with Animals*, 1/day. | — | Skill | Faint  Div | 3 | Craft Wondrous Item  Speak with Animals | 2,060 | 165 | 4,120 |
| Sylvan Cloak | (DR326 p78) | Heavy green cloak, decorated with leaf patterns.  +4 bonus to Escape Artist checks.  +4 bonus on Fortitude saves to resist the effects of extremely hot or cold environments.  If being tracked by scent out-of-doors, the tracker receives a –10 penalty. | Back | Combo  Skill  Saves | Faint  Trans | 5 | Craft Wondrous Item  Pass without Trace | 5,750 | 460 | 11,500 |
| Sylvan Cloak, Greater | (DR326 p78) | Heavy green cloak, decorated with leaf patterns.  *Tree Strike*, 1/hour.  *Liveoak*, 1/day.  +4 bonus to Escape Artist checks.  +4 bonus on Fortitude saves to resist the effects of extremely hot or cold environments.  If being tracked by scent out-of-doors, the tracker receives a –10 penalty. | Back | Combo  Spell Effect  Skill  Saves | Mod  Trans | 11 | Craft Wondrous Item  Live Oak  Pass without Trace  Tree Stride | 76,680 | 6,134 | 153,360 |
| Figurine of Delivery | (DR327 p66) | Small statue of a person carrying a heavy load, weighing 2 pounds.  Once per day, the figure can be place on an object of up to 650 pounds and/or 39 cubic feet. The touched object is then teleported to a named person anywhere in the same plane of existence. The user does not need to know where that person is. | — | Teleport | Strong  Conj | 13 | Craft Wondrous Item  Teleport Object | 16,400 | 1,312 | 32,800 |
| Gem of Location | (DR327 p67) | Green gem embedded in a nugget of silver.  When created, the gem has the terrain and permanent structures of an area of up to 10 miles by 10 miles stored into it.  On command, the gem projects an illusionary map of the area. The user may “zoom” in or out of the area to learn more details.  The map never changes once created, so details may be out of date.  +5 Circumstance bonus on Know(local) & Know(geography) for the shown area. | — | Skill | Faint  Ill | 5 | Craft Wondrous Item  Locate Object  Major Image | 2,500 | 200 | 5,000 |
| Horn of Recording | (DR327 p67) | Small bronze cornucopia.  On command, the horn records sounds around it. The recording is stopped with a separate command.  The horn may hold 2 hours of sounds total. Once filled, the horn is only useful for play-back. | — | Misc. | Faint  Ill | 3 | Craft Wondrous Item  Major Image | 375 | 30 | 750 |
| Memory Crystal | (DR327 p67) | Lens-shaped crystal with a metal handle for holding up to the eye.  An ‘empty’ crystal can record the image of what can be seen looking through the crystal with normal human vision.  Once recorded, the image stays in the crystal permanently. Studying the image for 10 minutes qualifies as “careful study” for a *Teleport* spell and counts as “familiar” for *Clairvoyance / Clairaudience.* | — | Misc. | Faint  Ill | 1 | Craft Wondrous Item  Silent Image | 100 | 8 | 200 |
| Mirrors of Communication | (DR327 p68) | A matching set of 2 – 18 framed, silver mirrors, either 18” in diameter or 2’x2’ square. Each mirror weighs 6 pounds.  A person speaking into one mirror has his/her voice come out of each other mirror.  If only two mirrors are linked, they always show what can be seen looking out of the other mirror.  If more than two mirrors are linked, images from each mirror with someone standing before it overlap. If more than one person is speaking at one time, a Listen check vs. DC 10 + 5 per speaker beyond the first is required to understand a specific person. | — | Misc. | Faint  Div | 5 | Craft Wondrous Item  Clairaudience / Clairvoyance | 15,000 for two + 5,000 per extra mirror | 1,200 for two + 400 per extra mirror | 30,000 for two + 10,000 per extra mirror |
| Slate Folio | (DR327 p68) | 12” by 9” piece of slate, whose frame has three gems – two at the bottom, and one at the side with 5 facets.  A book with up to 100 pages can be copied into the Slate Folio by placing the Folio on the book, turning the side gem to one of the five facets, and then pressing the side gem down. It pops up after an hour, and the book has been copied (the original is undamaged). Any prior book in that ‘facet’ is overwritten.  The user can view one of the five books stored in the Slate Folio by turning the side gem to the desired facet. The two gems at the bottom allow the user to move forward or back one page.  If the copied book contained a *Secret Page, Explosive Rune,* etc., viewing that page with the Slate Folio shows an indicator that something was not copied, but not what that “something” was. | — | Misc. | Faint  Ill | 5 | Craft Wondrous Item  Clairaudience / Clairvoyance | 3,750 | 300 | 7,500 |
| Boots of the Woodland | (DR328 p65) | *Endure Elements*, always on.  +10’ Enhancement bonus to Land speed.  +4 Insight bonus on Reflex saves.  +10 Competence bonus on Move Silently checks.  Must be worn for 24 hours in a forest before the benefits take effect. | Feet | Combo  Move  Skill  Saves | Faint  Abj | 5 | Craft Wondrous Item  Cat’s Grace  Endure Elements  Expeditious Retreat | 8,000 | 640 | 16,000 |
| Cape of the General | (DR328 p65) | Elven-made blue cloak embroidered with stars  +2 Enhancement bonus to Intelligence.  +2 Enhancement bonus to Charisma.  +2 Resistance bonus to all saving throws.  Wearer with Elven Blood only:  All allies with Elven Blood within 30’ gain a +4 Morale bonus on saves vs. Fear. | Back | Combo  Ability Score  Saves | Faint  Abj Trans | 5 | Craft Wondrous Item  Eagle’s Splendor  Fox’s Cunning  Remove Fear  Creator must be an Elf or Half-Elf | 19,000 | 1,520 | 38,000 |
| Quiver of Plenty | (DR328 p66) | Ornate leather quiver.  Able to create Masterwork Arrows at will. The arrow can be all wood, or tipped with steel, alchemical silver, or cold iron.  Able to create 5 Adamantine-tipped Masterwork Arrows per day.  The user cannot give the arrows to anyone else. Once the user fires the arrow and it strikes a target, it disappears. | — | Offense | Strong  Conj | 9 | Craft Wondrous Item  Major Creation | 9,000 | 720 | 18,000 |
| Thespian’s Mask | (DR328 p67) | Ivory mask made to look like a humanoid with a specific race, gender, and age.  *Disguise Self*, into the race, gender, and age portrayed on the mask. Effect lasts as long as the mask is worn. | Face | Spell Effect | Faint  Ill | 5 | Craft Wondrous Item  Disguise Self  Creator must have 10+ ranks in Craft(sculpting) | 1,500 | 120 | 3,000 |
| Dragonskin Bag of Grendel | (DR329 p26) | Large sack made from Black Dragon and Swamp Serpent skin.  Up to 1,500 lbs. feels like 8 lbs. Items placed in the bag are shrunk (as opposed to being stored in an extra-dimensional space), so the bag is safe to put in a Portable Hole, etc. | — | Storage | Faint Trans | 5 | Craft Wondrous Item  Shrink Item | 9,000 | 720 | 18,000 |
| Mask of the Reaper | (DR330 p66) | Grey knit mask with two eyeholes.  Any creature within 30’ who looks at the wearer is affected by *Cause Fear* (WillNeg, DC14). Whether the save succeeds or fails, the creature is immune to the mask afterwards for 24 hours. | Head | Spell Effect | Mod  Ill | 7 | Craft Wondrous Item  Cause Fear | 15,000 | 1,200 | 30,000 |
| Requiem Jar | (DR330 p67) | Small bronze jar with a plaque that contains black sludge.  If the sludge is poured into a corpse’s mouth, it liquefies in 3 rounds and flies into the jar. The plaque then displays the name of the body within it.  The sludge can be used as the material component of *Resurrection*.  If the sludge is drunk by a living creature, it is Sickened for 1 hour (no save). | — | Misc. | Faint  Evoc | 3 | Craft Wondrous Item  Disintegrate | 1,650 | 132 | 3,300 |
| Ring of Stalking | (DR330 p67) | Silver ring with a black diamond.  As a Full Round Action, the wearer can say the name of a person he/she knows into the ring. When the ring is pointed in the direction of the named person, the gem will glow (no range, but must be on the same plane of existence).  If the ring is within 120’ of the target, the gem glows continuously, giving no additional help in finding the target. | Finger | Misc. | Strong  Div | 13 | Forge Ring  Greater Scrying  Locate Creature | 2,8000 | 2,240 | 56,000 |
| Goggles of Scrutiny | (DR330 p68) | +2 bonus on Search and Spot checks.  Wearer with the Death Attack class ability needs to study a target for only 2 rounds (instead of the standard 3). | Face | Class – Assassin | Strong  Div | 12 | Craft Wondrous Item  Clairaudience / Clairvoyance | 6,000 | 480 | 12,000 |
| Battle Rattle | (DR331 p88) | Wooden instrument that is spun when played.  When played in combat, all allies within 30’ gain a +1 Morale bonus on a skill check or attack roll made within one round. Usable once per combat.  If someone with Bardic Music uses the Battle Rattle as part of his/her Inspire Courage ability, the bonus to Inspire Courage is +1. | — | Combo  Misc.  Class – Bard | Faint  Ench | 5 | Craft Wondrous Item  Heroism | 1,500 | 120 | 3,000 |
| Captain Roger’s Battle Rattle | (DR331 p88) | Wooden instrument that is spun when played.  When played in combat, all allies within 30’ gain a +1 Morale bonus on a skill check or attack roll made within one round. Usable once per combat.  If someone with Bardic Music uses the Battle Rattle as part of his/her Inspire Courage ability, the bonus to Inspire Courage is +1.  *Protection from Arrows* to all allies within 30’. Usable 1/day and can prevent up to 70 hp, otherwise it ends in 7 hours. | — | Combo  Misc.  Class – Bard  Spell Effect | Faint  Abj | 3 | Craft Wondrous Item  Protection from Arrows | 7,050 | 564 | 14,100 |
| Fire Bucket | (DR331 p88) | Wooden bucket with a rope handle.  Once per round, the bucket can be filled with 3 gallons of fresh water. | — | Food | Faint  Conj | 3 | Craft Wondrous Item  Create Water | 1,500 | 120 | 3,000 |
| Amulet of Fearsome Might | (DR332 p70) | Bronze amulet inscribed with a dragon.  Any [fear] spells or spell-like abilities generated by the wearer are at +2 DC. Does not stack with Spell Focus.  Creature with Frightful Presence only:  Doubles the radius of the wearer’s Frightful Presence. | Neck | Misc. | Mod  Necro | 7 | Craft Wondrous Item  Fear  Creator must possess the Frightful Presence special ability | 5,550 | 444 | 11,100 |
| Armbands of Prestidigitation | (DR333 p66) | Pair of leather bracers.  +2 Enhancement bonus to Dexterity.  +5 Competence bonus to Sleight of Hand checks.  *Mage Hand*, 3/day.  *Prestidigitation*, 3/day | Wrists (2) | Combo  Ability Score  Skill  Spell Effect | Mod Trans | 7 | Craft Wondrous Item  Cat’s Grace  Mage Hand  Prestidigitation | 5,850 | 468 | 11,700 |
| Devil’s Paste | (DR333 p67) | Wineskin full of mud-like paste, which is enough to cover 2 Medium-sized creatures or 4 Small-size creatures.  Once applied (which takes 1 minute), the wearer gains the following:  Fire Resistance 20.  +4 Resistance bonus on saves vs. fire and fire-based spells & effects.  The bonuses last up to 24 hours, but the paste can be washed off with soap, water, and 5 minutes of scrubbing. | — | Defense | Mod  Abj | 7 | Craft Wondrous Item  Resist Energy | 4,000 | 320 | 8,000 |
| Misleading Necklace | (DR333 p67) | Silver necklace decorated with amber.  In response to taking damage from a magic or supernatural source, the wearer may activate *Cure Serious Wounds* and an Extended *Mislead* as an Immediate Action. Usable 1/day. The *Mislead* creates a figment that looks as if the wearer died in a way that matches the damage taken and lasts for 3 minutes, during which the wearer is actually Invisible. | Neck | Spell Effect | Strong  Ill | 11 | Craft Wondrous Item  Extend Spell  Cure Serious Wounds  Mislead | 21,200 | 1,696 | 42,400 |
| Ring of Gnomekind | (DR333 p68) | Simple granite ring with rune on the inside surface.  +2 bonus on Listen & Craft (alchemy) checks.  Illusion spells cast by the wearer have +1 DC.  Medium-sized wearer only:  *Reduce Person* and *Disguise Self* (to look like a Gnome), always on. | Finger | Combo  Skill  Spell Effect | Strong Trans | 13 | Craft Wondrous Item  Disguise Self  Reduce Person  Creator must be a Gnome | 10,000 | 800 | 20,000 |
| Tiara of Shadow Blending | (DR333 p68) | Small crown of basalt and black pearls.  As long as the wearer is in ‘shadowy illumination’, he/she has Concealment  *Greater Invisibility* for 10 minutes, 3/day. This spell is canceled if the wearer enters the area of effect of any spell with the [light] descriptor. | Head | Spell Effect | Mod Trans | 10 | Craft Wondrous Item  Deeper Darkness  Greater Invisibility | 15,000 | 1,200 | 30,000 |
| Knowstone - 0th lvl spell | (DR333 p93) | Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry.  Spontaneous Arcane Caster only:  If the inscribed 0th level spell is on the wearer’s spell list, the wearer “knows” the spell for purposes of casting it. Must be worn for 24hrs. | — | Know Spell | Faint <varies> | 3 | Craft Wondrous Item  <0th level spell> | 250 | 20 | 500 |
| Knowstone - 1st lvl spell | (DR333 p93) | Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry.  Spontaneous Arcane Caster only:  If the inscribed 1st level spell is on the wearer’s spell list, the wearer “knows” the spell for purposes of casting it. Must be worn for 24hrs. | — | Know Spell | Faint <varies> | 3 | Craft Wondrous Item  <1st level spell> | 500 | 40 | 1,000 |
| Knowstone - 2nd lvl spell | (DR333 p93) | Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry.  Spontaneous Arcane Caster only:  If the inscribed 2nd level spell is on the wearer’s spell list, the wearer “knows” the spell for purposes of casting it. Must be worn for 24hrs. | — | Know Spell | Faint <varies> | 4 | Craft Wondrous Item  <2nd level spell> | 2,000 | 160 | 4,000 |
| Knowstone - 3rd lvl spell | (DR333 p93) | Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry.  Spontaneous Arcane Caster only:  If the inscribed 3rd level spell is on the wearer’s spell list, the wearer “knows” the spell for purposes of casting it. Must be worn for 24hrs. | — | Know Spell | Mod <varies> | 6 | Craft Wondrous Item  <3rd level spell> | 4,500 | 360 | 9,000 |
| Knowstone - 4th lvl spell | (DR333 p93) | Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry.  Spontaneous Arcane Caster only:  If the inscribed 4th level spell is on the wearer’s spell list, the wearer “knows” the spell for purposes of casting it. Must be worn for 24hrs. | — | Know Spell | Mod <varies> | 8 | Craft Wondrous Item  <4th level spell> | 8,000 | 640 | 16,000 |
| Knowstone - 5th lvl spell | (DR333 p93) | Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry.  Spontaneous Arcane Caster only:  If the inscribed 5th level spell is on the wearer’s spell list, the wearer “knows” the spell for purposes of casting it. Must be worn for 24hrs. | — | Know Spell | Mod <varies> | 10 | Craft Wondrous Item  <5th level spell> | 12,500 | 1,000 | 25,000 |
| Knowstone - 6th lvl spell | (DR333 p93) | Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry.  Spontaneous Arcane Caster only:  If the inscribed 6th level spell is on the wearer’s spell list, the wearer “knows” the spell for purposes of casting it. Must be worn for 24hrs. | — | Know Spell | Strong <varies> | 12 | Craft Wondrous Item  <6th level spell> | 18,000 | 1,440 | 36,000 |
| Knowstone - 7th lvl spell | (DR333 p93) | Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry.  Spontaneous Arcane Caster only:  If the inscribed 7th level spell is on the wearer’s spell list, the wearer “knows” the spell for purposes of casting it. Must be worn for 24hrs. | — | Know Spell | Strong <varies> | 14 | Craft Wondrous Item  <7th level spell> | 24,500 | 1,960 | 49,000 |
| Knowstone - 8th lvl spell | (DR333 p93) | Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry.  Spontaneous Arcane Caster only:  If the inscribed 8th level spell is on the wearer’s spell list, the wearer “knows” the spell for purposes of casting it. Must be worn for 24hrs. | — | Know Spell | Strong <varies> | 16 | Craft Wondrous Item  <8th level spell> | 32,000 | 2,560 | 64,000 |
| Knowstone - 9th lvl spell | (DR333 p93) | Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry.  Spontaneous Arcane Caster only:  If the inscribed 9th level spell is on the wearer’s spell list, the wearer “knows” the spell for purposes of casting it. Must be worn for 24hrs. | — | Know Spell | Strong <varies> | 18 | Craft Wondrous Item  <9th level spell> | 40,500 | 3,240 | 81,000 |
| Flask of Amorphous Fire | (DR334 p51) | Flask of Alchemist’s Fire enhanced by magic.  Does 2d6 Fire damage on a direct hit and 1 hp on a splash. On a direct hit, the target takes an additional 2d6 Fire damage for 3 rounds if he/she doesn’t take a Full Round Action to put himself out with a Reflex save vs. DC 18 (+2 bonus if he/she rolls on the ground).  If the flask lands on the ground (intentionally or due to a miss), that square is filled with fire for 3 rounds. Any creature going through it takes 2d6 Fire damage (Ref½, DC18). | — | Offense | Faint Evoc | 3 | Craft Wondrous Item  Flaming Sphere  Creator must have at least 5 ranks in Craft(alchemy) | 250 | 20 | 500 |
| Flask of Silken Fire | (DR334 p51) | Flask of Alchemist’s Fire enhanced by magic.  Everything within a 20’ radius of the point of impact takes 2d4 Fire damage (Ref½, DC13). For 1 round, the area of effect is treated as Difficult Terrain. | — | Offense | Faint Evoc | 3 | Craft Wondrous Item  Web  Creator must have at least 5 ranks in Craft(alchemy) | 250 | 20 | 500 |
| Flask of Smoke Fire | (DR334 p51) | Flask of Alchemist’s Fire enhanced by magic.  Does 1d6 Fire damage on a direct hit and 1 hp on a splash. A 20’ radius cloud of totally opaque smoke surrounds the point of impact for 3 round. Any creature that is within the smoke receives a –4 penalty to Strength and Dexterity until he/she has been out of the smoke for 1d4+1 rounds (FortNeg, DC13). | — | Offense | Faint Evoc | 3 | Craft Wondrous Item  Pyrotechnics  Creator must have at least 5 ranks in Craft(alchemy) | 250 | 20 | 500 |
| Flask of Thunderous Fire | (DR334 p51) | Flask of Alchemist’s Fire enhanced by magic.  Does 1d6 Fire damage on a direct hit and 1 hp on a splash. All creatures within a 10’ radius also take 1d8 Sonic damage (no save) and are Deafened for 1 round (FortNeg, DC13). | — | Offense | Faint Evoc | 3 | Craft Wondrous Item  Sound Burst  Creator must have at least 5 ranks in Craft(alchemy) | 250 | 20 | 500 |
| Beer of Eternity | (DR334 p58) | Flagon of beer used in burial rites.  Able to damage Undead as if it were Holy Water.  If drunk, grants *Invisibility to Undead* and removes one Negative level.  Single use. | — | Combo  Healing  Single Use | Mod  Conj | 7 | Craft Wondrous Item  Invisibility to Undead  Restoration | 375 | 30 | 750 |
| Drowned Man Stout | (DR334 p58) | Flagon of ale which had a victim drowned in it as part of its creation.  Drinker receives 1 Temporary HP per HD of the drowned creature (min 1, max 10) for up to 3 hours.  An individual can only benefit once per 3 hours from this drink. | — | Misc. | Faint  Necro | 3 | Craft Wondrous Item  False Life | 150 | 12 | 300 |
| Mage’s Brew | (DR334 p58) | Glass of nut-flavored liqueur.  Drinker gains a +2 Enhancement bonus on Concentration and Knowledge checks for 1 hour. Additional drinks extend the duration.  Single use. | — | Combo  Skill  Single Use | Faint Trans | 3 | Craft Wondrous Item  Bear’s Endurance  Fox’s Cunning | 40 | 3 | 80 |
| Oathbeer | (DR334 p59) | One pint of beer.  If a Lawfully-aligned Cleric approves the oath being taken, up to 10 individuals each add a drop of blood to the pint and then each drinks (must be of their own free will). If any oath-taker knowingly and willingly breaks the oath, he/she receives a *Bestow Curse* and all other drinkers are aware of the betrayal. | — | Misc. | Strong  Ench | 8 | Craft Wondrous Item  Bestow Curse | 1,500 | 120 | 3,000 |
| Caltrops of the Captain | (DR334 p70) | Single Caltrop made from glass.  On command, a 20’ radius around the caltrop is covered with caltrops. If a creature steps on one, the caltrops in that square explode for 2d6 Fire damage (Ref½, DC14), after which that square is safe.  Unexploded caltrops turn to dust after 2 hours.  Single use. | — | Combo  Single Use  Trap | Faint  Evoc | 5 | Craft Wondrous Item  Fireball | 500 | 40 | 1,000 |
| Caltrops of the General | (DR334 p70) | Single Caltrop made from glass.  On command, a 30’ radius around the caltrop is covered with caltrops. If a creature steps on one, the caltrops in that square explode for 4d6 Fire damage (Ref½, DC14), after which that square is safe.  Unexploded caltrops turn to dust after 2 hrs.  Single use. | — | Combo  Single Use  Trap | Mod  Evoc | 10 | Craft Wondrous Item  Fireball | 2,000 | 160 | 4,000 |
| Caltrops of the Scout | (DR334 p70) | Single Caltrop made from Cold Iron.  On command, a 10’ radius around the caltrop is covered with +1 Cold Iron caltrops that do 1d3+1 damage.  The caltrops turn to dust after 2 hours.  Single use. | — | Combo  Single Use  Trap | Mod  Trans | 9 | Craft Wondrous Item | 1,000 | 80 | 2,000 |
| Captain’s Standard | (DR334 p71) | Magical banner, typically attached to a spear  When raised in combat and the command word spoken, all allies within a 30’ radius receive a +2 morale bonus on attacks & weapon damage –and– a +4 Morale bonus on saves vs. Fear effects. Effects last as long as the standard remains visible, up to 1 minute. Usable 1/day. | — | Misc. | Mod  Ench | 6 | Craft Wondrous Item  Divine Favor  Remove Fear | 3,800 | 304 | 7,600 |
| Cavalryman’s Bridle | (DR334 p71) | When worn by a mount that is at most Lightly Encumbered, the mount may move through natural undergrowth (such as briars, over-grown areas, etc.) without slowing or taking damage. The rider also has the option of leaving no trail. | — | Creature | Mod  Trans | 11 | Craft Wondrous Item  Freedom of Movement  Pass without Trace | 5,000 | 400 | 10,000 |
| Cavalryman’s Saddle | (DR334 p71) | When worn by a mount, it gains +10’ land movement, +5 Competence bonus on Jump checks, and the benefits of Feat: Endurance. | — | Creature | Mod  Trans | 10 | Craft Wondrous Item  Jump  Longstrider | 4,250 | 340 | 8,500 |
| Cavalryman’s Spurs | (DR334 p71) | The wearer gains a +5 bonus on Ride and Handle Animal checks and has a 95% chance of staying in the saddle if knocked unconscious. | Feet | Skill | Mod  Trans | 10 | Craft Wondrous Item  Calm Animals | 3,500 | 280 | 7,000 |
| Earring of the Wolf | (DR334 p71) | Single earring, typically with a military unit insignia. Created as part of a set.  Each wearer of one of these earrings can hear what is spoken by any other wearer of an earring from the same set. Communications between a given pair of earrings is thwarted by magical silence, over a mile of distance, 10’ of earth or wood, 5’ of stone, 1’ of metal, or any amount of lead.  Additional earrings can be added to a set as long as all current earrings of a set are present when the new earrings are created. | — | Misc. | Faint  Trans | 5 | Craft Wondrous Item  Message | 1,000 | 80 | 2,000 |
| Gauntlets of the Siegebreaker | (DR334 p72) | Pair of heavy armored gauntlets.  +2 Enhancement bonus to Strength.  Wearer is treated as ‘armed’ and fists do lethal damage.  If the wearer makes a Sunder attack or attacks a wall (or other structural element) with the gauntlets, the attack ignores the target’s Hardness and deals 2d4 damage.  *Knock* by touch, 3/day. | Hands (2) | Combo  Ability Score  Spell Effect  Offense | Strong  Trans | 15 | Craft Wondrous Item  Bull’s Strength  Knock | 5,500 | 440 | 11,000 |
| Quiver of the North Wind | (DR334 p72) | Quiver that looks like it can hold 20 arrows.  Can actually hold 200 arrows in an extra-dimensional space.  *True Strike*, 3/day. Only usable on ranged attacks.  If anyone but the quiver’s owner fires an arrow from the quiver, the arrow dissolves in flight. A person wearing the quiver for 24 hours becomes its owner. | — | Storage | Mod  Conj  Div | 9 | Craft Wondrous Item  True Strike | 6,000 | 480 | 12,000 |
| Scout’s Journal | (DR334 p72) | Plain silver ring and a large parchment scroll.  As the ring’s wearer explores a 10 mile by 10 mile region, that area appears on the scroll in the form of an annotated map. Only things seen and hear by the wearer are added to the map (i.e. undiscovered underground caverns would not be shown).  Once the region is fully mapped, the mystic connection between the ring and the scroll ends, leaving both intact, but non-magical. | — | Misc. | Strong  Div | 15 | Craft Wondrous Item  Locate Object  Permanent Image | 1,025 | 78 | 2,000 |
| Sentry’s Eye | (DR334 p72) | Rune-carved gem wrapped in gold wire.  +5 Enhancement bonus to Listen, Search, & Spot checks when held.  Holder automatically knows the current time and the direction to true north. | — | Skill | Mod  Div | 7 | Craft Wondrous Item  Know Direction | 4,750 | 380 | 9,500 |
| Signaling Trumpet | (DR334 p72) | Masterwork Trumpet.  User may “speak” a single word with the trumpet as a Standard Action. Non-enemies within 100’ hear the word, while enemies just hear a note from the trumpet.  1 rank of Perform (wind instrument) only:  User may “speak” a one word per rank in Perform (wind instrument) with the trumpet as a Standard Action. Non-enemies within (¼ mile per 5 ranks) hear the words, while enemies just hear a note from the trumpet. | — | Instrument | Strong  Ill | 13 | Craft Wondrous Item  Ghost Sound  Whispering Wind | 2,500 | 200 | 5,000 |
| Baleful Eye of Bad Juju | (DR335 p68) | Black leather eye patch with a yellow gem on its front.  Once per day, the wearer can activate a Gaze Attack for 1 round. During that time, any creature within 30’ who looks at the wearer receives a –4 penalty on attacks, saves, ability checks, and skill checks for 1 day (WillNeg DC14). The effect can be removed with *Break Enchantment*, *Remove Curse, Miracle, Limited Wish,* or *Wish.*  The wearer receives a –2 penalty on Spot and Search checks due to having one eye covered. | Face | Offense | Faint  Necro | 5 | Craft Wondrous Item  Bestow Curse | 7,500 | 600 | 15,000 |
| Capote of Dragonfly Wings | (DR335 p69) | Cape seemingly made from thousands of dragonfly wings that quietly buzz.  +4 Enhancement bonus to Dexterity.  If the wearer flies due to natural ability or magic, his/her flying rate is +5’ and his/her maneuverability improved by one category.  *Repel Vermin*, always on.  Wind effects (natural & magical) treat the wearer as if two sizes smaller.  –4 penalty on Move Silently checks. | Back | Combo  Ability Score  Movement  Spell Effect | Mod  Trans | 7 | Craft Wondrous Item  Cat’s Grace  Fly  Repel Vermin | 42,500 | 3,400 | 85,000 |
| Mudwalker Ring | (DR335 p69) | +2 Competence bonus on Swim checks.  In Shallow Bog, the wearer can move his/her normal rate and does not receive a penalty on Move Silently or Tumble checks.  In Deep Bog, the wearer can half speed, receives a –2 penalty on Tumble checks, but has no penalty on Move Silently checks. | Finger | Skill | Mod  Abj | 7 | Craft Ring  Freedom of Movement  Creator must have at least 2 ranks in Survival | 14,000 | 1,120 | 28,000 |
| Visard of Semuanya | (DR335 p70) | Wooden Lizardman mask  +4 Competence bonus on Knowledge(nature).  +4 Competence bonus on Spellcraft checks.  +2 Competence bonus on Survival checks.  –2 penalty on all Intelligence-based skill and Intelligence-based ability checks.  All *Summon Nature’s Ally* spells cast at  +1 Caster level.  On command as a Standard Action, the wearer gains the following for 3 minute, usable 1/day:  +4 Enhancement bonus to Wisdom  May roll twice on a Will save and take the better of the two dice. This is usable once per activation. | Face | Combo  Skill  Summon  Ability Score | Mod  Trans | 5 | Craft Wondrous Item  Bestow Curse  Fox’s Cunning  Owl’s Wisdom | 6,300 | 504 | 12,600 |
| Vivifying Bacalao | (DR335 p70) | Dried fish with black gems for eyes.  When thrown into the water, the fish animates and swims (with a Swim speed of 50’) to the closest humanoid corpse within 100’ (may be out of the water as long as it is within 5’ of the water). The round after it arrives at the corpse, the corpse becomes a Lacedon, which eats the fish and then is under the activator’s control. After 24 hours, the Lacedon dissolves.  If there is no corpse within range, the fish does not activate and can be used again.  Single use. | — | Combo  Single Use  Summon | Mod  Necro | 11 | Craft Wondrous Item  Create Undead | 575 | 46 | 1,150 |
| Bamboo Flute | (DR335 p85) | Masterwork Flute.  *Calm Emotion*, activated by making a Perform (wind instrument) check vs. DC 15. Usable 3/day. DC 13.  *Owl’s Wisdom*, activated by making a Perform(wind instrument) check vs. DC 15. Usable 1/day. | — | Instrument | Mod  Ench  Trans | 3 | Craft Wondrous Item  Calm Emotion  Owl’s Wisdom | 4,500 | 360 | 9,000 |
| Gypsy Cloak | (DR335 p85) | Brightly colored & decorated cloak.  *Charm Monster*, activated by making a Perform (dance) check vs. DC 15.  Usable 1/day. DC 14.  *Daze Monster*, activated by making a Perform (dance) check vs. DC 15.  Usable 1/day. DC 13.  *Enthrall*, activated by making a  Perform (dance) check vs. DC 15.  Usable 1/day. DC 13.  Each time the cloak is put on, the wearer must make a Will save vs. DC 15 or the cloak cannot be removed without a *Remove Curse*.  The cloak’s wearer must make a Will save vs. DC 15 after one week in the same place in order to stay (repeated each day) | Back | Instrument | Mod Ench | 5 | Craft Wondrous Item  Charm Monster  Daze Monster  Enthrall | 4,000 | 320 | 8,000 |
| Blasphemous Figurines of the Void | (DR336 p70) | Four small figures carved of jade stored together in a black velvet bag.  Each figure may be activated once per day, and only one figure may be activated at a time. The owner must store all four together or they do not recharge.  Alintyl, the Corruptor – +5 Profane bonus on Bluff & Diplomacy check for 1 hour.  Ilanserbli, the Seductress – *Charm Person*, by touch with a 1 hour duration. 1/day.  Nolanlo, the Devourer – *Darkness* (centered on the figurine) and all food & water within 30’ becomes tainted. Lasts 1 hour.  Vandommezeron, the Destroyer – *Rage* (self only) at 5th level. | — | Combo  Spell Effect  Food  Skill | Faint  Ench  Evoc  Trans | 5 | Craft Wondrous Item  Charm Person  Darkness  Rage | 7,000 | 560 | 14,000 |
| Carnivorous Tome | (DR336 p71) | Book bound with leather from a humanoid face, including teeth. Contains 101 pages.  When placed next to other books, the Carnivorous Tome changes its appearance to seem like the other books.  If touched without saying the command word, the toucher is absorbed into the book (WillNeg, DC 23). One of the book’s pages is then filled with writing about that victim in Infernal. If that page is destroyed, the victim is dead and his/her body is destroyed. A victim can be release by saying the command word and then reading the page. Once all101 pages are filled, the book cannot trap any other people. | — | Trap | Strong  Abj | 17 | Craft Wondrous Item  Trap the Soul | 75,000 | 6,000 | 150,000 |
| Fiendish Elixir | (DR336 p71) | Black crystal flask filled with corrupted & enchanted celestial blood.  The drinker gains the following for 1 hour:  +5 Circumstance bonus on saves vs. Poison  Acid Resistance 5  Cold Resistance 5  +2 bonus to Natural Armor  +2 Enhancement bonus to Strength  Gains the subtypes ‘evil’ and ‘extraplanar’  Lawful drinker only:  Gain Damage Reduction 5 / silver  Chaotic drinker only:  Gain Damage Reduction 5 / cold iron  Single use. | — | Combo  Defense  AC  Ability Score  Single Use | Mod  Trans | 7 | Craft Wondrous Item  Polymorph | 2,500 | 200 | 5,000 |
| Mask of Endless Laughter | (DR336 p72) | Harlequin mask made of white porcelain.  +2 Enhancement bonus to Charisma.  +5 Competence bonus on Perform (comedy) checks.  All those watching a comedy performance made by the wearer are affected by *Tasha’s Hideous Laughter* (WillNeg, DC13) for the performance’s duration.  If the wearer takes off the mask, he/she dies in 1d4 rounds (WillNeg, DC23). This effect can be cancelled with *Remove Curse*, *Break Enchantment*, *Miracle*, or *Wish*. | Face | Combo  Ability Score  Skill  Spell Effect | Faint  Ench | 5 | Craft Wondrous Item  Tasha’s Hideous Laughter | 12,250 | 980 | 24,500 |
| Parasitic Twin | (DR336 p72) | Lump of warm, edible flesh.  The eater grows a second head, which is evil, in 1d6 days. *Heal* or *Remove Disease* can cancel this effect if cast within 24 hours of eating the lump. After that, it can only be removed by cutting it off, which inflicts 10d6 damage.  The new head is Evil, but matches the eater in being Lawful, Chaotic, or Neutral. The head may not attack, cast spells, or control the body. It may make Skill checks that do not require the body, such as Bluff or Listen. The Evil head also has 10 ranks in the following Knowledges: Arcana, Religion, and the Planes. The Evil head tries to trick & cajole the other head into doing evil deeds, but it can force the body to perform an evil act once per week (WillNeg, DC 20). | — | Misc. | Strong  Conj | 13 | Craft Wondrous Item  Regenerate  Creator must be Evil | 45,500 | 3,640 | 91,000 |
| Face Paint,  Badger Protector | (DR337 p82) | Magical paints which can be applied to make a Humanoid face look like a badger. Takes 10 minutes and a successful Craft(painting) check vs. DC 16 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  As a Move Action, summon a Dire Badger that obeys the activator’s instructions. It can also carry the activator plus 40 pounds. The Dire Badger disappears after 5 rounds if not dismissed earlier.  Single use. | Face | Combo  Single Use  Spell Effect | Faint Conj | 5 | Craft Wondrous Item  Summon Monster III | 338 | 27 | 675 |
| Face Paint,  Black Roses | (DR337 p82) | Magical paints which can be applied to make a Humanoid face look red with a black rose. Takes 10 minutes and a successful Craft(painting) check vs. DC 20 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  As a Standard Action, the user’s body grows poisonous thorns which last for 1 minute. Anyone grappling the user takes 1d6 damage plus Injury Poison (1d4 Strength / 1d4 Strength, DC15).  Single use. | Face | Combo  Single Use  Offense | Mod Trans | 9 | Craft Wondrous Item  Poison  Wall of Thorns | 1,013 | 81 | 2,025 |
| Face Paint,  Bull’s Might | (DR337 p82) | Magical paints which can be applied to make a Humanoid face look like a bull. Takes 10 minutes and a successful Craft(painting) check vs. DC 14 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  *Bull’s Strength,* activated as a Free Action & lasts for 3 minutes.  Single use. | Face | Combo  Single Use  Spell Effect | Faint Trans | 3 | Craft Wondrous Item  Bull’s Strength | 135 | 11 | 270 |
| Face Paint,  Dashing Cheetah | (DR337 p82) | Magical paints which can be applied to make a Humanoid face spotted like a cheetah’s coat. Takes 10 minutes and a successful Craft(painting) check vs. DC 12 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  As a Move Action, the user’s land movement receives a +20’ Enhancement for 10 minutes.  Single use. | Face | Combo  Single Use  Move | Faint  Trans | 1 | Craft Wondrous Item  Longstrider | 23 | 2 | 45 |
| Face Paint,  Eagle’s Talons | (DR337 p83) | Magical paints which can be applied to make a Humanoid face look like the sky with a eagle’s silhouette. Takes 10 minutes and a successful Craft(painting) check vs. DC 16 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  As a Move Action, the user’s hands are treated as +1 Slashing Weapons made from Steel. Base damage for a Medium creature is 1d6+1 (1d4+1 for Small) with a Critical Threat of 19-20/x2). Lasts for 5 minutes.  Single use. | Face | Combo  Single Use  Offense | Faint Trans | 5 | Craft Wondrous Item  Greater Magic Fang | 338 | 27 | 675 |
| Face Paint,  Glow of the Fireflies | (DR337 p83) | Magical paints which can be applied to make a Humanoid face blue with a moon and yellow fireflies. Takes 10 minutes and a successful Craft(painting) check vs. DC 12 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  *Light,* centered on the user’s head. Activated as a Free Action and lasts for 10 minutes.  Single use. | Face | Combo  Single Use  Spell Effect | Faint Evoc | 1 | Craft Wondrous Item  Light | 11 | 1 | 22 |
| Face Paint,  Hawkeye’s Sure Sight | (DR337 p83) | Magical paints which can be applied to make a Humanoid face white on one side and with blue dots circling the other eye. Takes 10 minutes and a successful Craft(painting) check vs. DC 14 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  User receives a +5 bonus on Search & Spot checks, and halves penalties based on range. Activated as a Free Action and lasts for 3 minutes.  Single use. | Face | Combo  Single Use  Skill | Faint Trans | 3 | Craft Wondrous Item  Owl’s Wisdom | 135 | 11 | 270 |
| Face Paint,  Mask the Living | (DR337 p83) | Magical paints which can be applied to make a Humanoid face black with a white skull. Takes 10 minutes and a successful Craft(painting) check vs. DC 12 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  *Hide from Undead,* activated as a Free Action & lasts for 10 minutes.  Single use. | Face | Combo  Single Use  Spell Effect | Faint  Abj | 1 | Craft Wondrous Item  Hide from Undead | 23 | 2 | 45 |
| Face Paint, Forestfold (desert) | (DR337 p83) | Magical paints which can be applied to a Humanoid face in a brown camouflage pattern. Takes 10 minutes and a successful Craft(painting) check vs. DC 14 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  As a Free Action, the user receives a +20 bonus on Hide checks while within a desert as long as he/she does not move more than 10’ from the point of activation. Lasts for 30 minutes.  Single use. | Face | Combo  Single Use  Skill | Faint  Ill | 3 | Craft Wondrous Item  Invisibility | 135 | 11 | 270 |
| Face Paint, Forestfold (forest) | (DR337 p83) | Magical paints which can be applied to a Humanoid face in a green camouflage pattern. Takes 10 minutes and a successful Craft(painting) check vs. DC 14 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  As a Free Action, the user receives a +20 bonus on Hide checks while within a forest as long as he/she does not move more than 10’ from the point of activation. Lasts for 30 minutes.  Single use. | Face | Combo  Single Use  Skill | Faint  Ill | 3 | Craft Wondrous Item  Invisibility | 135 | 11 | 270 |
| Face Paint, Forestfold (marine) | (DR337 p83) | Magical paints which can be applied to a Humanoid face in a blue camouflage pattern. Takes 10 minutes and a successful Craft(painting) check vs. DC 14 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  As a Free Action, the user receives a +20 bonus on Hide checks while within marine terrain as long as he/she does not move more than 10’ from the point of activation. Lasts for 30 minutes.  Single use. | Face | Combo  Single Use  Skill | Faint  Ill | 3 | Craft Wondrous Item  Invisibility | 135 | 11 | 270 |
| Face Paint, Last Man Standing | (DR337 p83) | Magical paints which can be applied to make a Humanoid have a blue and white checker-board. Takes 10 minutes and a successful Craft(painting) check vs. DC 14 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  *Bear’s Endurance,* activated as a Free Action & lasts for 3 minutes.  Single use. | Face | Combo  Single Use  Spell Effect | Faint Trans | 3 | Craft Wondrous Item  Bull’s Strength | 135 | 11 | 270 |
| Face Paint, Leap of the Wild Ones (antelope) | (DR337 p83) | Magical paints which can be applied to make a Humanoid face light brown with antelope tracks across the forehead. Takes 10 minutes and a successful Craft(painting) check vs. DC 20 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  User receives a +30 bonus on Jump checks. Activated as a Move Action and lasts for 1 minute.  Single use. | Face | Combo  Single Use  Spell Effect | Faint Trans | 9 | Craft Wondrous Item  Jump | 203 | 16 | 405 |
| Face Paint, Leap of the Wild Ones (grasshopper) | (DR337 p83) | Magical paints which can be applied to make a Humanoid face light green with grasshopper tracks across the forehead. Takes 10 minutes and a successful Craft(painting) check vs. DC 12 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  User receives a +10 bonus on Jump checks. Activated as a Move Action and lasts for 1 minute.  Single use. | Face | Combo  Single Use  Spell Effect | Faint Trans | 1 | Craft Wondrous Item  Jump | 23 | 2 | 45 |
| Face Paint, Leap of the Wild Ones (jackrabbit) | (DR337 p83) | Magical paints which can be applied to make a Humanoid face gray & white with jack-rabbit tracks across the forehead. Takes 10 minutes and a successful Craft(painting) check vs. DC 16 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  User receives a +20 bonus on Jump checks. Activated as a Move Action and lasts for 1 minute.  Single use. | Face | Combo  Single Use  Spell Effect | Faint Trans | 5 | Craft Wondrous Item  Jump | 113 | 9 | 225 |
| Face Paint, Prowling Tiger | (DR337 p84) | Magical paints which can be applied to make a Humanoid face look like a bull. Takes 10 minutes and a successful Craft(painting) check vs. DC 16 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  *Cat’s Grace* and *Jump* (+20 on check)*,* activated as a Free Action & lasts for 3 minutes.  Single use. | Face | Combo  Single Use  Spell Effect | Faint Trans | 5 | Craft Wondrous Item  Cat’s Grace  Jump | 338 | 27 | 675 |
| Face Paint, Ram Bash | (DR337 p84) | Magical paints which can be applied to a Humanoid so it has ram horns. Takes 10 minutes and a successful Craft(painting) check vs. DC 20 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  User gains Feat: Improved Bull Rush. activated as a Free Action & lasts for 10 minutes.  Single use. | Face | Combo  Feat  Single Use | Faint  Trans | 9 | Craft Wondrous Item  Bull’s Strength  Telekinesis | 1,003 | 80 | 2,005 |
| Face Paint, Shout at the Storm | (DR337 p84) | Magical paints which can be applied to make a Humanoid face look like a storm. Takes 10 minutes and a successful Craft(painting) check vs. DC 20 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  *Protection from Energy,* activated as a Move Action & lasts for 10 minutes. Energy type is determined while the paint is being applied.  Single use. | Face | Combo  Single Use  Spell Effect | Faint  Abj | 5 | Craft Wondrous Item  Protection from Energy | 338 | 27 | 675 |
| Face Paint, Warpaint | (DR337 p84) | Magical paints which can be applied to a Humanoid face as horizontal red lines. Takes 10 minutes and a successful Craft(painting) check vs. DC 20 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  *Haste* and *Rage,* activated as a Standard Action & lasts for 9 rounds.  Single use. | Face | Combo  Single Use  Spell Effect | Mod  Trans | 9 | Craft Wondrous Item  Haste  Rage | 1,215 | 97 | 2,430 |
| Face Paint, Webwalker | (DR337 p84) | Magical paints which can be applied to a Humanoid face, hands, and feet in a spider web pattern. Takes 10 minutes and a successful Craft(painting) check vs. DC 16 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  *Web* (caster chooses a target within 150’)and *Spider Climb,* activated as a Move Action & lasts for 30 minutes.  Single use. | Combo  Face  Hands (2)  Feet | Combo  Single Use  Spell Effect | Faint  Conj | 5 | Craft Wondrous Item  Spider Climb  Web | 338 | 27 | 675 |
| Face Paint, Whirlwind’s Arrow | (DR337 p84) | Magical paints which can be applied to a Humanoid face and hands in the pattern of arrows. Takes 10 minutes and a successful Craft(painting) check vs. DC 14 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  *Magic Missile* (1d4+1 damage)*,* activated as a Standard Action that generates an Attack of Opportunity. On the following round, the user has the option of using another Standard Action to launch a 2nd missile.  Single use. | Combo  Face  Hands (2) | Combo  Single Use  Spell Effect | Faint  Evoc | 3 | Craft Wondrous Item  Magic Missile | 68 | 5 | 135 |
| Face Paint, Wolf’s Wariness | (DR337 p84) | Magical paints which can be applied to a Humanoid face and hands in the pattern of a wolf. Takes 10 minutes and a successful Craft(painting) check vs. DC 16 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade.  *Detect Snares and Pits*, activated as a Move Action and lasting for 10 minutes. In addition to the normal working of the spell, you may detect complex mechanical traps made with non-organic materials.  Single use. | Combo  Face  Hands (2) | Combo  Single Use  Spell Effect | Faint  Div | 5 | Craft Wondrous Item  Detect Snares and Pits | 338 | 27 | 675 |
| Spectral Collar | (DR338 p91) | Collar that can be worn by Humanoids, Animals, etc.  *Blur*, always on.  *Fear* (DC 14), 1/day. | Neck | Spell Effect | Mod  Ill  Necro | 7 | Craft Wondrous Item  Blur  Fear | 17,040 | 1,363 | 34,080 |
| Source Token | (DR339 p33) | Gray marble with moving shadows on its outside.  A random one of the following appears in an open hex of the user’s choice within 30’. It obeys the user’s commands (if able) & disappears after 10 rounds.  d20 Creature d20 Creature  1 Small Tree 11 Lion  2 Dire Rat 12 Grick  3 Owl 13 Shocker Lizard  4 Monkey 14 Deinonychus  5 Octopus 15 Owlbear  6 Hyena 16 Dire Ape  7 Monst. Spider, 17 Grimlock  Medium  8 Snake, Med. 18 Bugbear  Constrictor  9 Horse, Light 19 Lizardfolk  10 Dire Wolf 20 Ogre  Single use. | — | Combo  Single Use  Summon | Mod Conj | 6 | Craft Wondrous Item  Summon Monster III | 187 | 15 | 375 |
| Solidarity Armbands | (DR339 p34) | Pair of Iron Armbands.  If worn by two different creatures, the damage each takes is evenly split between the two. The work at any distance as long as the two are on the same plane of existence.  The armbands cannot be removed without a *Dispel Magic* or the death of one of the wearers.  If both are worn by the same creature, there is no effect. | Wrist (1) | Misc. | Faint  Abj | 5 | Craft Wondrous Item  Shield Other | 12,000 | 960 | 24,000 |
| Bully Chains | (DR339 p36) | Heavy chains worn crisscrossed across the chest, weighing 5 pounds.  +4 bonus on Intimidate checks. If Intimidate was used to Demoralize a foe, he/she stayed Demoralized for 1 extra round. | Chest | Skill | Mod  Trans | 7 | Craft Wondrous Item  Fear | 1,300 | 104 | 2,600 |
| Metal Slave Collar | (DR339 p36) | Thick slave collar weighing 2 pounds.  Wearer gains DR 5 / magic when Flanked or denied his/her Dexterity bonus to AC. | Neck | Defense | Mod  Abj | 7 | Craft Wondrous Item  Stoneskin | 5,000 | 400 | 10,000 |
| Rear Guards | (DR339 p36) | Pair of lenses that allow the wearer to see behind him/her.  Creatures flanking the wearer to not gain a +2 bonus to attack the wearer, but retain all other bonuses of flanking.  Wearer receives a –2 penalty on Search & Spot checks. | Face | Vision | Mod  Div | 7 | Craft Wondrous Item  Arcane Eye | 1,000 | 80 | 2,000 |
| Book of All Names | (DR339 p42) | Book weighing 3 pounds. Initially its pages are blank.  As a Full Round Action, the user can write a creature’s name on a page of the book (the user must supply his/her own writing implement). At the time of the writing, the user chooses to grant that creature a blessing or a curse.  Blessing – *Heroism*.  Curse – *Bestow Curse* (WillNeg, DC14).  The book may only affect a given creature once (for good or ill), even if the creature has more than one name. | — | Spell Effect | Strong  Ench  Necro | 15 | Craft Wondrous Item  Bestow Curse  Heroism | 6,000 | 480 | 12,000 |
| Shadow Mirror | (DR339 p42) | Large mirror weighing 15 pounds.  *Greater Shadow Conjuration*, each Midnight automatically. The closest sentient creature to the mirror chooses its form (either consciously or subconsciously) and more-or-less controls it for 24 hours, at which point it fades away. The creature often will misinterpret the controller’s requests to a way that does the most damage.  If more than one creature is equidistant from the mirror, an Opposed Charisma check is used to determine the controller for that night. | — | Spell Effect | Strong  Ill | 13 | Craft Wondrous Item  Greater Shadow Conjuration | 45,500 | 3,640 | 91,000 |
| Speaker’s Trumpet | (DR339 p42) | Gold filigree half-mask that covers the wearer’s mouth.  +5 bonus on Diplomacy checks.  All creatures within 100’ can hear the wearer’s voice, even bypassing loud noise and/or magical silence. | Face | Skill | Faint  Trans | 3 | Craft Wondrous Item  Whispering Wind | 1,750 | 140 | 3,500 |
| Basilisk’s Mask | (DR340 p68) | Reptile mask made from bronze.  Wearer always makes his/her save vs. Gaze Attacks  Gains Feat: Diehard.  If the wearer’s hit-points drop to –10 or lower, he/she does not die until the end of the next round. If healed to –9 or higher before the end of the next round, the wearer automatically stabilizes and does not die. After 3 uses of this ability, the Mask looses its magic. | Face | Combo  Feat  Save  Defense | Mod  Necro | 7 | Craft Wondrous Item  Blindness  Death Ward | 17,500 | 1,400 | 35,000 |
| Bracers of the Chimera | (DR340 p68) | Pair of wooden bracers with a Chimera etched in silver on each.  +2 Armor bonus to AC  Each of the following 3 abilities may be used 1/day. When activated, the wearer’s hands & head changing into the three heads of a Chimera for a moment, though the wearer does not drop anything.  Dragon – 30’ Cone of 6d6 Fire damage (Ref½, DC 14).  Goat – Melee attacks does 1d6 Bludgeoning damage & a Bull Rush at +13.  Lion – 30’ Cone of 2d4 Sonic dmg (no save) & Deaf for 1d6 rnds (FortNeg, DC 13). | Wrists (2) | Combo  AC  Offense | Mod  Evoc | 6 | Craft Wondrous Item  Bull’s Strength  Fireball  Shout | 6,200 | 496 | 12,400 |
| Cloak of the Dragon | (DR340 p68) | Cloak made from Blue Dragon skin.  +2 Enhancement bonus on all Charisma checks and Charisma-based skill checks.  Once per day, all allies within a 60’ radius Emanation who can see the wearer gain  +1 Morale bonus on attacks & saves.  Effect lasts for 1 minute. | Back | Combo  Misc.  Skill | Mod  Trans | 6 | Craft Wondrous Item  Bless  Eagle’s Splendor | 4,200 | 336 | 8,400 |
| Dryad’s Helm | (DR340 p69) | Steel helm with a green plume.  At the wearer’s option, a foe struck by a melee attack made by the wearer receives a –1 penalty on attacks made against targets except for the wearer. This penalty lasts one round and is cumulative over multiple strikes (max –5). Only one foe may be effected by the penalty at a time. | Head | Misc. | Faint  Ench | 3 | Craft Wondrous Item  Enthrall | 2,000 | 160 | 4,000 |
| Eye of the Beholder | (DR340 p69) | Mithral necklace with a mithral sphere hanging from it.  On command, the sphere opens for 1 minute to expose an eye. Usable 3/day. While the eye is open, the wearer gains the following:  a) +5 bonus on Sense Motive checks;  b) Darkvision 120’; &  c) Ignore Concealment for melee attacks. | Neck | Combo  Skill  Vision | Mod  Div | 7 | Craft Wondrous Item  Darkvision  Discern Lies | 4,350 | 348 | 8,700 |
| Harpy’s Cap | (DR340 p69) | Black velvet tricorn hat with 6 Harpy feathers  A feather may be pulled out to gain one of the following bonuses:  a) +5 bonus on Bluff, Diplomacy, Intimidate, & Perform checks for 5 minutes.  b) +10 bonus on the wearer’s next Intimidate or Diplomacy check within 1 minute.  c) if the wearer has the Bardic Music class ability, he/she gains an additional use, to be used immediately.  Bonus a) & b) do not stack with themselves, but do stack with each other. | Head | Combo  Class – Bard  Skill | Faint  Trans | 3 | Craft Wondrous Item  Eagle’s Splendor | 1,500 | 120 | 3,000 |
| Kraken’s Bracelet | (DR340 p69) | Silver bracelet forged to look like tentacles.  +2 Insight bonus on all Intelligence-based Skill checks.  Able to make untrained Knowledge checks. | Wrist (1) | Skill | Faint  Trans | 3 | Craft Wondrous Item  Fox’s Cunning | 4,000 | 320 | 8,000 |
| Ring of the Hydra | (DR340 p70) | Gold ring with 9 Hydra heads (when created).  Reroll a saving throw as an Immediate Action. You must keep the new roll. Each time this ability is used, a Hydra head crumbles. Once all 9 are gone, the ring looses its magic. | Finger | Save | Faint  Div | 5 | Craft Wondrous Item  Aid  Clairaudience / Clairvoyance | 9,000 | 720 | 18,000 |
| Wyvern’s Die | (DR340 p70) | Twelve-sided die. Each face has a “Zodiac” symbol (listed below).  The roller gains a random effect for up to  1 day. Usable 1/day.  Roll Symbol Effect  1 Beholder +2 on Spot checks  2 Harpy +2 on saves vs. mind effects  3 Ettin On any die roll, if it is Odd, subtract 1. If Even, add 1.  4 Dryad +1 Insight bonus on AC  5 Stirge +2 bonus on Opposed checks  6 Wyvern +4 bonus on one d20 roll of your choice, then effect ends  7 Dragon +2 on Intimidate checks  8 Unicorn *Detect Evil*, at will.  9 Hydra +1 Morale bonus on saves  10 Chimera +2 on Diplomacy checks  11 Kraken +1 bonus on one skill of  your choice  12 Basilisk Heal 10 hp as a Swift Action, then effect ends | — | Misc. | Strong  Univ | 13 | Craft Wondrous Item  Limited Wish | 5,000 | 400 | 10,000 |
| Circlet of the Third Eye | (DR341 p46) | Blue-white metal circlet with a eye symbol in the front.  Warforged only:  On command, the ‘eye’ glows, becomes real, and extends on a 6” eyestalk. The eyestalk can extend up to 10’. Usable for  1 hour per day in 10 minute increments. While active, the wearer receives:  a) –5 Penalty on Hide checks;  b) Darkvision 60’; &  c) *See Invisibility*. | Head | Race – Warforged | Faint  Trans | 4 | Craft Wondrous Item  Alter Self  Darkvision  See Invisibility | 15,000 | 1,200 | 30,000 |
| Disk of Illumination | (DR341 p46) | Sun-shaped disk placed in a Warforged’s chest slot.  Warforged only:  *Daylight* (centered on the Warforged), 3/day with a duration of 1 hour. When in effect, the Warforged receives a +2 Concealment bonus to AC vs. foes who rely on sight. | Neck | Race – Warforged | Mod Evoc | 6 | Craft Wondrous Item  Daylight | 10,000 | 800 | 20,000 |
| Disk of Shadow | (DR341 p47) | Crescent Moon-shaped disk placed in a Warforged’s chest slot.  Warforged only:  *Darkness* (centered on the Warforged), 3/day with a duration of 1 hour. When in effect, the Warforged receives a +2 Concealment bonus to AC vs. foes who rely on sight & a +5 bonus on Hide checks. | Neck | Race – Warforged | Mod Evoc | 6 | Craft Wondrous Item  Darkness | 10,000 | 800 | 20,000 |
| Gauntlet of the Deft Hand | (DR341 p47) | Single gauntlet of metal mesh.  Warforged only:  On command, the gauntlet’s fingers become precision tools, granting the following:  a) +5 Competence bonus on Disable Device, Open Lock, & Craft checks that involve fine detail (such as gemcutting);  b) the hand cannot wield a weapon; &  c) the tools can be used as Exotic Slashing or Piercing melee weapons that do 1d4. | Hand (1) | Race – Warforged | Faint Trans | 4 | Craft Wondrous Item  Alter Self | 3,750 | 300 | 7,500 |
| Gauntlets of Excavation | (DR341 p47) | Two oversized gray iron gauntlets, weighing 8 pounds total.  Warforged only:  On command, the gauntlets become shovels, granting the following:  a) able to displace 10 cubic feet of earth or 2 cubic feet of stone every 10 min;  b) Warforged is treated as having a minimum Strength of 20;  c) looses Dodge bonus to AC  d) –5 penalty to all Dexterity-based skills;  e) treated as Exotic Slashing melee weapons that do 1d4.  Usable 1 hour per day in 10 min increments. | Hands (2) | Race – Warforged | Mod Trans | 5 | Craft Wondrous Item  Alter Self  Soften Earth and Stone | 4,000 | 320 | 8,000 |
| Iron-Toothed Girdle | (DR341 p47) | Two wide gray metal bands that look like teeth where they meet, weighing 10 pounds.  Warforged only:  On command, the bands become a biting maw. This is a Secondary Natural Attack with a 5’ reach, does 3d6 Magical Piercing damage, and has a Critical Threat range of 19–20. It may attack in a Grapple without the normal –4 penalty and automatically hits a Pinned opponent.  Able to make 10 Bite attacks per day. | Waist | Race – Warforged | Mod Trans | 7 | Craft Wondrous Item  Polymorph | 7,500 | 600 | 15,000 |
| Jewels of Dazzling Light | (DR341 p47) | Clusters of multi-hued gemstones places on each forearm.  Warforged only:  +2 Enhancement bonus on Diplomacy checks vs. creatures who can see you.  *Dancing Lights*, 5/day.  *Daze* (DC 10), 5/day.  *Flare* (DC 10), 5/day.  *Color Spray* (DC 11), 3/day.  *Hypnotism* (DC 11), 3/day.  *Rainbow Pattern* (DC 16), 1/day. | Wrists (2) | Race – Warforged | Mod Ill | 7 | Craft Wondrous Item  Color Spray  Dancing Lights  Daze  Flare  Hypnotism  Rainbow Pattern | 8,500 | 680 | 17,000 |
| Scorpion Brand | (DR341 p48) | Metal square imprinted with a stylized scorpion placed in a Warforged’s chest slot.  Warforged only:  Warforged grows an 8’ long barged tail from its back. This is a Secondary Natural weapon with a 10’ reach, does 1d6 points of Magical Piercing damage, plus poison (DC14, 1d6 Dex, 1d6 Dex).  Able to make 10 Sting attacks per day. | Neck | Race – Warforged | Mod Trans | 7 | Craft Wondrous Item  Alter Self  Poison | 8,750 | 700 | 17,500 |
| Spring-Heeled Boots | (DR341 p48) | Pair of leather and iron boots, weighing 4 pounds total.  Warforged only:  On command, the boots extend springs, resulting in the following:  a) +20 bonus on Jump checks with no maximum distance;  b) +15’ movement as long at the ceiling is at least 10’ above the floor;  c) ½ movement if the ceiling is less than 10’ from the floor;  d) on a Reflex save vs. DC 15, the Warforged takes ½ damage from falling;  e) –4 penalty on Balance checks; and  f) looses Dodge bonuses to AC if it does not move at least 10’ in the round.  Usable 10 rounds per day, broken up as desired. | Feet | Race – Warforged | Faint Trans | 4 | Craft Wondrous Item  Alter Self  Jump | 22,750 | 1,820 | 45,500 |
| Stone of Internal Fire | (DR341 p48) | Egg-shaped rust-colored stone placed in a Warforged’s chest slot.  Warforged only:  On command, the Warforged becomes very hot for 5 rounds, with the following results  a) *Fog Cloud*;  b) adjacent creatures take 1d4 Fire damage per round;  c) creatures that touch the Warforged take 2d4 Fore damage; and  d) the Warforged takes 1d4 Fire damage per round & must make a Fortitude save vs. DC 15 or have its possession catch fire.  Able once per day. | Neck | Race – Warforged | Mod Evoc | 6 | Craft Wondrous Item  Fog Cloud  Heat Metal | 5,000 | 400 | 10,000 |
| Battering Ball | (DR341 p64) | 1’ diameter sphere of metal weighing 15 lbs.  On command, the sphere launched itself up to 10’ into a solid object, where is makes a Break Object check at +12, then it flies back to its starting point. This action is repeated each round until the object breaks, the sphere is commanded to stop, or a creature gets in its path. In the case of a creature, the sphere stops before hitting it and returns to its starting location. | — | Misc. | Mod Trans | 9 | Craft Wondrous Item  Telekinesis | 1,000 | 80 | 2,000 |
| Clairaudience Beetle | (DR341 p64) | A Fine-sized Animated Object made to look like a beetle. It has a Fly speed of 10’ with Average maneuverability.  On command, it follows a designated target in a beetle-like manner (and hiding when necessary). During this time, it records up to 1 hour.  A second command ends the recording and calls it back to the owner to listen to the recorded conversation.  A third command erases the conversation, readying it for a new mission. | — | Misc. | Mod Trans | 11 | Craft Wondrous Item  Animate Object | 3,750 | 300 | 7,500 |
| Floating Book | (DR341 p65) | Can be added to any Masterwork Book or Spellbook.  Floats 3’ off the ground in the orientation set by the owner. Unless commanded otherwise, it follows the owner. | — | Misc. | Faint Evoc | 3 | Craft Wondrous Item  Tenser’s Floating Disk | +250 | 20 | +500 |
| Flying Lantern | (DR341 p66) | Rune-covered lantern with stained glass.  Floats at the elevation at which it was released and follows its owner by 5’, up to a speed of 30’. It avoids visible obstacles.  Burns normal oil to produce light. | — | Misc. | Mod Trans | 5 | Craft Wondrous Item  Fly | 800 | 64 | 1,600 |
| Poison-Dart Wasp | (DR341 p66) | A Fine-sized Animated Object made to look like a wasp. It has a Fly speed of 30’ with Good maneuverability.  On command, it attempts to make a Sting attack against a designated target. It has a +3 Melee attack that does 1 Piercing damage, plus any poison that the owner has applied. On a successful attack, the Wasp’s stinger snaps off and it goes inert.  Replacement stingers cost 100 gp. | — | Misc. | Mod Trans | 11 | Craft Wondrous Item  Animate Object | 1,650 | 132 | 3,300 |
| Trick Coin | (DR341 p66) | A silver coin with tiny runes along the edge.  If its owner calls ‘Heads’ or ‘Tails’ while it is in the air, it lands on the corresponding side. If anyone else calls ‘Heads’ or ‘Tails’, it lands on the opposite side.  A creature most have the Trick Coin on his/her person for 24 hours to become the owner. | — | Misc. | Faint Trans | 3 | Craft Wondrous Item  Mage Hand | 175 | 14 | 350 |
| Battle Visor | (DR352 p84) | Mithral visor with eye slits.  Warforged only:  *Greater Arcane Sight*, always on.  *See Invisible*, always on.  Able to see Abjuration effects, along with their specifics (such as the type of energy that a given *Protection from Energy* is attuned to). | Face | Race – Warforged | Mod Div | 5 | Craft Wondrous Item  Greater Arcane Sight  See Invisible | 27,500 | 2,200 | 55,000 |
| Camouflaged Compartment | (DR352 p84) | Warforged only:  10 cubic foot extradimensional space stored within a Warforged chest, torso, or upper leg. Opening is 6” across. The space is warded with *Obscure Object* and *Nystul’s Magic Aura* (no magical aura option). | Chest | Combo  Race – Warforged  Storage | Mod  Abj | 5 | Craft Wondrous Item  Nystul’s Magic Aura  Obscure Object | 6,000 | 480 | 12,000 |
| Figurine of Wondrous Power – Porphyry Snake | (DR355 p067) | Tiny figurine of a winged snake made from purple-red stone.  Becomes a Winged Viper(FR p309) on command for up to 6 hour, usable 2/week.  If slain as a winged viper, it reverts to a statuette. | — | Figurine | Faint Trans | 5 | Craft Wondrous Item  Animate Object  Summon Monster III | 8,000 | 640 | 16,000 |
| Figurine of Wondrous Power – Opal Frog | (DU116 p34) | 1 pound figurine of a frog decorated with opal.  Becomes a Medium-sized Giant Frog on command, activatable up to twice per week for a total of 12 hours per week. It is a CR3 Animal with Poison and Swallow Whole special abilities.  If slain as a frog, it reverts to statuette form for 1 month. | — | Figurine | Mod  Trans | 11 | Craft Wondrous Item  Animate Objects | 5,000 | 400 | 10,000 |
| Arachnid Chassis | (DU150 p42) | Spider-like metal lower torso with legs. Replaces the Warforged’s legs, making it look like a drider. Weighs 50 pounds.  Warforged only:  +30 Enhancement bonus to Movement.  Gain Climb 20’.  When making a Full Round Attack, gain an extra attack at your highest attack bonus that does 1d8 Bludgeoning + Strength modifier (does not stack with *Haste* or any other effect that grants an extra attack) | Feet | Race – Warforged | Mod Trans | 7 | Craft Wondrous Item  Haste  Spider Climb | 15,350 | 1,228 | 30,700 |
| Aureon’s Spellshard | (Eb p265) | A pink crystal with red swirls inside.  Can hold up to 500 pages of Wizard spells | — | Class – Wizard | Mod  Trans | 7 | Craft Wondrous Item  Secret Page | 6,250 | 500 | 12,500 |
| Everbright Lantern | (Eb p265) | Bullseye Lantern with a small pink crystal inside as its light source.  Gives off bright light in a 60’ cone and shadowy illumination in a 120’ cone. | — | Spell Effect | Faint Evoc | 3 | Craft Wondrous Item  Continual Flame | 106 | 8 | 212 |
| Scrying Shard | (Eb p265) | 1 pound pink crystal with red swirls.  May be used as the focus for *Scrying* by any class. | — | Scry | Mod  Div | 7 | Craft Wondrous Item  Scrying | 550 | 44 | 1,100 |
| Frostfell Figurine of Wondrous Power – Basalt Glyptodon | (Frost p109) | 1” basalt statuette of a glyptodont.  Carrying figurine grants Cold Resistance 10.  Becomes a Glyptodon on command (except has DR 5/—) once per week for up to 6 hours per use.  If slain as a glyptodon, it reverts to a statuette. | — | Figurine | Mod Trans | 11 | Craft Wondrous Item  Animate Objects  Stoneskin | 16,000 | 1,280 | 32,000 |
| Frostfell Figurine of Wondrous Power – Coral Zeuglodon | (Frost p110) | 1” coral statuette of a zeuglodon.  Carrying figurine grants Cold Resistance 10.  Becomes a Zeuglodon (except with Swim speed 120’) when thrown into a body of water and command word spoken. Can be used twice per week for up to 4 hours per use.  Returns to owner’s hand when reverting to statuette.  If slain as a zeuglodon, it reverts to a statuette and returns to owner’s hand. | — | Figurine | Mod Trans | 11 | Craft Wondrous Item  Animate Objects | 21,000 | 1,680 | 42,000 |
| Frostfell Figurine of Wondrous Power – Diamond Ice Toad | (Frost p110) | 1” diamond statuette of an ice toad.  Carrying figurine grants Cold Resistance 10.  Becomes an Ice Toad (except transparent & crystalline) twice per week for up to 1 hour per use.  If slain as an ice toad, it reverts to a statuette. | — | Figurine | Mod Trans | 11 | Craft Wondrous Item  Animate Objects  Blur | 16,500 | 1,320 | 33,000 |
| Frostfell Figurine of Wondrous Power – Iron Megaloceros | (Frost p110) | 1” iron statuette of a megaloceros.  Carrying figurine grants Cold Resistance 10.  Becomes a Megaloceros (except with Construct type, Construct traits, d10 HD, 63 HP, DR 5/adamantine, and vulnerable to rust attacks) twice per week for up to 6 hours per use.  If slain as a megaloceros, it reverts to a statuette. | — | Figurine | Mod Trans | 11 | Craft Wondrous Item  Animate Objects | 13,500 | 1,080 | 27,000 |
| Frostfell Figurine of Wondrous Power – Malachite Smilodon | (Frost p110) | 1” malachite statuette of a smilodon.  Carrying figurine grants Cold Resistance 10.  Becomes a Smilodon (except bite critical is 17-20/x3) once per day for up to 2 hours.  If slain as a smilodon, it reverts to statuette form and cannot be used for one full week. | — | Figurine | Mod Trans | 11 | Craft Wondrous Item  Animate Objects  Keen Edge | 18,000 | 1,440 | 36,000 |
| Gloves of the Uldra Servant | (Frost p110) | Pale of blue metal gloves covered in runes and frost.  *Ray of Frost*, usable at will as standard action.  Imbue melee weapon with Frost special ability 3 times per day for 5 rounds per use. | Hands (2) | Combo Spell Effect Offense | Faint Evoc | 5 | Craft Wondrous Item  Frost Weapon  Ray of Frost | 6,350 | 508 | 12,700 |
| Iceheart, Major | (Frost p110) | Fist-sized lump of magic ice surrounded by a 1’ vortex of snow.  Creatures holding a *Major Iceheart* take 1d4+1 Cold damage per round  *Ray of Frost*, usable at will  *Cone of Cold*, 3/day.  *Fog Cloud*, 3/day  *Ice Storm*, 3/day  *Sleet Storm*, 3/day  *Polar Ray*, 1/day.  *Fimbulwinter*, 1/day. This spell is cast automatically each day at sunset, unless owner casts earlier. | — | Spell Effect | Strong Trans | 15 | Craft Wondrous Item  Cone of Cold  Fimbulwinter  Fog Cloud  Ice Storm  Polar Ray  Ray of Frost  Sleet Storm  Creator must be an Uldra or Winterhaunt of Iborighu | 70,000 | 5,600 | 140,000 |
| Iceheart, Minor | (Frost p110) | Fist-sized lump of magic ice.  *Ray of Frost*, usable at will.  *Fog Cloud*, 3/day.  *Sleet Storm*, 3/day. | — | Spell Effect | Faint Evoc | 5 | Craft Wondrous Item  Fog Cloud  Ray of Frost  Sleet Storm  Creator must be an Uldra or Winter-haunt of Iborighu | 12,000 | 960 | 24,000 |
| Instant Igloo | (Frost p111) | Snowball that never melts.  *Leomund’s Tiny Igloo* (except 10’ radius and can contain 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller creatures) that lasts for 16 hours per use.  Once used, it cannot be used again for 8 hours. | — | Lodge | Faint Evoc | 7 | Craft Wondrous Item  Widen Spell  Leomund’s Tiny Igloo | 5,500 | 40 | 11,000 |
| Mantle of Hidden Faith | (Frost p111) | Shields wearer’s faith, alignment, and patron deity from magical detection, but does not aid disguise or bluff regarding faith or beliefs. | Back | Defense | Faint  Abj | 3 | Craft Wondrous Item  Undetectable Alignment | 7,500 | 600 | 15,000 |
| Ring of Floating | (Frost p111) | Crystal ring  When worn, owner floats upon all liquids & cannot swim below surface. Owner rises at speed of 30 feet if put on when underwater. | Finger | Move | Faint Trans | 1 | Forge Ring  Float | 1,000 | 80 | 2,000 |
| Ring of the Icy Soul | (Frost p111) | Ring made of ice that doesn’t melt.  When worn, owner gains Cold subtype, including Cold immunity and Fire vulnerability (take 50% more damage from fire effects). | Finger | Combo  Defense  Misc. | Med Trans | 9 | Forge Ring  Mantle of the Icy Soul | 50,000 | 4,000 | 100,000 |
| Ring of the White Wyrm | (Frost p111) | Ring made from white dragon’s tooth  *Icewalking* (as *Spider Climb*, except only on icy surfaces), at will.  *Freezing Fog* (as *Solid Fog* but also slippery ice as *Grease*; owner immune to *Grease* effect), 2/day.  *Wall of Ice*, 1/day.  Wearer can speak and understand Draconic.  Wearer may transform into a Half-dragon as a Full-Round Action provoking an Attack-of-Opportunity, 1/day for 1 hour. Half-dragon gets:   * +4 natural armor bonus * Gain bite & claw attacks as dragon of wearer’s size * Gain breath weapon dealing 3d6 points of Cold damage in 30-ft cone, Ref DC 16 half, 1/transformation * Cold immunity * +8 Str, +2 Con, +2 Int, +2 Cha * Wearer appears in draconic form | Finger | Combo  Spell Effect  Misc. | Strong  Trans | 13 | Forge Ring  Polymorph  Protection From Elements  Wall of Ice  Solid Fog  Spider Climb  Creator must be a Dragon or Half-dragon | 32,000 | 2,560 | 64,000 |
| Simulacrum Elixir | (Frost p111) | Small vial of clear fluid  When poured over a body part, creates a crude copy as the *simulacrum* spell cast at 13th lvl. The copy’s likeness to the original is crude at best. Vial contains enough fluid for one copy. | — | Spell Effect | Strong  Ill  (shadow) | 13 | Craft Wondrous Item  Simulacrum | 10,500 | 840 | 21,000 |
| Vial of Icy Sheets | (Frost p112) | Vial of clear fluid  One of two effects, each requiring standard action and lasting 5 rounds:   * Pour upon ground, creating ice slick in 10’ radius. All creatures must make Reflex DC 11 or fall. If successful, creatures may move at 1/2 speed; must make new Reflex save each round. * Pour upon an object, covering it in slippery ice. Holder of object must make Reflex DC 11 or drop object. If successful, must make new Reflex save each round.   If swallowed, consumer takes 6d6 Cold dmg (Fort½, DC 20). | — | Spell Effect | Faint  Conj | 1 | Craft Wondrous Item  Ice Slick | 1,000 | 80 | 2,000 |
| Howling Helm | (MM5 p191) | Mithral helmet shaped like a wolf’s head.  *Greater Shout*, 1/day.  Speak as loud as 20 people & able to be heard up to 6 miles, on command. | Head | Offense | Strong Evoc | 15 | Craft Wondrous Item  Ghoust Sound  Greater Shout | 10,000 | 800 | 20,000 |
| Akkabar’s Battleblade Ring | (PGF p122) | *Blade Barrier*, 1/day. When activated, the ring flies off the wearer’s finger to the center of the spell effect. When the spell ends or is dismissed, it flies back to its owner if he/she is within 60’, is still alive, & if there is a clear path between the two. If not, it falls to the ground. | Finger | Spell Effect | Mod  Evoc  [force] | 12 | Forge Ring  Blade Barrier | 12,960 | 1,037 | 25,920 |
| Annulus Conflagros | (PGF p122) | Copper ring inset with topaz & rubies.  Fire Resistance 5.  *Pyrotechnics*, at will.  *Burning Hands*, 3/day.  *Fireball,* 2/day.  *Wall of Fire,* 1/day. | Finger | Spell Effect | Mod  Evoc  [fire] | 6 | Forge Ring  Burning Hands  Fireball  Pyrotechnics  Resist Energy  Wall of Fire | 46,170 | 3,694 | 92,340 |
| Vesharoon’s Binding | (PGF p122) | Pair of rings with a fine silver chain joining them, to be worn on the index & pinky finger of the same hand.  +3 Resistance bonus on saves vs. Necromancy spells.  +2 Resistance bonus on saves vs. the attacks & magic of Undead.  +2 Deflection bonus to AC vs. Undead. | Finger | Save | Faint  Abj | 5 | Forge Ring  Halt Undead | 16,750 | 1,340 | 33,500 |
| Aquamarine of Spell Extending | (PGF p123) | Blue gem set in the center of a gold & silver hourglass  Apply the Metamagic Extend Spell to a  0th – 6th lvl spell, 1/day. | — | Spell Augment | Strong  no school | 17 | Craft Wondrous Item  Extend Spell | 1,850 | 148 | 3,700 |
| Gauntlets of Weaponry Arcane | (PGF p123) | Pair of heavy leather & silver gauntlets.  Any held weapon is treated as ‘silver’ for purposes of overcoming Damage Reduction. | Hands (2) | Offense | Faint  Trans | 3 | Craft Wondrous Item  Magic Weapon | 4,500 | 360 | 9,000 |
| Glove of Taarnahm the Vigilant | (PGF p123) | Single chainmail gauntlet.  Can throw a held melee weapon as if it had the Throwing & Returning weapon features (i.e., becomes a throwing weapon with a range increment of 10’ –and– after being thrown, the weapon returns to the thrower at the start of the next round. It may be caught by its thrower as a Free Action). | Hand (1) | Offense | Mod Trans | 7 | Craft Wondrous Item  Magic Stone  Telekinesis | 5,000 | 400 | 10,000 |
| Instrument of the Winds | (PGF p123) | Masterwork Lute.  By making a Perform (string instrument) check vs. DC 15, *Summon Monster VI* (Large Air Elemental). Usable 1/day. | — | Instrument | Mod Conj | 11 | Craft Wondrous Item  Summon Monster VI | 11,000 | 880 | 22,000 |
| Kiira N’Vaelahr | (PGF p123) | Fist-sized green gem. When touched to the skin, it painlessly embeds itself & cannot be removed unless the wielder is willing or dead.  Automatically records what the wielder sees and hears. These recordings can be “replayed” to the wielder, though their haziness results in a –2 penalty on Spot or Listen checks made on the contents of the recording.  As a Standard Action, the wielder can record in more detail. Only 10 hours total can be stored in this way. The high quality recording does not have any penalties & can include the wielder’s thoughts (if desired).  *Detect Thoughts*, at will. You may communicate telepathically with anyone whose mind you are reading, including the sending of memories stored in the gem.  *Major Image*, 1/day. The image may only be sights & sounds stored in the gem.  +2 Resistance bonus on Will saves.  *Overland Flight*, 1/day. | — | Combo  Saves  Spell Effect | Mod  Div  Ill  Trans | 7 | Craft Wondrous Item  Detect Thoughts  Major Image  Overland Flight | 37,520 | 3,002 | 75,040 |
| Mantle Stone of Vhyridaan | (PGF p123) | Gem that floats around the owner’s head  *Spell Turning* (5 spell levels), 3/day.  Stores three levels of spells. As a Standard Action, the owner can ‘cast’ the spell(s). Once used, the stone is ‘empty’ & can be recharged. | — | Spell Storage | Strong  Abj | 13 | Craft Wondrous Item  Quicken Spell  Imbue with Spell Ability  Spell Turning | 116,280 | 9,302 | 232,560 |
| Najjar’s Cloak of Weaponry | (PGF p123) | White linen cloak trimmed with Displacer Beast fur.  Stores up to 25 pounds of non-living material. Objects must fit under a 6’ long cloak (i.e., no reach weapons that do not bend).  Once per round, one object may be pulled from under the cloak.  Designed for weapons, so the extra-dimensional space cannot be “punctured”. | Back | Storage | Mod  Conj | 9 | Craft Wondrous Item  Leomund’s Secret Chest | 1,250 | 100 | 2,500 |
| Pegasus Helm of Kloeth Ironstar | (PGF p124) | Summon a Celestial Pegasus, for up to three hours, usable twice per day. | Head | Summon | Mod  Conj | 7 | Craft Wondrous Item  Summon Monster IV | 10,080 | 806 | 20,160 |
| Rueha’s Flute | (PGF p124) | Masterwork Flute that seems to be made from a rolled up piece of ‘silver parchment’.  *Light*, on command. The following spells are dispelled within the radius of the *Light* spell: *Acid Fog, Cloudkill, Fog Cloud, Obscuring Mist, Solid Fog,* and *Stinking Cloud*.  With a separate command, the flute unrolls itself into a small spellbook made from silver. The book holds 20 spell level of spells, which are determined when the item is created. Any Wizard who has deciphered the spellbook can study & prepare the spells as if it was his/her own book. | — | Class – Wizard | Faint  Trans | 3 | Craft Wondrous Item  Gust of Wind  Light | 7,500 | 600 | 15,000 |
| Shroudcrown | (PGF p124) | Bronze circlet studded with agates.  Able to Turn Undead as if he/she were a 10th level Cleric.  +2 Resistance bonus on saves vs. spell & spell-like abilities of Undead.  *Hide from Undead*, always on. | Head | Misc. | Mod  Abj | 10 | Craft Wondrous Item  Hide from Undead  Resistance  Creator must be a 10th+ level Cleric | 5,6800 | 4,544 | 113,600 |
| Symrustar’s Choker | (PGF p124) | Ornate necklace that fits snugly around the throat. Designed for a female elf.  While worn, the owner may study spells from the choker as if it were a spell-book. It stores up to 36 spell, but no more than 4 from any level. | Neck | Class – Wizard | Mod  Trans | 7 | Craft Wondrous Item  Secret Page | 7,500 | 600 | 15,000 |
| Tasmia’s Heart | (PGF p124) | High-necked silk bustier decorated with sapphires & other gems.  See underwater 5x as good as usual.  Breath Underwater, on command.  *Freedom of Movement*, always on  Extends the wearer’s life span (i.e., takes longer to die of old age). | Chest | Combo  Breath Under-water  Move | Mod  Trans | 7 | Craft Wondrous Item  Freedom of Movement  Water Breathing  Creator must be 10th+ level | 63,500 | 5,080 | 127,000 |
| Weirdstone | (PGF p124) | Fist-sized piece of glass.  When placed on a flat surface & activated, it rises 3’, glows, & chimes, and blocks the following in a 6 mile radius sphere (no mater if the effect is generated by a spell, spell-like ability, supernatural abilities, psionics, etc.):  - Astral & Ethereal travel  - Divination (scrying) spells  - Conjuration (teleportation) spells  Note that these effects can be targeted from inside the area of effect towards a target outside. | — | Defense | Strong  Abj | 20 | Craft Wondrous Item  Dimensional Lock  Nondetection  Creator must be 20th+ level | 125,000 | 10,000 | 250,000 |
| Ynloeth’s Bracer | (PGF p125) | Single silver bracer, designed for the left arm.  +8 Armor bonus to AC.  Immune to the death effect of the Minor Artifact named ‘The Shattering Swords of Coronal Ynloeth’. | Wrist (1) | AC | Strong  Abj | 16 | Craft Wondrous Item  Mage Armor  Death Ward  Creator must be 16th+ level | 35,000 | 2,800 | 70,000 |
| Burglar’s Vest | (RoE p172) | Vest with cloth patches of various shapes  Each patch can be removed to create one of the items below & has single use.  Create with two each of the following:  Antitoxin Backpack  Bag of Caltrops Chest (empty)  Crowbar Flint & Steel  Grappling Hook Magnifying Glass  Silk Rope (50’) Tanglefoot Bag  Thunderstone Tindertwig (lit)  Masterwork Thieves’ Tools  Smokestick (activated) | Chest | Storage | Mod  Trans | 9 | Craft Wondrous Item  Fabricate | 2,500 | 200 | 5,000 |
| Braid of Dire Shifting | (RoE p173) | Leather headband  Shifter only:  *Enlarge Person* (self only) while shifting. Single use. | Head | Combo  Single Use  Race – Shifter | Mod Trans | 9 | Craft Wondrous Item | 50 | 4 | 100 |
| Braid of Silver | (RoE p173) | Braided silver headband  Shifter only:  Natural weapons treated as ‘silver’ for overcoming Damage Reduction while shifting. Single use. | Head | Combo  Single Use  Race – Shifter | Mod Trans | 9 | Craft Wondrous Item | 75 | 6 | 150 |
| Braid of Spellstrike | (RoE p173) | Headband of braided tree bark  Shifter only:  The Shifter may cast one Divine spell of up to 3rd level that targets himself / herself as a Swift Action. Casting time can be no more than a Standard Action. Single use. | Head | Combo  Single Use  Race – Shifter | Mod Trans | 9 | Craft Wondrous Item | 250 | 20 | 500 |
| Braid of the Dream Path | (RoE p173) | Silk headband  Shifter with the Dreamsight trait only:  Become Ethereal for one round. Single use. | Head | Combo  Single Use  Race – Shifter | Mod Trans | 9 | Craft Wondrous Item | 375 | 30 | 750 |
| Dust of Disturbance | (RoE p173) | Grey-black dust  All creatures within a 10’ radius must make a Will save vs. DC 17 or have the following effects:  a) unable to get restful sleep  b) cannot regain spells  c) Fatigued after the 1st night  d) Exhausted on subsequent nights  Effects are removed by *Remove Curse* or *Dispel Evil*.  Single use. | — | Combo  Single Use  Offense | Mod  Necro | 9 | Craft Wondrous Item  Nightmare | 2,250 | 180 | 4,500 |
| Robe of Professions | (RoE p173) | Robe with embroidered icons  Each icon can be removed to make the robe look like garb from a specific profession, plus gain props (which remain after the effect is dismissed). +5 bonus on Disguise checks.  Create with two each of the following:  Adventurer – travel-stained worn cloths – bedroll & empty backpack  Baker – flour-dusted kitchen garb – basket of fragrant rolls  Beggar – dirty, patched clothes – chipped alms bowl  Blacksmith – soot-stained clothes with leather apron – insulated gloves & tongs  Butler – dress livery – 20gp silver salver  Guard – generic uniform – 5gp whistle  Messenger – modest uniform – rolled-up parchment note with a wax seal  Noble, Female – lace-trimmed dress – fan & bouquet of flowers  Noble, Male – embroidered doublet & hose – hat, 5gp signet ring  Rug Merchant – colorful woven robes – three 50gp rugs on a donkey  Server – homespun shirt and breeches – serving tray with 4 pewter tankers filled with ale | Body | Storage | Mod  Trans | 9 | Craft Wondrous Item  Fabricate | 2,500 | 200 | 5,000 |
| Shifter Clawbracers | (RoE p173) | Leather bracers  Shifter with the Razorclaw trait only:  +1 Enhancement bonus on attack and damage of the wearer’s claw attacks | Wrists (2) | Race – Shifter | Minor  Trans | 5 | Craft Wondrous Item  Alter Self | 2,000 | 160 | 4,000 |
| Talisman of the Twelve Moons | (RoE p173) | Bronzewood brooch  Shifter only:  +1 Caster level while outdoors at night.  +2 Caster levels when casting spells while using the Wild Shape ability. | Neck | Race – Shifter | Mod Trans | 7 | Craft Wondrous Item  Creator must have the Wild Shape ability | 2,250 | 180 | 4,500 |
| Vestment of Many Styles | (RoE p174) | Suit of clothing.  On command, the materials and style of the cloths change, granting a +2 bonus on Disguise checks that can benefit from the right clothing. | Body | Skill | Mod Trans | 9 | Craft Wondrous Item  Creator must be a Changeling | 250 | 20 | 500 |
| Command Circlet | (RoE p176) | Gold circlet  Warforged only:  Wearer may telepathically speak with any and/or all Warforged within 100’ that he/she/it can see as a Free Action.  *Remove Fear*, on up to 10 Warforged within 30’, 1/day. May include the wearer. | Head | Race – Warforged | Faint  Div | 5 | Craft Wondrous Item  Detect Thoughts  Remove Fear | 6,250 | 500 | 12,500 |
| Essence of the Guard | (RoE p176) | Copper Disk placed in a Warforged’s chest slot.  Warforged only:  +5 Competence bonus on Listen & Spot checks. | Neck | Race – Warforged | Faint  Div | 5 | Craft Wondrous Item  Clairaudience / Clairvoyance | 3,125 | 250 | 6,250 |
| Essence of the Guard, Greater | (RoE p176) | Copper Disk placed in a Warforged’s chest slot.  Warforged only:  +15 Competence bonus on Listen & Spot checks. | Neck | Race – Warforged | Faint  Div | 5 | Craft Wondrous Item  Clairaudience / Clairvoyance | 28,125 | 2,250 | 56,250 |
| Essence of the Guard, Improved | (RoE p176) | Copper Disk placed in a Warforged’s chest slot.  Warforged only:  +10 Competence bonus on Listen & Spot checks. | Neck | Race – Warforged | Faint  Div | 5 | Craft Wondrous Item  Clairaudience / Clairvoyance | 12,500 | 1,000 | 25,000 |
| Tracker Mask | (RoE p176) | Silver vented mesh that fits below the eyes.  Warforged only:  Gain the Scent ability. | Face | Race – Warforged | Faint  Div | 5 | Craft Wondrous Item  Owl’s Wisdom | 9,000 | 720 | 18,000 |
| Traction Claws | (RoE p176) | Clawed gauntlets and boots weighing 10 pounds.  Warforged only:  +5 Competence bonus on Climb check to climb a surface (but not a rope).  +5 Competence bonus on Balance checks on slippery surfaces. | Combo  Feet  Hands (2) | Race – Warforged | Faint Trans | 5 | Craft Wondrous Item  Bull’s Strength  Cat’s Grace | 2,000 | 160 | 4,000 |
| Belt of Hidden Pouches | (RotW p173) | Wide belt with 10 concealed pockets.  Each pocket has 2 pockets behind it that are only accessible with a command word, making a total of 30 pockets.  Each pocket may hold up to ½ cubic foot non-living material that weighs no more than 5 pounds. Items placed in the pockets may be no larger than 6” in any dimension.  Items in the pockets weigh 1/10th of their normal weight, so a filled belt weighs 15 pounds.  Items may be added to a pocket as a Move Action that does not provoke an Attack of Opportunity. Removing objects is also a Move Action, but does provoke an Attack of Opportunity. | Waist | Storage | Mod Conj | 9 | Craft Wondrous Item  Leomund’s Secret Chest | 2,500 | 200 | 5,000 |
| Safewing Emblem | (RotW p173) | Small feather token.  If worn or carried by someone who falls at least 5’, the owner automatically grows feathery wings that allow him/her to *Feather Fall* up to 180’ feet.  Single Use. | — | Combo  Single Use  Spell Effect | Faint Trans | 3 | Craft Wondrous Item  Feather Fall | 125 | 10 | 250 |
| Survival Pouch | (RotW p173) | Belt pouch.  Five times per day, any of the following may be pulled out of the pouch as a Standard Action. Each lasts up to 8 hours.  - 1 day’s trail rations for 1 Medium creature.  - 2 gallons of water in a waterskin (the waterskin disappears once emptied).  - 1 tent & 2 bedrolls for Medium creatures.  - 50’ hemp rope (only lasts 4 hours).  - 1 shovel.  - 1 campfire which burns for 8 hours. Up to 8 lit torches can removed from the fire, though each one reduces its burning time by 1 hour.  - Composite Shortbow with a +1 Strength bonus and 20 arrows. One round after the last arrow is shot, the bow disappears.  - 1 mule with bit, bridle, saddle, & saddlebags. The tack disappears if removed from the mule. | — | Storage | Mod  Conj | 9 | Craft Wondrous Item  Major Creation  Mount | 2,500 | 200 | 5,000 |
| Ashworm Pellet | (Sand p132) | 1” spherical bead of volcanic scoria  Becomes an Ashworm 1 round after pellet thrown on ground. If pellet *disintegrated* or dealt 50 hp damage, then no Ashworm. The Ashworm remains for 10 mins or until slain.  Single use. | — | Combo  Single Use  Summon | Strong  Conj | 13 | Craft Wondrous Item  Summon Nature’s Ally VII | 3,413 | 273 | 6,825 |
| Bottle of Endless Sand | (Sand p132) | Opaque glass bottle.  Upon command while uncorked, dusty sand pours out. Amount of sand depends on command word used:   * “Heap”: 1 cu. ft. /round * “Dune”: 20 cu. ft. pile at 5 cu. ft. /round * “Sandblast”: Target dealt 1d6 damage per round until command word spoken again. Wielder must make Strength DC 12 or knocked prone. | — | Misc. | Mod  Conj | 9 | Craft Wondrous Item  Blast of Sand | 10,800 | 864 | 21,600 |
| Ring of Blazing Sun | (Sand p132) | Ring made of polished fire opal.  Wearer gains Fire subtype while wearing ring. | Finger | Combo  Defense  Misc. | Strong  Trans | 15 | Forge Ring  Mantle of the Fiery Spirit | 67,500 | 5,400 | 135,000 |
| Ring of Sandform | (Sand p132) | Sandstone ring.  *Sandform*, up to 10 minutes/day. Wearer may split time as desired. | Finger | Spell Effect | Mod  Trans | 10 | Forge Ring  Sandform | 12,000 | 960 | 24,000 |
| Ring of Sandstriding | (Sand p132) | Brass ring shaped like a coiled rattlesnake.  Wearer gains Feat: Sandskimmer | Finger | Feat | Faint  Trans | 3 | Forge Ring  Sandskimmer –or– innate ability to move easily through sand | 2,500 | 200 | 5,000 |
| Burnoose of 1,001 Thorns | (Sand p133) | Ordinary-looking black desert robe.  *Skin of the Cactus*, 1/day. | Body | Spell Effect | Mod  Abj | 7 | Craft Wondrous Item  Skin of the Cactus | 5,040 | 404 | 10,080 |
| Burnoose of Moonless Nights | (Sand p133) | Ordinary-looking black desert robe.  ‘Total Concealment” for 10 rounds, 3/day. Does not work in bright light. | Body | Defense | Mod  Ill | 10 | Craft Wondrous Item  Greater Invisibility | 16,500 | 1,320 | 33,000 |
| Cape of the Wastes | (Sand p133) | Cape made of sand.  Wearer does not need to make Constitution checks or Fortitude saves to resist natural  heat or cold.  Wearer gains Feat: Sand Camouflage while wearing the cape. | Back | Combo  Defense  Feat | Faint  Abj | 5 | Craft Wondrous Item  Sand Camouflage  Endure Elements | 15,000 | 1,200 | 30,000 |
| Cloak of Garden Shade | (Sand p133) | Deep green cloak.  *Cloak of the Shade*, always on. | Back | Spell Effect | Faint  Abj | 5 | Craft Wondrous Item  Cloak of the Shade | 5,000 | 400 | 10,000 |
| Cloak of Sandswimming | (Sand p133) | Red satin cloak  +2 Enhancement bonus to Natural Armor.  May sandswim through sand and other loose soil. Swim at base land speed while wearing light armor or carrying a light load. Sandswim speed is 5 ft while wearing heavier armor or carrying medium load. Cannot sandswim while carrying a heavy load. May breathe normally while sandswimming. | Back | Combo  AC  Move  Breath Under-Sand | Faint  Trans | 3 | Craft Wondrous Item  Barkskin  Creator must be an Asherati | 7,500 | 600 | 15,000 |
| Figurine of Wondrous Power – Gold Beetle | (Sand p133) | 1” statuette of a gold beetle.  Becomes a Giant Stag Beetle on command,  for up to 24 hours per week, split as desired. It has Intelligence 6, understands Common and Terran, moves normally across any  waste terrain, and is treated as Magical Beast.  If slain as a beetle, it returns to a statuette. | — | Figurine | Mod  Trans | 11 | Craft Wondrous Item  Animate Objects  Levitate | 5,750 | 460 | 11,500 |
| Figurine of Wondrous Power – Ivory Camel | (Sand p133) | 1” statuette of an ivory camel.  Becomes a Dromedary Camel on command, for up to 12 hours per week, split as desired. It has Intelligence 8, can speak Common, gets +4 on saves to resist heat and dehydration, and is unaffected by sun glare.  If slain as a camel, it returns to a statuette. | — | Figurine | Mod  Trans | 11 | Craft Wondrous Item  Animate Objects | 4,250 | 340 | 8,500 |
| Folding Sand Vessel | (Sand p133) | Wooden box, 12” long, 6” wide, & 6” deep.  On command, box unfolds to either a Sand Skiff or a Sand Schooner or returns to box-shape. Unfolding to a Sand Skiff or back to box-shape takes 1 round. Unfolding to a Sand Schooner or back to box-shape takes  5 rounds. | — | Move | Strong  Trans | 15 | Craft Wondrous Item  Polymorph Any Object  Creator must have 5+ ranks in Craft (shipbuilding) | 50,000 | 4,000 | 100,000 |
| Glass of Distance | (Sand p133) | Spyglass capable of viewing up to 10 miles away.  On command, user can teleport self to a square adjacent to an object or creature seen. When reversed, the user can teleport an adjacent creature or object and others in physical contact up to 10 miles away. This item can be used to teleport a creature only once per day. | — | Teleport | Mod  Conj  Div | 9 | Craft Wondrous Item  Teleport  Scrying | 26,100 | 2,088 | 52,200 |
| Glove of Choking Sands | (Sand p134) | Simple leather glove.  *Choking Sands*, 1/day | Hand (1) | Spell Effect | Mod  Necro | 9 | Craft Wondrous Item  Choking Sands | 8,100 | 648 | 16,200 |
| Gloves of Sand Shaping | (Sand p134) | Pair of Lizardskin gloves.  Wearer may shape sand as if the wearer possessed the Sand domain granted power. | Hands (2) | Misc. | Mod  Trans | 10 | Craft Wondrous Item  Creator must have access to the Sand domain | 7,500 | 600 | 15,000 |
| Goggles of the Desert | (Sand p134) | Goggles with all-black lenses, except for thin strip over eyes.  Immune to glare.  +4 on saves vs. dazzling effects.  Wearer may see in dust storms 60’ without penalty. | Face | Combo  Save  Vision | Faint  Trans | 3 | Craft Wondrous Item  Cloak of Shade  Darkvision | 8,400 | 2,592 | 64,800 |
| Jug of Whirlwinds | (Sand p134) | Beaten silver amphora with runes of protection.  *Whirlwind*, 1/day when bottle uncorked, for 15 rounds or until dismissed. | — | Spell Effect | Strong  Evoc | 15 | Craft Wondrous Item  Whirlwind | 8,400 | 2,592 | 64,800 |
| Lamp of Stars | (Sand p134) | Ordinary oil lamp decorated with stars.  Lamp bearer may replace lamp flame with starlight upon command 1/day. Starlight sheds blue-white light in 30’ radius and shadowy light for additional 30’. Creatures with low-light see three times as far in starlight. Starlight lasts for 6 hours or until lamp runs out of oil. | — | Vision | Faint  Evoc | 3 | Craft Wondrous Item  Light | 550 | 44 | 1,100 |
| Lens of the Desert | (Sand p134) | Magnifying glass with gold frame and sunburst motif.  On command, lens produces single *Sunbeam*. Usable 3/day. | — | Spell Effect | Strong  Evoc | 13 | Craft Wondrous Item  Sunbeam | 33,000 | 2,640 | 66,000 |
| Mask of Sweet Air | (Sand p134) | Clear crystal mask covering lower face  Wearer may breathe freely in fouled air without risk of suffocation.  Immune to airborne stench and poison attacks  *Water Breathing*, always on | Face | Combo  Defense  Breath Under-water | Mod  Abj  Conj  Trans | 7 | Craft Wondrous Item  Freedom of Breath  Neutralize Poison  Water Breathing | 73,500 | 5,880 | 147,000 |
| Opal of Tunneling | (Sand p134) | Black opal bead the size of a large pearl  When thrown, bead melts a tunnel 10’ wide and up to 30’ long. Edges glow with heat, dealing 1d6 points of Fire damage per round of contact for 1 minute. Only usable on rock or similar material. Creatures within bead’s 10’ diameter area of effect take 2d6 Fire damage.  Single use. | — | Combo  Move  Offense  Single Use | Strong  Conj  Trans | 13 | Craft Wondrous Item  Disintegrate  Wall of Magma | 3,175 | 490 | 6,350 |
| Personal Oasis | (Sand p134) | Once per day, blanket becomes camp with 5’-by-10’ tent, campfire that never needs fuel, enough dates to sustain a person for one day, and gallon of cool water. Otherwise functions as *Leomund’s Tiny Hut*. | — | Lodge | Faint  Conj  Evoc | 5 | Craft Wondrous Item  Create Food and Water  Leomund’s Tiny Hut  Produce Flame | 9,300 | 744 | 18,600 |
| Portable Fountain | (Sand p134) | Jade chrysanthemum.  When placed on ground and commanded, becomes 5’ square fountain producing 10 gallons of water. Usable 1/day. Reverts to portable form when all water removed. | — | Food | Faint  Conj | 5 | Craft Wondrous Item  Create Water | 900 | 72 | 1,800 |
| Portable Shade | (Sand p135) | 3’ diameter circle of black silk, folded to size of handkerchief  When unfolded, hovers over user’s head and follows user at 30’ per round. Provides all the benefits of a parasol, but leaves user’s hands free. | — | Misc. | Faint  Evoc | 1 | Craft Wondrous Item  Tenser’s Floating Disk | 1,000 | 80 | 2,000 |
| Replenishing Skin | (Sand p135) | Camel hide waterskin  Whenever the skin becomes empty, slowly refills with water over 1d4 hours. | — | Food | Faint  Conj | 1 | Craft Wondrous Item  Create Water | 500 | 40 | 1,000 |
| Sand Painting – Mandala of Peace | (Sand p135) | Conical bottle with swirling rainbow sand  User may pour sand to produce *Lesser Globe of Invulnerability* and *Silence* in 10’ radius. Pouring the sand is a Full-Round Action that provokes AoO and requires a Craft (painting or sculpture) check vs. DC 15. The *Lesser Globe of Invulnerability* lasts for 12 rounds, the *Silence* lasts for 12 minutes.  Single use. | — | Combo  Single Use  Spell Effect | Strong  Abj  Ill | 12 | Craft Wondrous Item  Lesser Globe of Invulnerability  Silence | 1,440 | 116 | 2,880 |
| Sand Painting – Traveler’s Oasis | (Sand p135) | Spherical bottle with blue and green sand.  User may pour sand to create 400 sq. ft. shaded oasis with enough water and dates for 36 Medium-sized creatures or 12 Large creatures. Pouring the sand takes 5 minutes and requires a DC 15 Craft (painting or sculpture) check. The Oasis lasts 24 hours.  Single use. | — | Combo  Food  Lodge  Single Use | Strong  Conj | 12 | Craft Wondrous Item  Create Food and Water  Major Creation | 2,000 | 160 | 4,000 |
| Sandals of Shifting Sands | (Sand p135) | Wearer may travel across sand and sand crust at normal speed without breaking sand crust or leaving tracks.  Cooled as if protected by *Endure Elements* | Feet | Combo  Move  Defense | Faint  Abj  Trans | 5 | Craft Wondrous Item  Cat’s Grace  Endure Elements  Pass Without Trace | 1,250 | 100 | 2,500 |
| Slashing Sand | (Sand p135) | Handful of dark sand in a small sack  When flung to the ground, 200 sq. ft. covered with obsidian *Spike Stones* effect for 10 hrs.  Single use. | — | Combo  Single Use  Spell Effect | Mod  Trans | 10 | Craft Wondrous Item  Spike Stones | 1,000 | 80 | 2,000 |
| Thirsty Sand | (Sand p135) | Vial of gritty ash, usually 1,000 grains per vial.  When sprinkled on water, each grain absorbs 1 gallon of water and becomes 1’ cube weighing 24 lbs. An area of water-laden *Thirsty Sand* is a mud bog, counts as difficult terrain, and increases Tumble check DCs by 2.  Upon command, cubes release absorbed water. If the water is not released within 4 hours, it cannot be released and cubes dry into sandy soil. Releasing 10,000 gallons or more simultaneously produces *Flashflood* effect for 1 round / 10,000 gallons. Sand cannot be reused after water is released. | — | Misc. | Mod  Trans | 9 | Craft Wondrous Item  Control Water  Transmute Rock to Mud | 1,500 | 120 | 3,000 |
| Tovar’s Instant Well | (Sand p135) | 1’ copper pipe  When set in ground and commanded, transforms into a well. The lower end of the pipe digs into the ground until it finds available water; the user may have to wait several minutes until water is found. | — | Food | Strong  Trans  Div | 15 | Craft Wondrous Item  Locate Water  Polymorph Any Object | 11,750 | 940 | 23,500 |
| Veil of Allure | (Sand p135) | +2 DC of all Enchantment spells and Charisma-based supernatural abilities | Face | Offense | Faint  Ench | 5 | Craft Wondrous Item  Eagle’s Splendor | 7,000 | 560 | 14,000 |
| Waterskin of Deluge | (Sand p135) | *Flashflood*, 1/week.  If destroyed, releases *Flashflood* in direction from which destroying damage came. | — | Spell Effect | Strong  Conj | 15 | Craft Wondrous Item  Flashflood | 6,175 | 494 | 12,350 |
| Ring of Landwalking | (Storm p130) | Brass ring with fishscale pattern.  Aquatic Humanoid or Monstrous Humanoid wearers gain legs & feet, lose their swim speed, and gain land speed of 30’.  *Air Breathing*, always on. | Finger | Combo  Move  Spell Effect  Breath Air | Strong  Trans | 5 | Forge Ring  Air Breathing  Fins to Feet | 5,000 | 400 | 10,000 |
| Ring of the Four Winds | (Storm p130) | +2 Deflection bonus to AC.  *Feather Fall*, at will  *Stormrunner’s Ward*, 3/day. | Finger | Combo  Defense  Spell Effect | Mod  Abj  Evoc [air]  Trans | 3 | Forge Ring  Feather Fall  Mage Armor  Stormrunner’s Ward | 10,000 | 800 | 20,000 |
| Ring of the Vortex | (Storm p130) | Platinum ring with aquamarine  On command, wearer becomes a vortex like that created by a Huge Water Elemental. While in vortex form, the wearer does not need to breathe, has swim speed of 120’, no land speed, and cannot leave the water. As long as in vortex form, the wearer does not threaten the area around, does not provoke AoO for moving and can take no actions other than moving. The wearer may remain in vortex form for 10 rounds /day. The time may be split as desired. | Finger | Misc. | Strong  Trans | 15 | Forge Ring  Control Water  Shapechange | 22,000 | 1,760 | 44,000 |
| Admiral’s Bicorn | (Storm p131) | +5 bonus on Profession (sailor) checks.  +5 bonus on all Charisma-based checks, including Leadership.  Can be heard by anyone within 100 ft; range of all class features & effects depending on hearing the wearer increased to 100 ft.  +2 Morale bonus to attack rolls, saves, and skill checks for wearer and allies within sound of wearer’s voice. | Head | Combo  Skill  Save  Offense | Strong  Conj | 10 | Craft Wondrous Item  Eagle’s Splendor  Heroism  Owl’s Wisdom  Ventriloquism | 25,500 | 2,040 | 51,000 |
| Bag of Teeth | (Storm p131) | Small fishskin sack of piranha teeth.  By pouring teeth into a body of water, teeth become Piranha Swarm (Storm p162). The Swarm attacks closest living creature in the water. User has no control over swarm. If no creatures around, swarm remains where it was summoned. Swarm lasts for 10 minutes  Single use. | — | Combo  Single Use  Summon | Strong  Conj | 13 | Craft Wondrous Item  Summon Swarm | 1,000 | 80 | 2,000 |
| Captain’s Lantern | (Storm p131) | Brass & greenglass lantern  *Alarm*, continuous over whole ship. Captain may turn *Alarm* on or off on command.  Captain may touch coin to lantern to create token. Token bearers do not set off *Alarm*. Captain may deactivate any existing tokens on command no matter their location. Tokens radiate very minor abjuration effect. | — | Spell Effect | Faint  Abj | 3 | Craft Wondrous Item  Alarm | 6,000 | 480 | 12,000 |
| Everfull Sails | (Storm p131) | Sky-blue canvas sails with silver flecking  Sails always filled with enough wind to drive ship at full speed. Sails ignore all contrary winds. Sail’s wind stops only when sails are furled. A ship using *Everfull Sails* requires a separate set per mast or the magic does not function. | — | Ship | Mod  Evoc [air] | 3 | Craft Wondrous Item  Gust of Wind | 6,000 | 480 | 12,000 |
| Figurine of Wondrous Power – Pearlsteel Turtle | (Storm p131) | Statuette of sea turtle about the size of a human hand.  Becomes a Huge-sized Giant Turtle. It serves only as a transport and will not obey orders to attack, although it will defend itself if attacked. The turtle understands Common, has a land speed of 20 ft., swim 30 ft., AC 25, and 87 hp; the rest of its information can be found on p131-132. The turtle can be harnessed to pull boat at ½ swim speed. Riding on the turtle’s back requires a DC 20 Ride check each minute. The turtle may be used 3/week, for up to 6 hours / use.  If slain as a turtle, it returns to statuette form. | — | Figurine | Mod  Trans | 11 | Craft Wondrous Item  Animate Objects | 5,000 | 400 | 10,000 |
| Finned Gauntlets | (Storm p132) | Pair of sharkskin gauntlets with fins.  Gain Swim speed 30 ft.  +8 Competence bonus on Swim checks to perform special action or avoid hazard.  Wearer may ‘Take 10’ on Swim checks, even when distracted or endangered and can use the run action while swimming. | Hands (2) | Combo  Move  Skill | Faint  Trans | 5 | Craft Wondrous Item  Alter Self | 5,000 | 400 | 10,000 |
| Living Figurehead – Dragon Head, Black | (Storm p132) | Carved figurehead shaped like a Black Dragon’s head.  On command of the ship’s master, the carving animates as Large construct shaped like the head of a Black Dragon. The construct obeys the ship’s master, may communicate telepathically with the ship’s master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC's dependent on Con.  The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 80’ line of acid (10d4 Acid damage, Ref DC 13 for ½), Hardness 5, Acid Immunity (also applies to the ship), Int 12, Wis 13, Cha 12.  The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined. | — | Ship | Strong  Trans | 15 | Craft Wondrous Item  Animate Objects  Protection From Energy  Acid Fog –or– Water to Acid | 20,000 | 1,600 | 40,000 |
| Living Figurehead – Dragon Head, Blue | (Storm p132) | Carved figurehead shaped like a Blue Dragon’s head.  On command of the ship’s master, the carving animates as Large construct shaped like the head of a Blue Dragon. The construct obeys the ship’s master, may communicate telepathically with the ship’s master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC’s dependent on Con.  The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 40’ cone of lightning (10d8 Electricity damage, Ref DC 14 for ½), Hardness 5, Electricity Immunity (also applies to the ship), Int 14, Wis 15, Cha 14.  The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined. | — | Ship | Strong  Trans | 15 | Craft Wondrous Item  Animate Objects  Protection From Energy  Lightning Bolt | 24,000 | 1,920 | 48,000 |
| Living Figurehead – Dragon Head, Brass | (Storm p132) | Carved figurehead shaped like a Brass Dragon’s head.  On command of the ship’s master, the carving animates as Large construct shaped like the head of a Brass Dragon. The construct obeys the ship’s master, may communicate telepathically with the ship’s master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC’s dependent on Con.  The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 80’ line of fire (10d6 Fire damage, Ref DC 14 for ½), Hardness 5, Fire Immunity (also applies to the ship), Int 14, Wis 15, Cha 14.  The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined. | — | Ship | Strong  Trans | 15 | Craft Wondrous Item  Animate Objects  Protection From Energy  Fireball –or– Scorching Ray | 22,000 | 1,760 | 44,000 |
| Living Figurehead – Dragon Head, Bronze | (Storm p132) | Carved figurehead shaped like a Bronze Dragon’s head.  On command of the ship’s master, the carving animates as Large construct shaped like the head of a Bronze Dragon. The construct obeys the ship’s master, may communicate telepathically with the ship’s master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC’s dependent on Con.  The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 80’ line of lightning (10d6 Electricity damage, Ref DC 16 for ½), Hardness 5, Electricity Immunity (also applies to the ship), Int 18, Wis 19, Cha 18.  The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined. | — | Ship | Strong  Trans | 15 | Craft Wondrous Item  Animate Objects  Protection From Energy  Lightning Bolt | 24,000 | 1,920 | 48,000 |
| Living Figurehead – Dragon Head, Copper | (Storm p132) | Carved figurehead shaped like a Copper Dragon’s head.  On command of the ship’s master, the carving animates as Large construct shaped like the head of a Copper Dragon. The construct obeys the ship’s master, may communicate telepathically with the ship’s master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC’s dependent on Con.  The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 80’ line of acid (10d4 Acid damage, Ref DC 15 for ½), Hardness 5, Acid Immunity (also applies to the ship), Int 16, Wis 17, Cha 16.  The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined. | — | Ship | Strong  Trans | 15 | Craft Wondrous Item  Animate Objects  Protection From Energy  Acid Fog –or– Water to Acid | 22,000 | 1,760 | 44,000 |
| Living Figurehead – Dragon Head, Gold | (Storm p132) | Carved figurehead shaped like a Gold Dragon’s head.  On command of the ship’s master, the carving animates as Large construct shaped like the head of a Gold Dragon. The construct obeys the ship’s master, may communicate telepathically with the ship’s master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC’s dependent on Con.  The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 40’ cone of fire (10d10 Fire damage, Ref DC 16 for ½), Hardness 5, Fire Immunity (also applies to the ship), Int 18, Wis 19, Cha 18.  The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined. | — | Ship | Strong  Trans | 15 | Craft Wondrous Item  Animate Objects  Protection From Energy  Fireball –or– Scorching Ray | 28,000 | 2,240 | 56,000 |
| Living Figurehead – Dragon Head, Green | (Storm p132) | Carved figurehead shaped like a Green Dragon’s head.  On command of the ship’s master, the carving animates as Large construct shaped like the head of a Green Dragon. The construct obeys the ship’s master, may communicate telepathically with the ship’s master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC’s dependent on Con.  The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 40’ cone of corrosive gas (10d6 Acid damage, Ref DC 14 for ½), Hardness 5, Acid Immunity (also applies to the ship), Int 14, Wis 15, Cha 14.  The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined. | — | Ship | Strong  Trans | 15 | Craft Wondrous Item  Animate Objects  Protection From Energy  Acid Fog –or– Water to Acid | 22,000 | 1,760 | 44,000 |
| Living Figurehead – Dragon Head, Red | (Storm p132) | Carved figurehead shaped like a Red Dragon’s head.  On command of the ship’s master, the carving animates as Large construct shaped like the head of a Red Dragon. The construct obeys the ship’s master, may communicate telepathically with the ship’s master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC’s dependent on Con.  The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 40’ cone of fire (10d10 Fire damage, Ref DC 14 for ½), Hardness 5, Fire Immunity (also applies to the ship), Int 14, Wis 15, Cha 14.  The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined. | — | Ship | Strong  Trans | 15 | Craft Wondrous Item  Animate Objects  Protection From Energy  Fireball –or– Scorching Ray | 26,000 | 2,080 | 52,000 |
| Living Figurehead – Dragon Head, Silver | (Storm p132) | Carved figurehead shaped like a Silver Dragon’s head.  On command of the ship’s master, the carving animates as Large construct shaped like the head of a Silver Dragon. The construct obeys the ship’s master, may communicate telepathically with the ship’s master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC’s dependent on Con.  The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 40’ cone of cold (10d8 Cold damage, Ref DC 16 for ½), Hardness 5, Cold Immunity (also applies to the ship), Int 18, Wis 19, Cha 18.  The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined. | — | Ship | Strong  Trans | 15 | Craft Wondrous Item  Animate Objects  Protection From Energy  Cone of Cold | 26,000 | 2,080 | 52,000 |
| Living Figurehead – Dragon Head, White | (Storm p132) | Carved figurehead shaped like a White Dragon’s head.  On command of the ship’s master, the carving animates as Large construct shaped like the head of a White Dragon. The construct obeys the ship’s master, may communicate telepathically with the ship’s master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC’s dependent on Con.  The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 40’ cone line of cold (10d4 Cold damage, Ref DC 12 for ½), Hardness 5, Cold Immunity (also applies to the ship), Int 8, Wis 10, Cha 11.  The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined. | — | Ship | Strong  Trans | 15 | Craft Wondrous Item  Animate Objects  Protection From Energy  Cone of Cold | 20,000 | 1,600 | 40,000 |
| Living Figurehead – Ebony Porpoise | (Storm p133) | Carved figurehead shaped out of ebony in shape of a porpoise  On command of the ship’s master, the carving animates as Large construct shaped like the head of a porpoise. The construct obeys the ship’s master, may communicate telepathically with the ship’s master if the master is within 100 ft., and speaks Common. The figurehead uses its Cha modifier for any save DC’s dependent on Con. The animated figurehead is otherwise a Large animated object.  The animated figurehead can allow the ship to move at double normal speed 3/week for up to 6 hours / use. If the ship is becalmed, the figurehead can instead move the ship as though propelled by a strong wind.  The animated figurehead can lift the ship over reefs and other aquatic obstacles so the keel is 10’ above the water. This ability may be used 15 rounds per day, split as desired.  If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined. | — | Ship | Strong  Trans | 15 | Craft Wondrous Item  Levitate  Quickswim | 50,000 | 4,000 | 100,000 |
| Living Figurehead – Golden Shedu | (Storm p133) | Carved mahogany figurehead overlaid with gold shaped out like the forequarters of a shedu.  On command of the ship’s master, the carving animates as Large construct shaped like the forequarters of a Shedu. The construct obeys the ship’s master, may communicate telepathically with the ship’s master if the master is within 100 ft., and speaks Common. The figurehead uses its Cha modifier for any save DC’s dependent on Con. The animated figurehead has Cha 16 and is otherwise a Large animated object  Twice per week, for up to 1 hour / use, the animated figurehead can grant the ship fly speed 60’ (poor).  The animated figurehead can shift the ship and its crew to the Ethereal Plane as the *Etherealness* spell for up to 10 minutes / week, split as desired.  If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined. | — | Ship | Strong  Trans | 17 | Craft Wondrous Item  Etherealness  Fly | 50,000 | 4,000 | 100,000 |
| Living Figurehead – Purpleheart Kraken | (Storm p133) | Carved amaranth figurehead shaped like a smaller-than-life kraken.  On command of the ship’s master, the carving animates as Large construct shaped like a kraken. The construct obeys the ship’s master, may communicate telepathically with the ship’s master if the master is within 100 ft., and speaks Common. The figurehead uses its Cha modifier for any save DC’s dependent on Con. The animated figurehead is a Large animated object, except it has 8 slam attacks, each dealing 1d8+3 damage, 30 ft. reach, Improved Grab, and Constrict. The figurehead may grab creatures of Large or smaller and can hold multiple Small or smaller creatures.  When animated, the figurehead may grab opponents or enemy ships. The ship’s master gains +8 on Profession (sailor) checks to start a ship-to-ship grapple.  The animated figurehead can *Control Winds* at 15th caster lvl once/ week for up to 10 minutes/ use.  If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined. | — | Ship | Strong  Trans | 15 | Craft Wondrous Item  Animate Objects  Control Winds  Entangle | 22,500 | 1,800 | 45,000 |
| Oars of Speed | (Storm p133) | Pair of lightweight oars.  +10’ Enhancement bonus to speed when used to propel rowboat. All of the vessel’s oars must be *Oars of Speed* to get the bonus. | — | Ship | Faint  Trans | 5 | Craft Wondrous Item  Quickswim  Creator must have 5+ ranks Craft (boatbuilding) | 1, 250 | 100 | 2,500 |
| Planar Helm | (Storm p134) | Ship’s wheel made of silver and ebony.  *Planar Navigation*, on command 2/ day. | — | Ship | Strong  Conj | 13 | Craft Wondrous Item  Planar Navigation | 32,760 | 2,621 | 65,520 |
| Sails of Displacement, Minor | (Storm p134) | Sails of misty material with blurry edges.  Opponents suffer 20% miss chance in ship-to-ship attacks made against a ship with these sails. | — | Ship | Mod  Ill | 5 | Craft Wondrous Item  Displacement | 60,000 | 4,800 | 120,000 |
| Sea Steed’s Bridle | (Storm p134) | Bridle of leather with silver and shells.  Transforms land Animal or Magical Beast mount into aquatic form. Functions like *Steed of the Seas* spell, except mount does not need to be paladin’s special mount. Bridle fits any size mount. | — | Creature | Mod  Trans | 8 | Craft Wondrous Item  Steed of the Seas | 14,400 | 1,152 | 28,800 |
| Secure Lines | (Storm p134) | 50-ft. rope, weighing 2x normal rope.  As rope, except Hardness 2, 5 hp, Str DC 25 to burst.  When used as rigging, ropes give designated crew member(s) a +5 Enhancement bonus on Balance and Climb checks made on the ropes. If designated crew fall from rigging, ropes grab and gently set down on deck. Captain designates or undesignates on command. | — | Ship | Mod  Conj  Trans | 9 | Craft Wondrous Item  Animate Rope  Fabricate | 5,400 | 432 | 10,800 |
| Sovereign Sealant | (Storm p134) | Drum of thick colorless spread.  One container or ship of size Huge or two hull sections of larger ships gains +2 Hardness and becomes waterproof. Treated ships can lose one more section than normal before sinking. | — | Ship | Faint  Trans | 5 | Craft Wondrous Item  Minor Creation | 4,000 | 320 | 8,000 |
| Stormrider Cloak | (Storm p134) | *Fly*, 3/day for 5 minutes per use.  Electricity Resistance 10. | Back | Combo  Spell Effect  Defense | Mod  Abj  Trans | 5 | Craft Wondrous Item  Fly  Resist Energy | 15,000 | 1,200 | 30,000 |
| Water Wheels | (Storm p134) | Four wheels that, when equipped, allow land vehicle to float in water. Vehicle must be propelled through other means, such as rowing, sails, or magic. | — | Ship | Faint  Trans | 5 | Craft Wondrous Item  Wave Blessing | 5,000 | 400 | 10,000 |
| Wind Pipe | (Storm p134) | 2 ft brass tube, with threads for extending the pipe with regular tubing.  On command, pipe will send moderate wind through tube. One end of the pipe must be surrounded by air. If the exhaust end has no where for the air to go, the pipe provides magical circulation. | — | Misc. | Mod  Evoc | 10 | Craft Wondrous Item  Favorable Wind | 3,500 | 280 | 7,000 |
| Uskura | (Und p140) | Crystal  *Unseen Servant* except it has a Strength of 6, moves at a speed of 30’, and can be activated a total of 100 minutes per day. | — | Spell Effect | Mod  Conj | 10 | Craft Wondrous Item  Unseen Servant | 18,000 | 1,440 | 36,000 |
| Braincap | (Und p151) | Metal cap  +4 Resistance bonus on saves vs. Enchantment spells & effects.  Immune to psionic *Mind Blast* attacks | Head | Combo  Saves  Defense | Mod  Abj | 12 | Craft Wondrous Item  Spell Immunity | 11,000 | 880 | 22,000 |
| Antivenom Ring | (Und p71) | After wearing the ring for 1 continuous week, the wearer receives the following:  a) Immunity to all natural poisons;  b) +5 Resistance bonus on saves vs. magic and supernatural poisons. | Finger | Save | Mod  Conj | 7 | Forge Ring  Neutralize Poison | 30,000 | 2,400 | 60,000 |
| Enslavement Rings | (Und p71) | Matched set of 1 Master Ring and 5 Servant Rings  Master Ring – *Detect Thoughts*, at will on anyone wearing a matched Servant Ring.  Servant Ring – Cannot be removed without a *Remove Curse*, the wearer is not allowed a save vs. its Master Ring’s *Detect Thoughts* ability, –10 penalty vs. Divination spells, and when the ring is first put on (and each 10 days after), the wearer is affected by *Dominate Person* with the controller being the Master Ring wearer. | Finger | Misc. | Mod  Ench | 10 | Forge Ring  Bestow Curse  Detect Thoughts  Dominate Person | 60,000 | 4,800 | 120,000 |
| Frugal Antivenom Ring | (Und p71) | *Neutralize Poison* (self only), 1/day. | Finger | Spell Effect | Mod  Conj | 7 | Forge Ring  Neutralize Poison | 5,000 | 400 | 10,000 |
| Ring of Detect Thoughts | (Und p71) | *Detect Thoughts*, on command. | Finger | Spell Effect | Faint  Div | 3 | Forge Ring  Detect Thoughts | 5,400 | 432 | 10,800 |
| Antimagic Torc | (Und p73) | *Antimagic Field*, 1/day. | Neck | Spell Effect | Mod  Abj | 11 | Craft Wondrous Item  Antimagic Field | 12,500 | 1,000 | 25,000 |
| Boots of Tremorsense | (Und p73) | Wearer can automatically sense the location of any creature or object within 30’ that is in contact with the ground. | Feet | Spell Effect | Faint  Trans | 5 | Craft Wondrous Item  Tremorsense | 22,500 | 1,800 | 45,000 |
| Cephalometer | (Und p73) | Calipers used to measure the head.  *Dominate Person*, 1/day on a willing or subdued creature whose head is in the calipers.  *Feeblemind*, 1/day on a willing or subdued creature whose head is in the calipers.  Once per day, the user may pull an answer telepathically from the mind of the creature whose head is in the calipers. | — | Spell Effect | Mod  Ench  Div | 9 | Craft Wondrous Item –or– Craft Universal Item  Dominate Person  Feeblemind | 18,225 | 1,458 | 36,450 |
| Cloak of Stone | (Und p73) | Mottled gray cloak.  +5 Circumstance bonus to Hide and Move Silently checks.  *Meld into Stone*, 2/day. | Back | Combo  Skill  Spell Effect | Faint  Trans | 5 | Craft Wondrous Item  Meld into Stone | 10,400 | 832 | 20,800 |
| Daylight Pellet | (Und p74) | Crystal in a clay coating.  When thrown, the pellet shatters. That location is the center of a *Daylight* spell.  Single use. | — | Combo  Single Use  Spell Effect | Faint  Evoc | 5 | Craft Wondrous Item  Daylight | 375 | 30 | 750 |
| Driftdisc | (Und p74) | 6’ diameter stone disk weighing 1,500 lbs.  Activated verbally. The activator may then telepathically control it at a range of up to 120’.  Fly 30’ with Perfect maneuverability. Able to carry 300 pound.  *Animate Object*, 1/day. Becomes a Large Animated Object that will fight for its activator. | — | Move | Mod  Evoc  Trans | 11 | Craft Wondrous Item  Animate Objects  Detect Thoughts  Overland Flight | 5,6880 | 4,550 | 113,760 |
| Figurine of Wondrous Power – Jasper Spider | (Und p74) | 1” jasper figurine of a spider.  Becomes a Large Monstrous Spider on command for up to 12 hours, then is unusable for 24 hours. Cannot attack, but can carry a creature of up to Medium size.  If slain as a spider, it reverts to a statuette. | — | Figurine | Mod  Trans | 11 | Craft Wondrous Item  Animate Object | 2,500 | 200 | 5,000 |
| Figurine of Wondrous Power – Sardonyx Stone Flyer | (Und p74) | 1” figurine of a stone flyer.  Becomes a Stone Flyer on command for up to 1 hour, then is unusable for 24 hours. Cannot attack, but can carry a creature of up to Medium size.  If slain as a stone flyer, it reverts to a statuette and cannot be reactivated for 10 days. | — | Figurine | Mod  Trans | 11 | Craft Wondrous Item  Animate Object | 8,250 | 660 | 16,500 |
| Figurines of Illusory Escort | (Und p74) | 1” carved figure.  *Major Image* of a named member of a Humanoid or Monstrous Humanoid race. May be designated to be a guard or a servant. Moves around in a way appropriate for its job.  Usable 1/day. Illusion lasts for 8 hours. | — | Misc. | Mod  Ill | 6 | Craft Wondrous Item  Major Image | 3,250 | 260 | 6,500 |
| Gauntlet of Disintegration | (Und p74) | Leather Glove.  *Disintegrate*, 1/day (DC 19).  +2 Luck bonus on save vs. *Disintegrate* spells & effects. | Hand (1) | Spell Effect | Mod  Trans | 7 | Craft Wondrous Item  Disintegrate | 13,825 | 1,106 | 27,650 |
| Glove of Venom | (Und p74) | *Poison*, 3/day. (DC 16). | Hand (1) | Spell Effect | Mod Necro | 7 | Craft Wondrous Item  Poison | 15,750 | 1,260 | 31,500 |
| Gloves of Burrowing | (Und p74) | *Burrow*, up to 10 minutes per day. | Hands (2) | Spell Effect | Faint Trans | 3 | Craft Wondrous Item  Burrow | 7,200 | 576 | 14,400 |
| Lenses of Clarity | (Und p74) | Pair of lenses worn over the eyes.  +4 Insight bonus on saves vs. Charms, Compulsions, & Glamers.  Reduce the Miss Chance due to a Glamer spell (i.e., *Blur, Displacement*) by 10%. | Face | Combo  Saves  Offense | Faint  Abj | 3 | Craft Wondrous Item  Clarity of Mind | 6,000 | 480 | 12,000 |
| Lurker Cloak | (Und p75) | Mottled Gray Cloak.  *Polymorph (self only)* into a Lurker for 7 minutes. Usable 2/day. | Back | Spell Effect | Mod  Trans | 7 | Craft Wondrous Item  Polymorph | 5,000 | 400 | 10,000 |
| Mantle of Energy Resistance, 1 Type | (Und p75) | Silk cloak decorated with colored thread to indicate which energy it protects again: Green – Acid; White/Blue – Cold;  Yellow – Electricity; Red – Fire; Black/Iridescent – Sonic.  Energy Resistance 10 vs. one energy type. | Back | Defense | Faint  Abj | 3 | Craft Wondrous Item  Resist Energy | 9,000 | 720 | 18,000 |
| Mantle of Energy Resistance, 3 Types | (Und p75) | Silk cloak decorated with colored thread to indicate which energy it protects again: Green – Acid; White/Blue – Cold;  Yellow – Electricity; Red – Fire; Black/Iridescent – Sonic.  Energy Resistance 10 vs. three energy types. | Back | Defense | Faint  Abj | 3 | Craft Wondrous Item  Resist Energy | 45,000 | 3,600 | 90,000 |
| Mantle of Energy Resistance, 4 Types | (Und p75) | Silk cloak decorated with colored thread to indicate which energy it protects again: Green – Acid; White/Blue – Cold;  Yellow – Electricity; Red – Fire; Black/Iridescent – Sonic.  Energy Resistance 10 vs. four energy types. | Back | Defense | Faint  Abj | 3 | Craft Wondrous Item  Resist Energy | 63,000 | 5,040 | 126,000 |
| Mantle of Energy Resistance, 5 Types | (Und p75) | Silk cloak decorated with colored thread to indicate which energy it protects again: Green – Acid; White/Blue – Cold;  Yellow – Electricity; Red – Fire; Black/Iridescent – Sonic.  Energy Resistance 10 vs. all five energy types | Back | Defense | Faint  Abj | 3 | Craft Wondrous Item  Resist Energy | 81,000 | 6,480 | 162,000 |
| Messenger Medallion | (Und p75) | *Sending*, 1/day. | Neck | Spell Effect | Mod  Evoc | 7 | Craft Wondrous Item  Sending | 5,000 | 400 | 10,000 |
| Rope of Climbing, Superior | (Und p75) | 60’ rope weighing 3 lbs. that can support 3,000 lbs. When held on one end, it can move 10’ per round and tie itself off where desired.  The rope can be commanded to knot itself, which reduces its length to 50’, but lowers the DC to climb it by 10.  Climber receives a +5 Enhancement bonus on Climb checks. | — | Misc. | Faint Trans | 3 | Craft Wondrous Item  Animate Rope | 2,750 | 220 | 5,500 |
| Spider Mask | (Und p75) | Black velvet mask with wire “spider legs” on the sides to hold it to the head.  Darkvision 60’.  +5 bonus on Fortitude saves vs. Poison generated by spiderkind.  Immune to magical & mundane webs and may move through them at half speed. | Face | Save | Faint  Conj  Trans | 5 | Craft Wondrous Item  Darkvision  Neutralize Poison | 8,000 | 640 | 16,000 |
| Sun Flash Pellet | (Und p77) | Crystal in a clay coating.  When thrown, the pellet shatters. That location is the center of a *Sunburst* spell.  Single use. | — | Combo  Single Use  Spell Effect | Strong  Evoc | 15 | Craft Wondrous Item  Sunburst | 3,000 | 240 | 6,000 |
| Web Choker | (Und p77) | Necklace with 9 gray spheres as decorations.  The wearer can remove a sphere and throw it up to 70’. It generates a *Web* on impact (DC14). When all 9 spheres have been used, the choker is no longer magical. | Neck | Spell Effect | Faint Conj | 5 | Craft Wondrous Item  Web | 1,350 | 108 | 2,700 |

# Weapons & Ammunition

## Magic Options for Weapons & Ammunition

| Weapon Options | Reference | Type | Description | Aura | Lvl | Requirements | Extra as GP | Cost as Bonus |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Engraved Pommel | (DR331 p90) | Any Weapon | The weapon’s pommel, haft, blade, etc., is marked with a deity’s symbol.  +1 hp damage when making a Smite attack. | Faint  Evoc [good] | 1 | Creator must be a Paladin | +1,000 | — |
| Stinging | (DR353 p71) | Whip, etc. | Weapon whose damage is partially / wholly blocked by Armor now does normal damage to creatures in Armor. | Mod Trans | 6 | Craft Arms & Armor  *Gaseous Form* | +1,000 | — |
| Finder | (Und p69) | Any Weapon | Wielder receives a +4 Insight bonus on Search, Spot, and Survival checks made while underground. | Mod  Div | 9 | Craft Arms & Armor  *Divination* | +4,800 | — |
| Dispelling | (PGF p119) | Any Weapon | *Dispel Magic (targeted)* on an opponent hit by the weapon as a Free Action. The wielder may decide to use the effect after the weapon has hit. Usable 1/day. | Faint  Abj | 5 | Craft Arms & Armor  *Dispel Magic* | +6,000 | — |
| Spellblade | (PGF p120) | Any Weapon | The wielder is immune to a single spell, which is chosen when the weapon is created. The spell must be one that is targeted on the wielder, not an area of effect spell.  When targeted with the spell, the weapon absorbs it. On the following round, the wielder may direct the spell at a target as a Free Action, or may let it drain harmlessly away. | Strong  Abj | 13 | Craft Arms & Armor  *Spell Turning* | +6,000 | — |
| Hideaway | (RotW p171) | Any Weapon | As a Free Action, the weapon transforms into a cylinder small enough to fit in the wielder’s hand (+2 Circumstance bonus to Sleight of Hand checks to conceal it).  The weapon can be restored to its normal size as a Free Action. | Faint  Abj | 5 | Craft Arms & Armor  *Shrink Item* | +7,500 | — |
| Anchoring | (DR309 p110) | Any Weapon | *Dimensional Anchor*, for 1 minute on an opponent hit by this weapon. The decision to use this ability is made after the weapon hits, but on the same round as the hit.  Usable once per day. | Mod  Abj | 7 | Craft Arms & Armor  *Dimensional Anchor* | +11,200 | — |
| Blindsighted | (Und p68) | Any Weapon | Wielder gains Blindsense 30’. The weapon gives off “whispers”, which can be heard with a Listen check vs. DC10 | Mod  Div | 6 | Craft Arms & Armor  *See Invisibility* | +30,000 | — |
| Doomwarding | (PGF p120) | Any Weapon | Weapon is created with 7 charges (which cannot be replaced).  By spending 1 charge on the wielder’s turn, the wielder may take an extra attack as a Free Action.  By spending 1 charge, the wielder may reroll any one die at any time, but only once per round. | Strong  Trans | 13 | Craft Arms & Armor  *Limited Wish* | +38,500 gp on price  +3,200 XP  +14,000 gp to create | — |
| Greater Dispelling | (PGF p119) | Any Weapon | *Greater Dispel Magic (targeted)* on an opponent hit by the weapon as a Free Action. The wielder may decide to use the effect after the weapon has hit. Usable 3/day. | Mod  Abj | 11 | Craft Arms & Armor  *Greater Dispel Magic* | +79,200 | — |
| Greater Anchoring | (DR309 p110) | Any Weapon | *Dimensional Anchor*, for 1 minute on an opponent hit by this weapon. The decision to use this ability is made after the weapon hits, but on the same round as the hit.  Unlimited uses. | Mod  Abj | 10 | Craft Arms & Armor  *Dimensional Anchor* | +80,000 | — |
| Aquatic | (Storm p129) | Any Weapon | Weapon may be used underwater as if wielder under *Freedom of Movement* spell. | Mod  Abj | 5 | Craft Arms & Armor  Freedom of Movement | ― | +1 |
| Bane | (DMG p224) | Any Weapon | When created, the weapon has a designated target creature type. Against that creature type, the weapon gains an extra +2 attack bonus & does an extra +2d6 damage. | Mod  Conj | 8 | Craft Arms & Armor  Summon Monster I | — | +1 |
| Berserker | (DU137 p82) | Any Weapon | When the wielder is ‘raging’, the weapon’s Enhancement bonus improves by +2. | Faint  Evoc | 7 | Craft Arms & Armor  *Divine Power* –or– *Rage* | — | +1 |
| Blessed | (BoED p113) | Any Weapon | *Bless Weapon*, always on. Specifically, the weapon does ‘good’ damage (with regards to Damage Reduction) and any Threatened Critical on an Evil opponent is automatically confirmed (does not stack with ‘Keen’, ‘Vorpal’, etc.). | Faint  Trans | 5 | Craft Arms & Armor  *Bless Weapon* | — | +1 |
| Blood Seeking | (CWar p134) | Ranged or Ammo only | Ignores the target’s Cover bonus. If target has Full Cover, but there is an unobstructed path between the attacker & the target & the attacker knows where the target is, then the Full Cover bonus is also ignored, but the target has Total Concealment.  Ability does not work against Plants, Oozes, Constructs, etc. | Mod  Div | 9 | Craft Arms & Armor  Arcane Eye | — | +1 |
| Bloodthirsty | (Und p68) | Any Weapon | If the wielder has killed a creature with at least 4HD with the weapon within the last 24 hours, he/she receives a +2 Morale bonus on attacks.  If it has been more than 24 hours, the wielder receives a –2 penalty on attack rolls until a creature has been slain. | Mod  Ench | 6 | Craft Arms & Armor  *Rage* | — | +1 |
| Corrosive | (Storm p129) | Any Weapon | On command, the weapon (or the ammunition it launches) does +1d6 of Acid damage. | Mod  Evoc | 10 | Craft Arms & Armor  *Acid Fog* –or– *Melf’s Acid Arrow* | ― | +1 |
| Defending | (DMG p224) | Melee only | Once per round as a free action, the wielder can transfer some or all of the weapon’s Enhancement bonus to his/her AC (bonus stacks with everything). | Mod  Abj | 8 | Craft Arms & Armor  *Shield of Faith* –or– *Shield* | — | +1 |
| Deflecting | (CWar p134) | Melee only | Negate a ranged attack that hit the wielder by making a Reflex save vs. DC 20 + weapon’s Enhancement bonus. May only be attempted once per round. You must be aware of the attack & not Flat-Footed. | Faint  Trans | 5 | Craft Arms & Armor  Entropic Shield | — | +1 |
| Distance | (DMG p224) | Ranged only | Doubles the weapon’s range increment. | Mod  Div | 6 | Craft Arms & Armor  *Clairaudience / Clairvoyance* | — | +1 |
| Drowcraft | (Und p68) | Any Weapon | When wielded within a region of Faerzres (a type of magical ‘radiation’ found in the Underdark), the weapon receives a  +2 Luck bonus to attacks and damage.  If brought to a region where there is any amount of natural sunlight, the weapon must make a Fortitude save vs. DC 8 each day to avoid dissolving, even if kept out of direct sunlight. It can be kept safe if stored in a lead-lined case. | Strong Evoc | 12 | Craft Arms & Armor  *Contingency*  *Disintegrate* | — | +1 |
| Earthbound | (Eb p266) | Any Weapon | If the wielder and his/her opponent are both touching the ground, the weapon had a +2 bonus to attack & damage rolls.  If the wielder is flying, the weapon looses its Enhancement bonus on attack rolls (but keeps its +1 bonus due to being Masterwork). | Mod  Conj | 9 | Bind Elemental  *Planar Binding, Lesser* | — | +1 |
| Enfeebling | (BoED p113) | Any Weapon | On a critical hit, the opponent takes 1d6+2 Strength damage (no save, SR applies).  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the Strength damage, but not the weapon’s critical multiplier.(DMG p222) | Faint  Necro | 5 | Craft Arms & Armor  *Ray of Enfeeblement* | — | +1 |
| Flaming | (DMG p224) | Any Weapon | On command, the weapon (or the ammunition it launches) does +1d6 of Fire damage. | Mod  Evoc | 10 | Craft Arms & Armor  *Flame Blade* –or– *Flame Strike* –or– *Fireball* | — | +1 |
| Forgetful | (DR316 p43) | Bludgeoning only | On a Critical Hit, the struck creature looses all memory of events that occurred in the prior hour (FortNeg, DC20). The creature is allowed to defend itself normally and does not loose any spells.  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent is affected by the Forgetful ability, but not the weapon’s critical multiplier.(DMG p222) | Mod Ench | 7 | Craft Arms & Armor  *Modify Memory* | — | +1 |
| Frost | (DMG p224) | Any Weapon | On command, the weapon (or the ammunition it launches) does +1d6 of Cold damage. | Mod  Evoc | 8 | Craft Arms & Armor  *Chill Metal* –or–  *Ice Storm* | — | +1 |
| Ghost Touch | (DMG p224) | Melee only | Ignores the normal 50% miss chance when fighting Incorporeal creatures.  Can also be touched & moved (or even wielded!) by an Incorporeal creature | Mod  Conj | 9 | Craft Arms & Armor  Plane Shift | — | +1 |
| Hexburst | (DR339 p93) | Melee only | Hexblade only:  When this weapon makes a Critical Hit, the wielder may expend one (and only one) of his/her daily uses of Hexblade’s Curse to do an additional +2d6 damage. | Faint  Evoc | 5 | Craft Arms & Armor  Creator must be a Hexblade | — | +1 |
| Keen | (DMG p225) | Slashing & Piercing Melee only | Doubles the weapon’s threat range. | Mod  Trans | 10 | Craft Arms & Armor  Keen Edge | — | +1 |
| Ki Focus | (DMG p225) | Melee only | Monks can use the following class abilities through the weapon: Stunning Attack, Ki Strike, & Quivering Palm.  Anyone with Feat: Stunning Fist can use that ability through the weapon. | Mod  Trans | 8 | Craft Arms & Armor  Creator must be a Monk | — | +1 |
| Last Resort | (CWar p135) | Melee only | If the wielder is Grappled, this weapon does not have the standard –4 penalty to attack while Grappled.  Also, the weapon does +1d6 damage for each size category the grappler is larger than the wielder. | Mod  Trans | 7 | Craft Arms & Armor  *Freedom of Movement* | — | +1 |
| Magebane | (CArc p143) | Any Weapon | Against any creature that casts Arcane spells or has Arcane spell-like abilities, the weapon gains an extra +2 attack bonus & does an extra +2d6 damage. | Mod  Conj | 8 | Craft Arms & Armor  Dispel Magic | — | +1 |
| Merciful | (DMG p225) | Any Weapon | On command, the weapon does +1d6 damage but all damage is subdual. | Faint  Conj | 5 | Craft Arms & Armor  *Cure Light Wounds* | — | +1 |
| Mighty Cleaving | (DMG p225) | Melee only | Wielder with Feat: Cleave only:  May make one additional Cleave attempt per round. | Mod  Evoc | 8 | Craft Arms & Armor  Divine Power | — | +1 |
| Morphing | (Und p69) | Any Weapon | As a Standard Action, change the held weapon into any other weapon of the same size (i.e., Light, One-Handed, or Two-Handed). If a double-weapon is created, only one end has the other enhancements of the weapon (i.e., a +1 Flaming Morphing Greatsword would become a +1 Flaming Morphing Two-Bladed Sword on one end and a normal blade on the other). | Mod  Trans | 9 | Craft Arms & Armor  *Polymorph Any Object* | — | +1 |
| Nervewrack | (DU105 p21) | Any Weapon | On a critical hit, the opponent receives the following penalties due to pain for 1d4 rounds (no save):  a) –2 penalty to AC, attack rolls, weapon damage, and Reflex saves;  b) movement is ½; and  c) casting spells requires a Concentration check vs. DC 15. | Mod  Necro | 9 | Craft Arms & Armor  Symbol of Pain | — | +1 |
| Nightforged | (DR359 p58) | Any Weapon | Damage done by the weapon is considered ‘evil’ for purposes of overcoming Damage Reduction.  If a creature dies with unhealed damage from a Nightforged weapon, it cannot be brought back to life with a spell less than *True Resurrection*.  Good creature only:  1 Persistent Negative Level. | Mod  Necro  (evil) | 9 | Craft Arms & Armor  Slay Living  Creator must be Evil | — | +1 |
| Orcblood | (DU118 p78) | Any Weapon | Wielder with Orc blood only:  Weapon’s Enhancement bonus increases by +1 –and–  +1 Luck bonus on all saving throws. | Faint  Trans | 5 | Craft Arms & Armor  Creator must have Orc blood | — | +1 |
| Returning | (DMG p225) | Thrown only | After being thrown, the weapon returns to thrower at the start of the next round. It may be caught by its thrower as a Free Action. | Mod  Trans | 7 | Craft Arms & Armor  Telekinesis | — | +1 |
| Seeking | (DMG p225) | Ranged only | Negates the Miss Chance due to Concealment, *Blur*, etc. The attack must be aimed at a hex containing a creature to work (i.e., it cannot find random Invisible foes in the battlefield). | Strong  Div | 12 | Craft Arms & Armor  *True Seeing* | — | +1 |
| Shock | (DMG p225) | Any Weapon | On command, the weapon (or the ammunition it launches) does +1d6 of Electrical damage. | Mod  Evoc | 8 | Craft Arms & Armor  *Call Lightning* –or– *Lightning Bolt* | — | +1 |
| Silent Strike | (DR330 p67) | Any Weapon | Opponent is engulfed in magical silence for 4 rounds (WillNeg, DC15). A subsequent hit resets the duration. | Faint  Ill | 3 | Craft Arms & Armor  *Silence* | — | +1 |
| Sizing | (CAdv p127) (Und p69) | Any Weapon | The weapon’s size category can be changed as a Standard Action. For example, a Shortsword sized for a Small creature can be chanced to a Shortsword sized for a Medium creature. | Mod  Trans | 9 | Craft Arms & Armor  *Enlarge Person*  *Reduce Person* | — | +1 |
| Spell Storing | (DMG p225) | Melee only | Can store one spell of up to 3rd level (must have a casting time of 1 Standard Action).  On a successful hit that does damage, the wielder can “cast” the spell as a Free Action on the opponent. This “empties” the weapon, leaving it ready for a new spell. | Strong Evoc + aura of stored spell | 12 | Craft Arms & Armor | — | +1 |
| Stealer | (DR315 p46) | Melee only | +4 bonus on Disarm checks.  If the disarm is successful, the disarmed weapon sticks to this weapon. The wielder may grab the weapon or let it fall to an square adjacent to him/her as a Free Action. | Mod  Trans | 6 | Craft Arms & Armor  *Web* | — | +1 |
| Sure Striking | (PGF p120) | Any Weapon | Overcomes Damage Reduction as if it were ‘chaotic’, ‘evil’, ‘good’, or ‘lawful’, whichever is most appropriate for the target. | Mod  Trans | 6 | Craft Arms & Armor  *Align Weapon* | — | +1 |
| Throwing | (DMG p226) | Melee only | Weapon becomes a throwing weapon with a range increment of 10’. | Faint  Trans | 5 | Craft Arms & Armor  Magic Stone | — | +1 |
| Thundering | (DMG p225) | Any Weapon | On a critical hit, the weapon does +1d8 in Sonic damage (+2d8 if x3, +3d8 if x4) & the target must make a Fortitude save vs. DC 14 or become Permanently Deaf.  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Sonic damage, but not the weapon’s critical multiplier.(DMG p222)  A weapon cannot have both ‘Roaring’ & ‘Thundering’ options. | Faint  Necro | 5 | Craft Arms & Armor  Blindness / Deafness | — | +1 |
| Vexing | (DR339 p93) | Melee only | Hexblade only:  At the start of each round, the wielder may decrease this weapon’s Enhancement bonus to hit. By then making a Touch Attack, the amount of the decrease becomes a penalty on the touched foe’s attacks, skill checks, ability checks, & AC for 1 round. | Strong Necro | 14 | Craft Arms & Armor  *Bestow Curse*  Creator must be a Hexblade | — | +1 |
| Vicious | (DMG p226) | Melee only | +2d6 damage to opponent & 1d6 damage to wielder. | Mod  Necro | 7 | Craft Arms & Armor  *Enervation* | — | +1 |
| Waterborn | (Eb p266) | Any Weapon | When the weapon is used underwater, the penalties for fighting underwater are negated.  If the wielder is on land and attacks a foe who is underwater, the foe looses the Cover bonus to AC granted by the water.  Piercing weapons only:  If both the wielder and the opponent are underwater, the weapon has a +2 bonus on attack & damage rolls. | Mod  Conj | 9 | Bind Elemental  *Planar Binding, Lesser* | — | +1 |
| Wrecker | (DR315 p46) | Bludgeoning Melee only | Ignores the Hardness of any creature or object is strikes.  Note: if this weapon also does energy damage (for example, ‘Flaming’), the Hardness applies to the energy dmg normally. | Mod  Trans | 8 | Craft Arms & Armor  *Shatter* | — | +1 |
| Acidic Burst | (Storm p129) | Any Weapon | On command, the weapon (or the ammunition it launches) does +1d6 of Acid damage.  On a critical, the weapon / ammunition does an additional +1d10 of Acid damage if x2, +2d10 if x3, & +3d10 if x4. This effect always occurs, even if the 1st effect is not “on”.  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Acid damage, but not the weapon’s critical multiplier.(DMG p222) | Strong  Evoc | 12 | Craft Arms & Armor  *Acid Fog* –or– *Melf’s Acid Arrow* | ― | +2 |
| Anarchic | (DMG p223) | Any Weapon | +2d6 damage vs. Lawful opponents.  Weapon is ‘chaotically’ aligned, for purposes of Damage Reduction.  Lawful creature only:  1 Persistent Negative Level. | Mod  Evoc  [chaos] | 7 | Craft Arms & Armor  Chaos Hammer  Creator must be Chaotic | — | +2 |
| Axiomatic | (DMG p223) | Any Weapon | +2d6 damage vs. Chaotic opponents.  Weapon is ‘lawfully’ aligned, for purposes of Damage Reduction.  Chaotic creature only:  1 Persistent Negative Level. | Mod  Evoc  [law] | 7 | Craft Arms & Armor  Order’s Wrath  Creator must be Lawful | — | +2 |
| Blurstrike | (RotW p170) | Melee only | The weapon and the arm wielding it become blurred, causing the 1st melee attack each round with the weapon to treat the target as Flat-Footed. Foes with Uncanny Dodge or who do not rely on sight (i.e. have Blindsight, etc.) are immune to this power.  Usable 10 rounds per day, broken up as desired. Activated as a Free Action. | Faint  Ill | 3 | Craft Arms & Armor  Blur or Invisibility | — | +2 |
| Dementia | (DU116 p47) | Melee only | On a critical, the opponent is *Confused* (as the spell) for 7 rounds (WillNeg DC16).  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the Confusion effect, but not the weapon’s critical multiplier.(DMG p222) | Mod  Ench | 7 | Craft Arms & Armor  *Confusion* | — | +2 |
| Dessicating | (Sand p131) | Any Weapon | On command, the weapon (or the ammunition it launches) does +1d6 Dessication damage (+1d8 against Plants and Elementals of the ‘water’ subtype). | Mod  Necro | 8 | Craft Arms & Armor  *Dessicate* –or– *Wither* –or– *Horrid Wilting* | ― | +2 |
| Disarming | (CWar p134) | Any Weapon | Melee weapons – During a Disarm action, eliminate the opponent’s bonuses for weapon size & using two hands.  Ranged weapons – Able to make Ranged Disarm action (weapon sizes do not matter, but the opponent gains a +4 bonus us holding the weapon in two hands). | Mod  Trans | 11 | Craft Arms & Armor  *Telekinesis* | — | +2 |
| Burning | (Eb p266) | Any Weapon | On command, the weapon (or the ammunition it launches) does +1d6 of Fire damage and the opponent Catches on Fire for 1d4 rounds (RefNeg, DC11). Move Action to douse flames.  +2 bonus on Initiative checks if held at the start of combat | Mod  Conj | 9 | Bind Elemental  *Planar Binding, Lesser* | — | +2 |
| Deadly Precision | (CAdv p127) | Any Weapon | If the wielder makes a successful Sneak Attack, the attack does +2d6 damage. | Mod  Trans | 12 | Craft Arms & Armor  *Keen Edge* | — | +2 |
| Disruption | (DMG p224) | Bludgeoning Melee only | Any Undead struck must make a Will save vs. DC 14 or be destroyed. | Strong  Conj | 14 | Craft Arms & Armor  *Heal* | — | +2 |
| Domineering | (PGF p119) | Any Weapon | Target becomes Shaken (WillNeg DC16). | Mod  Ench | 11 | Craft Arms & Armor  *Fear* | — | +2 |
| Exit Wound | (CWar p134) | Ranged or Ammo only | If the ranged attack misses its target, it continues and has a chance to hit the next target in a straight line (using the original attack roll). Each successive target gains a +4 AC bonus. The attack stops when it hits something. | Mod  Trans | 8 | Craft Arms & Armor  *Melf’s Acid Arrow* | — | +2 |
| Explosive – Melee | (CWar p134) | Melee only | On a hit, the attack has a 5’ radius explosion that does 2d4 damage (Ref½ DC15). The wielder takes the damage too. | Mod  Trans | 10 | Craft Arms & Armor  *Shatter* | — | +2 |
| Flaming Burst | (DMG p224) | Any Weapon | On command, the weapon (or the ammunition it launches) does +1d6 of Fire damage.  On a critical, the weapon / ammunition does an additional +1d10 of Fire damage if x2, +2d10 if x3, & +3d10 if x4. This effect always occurs, even if the 1st effect is no “on”.  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Fire damage, but not the weapon’s critical multiplier.(DMG p222) | Strong  Evoc | 12 | Craft Arms & Armor  *Flame Blade* –or– *Flame Strike* –or– *Fireball* | — | +2 |
| Heavenly Burst | (BoED p113) | Any Weapon | On a critical hit, an Evil opponent takes +3d6 damage (no save) and is Blinded (FortNeg DC14). The wielder takes 1d2 Strength damage (no save).  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra damage, but not the weapon’s critical multiplier.(DMG p222) | Faint  Evoc | 5 | Craft Arms & Armor  *Ayailla’s Radiant Burst*  Creator must be Good | — | +2 |
| Holy | (DMG p225) | Any Weapon | +2d6 damage vs. Evil opponents.  Weapon is ‘good’ aligned, for purposes of Damage Reduction.  Evil creature only:  1 Persistent Negative Level. | Mod  Evoc  [good] | 7 | Craft Arms & Armor  Holy Smite  Creator must be Good | — | +2 |
| Icy Burst | (DMG p225) | Any Weapon | On command, the weapon (or the ammunition it launches) does +1d6 of Cold damage.  On a critical, the weapon / ammunition does an additional +1d10 of Cold damage if x2, +2d10 if x3, & +3d10 if x4. This effect always occurs, even if the 1st effect is no “on”.  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Cold damage, but not the weapon’s critical multiplier.(DMG p222) | Strong  Evoc | 10 | Craft Arms & Armor  *Chill Metal* –or–  *Ice Storm* | — | +2 |
| Illithidwrought | (Und p69) | Any Weapon | +1 Insight bonus on attack & damage.  Psionic Wielder only:  +2 Insight bonus on attack & damage. | Mod  Div | 8 | Craft Arms & Armor –or– Craft Psionic Arms & Armor  Creator must have Psionics | — | +2 |
| Metalline | (Und p69) | Any Metal Weapon | As a Standard Action, change the metal the weapon is made from. This allows a weapon to change to Adamantine or Cold Iron. | Mod  Trans | 9 | Craft Arms & Armor  *Polymorph Any Object* | — | +2 |
| Paralyzing | (BoED p113) | Any Weapon | On a hit, opponent is Held (WillNeg DC17). The opponent gets a new save each round & the effect automatically ends after 10 rounds. | Mod  Ench | 10 | Craft Arms & Armor  *Hold Monster* | — | +2 |
| Phasing | (DR330 p67) | Ammunition only | Can ignore a single object of up to 5’ thick. The ammo ignores Cover, a Shield, or Armor (in that order and only one). | Faint Trans | 5 | Craft Arms & Armor  *Blink* | — | +2 |
| Shocking Burst | (DMG p225) | Any Weapon | On command, the weapon (or the ammunition it launches) does +1d6 of Electrical damage.  On a critical, the weapon / ammunition does an additional +1d10 of Electrical damage if x2, +2d10 if x3, & +3d10 if x4. This effect always occurs, even if the 1st effect is no “on”.  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Electrical damage, but not the weapon’s critical multiplier.(DMG p222) | Strong  Evoc | 10 | Craft Arms & Armor  *Call Lightning* –or– *Lightning Bolt* | — | +2 |
| Skillful | (CArc p144) | Melee only | There is no non-proficiency penalty for wielding a Skillful weapon.  The minimum Base Attack Bonus for this weapon only  (i.e., does not apply to the other hand) is 3/4 Character level (i.e., same as a Cleric of the same level). | Mod  Trans | 11 | Craft Arms & Armor  Tenser’s Transformation | — | +2 |
| Unholy | (DMG p226) | Any Weapon | +2d6 damage vs. Good opponents.  Weapon is ‘evil’ aligned, for purposes of Damage Reduction.  Good creature only:  1 Persistent Negative Level. | Mod  Evoc  [evil] | 7 | Craft Arms & Armor  Unholy Blight  Creator must be Evil | — | +2 |
| Vampiric | (DU128 p83) | Melee only | Living opponent takes an additional 1d4 damage (FortNeg, DC16) and the wielder heals the same amount. If the wielder is at full hp, then the point become non-stacking Temporary HP that fade after 1 hour. | Mod  Necro | 7 | Craft Arms & Armor  Vampiric Touch | — | +2 |
| Wounding | (DMG p226) | Melee only | Opponent takes 1 point of Constitution damage due to blood loss in addition to normal weapon damage. Creatures immune to criticals do not take ability damage. | Mod  Evoc | 10 | Craft Arms & Armor  *Mordenkainen’s Sword* | — | +2 |
| Banishing | (BoED p113) | Any Weapon | On a hit, an Extraplanar opponent of up to 25HD is banished back to its home plane & cannot return for 24 hours (WillNeg 24, SR applies).  The wielder may deactivate this ability as a Free Action. | Strong  Abj | 13 | Craft Arms & Armor  *Banishment* | — | +3 |
| Clouting | (CArc p143) | Any Weapon | On a hit, the opponent is moved backward 10’ (or knocked Prone if he/she cannot move backwards) (FortNeg, DC19).  If the opponent fails the first save, he/she is Stunned for  1 round (FortNeg, DC19). | Mod  Abj | 11 | Craft Arms & Armor  *Repulsion* | — | +3 |
| Dessicating Burst | (Sand p131) | Any Weapon | On command, the weapon (or the ammunition it launches) does +1d6 of Dessication damage (+1d8 against Plants or Elementals of the ‘water’ subtype).  On a critical, the weapon / ammunition does an additional +1d10 of Dessication damage if x2, +2d10 if x3, & +3d10 if x4 (+2d8, +4d8, or +6d8 if against Plants or Elementals of the ‘water’ subtype). This effect always occurs, even if the 1st effect is no “on”.  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Dessication damage, but not the weapon’s critical multiplier.(DMG p222) | Strong  Necro | 12 | Craft Arms & Armor  *Dessicate* –or– *Wither* –or– *Horrid Wilting* | ― | +3 |
| Duststorm | (Sand p131) | Melee only | *Haboob*, 3/day. Activation requires full-round action provoking AoO. Wielder immune to spell’s effect. | Mod  Conj | 10 | Craft Arms & Armor  *Freedom of Breath*  *Haboob* | ― | +3 |
| Explosive – Ranged | (CWar p134) | Ranged or Ammo only | On a hit, the attack has a 5’ radius explosion that does 2d4 damage (Ref½ DC15). | Mod  Trans | 10 | Craft Arms & Armor  *Shatter* | — | +3 |
| Finesse | (Eb p266) | Light Melee Weapon, Rapier, Whip, or Spiked Chain | Wielder who is the size for which the weapon was made only:  +2 Enhancement bonus to Dexterity  Wielder may use his/her Dexterity modifier as a bonus on attack rolls instead of his/her Strength. | Mod  Conj | 9 | Bind Elemental  *Planar Binding, Lesser* | — | +3 |
| Knockback | (CWar p135) | Ranged or Ammo only | On a hit, the attack initiates a Bull Rush action, as a Medium creature with a +8 Strength modifier which pushes the opponent as far back as possible. | Mod  Evoc | 11 | Craft Arms & Armor  *Bigby’s Forceful Hand* | — | +3 |
| Roaring | (BoED p114) | Any Weapon | The weapon roars on each use.  On a hit, an Evil opponent is Shaken (WillNeg DC22). <no duration listed>  On a critical hit, the opponent takes +2d6 Sonic damage.  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Sonic damage, but not the weapon’s critical multiplier.(DMG p222)  A weapon cannot have both ‘Roaring’ & ‘Thundering’ options. | Strong  Evoc | 15 | Craft Arms & Armor  *Leonal’s Roar*  Creator must be Good | — | +3 |
| Speed | (DMG p225) | Any Weapon | As part of a Full Attack Action, the wielder gets an extra attack at his/her best attack bonus each round. Does not stack with *Haste* | Mod  Trans | 7 | Craft Arms & Armor  Haste | — | +3 |
| Spireshard | (DR315 p46) | Melee & Thrown only | A creature dealt damage by the weapon becomes unable to cast Spells or use Spell-like Abilities for 1d4 rounds (WillNeg DC19). Spells currently in effect are not affected.  If a creature fails its save, then further hits do not increase the duration. The effect must end before a new attack can force a new save. | Strong Abj | 15 | Craft Arms & Armor  Antimagic Field | — | +3 |
| Stalactite | (Und p69) | Bladed Melee Weapon | On a critical hit, the foe is turned to Stone (FortNeg DC19).  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Sonic damage, but not the weapon’s critical multiplier.(DMG p222) | Strong Trans | 12 | Craft Arms & Armor  *Flesh to Stone* | — | +3 |
| Superior Dispelling | (DR312 p87) | Any Melee | *Dispel Magic (area dispel)* in a 5’ radius centered on the wielder, as a Standard Action. The spell’s Caster level is equivalent to the wielder’s character level. | Mod  Abj | 11 | Craft Arms & Armor  *Greater Dispel Magic* | — | +3 |
| Truebane | (DR345 p23) | Any Weapon | When wielded, the weapon begins as a ‘Bane’ weapon vs. the wielder’s creature type. At the end of any round the weapon injures a creature, it changes to a ‘Bane’ weapon vs. the last creature it injured for 1 round. If the weapon goes 1 round without injuring a creature, it reverts back to being ‘Bane’ vs. the wielder’s creature type.  Reminder: a ‘Bane’ weapon receives a +2 bonus on attack rolls & +2d6 damage against one creature type. | Strong Conj | 12 | Craft Arms & Armor  *Rage*  *Summon Monster I* | — | +3 |
| Brilliant Energy | (DMG p224) | Melee, Thrown, & Ammo only | Passes through non-living matter, so Armor and Armor Enhancement AC bonuses don’t count against this weapon. Cannot harm Undead, Constructs, & Objects  The weapon gives off light in a 20’ radius. | Strong  Trans | 16 | Craft Arms & Armor  Gaseous Form  *Continual Flame* | — | +4 |
| Dancing | (DMG p224) | Melee only | As a Standard Action, this weapon can be loosed. It will fight for 4 rounds at its wielder’s Base Attack Bonus. Then it drops & can’t ‘dance’ again for 4 rounds.  If the wielder moves, the weapon follows & continues to occupy the same hex. | Strong  Trans | 15 | Craft Arms & Armor  Animate Object | — | +4 |
| Keeper’s Fang | (Eb p266) | Melee only | Weapon does ‘evil’ damage with respect to Damage Reduction.  If used to strike the killing blow, the opponent’s soul is trapped in the realm of the Deity of the Dead & the opponent cannot be restored to life with *Resurrection*, etc. | Mod  Conj | 9 | Bind Elemental  *Planar Binding, Lesser* | — | +4 |
| Righteous | (BoED p114) | Any Weapon | *Detect Evil,* always on. The wielder may deactivate this power as a Free Action.  Against an opponent with a Strong or Overwhelming aura of Evil, this weapon has a +2 bonus on attack & damage rolls. | Mod  Div  Evoc | 7 | Craft Arms & Armor  *Detect Evil*  *Holy Smite*  Creator must be Good | — | +4 |
| Tentacle | (Und p69) | Any Weapon | On a critical hit, the opponent’s brain is pulled out unless it makes a Fortitude save vs. DC 21. | Strong  Necro | 15 | Craft Arms & Armor –or– Craft Psionic Arms & Armor  Creator must be a Mind Flayer | — | +4  (+3 if added to Illithid-wrought weapon) |
| Vorpal | (DMG p226) | Slashing Melee only | On a roll of Natural 20 (even if the opponent is not susceptible to critical hits(DMG p222)) followed by a successful critical confirmation roll, the opponent’s head is cut off. Note that some creature will not care. | Strong  Necro  Trans | 18 | Craft Arms & Armor  Circle of Death  Keen Edge | — | +5 |

## Weapons

| Weapons | Reference | Effect | Aura | Lvl | Requirements | Create in GP | Create in XP | Sell  in GP |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Masterwork Silver Dagger | (DMG p227) | Masterwork Alchemical-Silver Dagger | — | — | — | 161 | — | 322 |
| Masterwork Cold-Iron Longsword | (DMG p227) | Masterwork Cold-Iron Longsword | — | — | — | 165 | — | 330 |
| Weapon with +1 | (DMG p222) | Varies | varies | \* | Craft Arms & Armor  <varies> | 1,000 | 80 | 2,000 |
| Adamantine Dagger | (DMG p226) | Masterwork Adamantine Dagger | — | — | — | 1,501 | — | 3,002 |
| Adamantine Battleaxe | (DMG p226) | Masterwork Adamantine Battleaxe | — | — | — | 1,505 | — | 3,010 |
| Shatterspike | (DMG p228) | +1 Longsword  Wielder with Feat: Improved Sunder who is making a Sunder Action only:  +4 Longsword | Strong  Evoc | 13 | Craft Arms & Armor  Power Attack  Improved Sunder  Shatter | 2,315 | 160 | 4,315 |
| Stirge’s Gauntlet | (DR340 p70) | +1 Spiked Gauntlet  Once per day, the gauntlet heals with wearer by an amount equal to the damage the gauntlet deals on its next successful attack on a living creature. Activated as a Swift Action. | Faint  Necro | 5 | Craft Arms & Armor  Vampiric Touch | 2,805 | 200 | 5,305 |
| Songblade | (CAdv p130) | +1 Rapier  When unsheathed, grants a +2 Enhancement bonus on Perform checks.  Wielder with the Bardic Music class ability only:  +1 use of Bardic Music per day. | Mod  Trans | 8 | Craft Arms & Armor  Sculpt Sound  Creator have Bardic Music | 3,360 | 243 | 6,400 |
| Swordbow, Light | (RotW p171) | +1 Rapier –or– +1 Shortbow.  Able to shift between these two forms as a Free Action (so the change may occur in the middle of a Full Round Attack). | Faint Trans | 5 | Craft Arms & Armor  Shrink Item  Creator must be an Elf | 3,650 | 240 | 6,650 |
| Swordbow | (RotW p171) | +1 Longsword –or– +1 Longbow.  Able to shift between these two forms as a Free Action (so the change may occur in the middle of a Full Round Attack). | Faint Trans | 5 | Craft Arms & Armor  Shrink Item  Creator must be an Elf | 3,690 | 240 | 6,690 |
| Swordbow, Great | (RotW p171) | +1 Greatsword –or– +1 Composite Longbow.  Able to shift between these two forms as a Free Action (so the change may occur in the middle of a Full Round Attack). | Faint Trans | 5 | Craft Arms & Armor  Shrink Item  Creator must be an Elf | 4,150 | 240 | 7,150 |
| Weapon with +2 | (DMG p222) | Varies | varies | \* | Craft Arms & Armor  <varies> | 4,000 | 320 | 8,000 |
| Cheldaorn Katar | (PGF p121) | +1 Punching-Dagger, carved from a Black Dragon Tooth  *Poison* (DC 14), once per day. Decision to use the effect is made after the weapon hits. | Faint  Necro | 5 | Craft Arms & Armor  Poison | 4,302 | 320 | 8,302 |
| Dagger of Venom | (DMG p226) | +1 Dagger  *Poison* (DC 14), once per day. Decision to use the effect is made after the weapon hits. | Faint  Necro | 5 | Craft Arms & Armor  Poison | 4,302 | 320 | 8,302 |
| Lance of the Last Rider | (CWar p135) | +1 Lance  When the wielder charges a mounted opponent from the back of a steed, the weapon initiates a Bull Rush action. If successful, the opponent is moved back, but the mount is not. | Faint  Trans | 5 | Craft Arms & Armor  Bull’s Strength | 4,306 | 320 | 8,306 |
| Shaker Staff of the Quondam | (DR335 p69) | +1 / +1 Quarterstaff  As a Standard Action, all allies within a 30’ radius Burst receive *Guidance* once per round for 5 rounds. If a bonus is not used on a given round, it is lost. | Faint  Div | 5 | Craft Arms & Armor  Guidance  Speak with Dead | 4,800 | 384 | 9,600 |
| Trident of Warning | (DMG p229) | +2 Trident  As a 1 Round Action, the Trident will detect the location, species, & number hostile and hungry marine predators in a 680’ hemisphere. | Mod  Div | 7 | Craft Arms & Armor  Locate Creature | 5,057 ½ | 405 | 10,115 |
| Quiet Dagger – Apprentice | (DR330 p67) | +1 Silent-Strike Dagger  +5 Competence bonus on Move Silently checks when held. | Faint  Ill | 4 | Craft Arms & Armor  Silence | 5,450 | 412 | 10,800 |
| Bowstaff | (CAdv p129) | +2 Quarterstaff –or– +2 Longbow  The wielder can shift t he weapon between its forms with a Move Action. | Strong  Trans | 15 | Craft Arms & Armor  Polymorph Any Object | 5,975 | 400 | 10,975 |
| Shifter’s Sorrow | (DMG p228) | +1 Alchemical-Silver / +1 Alchemical-Silver Two-Bladed Sword  Does +2d6 damage to any creature with the ‘shapechanger’ subtype.  If this weapon strikes a creature in an alternate form (including a Druid in a Wild Shape form), the opponent must make a Will save vs. DC 15 or return it its normal form. | Strong  Trans | 15 | Craft Arms & Armor  Baleful Polymorph | 6,780 | 480 | 12,780 |
| Python Rod | (DMG p236) | Masterwork Quarterstaff  Good character only:  +1 / +1 Quarterstaff  As a Standard Action, the rod polymorphs into a Giant Constrictor Snake (which has a +1 Enhancement bonus on attack & damage) under the user’s command. It returns to its quarterstaff form on command, if it is more than 100’ from the user, or if it is slain. In the later case, the rod stops working for 3 days. | Mod  Trans | 10 | Craft Rod  Craft Arms & Armor  Baleful Polymorph  Creator must be Good | 6,500 | 520 | 13,000 |
| King’s Knife | (Und p153) | +2 Shortsword  Duergar only:  Two extra uses per day of *Enlarge Person* and *Invisibility* spell-like abilities. | Mod  Trans | 6 | Craft Arms & Armor  *Enlarge Person*  *Invisibility* | 6,740 | 514 | 13,170 |
| Sacrificial Knife | (DR336 p72) | +1 Dagger whose hilt is shaped like a snake whose wavy tongue is the blade. A ruby forms the pommel.  If used in melee, this weapon has a –2 penalty on attacks.  When near a Helpless creature, the ruby glows and the dagger hisses.  *Death Knell*, on a creature killed by a Coup de Grace action. | Faint  Necro | 3 | Craft Arms & Armor  Death Knell | 7,302 | 560 | 14,302 |
| Drow Mission Blade | (Und p69) | +1 Drowcraft Finder Shortsword.  *Blindsight*, 1/day | Strong  Div  Evoc | 12 | Craft Arms & Armor  Blindsight  Contingency  Disintegrate  Divination | 7,790 | 598 | 15,270 |
| Moonrat’s Bane | (DR333 p67) | +2 Silver Greatsword sized for a Small creature.  20’ radius of illumination when held. Any non-foe within this light gains a +2 bonus on all saves to avoid contracting disease.  Any rat or rate-like creature that receives a critical hit from this blade is Shaken for 1 minute (no save). Target creatures include normal rats, dire rats, wererats, rat swarms, moon rats, etc. | Mod  Abj | 11 | Craft Arms & Armor  Remove Disease | 7,940 | 607 | 15,530 |
| Calathangas | (PGF p125) | +1 Rapier  Anyone hit by this weapon contracts lycanthropy & becomes an Afflicted Wererat (FortNeg DC15).  Glows when rats are within 50’.  Summon 1d6+1 Rat Swarms –or– 3d6 Dire Rats, usable 1/day. Arrive in 2d6 rounds & serve for up to 1 hour.  The wielder must make a Fortitude save vs. DC15 each tenday or contract lycanthropy & becomes an Afflicted Wererat. | Mod  Conj | 6 | Craft Arms & Armor  Summon Nature’s Ally III | 8,060 | 620 | 15,800 |
| Hammer of Skill | (DR324 p76) | +2 Thundering Cold-Iron Warhammer  Each time the wielder misses, he/she receives a cumulative –1 penalty on his/her next attack roll, but a circumstance bonus of equal size if the next attack hits. Once a hit occurs, the hammer resets itself to +0.  If the wielder fails to hit when the penalty is up to –10, the hammer will not function for that wielder ever again.  The hammer keeps a different cumulative total for each wielder and remembers that total the next time a wielder picks the hammer up. | Mod  Necro | 6 | Craft Arms & Armor  Blindness / Deafness | 9,000 | 720 | 18,000 |
| Staff of the Crushing Breeze | (DR325 p98) | +2 Quarterstaff, carved with idyllic scenes and partially covered with Mithral chains.  Wielder gains Feat: Improved Trip. | Mod  Evoc | 6 | Craft Arms & Armor  Gust of Wind | 9,000 | 720 | 18,000 |
| Weapon with +3 | (DMG p222) | Varies | varies | \* | Craft Arms & Armor  <varies> | 9,000 | 720 | 18,000 |
| Ettin’s Club | (DR340 p69) | +2 Greatclub  When using this weapon, the wielder always attacks a random creature within reach, but the weapons has an additional +2 bonus on attack rolls and does +1d6 damage. | Faint  Ench | 5 | Craft Arms & Armor  Rage | 9,300 | 720 | 18,300 |
| Assassin’s Dagger | (DMG p226) | +2 Dagger  +1 bonus to the DC of an Assassin’s Death Attack | Mod  Necro | 9 | Craft Arms & Armor  Slay Living | 9,302 | 720 | 18,302 |
| Spiderbane | (Und p70) | +2 Spiderkind-Bane Spiked-Chain | Mod Conj | 9 | Craft Arms & Armor  Summon Monster I | 9,325 | 720 | 18,325 |
| Celestial Blade | (BoED p114) | +3 Bastard Sword, sized for Large creatures.  Gives off light as a torch (20’ radius). | Mod  Evoc | 9 | Craft Arms & Armor | 9,335 | 720 | 18,335 |
| Trident of Fish Command | (DMG p229) | +1 Trident  The wielder may charm 14HD of Aquatic animals who are within a 30’ area (WillNeg DC16, +5 bonus if under attack by the wielder or his/her allies). The wielder may speak with charmed animals. Target that make their save will not want to approach within 10’ of the trident. Usable 3/day. | Mod  Ench | 7 | Craft Arms & Armor  Speak with Animals | 9,325 | 746 | 18,650 |
| Viper Rod | (DMG p237) | +2 Heavy-Mace  Evil character only:  On command, the head of the mace transforms into a snake’s head for 10 minutes, unable 1/day. During this time, all hits do normal damage & inflict a poison (1d10 Con / 1d10 Con / DC 14). | Mod  Necro | 10 | Craft Rod  Craft Arms & Armor  Poison  Creator must be Evil | 9,500 | 760 | 19,000 |
| Blade of Deception | (CAdv p129) | +3 Rapier  The wielder receives a +2 Enhancement bonus on Bluff checks when attempting to Feint. If successful, the opponent targeted by the Feint can not make Attacks of Opportunity against the wielder until the start of the wielder’s next round (as long as the wielder still threatens the opponent). | Mod  Ill | 9 | Craft Arms & Armor  Blur | 10,070 | 780 | 19,820 |
| Flame Tongue | (DMG p226) | +1 Flaming-Burst Longsword  Once per day, 4d6 Fire damage to a single target within 30’ as a Ranged Touch attack. | Mod  Evoc | 12 | Craft Arms & Armor  Flame Blade –or– Flame Strike –or–Fireball  Scorching Ray | 10,515 | 816 | 20,715 |
| Ashen Branch | (DR324 p29) | 2’ long branch that looks recently cut.  When thrown, the branch becomes a +3 Adamantine Spear. After the attack is resolved, it turns back into a branch. | Mod  Trans | 8 | Craft Arms & Armor  Plant Growth | 10,801 | 840 | 21,301 |
| Sword of Subtlety | (DMG p228) | +1 Short-Sword  When used for a Sneak Attack:  +4 bonus to attack & damage | Mod  Ill | 7 | Craft Arms & Armor  Blur | 11,155 | 892 | 22,310 |
| Sword of the Planes | (DMG p228) | +1 Longsword  Against Elementals –or– while on any Elemental Plane:  +2 Longsword  Against natives of the Astral / Ethereal Plane –or– while on the Astral / Ethereal Plane:  +3 Longsword  Against Outsiders –or– while on any Outer Plane:  +4 Longsword | Strong  Evoc | 15 | Craft Arms & Armor  Plane Shift | 11,157 ½ | 893 | 22,315 |
| Nagpa Staff | (DR339 p62) | Masterwork Cold-Iron Quarterstaff  Holds up to 3 levels of single-use spells. Any spell-caster can “cast spells” in to the staff for later use, assuming there are available levels remaining in the staff.  When held, the wielder immediately knows that spells are in the staff. Anyone can cast the spells.  Creature with the Nagpa Template only:  +1 Cold-Iron Quarterstaff | Faint  Evoc | 5 | Craft Arms & Armor  Craft Staff  Imbue with Spell Ability | 11,700 | 440 | 22,700 |
| Luck Blade | (DMG p227) | +2 Short-Sword  +1 Luck bonus to all saves.  The wielder may reroll one roll, but must use the new value. Usable once per day. | Strong  Evoc | 17 | Craft Arms & Armor  Wish –or– Miracle | 11,030 | 882 | 22,960 |
| Nine Lives Stealer | (DMG p227) | +2 Longsword  On a Critical Hit, the target must make a Fortitude save vs. DC 20 or die. After 9 successful uses, this ability stops working.  Good characters only:  2 Persistent Negative Levels. | Strong  Necro  [evil] | 13 | Craft Arms & Armor  Finger of Death | 11,529 | 992 | 23,057 |
| Mattock of the Titans | (DMG p262) | 10’ long digging tool.  +3 Gargantuan Adamantine Morningstar (4d6 base damage)  A Huge-sized creature (or larger) can use it to remove a 10’ cube of earth or earthen ramparts per 10 minutes, or smash a 10’ cube of stone per 1 hour. | Strong  Trans | 16 | Craft Wondrous Item  Craft Arms & Armor  Move Earth | 13,348 | 800 | 23,348 |
| Rod of Withering | (DMG p237) | +1 Light-Mace that does no normal damage  On a melee touch attack, this weapon does 1d4 Strength damage & 1d4 Constitution damage (FortNeg DC 17). If the attack is a Critical Hit, the ability damage is permanent. | Strong  Necro | 13 | Craft Rod  Craft Arms & Armor  Contagion | 12,500 | 1,000 | 25,000 |
| Quiet Dagger – Journeyman | (DR330 p67) | +2 Silent-Strike Dagger  +5 Competence bonus on Move Silently checks when held.  Apply the Metamagic Silent Spell to a 0th – 3rd lvl spell, 3/day. | Mod  Ill | 6 | Craft Arms & Armor  Silence | 12,800 | 1,000 | 25,300 |
| Maul of the Titans | (DMG p262) | 8’ long mallet.  +3 Greatclub  Deals x3 damage to inanimate objects.  If Strength less than 18, then all attacks have a –4 penalty. | Strong  Evoc | 15 | Craft Wondrous Item  Craft Arms & Armor  Bigby’s Clenched Fist | 12,305 | 480 | 25,305 |
| Oathbow | (DMG p227) | +2 Composite Longbow, Mighty +2  When fired, the bow whispers “Swift defeat to my enemies”.  The wielder may ‘vow’ to slay a specific target, once per day. There cannot be any pending “sworn enemies”.  When shooting at the “sworn enemy” only:  +5 Composite Longbow, Mighty +2. Arrows do +2d6 damage & have a x3 critical multiplier.  The bow shouts “Swift death to those who have wronged me”.  When the bow has a “sworn enemy” but is shooting at someone else:  Masterwork Composite Longbow, Mighty +2  When the bow has a “sworn enemy” but the wielder is using a different weapon:  –1 penalty on attacks.  The penalties end when the wielder slays / destroys the “sworn enemy” personally or 7 days go by. | Strong  Evoc | 15 | Craft Arms & Armor  Creator must be an Elf | 13,100 | 1,000 | 25,600 |
| Sword of Life Stealing | (DMG p228) | +2 Longsword  On a critical, the target gains a Negative Level and the wielder gains 1d6 Temporary hit-points (which fade if not used in 24 hours). The DC to remove the Negative Level after 24 hours is 16. | Strong  Necro | 17 | Craft Arms & Armor  Enervation | 12,857 ½ | 1,029 | 25,715 |
| Reaver’s Cutlass | (Storm p130) | +1 Wounding Cutlass  If weapon attaches to an opponent, it deals Constitution damage each round until the opponent ‘pins’ the weapon and spends a Full-Round Action to pull it free. Weapon makes Grapple checks as its wielder, even though wielder no longer holds weapon once attached. | Strong  Evoc | 12 | Craft Arms & Armor  Animate Objects  Mordenkianen’s Sword | 13,310 | 1,040 | 26,310 |
| Oglien’s Final Answer | (CWar p135) | +2 Spiked Chain  *Nondetection* on the weapon, always on.  Wielder gains a +5 bonus on Perform (weapon drill) checks. | Mod  Abj  Trans | 10 | Nondetection | 13,325 | 1,040 | 26,325 |
| Final Rest | (Und p69) | +1 Morphing Undead-Bane Longsword  *Hide from Undead*, 3/day. | Mod  Conj  Trans | 9 | Craft Arms & Armor  Hide from Undead  Summon Monster I | 14,175 | 1,109 | 28,035 |
| Dyerwaen | (PGF p125) | +2 Bastard Sword  Does ‘good’ and ‘chaotic’ damage for purposes of overcoming Damage Reduction.  +2 Competence bonus on Survival checks.  *Intuit Direction*, at will.  *Hide from Animals*, at will.  *Speak with Plants*, 1/day.  +2 Competence bonus on Diplomacy checks vs. Elves, Fey, & Woodland creatures of Good alignment.  In a forest only:  +5 Competence bonus to Hide checks.  *Pass without Trace*, at will. | Mod  Abj | 11 | Craft Arms & Armor  Creator must be a Druid | 14,668 | 1,173 | 29,335 |
| Pick of Iceparting | (Frost p111) | +2 Cold-Bane Heavy-Pick  May score Critical Hits against creatures of the ‘cold’ subtype normally immune to critical hits.  Strike icy surface to cause three points within 50 feet connected to impact point by ice to explode for 3d6 Piercing damage (Ref½, DC14), 1/day. | Med Evoc | 8 | Craft Magic Arms & Armor  Crack Ice  Summon Monster I | 14,600 | 1,168 | 30,000 |
| Ilbratha, Mistress of Battle | (PGF p126) | +1 Longsword  *Jump*, 3/day.  *Blink*, 1/day.  *Mirror Image*, 1/day.  When it touches a spell effect or a magic item, the weapon makes a chime. | Faint  Trans | 5 | Craft Arms & Armor  Blink  Detect Magic  Jump  Mirror Image | 15,715 | 1,232 | 31,115 |
| Weapon with +4 | (DMG p222) | Varies | varies | \* | Craft Arms & Armor  <varies> | 16,000 | 1,280 | 32,000 |
| Guerrilla Spear | (CAdv p129) | +2 Shortspear  When successfully used to attack an opponent who is denied his/her Dex modifier to AC, the weapon does +2d6 damage. | Mod  Ill | 7 | Craft Arms & Armor  Invisibility | 16,302 | 1,280 | 32,301 |
| Bow of Songs | (CAdv p129) | +2 Shortbow  The wielder may expend a daily use of Bardic Music to gain a bonus equal to his/her Charisma modifier on the next attack and damage roll made with the bow. Activating this ability takes a Move Action that does not generate an attack of opportunity. | Mod  Trans | 8 | Craft Arms & Armor  Sculpt Sound  Creator must be an Elf & have Bardic Music | 16,330 | 1,280 | 32,330 |
| Rod of Thunder and Lightning | (DMG p237) | +2 Light-Mace  ‘Thunder’, 1/day. Activated as a Free Action. For 1 round, the rod acts as a +3 Light Mace & an opponent hit with it is Stunned for 1 round (FortNeg DC16).  ‘Lightning’, 1/day. Activated as a Free Action. For 1 round, the rod does an extra 2d6 of electrical damage. During this time, if an attack misses the target’s normal AC, but would have hit its touch AC, the target takes 2d6 electrical damage anyway.  *Shout*, 1/day. 2d6 Sonic damage & Deafened for 2d6 rounds. DC16  *Lightning Bolt*, 1/day. 9d6 Electrical damage (Ref½ DC16) in a 5’ wide path that is 200’ long.  *‘Thunder and Lightning’*, 1/week. 9d6 Electrical damage in a 5’ wide path that is 200’ long plus all creatures within 10’ of the path of the lighting take 2d6 Sonic damage (Ref½ DC16 for all effects). Note that when calculating the damage from the lightning, count rolls of 1 or 2 as a ‘3’ (minimum damage is 27). | Mod  Evoc | 9 | Craft Rod  Craft Arms & Armor  Lightning Bolt  Shout | 16,500 | 1,320 | 33,000 |
| Pearl Trident | (Storm p130) | +3 Returning Pearlsteel Trident  Gain Feat: Aquatic Shot for attacks with Trident. If wielder already has Aquatic Shot or Far Shot, then range increment increases to 10’. | Mod  Trans | 9 | Craft Arms & Armor  Telekinesis | 17,815 | 1,280 | 36,815 |
| Claws of the Leopard | (CAdv p129) | +2 Spiked Gauntlets  Wearer gains Low-Light Vision & +10 Enhancement bonus on Climb checks.  At the end of a Charge, the wearer may make a Full Round Attack. | Mod  Trans | 6 | Craft Arms & Armor  Cat’s Grace  Creator must have 5 ranks in Climb | 19,305 | 1,520 | 38,305 |
| Mace of Terror | (DMG p227) | +2 Heavy-Mace  On command, the wielder becomes terrible looking. Living creatures in a 30’ cone in front of him/her are effected by *Fear* (Will½ DC16). Usable 3/day. | Strong  Necro | 13 | Craft Arms & Armor  Fear | 19,276 | 1,542 | 38,552 |
| Life-Drinker | (DMG p227) | +1 Greataxe  On a hit that does damage, the opponent gains 2 Negative Levels. The DC to remove the levels the next day is 16.  Wielder gains 1 Negative Level per hit that does damage, which goes away after one hour. | Strong  Necro | 13 | Craft Arms & Armor  Enervation | 20,320 | 1,600 | 40,320 |
| Taragarth, the Bloodbrand | (PGF p126) | +1 Short Sword  When holding the weapon unsheathed only:  Fire Resistance 10.  Wielder is immune to *Detect Thoughts, Discern Lies*, and all attempts to determine alignment. | Faint  Abj | 3 | Craft Arms & Armor  Nondetection  Resist Elements | 21,301 | 1,680 | 42,310 |
| Craemmol’s Hammer | (PGF p121) | +3 Warhammer  Gives off light like a torch.  If a Drow is within 60’, the weapon makes a sound like a loud bell.  As a Full Round Action, the wielder can determine the location of the nearest Drow within a 60’ radius & the total number of Drow within 60’. | Mod  Evoc | 11 | Craft Arms & Armor  True Seeing | 21,812 | 1,720 | 43,312 |
| Sharkdoom Spear | (Storm p130) | +2 Keen Thundering Spear  Aquatic creatures injured by weapon is affected by *Sink* spell for 12 rounds (FortNeg, DC13). *Sink* spell causes following effects:  a) –10’ to Swim speed; and b) Make DC 13 Swim check every round or sink 5’. | Strong  Evoc | 12 | Craft Arms & Armor  Keen Edge  Sink  Sound Burst | 22,302 | 1,760 | 44,302 |
| Nightblade of Arvandor | (BoED p115) | +2 Longsword. The black steel blade looks like it is filled with stars.  As a Standard Action, the blade can “fire” one star per ranged attack the wielder has (this provokes Attacks of Opportunity). Each star is a Force effect that requires a Ranged Touch attack to hit & does 1d8 damage (non-Evil creatures take half the damage as non-lethal). | Mod  Evoc  [good] | 6 | Craft Arms & Armor  Stars of Arvandor  Creator must be Good | 22,315 | 1,760 | 44,315 |
| Nychyaella’s Healing Spear | (PGF p121) | +2 Silvered Spear.  *Vampiric Touch*, through the spear, up to 3/day. Effect is used after the spear hits. | Mod  Necro | 10 | Craft Arms & Armor  Vampiric Touch | 22,392 | 1,760 | 44,392 |
| Sylvan Scimitar | (DMG p229) | +3 Scimitar  When used outdoors in temperate climate:  Wielder gains Feat: Cleave and +1d6 damage. | Mod  Evoc | 11 | Craft Arms & Armor  Divine Power –or– Creator must be a Druid of 7th + level | 23,657 ½ | 1,893 | 47,315 |
| Queen’s Scourge | (Und p70) | +2 Drowcraft Scourge  *Inflict Critical Wounds*, 1/day. | Strong Evoc | 12 | Craft Arms & Armor  Contingency  Disintegrate  Inflict Critical Wounds | 23,920 | 1,888 | 47,520 |
| Hand of the Creator | (DR328 p65) | +1 Keen Punching Dagger made of Mithral.  Wielder with Elven Blood only:  +1d4 damage.  An opponent without Elven Blood is permanently under the effect of *Faerie Fire* and Shaken (WillNeg, DC 14). Removed as a Curse. | Mod  Abj | 7 | Craft Arms & Armor  Bestow Curse  Faerie Fire  Keen edge  Creator must be an Elf or Half-Elf | 24,502 | 1,920 | 48,502 |
| Weapon with +5 | (DMG p222) | Varies | varies | \* | Craft Arms & Armor  <varies> | 25,000 | 2,000 | 50,000 |
| Nature’s Wrath | (Und p70) | +2 Aberration-Bane Construct-Bane Undead-Bane Club | Strong Conj | 15 | Craft Arms & Armor  Summon Monster I | 25,000 | 2,000 | 50,300 |
| Celestial Mace | (BoED p114) | +3 Disrupting Heavy-Mace  Gives off light as a torch (20’ radius). | Strong Trans | 14 | Craft Arms & Armor  Disrupting Weapon | 25,312 | 2,000 | 50,312 |
| Everchanging Blade | (Und p69) | +1 Metalline Morphing Sizing Longsword | Strong  Trans | 15 | Craft Arms & Armor  Enlarge Person  Polymorph Any Object  Reduce Person | 25,315 | 2,000 | 50,315 |
| Krakentooth | (Storm p129) | +2 Wounding Shocking-Burst Trident | Mod  Conj  Evoc | 10 | Craft Arms & Armor  Call Lightning –or– Lightning Bolt | 25,315 | 2,012 | 50,315 |
| Rapier of Puncturing | (DMG p227) | +2 Wounding Rapier  1d6 Constitution damage due to blood-loss on a touch attack, usable 3 times per day. Does not effect creatures who are immune to criticals. | Strong  Necro | 13 | Craft Arms & Armor  Harm | 25,320 | 2,000 | 50,320 |
| Sun Blade | (DMG p228) | +2 Bastard Sword, though it can be wielded as if it were a Short-Sword.  Sunlight, usable 1/day – As a Standard Action, create a 10’ radius area of daylight. For each consecutive round spent using a Standard Action to maintain the ability, the radius grows by 5’, up to 60’ after 10 rounds. When the wielder stops, the glow fades over the next minute.  Against Evil creatures:  +4 Bastard-Sword  Against Negative-Energy Plane creatures or Undead:  Double damage (x3 on a critical).  Evil characters only:  1 Persistent Negative Level. | Mod  Evoc | 10 | Craft Arms & Armor  Daylight  Creator must be Good | 25,335 | 2,000 | 50,335 |
| DemonDoom | (BoED p115) | +2 Holy Demon-Bane Warhammer made of Cold Iron  Blinding Strike, 1/day. Must be declared before the attack is made. If the weapon hits & the opponent’s Spell Resistance is overcome & the opponent is a Demon, *Power Word Blind*. | Strong  Ench | 15 | Craft Arms & Armor  Holy Smite  Power Word Blind  Creator must be Good | 25,912 | 2,048 | 51,512 |
| Dagger of Stones | (DR340 p29) | +1 Dagger with a large gemstone on the pommel.  Wielder was born under the Astrological Sign (DR340 p25) whose birthstone matches the gem in the pommel only:  +3 Defending Dagger  Wielder gains the birthstone’s Starblessed (DR340 p27) benefit. | Strong  Abj | 12 | Craft Arms & Armor  Starblessed  Globe of Invulnerability  Shield –or– Shield of Faith | 26,302 | 2,080 | 52,302 |
| Frost Brand | (DMG p226) | +3 Frost Greatsword  When the temperature is below freezing, the sword glows like a torch.  Absorbs the first 10 hp of Fire damage the wielder would take each round.  Extinguishes any nonmagical fires it is thrust into.  Extinguishes any magical fires (such as *Wall of Fire*) by making a Dispel Check at +14. | Strong  Evoc | 14 | Craft Arms & Armor  Ice Storm  Dispel Magic  Protection from Energy | 27,375 ½ | 2,179 | 54,475 |
| Lashing Sword of Samos the Skullreaver | (PGF p121) | +1 Short Sword  The weapon’s pommel generates a whip made of blue light. If the wielder succeeds in a Touch Attack with the ‘whip’ on an Undead, it is Destroyed (WillNeg DC17). The ‘whip’ does not effect any other type of creature & does not require proficiency. | Mod  Conj | 9 | Craft Arms & Armor  Disrupting Weapon | 27,310 | 2,160 | 56,310 |
| Lash of the Sands | (Sand p131) | +2 Dessicating Burst Whip made of shapesand.  Deals lethal damage, effective against armored opponents, & weighs 2x normal whip.  On hit, whip may entangle as *Animate Rope*. While entangled, opponent takes 1d6 points of Dessication damage per round. | Strong  Necro | 12 | Craft Arms & Armor  Animate Rope  Dessicate –or– Wither –or– Horrid Wilting | 28,400 | 2,256 | 56,400 |
| Thornblade | (DR326 p78) | +3 Keen Scimitar, with a green blade and a few thorns.  After the blade has hit, the wielder can poison his/her opponent with Bloodroot Poison. Usable 3/day.  Once it has bonded with an owner, the Thornblade will rot away if not touched by its owner for 30 days. The owner can give the blade to another | Mod  Conj | 9 | Craft Arms & Armor  Poison | 28,225 | 2,258 | 56,450 |
| Dagger of Defense | (CAdv p129) | +4 Defending Dagger  If held in his/her off-hand, the wielder cannot be Flanked. | Mod  Abj | 12 | Craft Arms & Armor  Shield | 29,302 | 2,320 | 58,302 |
| Rustblade | (PGF p121) | +1 Dagger, which looks rusted.  *Rusting Grasp*, always on. | Mod  Trans | 7 | Craft Arms & Armor  Rusting Grasp | 29,302 | 2,320 | 58,302 |
| Quiet Dagger – Master | (DR330 p67) | +2 Silent-Strike Dagger  +5 Competence bonus on Move Silently checks when held.  Apply the Metamagic Silent Spell to a 0th – 3rd lvl spell, 3/day.  Wielder gains Spell Resistance 14. | Mod  Ill | 9 | Craft Arms & Armor  Dispel Magic  Silence | 29,800 | 2,360 | 59,300 |
| Rod of Deadly Function | (DR330 p68) | +1 Light-Mace with 4 buttons  Pressing button #1:  +1 Keen Rapier  Pressing button #2:  +2 Returning Throwing-Axe  Pressing button #3:  +3 Whip-Dagger  Pressing button #4:  Exposes a set of Masterwork Lockpicks.  *Deep Slumber* by touch (stated before the attack), 1/day. DC 14.  *True Strike*, 1/day.  2d4 dmg by touch (stated before the attack) & the wielder is healed the same amount, 1/day. (Will½ DC17) | Strong  Div  Ench  Evoc  Trans | 18 | Craft Rod  Craft Arms & Armor  Deep Slumber  True Strike | 30,000 | 2,400 | 60,000 |
| Dwarven Thrower | (DMG p226) | +2 Warhammer  Dwarf only:  +3 Throwing Returning Warhammer with a 30’ range increment  Giants take +2d8 damage when thrown, all others take +1d8 | Mod  Evoc | 10 | Craft Arms & Armor  Creator must be a Dwarf of at least 10th level | 30,312 | 2,400 | 60,312 |
| Luck Blade, with One Wish | (DMG p227) | +2 Short-Sword  +1 Luck bonus to all saves.  The wielder may reroll one roll, but must use the new value. Usable once per day.  *Wish*, 1 use. | Strong  Evoc | 17 | Craft Arms & Armor  Wish –or– Miracle | 31,180 | 2,494 | 62,360 |
| Rod of Lordly Might | (DMG p235) | +2 Light-Mace with 6 buttons  Pressing button #1:  +1 Flaming Longsword  Pressing button #2:  +4 Battleaxe  Pressing button #3:  +3 Shortspear –or– +3 Longspear –or– +3 Lance  Pressing button #4:  5’ – 50’ climbing pole with grapple hooks on one end & a spike on the other. Can also be used to force open a door at +12.  Pressing button #5:  Returns rod to normal.  Pressing button #6:  Rod indicates north & distance from the surface (above or below).  *Hold Person* by touch (stated before the attack), 1/day. DC 14.  *Fear* on enemies within 10’, 1/day. DC 16.  2d4 dmg by touch (stated before the attack) & the wielder is healed the same amount, 1/day. (Will½ DC 17) | Strong  Ench  Evoc  Necro  Trans | 19 | Craft Rod  Craft Arms & Armor  Inflict Light Wounds  Bull’s Strength  Flame Blade  Hold Person  Fear | 35,000 | 2,800 | 70,000 |
| Weapon with +6 | (DMG p222) | Varies | varies | \* | Craft Arms & Armor  <varies> | 36,000 | 2,880 | 72,000 |
| Sai of the Hornet | (DR325 p98) | +1 Dancing Returning Sai  Can be ordered to throw itself at a foe within 50’ (with the standard range penalties for a Sai) as if thrown by the controller. It then returns to its controller (as per the Returning feature) and continues Dancing until that duration is over. | Strong  Trans | 15 | Craft Arms & Armor  Shield –or– Shield of Faith  Telekinesis | 36,150 | 2,892 | 72,300 |
| Chernobog’s Sledge | (DR324 p29) | Masterwork Warhammer that looks old & rusted and weighs 10 pounds.  At night only:  +3 Mighty-Cleaving Wounding Warhammer | Strong  Trans | 12 | Craft Arms & Armor  Deeper Darkness | 36,312 | 2,880 | 72,312 |
| Evithyan’s Blade | (PGF p125) | +3 Longsword  When fighting Drow only:  +5 Longsword  Does an additional 2d4 Constitution damage (Fort½ DC20). | Strong  Evoc | 13 | Craft Arms & Armor  Mordenkainen’s Sword | 36,315 | 2,880 | 72,315 |
| Eagle’s Cry Bow | (DR326 p77) | +5 Composite Long Bow (+4 Strength rating)  Has a 220’ range increment and can fire 20 increments (at –2 per increment after the first).  When fired, makes an eagle’s cry, which rants all Elves within 30’ a +3 Morale bonus on saves vs. Charm & Fear and to weapon damage for 6 rounds. | Strong  Trans | 15 | Craft Arms & Armor  Far Shot  True Strike  Creator must be an Elf | 36,900 | 2,952 | 73,800 |
| Mace of Smiting | (DMG p227) | +2 Adamantine Heavy-Mace  Against Constructs:  +5 Adamantine Heavy-Mace  Any Construct struck with a critical hit is destroyed (no save).  Any Outsider struck with a critical hit takes x4 damage | Mod  Trans | 11 | Craft Arms & Armor  Disintegrate | 39,312 | 2,880 | 75,312 |
| Sword of the Glorious Pearl | (Storm p130) | +3 Aquatic Holy Pearlsteel Bastard Sword  Gain Feat: Extra Turning after 24 hour attunement to weapon. | Strong  Abj  Evoc  [good] | 7 | Craft Arms & Armor  Extra Turning  Holy Smite  Freedom of Movement  Creator must be Good | 37,835 | 3,000 | 75,335 |
| Twinblades Alight | (PGF p121) | +2 Adamantine & Cold-Iron Battleaxe (its head is double-bladed, with each blade made from a different material).  Lawful Good Dwarf only:  +2 Adamantine & Cold-Iron Axiomatic Holy Battleaxe  Also glows softly | Strong  Necro  Trans | 18 | Craft Arms & Armor  Circle of Death  Keen Edge | 40,515 | 3,216 | 82,215 |
| Nightwatcher | (PGF p126) | +3 Longsword, made from Adamantine.  Bearer gains Low-Light vision.  *Dispel Magic* vs. magical darkness within 30’.  When planted in the ground only:  Hums loudly if anyone with intent to harm its owner comes within 60’. | Mod  Evoc | 9 | Craft Arms & Armor  Alarm  Dispel Magic  Light | 44,815 | 3,560 | 89,315 |
| Hand Spinneret | (Und p69) | +3 Drowcraft Unholy Hand-Crossbow  *Web* at 8th level, usable 3/day. | Strong  Evoc | 12 | Craft Arms & Armor  Contingency  Disintegrate  Web | 45,400 | 3,600 | 90,400 |
| Weapon with +7 | (DMG p222) | Varies | varies | \* | Craft Arms & Armor  <varies> | 49,000 | 3,920 | 98,000 |
| Dart of the Phoenix | (BoED p114) | +1 Returning Dart, fletched with phoenix feathers.  Throwing the dart inflicts 1d4 Strength damage on the thrower.  An opponent hit by the dart must make a Fortitude save vs. DC 20 or die (with his/her body being incinerated). On a successful save, the opponent takes 13d6 Fire damage (if this kills the opponent, his/her body is incinerated anyway). If incinerated, the opponent’s ashes reform into the person after 2d6 rounds, with all the Fire damage healed. Creatures immune to fire are immune to these effects, but fire resistance only applies if the save is made. | Strong  Necro  [fire]  [good] | 13 | Craft Arms & Armor  Phoenix Fire | 49,900 ½ | 3,960 | 99,400 ½ |
| Bow of the Solars | (BoED p114) | +2 Composite Longbow, +4 Strength bonus, sized for a Large creature.  Any arrow fired by this bow becomes an Arrow of Slaying that matches the targeted creature. | Strong  Necro | 13 | Craft Arms & Armor  Finger of Death | 50,500 | 3,9668 | 100,100 |
| Luck Blade, with Two Wishes | (DMG p227) | +2 Short-Sword  +1 Luck bonus to all saves.  The wielder may reroll one roll, but must use the new value. Usable once per day.  *Wish*, 2 uses. | Strong  Evoc | 17 | Craft Arms & Armor  Wish –or– Miracle | 51,330 | 4,106 | 102,660 |
| Holy Avenger | (DMG p226) | +2 Cold-Iron Longsword  Paladin only:  +5 Holy Cold-Iron Longsword  Spell Resistance (5 + Paladin level) to the Paladin & any adjacent  *Greater Dispel Magic (area)* as a Standard Action at the Paladin’s level. Usable once per round. | Strong  Abj | 18 | Craft Arms & Armor  Holy Aura  Creator must be Good | 60,630 | 4,800 | 120,300 |
| Dragathil | (PGF p121) | Masterwork Rapier for a Medium-sized wielder  Character with at least 5 ranks of Diplomacy only:  +4 Merciful Holy Evil-Outsider-Bane Undead-Bane Rapier for a Medium-sized wielder  Red glow as bright as a torch on command.  *Hold Person*, 1/day. | Strong  Evoc  [good] | 12 | Craft Arms & Armor  Cure Light Wounds  Hold Person  Holy Smite  Creator must be Good | 63,020 | 5,016 | 125,720 |
| Weapon with +8 | (DMG p222) | Varies | varies | \* | Craft Arms & Armor  <varies> | 64,000 | 5,120 | 128,000 |
| Faervian | (PGF p120) | Masterwork Longsword for a Medium-sized wielder  Arcane Spellcaster only:  +4 Spell-Storing Holy Evil-Outsider-Bane Undead-Bane Longsword for a Medium-sized wielder  Purple glow as bright as a torch on command.  May apply Still Spell to 3 spells per day. | Strong  Evoc  [good] | 12 | Craft Arms & Armor  Still Spell  Holy Smite | 67,642 | 5,386 | 134,970 |
| Luck Blade, with Three Wishes | (DMG p227) | +2 Short-Sword  +1 Luck bonus to all saves.  The wielder may reroll one roll, but must use the new value. Usable once per day.  *Wish*, 3 uses. | Strong  Evoc | 17 | Craft Arms & Armor  Wish –or– Miracle | 71,480 | 5,718 | 142,960 |
| Mhaorathil | (PGF p120) | Masterwork Short-Sword for a Medium-sized wielder  Dwarf only:  +4 Holy Evil-Outsider-Bane Undead-Bane Short-Sword sized for a Medium -sized wielder  Orange glow as bright as a torch on command.  *Cure Light Wounds*, 1/day.  *Disrupting Weapon*, 1/day.  *Remove Disease*, 1/day. | Strong  Evoc  [good] | 12 | Craft Arms & Armor  Cure Light Wounds  Disrupting Weapon  Holy Smite  Remove Disease  Creator must be Good | 75,303 | 5,999 | 150,297 |
| Tyranny’s Knell | (PGF p122) | +2 Warhammer  Dwarf only:  +3 Throwing Returning Warhammer with a 30’ range increment  Giants take +2d8 damage when thrown, all others take +1d8  *Earthquake*, once per 10 days. Activated as a Standard Action by striking the ground.  When the weapon hits a Giant, it is effected by the equivalent of *Reduce Person* (FortNeg DC16), except that it effects Giants. | Mod  Evoc  Trans | 10 | Craft Arms & Armor  Reduce Person  Creator must be a Dwarf of at least 10th level. | 77,312 | 6,160 | 154,312 |
| Morvian | (PGF p120) | Masterwork Greatsword for a Medium-sized wielder  Lawful Good only:  +4 Axiomatic Holy Evil-Outsider-Bane Undead-Bane Greatsword for a Medium-sized wielder  Yellow glow as bright as a torch on command.  *Daylight*, 1/day. | Strong  Evoc  [good]  [law] | 12 | Craft Arms & Armor  Daylight  Holy Smite  Order’s Wrath  Creator must be Lawful Good | 79,369 | 6,321 | 158,389 |
| Evaelathil | (PGF p120) | Masterwork Short-Sword for a Small-sized wielder  Halflings only:  +4 Holy Evil-Outsider-Bane Undead-Bane Short-Sword for a Small-sized wielder  Green glows as bright as a torch on command.  Fire Resistance 10.  *Charm Person*, 1/day.  *Locate Object*, 1/day. | Strong  Evoc  [good] | 12 | Craft Arms & Armor  Charm Person  Holy Smite  Locate Creature  Resist Energy  Creator must be Good | 80,523 | 6,429 | 161,045 |
| Weapon with +9 | (DMG p222) | Varies | varies | \* | Craft Arms & Armor  <varies> | 81,000 | 6,480 | 162,000 |
| Elqillar | (PGF p125) | +1 Scimitar, with its name on the blade in multi-colored runes.  Any creature hit by this weapon reverts to its natural form (WillNeg DC18).  Transforms into a Scimitar, Dagger, Kukri, or a sword of any kind, sized for a Small, Medium, or Large creature, on command. The runes remain on the blade in any of its forms.  *Disguise Self*, while holding the weapon.  Wielder is immune to *Detect Thoughts, Discern Lies*, and all attempts to determine alignment, while holding the weapon. | Strong  Ill | 12 | Craft Arms & Armor  Disguise Self  Nondetection  Polymorph | 83,815 | 6,680 | 167,315 |
| Trespasser | (Und p70) | +2 Illithidwrought Keen Tentacle Greatsword  Up to 3 times per day, a creature killed by having its brain pulled out also receives a *Death Knell* automatically. | Strong Necro | 15 | Craft Arms & Armor –or– Craft Psionic Arms & Armor  *Death Knell*  Creator must be a Mind Flayer | 88,850 | 7,080 | 177,350 |
| Weapon with +10 | (DMG p222) | Varies | varies | \* | Craft Arms & Armor  <varies> | 100,000 | 8,000 | 200,000 |
| Keryvian | (PGF p121) | Masterwork Bastard Sword for a Medium-sized wielder  Fighter, Paladin, or Ranger of Good alignment only:  +4 Keen Holy Evil-Outsider-Bane Undead-Bane Bastard Sword for a Medium-sized wielder  Blue crackling glow as bright as a torch on command.  *Jump*, at will.  *Feather Fall,* at will.  *Alarm (audible)*, always on. Triggered by someone other than the owner touching the weapon.  On a Critical Hit, the target receives 1 Negative Level (DC16) & the wielder receives 1d6 Temporary HP (which fade after 24 hours). | Strong  Evoc  [good] | 12 | Craft Arms & Armor  Alarm  Enervation  Feather Fall  Holy Smite  Jump  Spell Turning | 103,692 | 8,270 | 207,070 |
| Heartcleaver | (PGF p121) | +2 Vorpal Battleaxe sized for a Large creature, whose blade drips green ichor.  Attempts to cast a Conjuration (healing) spell on a creature wounded by this weapon only succeed if the caster makes a Caster check vs. DC 20. This effect ends when the creature returns to full hit-points (either naturally or magically). | Strong  Evoc | 18 | Craft Arms & Armor  Bestow Curse  Circle of Death  Keen Edge | 157,320 | 12,560 | 314,320 |

## Ammunitions

Ammunition can have many of the same options as normal weapons, but are created in a set of 50, so the individual cost is lower (indicated below).

This list also includes other single use weapons.

| Ammunition | Reference | Effect | Aura | Lvl | Requirements | Create in gp | Create in XP | Sell  in GP |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ammunition with +1 | (DMG p222) | Varies  Single Use. | varies | \* | Craft Arms & Armor  <varies> | 20 | 2 | 40 |
| Sleep Arrow | (DMG p228) | +1 Arrow  Does subdual damage.  If the target takes damage, it falls asleep (WillNeg DC11).  Single Use. | Faint  Ench | 5 | Craft Arms & Armor  Sleep | 69 ½ | 5 | 132 |
| Ammunition with +2 | (DMG p227) | Varies  Single Use. | varies | \* | Craft Arms & Armor  <varies> | 80 | 6 | 160 |
| Burrowing Arrow | (CWar p135) | +1 Arrow  On a hit, the arrow head imbeds itself in the target. Natural healing will not occur until removed, which causes 1d8 damage. Magical healing causes the arrowhead to be expelled, also causing 1d8 damage | Faint  Necro | 4 | Craft Arms & Armor  Inflict Light Wounds | 87 | 6 | 167 |
| Screaming Bolt | (DMG p227) | +2 Crossbow Bolt  When fired, all enemies of the wielder within 20’ of the bolt’s path must make a Will save vs. DC 14 or become Shaken. This is a Mind-Affecting, Fear effect.  Single Use. | Faint  Ench | 5 | Craft Arms & Armor  Doom  ~~Scare~~ | 128 ½ | 10 | 267 |
| Ammunition with +3 | (DMG p227) | Varies  Single Use. | varies | \* | Craft Arms & Armor | 180 | 14 | 360 |
| Ammunition with +4 | (DMG p227) | Varies  Single Use. | varies | \* | Craft Arms & Armor  <varies> | 320 | 26 | 640 |
| Bolt of Arcane Penetration | (DR330 p66) | +1 Phasing Crossbow Bolt  The target does not benefit from any Deflection bonus to AC. | Faint  Trans | 5 | Craft Arms & Armor  Blink | 325 | 26 | 650 |
| Ammunition with +5 | (DMG p227) | Varies  Single Use. | varies | \* | Craft Arms & Armor  <varies> | 500 | 40 | 1,000 |
| Ammunition with +6 | (DMG p227) | Varies  Single Use. | varies | \* | Craft Arms & Armor  <varies> | 720 | 58 | 1,440 |
| Javelin of Lighting | (DMG p226) | *Lightning Bolt*, when thrown. 5d6 with DC 14.  Single Use | Faint  Evoc | 5 | Craft Arms & Armor  Lightning Bolt | 750 | 30 | 1,500 |
| Ammunition with +7 | (DMG p227) | Varies  Single Use. | varies | \* | Craft Arms & Armor  <varies> | 980 | 78 | 1,960 |
| Slaying Arrow | (DMG p228) | +1 Arrow  Each slaying arrow is designed to kill a specific type of creature (Aberration, Animal, etc.). If the arrow strikes an appropriate target, it must make a Fortitude save vs. DC 20 or die / be destroyed (this is a Death-Effect).  Note that this item can destroy an Undead that does not make it saving throw.  Single Use. | Strong  Necro | 13 | Craft Arms & Armor  Finger of Death | 1,144 ½ | 91 | 2,282 |
| Ammunition with +8 | (DMG p227) | Varies  Single Use. | varies | \* | Craft Arms & Armor  <varies> | 1,280 | 102 | 2,560 |
| Ammunition with +9 | (DMG p227) | Varies  Single Use. | varies | \* | Craft Arms & Armor  <varies> | 1,620 | 130 | 3,240 |
| Ammunition with +10 | (DMG p227) | Varies  Single Use. | varies | \* | Craft Arms & Armor  <varies> | 2,000 | 160 | 4,000 |
| Hellpiercer | (BoED p115) | +3 Shocking-Burst Arrow or Bolt.  Considered Silver for purposes of overcoming Damage Reduction.  Contains a reservoir of Purified Couatl Venom(BoED p35), which only harms Evil creatures. | Mod  Evoc  Trans | 11 | Craft Arms & Armor  Silvered Weapon | 2,007 | 40 | 4,007 |
| Slaying Arrow, Greater | (DMG p228) | +1 Arrow  Each slaying arrow is designed to kill a specific type of creature (Aberration, Animal, etc.). If the arrow strikes an appropriate target, it must make a Fortitude save vs. DC 23 or die / be destroyed (this is a Death-Effect).  Note that this item can destroy an Undead that does not make it saving throw.  Single Use. | Strong  Necro | 13 | Craft Arms & Armor  Heighten Spell  Finger of Death | 2,032 | 162 | 4,057 |

# Armors

## Magic Options for Armor

| Armor Options | Reference | Description | Aura | Lvl | Requirements | Extra as GP | Cost as Bonus |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Cool | (Sand p130) | Wearer does not take normal –4 penalty on Fortitude saves to resist hot environments. | Faint  Abj | 3 | Craft Arms & Armor  *Endure Elements* | +2,400 | ― |
| Glamered | (DMG p219) | On command, the armor looks like normal clothing, but otherwise acts normally. | Mod  Ill | 10 | Craft Arms & Armor  *Disguise Self* | + 2,700 | — |
| Shadow | (DMG p219) | +5 Competence bonus on Hide checks. Armor check penalty still applies.  Ex.: Shadow Full Plate = +5 Competence bonus – 5 Masterwork Full Plate penalty = +0 to Hide checks. | Faint  Ill | 5 | Craft Arms & Armor  Invisibility | + 3,750 | — |
| Silent Moves | (DMG p219) | +5 Competence bonus on Move Silent checks. Armor check penalty still applies. | Faint  Ill | 5 | Craft Arms & Armor  Silence | + 3,750 | — |
| Slick | (DMG p219) | +5 Competence bonus on Escape Artist checks. Armor check penalty still applies. | Faint  Conj | 5 | Craft Arms & Armor  Grease | + 3,750 | — |
| Gilled | (Storm p128) | Water-breathing wearers may breathe and speak freely in air. | Mod  Trans | 5 | Craft Arms & Armor  *Air Breathing* | +7,500 | ― |
| Desiccation Resistance | (Sand p130) | Desiccation Resistance 10. | Faint  Abj | 3 | Craft Arms & Armor  *Protection From Desiccation* | +9,000 | ― |
| Woodwalk | (RotW p171) | Wearer with Woodland Stride class ability only:  *Tree Stride*, usable as a Free Action up to 3 times per day. | Mod Trans | 9 | Craft Arms & Armor  Tree Stride | + 9,000 | — |
| Shadow, Improved | (DMG p219) | +10 Competence bonus on Hide checks. Armor check penalty still applies. | Mod  Ill | 10 | Craft Arms & Armor  Invisibility | +15,000 | — |
| Silent Moves, Improved | (DMG p219) | +10 Competence bonus on Move Silent checks. Armor check penalty still applies. | Mod  Ill | 10 | Craft Arms & Armor  Silence | +15,000 | — |
| Slick, Improved | (DMG p219) | +10 Competence bonus on Escape Artist checks. Armor check penalty still applies. | Mod  Conj | 10 | Craft Arms & Armor  Grease | +15,000 | — |
| Acid Resistance | (DMG p217) | Acid Resistance 10. | Faint  Abj | 3 | Craft Arms & Armor  Resist Energy | +18,000 | — |
| Cold Resistance | (DMG p218) | Cold Resistance 10. | Faint  Abj | 3 | Craft Arms & Armor  Resist Energy | +18,000 | — |
| Electricity Resistance | (DMG p218) | Electricity Resistance 10. | Faint  Abj | 3 | Craft Arms & Armor  Resist Energy | +18,000 | — |
| Fire Resistance | (DMG p218) | Fire Resistance 10. | Faint  Abj | 3 | Craft Arms & Armor  Resist Energy | +18,000 | — |
| Sonic Resistance | (DMG p219) | Sonic Resistance 10. | Faint  Abj | 3 | Craft Arms & Armor  Resist Energy | +18,000 | — |
| Anti-Impact | (CWar p133) | Damage from falling, constriction, & other whole-body bludgeoning (but not weapons) is halved. | Faint Abj | 4 | Craft Arms & Armor  *Feather Fall* | + 2,000 | — |
| Deep | (Storm p128) | Able to breathe water.  Immune to damage from cold water and water pressure  Gain Darkvision 60’. | Mod  Trans | 9 | Craft Arms & Armor  *Transformation of the Deeps* | +22,500 | ― |
| Scorpion Carapace | (Sand p130) | Wearer gains Feat: Scorpion’s Resolve and Feat: Scorpion’s Sense while wearing armor. | Mod  Trans | 9 | Craft Arms & Armor  Scorpion’s Resolve and Scorpion’s Sense –or– *Resistance*  Creator must be 12th lvl | +32,000 | ― |
| Shadow, Greater | (DMG p219) | +15 Competence bonus on Hide checks. Armor check penalty still applies. | Mod  Ill | 15 | Craft Arms & Armor  Invisibility | +33,750 | — |
| Silent Moves, Greater | (DMG p219) | +15 Competence bonus on Move Silent checks. Armor check penalty still applies. | Mod  Ill | 15 | Craft Arms & Armor  Silence | +33,750 | — |
| Slick, Greater | (DMG p219) | +15 Competence bonus on Escape Artist checks. Armor check penalty still applies. | Mod  Conj | 15 | Craft Arms & Armor  Grease | +33,750 | — |
| Xorn Movement | (Und p70) | *Xorn Movement*, for up to 9 rounds per day. The rounds may be broken up as desired. | Mod  Trans | 9 | Craft Arms & Armor  Xorn Movement | +36,000 | — |
| Acid Resistance, Improved | (DMG p217) | Acid Resistance 20. | Mod  Abj | 7 | Craft Arms & Armor  Resist Energy | +42,000 | — |
| Cold Resistance, Improved | (DMG p218) | Cold Resistance 20. | Mod  Abj | 7 | Craft Arms & Armor  Resist Energy | +42,000 | — |
| Electricity Resistance, Improved | (DMG p218) | Electricity Resistance 20. | Mod  Abj | 7 | Craft Arms & Armor  Resist Energy | +42,000 | — |
| Fire Resistance, Improved | (DMG p218) | Fire Resistance 20. | Mod  Abj | 7 | Craft Arms & Armor  Resist Energy | +42,000 | — |
| Sonic Resistance, Improved | (DMG p219) | Sonic Resistance 20. | Mod  Abj | 7 | Craft Arms & Armor  Resist Energy | +42,000 | — |
| Ethereal | (DMG p218) | Allows wearer to cast *Ethereal Jaunt*, 1/day. Unlimited duration, but once dismissed, the effect cannot be used again until the next day. | Strong  Trans | 13 | Craft Arms & Armor  *Ethereal Jaunt* | +49,000 | — |
| Undead Controlling | (DMG p219) | May control up to 26 HD of Undead per day as per the *Control Undead* spell. Control is lost each dawn. | Strong  Necro | 13 | Craft Arms & Armor  *Control Undead* | +49,000 | — |
| Acid Resistance, Greater | (DMG p218) | Acid Resistance 30. | Mod  Abj | 11 | Craft Arms & Armor  Resist Energy | +62,000 | — |
| Cold Resistance, Greater | (DMG p218) | Cold Resistance 30. | Mod  Abj | 11 | Craft Arms & Armor  Resist Energy | +62,000 | — |
| Electricity Resistance, Greater | (DMG p218) | Electricity Resistance 30. | Mod  Abj | 11 | Craft Arms & Armor  Resist Energy | +62,000 | — |
| Fire Resistance, Greater | (DMG p218) | Fire Resistance 30. | Mod  Abj | 11 | Craft Arms & Armor  Resist Energy | +62,000 | — |
| Sonic Resistance, Greater | (DMG p219) | Sonic Resistance 30. | Mod  Abj | 11 | Craft Arms & Armor  Resist Energy | +62,000 | — |
| Stonemeld | (Eb p266) | Damage Reduction 5 / —.  *Meld into Stone*, 3/day. | Mod  Conj | 11 | Bind Elemental  Planar Binding | +80,000 | — |
| Underwater Action | (Eb p266) | *Water Breathing*, always on.  Armor imposes no Armor Check penalty on Swim checks.  *Quench*, 2/day. | Mod  Conj | 11 | Bind Elemental  Planar Binding | +86,000 | — |
| Burning | (Eb p266) | Cold Resistance 10.  Able to be cloaked in flames for 11 rounds, 3/day. Any creature who attacks with a non-reach weapon during this time takes 2d6 Fire damage (no save) and Catches Fire (RefNeg, DC 17). | Mod  Conj | 11 | Bind Elemental  Planar Binding | +90,000 | — |
| Whirlwind | (Eb p266) | *Fly*, on command. Movement rate of 60’ with Good maneuverability.  Become a Whirlwind, 1/day for 4 rounds. This is equivalent of the whirlwind created by a Large Air Elemental. | Mod  Conj | 11 | Bind Elemental  Planar Binding | +90,000 | — |
| Buoyant | (Storm p128) | ½ weight of normal armor. Armor check penalty is not doubled for Swim checks. | Mod  Trans | 7 | Craft Arms & Armor  *Freedom of Movement* | ― | +1 |
| Death Ward | (CArc p142) ~~(PGF p119)~~ | Ignore one ‘death effect’ each day. Examples include spells with the [death] subtype, magical death effects, energy drain, & negative energy effects (such as those from *Inflict* spells and *Chill Touch*). | Mod Necro | 7 | Craft Arms & Armor  *Death Ward* | — | +1 |
| Drowcraft | (Und p70) | When wielded within a region of Faerzres (a type of magical ‘radiation’ found in the Underdark), the wearer gains a +2 Deflection bonus to AC.  If brought to a region where there is any amount of natural sunlight, the armor must make a Fortitude save vs. DC 8 each day to avoid dissolving, even if kept out of direct sunlight. It can be kept safe if stored in a lead-lined case. | Strong  Abj | 12 | Craft Arms & Armor  *Contingency*  *Disintegrate* | — | +1 |
| Fortification, Light | (DMG p219) | 25% chance of negating a critical hit or sneak attack. | Strong  Abj | 13 | Craft Arms & Armor  *Limited Wish* –or– *Miracle* | — | +1 |
| Malleable | (Und p70) | The wearer is better able to fit through small passages and does not have his/her speed decreased in a ‘narrow space’ or a ‘low space’. In either case, he/she retains the Dexterity bonus to AC.  If the area is both ‘narrow’ and ‘low’, the wearer only suffers the penalty from one. | Mod  Trans | 7 | Craft Arms & Armor  Tunnelrunner | — | +1 |
| Nacreous | (Storm p 129) | +2 AC vs. Piercing attacks. | Faint  Abj | 3 | Craft Arms & Armor  *Mage Armor* | ― | +1 |
| Twilight | (PH2 p21)  (BoED p112) | When worn, armor becomes semi-corporeal & translucent.  –10% Arcane Failure chance. | Faint  Abj | 5 | Craft Arms & Armor | — | +1 |
| Angelic | (BoED p112) | Non-Evil Creatures only:  +1 extra Enhancement bonus to AC against attacks by Evil Creatures.  +4 Sacred bonus on saves vs. spells with the [evil] descriptor. | Mod Abj | 9 | Craft Arms & Armor  *Dispel Evil*  *Phieran’s Resolve*  Creator must be Good | — | +2 |
| Axeblock | (CWar p133) | Damage Reduction 5 / Bludgeoning or Piercing.  If combined with ‘Hammerblock’ and/or ‘Spearblock’, the damage value stays 5. | Mod Abj | 11 | Craft Arms & Armor  *Polymorph Any Object* | — | +2 |
| Beastskin | (CAdv p127) | Creature with the Wild Shape class feature only :  When using Wild Shape, you may expend an additional daily use to make the armor reshape to fit your new form (instead of merging with your body). You gain all the bonus & penalties of your armor (such as Armor Check penalty). | Strong  Trans | 13 | Craft Arms & Armor  *Ironwood* | — | +2 |
| Empyreal | (BoED p112) | As a Free Action during his/her round, the wearer may reduce the Enhancement bonus to AC of this armor and gain an equal Sacred bonus to all saving throws until the next round.  Evil Creatures only:  Wearer is Sickened. | Mod Abj  Necro  [good] | 9 | Craft Arms & Armor  *Resistance*  *Shield of Faith*  *Sicken Evil* | — | +2 |
| Hammerblock | (CWar p134) | Damage Reduction 5 / Piercing or Slashing.  If combined with ‘Axeblock’ and/or ‘Spearblock’, the damage value stays 5. | Mod Abj | 11 | Craft Arms & Armor  *Polymorph Any Object* | — | +2 |
| Illithidwrought | (Und p70) | +1 Insight bonus on AC.  Psionic Wielder only:  +2 Insight bonus on AC. | Mod Div | 8 | Craft Arms & Armor –or– Craft Psionic Arms & Armor  Creator must have Psionics | — | +2 |
| Bladejinx | (DR339 p93) | Hexblade only:  A foe who has just confirmed a Critical Hit upon wearer must reroll the confirmation. The foe must use the 2nd roll. Usable 3/day. | Mod  Abj | 9 | Craft Arms & Armor  Creator must be a Hexblade | — | +2 |
| Sacred | (BoED p112) | Decorated with a Deity’s Holy / Unholy Symbol  Follower of the indicated Deity only:  +2 effective level with regards to Turning / Rebuking Checks. | Mod Conj | 8 | Craft Arms & Armor  Creator must be able to Turn or Rebuke Undead | — | +2 |
| Spearblock | (CWar p134) | Damage Reduction 5 / Bludgeoning or Slashing.  If combined with ‘Axeblock’ and/or ‘Hammerblock’, the damage value stays 5. | Mod Abj | 11 | Craft Arms & Armor  *Polymorph Any Object* | — | +2 |
| Spell Resistance 13 | (DMG p219) | Wearer gains Spell Resistance 13. | Strong  Abj | 15 | Craft Arms & Armor  *Spell Resistance* | — | +2 |
| Starver | (Und p151) | If the wearer is grappled or swallowed, blades spring out of the armor, doing 2d6 per round until the grapple / swallowing ends, or the wearer dies. | Mod Trans | 7 | Craft Arms & Armor | — | +2 |
| Exalted | (BoED p112) | Good Creatures only:  *Protection from Evil*, always on.  Takes only +1d6 (instead of +2d6) damage from Unholy Weapons.  Negates Vile Damage taken from Vile Melee, Ranged, & Natural Weapons. | Mod Abj | 9 | Craft Arms & Armor  *Protection from Evil*  Creator must be Good | — | +3 |
| Fortification, Moderate | (DMG p219) | 75% chance of negating a critical hit or sneak attack. | Strong  Abj | 13 | Craft Arms & Armor  *Limited Wish* –or– *Miracle* | — | +3 |
| Ghost Touch | (DMG p219) | The item’s Armor bonus to AC count vs. Incorporeal creatures. Can also be used by Incorporeal creatures (who can still pass through solid object while wearing it). | Strong  Trans | 15 | Craft Arms & Armor  Etherealness | — | +3 |
| Halfweight | (Und p70) | Armor with this enhancement is treated as Light armor. | Mod Trans | 8 | Craft Arms & Armor –or– Craft Psionic Arms & Armor  Creator must have Psionics | — | +3  (+2 if added to Illithid-wrought armor) |
| Invulnerability | (DMG p219) | Wearer gains Damage Reduction 5 / magic. | Strong  Abj  Evoc | 18 | Craft Arms & Armor  Stoneskin  *Limited Wish –*or*– Miracle* | — | +3 |
| Magic-Eating | (CArc p142) | Wearer gains Spell Resistance 13. Any spell negated causes the wearer to gain 1d8 Temporary HP (max 8 Temporary HP total). The Temporary HP fade after 1 hour. | Strong  Trans | 16 | Craft Arms & Armor  *Limited Wish*  *Spell Resistance* | — | +3 |
| Spell Resistance 15 | (DMG p219) | Wearer gains Spell Resistance 15. | Strong  Abj | 15 | Craft Arms & Armor  *Spell Resistance* | — | +3 |
| Wild | (DMG p219) | If the wearer uses the Druid *Wild Shape* ability, the armor melds into the new body & the wearer retains the Armor & Enhancement bonuses to his/her AC. | Mod  Trans | 9 | Craft Arms & Armor  *Baleful Polymorph* | — | +3 |
| Soulfire | (BoED p112) | Wearer is immune to all spells with the [death] subtype, magical death effects, energy drain, and negative energy effects (including *Chill Touch* &*Inflict Wounds*) | Mod  Abj | 7 | Craft Arms & Armor  *Death Ward* | — | +4 |
| Spell Resistance 17 | (DMG p219) | Wearer gains Spell Resistance 17. | Strong  Abj | 15 | Craft Arms & Armor  *Spell Resistance* | — | +4 |
| Fortification, Heavy | (DMG p219) | 100% chance of negating a critical hit or sneak attack. | Strong  Abj | 13 | Craft Arms & Armor  *Limited Wish –*or*– Miracle* | — | +5 |
| Proof against Transmutation | (CArc p142) | The wearer is immune to any Transmutation effect that would change his/her form, such as being Polymorphed or Petrified. If the wearer fails his/her save vs. *Disintegrate*, the wearer is reduced to –10 hp, but the body is not turned to dust. | Strong  Abj | 12 | Craft Arms & Armor  *Spell Immunity* | — | +5 |
| Spell Resistance 19 | (DMG p219) | Wearer gains Spell Resistance 19. | Strong  Abj | 15 | Craft Arms & Armor  *Spell Resistance* | — | +5 |

## Armors

| Armors | Reference | Effect | Aura | Lvl | Requirements | Create in gp | Create in XP | Sell  in GP |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Armor with +1 | (DMG p216) | Varies | varies | \* | Craft Arms & Armor  <varies> | 500 | 40 | 1,000 |
| Mithral Shirt | (DMG p220) | Masterwork Mithral Chain Shirt. | — | — | — | 550 | — | 1,100 |
| Dragonhide Plate | (DMG p220) | Masterwork Dragonhide Full Plate. Can be worn by Druids. | — | — | — | 1,650 | — | 3,300 |
| Shivving Duster | (DR339 p36) | +1 Leather Armor  Wearer receives a +5 bonus on Sleight of Hands checks when hiding objects.  Wearer receives a +5 bonus on Bluff checks to Feint in combat. | Mod  Conj | 9 | Craft Arms & Armor  Secret Chest | 1,830 | 146 | 3,660 |
| Armor with +2 | (DMG p216) | Varies | varies | \* | Craft Arms & Armor  <varies> | 2,000 | 160 | 4,000 |
| Elven Chain | (DMG p220) | Masterwork Mithral Chainmail. Counts as Light Armor. | — | — | — | 2,075 | — | 4,150 |
| Rhino Hide | (DMG p220) | +2 Hide Armor  Has only a –1 Armor check penalty.  +2d6 damage when doing a Charge action, even if it is mounted. | Mod  Trans | 9 | Craft Arms & Armor  Bull’s Strength | 2,665 | 200 | 5,165 |
| Agustinius’s Folly | (DR324 p76) | +2 Banded Male  Once per day, the wearer can ‘Inspire Courage’ like an 8th level Bard for the duration of speaking (which is a Free Action) + 5 rounds. Unfortunately, 10% of the time, the listeners will instead become Panicked for 10 rounds. | Mod  Ench | 8 | Craft Arms & Armor  Creator must be a Bard | 3,000 | 240 | 6,000 |
| Armor with +3 | (DMG p216) | Varies | varies | \* | Craft Arms & Armor  <varies> | 4,500 | 360 | 9,000 |
| Adamantine Breastplate | (DMG p219) | Masterwork Adamantine Breastplate. Grants Damage Reduction 2 / — | — | — | — | 5,100 | — | 10,200 |
| Arboreal Armor | (DR326 p76) | +2 Leather Armor made from bark  +4 bonus to Hide checks made in forest settings.  *Entangle*, 3/day.  *Goodberry*, 1/day. 5 Good berries grow from the armor each dawn.  If the armor is damaged, it repairs itself at the rate of 1hp per hour. | Faint  Abj | 5 | Craft Arms & Armor  Entangle  Goodberry | 8,000 | 640 | 16,000 |
| Armor with +4 | (DMG p216) | Varies | varies | \* | Craft Arms & Armor  <varies> | 8,000 | 640 | 16,000 |
| Dwarven Plate | (DMG p220) | Masterwork Adamantine Full Plate. Grants Damage Reduction 3 / — | — | — | — | 8,250 | — | 16,500 |
| Devilhusk | (BoED p112) | +5 Hide Armor made from Barbed Devil skin with the barbs intact.  With a successful Grapple check, the barbs do 3d8 + 1 ½ Strength modifier damage. | Strong  Trans | 15 | Craft Arms & Armor | 16,655 | 1,320 | 16,655 |
| Banded Mail of Luck | (DMG p220) | +3 Banded Mail  Once per week, the wearer can have an attack roll made on him/her be rerolled, though the second roll must be kept. The decision must be made before damage is rolled. | Strong  Ench | 12 | Craft Arms & Armor  Bless | 10,150 | 700 | 18,900 |
| Foxhide Armor | (RotW p172) | +2 Leather with an outer layer of fox fur.  *Fox’s Cunning (self only)*, 1/day.  +2 Competence bonus on Hide and Move Silently checks.  Gain the Scent special quality for up to 10 rounds per day. Activated and deactivated as a Free Action.  *Pass without Trace*, 1/day. While in effect, the wearer also gains the Woodland Stride class ability. | Mod Trans | 9 | Craft Arms & Armor  Fox’s Cunning  Pass without Trace  Polymorph –or– the Wild Shape class ability | 9,560 | 752 | 18,960 |
| Owlfeather Armor | (RotW p172) | +1 Leather with an outer layer of feathers.  *Owl’s Wisdom (self only)*, 1/day.  +8 Competence bonus on Spot checks made in areas of Shadowy Illumination.  +4 Competence bonus on Listen and Move Silently checks.  Gain Fly speed 40’ with Good Maneuverability for up to 10 rounds per day. Activated and deactivated as a Free Action. | Mod Trans | 9 | Craft Arms & Armor  Owl’s Wisdom  Polymorph –or– the Wild Shape class ability | 10,525 | 828 | 20,175 |
| Windrunner’s Shirt | (Storm p129) | +1 Mithral Shirt  On command, sail-like membranes unfurl between wearer’s wrists and knees. Sails push wearer along surface of the water with the speed of a small sailcraft in moderate wind, unless prevailing winds are faster. Usable 1 hour/day. Wearer may split the time as desired. | Mod  Conj  Evoc  Trans | 6 | Craft Arms & Armor  Favorable Wind  Minor Creation  Water Walk | 10,960 | 789 | 20,820 |
| Mithralmist Shirt | (CArc p142) | +2 Mithral Shirt.  On command, the hex that surrounds the wearer is filled with mist, which grants the wearer Concealment, but do not cause the wearer any difficulty seeing. Lasts for 1 minute per use. Usable 7/day.  *Gaseous Form*, on command. Lasts for 10 rounds. Usable 1/day. | Mod  Abj | 6 | Craft Arms & Armor  Gaseous Form  Obscuring Mist | 11,200 | 808 | 21,300 |
| Armor of the Unending Hunt | (CWar p134) | +2 Chainmail  Wearer is immune to Fatigue and Exhaustion | Mod Abj | 8 | Craft Arms & Armor  Restoration | 10,900 | 848 | 21,500 |
| Celestial Armor | (DMG p220) | +3 Chainmail  Can be worn under clothing without being noticed.  Considered Light armor, has a Max Dexterity modifier of +8, Armor Check penalty of –2, & an Arcane spell failure chance of 15%.  Wearer can *Fly*, 1/day. | Faint  Trans  [good] | 5 | Craft Arms & Armor  Fly  Creator must be Good | 12,550 | 1,004 | 22,400 |
| Electric Eel Hide | (Storm p129) | +2 Buoyant Slick Hide Armor  Opponents striking wearer with natural attacks, unarmed attacks, or mostly-metal weapons take 1d6 points of Electricity damage.  On command, wearer can deal 5d6 points of Electricity damage with melee touch attack. Usable 3/day.  When underwater, wearer can spend a daily use to deal 2d6 points of Electricity damage to all those within 5’ radius. | Mod  Conj  Evoc  Trans | 9 | Craft Arms & Armor  Freedom of Movement  Grease  Shocking Grasp | 11,590 | 914 | 23,015 |
| Plate Armor of the Deep | (DMG p220) | +1 Full Plate  Able to breath underwater.  Able to speak with aquatic creatures.  Immune to damage from water pressure.  Armor does not count against Swim checks. | Mod  Abj | 11 | Craft Arms & Armor  Freedom of Movement  Water Breathing  Tongues | 17,150 | 600 | 24,650 |
| Armor with +5 | (DMG p216) | Varies | varies | \* | Craft Arms & Armor  <varies> | 12,500 | 1,000 | 25,000 |
| Breastplate of Command | (DMG p220) | +2 Breastplate  +2 Competence bonus on Charisma checks, skills based on Charisma, & Turning checks.  +2 Competence bonus on his/her Leadership score.  Friendly troops within 360’ of the wearer become braver than normal.  The wearer must be clearly visible to have these advantages. | Strong  Ench | 15 | Craft Arms & Armor  Mass Charm Monster | 10,975 | 850 | 25,400 |
| Dragonheart Armor | (PGF p119) | +1 Red-Dragonhide Scale-Mail  Fire Resistance 10. | Faint  Abj | 3 | Craft Arms & Armor  Resist Energy | 12,900 | 1,000 | 25,400 |
| Mithral Full Plate of Speed | (DMG p220) | +1 Mithral Full Plate.  Considered Medium armor, has a Max Dexterity modifier of +3, Armor Check penalty of –3, & an Arcane spell failure chance of 25%.  *Haste*, as a Free Action. Total of 10 rounds per day, broken up as desired. | Faint  Trans | 5 | Craft Arms & Armor  Haste | 13,250 | 994 | 26,500 |
| Crimson Coat of Ilpharzz | (CArc p142) | +4 Leather Armor, dyed red with flames in gold thread.  On command as a Free Action, the armor is engulfed in flames for  one minute. Usable three times per day with the following benefits:  a) +4 Deflection bonus to AC;  b) Fire Resistance 15; &  c) any creature attacking the wearer with melee or natural weapons takes 1d4 Fire damage. | Mod  Abj | 12 | Craft Arms & Armor  Fire Shield  Resist Energy  Shield | 14,230 | 1,125 | 28,300 |
| Hawkfeather Armor | (RotW p172) | +3 Studded Leather with an outer layer of feathers.  *Eagle’s Splendor (self only)*, 1/day.  +8 Competence bonus on Spot checks.  Gain Fly speed 60’ with Good Maneuverability for up to 10 rounds per day. Activated and deactivated as a Free Action. | Mod Trans | 9 | Craft Arms & Armor  Eagle’s Splendor  Polymorph –or– the Wild Shape class ability | 14,475 | 1,144 | 28,775 |
| Battleplate | (DR333 p66) | +2 Mithral Breastplate of Improved Silent Moves.  +5 Competence bonus on Jump and Tumble checks.  Glamoured to appear as a simple tunic on command.  Treated as Light Armor. | Mod Trans | 9 | Craft Arms & Armor  Still Spell  Disguise Self  Jump  Silence | 17,625 | 1,074 | 31,050 |
| Tigerskin Armor | (RotW p172) | +4 Chain Shirt with an outer layer of striped fur.  *Cat’s Grace (self only)*, 1/day.  +2 Competence bonus on Climb, Jump, and Swim checks.  +2 Competence bonus on Hide checks (+4 if in tall grass or undergrowth).  Gain the Scent special quality for up to 10 rounds per day. Activated and deactivated as a Free Action.  Gain two Claw attacks for up to 10 rounds per day. Activated and deactivated as a Free Action. The Claws do 1d4 Piercing damage if Medium-size. As a Full Round Attack, the wearer may attack with each Claw once, but gets no extra attacks based on high BAB. Alternatively, the wearer may use one Claw as a secondary Natural attack when using a weapon in the other “hand”. At the end of a Charge, the wearer may do a Full Round Attack with the Claws. | Mod Trans | 9 | Craft Arms & Armor  Cat’s Grace  Polymorph –or– the Wild Shape class ability | 16,750 | 1,312 | 33,150 |
| Armor with +6 | (DMG p216) | Varies | varies | \* | Craft Arms & Armor  <varies> | 18,000 | 1,440 | 36,000 |
| Vassal Armor | (BoED p113) | +3 Exalted Half-Plate, reinforced with Ysgardian Heartwire (+2 bonus to AC to avoid having a threatened critical confirmed) | Strong  Abj | 18 | Craft Arms & Armor  Protection from Evil | 20,250 | 1,620 | 38,250 |
| Bearskin Armor | (RotW p172) | +5 Breastplate with an outer layer of brown or black fur.  *Bear’s Endurance (self only)*, 1/day.  +2 Competence bonus on Grapple checks.  Gain the Scent special quality for up to 10 rounds per day. Activated and deactivated as a Free Action.  Gain two Claw attacks for up to 10 rounds per day. Activated and deactivated as a Free Action. The Claws grant the wearer +5’ reach and do 1d6 Piercing damage if Medium-size. As a Full Round Attack, the wearer may attack with each Claw once, but gets no extra attacks based on high BAB. Alternatively, the wearer may use one Claw as a secondary Natural attack when using a weapon in the other “hand”. | Mod Trans | 9 | Craft Arms & Armor  Bear’s Endurance  Polymorph –or– the Wild Shape class ability | 19,450 | 1,528 | 38,550 |
| Armor of the Long Journey | (DR328 p65) | +2 Cold-Resistant Full Plate (weighs 25 pounds)  Does not reduce land speed as is standard for Full Plate.  A ‘heavy load’ is treated as a ‘medium load’, and a ‘medium load’ is treated as a ‘light load’.  Traveling does not Fatigue the wearer. | Mod  Abj | 6 | Craft Arms and Armor  Bear’s Endurance  Resist Energy | 19,825 | 1,586 | 39,650 |
| Breastplate of Hardiness | (DR323 p87) | +3 Fire-Resistance Breastplate  While wearing the armor, the wearer gains Temporary Hit-Points equal to his/her Constitution score. These Temporary Hit-Points are restored 1 hp per hour. | Strong Abj | 9 | Craft Arms & Armor  Bear’s Endurance  Resist Energy | 21,675 | 1,734 | 43,350 |
| Barding of Size Alteration – up to Medium | (DR338 p91) | +1 Mithral Chainmail Barding for a Quadruped of up to Medium-size  *Reduce Animal*, 3/day.  *Animal Growth*, 1/day.  The spell effects may be activated by a creature touching the collar (if the wearer is willing) ­–or– by the wearer itself if it can speak. | Mod  Trans | 9 | Craft Arms & Armor  Animal Growth  Reduce Animal | 24,934 | 1,663 | 45,718 |
| Armor with +7 | (DMG p216) | Varies | varies | \* | Craft Arms & Armor  <varies> | 24,500 | 1,960 | 49,000 |
| Demon Armor | (DMG p220) | +4 Full Plate  +1 Spiked Gauntlets that do 1d10 damage & target is effected by Contagion (FortNeg DC14).  Non-Evil only:  1 Persistent Negative Level. | Strong  Necro  [evil] | 13 | Craft Arms & Armor  Contagion | 26,130 | 2,090 | 52,260 |
| Barding of Size Alteration –Large | (DR338 p91) | +1 Mithral Chainmail Barding for a Large-sized Quadruped  *Reduce Animal*, 3/day.  *Animal Growth*, 1/day.  The spell effects may be activated by a creature touching the collar (if the wearer is willing) ­–or– by the wearer itself if it can speak. | Mod  Trans | 9 | Craft Arms & Armor  Animal Growth  Reduce Animal | 26,638 | 1,663 | 55,718 |
| Armor of Thror | (DR323 p87) | +2 Heavy-Fortification Half-Plate  If an opponent makes (normally effective) Critical Hit or Sneak Attack with a Melee weapon, he/she takes 8d6 Electrical dmg (Ref½, DC 14) | Strong  Abj | 13 | Craft Arms & Armor  Lightning Bolt | 30,375 | 2,430 | 60,750 |
| Armor with +8 | (DMG p216) | Varies | varies | \* | Craft Arms & Armor  <varies> | 32,000 | 2,560 | 64,000 |
| Death Armor | (Und p71) | +3 Glamered Shadow Slick Silent Drowcraft Spiked Leather-Armor.  *Greater Invisibility* at 8th level, 1/day. | Strong  varies | 12 | Craft Arms & Armor  Contingency  Disintegrate  Invisibility, Greater | 37,970 | 3,021 | 75,730 |
| Armor with +9 | (DMG p216) | Varies | varies | \* | Craft Arms & Armor  <varies> | 40,500 | 3,240 | 81,000 |
| Exoarmor | (Und p71) | +2 Illithidwrought Full Plate  +4 Enhancement bonus to Strength  +4 Enhancement bonus to Constitution | Strong  Div  Trans | 8 | Craft Arms & Armor –or– Craft Psionic Arms & Armor  Bull’s Strength  Bear’s Endurance  Creator must have Psionics | 41,650 | 3,200 | 81,650 |
| Arms of House Melarn | (DR312 p89) | +5 Elven-Chainmail of Nimbleness  +4 Enhancement bonus to Strength | Strong  Trans | 12 | Craft Arms & Armor  Bull’s Strength  Cat’s Grace | 44,725 | 3,246 | 85,300 |
| Armor with +10 | (DMG p216) | Varies | varies | \* | Craft Arms & Armor  <varies> | 50,000 | 4,000 | 100,000 |
| Cortical Armor | (Und p71) | +1 Halfweight Illithidwrought Full Plate Armor.  *Mind Blank*, always on. | Strong  varies | 15 | Craft Arms & Armor –or– Craft Psionic Arms & Armor  Mind Blank  Creator must have Psionics | 74,150 | 5,800 | 146,650 |

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# Shields

## Magic Options for Shields

| Shield Options | Reference | Description | Aura | Lvl | Requirements | Extra as GP | Cost as Bonus |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Desiccation Resistance | (Sand p130) | Desiccation Resistance 10. | Faint  Abj | 3 | Craft Arms & Armor  *Protection From Desiccation* | +9,000 | ― |
| Acid Resistance | (DMG p217) | Acid Resistance 10. | Faint  Abj | 3 | Craft Arms & Armor  Resist Energy | +18,000 | — |
| Cold Resistance | (DMG p218) | Cold Resistance 10. | Faint  Abj | 3 | Craft Arms & Armor  Resist Energy | +18,000 | — |
| Electricity Resistance | (DMG p218) | Electricity Resistance 10. | Faint  Abj | 3 | Craft Arms & Armor  Resist Energy | +18,000 | — |
| Fire Resistance | (DMG p218) | Fire Resistance 10. | Faint  Abj | 3 | Craft Arms & Armor  Resist Energy | +18,000 | — |
| Sonic Resistance | (DMG p219) | Sonic Resistance 10. | Faint  Abj | 3 | Craft Arms & Armor  Resist Energy | +18,000 | — |
| Acid Resistance, Improved | (DMG p217) | Acid Resistance 20. | Mod  Abj | 7 | Craft Arms & Armor  Resist Energy | +42,000 | — |
| Cold Resistance, Improved | (DMG p218) | Cold Resistance 20. | Mod  Abj | 7 | Craft Arms & Armor  Resist Energy | +42,000 | — |
| Electricity Resistance, Improved | (DMG p218) | Electricity Resistance 20. | Mod  Abj | 7 | Craft Arms & Armor  Resist Energy | +42,000 | — |
| Fire Resistance, Improved | (DMG p218) | Fire Resistance 20. | Mod  Abj | 7 | Craft Arms & Armor  Resist Energy | +42,000 | — |
| Sonic Resistance, Improved | (DMG p219) | Sonic Resistance 20. | Mod  Abj | 7 | Craft Arms & Armor  Resist Energy | +42,000 | — |
| Undead Controlling | (DMG p219) | May control up to 26 HD of Undead per day as per the *Control Undead* spell. Control is lost each dawn. | Strong  Necro | 13 | Craft Arms & Armor  *Control Undead* | +49,000 | — |
| Acid Resistance, Greater | (DMG p218) | Acid Resistance 30. | Mod  Abj | 11 | Craft Arms & Armor  Resist Energy | +62,000 | — |
| Cold Resistance, Greater | (DMG p218) | Cold Resistance 30. | Mod  Abj | 11 | Craft Arms & Armor  Resist Energy | +62,000 | — |
| Electricity Resistance, Greater | (DMG p218) | Electricity Resistance 30. | Mod  Abj | 11 | Craft Arms & Armor  Resist Energy | +62,000 | — |
| Fire Resistance, Greater | (DMG p218) | Fire Resistance 30. | Mod  Abj | 11 | Craft Arms & Armor  Resist Energy | +62,000 | — |
| Sonic Resistance, Greater | (DMG p219) | Sonic Resistance 30. | Mod  Abj | 11 | Craft Arms & Armor  Resist Energy | +62,000 | — |
| Arrow Catching | (DMG p218) | +1 Deflection bonus to AC vs. ranged attacks. All projectiles & thrown weapons targeted within 5’ of wearer veer towards the wearer instead, if the weapon’s Enhancement bonus in not higher than the shield’s. The wielder may deactivate this ability. | Mod  Abj | 8 | Craft Arms & Armor  *Entropic Shield* | — | +1 |
| Bashing | (DMG p218) | Light & Heavy Shields only.  When bashing with the shield, it does damage of a shield two size categories larger (i.e., a Light Shield for a Medium-sized user would do 1d6 damage, while a Heavy Shield would do 1d8).  The shield acts as a +1 weapon. | Mod  Trans | 8 | Craft Arms & Armor  Bull’s Strength | — | +1 |
| Blinding | (DMG p218) | Twice per day, the item can flash. Everyone except the wearer within 20’ must make a Reflex save vs. DC 14 or be Blinded for 1d4 rounds. | Mod  Evoc | 7 | Craft Arms & Armor  Blindness / Deafness  Searing Light | — | +1 |
| Focused | (CAdv p127) | +10 Circumstance bonus on Sense Motive checks that oppose a Feint attempt.  If the wielder is threatened by more than one creature, the Shield’s bonus to AC increases by +1. | Mod  Abj | 11 | Craft Arms & Armor  Shield | — | +1 |
| Fortification, Light | (DMG p219) | 25% chance of negating a critical hit or sneak attack. | Strong  Abj | 13 | Craft Arms & Armor  *Limited Wish* –or– *Miracle* | — | +1 |
| Nacreous | (Storm p129) | +2 AC vs. Piercing attacks. | Faint  Abj | 3 | Craft Arms & Armor  *Mage Armor* | ― | +1 |
| Angelic | (BoED p112) | Non-Evil Creatures only:  +1 extra Enhancement bonus to AC against attacks by Evil Creatures.  +4 Sacred bonus on saves vs. spells with the [evil] descriptor. | Mod Abj | 9 | Craft Arms & Armor  *Dispel Evil*  *Phieran’s Resolve*  Creator must be Good | — | +2 |
| Animated | (DMG p218) | Upon command, the shield floats around the user, who gains Shield bonus to AC while leaving both hands free. The user still receives the shield’s armor check penalty, Arcane spell failure chance, & any non-proficiency penalties. | Strong  Trans | 12 | Craft Arms & Armor  Animate Object | — | +2 |
| Arrow Deflection | (DMG p218) | Once per round (as a Free Action, though must not be flat-footed), the wielder may make a Reflex save vs. DC 20 to deflect an incoming projectile. | Faint  Abj | 5 | Craft Arms & Armor  Shield | — | +2 |
| Empyreal | (BoED p112) | As a Free Action during his/her round, the holder may reduce the Enhancement bonus to AC of this shield and gain an equal Sacred bonus to all saving throws until the next round.  Evil Creatures only:  The holder is Sickened. | Mod Abj  Necro  [good] | 9 | Craft Arms & Armor  *Resistance*  *Shield of Faith*  *Sicken Evil* | — | +2 |
| Sacred | (BoED p112) | Decorated with a Deity’s Holy / Unholy Symbol  Follower of the indicated Deity only:  +2 effective level with regards to Turning / Rebuking Checks. | Mod Conj | 8 | Craft Arms & Armor  Creator must be able to Turn or Rebuke Undead | — | +2 |
| Spell Resistance 13 | (DMG p219) | Wearer gains Spell Resistance 13. | Strong  Abj | 15 | Craft Arms & Armor  *Spell Resistance* | — | +2 |
| Fortification, Moderate | (DMG p219) | 75% chance of negating a critical hit or sneak attack. | Strong  Abj | 13 | Craft Arms & Armor  *Limited Wish* –or– *Miracle* | — | +3 |
| Ghost Touch | (DMG p219) | The item’s Shield bonus to AC count vs. Incorporeal creatures. Can also be used by Incorporeal creatures (who can still pass through solid object while wearing it). | Strong  Trans | 15 | Craft Arms & Armor  Etherealness | — | +3 |
| Spell Resistance 15 | (DMG p219) | Wearer gains Spell Resistance 15. | Strong  Abj | 15 | Craft Arms & Armor  *Spell Resistance* | — | +3 |
| Wild | (DMG p219) | If the wearer uses the Druid *Wild Shape* ability, the shield melds into the new body & the wearer retains the Armor & Enhancement bonuses to his/her AC. | Mod  Trans | 9 | Craft Arms & Armor  *Baleful Polymorph* | — | +3 |
| Spell Resistance 17 | (DMG p219) | Wearer gains Spell Resistance 17. | Strong  Abj | 15 | Craft Arms & Armor  *Spell Resistance* | — | +4 |
| Fortification, Heavy | (DMG p219) | 100% chance of negating a critical hit or sneak attack. | Strong  Abj | 13 | Craft Arms & Armor  *Limited Wish –*or*– Miracle* | — | +5 |
| Reflection | (DMG p219) | One per day as a Free Action, the shield can reflect a spell back as per *Spell Turning*. | Strong  Abj | 14 | Craft Arms & Armor  Spell Turning | — | +5 |
| Spell Resistance 19 | (DMG p219) | Wearer gains Spell Resistance 19. | Strong  Abj | 15 | Craft Arms & Armor  *Spell Resistance* | — | +5 |

## Shields

| Shields | Reference | Effect | Aura | Lvl | Requirements | Create in gp | Create in XP | Sell in GP |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Darkwood Buckler | (DMG p221) | Masterwork Darkwood Buckler  Weighs 2 ½ pounds & has no Armor check penalty. | — | — | — | 102 ½ | — | 205 |
| Darkwood Shield | (DMG p221) | Masterwork Heavy Darkwood Shield  Weighs 5 pounds & has no Armor check penalty. | — | — | — | 128 ½ | — | 257 |
| Shield with +1 | (DMG p216) | Varies |  | \* | Craft Arms & Armor  <varies> | 500 | 40 | 1,000 |
| Mithral Heavy Shield | (DMG p221) | Masterwork Heavy Mithral Shield  Weighs 5 pounds, has no Armor check penalty, & has a 5% Arcane spell failure chance. | — | — | — | 510 | — | 1,020 |
| Caster’s Shield | (DMG p221) | +1 Light Wooden Shield with an Arcane spell failure chance of 5%.  A scroll can be scribed on the inside of the shield for ½ normal material costs, up to a 3rd level spell. | Mod  Abj | 6 | Craft Arms & Armor  Scribe Scroll | 1,653 | 120 | 3,153 |
| Shield with +2 | (DMG p216) | Varies |  | \* | Craft Arms & Armor  <varies> | 2,000 | 160 | 4,000 |
| Spined Shield | (DMG p221) | +1 Heavy Steel Shield with Masterwork Shield Spikes.  On command, fire one of the shield’s spikes, up to 3 times per day. Fired spikes have a +1 Enhancement bonus, a range increment of 120’, & do 1d10 damage (critical 19-20 / x2).  Spines restore themselves at a rate of one per day. | Mod  Evoc | 6 | Craft Arms & Armor  Magic Missile | 2,740 | 223 | 5,580 |
| Fool’s Plate | (DR324 p75) | +1 Buckler made from a silver serving platter.  Each round the wearer is in combat, the wearer and the attacker are affected by *Daze* (DC 10).  *Hypnotic Patterns*, 1/day. The wearer must also save. | Faint  Ill | 3 | Craft Arms & Armor  Daze  Hypnotic Pattern | 3,600 | 288 | 7,200 |
| Shield with +3 | (DMG p216) | Varies |  | \* | Craft Arms & Armor  <varies> | 4,500 | 360 | 9,000 |
| Captain Aerad’s Shield | (PGF p119) | +3 Heavy Steel Shield | Mod  Abj | 9 | Craft Arms & Armor | 4,670 | 360 | 9,170 |
| Lion’s Shield | (DMG p221) | +2 Heavy Steel Shield  As a Free Action, the shield attacks using the wielder’s base attack bonus & number of attacks independently of the wielder. If it hits, the shield does 2d6 damage. Usable 3 times per day. | Mod  Conj | 10 | Craft Arms & Armor  Summon Nature’s Ally IV | 4,670 | 360 | 9,170 |
| Unicorn’s Shield | (DR340 p70) | +2 Heavy Adamantine Shield  When the user ends a Charge action with a Shield Bash, the shield does double damage and the user receives a +2 bonus to AC for 1 round. | Mod  Trans | 6 | Craft Arms & Armor  Bull’s Strength  Shield of Faith | 4,585 | 367 | 9,170 |
| Shield with +4 | (DMG p216) | Varies |  | \* | Craft Arms & Armor  <varies> | 8,000 | 640 | 16,000 |
| Winged Shield | (DMG p221) | +3 Heavy Wooden Shield  *Fly*, once per day. If carrying up to 133 pounds, it has a movement of 40’. If carrying up to 266 pounds, it has a movement of 30’. | Faint  Trans | 5 | Craft Arms & Armor  Fly | 8,628 ½ | 690 | 17,257 |
| Star Tortoise Shield | (DR335 p70) | +3 Heavy Wooden Shield, made from a tortoise shell  User gains a +1 Natural Armor bonus to AC.  User is immune to decapitation attacks (such as from a Vorpal sword). | Mod Abj | 9 | Craft Arms & Armor | 9,157 | 720 | 18,157 |
| Shield with +5 | (DMG p216) | Varies |  | \* | Craft Arms & Armor  <varies> | 12,500 | 1,000 | 25,000 |
| Asura Shield | (BoED p112) | +2 Bashing Spiked Heavy Steel Shield  +1d6 Fire damage when bashing  +1d6 Divine damage when bashing Evil creatures | Mod  Trans | 9 | Craft Arms & Armor  Bull’s Strength  Flamestrike | 13,680 | 1,080 | 27,180 |
| Shield of Obstruction | (DR328 p67) | +3 Light Wooden Shield with Masterwork Shield Spikes  Transforms into a *Wall of Thorns*, 1/day. The Wall is 90’ long & 10’ thick, must be in a straight line, and lasts for up to 90 minutes. | Mod  Trans | 9 | Craft Arms & Armor  Wall of Thorns | 13,903 | 1,080 | 27,403 |
| Shield with +6 | (DMG p216) | Varies |  | \* | Craft Arms & Armor  <varies> | 18,000 | 1,440 | 36,000 |
| The Spiteful Imp | (CArc p143)  (DR312 p85) | +4 Animated Buckler, made from Mithral. Looks like an imp’s smirking face that laughs when it blocks an opponent’s blow.  Spits burning venom, 1/day. Requires a Ranged Touch attack with a maximum range of 30’. Does 1d4+6 Fire damage (no save) and infects the target with poison (1d10 Con / 1d10 Con / DC17). | Strong  Trans | 12 | Craft Arms & Armor  Animate Objects  Poison  Produce Flame | 23,123 | 1,850 | 46,245 |
| Shield with +7 | (DMG p216) | Varies |  | \* | Craft Arms & Armor  <varies> | 24,500 | 1,960 | 49,000 |
| Absorbing Shield | (DMG p221) | +1 Heavy Steel Shield  *Disintegrate* what it touches (using a melee touch attack), usable once per 2 days. | Strong  Trans | 17 | Craft Arms & Armor  Disintegrate | 25,170 | 2,000 | 50,170 |
| Shield with +8 | (DMG p216) | Varies |  | \* | Craft Arms & Armor  <varies> | 32,000 | 2,560 | 64,000 |
| Shield with +9 | (DMG p216) | Varies |  | \* | Craft Arms & Armor  <varies> | 40,500 | 3,240 | 81,000 |
| Shield with +10 | (DMG p216) | Varies |  | \* | Craft Arms & Armor  <varies> | 50,000 | 4,000 | 100,000 |

# Potions

| Potions | Reference | Effect | Lvl | Requirements | Create in gp | Create in XP | Sell in GP |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Potion – 0th lvl spell at 1st lvl caster | (DMG p286) | Any spell that targets a creature | 1 | Brew Potion  <desired spell> | 13 | 1 | 25 |
| Potion – 1st lvl spell at 1st lvl caster | (DMG p286) | Any spell that targets a creature | 1 | Brew Potion  <desired spell> | 25 | 2 | 50 |
| Potion – 0th lvl spell at 3rd lvl caster | (DMG p286) | Any spell that targets a creature | 3 | Brew Potion  <desired spell> | 38 | 3 | 75 |
| Potion – 0th lvl spell at 5th lvl caster | (DMG p286) | Any spell that targets a creature | 5 | Brew Potion  <desired spell> | 63 | 5 | 125 |
| Potion – 1st lvl spell at 3rd lvl caster | (DMG p286) | Any spell that targets a creature | 3 | Brew Potion  <desired spell> | 75 | 6 | 150 |
| Potion – 0th lvl spell at 7th lvl caster | (DMG p286) | Any spell that targets a creature | 7 | Brew Potion  <desired spell> | 88 | 7 | 175 |
| Potion – 1st lvl spell at 5th lvl caster | (DMG p286) | Any spell that targets a creature | 5 | Brew Potion  <desired spell> | 125 | 10 | 250 |
| Potion - 2nd lvl spell at 3rd lvl caster | (DMG p286) | Any spell that targets a creature | 3 | Brew Potion  <desired spell> | 150 | 12 | 300 |
| Potion – 1st lvl spell at 7th lvl caster | (DMG p286) | Any spell that targets a creature | 7 | Brew Potion  <desired spell> | 175 | 14 | 350 |
| Potion - 2nd lvl spell at 5th lvl caster | (DMG p286) | Any spell that targets a creature | 5 | Brew Potion  <desired spell> | 250 | 20 | 500 |
| Potion - 2nd lvl spell at 7th lvl caster | (DMG p286) | Any spell that targets a creature | 7 | Brew Potion  <desired spell> | 350 | 140 | 700 |
| Potion – 3rd lvl spell at 5th lvl caster | (DMG p286) | Any spell that targets a creature | 5 | Brew Potion  <desired spell> | 375 | 30 | 750 |
| Potion – 3rd lvl spell at 7th lvl caster | (DMG p286) | Any spell that targets a creature | 7 | Brew Potion  <desired spell> | 525 | 42 | 1,050 |

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# Skull Talismans

| Skull Talisman | Reference | Effect | Lvl | Requirements | Create in gp | Create in XP | Sell in GP |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Skull Talisman – 0th lvl spell at 1st lvl caster | (Frost p112) | Any spell that targets one or more creatures | 1 | Craft Skull Talisman  Small skull  <desired spell> | 25 | 2 | 50 |
| Skull Talisman – 0th lvl spell at 3rd lvl caster | (Frost p112) | Any spell that targets one or more creatures | 3 | Craft Skull Talisman  Small skull  <desired spell> | 75 | 6 | 150 |
| Skull Talisman – 0th lvl spell at 5th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 5 | Craft Skull Talisman  Small skull  <desired spell> | 125 | 10 | 250 |
| Skull Talisman – 1st lvl spell at 1st lvl caster | (Frost p112) | Any spell that targets one or more creatures | 1 | Craft Skull Talisman  Small skull  <desired spell> | 50 | 4 | 100 |
| Skull Talisman – 1st lvl spell at 3rd lvl caster | (Frost p112) | Any spell that targets one or more creatures | 3 | Craft Skull Talisman  Small skull  <desired spell> | 150 | 12 | 300 |
| Skull Talisman – 1st lvl spell at 5th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 5 | Craft Skull Talisman  Small skull  <desired spell> | 250 | 20 | 500 |
| Skull Talisman – 2nd lvl spell at 3rd lvl caster | (Frost p112) | Any spell that targets one or more creatures | 3 | Craft Skull Talisman  Small skull  <desired spell> | 300 | 24 | 600 |
| Skull Talisman – 2nd lvl spell at 5th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 5 | Craft Skull Talisman  Small skull  <desired spell> | 500 | 40 | 1,000 |
| Skull Talisman – 2nd lvl spell at 7th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 7 | Craft Skull Talisman  Small skull  <desired spell> | 700 | 56 | 1,400 |
| Skull Talisman – 3rd lvl spell at 5th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 5 | Craft Skull Talisman  Small skull  <desired spell> | 750 | 60 | 1,500 |
| Skull Talisman – 3rd lvl spell at 7th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 7 | Craft Skull Talisman  Small skull  <desired spell> | 1,050 | 84 | 2,100 |
| Skull Talisman – 3rd lvl spell at 9th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 9 | Craft Skull Talisman  Small skull  <desired spell> | 1,350 | 108 | 2,700 |
| Skull Talisman – 4th lvl spell at 7th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 7 | Craft Skull Talisman  Medium skull  <desired spell> | 1,400 | 112 | 2,800 |
| Skull Talisman – 4th lvl spell at 9th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 9 | Craft Skull Talisman  Medium skull  <desired spell> | 1,800 | 144 | 3,600 |
| Skull Talisman – 4th lvl spell at 11th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 11 | Craft Skull Talisman  Medium skull  <desired spell> | 2,200 | 176 | 4,400 |
| Skull Talisman – 5th lvl spell at 9th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 9 | Craft Skull Talisman  Medium skull  <desired spell> | 2,250 | 180 | 4,500 |
| Skull Talisman – 5th lvl spell at 11th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 11 | Craft Skull Talisman  Medium skull  <desired spell> | 2,750 | 220 | 5,500 |
| Skull Talisman – 5th lvl spell at 13th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 13 | Craft Skull Talisman  Medium skull  <desired spell> | 3,250 | 260 | 6,500 |
| Skull Talisman – 6th lvl spell at 11th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 11 | Craft Skull Talisman  Medium skull  <desired spell> | 3,300 | 264 | 6,600 |
| Skull Talisman – 6th lvl spell at 13th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 13 | Craft Skull Talisman  Medium skull  <desired spell> | 3,900 | 312 | 7,800 |
| Skull Talisman – 6th lvl spell at 15th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 15 | Craft Skull Talisman  Medium skull  <desired spell> | 4,500 | 360 | 9,000 |
| Skull Talisman – 7th lvl spell at 13th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 13 | Craft Skull Talisman  Large skull  <desired spell> | 4,550 | 364 | 9,100 |
| Skull Talisman – 7th lvl spell at 15th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 15 | Craft Skull Talisman  Large skull  <desired spell> | 5,250 | 420 | 10,500 |
| Skull Talisman – 7th lvl spell at 17th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 17 | Craft Skull Talisman  Large skull  <desired spell> | 5,950 | 476 | 11,900 |
| Skull Talisman – 8th lvl spell at 15th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 15 | Craft Skull Talisman  Large skull  <desired spell> | 6,000 | 480 | 12,000 |
| Skull Talisman – 8th lvl spell at 17th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 17 | Craft Skull Talisman  Large skull  <desired spell> | 6,800 | 544 | 13,600 |
| Skull Talisman – 8th lvl spell at 19th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 19 | Craft Skull Talisman  Large skull  <desired spell> | 7,600 | 608 | 15,200 |
| Skull Talisman – 9th lvl spell at 17th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 17 | Craft Skull Talisman  Large skull  <desired spell> | 7,650 | 612 | 15,300 |
| Skull Talisman – 9th lvl spell at 19th lvl caster | (Frost p112) | Any spell that targets one or more creatures | 19 | Craft Skull Talisman  Large skull  <desired spell> | 8,550 | 684 | 17,100 |

# Wands

| Wands | Reference | Effect | Lvl | Requirements | Create in gp | Create in XP | Sell in GP |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Wand – 0th lvl spell at 1st lvl caster | (DMG p287) | Any spell  50 charges | 1 | Craft Wand  <desired spell> | 188 | 15 | 375 |
| Eternal Wand – 0th lvl spell at 1st lvl caster | (Eb p265) | Any spell  2 uses per day | 1 | Craft Wand  Craft Wondrous Item  <desired spell> | 230 | 18 | 460 |
| Wand – 1st lvl spell at 1st lvl caster | (DMG p287) | Any spell  50 charges | 1 | Craft Wand  <desired spell> | 375 | 30 | 750 |
| Eternal Wand – 1st lvl spell at 1st lvl caster | (Eb p265) | Any spell  2 uses per day | 1 | Craft Wand  Craft Wondrous Item  <desired spell> | 410 | 33 | 820 |
| Wand – 0th lvl spell at 3rd lvl caster | (DMG p287) | Any spell  50 charges | 3 | Craft Wand  <desired spell> | 563 | 45 | 1,125 |
| Wand – 0th lvl spell at 5th lvl caster | (DMG p287) | Any spell  50 charges | 5 | Craft Wand  <desired spell> | 938 | 75 | 1,875 |
| Wand – 1st lvl spell at 3rd lvl caster | (DMG p287) | Any spell  50 charges | 3 | Craft Wand  <desired spell> | 1,125 | 90 | 2,250 |
| Wand – 0th lvl spell at 7th lvl caster | (DMG p287) | Any spell  50 charges | 7 | Craft Wand  <desired spell> | 1,313 | 105 | 2,625 |
| Wand – 0th lvl spell at 9th lvl caster | (DMG p287) | Any spell  50 charges | 9 | Craft Wand  <desired spell> | 1,688 | 135 | 3,375 |
| Wand – 1st lvl spell at 5th lvl caster | (DMG p287) | Any spell  50 charges | 5 | Craft Wand  <desired spell> | 1,875 | 150 | 3,750 |
| Eternal Wand – 2nd lvl spell at 3rd lvl caster | (Eb p265) | Any spell  2 uses per day | 3 | Craft Wand  Craft Wondrous Item  <desired spell> | 2,210 | 177 | 4,420 |
| Wand – 2nd lvl spell at 3rd lvl caster | (DMG p287) | Any spell  50 charges | 3 | Craft Wand  <desired spell> | 2,250 | 180 | 4,500 |
| Wand – 1st lvl spell at 7th lvl caster | (DMG p287) | Any spell  50 charges | 7 | Craft Wand  <desired spell> | 2,625 | 210 | 5,250 |
| Wand – 1st lvl spell at 9th lvl caster | (DMG p287) | Any spell  50 charges | 9 | Craft Wand  <desired spell> | 3,375 | 270 | 6,750 |
| Wand – 2nd lvl spell at 5th lvl caster | (DMG p287) | Any spell  50 charges | 5 | Craft Wand  <desired spell> | 3,750 | 300 | 7,500 |
| Wand – 2nd lvl spell at 7th lvl caster | (DMG p287) | Any spell  50 charges | 7 | Craft Wand  <desired spell> | 5,250 | 420 | 10,500 |
| Eternal Wand – 3rd lvl spell at 5th lvl caster | (Eb p265) | Any spell  2 uses per day | 5 | Craft Wand  Craft Wondrous Item  <desired spell> | 5,450 | 436 | 10,900 |
| Wand – 3rd lvl spell at 5th lvl caster | (DMG p287) | Any spell  50 charges | 5 | Craft Wand  <desired spell> | 5,625 | 450 | 11,250 |
| Wand – 2nd lvl spell at 9th lvl caster | (DMG p287) | Any spell  50 charges | 9 | Craft Wand  <desired spell> | 6,750 | 540 | 13,500 |
| Wand – 3rd lvl spell at 7th lvl caster | (DMG p287) | Any spell  50 charges | 7 | Craft Wand  <desired spell> | 7,875 | 630 | 15,750 |
| Wand – 3rd lvl spell at 9th lvl caster | (DMG p287) | Any spell  50 charges | 9 | Craft Wand  <desired spell> | 10,125 | 810 | 20,250 |
| Wand – 4th lvl spell at 7th lvl caster | (DMG p287) | Any spell  50 charges | 7 | Craft Wand  <desired spell> | 10,500 | 840 | 21,000 |
| Wand – 4th lvl spell at 9th lvl caster | (DMG p287) | Any spell  50 charges | 9 | Craft Wand  <desired spell> | 13,500 | 1,080 | 27,000 |

# Staves

| Staves | Requirements | Effect Charges | Aura | Lvl | Requirements | Create in gp | Create in XP | Sell in GP |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Staff of Oaken Battle | (CDiv p105) | - *Shillelagh* 1  - *Spikes* 1 | Mod  Trans | 8 | Craft Staff  Shillelagh  Spikes | 6,750 | 540 | 13,500 |
| Staff of Charming | (DMG p244) | - *Charm Person* 1  - *Charm Monster* 2 | Mod  Ench | 8 | Craft Staff  Charm Person  Charm Monster | 8,250 | 660 | 16,500 |
| Staff of Fire | (DMG p244) | - *Burning Hands* 1  - *Fireball* 1  - *Wall of Fire* 2 | Mod  Evoc | 8 | Craft Staff  Burning Hands  Fireball  Wall of Fire | 8,875 | 710 | 17,750 |
| Staff of Fauna | (CDiv p104) | - *Barkskin* 1  - *Magic Fang, Greater* 1  - *Animal Growth* 2 | Mod  Trans | 9 | Craft Staff  Animal Growth  Barkskin  Magic Fang, Greater | 9,703 | 776 | 19,406 |
| Staff of Swarming Insects | (DMG p245) | - *Summon Swarm* 1  - *Insect Plague* 3 | Mod  Conj | 9 | Craft Staff  Insect Plague  Summon Swarm | 12,375 | 990 | 24,750 |
| Staff of Healing | (DMG p244) | - *Lesser Restoration* 1  - *Cure Serious Wounds* 1  - *Remove Blindness / Deafness* 2  - *Remove Disease* 3 | Mod  Conj | 8 | Craft Staff  Cure Serious Wounds  Lesser Restoration  Remove Blindness / Deafness  Remove Disease | 13,875 | 1,110 | 27,750 |
| Staff of Pain | (CDiv p105) | - *Inflict Serious Wounds* 1  - *Wrack* 1  - *Eyebite* 2 | Mod  Necro | 11 | Craft Staff  Eyebite  Inflict Serious Wounds  Wrack | 13,922 | 1,114 | 27,844 |
| Staff of The Beatific, Lesser | (CDiv p104) | - *Chaos Hammer* 1  - *Holy Smite* 1  - *Dispel Evil* 2  - *Dispel Law* 2 | Mod  Abj | 9 | Craft Staff  Chaos Hammer  Dispel Evil  Dispel Law  Holy Smite | 14,133 | 1,884 | 28,266 |
| Staff of The Diabolic, Lesser | (CDiv p104) | - *Order’s Wrath* 1  - *Unholy Blight* 1  - *Dispel Chaos* 2  - *Dispel Good* 2 | Mod  Abj | 9 | Craft Staff  Dispel Good  Dispel Evil  Order’s Wrath  Unholy Blight | 1,4133 | 1,884 | 28,266 |
| Staff of The Saintly, Lesser | (CDiv p105) | - *Holy Smite* 1  - *Order’s Wrath* 1  - *Dispel Chaos* 2  - *Dispel Evil* 2 | Mod  Abj | 9 | Craft Staff  Dispel Chaos  Dispel Evil  Holy Smite  Order’s Wrath | 1,4133 | 1,884 | 28,266 |
| Staff of The Wanton, Lesser | (CDiv p106) | - *Chaos Hammer* 1  - *Unholy Blight* 1  - *Dispel Good* 2  - *Dispel Law* 2 | Mod  Abj | 9 | Craft Staff  Chaos Hammer  Dispel Good  Dispel Law  Unholy Blight | 1,4133 | 1,884 | 28,266 |
| Staff of Size Alteration | (DMG p245) | - *Enlarge Person* 1  - *Reduce Person* 1  - *Shrink Item* 1  - *Mass Enlarge Person* 2  - *Mass Reduce Person* 2 | Faint  Trans | 8 | Craft Staff  Enlarge Person  Mass Enlarge Person  Mass Reduce Person  Reduce Person  Shrink Item | 14,500 | 1,160 | 29,000 |
| Staff of Night | (CArc p146) | Wielder is immune to Confusing Gaze of an Umber Hulk.  - *Darkvision* 1  - *Low-Light Vision* 1  - *Darkness* (can Counter or Dispel any [light] spell]) 2  - *Summon Monster VI* (one Fiendish Umber Hulk) 2  The Fiendish Umber Hulk can only be summoned once per week. If it is slain, the staff crumbles to dust. | Mod  varied | 11 | Craft Staff  Darkness  Darkvision  Dispel Magic  Low-Light Vision  Summon Monster VI | 15,000 | 1,200 | 30,000 |
| Staff of True Belief | (CDiv p106) | - *Castigate* 1  - *Righteous Wrath of the Faithful* 2 | Strong  Ench | 13 | Craft Staff  Castigate  Righteous Wrath of the Faithful | 15,844 | 1,268 | 31,688 |
| Staff of Vaporous Menace | (CDiv p106) | - *Miasma* 1  - *Murderous Mist* 1  - *Acid Fog* 2 | Mod  Conj | 11 | Craft Staff  Acid Fog  Miasma  Murderous Mist | 15,844 | 1,268 | 31,688 |
| Spider Staff | (Und p72) | - *Spider Climb* 1  - *Summon Swarm* 1  - *Spiderskin* 1 | Mod  Conj  Trans | 8 | Craft Staff  Spider Climb  Summon Swarm  Spiderskin | 16,500 | 1,320 | 33,000 |
| Staff of Eyes | (CArc p146) | - *Arcane Eye* 1  - *Remove Blindness / Deafness* 1  - *See Invisibility* 1 | Mod  Div | 8 | Craft Staff  Arcane Eye  Remove Blindness / Deafness  See Invisibility | 17,350 | 1,388 | 34,700 |
| Staff of Entrapment | (CArc p146) | - *Dimensional Anchor* 1  - *Otiluke’s Resilient Sphere* 1 | Mod  Abj | 8 | Craft Staff  Dimensional Anchor  Otiluke’s Resilient Sphere | 18,375 | 1,470 | 36,750 |
| Staff of Winds | (CDiv p106) | - *Blinding Winds* 1  - *Control Winds* 1  - *Summon Nature’s Ally V* (Large Air Elemental only) 1 | Mod  Conj | 9 | Craft Staff  Blinding Winds  Control Winds  Summon Nature’s Ally V | 18,985 | 1,519 | 37,969 |
| Staff of Building | (CDiv p104) | - *Major Creation* 1  - *Wall of Stone* 1  - *Animate Objects* 2 | Mod  Conj | 11 | Craft Staff  Animate Objects  Major Creation  Wall of Stone | 19,078 | 2544 | 38,156 |
| Staff of Skulls | (CArc p147) | - *Animate Dead* 1  - *Cure Light Wounds* 1  - *Inflict Light Wounds* 1  - *Mass Inflict Light Wounds* 2 | Mod  Necro | 9 | Craft Staff  Animate Dead  Cure Light Wounds  Inflict Light Wounds  Mass Inflict Light Wounds | 19,600 | 1,568 | 39,200 |
| Staff of Opening | (CArc p147) | - *Knock* 1  - *Open / Close* 1  - *Passwall* 1  - *Shatter* 1 | Mod  Trans | 9 | Craft Staff  Knock  Open / Close  Passwall  Shatter | 21,100 | 1,688 | 42,200 |
| Staff of Vision | (CArc p147) | - *See Invisibility* 1  - *Darkvision* 1  - *Remove Blindness / Deafness* 1  - *True Seeing* 2  After each use of this staff, the wielder takes 1 point of Intelligence damage (WillNeg, DC12). | Strong  Div | 12 | Craft Staff  Darkvision  See Invisibility  Remove Blindness / Deafness  True Seeing | 21,400 | 1,712 | 42,800 |
| Staff of Planar Defense | (CDiv p105) | - *Dimensional Anchor* 1  - *Dismissal* 1  - *Subvert Planar Essence* 1  - *Banishment* 2 | Mod  Abj | 11 | Craft Staff  Banishment  Dimensional Anchor  Dismissal  Subvert Planar Essence | 22,172 | 1,774 | 44,344 |
| Staff of Earthen Might | (DR314 p30) | - *Soften Earth and Stone* 1  - *Stone Shape* 1  - *Tremor* 2  - *Transmute Mud to Rock* 2  - *Transmute Rock to Mud* 2 | Mod Trans | 10 | Craft Staff  Soften Earth and Stone  Stone Shape  Tremor  Transmute Mud to Rock  Transmute Rock to Mud | 23,203 | 1,856 | 46,406 |
| Staff of Illumination | (DMG p244) | - *Dancing Lights* 1  - *Flare* 1  - *Daylight* 2  - *Sunburst* 3 | Strong  Evoc | 15 | Craft Staff  Dancing Lights  Daylight  Flare  Sunburst | 24,125 | 1,930 | 48,250 |
| Staff of Homeland | (CDiv p105) | - *Commune with Nature* 1  - *Find the Path* 1  - *Forestfold* 1 | Mod  Div | 11 | Craft Staff  Commune with Nature  Find the Path  Forestfold | 24,235 | 1,939 | 48,469 |
| Staff of Shadow, Lesser | (Und p72) | - *Shadow Conjuration* 1  - *Shadow Evocation* 2  - *Shadow Walk* 3 | Mod  Ill | 11 | Craft Staff  Shadow Conjuration  Shadow Evocation  Shadow Walk | 24,250 | 1,940 | 48,500 |
| Staff of the Underdark | (Und p72) | - *Amorphous Form* 1  - *Passwall* 2  - *Find the Path* 3 | Mod  Div  Trans | 11 | Craft Staff  Amorphous Form  Passwall  Find the Path | 24,250 | 1,940 | 48,500 |
| Staff of the Nomads | (Sand p132) | - *Cloak of Shade*  1  - *Locate Water* 1  - *Hydrate* 1  - *Find the Path* 2 | Strong  Div | 12 | Craft Staff  Find the Path  Cloak of Shade  Hydrate  Locate Water | 24,750 | 1,980 | 49,500 |
| Staff of Nightmares | (DR336 p72) | - *Scare* 1  - *Fear* 2  - *Nightmare* 2  - *Phantasmal Killer* 2  - *Symbol of Fear* 3  - *Weird* 4 | Strong  Ill  Necro | 17 | Craft Staff  Fear  Nightmare  Phantasmal Killer  Scare  Symbol of Fear  Weird | 25,500 | 2,040 | 51,000 |
| Staff of The Gaol | (CDiv p105) | - *Blade Barrier* 1  - *Dimensional Anchor* 1  - *Hold Monster* 1 | Mod  Evoc | 11 | Craft Staff  Blade Barrier  Dimensional Anchor  Hold Monster | 25,782 | 2,063 | 51,563 |
| Staff of Frost | (DMG p244) | - *Ice Storm* 1  - *Wall of Ice* 1  - *Cone of Cold* 1 | Mod  Evoc | 10 | Craft Staff  Cone of Cold  Ice Storm  Wall of Ice | 28,125 | 2,250 | 56,250 |
| Staff of Ethereal Action | (CArc p146) | +1 Ghost-Touch Quarterstaff  - *Blink* 1  - *Ethereal Jaunt* 1 | Mod  Trans | 9 | Craft Staff  Craft Arms & Armor  Blink  Ethereal Jaunt  Plane Shift | 28,650 | 2,292 | 57,300 |
| Staff of Winter | (Frost p112) | - *Boreal Wind*  1  - *Obscuring Snow*  1  - *Winter’s Embrace* 1  - *Whiteout* 2 | Strong  Conj | 13 | Craft Staff  Boreal Wind  Obscuring Snow  Whiteout  Winter’s Embrace | 29,000 | 2,320 | 58,000 |
| Staff of Defense | (DMG p244) | - *Shield* 1  - *Shield of Faith* 1  - *Shield Other* 1  - *Shield of Law* 3 | Strong  Abj | 15 | Craft Staff  Shield  Shield of Faith  Shield of Law  Shield Other  Creator must be Lawful | 29,125 | 2,330 | 58,250 |
| Staff of Abjuration | (DMG p243) | - *Shield* 1  - *Resist Elements* 1  - *Dispel Magic* 1  - *Lesser Globe of Invulnerability* 2  - *Dismissal* 2  - *Repulsion* 3 | Strong  Abj | 13 | Craft Staff  Dismissal  Dispel Magic  Lesser Globe of Invulnerability  Repulsion  Resist Elements  Shield | 32,500 | 2,600 | 65,000 |
| Staff of Conjuration | (DMG p244) | - *Unseen Servant* 1  - *Summon Swarm* 1  - *Stinking Cloud* 1  - *Minor Creation* 2  - *Cloudkill* 2  - *Summon Monster VI* 3 | Strong  Conj | 13 | Craft Staff  Cloudkill  Minor Creation  Stinking Cloud  Summon Monster VI  Summon Swarm  Unseen Servant | 32,500 | 2,600 | 65,000 |
| Staff of Enchantment | (DMG p244) | - *Sleep* 1  - *Tasha’s Hideous Laughter* 1  - *Suggestion* 1  - *Crushing Despair* 2  - *Mind Fog* 2  - *Mass Suggestion* 3 | Strong  Evoc | 13 | Craft Staff  Crushing Despair  Mind Fog  Mass Suggestion  Sleep  Suggestion  Tasha’s Hideous Laughter | 32,500 | 2,600 | 65,000 |
| Staff of Evocation | (DMG p244) | - *Magic Missile* 1  - *Shatter* 1  - *Fireball* 1  - *Ice Storm* 2  - *Wall of Force* 2  - *Chain Lightning* 3 | Strong  Evoc | 13 | Craft Staff  Chain Lightning  Fireball  Ice Storm  Magic Missile  Shatter  Wall of Force | 32,500 | 2,600 | 65,000 |
| Staff of Illusion | (DMG p244) | - *Disguise Self* 1  - *Mirror Image* 1  - *Major Image* 1  - *Rainbow Pattern* 1  - *Persistent Image* 2  - *Mislead* 3 | Strong  Ill | 13 | Craft Staff  Disguise Self  Major Image  Mirror Image  Mislead  Persistent Image  Rainbow Pattern | 32,500 | 2,600 | 65,000 |
| Staff of Necromancy |  | - *Cause Fear* 1  - *Ghoul Touch* 1  - *Halt Undead* 1  - *Enervation* 1  - *Waves of Fatigue* 2  - *Circle of Death* 3 | Strong  Necro | 13 | Craft Staff  Cause Fear  Circle of Death  Enervation  Ghoul Touch  Halt Undead  Waves of Fatigue | 32,500 | 2,600 | 65,000 |
| Staff of Transmutation | (DMG p245) | - *Expeditious Retreat* 1  - *Alter Self* 1  - *Blink* 1  - *Polymorph* 2  - *Baleful Polymorph* 2  - *Disintegrate* 3 | Strong  Trans | 13 | Craft Staff  Alter Self  Baleful Polymorph  Blink  Disintegrate  Expeditious Retreat  Polymorph | 32,500 | 2,600 | 65,000 |
| Staff of the Waves | (Storm p131) | - *Create Water* 1  - *Wind Wall* 1  - *Control Water* 2  - *Control Winds* 2  - *Control Currents* 2 | Strong  Conj  Evoc  Trans | 11 | Craft Staff  Control Currents  Control Water  Control Winds  Create Water  Wind Wall | 32,500 | 2,600 | 65,000 |
| Staff of Hunting Spirits | (CDiv p105) (CDivErrata)+ | - *Phantom Wolf* 1  - *Phantom Bear* 1 | Strong  Conj | 11 | Craft Staff  Phantom Bear  Phantom Wolf | 33,469 | 2,678 | 66,938 |
| Staff of Transportation | (CArc p147) | - *Blink* 1  - *Dimension Door* 1  - *Teleport* 2 | Mod  Trans | 9 | Craft Staff  Blink  Dimension Door  Teleport | 33,750 | 2,700 | 67,500 |
| Staff of Stone | (Und p72) | - *Stone Shape* 1  - *Stone Metamorphosis* 1  - *Wall of Stone* 2  - *Stone Shape, Greater* 2  - *Stone Metamorphosis, Greater* 3 | Strong  Conj  Trans | 13 | Craft Staff  Stone Shape  Stone Shape, Greater  Stone Metamorphosis  Stone Metamorphosis, Greater  Wall of Stone | 35,625 | 2,850 | 71,250 |
| Staff of Divination | (DMG p244) | - *Detect Secret Doors* 1  - *Locate Object* 1  - *Tongues* 1  - *Locate Creature* 2  - *Prying Eyes* 2  - *True Seeing* 3 | Strong  Div | 13 | Craft Staff  Detect Secret Doors  Locate Creature  Locate Object  Prying Eyes  Tongues  True Seeing | 36,750 | 2,940 | 73,500 |
| Staff of Rapture | (BoED 115) | +1 Quarterstaff, only deals nonlethal damage. Against Evil creatures, it has a Threat range of 17-20.  Cleric only:  Glows as bright as a torch.  - *Divination* 1  - *Elation* 1  - *Vision of Heaven* 1  - *Atonement* 2  - *Sword of Conscience* 2 | Strong  various | 12 | Craft Staff  Atonement  Divination  Elation  Sword of Conscience  Vision of Heaven | 37,050 | 2,940 | 73,800 |
| Staff of The Beatific, Greater | (CDiv p104) | - *Holy Word* 1  - *Word of Chaos* 1  - *Cloak of Chaos* 2  - *Holy Aura* 2 | Strong  Abj | 15 | Craft Staff  Cloak of Chaos  Holy Aura  Holy Word  Word of Chaos | 39,375 | 5,250 | 78,750 |
| Staff of The Diabolic, Greater | (CDiv p104) | - *Blasphemy* 1  - *Dictum* 1  - *Shield of Law* 2  - *Unholy Aura* 2 | Strong  Abj | 15 | Craft Staff  Blasphemy  Dictum  Shield of Law  Unholy Aura | 39,375 | 5,250 | 78,750 |
| Staff of The Saintly, Greater | (CDiv p105) | - *Dictum* 1  - *Holy Word* 1  - *Holy Aura* 2  - *Shield of Law* 2 | Strong  Abj | 15 | Craft Staff  Dictum  Holy Aura  Holy Word  Shield of Law | 39,375 | 5,250 | 78,750 |
| Staff of The Wanton, Greater | (CDiv p106) | - *Blasphemy* 1  - *Word of Chaos* 1  - *Cloak of Chaos* 2  - *Unholy Aura* 2 | Strong  Abj | 15 | Craft Staff  Blasphemy  Cloak of Chaos  Unholy Aura  Word of Chaos | 39,375 | 5,250 | 78,750 |
| Staff of the Sands | (Sand p132) | - *Blast of Sand* 1  - *Haboob* 1  - *Flaywind Burst* 2  - *Sandstorm* 2 | Strong  Conj | 12 | Craft Staff  Blast of Sand  Flaywind Burst  Haboob  Sandstorm | 39,945 | 3,196 | 79,890 |
| Staff of Soul-Ward | (CDiv p106) | - *Death Ward* 1  - *Restoration* 1  - *Restoration, Greater* 3 | Strong  Conj | 13 | Craft Staff  Death Ward  Restoration  Restoration, Greater | 41,209 | 3,297 | 82,417 |
| Staff of the Pharaoh | (Sand p132) | - *Cause Fear* 1  - *Summon Monster IV* (celestial or fiendish snake only) 1  - *Lightning Bolt* 1  - *Control Weather* 2 | Strong  Trans | 13 | Craft Staff  Cause Fear  Control Weather  Lightning Bolt  Summon Monster IV | 41,451 | 3,317 | 82,901 |
| Thunderstaff | (PGF p122) | 6’ duskwood staff capped with a mithral blue dragon head on one end & a mithral spike on the other (may be used as a Spear).  - *Shocking Grasp* 1  - *Gedlee’s Electric Loop* 1  - *Lightning Bolt* 1  - *Thunderlance* 2  - *Ball Lightning* 2  - *Chain Lightning* 2  - *Great Thunderclap* 3  - *Lightning Ring* 3  - *Shapechange* (blue dragon only) 3 | Strong  Evoc | 17 | Craft Staff  Ball Lightning  Chain Lightning  Gedlee’s Electric Loop  Great Thunderclap  Lightning Bolt  Lightning Ring  Shapechange  Shocking Grasp  Thunderlance | 41,921 | 3,354 | 83,841 |
| Staff of Earth and Stone | (DMG p244) | - *Passwall* 1  - *Move Earth* 1 | Mod  Trans | 11 | Craft Staff  Move Earth  Passwall | 42,750 | 3,600 | 85,500 |
| Staff of the Jetstream | (CDiv p105) | - *Whirlwind* 1  - *Wind Walk* 1  - *Whirlwind, Greater* 2 | Strong  Conj | 17 | Craft Staff  Whirlwind  Whirlwind, Greater  Wind Walk | 44,625 | 3,570 | 89,250 |
| Staff of Withering Thirst | (Sand p132) | - *Dessicate* 1  - *Wither* 2  - *Dispel Water* 2  - *Mass Dessicate* 2  - *Horrid Wilting* 3 | Strong  Necro  Abj | 15 | Craft Staff  Dessicate  Dispel Water  Horrid Wilting  Mass Dessicate  Wither | 45,940 | 3,676 | 91,880 |
| Staff of Fiendish Darkness | (CArc p146) | - *Darkness* 1  - *Animate Dead* 2  - *Dispel Magic* 2  - *Summon Monster IX* (Nightmare only) 2  Character of Good alignment only:  Gain one Persistent Negative Level. | Strong  varied | 17 | Craft Staff  Animate Dead  Darkness  Dispel Magic  Summon Monster IX  Creator must be Evil | 49,100 | 3,928 | 98,200 |
| Staff of the Watery Grave | (Und p73) | - *Dehydrate* 1  - *Rushing Waters* 1  - *Drown* 2  - *Contagious Fog* 2 | Strong  Conj  Necro | 13 | Craft Staff  Contagious Fog  Dehydrate  Drown  Rushing Waters | 50,000 | 4,000 | 100,000 |
| Staff of Woodlands | (DMG p245) | +2 Quarterstaff  *Pass without Trace*, at will  - *Charm Animal* 1  - *Speak with Animals* 1  - *Barkskin* 2  - *Wall of Thorns* 3  - *Summon Nature’s Ally VI* 3  - *Animate Plants* 4 | Mod  varied | 13 | Craft Staff  Craft Arms & Armor  Animate Plants  Barkskin  Charm Animal  Pass without Trace  Speak with Animals  Summon Nature’s Ally VI  Wall of Thorns | 50,625 | 4,050 | 101,250 |
| Egg-Sucker Staff | (DR335 p69) | Wooden staff decorated with egg shells, which are absorbed as charges are used. Made by Lizardfolk.  - *Reincarnate* 1  - *Animate Plants* 2  - *Awaken* 3  - *Shambler* 3 | Strong  Conj | 17 | Craft Staff  Animate Plants  Awaken  Reincarnate  Shambler | 76,921 | 14,657 | 103,922 |
| Staff of Shadow, Greater | (Und p72) | - *Shadow Walk* 1  - *Shadow Conjuration, Greater* 2  - *Shadow Evocation, Greater* 2  - *Shadow Image* 3 | Strong  Ill | 13 | Craft Staff  Shadow Conjuration, Greater  Shadow Evocation, Greater  Shadow Image  Shadow Walk | 56,500 | 4,520 | 113,000 |
| Staff of Storms | (CDiv p106) | - *Control Weather* 1  - *Storm of Elemental Fury* 1  - *Storm Tower* 1  - *Stormrage* 1 | Strong  Trans | 15 | Craft Staff  Control Weather  Storm of Elemental Fury  Storm Tower  Stormrage | 59,063 | 4,725 | 118,125 |
| Staff of Portals | (Und p72) | - *Analyze Portal* 1  - *Portal View* 1  - *Dimension Door* 2  - *Portal Barricade* 2  - *Portal-to-Portal Redirect* 2  - *Etherealness* 3  - *Portal Reformat* 3 | Strong  varied | 15 | Craft Staff  Analyze Portal  Dimension Door  Etherealness  Portal Barricade  Portal Reformat  Portal View  Portal-to-Portal Redirect | 60,000 | 4,800 | 120,000 |
| Briar Staff | (DR326 p76) | If buried, the staff regains 1 charge for every 7 contiguous days it spends underground.  - *Entangle* 1  - *Spike Growth* 1  - *Wall of Thorns* 3 | Strong  Trans | 12 | Craft Staff  Entangle  Spike Growth  Wall of Thorns | 69,750 | 5,580 | 139,500 |
| Staff of Life | (DMG p244) | - *Heal* 1  - *Raise Dead* 5 | Mod  Conj | 11 | Craft Staff  Heal  Raise Dead | 77,875 | 6,230 | 155,750 |
| Staff of Passage | (DMG p245) | - *Dimension Door* 1  - *Passwall* 1  - *Phase Door* 2  - *Greater Teleport* 2  - *Astral Projection* 2 | Strong  varied | 17 | Craft Staff  Astral Projection  Dimension Door  Greater Teleport  Passwall  Phase Door | 85,250 | 6,820 | 170,500 |
| Sunstaff | (BoED p115) | +3 Brilliant-Energy Quarterstaff  - *Bless* 1  - *Searing Light* 1  - *Shield Other* 1  - *Crown of Flame* 2 | Strong  various | 16 | Craft Staff  Continual Flame  Crown of Flame  Gaseous Form  Bless  Magic Circle against Evil  Prayer  Searing Light  Shield Other  Creator must be Good | 86,800 | 6,920 | 173,300 |
| Staff of Power | (DMG p245) | +2 Quarterstaff  Double damage for 1 round (x3 on a critical) — 1 charge  +2 Luck bonus to AC & saving throws  Can be broken for a Retributive Strike  - *Magic Missile* 1  - *Ray of Enfeeblement* (Heightened to 5th) 1  - *Continual Flame* 1  - *Levitate* 1  - *Lightning Bolt* (Heightened to 5th) 1  - *Fireball* (Heightened to 5th) 1  - *Cone of Cold* 2  - *Hold Monster* 2  - *Wall of Force* (10’ radius hemisphere) 2  - *Globe of Invulnerability* 2 | Strong  varied | 15 | Craft Staff  Craft Arms & Armor  Heighten Spell  Cone of Cold  Continual Flame  Fireball  Globe of Invulnerability  Hold Monster  Levitate  Lightning Bolt  Magic Missile  Ray of Enfeeblement  Wall of Force | 105,500 | 8,440 | 211,000 |
| Staff of Mastery | (CArc p146) | +4 Axiomatic Clouting Quarterstaff of Adamantine. The second end is a +1 Quarterstaff of Adamantine.  - *Hold Person* 1  - *Dimensional Anchor* 1  - *Repulsion* 2  - *Dominate Monster* 3 | Strong  Ench | 17 | Craft Staff  Dimensional Anchor  Dominate Monster  Hold Person  Order’s Wrath  Repulsion  Creator must be Lawful | 111,500 | 8,920 | 223,000 |

# Rods

Those rods whose abilities are purely combat related, such as the Rod of Lordly Might, are indexed on the Weapon List.

| Rods | Reference | Effect | Aura | Lvl | Requirements | Create in gp | Create in XP | Sell in gp |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rod of Cooperation Metamagic, Lesser | (CArc p146) | Apply the Metamagic Cooperative Spell to a 0th – 3rd lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Cooperative Spell | 1350 | 108 | 2,700 |
| Rod of Substitution of Acid Metamagic, Lesser | (CArc p146) | Apply the Metamagic Energy Substitution – Acid to a 0th – 3rd lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Energy Substitution – Acid | 1350 | 108 | 2,700 |
| Rod of Substitution of Cold Metamagic, Lesser | (CArc p146) | Apply the Metamagic Energy Substitution – Cold to a 0th – 3rd lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Energy Substitution – Cold | 1350 | 108 | 2,700 |
| Rod of Substitution of Electricity Metamagic, Lesser | (CArc p146) | Apply the Metamagic Energy Substitution – Electricity to a 0th – 3rd lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Energy Substitution – Electricity | 1350 | 108 | 2,700 |
| Rod of Substitution of Fire Metamagic, Lesser | (CArc p146) | Apply the Metamagic Energy Substitution – Fire to a 0th – 3rd lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Energy Substitution – Fire | 1350 | 108 | 2,700 |
| Rod of Enlarge Metamagic, Lesser | (DMG p236) | Apply the Metamagic Enlarge Spell to a 0th – 3rd lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Enlarge Spell | 1,500 | 120 | 3,000 |
| Rod of Extend Metamagic, Lesser | (DMG p236) | Apply the Metamagic Extend Spell to a 0th – 3rd lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Extend Spell | 1,500 | 120 | 3,000 |
| Rod of Silent Metamagic, Lesser | (DMG p236) | Apply the Metamagic Silent Spell to a 0th – 3rd lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Silent Spell | 1,500 | 120 | 3,000 |
| Immovable Rod | (DMG p235) | By pressing a button on one end of this rod (a Move Action), it becomes immobile, even in thin air. It can support 8,000 pound before it will dislodged. | Mod  Trans | 10 | Craft Rod  Levitate | 2,500 | 200 | 5,000 |
| Rod of Sculpting Metamagic, Lesser | (CArc p146) | Apply the Metamagic Sculpt Spell to a 0th – 3rd lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Sculpt Spell | 2,700 | 216 | 5,400 |
| Rod of Dragon’s Blood, Lesser | (DR332 p72) | Dragon bone formed into a staff & stained red  Sorcerer, Half-Dragon, or Dragon (but no a True Dragon) only:  Recast any spell up to 2nd level cast the previous round, usable 1/day.  True Dragon only:  Recast any spell-like ability use the previous round, usable 1/day. | Strong  Trans | 17 | Craft Rod  Creator must be able to cast spells without preparation | 4,000 | 320 | 8,000 |
| Rod of Empower Metamagic, Lesser | (DMG p236) | Apply the Metamagic Empower Spell to a 0th – 3rd lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Empower Spell | 4,500 | 360 | 9,000 |
| Rod of Cooperation Metamagic | (CArc p146) | Apply the Metamagic Cooperative Spell to a 0th – 6th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Cooperative Spell | 5,250 | 420 | 10,500 |
| Rod of Metal & Mineral Detection | (DMG p236) | Usable as a Full Round Action.  The rod points at the largest mass of metal within 30’. The user may concentrate on a specific type of metal or gem, in which case the rod will point at the largest mass of that material within 30’. | Mod  Div | 9 | Craft Rod  Locate Object | 5,250 | 420 | 10,500 |
| Rod of Substitution of Acid Metamagic | (CArc p146) | Apply the Metamagic Energy Substitution – Acid to a 0th – 6th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Energy Substitution – Acid | 5,250 | 420 | 10,500 |
| Rod of Substitution of Cold Metamagic | (CArc p146) | Apply the Metamagic Energy Substitution – Cold to a 0th – 6th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Energy Substitution – Cold | 5,250 | 420 | 10,500 |
| Rod of Substitution of Electricity Metamagic | (CArc p146) | Apply the Metamagic Energy Substitution – Electricity to a 0th – 6th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Energy Substitution – Electricity | 5,250 | 420 | 10,500 |
| Rod of Substitution of Fire Metamagic | (CArc p146) | Apply the Metamagic Energy Substitution – Fire to a 0th – 6th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Energy Substitution – Fire | 5,250 | 420 | 10,500 |
| Rod of Cancellation | (DMG p234) | It the magic item touched by this rod fails its saving throw vs. DC 23, its looses its magic forever (only can be restored with a *Wish* or a *Miracle*).  Single use. | Strong  Abj | 17 | Craft Rod  Mordenkainen’s Disjunction | 5,500 | 440 | 11,000 |
| Rod of Enlarge Metamagic | (DMG p236) | Apply the Metamagic Enlarge Spell to a 0th – 6th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Enlarge Spell | 5,500 | 440 | 11,000 |
| Rod of Extend Metamagic | (DMG p236) | Apply the Metamagic Extend Spell to a 0th – 6th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Extend Spell | 5,500 | 440 | 11,000 |
| Rod of Silent Metamagic | (DMG p236) | Apply the Metamagic Silent Spell to a 0th – 6th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Silent Spell | 5,500 | 440 | 11,000 |
| Rod of Wonder | (DMG p237) | As a Standard Action, this rod creates a random magical effect, which include *Fireball, Slow*, a cloud of butterflies, rain begins to fall, etc. | Mod  Ench | 10 | Craft Rod  Confusion  Creator must be Chaotic | 6,000 | 480 | 12,000 |
| Dowsing Rod | (Und p72) | Points to the nearest source of potable water within 520’. | Faint  Div | 3 | Craft Rod  Locate Object | 6,000 | 480 | 12,000 |
| Rod of Maximize Metamagic, Lesser | (DMG p236) | Apply the Metamagic Maximize Spell to a 0th – 3rd lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Maximize Spell | 7,000 | 560 | 14,000 |
| Rod of Flame Extinguishing | (DMG p235) | Extinguishing a flame requires a touch attack.  Countering a spell requires a readied action & being within the area of effect.  Continuous effects are extinguished for 6 rounds.  The rod has 10 charges each day.  0 Charge – non-magical fires up to Large-size.  1 Charge – non-magical fires Huge-size or greater, magical fires up to Medium-size (*Burning Hands*, flaming weapon, etc.).  2 Charges – magical fires Large-size or greater (*Fireball*, *Wall of Fire*, etc.).  3 Charges – as a Touch attack, a Fire creature takes 6d6 damage. | Strong  Trans | 12 | Craft Rod  Pyrotechnics | 7,500 | 600 | 15,000 |
| Rod of the Legendary Mariner | (Storm p131) | Brass and polished driftwood rod  +5 TBD bonus on Profession (sailor) checks.  *Purify Food and Drink*, 3/day  *Create Water*, 3/day  *Detect Ship*, 1/day. | Mod  Varies | 5 | Craft Rod  Purify Food & Drink  Create Water  Detect Ship  Creator must have 8+ ranks Profession (sailor) | 10,000 | 800 | 20,000 |
| Rod of Piercing Cold, Lesser | (Frost p111) | Rod of ice with needle-sharp point  Used as*+2 Frost Dagger*  Apply the Metamagic Piercing Cold to a 0th – 3rd lvl spell, 3/day | Strong  (no school) | 17 | Craft Rod  Piercing Cold | 10,500 | 840 | 21,430 |
| Rod of Sculpting Metamagic | (CArc p146) | Apply the Metamagic Sculpt Spell to a 0th – 6th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Sculpt Spell | 10,800 | 864 | 21,600 |
| Rod of Enemy Detection | (DMG p235) | When activated as a Standard Action, rod will point at the nearest creature hostile to user within 60’, even if it is invisible, ethereal, hidden, disguised, etc.  If the user spends a Full Round Action with the rod, it will point to the exact location of the nearest enemy & the number within range.  The rod can be used 3/day, with each use lasting for 10 minutes. | Mod  Div | 10 | Craft Rod  ~~Discern Lies~~  True Seeing | 11,750 | 940 | 23,500 |
| Rod of Cooperation Metamagic, Greater | (CArc p146) | Apply the Metamagic Cooperative Spell to a 0th – 9th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Cooperative Spell | 12,150 | 972 | 24,300 |
| Rod of Substitution of Acid Metamagic, Greater | (CArc p146) | Apply the Metamagic Energy Substitution – Acid to a 0th – 9th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Energy Substitution – Acid | 12,150 | 972 | 24,300 |
| Rod of Substitution of Cold Metamagic, Greater | (CArc p146) | Apply the Metamagic Energy Substitution – Cold to a 0th – 9th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Energy Substitution – Cold | 12,150 | 972 | 24,300 |
| Rod of Substitution of Electricity Metamagic, Greater | (CArc p146) | Apply the Metamagic Energy Substitution – Electricity to a 0th – 9th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Energy Substitution – Electricity | 12,150 | 972 | 24,300 |
| Rod of Substitution of Fire Metamagic, Greater | (CArc p146) | Apply the Metamagic Energy Substitution – Fire to a 0th – 9th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Energy Substitution – Fire | 12,150 | 972 | 24,300 |
| Rod of Enlarge Metamagic, Greater | (DMG p236) | Apply the Metamagic Enlarge Spell to a 0th – 9th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Enlarge Spell | 12,250 | 980 | 24,500 |
| Rod of Extend Metamagic, Greater | (DMG p236) | Apply the Metamagic Extend Spell to a 0th – 9th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Extend Spell | 12,250 | 980 | 24,500 |
| Rod of Silent Metamagic, Greater | (DMG p236) | Apply the Metamagic Silent Spell to a 0th – 9th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Silent Spell | 12,250 | 980 | 24,500 |
| Rod of Spheres | (PGF p122) | The wielder can create a floating, transparent 3’ wide sphere-shaped bubble that lasts up to 8 hours. The bubble glows as bright as a candle. A bubble can hold up to 140 pounds of creatures or items. Anything within a bubble is protected from rain, winds, snow, etc. The rod’s wielder can cause a bubble to move at a speed of 20’. If a bubble falls more than 10’, if slows as if effected by *Feather Fall*. A non-helpless creature can rupture a bubble easily. Each bubble costs 1 charge. The rod is created with 50 charges. | Mod  Evoc  [force] | 9 | Craft Rod  Feather Fall  Tenser’s Floating Disk | 12,500 | 1,000 | 25,000 |
| Rod of Splendor | (DMG p236) | +4 Enhancement bonus to Charisma, when held.  Create noble garb, 1/day which lasts for 12 hours. The clothes, furs, & jewelry are worth up to 10,000 gp, but if they leave the wielder’s possession (including giving them away), they vanish.  Create pavilion tent, once per week that lasts for 1 day. The silk tent is 60’ across & contains food & furnishing for 100 guests. | Strong  Conj  Trans | 12 | Craft Rod  Eagle’s Splendor  Fabricate  Major Creation | 12,500 | 1,000 | 25,000 |
| Rod of Fury +1 | (CArc p145) | +1 Deflection bonus to AC, when held.  Once per day, an Arcane Caster may apply Feat: Empower Spell to a spell of up to 6th level as a Free Action. | Strong  Abj | 17 | Craft Rod  Empower Spell  Spell Focus  Protection from Chaos or Protection from Evil or Protection from Good or Protection from Law | 13,400 | 1,072 | 26,800 |
| Rod of Chaining Metamagic, Lesser | (CArc p146) | Apply the Metamagic Chain Spell to a 0th – 3rd lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Chain Spell | 13,600 | 1,088 | 27,200 |
| Warlock’s Scepter | (CArc p145) | +2 Light-Mace.  +2 Profane bonus on Ranged Touch Attacks that are augmented by it (i.e., a Warlock’s Eldritch Blast).  Can be used to augment a Warlock’s Eldritch Blast class ability.  Charges Extra Dmg Charges Extra Dmg  1 +1d6 3 +3d6  2 +2d6 5 +4d6  Up to 5 charges can be used in any 24 hour period.  Has 50 charges when created. | Mod  Necro | 10 | Craft Rod  Bestow Curse | 14,000 | 1,120 | 28,000 |
| Rod of Piercing Cold | (Frost p111) | Rod of ice with needle-sharp point  Used as*+2 Frost Dagger*  Apply the Metamagic Piercing Cold to a 0th – 6th lvl spell, 3/day | Strong  (no school) | 17 | Craft Rod  Piercing Cold | 14,500 | 1,160 | 29,300 |
| Rod of Empower Metamagic | (DMG p236) | Apply the Metamagic Empower Spell to a 0th – 6th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Empower Spell | 16,250 | 1,300 | 32,500 |
| Rod of Quicken Metamagic, Lesser | (DMG p236) | Apply the Metamagic Quicken Spell to a 0th – 3rd lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Quicken Spell | 17,500 | 1,400 | 35,000 |
| Rod of the Wild | (DR326 p77) | +2 Club  Once per day, the wielder may choose one of the following abilities. The effect lasts as long as the wielder holds onto the Rod.  Bear – +3 Natural Armor bonus & +4 Enhancement bonus to Strength.  Hawk – +2 Competence bonus on Search and Spot checks & Feather Fall at will.  Mouse – +4 Competence bonus on Hide checks & Reduce Person (self only), at will.  Salmon – +4 Competence bonus on Swim check & Water Breathing, 1/day. | Mod  Trans | 9 | Craft Rod  Bull’s Strength  Feather Fall  Reduce Person  Water Breathing | 17,573 | 1,406 | 35,145 |
| Portal Finder | (Und p72) | Points to the nearest Portal within 60’ (if any) and indicates whether the Portal can be activated. | Mod  Div | 9 | Craft Rod  Analyze Portal  Locate Object | 18,000 | 1,440 | 36,000 |
| Rod of Negation | (DMG p236) | Generates a ray which can temporarily neutralize magic items, up to 3 times per day.  A magic item strut by this rod’s ray is effected by *Greater Dispel Magic* at 15th level. To negate instantaneous effects, the user must have a Readied Action. | Strong  varied | 15 | Craft Rod  Dispel Magic  Limited Wish –or– Miracle | 18,500 | 1,480 | 37,000 |
| Rod of Fury +2 | (CArc p145) | +2 Deflection bonus to AC, when held.  Once per day, an Arcane Caster may apply Feat: Empower Spell to a spell of up to 6th level as a Free Action. | Strong  Abj | 17 | Craft Rod  Empower Spell  Spell Focus  Protection from Chaos or Protection from Evil or Protection from Good or Protection from Law | 19,400 | 1,552 | 38,800 |
| Black Salt Rod | (DR335 p68) | *Death Ward* (vs. Undead supernatural abilities only), when held.  Detects Constructs & Undead (even if Invisible, Ethereal, Hidden, Disguised, or Incorporeal), when held.  Able to detect Constructs & Undead for 10 minutes, usable 3/day. Activated as a Standard Action. While active, the user must concentrate for 1 full round to determine the closest Construct or Undead within 60’, plus how many are within 60’. | Strong  Necro | 13 | Craft Rod  Death Ward  Repulsion  True Seeing | 20,000 | 1,600 | 40,000 |
| Rod of Piercing Cold, Greater | (Frost p111) | Rod of ice with needle-sharp point  Used as*+2 Frost Dagger*  Apply the Metamagic Piercing Cold to a 0th – 9th lvl spell, 3/day | Strong  (no school) | 17 | Craft Rod  Piercing Cold | 21,400 | 1,700 | 42,800 |
| Rod of Sculpting Metamagic, Greater | (CArc p146) | Apply the Metamagic Sculpt Spell to a 0th – 9th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Sculpt Spell | 24,300 | 1,944 | 48,600 |
| Rod of Absorption | (DMG p234) | Automatically absorbs any ray or single target spell aimed at its carrier. Each spell level absorbed consumes one ‘Absorption’ charge & adds one ‘Spell Energy’ charge.  By holding the rod while casting a spell, the user may deplete 1 ‘Spell Energy’ charge per spell level in order to not use up any of his/her own daily allotment of Prepared or Impromptu spells.  The rod empathically tells its holder the current number of ‘Absorption’ charges & ‘Spell Energy’ charges.  Starts with 50 ‘Absorption’ charge & 0 ‘Spell Energy’ charges. | Strong  Abj | 15 | Craft Rod  Spell Turning | 25,000 | 2,000 | 50,000 |
| Rod of Dragon’s Blood, Greater | (DR332 p72) | Dragon bone formed into a staff & stained red  Sorcerer, Half-Dragon, or Dragon (but no a True Dragon) only:  Recast any spell up to 4th level cast the previous round, usable 1/day.  True Dragon only:  Recast any spell-like ability use the previous round, usable 3/day. | Strong  Trans | 17 | Craft Rod  Creator must be able to cast spells without preparation | 25,000 | 2,000 | 50,000 |
| Rod of Flailing | (DMG p235) | As a Move Action, this rod transforms into a +3 Dire Flail. Returning the rod to its original form is also a Move Action.  Gain +4 Deflection bonus to AC & +4 Resistance bonus to saving throws. Usable 1/day as a Free Action with a 10 minute duration. | Mod  Ench | 9 | Craft Rod  Craft Arms & Armor  Bless | 25,000 | 2,000 | 50,000 |
| Rod of Faerzress Negation | (Und p72) | The negative magical effects of an Underdark Faerzress region (i.e., inability to teleport safely, blocking of divination spells) is suppressed in a 10’ radius around the Rod for up to 1 hour per day, broken up as desired by the activator. | Mod  Abj | 10 | Craft Rod  Antimagic Field | 25,000 | 2,000 | 50,000 |
| Rod of Maximize Metamagic | (DMG p236) | Apply the Metamagic Maximize Spell to a 0th – 6th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Maximize Spell | 27,000 | 2,160 | 54,000 |
| Rod of Fury +3 | (CArc p145) | +3 Deflection bonus to AC, when held.  Once per day, an Arcane Caster may apply Feat: Empower Spell to a spell of up to 6th level as a Free Action. | Strong  Abj | 17 | Craft Rod  Empower Spell  Spell Focus  Protection from Chaos or Protection from Evil or Protection from Good or Protection from Law | 2,9400 | 2,352 | 58,800 |
| Rod of Revealing | (DR328 p66) | *Antimagic Field* vs. spells from the School of Illusion only. Usable once per day for up to 110 minutes. The effect has a 110’ radius that remains centered on the rod. | Strong  Abj | 11 | Craft Rod  Antimagic Field  Invisibility Purge | 30,000 | 2,400 | 60,000 |
| Rod of Sand Repelling | (Sand p132) | Clear glass rod.  On command, forces sand and similar loose soils away in 10’ radius sphere. Allows travel through sand and loose soil as rod pushes material away. Breathing not a problem if surrounding area not poisonous or vacuum. Duststorms are not kept at bay, but rod’s ability protects against nonlethal damage or suffocation from grit in storm. | Strong  Abj | 15 | Craft Rod  Wind Wall | 30,000 | 2,400 | 60,000 |
| Rod of Rulership | (DMG p236) | Royal scepter worth at least 5,000 gp.  As a Standard Action, up to 300 HD of creatures within 120’ will act as if the wielder is their sovereign. Only those with an Intelligence of 12 or higher are allowed a Will save vs. DC 16. The wielder may end to the effect at will.  After a total use time of 500 minutes, the rod crumbles to dust. | Strong  Ench | 20 | Craft Rod  Mass Charm Monster | 27,500 | 2,200 | 60,000 |
| Rod of Security | (DMG p236) | Transport the wielder and up to 199 other people into an extra-dimensional ‘paradise’. Usable once per week.  The targets stay in the paradise for 200 days divided by the number of targets (rounded down). The wielder may dismiss the effect early.  While in the paradise, targets do not age; heal at twice the normal rate; and have access to fresh fruits, vegetables, & water. | Strong  Conj | 20 | Craft Rod  Gate | 30,500 | 2,440 | 61,000 |
| Rod of Famine | (DR312 p72) | Carved from a bone with mummified flesh & teeth attached.  +2 Light Mace. On a critical hit, the Rod also does 1d10 non-lethal damage due to starvation.  Wielder does not require food, water, & only needs 2 hours of sleep per night.  Rots food & non-magical vegetation (up to 2 cubic feet), 3/day. Has no effect on Plant creatures.  Clerics with the Hunger Domain only:  Quicken a Hunger Domain spell (without changing the level), 3/day. | Mod  Trans | 11 | Craft Rod  Quicken Spell  Creator must have access to the Hunger Domain | 32,500 | 2,600 | 65,000 |
| Rod of Interference | (CArc p145) | One target within 60’ has all his/her magic items suppressed for 1 minute (WillNeg, DC19), usable 3/day. | Mod  Abj | 11 | Craft Rod  Greater Dispel Magic | 36,000 | 2,880 | 72,000 |
| Rod of Empower Metamagic, Greater | (DMG p236) | Apply the Metamagic Empower Spell to a 0th – 9th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Empower Spell | 36,500 | 2,920 | 73,000 |
| Rod of the Dead | (Und p71) | *Animate Dead*, by touch. Up to 20HD per day.  Wielder who can Rebuke/Command Undead only:  Rebuke/Command Undead at +4 Level. | Mod  Necro | 10 | Craft Rod  Animate Dead  Create must be a Cleric | 37,500 | 3,000 | 75,000 |
| Rod of Quicken Metamagic | (DMG p236) | Apply the Metamagic Quicken Spell to a 0th – 6th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Quicken Spell | 37,750 | 3,020 | 75,500 |
| Rod of Fury +4 | (CArc p145) | +4 Deflection bonus to AC, when held.  Once per day, an Arcane Caster may apply Feat: Empower Spell to a spell of up to 6th level as a Free Action. | Strong  Abj | 17 | Craft Rod  Empower Spell  Spell Focus  Protection from Chaos or Protection from Evil or Protection from Good or Protection from Law | 38,800 | 3,104 | 77,600 |
| Rod of Alertness | (DMG p234) | +1 Light Mace  The wielder gains +1 bonus to Initiative.  *Detect Evil*, *Detect Good, Detect Chaos, Detect Law, Detect Magic, Discern Lies, See Invisibility,* or *Light*,as a Standard Action.  *Animate Objects*, 1/day for 10 minutes. Up to 11 Small-sized objects within 5’ of the rod are effected.  ‘Alert’, 1/day for 10 minutes. This power has the following effects:  Detect any creatures that intend the harm the wielder within 120’.  *Prayer*, on all creatures in a 20’ radius. All allies effected by this spell are mentally alerted to the creatures which intend to do harm. | Mod  Abj  Div  Ench  Evoc | 11 | Craft Rod  Alarm  Detect Chaos  Detect Evil  Detect Good  Detect Law  Detect Magic  Discern Lies  Light  See Invisibility  Prayer  Animate Objects | 42,500 | 3,400 | 85,000 |
| Rod of Webspinning | (Und p72) | Wielder gains a +2 Enhancement bonus to his/her Natural Armor bonus to AC, +2 Racial bonus on saves vs. Poison, and +2 Racial bonus on Hide checks.  *Web*, 3/day.  *Freedom of Movement (webs only)*, always on. | Mod  Abj  Trans | 7 | Craft Rod  Freedom of Movement  Spiderskin  Web | 45,000 | 3,600 | 90,000 |
| Deluge Rod | (DR326 p77) | +1 Frost Club  Wielder always feels cold and wet. This results in a –8 penalty on saves to resist a cold environment and Constitution checks to resist drowning, but grants a +4 Circumstance bonus on saves to resist heat and on Constitution checks to stave off thirst.  Touch of the Brine Lord – does +2d6 Cold damage on each hit for 10 rounds. Usable 3/day.  Breath of the Brine Lord – Acid Fog, 1/day.  Will of the Brine Lord – Summon Monster VII (1d4+1 Huge Fiendish Sharks –or– 1 Huge Water Elemental), 1/day. | Strong  Conj | 13 | Create Rod  Acid Fog  Summon Monster VII | 46,590 | 3,727 | 93,180 |
| Rod of Fury +5 | (CArc p145) | +5 Deflection bonus to AC, when held.  Once per day, an Arcane Caster may apply Feat: Empower Spell to a spell of up to 6th level as a Free Action. | Strong  Abj | 17 | Craft Rod  Empower Spell  Spell Focus  Protection from Chaos or Protection from Evil or Protection from Good or Protection from Law | 47,800 | 3,824 | 95,600 |
| Rod of Chaining Metamagic | (CArc p146) | Apply the Metamagic Chain Spell to a 0th – 6th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Chain Spell | 54,000 | 4,320 | 108,000 |
| Rod of Divergence – Acid | (PGF p122) | Rod capped with an Emerald.  If any spell or effect with the [acid] subtype is targeted within 10’ of the wielder, he/she may change the target of the effect to any point or creature within 60’. This is a Free Action & costs 3 charges.  *Faerie Fire*, on command. Costs no charges.  When created, this rod has 50 charges. | Strong Abj | 13 | Craft Rod  Faerie Fire  Spell Turning | 58,500 | 4,680 | 117,000 |
| Rod of Divergence – Cold | (PGF p122) | Rod capped with an Sapphire.  If any spell or effect with the [cold] subtype is targeted within 10’ of the wielder, he/she may change the target of the effect to any point or creature within 60’. This is a Free Action & costs 3 charges.  *Faerie Fire*, on command. Costs no charges.  When created, this rod has 50 charges. | Strong Abj | 13 | Craft Rod  Faerie Fire  Spell Turning | 58,500 | 4,680 | 117,000 |
| Rod of Divergence – Electricity | (PGF p122) | Rod capped with an Topaz.  If any spell or effect with the [electricity] subtype is targeted within 10’ of the wielder, he/she may change the target of the effect to any point or creature within 60’. This is a Free Action & costs 3 charges.  *Faerie Fire*, on command. Costs no charges.  When created, this rod has 50 charges. | Strong Abj | 13 | Craft Rod  Faerie Fire  Spell Turning | 58,500 | 4,680 | 117,000 |
| Rod of Divergence – Fire | (PGF p122) | Rod capped with an Ruby.  If any spell or effect with the [fire] subtype is targeted within 10’ of the wielder, he/she may change the target of the effect to any point or creature within 60’. This is a Free Action & costs 3 charges.  *Faerie Fire*, on command. Costs no charges.  When created, this rod has 50 charges. | Strong Abj | 13 | Craft Rod  Faerie Fire  Spell Turning | 58,500 | 4,680 | 117,000 |
| Rod of Divergence – Sonic | (PGF p122) | Rod capped with an Diamond.  If any spell or effect with the [sonic] subtype is targeted within 10’ of the wielder, he/she may change the target of the effect to any point or creature within 60’. This is a Free Action & costs 3 charges.  *Faerie Fire*, on command. Costs no charges.  When created, this rod has 50 charges. | Strong Abj | 13 | Craft Rod  Faerie Fire  Spell Turning | 58,500 | 4,680 | 117,000 |
| Icicle Rod | (Frost p110) | 3’ icicle that never melts.  When held, wielder gains Cold Resistance 10.  May be used as a *+1 Frost Shortsword*.  May fire icicle 3/day as ranged touch attack (1000’ max.). Deals 2d4 Cold damage, plus an additional 2d4 Cold damage each round for 5 rounds.  *Entomb*, 1/day.  Maximized *Ice Storm*, 1/day. | Strong Evoc (cold) | 15 | Craft Rod  Craft Magic Arms and Armor  Maximize Spell  Entomb  Ice Storm  Resist Elements | 60,000 | 4,800 | 120,000 |
| Rod of Quicken Metamagic, Greater | (DMG p236) | Apply the Metamagic Quicken Spell to a 0th – 9th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Quicken Spell | 85,000 | 6,800 | 170,000 |
| Rod of Chaining Metamagic, Greater | (CArc p146) | Apply the Metamagic Chain Spell to a 0th – 9th lvl spell, 3/day. | Strong  no school | 17 | Craft Rod  Chain Spell | 121,500 | 9,720 | 243,000 |

# Eberron Dragonmark Items

| Dragonmark Items | Reference | Effect | Mark | Loc. | Aura | Lvl | Requirements | Create in gp | Create in XP | Sell in GP |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dragonmark <house> Focus +1 | (Eb p260) | Amulet with a Siberys shard. Specific to a single Dragonmark House.  +1 Caster level when using any Dragonmark spell-like abilities of the matching Dragonmark. | any one | Neck | Mod  Trans | 6 | Craft Wondrous Item  Creator must have the same Dragon-mark as the item | 750 | 60 | 1,500 |
| Dragonmark <house> Focus +2 | (Eb p260) | Amulet with a Siberys shard. Specific to a single Dragonmark House.  +2 Caster levels when using any Dragonmark spell-like abilities of the matching Dragonmark. | any one | Neck | Mod  Trans | 6 | Craft Wondrous Item  Creator must have the same Dragon-mark as the item | 1,500 | 120 | 3,000 |
| Dragonmark <house> Focus +3 | (Eb p260) | Amulet with a Siberys shard. Specific to a single Dragonmark House.  +3 Caster levels when using any Dragonmark spell-like abilities of the matching Dragonmark. | any one | Neck | Mod  Trans | 6 | Craft Wondrous Item  Creator must have the same Dragon-mark as the item | 3,000 | 240 | 6,000 |
| Dragonmark <house> Focus +4 | (Eb p260) | Amulet with a Siberys shard. Specific to a single Dragonmark House.  +4 Caster levels when using any Dragonmark spell-like abilities of the matching Dragonmark. | any one | Neck | Mod  Trans | 6 | Craft Wondrous Item  Creator must have the same Dragon-mark as the item | 6,000 | 480 | 12,000 |
| Dragonshard Reservoir – Greater | (Eb p260) | Ring with a Siberys shard.  After wearing the ring for 24 hours, the wearer with a Dragonmark of any house may use a Least, Lesser, or Greater Dragonmark spell-like ability one extra time per day. | any | Finger | Mod  Trans | 17 | Forge Ring  Greater Dragonmark of any house | 25,000 | 2,000 | 50,000 |
| Dragonshard Reservoir – Least | (Eb p260) | Ring with a Siberys shard.  After wearing the ring for 24 hours, the wearer with a Dragonmark of any house may use a Least Dragonmark spell-like ability one extra time per day. | any | Finger | Mod  Trans | 17 | Forge Ring  Least Dragonmark of any house | 3,500 | 280 | 7,000 |
| Dragonshard Reservoir – Lesser | (Eb p260) | Ring with a Siberys shard.  After wearing the ring for 24 hours, the wearer with a Dragonmark of any house may use a Least or Lesser Dragonmark spell-like ability one extra time per day. | any | Finger | Mod  Trans | 17 | Forge Ring  Lesser Dragonmark of any house | 12,500 | 1,000 | 25,000 |
| Dragonshard Reservoir – Siberys | (Eb p260) | Ring with a Siberys shard.  After wearing the ring for 24 hours, the wearer with a Dragonmark of any house may use a Siberys Dragonmark spell-like ability one extra time per day. | any | Finger | Mod  Trans | 17 | Forge Ring  Siberys Dragonmark of any house | 40,000 | 3,200 | 80,000 |
| Empower Channeling Rod – Greater | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Empower Spell to a Least, Lesser, or Greater Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Empower Spell  Greater Dragonmark of any house | 8,125 | 650 | 16,250 |
| Empower Channeling Rod – Least | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Empower Spell to a Least Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Empower Spell  Least Dragonmark of any house | 750 | 60 | 1,500 |
| Empower Channeling Rod – Lesser | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Empower Spell to a Least or Lesser Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Empower Spell  Lesser Dragonmark of any house | 2,250 | 180 | 4,500 |
| Empower Channeling Rod – Siberys | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Empower Spell to a Siberys Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Empower Spell  Siberys Dragonmark of any house | 18,250 | 1,460 | 36,500 |
| Enlarge Channeling Rod – Greater | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Enlarge Spell to a Least, Lesser, or Greater Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Enlarge Spell  Greater Dragonmark of any house | 2,750 | 220 | 5,500 |
| Enlarge Channeling Rod – Least | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Enlarge Spell to a Least Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Enlarge Spell  Least Dragonmark of any house | 250 | 20 | 500 |
| Enlarge Channeling Rod – Lesser | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Enlarge Spell to a Least or Lesser Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Enlarge Spell  Lesser Dragonmark of any house | 750 | 60 | 1,500 |
| Enlarge Channeling Rod – Siberys | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Enlarge Spell to a Siberys Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Enlarge Spell  Siberys Dragonmark of any house | 6,125 | 490 | 12,250 |
| Extend Channeling Rod – Greater | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Extend Spell to a Least, Lesser, or Greater Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Extend Spell  Greater Dragonmark of any house | 2,750 | 220 | 5,500 |
| Extend Channeling Rod – Least | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Extend Spell to a Least Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Extend Spell  Least Dragonmark of any house | 250 | 20 | 500 |
| Extend Channeling Rod – Lesser | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Extend Spell to a Least or Lesser Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Extend Spell  Lesser Dragonmark of any house | 750 | 60 | 1,500 |
| Extend Channeling Rod – Siberys | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Extend Spell to a Siberys Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Extend Spell  Siberys Dragonmark of any house | 6,125 | 490 | 12,250 |
| Maximize Channeling Rod – Greater | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Maximize Spell to a Least, Lesser, or Greater Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Maximize Spell  Greater Dragonmark of any house | 13,500 | 1,080 | 27,000 |
| Maximize Channeling Rod – Least | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Maximize Spell to a Least Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Maximize Spell  Least Dragonmark of any house | 1,250 | 100 | 2,500 |
| Maximize Channeling Rod – Lesser | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Maximize Spell to a Least or Lesser Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Maximize Spell  Lesser Dragonmark of any house | 3,500 | 280 | 7,000 |
| Maximize Channeling Rod – Siberys | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Maximize Spell to a Siberys Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Maximize Spell  Siberys Dragonmark of any house | 30,375 | 2,430 | 60,750 |
| Quicken Channeling Rod – Greater | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Quicken Spell to a Least, Lesser, or Greater Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Quicken Spell  Greater Dragonmark of any house | 18.875 | 1,510 | 37,750 |
| Quicken Channeling Rod – Least | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Quicken Spell to a Least Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Quicken Spell  Least Dragonmark of any house | 3,000 | 240 | 6,000 |
| Quicken Channeling Rod – Lesser | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Quicken Spell to a Least or Lesser Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Quicken Spell  Lesser Dragonmark of any house | 8,750 | 700 | 17,500 |
| Quicken Channeling Rod – Siberys | (Eb p260) | Metal rod with a core of Siberys crystal.  Apply Feat: Quicken Spell to a Siberys Dragonmark spell-like ability of any house up to 3 times per day. | any | — | Strong  no  school | 17 | Craft Rod  Quicken Spell  Siberys Dragonmark of any house | 42,500 | 3,400 | 85,000 |
| Altar of Resurrection | (Eb p261) | 2,000 pound marble slab.  User with the Greater Mark of Healing *Heal* ability –or– Siberys Mark of Healing *Mass Heal* ability only:  *Resurrection*. Consumes one daily use of the above ability. User must provide material component  (10,000 gp diamond & holy water). | Healing | — | Mod  Conj | 13 | Craft Wondrous Item  Resurrection  Creator must have the Mark of Healing | 6,500 | 520 | 13,000 |
| Astral Beacon | (Eb p261) | 8” sphere of silver, crystal, and a Dragonshard.  User with the Lesser Mark of Passage *Dimensional Door* ability –or– Greater  Mark of Passage *Teleport* ability only:  Location is always treated as ‘very familiar’.  User using the above ability may travel twice the normal distance if the destination is within 10’ of a Beacon. | Passage | — | Mod  Conj | 10 | Craft Wondrous Item  Teleport  Creator must have the Mark of Passage | 20,000 | 1,600 | 40,000 |
| Bag of Bounty | (Eb p261) | Leather bag with small Dragonshards embedded in the lining.  User with the Lesser Mark of Hospitality *Create Food and Water* ability only:  May use *Create Food and Water* two extra times per day & each use only takes 1 minute. The food can be better than the standard “bland” on a Profession (cook) check. | Passage | — | Faint  Conj | 5 | Craft Wondrous Item  Create Food and Water  Creator must have the Mark of Hospitality | 5,000 | 400 | 10,000 |
| Bracelet of Comfort | (Eb p261) | User with the Lesser Mark of Hospitality *Leomund’s Secure Shelter* ability only:  When using *Leomund’s Secure Shelter*, duration is increased by 12 hours, shelter is always made from stone, temperature is always 70 degrees, shelter is furnished with tables, bathtub, etc., and user can customize the décor. | Hospitality | Wrist | Faint  Conj | 5 | Craft Wondrous Item  Leomund’s Secure Shelter  Creator must have the Mark of Hospitality | 15,000 | 1,200 | 30,000 |
| Collar of the Wild Bond | (Eb p261) | Leather collar studded with small Dragonshards –and– a matching metal disk with a Dragonshard.  User with the Lesser Mark of Handling *Dominate Animal* ability only:  User with the metal disk may use *Dominate Animal* on the Animal wearing the collar without consuming a daily use of the ability & with continuous duration as long as the creature remains within 100’ + 10’ per Character level. | Handling | — | Faint  Ench | 5 | Craft Wondrous Item  Dominate Animal  Creator must have the Mark of Handling | 2,500 | 200 | 5,000 |
| Diadem of Focused Passage | (Eb p261) | Silver Circlet.  +2 Caster levels when using any Mark of Passage ability.  User with the Greater Mark of Passage *Teleport* ability only:  When using the *Teleport* ability, treat the destination as one category more familiar that it actually is. This does not help if targeting a false destination. | Passage | Head | Mod.  Conj | 10 | Craft Wondrous Item  Teleport  Creator must have the Mark of Passage | 7,500 | 600 | 15,000 |
| Diadem of Sharpened Senses | (Eb p261) | Brass Circlet.  User with the any Mark of Detection only:  May use any Least Mark of Detection ability at will.  +2 Insight bonus on Listen, Spot, & Search checks.  User with the Lesser Mark of Detection only:  May use the Lesser Mark of Detection abilities three times per day.  If using the *Detect Scrying* ability, gain a +5 Insight bonus on opposed Caster level checks to identify the other scryer. | Detection | Head | Faint  Div | 7 | Craft Wondrous Item  Detect Scrying  Creator must have the Mark of Detection | 5,000 | 400 | 10,000 |
| Helm of the Sentinel | (Eb p261) | Helm engraved with eyes, whose pupils are tiny Dragonshards.  User with the any Mark of Sentinel only:  *Contingency*, to activate one of your Mark of the Sentinel abilities automatically. | Sentinel | Head | Strong  Abj | 11 | Craft Wondrous Item  Contingency  Creator must have the Mark of Sentinel | 10,000 | 800 | 20,000 |
| Houseward | (Eb p262) | 40 pound block of lead and alchemical silver, with a Dragonshard Core.  User with the any Mark of Warding only:  If any of the following Mark of Warding abilities is cast within 20’ of the Houseward, the duration of the effect is increased by 24: *Alarm, Guards and Ward, Misdirection, Mordenkainen’s Faithful Hound,* and *Nondetection*. | Warding | — | Strong  Abj | 12 | Craft Wondrous Item  Extend Spell  Guards and Wards  Creator must have the Mark of Sentinel | 12,500 | 1,000 | 25,000 |
| Inquisitive Goggles | (Eb p262) | Cumbersome goggles with a Dragonshard between the lenses.  Wearer with the Lesser, Greater, or Siberys Mark of Detection only:  +2 Insight bonus on Sense Motive checks.  Able to determine the creature who touched an object last by making a Search check vs. DC 15 + number of days since last touched.  Wearer receives a +5 Insight bonus on Survival checks to track the creature that touched an object as long as goggles are continuously worn.  If the wearer uses the *Locate Creature* ability, he/she can determine if the target creature passed through the spell’s area of effect within 24 hours. | Detection | Face | Strong  Div | 12 | Craft Wondrous Item  Find the Path  Creator must have the Mark of Finding | 8,000 | 640 | 16,000 |
| Lightning Reins | (Eb p262) | Leather cords attached to control of a Lightning Rail Coach  User with the Lesser Mark of Passage *Dimensional Door* ability only:  Able to command the Elemental bound into the Lightning Rail Coach to move along the path of Conduction Spheres. | Passage | — | Strong  Conj | 12 | Craft Wondrous Item  Dimension Door  Planar Binding  Creator must have the Mark of Passage | 4,000 | 320 | 8,000 |
| Pen of the Scribe | (Eb p262) | Ink pen made of silver, copper, and a Dragonshard.  User with the any Mark of Scribing only:  Pen never runs out of ink & the ink’s color can be changed as a Free Action.  Doubles the speed at which the user can write.  +5 Insight bonus on Forgery checks made to duplicate written material. | Scribing | — | Faint  Ill | 5 | Craft Wondrous Item  Illusory Script  Creator must have the Mark of Scribing | 1,250 | 100 | 2,500 |
| Prospector’s Rod | (Eb p262) | Cold Iron Rod.  User with the Least Mark of Finding only:  When using the *Locate Object* ability, the effect’s duration changes to Concentration, its range is tripled, and a minimum amount of the desired material can be specified. When used in this way, *Locate Object* can only locate materials, not specific objects (i.e., “gold” vs. “a gold bracelet”). | Finding | — | Faint  Div | 5 | Craft Wondrous Item  Locate Object  Creator must have the Mark of Finding | 3,700 | 296 | 7,400 |
| Rings of Shared Suffering | (Eb p263) | Pair of rings.  Wearer with the Mark of Sentinel *Shield Other* ability only:  May use *Shield Other* on the wearer of the matching ring at any range. Any damage received through the ring is reduced based on the wearer’s Mark of Sentinel:  Least Mark of Sentinel: DR 1 / —  Lesser Mark of Sentinel: DR 2 / —  Greater Mark of Sentinel: DR 3 / —  Siberys Mark of Sentinel: DR 5 / — | Sentinel | Finger | Faint  Abj | 10 | Forge Ring  Enlarge Spell  Shield Other  Creator must have the Mark of Sentinel | 20,000 | 1,600 | 40,000 |
| Scepter of Wild Dominion | (Eb p263) | Densewood Rod.  Wearer with any Mark of Handling only:  +2 Caster level & +2 DC with Mark of Handling abilities  Mark of Handling abilities that only work on Animals (such as *Calm Animals*) can be used on Magical Beasts | Handling | — | Mod  Ench | 8 | Craft Rod  Dominate Animal  Creator must have the Mark of Handling | 17,500 | 1,400 | 35,000 |
| Scrystone | (Eb p263) | 1 pound Dragonshard.  User with the Lesser Mark of Shadow *Scrying* ability –or– Siberys Mark of Shadow *Greater Scrying* ability only:  The Scrystone may be used as the focus of the above abilities. While in effect, the user may mentally communicate with a will subject that is being scryed upon. | Shadow | — | Strong  Div | 12 | Craft Wondrous Item  Greater Scrying  Creator must have the Mark of Shadow | 12,500 | 1,000 | 25,000 |
| Sky Forge | (Eb p263) | 35 pound anvil made from Cold Iron, Alchemical Silver, and Dragonshards.  User with the Greater Mark of Making *Fabricate* ability only:  The *Fabricate* ability creates 10x the normal amount (i.e., 10 cubic feet of mineral material –or– 100 cubic feet of non-mineral material). | Making | — | Strong  Conj | 12 | Craft Wondrous Item  Fabricate  Creator must have the Mark of Making | 13,600 | 1,088 | 27,200 |
| Speaking Stone | (Eb p263) | 30 pound stone.  User with Least Mark of Scribing *Whispering Winds* ability only:  Can send the *Whispering Winds* message to any other known Speaking Stone. Message travels 1 mile per minute and can be of any length. | Scribing | — | Faint  Trans | 5 | Craft Wondrous Item  Whispering Wind  Creator must have the Mark of Scribing | 5,000 | 400 | 10,000 |
| Wheel of Wind and Water | (Eb p263) | 30 pound wooden wheel for steering a ship.  User with Lesser Mark of Storm *Wind’s Favor* ability only:  Able to telepathically control the Elemental bound into the water or air ship to which the wheel is connected.  If connected to a water-bound ship, the user’s *Wind’s Favor* ability allows the ship to move at 6 miles per hour. | Storm | — | Strong  Conj | 12 | Craft Wondrous Item  Planar Binding  Creator must have the Mark of Storm | 4,000 | 320 | 8,000 |
| Blasting Chime | (MoE p112) | 4 pound hand-bell with Siberys Dragonshard for a ‘clapper’.  All creatures or objects in a 120’ long Line take 6d6 Sonic damage (Ref½ , DC 15). Usable 3/day.  User with the Least Mark of Detection only:  +1 use per day. | Detection | — | Mod Evoc | 6 | Craft Wondrous Item  Creator must have the Mark of Detection | 9,720 | 778 | 19,440 |
| Thunderbolt Chime | (MoE p112) | 4 pound hand-bell with Siberys Dragonshard for a ‘clapper’.  All creatures or objects in a 120’ long Line take 6d6 Electrical damage (Ref½ , DC17). If creature in the area-of-effect is wearing metal armor, +2 bonus to overcome Spell Resistance. Usable 3/day.  User with the Least Mark of Detection only:  +1 use per day. | Detection | — | Mod Evoc | 6 | Craft Wondrous Item  Creator must have the Mark of Detection | 9,720 | 778 | 19,440 |
| Dragonmark Rod – Detection | (MoE p113) | Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Detection.  User with the Least Mark of Detection only:  Activate any Least Mark of Detection spell-like ability, up to 3/day.  User with the Lesser Mark of Detection only:  Activate any Lesser Mark of Detection spell-like ability, up to 2/day; plus above.  User with the Greater or Siberys Mark of Detection only:  Activate any Greater Mark of Detection spell-like ability, up to 1/day; plus above. | Detection | — | Mod Conj | 12 | Craft Rod  Creator must have the Greater or Siberys Mark of Detection | 17,500 | 1,400 | 35,000 |
| Dragonmark Rod – Finding | (MoE p113) | Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Finding.  User with the Least Mark of Finding only:  Activate any Least Mark of Finding spell-like ability, up to 3/day.  User with the Lesser Mark of Finding only:  Activate any Lesser Mark of Finding spell-like ability, up to 2/day; plus above.  User with the Greater or Siberys Mark of Finding only:  Activate any Greater Mark of Finding spell-like ability, up to 1/day; plus above. | Finding | — | Mod Conj | 12 | Craft Rod  Creator must have the Greater or Siberys Mark of Finding | 22,500 | 1,800 | 45,000 |
| Dragonmark Rod – Handling | (MoE p113) | Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Handling.  User with the Least Mark of Handling only:  Activate any Least Mark of Handling spell-like ability, up to 3/day.  User with the Lesser Mark of Handling only:  Activate any Lesser Mark of Handling spell-like ability, up to 2/day; plus above.  User with the Greater or Siberys Mark of Handling only:  Activate any Greater Mark of Handling spell-like ability, up to 1/day; plus above. | Handling | — | Mod Conj | 12 | Craft Rod  Creator must have the Greater or Siberys Mark of Handling | 20,000 | 1,600 | 40,000 |
| Dragonmark Rod – Healing | (MoE p113) | Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Healing.  User with the Least Mark of Healing only:  Activate any Least Mark of Healing spell-like ability, up to 3/day.  User with the Lesser Mark of Healing only:  Activate any Lesser Mark of Healing spell-like ability, up to 2/day; plus above.  User with the Greater or Siberys Mark of Healing only:  Activate any Greater Mark of Healing spell-like ability, up to 1/day; plus above. | Healing | — | Mod Conj | 12 | Craft Rod  Creator must have the Greater or Siberys Mark of Healings | 27,599 | 2,200 | 55,000 |
| Dragonmark Rod – Hospitality | (MoE p113) | Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Hospitality.  User with the Least Mark of Hospitality only:  Activate any Least Mark of Hospitality spell-like ability, up to 3/day.  User with the Lesser Mark of Hospitality only:  Activate any Lesser Mark of Hospitality spell-like ability, up to 2/day; plus above.  User with the Greater or Siberys Mark of Hospitality only:  Activate any Greater Mark of Hospitality spell-like ability, up to 1/day; plus above. | Hospitality | — | Mod Conj | 12 | Craft Rod  Creator must have the Greater or Siberys Mark of Hospitality | 25,000 | 2,000 | 50,000 |
| Dragonmark Rod – Making | (MoE p113) | Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Making.  User with the Least Mark of Making only:  Activate any Least Mark of Making spell-like ability, up to 3/day.  User with the Lesser Mark of Making only:  Activate any Lesser Mark of Making spell-like ability, up to 2/day; plus above.  User with the Greater or Siberys Mark of Making only:  Activate any Greater Mark of Making spell-like ability, up to 1/day; plus above. | Making | — | Mod Conj | 12 | Craft Rod  Creator must have the Greater or Siberys Mark of Making | 22,500 | 1,800 | 45,000 |
| Dragonmark Rod – Passage | (MoE p113) | Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Passage.  User with the Least Mark of Passage only:  Activate any Least Mark of Passage spell-like ability, up to 3/day.  User with the Lesser Mark of Passage only:  Activate any Lesser Mark of Passage spell-like ability, up to 2/day; plus above.  User with the Greater or Siberys Mark of Passage only:  Activate any Greater Mark of Passage spell-like ability, up to 1/day; plus above. | Passage | — | Mod Conj | 12 | Craft Rod  Creator must have the Greater or Siberys Mark of Passage | 25,000 | 2,000 | 50,000 |
| Dragonmark Rod – Scribing | (MoE p113) | Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Scribing.  User with the Least Mark of Scribing only:  Activate any Least Mark of Scribing spell-like ability, up to 3/day.  User with the Lesser Mark of Scribing only:  Activate any Lesser Mark of Scribing spell-like ability, up to 2/day; plus above.  User with the Greater or Siberys Mark of Scribing only:  Activate any Greater Mark of Scribing spell-like ability, up to 1/day; plus above. | Scribing | — | Mod Conj | 12 | Craft Rod  Creator must have the Greater or Siberys Mark of Scribing | 15,000 | 1,2000 | 30,000 |
| Dragonmark Rod – Sentinel | (MoE p113) | Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Sentinel.  User with the Least Mark of Sentinel only:  Activate any Least Mark of Sentinel spell-like ability, up to 3/day.  User with the Lesser Mark of Sentinel only:  Activate any Lesser Mark of Sentinel spell-like ability, up to 2/day; plus above.  User with the Greater or Siberys Mark of Sentinel only:  Activate any Greater Mark of Sentinel spell-like ability, up to 1/day; plus above. | Sentinel | — | Mod Conj | 12 | Craft Rod  Creator must have the Greater or Siberys Mark of Sentinel | 25,000 | 2,000 | 50,000 |
| Dragonmark Rod – Shadow | (MoE p113) | Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Shadow.  User with the Least Mark of Shadow only:  Activate any Least Mark of Shadow spell-like ability, up to 3/day.  User with the Lesser Mark of Shadow only:  Activate any Lesser Mark of Shadow spell-like ability, up to 2/day; plus above.  User with the Greater or Siberys Mark of Shadow only:  Activate any Greater Mark of Shadow spell-like ability, up to 1/day; plus above. | Shadow | — | Mod Conj | 12 | Craft Rod  Creator must have the Greater or Siberys Mark of Shadows | 30,000 | 2,400 | 60,000 |
| Dragonmark Rod – Storm | (MoE p113) | Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Storm.  User with the Least Mark of Storm only:  Activate any Least Mark of Storm spell-like ability, up to 3/day.  User with the Lesser Mark of Storm only:  Activate any Lesser Mark of Storm spell-like ability, up to 2/day; plus above.  User with the Greater or Siberys Mark of Storm only:  Activate any Greater Mark of Storm spell-like ability, up to 1/day; plus above. | Storm | — | Mod Conj | 12 | Craft Rod  Creator must have the Greater or Siberys Mark of Storms | 27,599 | 2,200 | 55,000 |
| Dragonmark Rod – Warding | (MoE p113) | Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Warding.  User with the Least Mark of Warding only:  Activate any Least Mark of Warding spell-like ability, up to 3/day.  User with the Lesser Mark of Warding only:  Activate any Lesser Mark of Warding spell-like ability, up to 2/day; plus above.  User with the Greater or Siberys Mark of Warding only:  Activate any Greater Mark of Warding spell-like ability, up to 1/day; plus above. | Warding | — | Mod Conj | 12 | Craft Rod  Creator must have the Greater or Siberys Mark of Warding | 27,599 | 2,200 | 55,000 |
| Image Projector | (MoE p113) | 1’ diameter hoop of silver with a Siberys Dragonshard in the center.  User with the Least Mark of Shadow (*Minor Image*) only:  Record – one minute of what the Image Projector can “see” (within 10’) and “hear” (though speech can not be understood) –or– the results of our *Minor Image* ability are recorded.  Playback – the recorded image and sound can be replayed multiple times. The playback can be set to start immediately or any time within 1 hour. | Shadow | — | Mod Conj | 5 | Craft Wondrous Item  Creator must have the Least Mark of Shadow | 600 | 48 | 1,200 |
| Recall Chime | (MoE p114) | Bell with an attached Rod (containing a Siberys Dragonshard) to ring it.  When rung, the following occurs:  *Word of Recall* on all people with the Least Mark of Detection in a 30’ radius (up to 6 + the ringer). Destination is a secure room in the Medani Enclave in the city of Wroat.  People with the Least Mark of Detection are immune to effects 2. & 3.  Usable once per two days. | Detection | — | Mod  Div | 10 | Craft Wondrous Item  Creator must have the Least Mark of Detection | 18,000 | 1,440 | 36,000 |
| Reparation Apparatus | (MoE p114) | Metal gauntlet with no fingers and a Siberys Dragonshard on the wrist.  User with the Least Mark of Making (*Repair Light Damage*) –or– the Lesser Mark of Making (*Repair Moderate Damage*) only:  Use your *Repair Damage* spell-like ability, at +4 Caster level. | Making | Hand | Mod Trans | 7 | Craft Wondrous Item  Creator must have the Least Mark of Making | 1,500 | 129 | 3,000 |
| Truth Chime | (MoE p114) | Bell with an attached Rod (containing a Siberys Dragonshard) to ring it.  When rung, the following occur:  1. Illumination in a 30’ radius for 1 round;  2. *Dispel Magic* (area) in a 30’ radius; and  3. Ringer gains *True Seeing* in a 30’ radius for 1 round.  People with the Least Mark of Detection are immune to effects 2. & 3.  Usable 1/day. | — | — | Mod  Div | 10 | Craft Wondrous Item  Creator must have the Least Mark of Detection | 18,000 | 1,440 | 36,000 |
| Fuel Shard for the Mark of <Dragonmark>, Greater | (MoE p115) | Small Siberys Dragonshard embossed with the Greater Mark of <Dragonmark> in silver.  User with the Greater Mark of <Dragonmark> only:  Your Greater Dragonmark ability gains one of the following:  a) +50% effect (i.e., Empowered);  b) 2x duration (i.e., Extended); or  c) +2 DC.  Single use. | any one | — | Strong Conj | 15 | Craft Wondrous Item  Creator must have the same Dragon-mark as the item | 457 | 37 | 913 |
| Fuel Shard for the Mark of <Dragonmark>, Least | (MoE p115) | Small Siberys Dragonshard embossed with the Least Mark of <Dragonmark> in silver.  User with the Least Mark of <Dragonmark> only:  Your Least Dragonmark ability gains one of the following:  a) +50% effect (i.e., Empowered);  b) 2x duration (i.e., Extended); or  c) +2 DC.  Single use. | any one | — | Strong Conj | 12 | Craft Wondrous Item  Creator must have the same Dragon-mark as the item | 113 | 9 | 225 |
| Fuel Shard for the Mark of <Dragonmark>, Lesser | (MoE p115) | Small Siberys Dragonshard embossed with the Lesser Mark of <Dragonmark> in silver.  User with the Lesser Mark of <Dragonmark> only:  Your Least Dragonmark ability gains one of the following:  a) +50% effect (i.e., Empowered);  b) 2x duration (i.e., Extended); or  c) +2 DC.  Single use. | any one | — | Strong Conj | 14 | Craft Wondrous Item  Creator must have the same Dragon-mark as the item | 232 | 19 | 463 |
| Fuel Shard for the Mark of <Dragonmark>, Siberys | (MoE p115) | Small Siberys Dragonshard embossed with the Siberys Mark of <Dragonmark> in silver.  User with the Siberys Mark of <Dragonmark> only:  Your Siberys Dragonmark ability gains one of the following:  a) +50% effect (i.e., Empowered);  b) 2x duration (i.e., Extended); or  c) +2 DC.  Single use. | any one | — | Strong Conj | 17 | Craft Wondrous Item  Creator must have the same Dragon-mark as the item | 957 | 77 | 1,913 |
| Empowered Spellshard — 1st | (MoE p116) | Eberron Dragonshard inscribed with an Arcane symbol on a silver chain.  Apply Feat: Empower Spell to one 1st level spell (designated at creation time). The spell can be identified by making a Spellcraft check vs. DC 30 while looking at the Arcane symbol on the Dragonshard | — | Neck | Mod  no school | 9 | Craft Wondrous Item  Empower Spell  <spell> | 750 | 60 | 1,500 |
| Empowered Spellshard — 2nd | (MoE p116) | Eberron Dragonshard inscribed with an Arcane symbol on a silver chain.  Apply Feat: Empower Spell to one 2nd level spell (designated at creation time). The spell can be identified by making a Spellcraft check vs. DC 30 while looking at the Arcane symbol on the Dragonshard | — | Neck | Mod  no school | 9 | Craft Wondrous Item  Empower Spell  <spell> | 6,000 | 480 | 12,000 |
| Empowered Spellshard — 3rd | (MoE p116) | Eberron Dragonshard inscribed with an Arcane symbol on a silver chain.  Apply Feat: Empower Spell to one 3rd level spell (designated at creation time). The spell can be identified by making a Spellcraft check vs. DC 30 while looking at the Arcane symbol on the Dragonshard | — | Neck | Mod  no school | 9 | Craft Wondrous Item  Empower Spell  <spell> | 13,500 | 1,080 | 27,000 |
| Empowered Spellshard — 4th | (MoE p116) | Eberron Dragonshard inscribed with an Arcane symbol on a silver chain.  Apply Feat: Empower Spell to one 4th level spell (designated at creation time). The spell can be identified by making a Spellcraft check vs. DC 30 while looking at the Arcane symbol on the Dragonshard | — | Neck | Mod  no school | 9 | Craft Wondrous Item  Empower Spell  <spell> | 24,000 | 1,920 | 48,000 |
| Dragonmark Scepter | (RoE p173) | Scepter / walking stick whose head is fashioned into a dragon with crystal eyes.  User with any Least Dragonmark only:  +1 use of your Least Dragonmark ability per day. | any | — | Strong  Trans | 15 | Craft Wondrous Item  Least Dragonmark of any house | 500 | 40 | 1,000 |

# Items Not Written Up

## Major Artifacts

Baalphegor’s Grace(DU135 p71)

Bindings of Erivatius(DU123 p74)

Black Blade of Aknar Ratalla(DU119 p80)

Black Cauldron(DR340 p76)

Black Egg(DU106 p77)

Blade of the Burning Promise(SoX p149)

Blinding Claw(DR329 p67)

Burning Orb of Etiol the Abandoned(DR359 p68)

Cowl of the Wormgod(DU135 p86)

Crown of Good(BoED p119)

Cup of Al’Akbar(BoED p118)

Demogorgon’s Bilious Sphere(DU150 p97)

Dread Forge(DU120 p81)

Eye of the Elder(DU112 p92)

Eye of Vecna(DMG p281)

Fountains of Shrennil(DU116 p91)

Ghaal’duur, the Mighty Dirge(Eb p272)

Greenbond Harp(DU123 p52)

Hand of Vecna(DMG p281)

Mace of Cuthbert(DMG p281)

Mace of Kyuss(DU135 p86)

Mace of Thundering Vengeance(Eb p272)

Moaning Diamond(DMG p281)

Orb of Good(BoED p119)

Orbs of Dragonkind(DMG p281)

Possible Sword(DR352 p40)

Resplendent Armor of Dhakaan(Eb p272)

Rod of Seven Parts(DU129 p65)

Ruby Rod of Asmodeus(Tof9H p156)

Scepter of Good(BoED p119)

Seal of Law(DU129 p65)

Shadowstaff(DMG p281)

Shield of Prator(DMG p282)

Skull of Kallum(DU150 p97)

Sword of Kas(DMG p282)

Talisman of Al’Akbar(BoED p118)

Third Imaskarcana(Und p76)

Tome of the Black Heart(DU112 p92)

Tuerny’s Iron Flask(DU149 p74)

Underdark Map, Greater(Und p77)

Warduke’s Helm(DU105 p71)

## Minor Artifacts

Afelbain’s Gems(DU112 p91)

Alatyr(DR329 p74)

Amulet of the Twelve Moons(DR355 p77)

Ancestral Weapon(DR317 p71)

Anvil of the Lortmil Mountains(DU131 p45)

Apostolic Scrolls(DU128 p60)

Arachnid of Abyssal Summoning(DR359 p66)

Ash Spear of Thakash Rin(Eb p271)

Blood Claw(DU106 p77)

Book of Elemental Attunement(DR325 p31)

Book of Exalted Deeds(DMG p277)

Book of Infinite Spells(DMG p277)

Book of Perfect Balance(Und p75)

Book of the Robust(DR325 p31)

Book of Vile Darkness(DMG p277)

Book of Warding(DR325 p31)

Brazen Skull(DR341 p32)

Breastplate of Kamvuul Norek(Eb p272)

Canola’s Harp(DR329 p74)

Carcosa Codex(DU134 p43)

Charon’s Claw(DR359 p58)

Chaturan Battle Board(DR358 p46)

Clone Mask(DR341 p50)

Codex of Dead Names(DU124 p96)

Crimson Dragonshard(DU125 p58)

Crystal Tear(Frost p109)

Darsam-Tor-Ews(DU142 p071)

Deck of Many Things(DMG p278)

Deck of Transformations(RoE p178)

Defense of the Makers(SoX p156)

Demonomicon of Iggwilv(DR336 p77)

Demonomicon of Iggwilv’(DU148 p80)

Dragonshard Core(RoE p176)

Dream Prison(SoX p152)

Elixir of Antiquity(SoX p152)

Fangs of Turaglas(DR312 p72)

Fiendish Foot(DU122 p55)

Font of Acadine(DR329 p75)

Fraz-Urb’luu’s Staff(DR333 p27)

Glaive of the Darkest Depths(SoX p150)

Hammer of Thunderbolts(DMG p279)

Heart of Aoskar(DR339 p43)

Heart of the Scorpion(DU124 p74) (DU125 p50)

Icons of Symeon(DR351 p41)

Ingots Arcanum(SoX p152)

Khyber Dragonshard Rod(DU125 p58)

Kongo(DR329 p75)

Left Ear of Vecna(DR359 p65)

Manshoon’s Ring of Duplication(DR359 p55)

Mantle of the Elk King(DR338 p95)

Manual of the Winding Way(DU1178 p78)

Maul of the Glacial Heights(SoX p151)

Memory Mirror(DR351 p57)

Mud Ring(DU138 p68)

Nimbus Bow(DU145 p74)

Orb of Selûne(DU129 p79)

Organ of Souls(DR317 p61)

Philosopher’s Stone(DMG p279)

Phoenix Feather(DR351 p31)

Portal Demolisher(Und p75)

Robe of the Mad Archmage(DR359 p75)

Rod of the Whispered One(DR348 p26)

Ruby Incisor(DR359 p60)

Sanguineous Tome(SoX p153)

Scale of Dragotha(DR359 p56)

Scather, Sword of Answering(DU106 p53)

Scorpion Belt(SoX p156)

Shard of Arcane Endowment(SoX p154)

Shattering Swords of Coronal Ynloeth  
(PGF p126)

Shedshed(DR329 p75)

Ship in a Bottle(DR318 p55)

Silver Key of Portals(DU112 p91)

Soul Elixir(DR317 p71)

Soul Shard(DR317 p71)

Spear of the Desert Winds(SoX p151)

Spell Chisel(DU124 p97)

Sphere of Annihilation(DMG p279)

Staff of Shadow Maiming(DU112 p91)

Staff of the Magi(DMG p280)

Staff of the Magma Falls(SoX p151)

Sword of the Ebon Flame(DU112 p91)

Talisman of Pure Good(DMG p280)

Talisman of Pure Neutrality(Und p76)

Talisman of the Sphere(DMG p280)

Talisman of Ultimate Evil(DMG p280)

Talisman of Zagy(DMG p280)

Teeth of the Sown Men(DR329 p76)

Tome of Books(Und p76)

Tome of Shared Secrets(DR348 p26)

Tooth of Ahazu(DU143 p58)

Tooth of Ansitif(DR347 p67)

Tooth of Astaroth(DR347 p67)

Tooth of At-Ta-Ir(GotEC p24)

Tooth of Cabiri(DR347 p67)

Tooth of Shami-Amourae(DU148 p81)

Underdark Map, Lesser(Und p76)

Universal Key(Und p76)

Whip of Red Shadows(DU112 p92)

White Buffalo Calf Pipe(DR329 p76)

Wailer of Tharizdun(DU151)

Winged Cape(RoE p177)

Wormcrown of Kyuss(DR359 p56)

Wraithblade(DR330 p68)

## Relics

Amulet of Perfect Night(DR333 p52)

Armor of the Fallen Leaves(CDiv p92)

Arrow, Raptor(CDiv p93)

Ashen Staff of Inevitability(DR333 p52)

Belt of the Champion(CDiv p93)

Bleeding Statue(BoED p36)

Boots of the Unending Journey(CDiv p93)

Bow of the Wintermoon(CDiv p93)

Censer of the Last Breath(CDiv p93)

Chain of Obeisance(CDiv p94)

Chromatic Rod(CDiv p94)

Cloak, Dragonscale(CDiv p94)

Cornucopia of Need(CDiv p94)

Darvax’s Staff(DR338 p46)

Dawnstar(CDiv p96)

Ehlonna’s Seed Pouch(CDiv p96)

Enveloping Pit(CDiv p96)

Evise Jhontil(DR332 p76)

Executioner’s Axe(BoED p36)

Executioner’s Hood(CDiv p97)

Fountain of Fortune’s Folly(DR339 p72)

Gauntlets of the Blood-Lord(CDiv p97)

Gauntlets of the Talon(CDiv p97)

Gem of the Glitterdepth(CDiv p97)

Helm of the Purple Plume(CDiv p98)

Helm, Platinum(CDiv p97)

Hooded Hammer of the Hearthfire(CDiv p98)

Kanteel of the Oldest(DR342 p41)

Legendmaker(DR333 p52)

Mace of Saint Cuthbert(DR358 p32)

Tabard of the Great Crusade(DR358 p32)

Mask of Imontilo(DR342 p41)

Millennial Chainmail(CDiv p98)

Morningstar of the Many(CDiv p99)

Pipes of Frenzied Revelry(CDiv p99)

Pouch of Black Essence(DR333 p50)

Rack of the Tortured Saint(BoED p36)

Rapier of Desperate Measures(CDiv p99)

Rapier of Unerring Direction(CDiv p99)

Razor Bands of the Archmage(DR338 p47)

Ribbons of the Twice-Martyred(DR333 p50)

Ring of Firehair(DR333 p54)

Robe of Ebonsilk(CDiv p100)

Rod of Clenched Fists(DR333 p49)

Rod of Reversal(CDiv p100)

Rod of the Recluse(CDiv p100)

Ruby Blade(CDiv p100)

Sacred Vessel(BoED p37)

Saint’s Burial Shroud(BoED p37)

Saint’s Fingerbone(BoED p37)

Saint’s Thighbone(BoED p37)

Scrolls of Uncertain Provenance(CDiv p100)

Shard of the Sun(CDiv p101)

Shield of the Resolute(CDiv p101)

Shield of the Severed Hand(CDiv p101)

Skewer-of-Gnomes(CDiv p102)

Spear of Retribution(CDiv p102)

Sphere of Time Scrying(DR338 p47)

Spying Eye of Olidammara(DR342 p41)

Staff of the Unyielding Oak(CDiv p102)

Sword of Mighty Thews(CDiv p102)

Sword of Virtue beyond Reproach(CDiv p102)

Tabard of the Disembodied(CDiv p103)

Tabard of the Great Crusade(CDiv p103)

Tome of Ancient Lore(CDiv p103)

Tome of the Stilled Tongue(CDiv p103)

Trueword Buckler(DR333 p54)

War Widow(DR333 p54)

Weeping Image(BoED p37)

## Redeemed Evil Items

Redeemed Darkskull(BoED p120)

Redeemed Demon Armor(BoED p119)

Redeemed Mace of Blood(BoED p120)

Redeemed Nine Lives Stealer(BoED p120)

Redeemed Robe of the Archmage – Black  
(BoED p120)

Redeemed Rod of the Viper(BoED p120)

Redeemed Unholy Weapons(BoED p120)

## Magic Item Sets

When a single character is wearing / holding more than one item in the same set, each of the items is more powerful.

Archmage’s Apparel –   
Angelfeather Cloak(DR314 p86),   
Archmage’s Hat(DR314 p87),   
Ring of Flares(DR314 p88),   
Staff of Disruption(DR314 p88),   
Wayfarer Boots(DR314 p86).

Bardic Ensemble –   
Aiffe’s Mandolin(DR314 p91),   
Harmonic Chain(DR314 p90),   
Necklace of Muses(DR314 p91).

Sorcerer’s Regalia –   
Flame of Chaos(DR314 p89),   
Necklace of Balance(DR314 p90),   
Scales of Ice(DR314 p89).

## Cursed Items

–2 Sword, Cursed(DMG p276)

Amulet of Inescapable Location(DMG p274)

Armor of Arrow Attraction(DMG p274)

Armor of Bursting(DR331 p65)

Armor of Rage(DMG p274)

Bag of Devouring(DMG p274)

Boots of Dancing(DMG p274)

Bracers of Defenselessness(DMG p274)

Broom of Animated Attack(DMG p275)

Brush of the Fallen Master(DR336 p71)

Cadgraydian’s Welcome Embrace(DR355 p67)

Cloak of Poisonousness(DMG p275)

Crystal Hypnosis Ball(DMG p275)

Dust of Sneezing and Choking(DMG p275)

Flask of Curses(DMG p275)

Gauntlets of Fumbling(DMG p275)

Ghost Mantle(DR331 p65)

Headband of Idiocy(Und p130)

Helm of Opposite Alignment(DMG p275)

Incense of Obsession(DMG p275)

Mace of Blood(DMG p275)

Mask of the Sun’s Radiance(DR331 p65)

Medallion of Thought Projection(DMG p275)

Necklace of Strangulation(DMG p276)

Net of Snaring(DMG p276)

Periapt of Foul Rotting(DMG p276)

Potion of Poison(DMG p276)

Ring of Breathing Water(DR331 p66)

Ring of Clumsiness(DMG p276)

Ring of the Evil Eye(DR319 p65)

Robe of Powerlessness(DMG p276)

Robe of Vermin(DMG p276)

Rod of Animated Dead(DR331 p66)

Rod of Delusions(DR331 p66)

Scarab of Death(DMG p276)

Singing Ioun Stone(DR331 p66)

Spear, Cursed Backbiter(DMG p276)

Spellbook of Dissolution(DR331 p67)

Stone of Weight(DMG p276)

Sword, Berserking(DMG p276)

Vacuous Grimoire(DMG p276)

Walking Staff(DR331 p67)

## Non-Humanoid Magic

Bands of Impact(DR332 p70)

Cat’s Paw(DR332 p71)

Dragonslayer Claws(DR332 p71)

Elixir of Blindsight(DR332 p71)

Eye Tyrant’s Lens(DR313 p56)

Hidden Tooth(DR332 p71)

Ocular Gems(DR313 p56)

Orb Armor(DR313 p55)

Pectoral of Obsidian Hide(DR332 p72)

Vial of Explosive Breath(DR332 p73)

Wand Scale(DR332 p71)

## Psionic Items

Aura Mask(Eb p264)

Combat Instructor(MoE p115)

Crystalline Eye(Eb p264)

Dream Siphon(RoE p173)

Ectoplasmic Armor(Eb p264)

Ectoplasmic Fist(Eb p264)

Faceted Persona(Eb p264)

Mind Blade Gauntlet(RoE p175)

Pathfinder(Eb p264)

Pendant of Joy(RoE p175)

Power Link(MoE p115)

Power Repository(MoE p116)

Psicrystal Personalities(DR345 p88)

Shadowsight(Eb p264)

Sustainer(MoE p115)

Talent(Eb p264)

Torc of Inertial Barrier(DU116 p38)

Torc of Inertial Barrier(DU116 p38)

## Dragoncraft Items

Dragonclaw Gauntlet(DR332 p52)

Dragoncraft Boat(DR332 p50)

Dragonskull of Vigilance(DR332 p52)

Dragonsong Instruments(DR332 p52)

Eggshell Metal(DR332 p54)

Elixir of Blindsense(DR332 p54)

Fundamentum Flask(DR332 p54)

Marrow Salve(DR332 p57)

Wyrmblood Ink(DR332 p57)

## Magic Vehicles

Adamantine Carriage(DR331 p37)

Air Cutter(DR329 p80)

Apparatus of Kwalish(DMG p247)

Beholder Globe(DR331 p37)

Chariot of Sustarre(DR331 p37)

Dragonfly Longship(DR331 p38)

Dune Yacht(DR331 p38)

Firesled(SoX p146)

Juggernaut Chariot(DR331 p38)

Longship of Dread Shade(DR331 p38)

Palanquin of Beguilement(DR331 p38)

Smuggler’s Wagon(DR331 p39)

Spine of Earthly Wind(DR309 p75)

Sniper’s Carriage(DR331 p39)

Worm Raft(DR331 p39)

## Immobile Magic Items

Deep Hollow Circle(RoS p168)

Dwarfheim Circle(RoS p168)

Dwarven Holdfast Ring(RoS p169)

Forge of Sustenance(RoS p167)

Forge of Thautam(RoS p167)

Forge of the Armorsmith(RoS p167)

Forge of the Weaponsmith(RoS p167)

Furnace of Flames(RoS p167)

Gnome Charming Circle(RoS p169)

Gnome Chanting Circle(RoS p169)

Goliath Rage Ring(RoS p169)

Goliath Speaking Circle(RoS p169)

Healing Circle(RoS p169)

## Items from Dragon

Amulet of Authority(DR316 p43)

Amulet of Dramatic Death(DR316 p43)

Amulet of Good Fortune(DR322 p57)

Amulet of Light(DR342 p66)

Amulet of Preservation(DR342 p70)

Amulet of the Silent Word(DR344 p82)

Arachnid Whip(DR318 p96)

Arcane Fence(DR350 p72)

Armor of the Woodlands(DR322 p55)

Arms of the Jaezred Chaulssin(DR322 p81)

Autonomous Harp(DR317 p60)

Bloodbone Throne of Uruth(DR351 p73)

Bolt of Healing(DR342 p70)

Boots of Fire Walking(DR347 p72)

Bracers of Blocking(DR322 p55)

Bracers of Whirlwind(DR347 p72)

Breathdrinker Sword(DR342 p66)

Brooch of Alertness(DR322 p57)

Calming Stone(DR342 p71)

Candle of Sweet Breezes(DR347 p72)

Chime of Secrecy(DR316 p44)

Choker of the Sirens(DR347 p73)

Chromatic Flute(DR317 p60)

Chrysanthemum Blade(DR351 p49)

Cloak of the Sorcerer-King(DR342 p67)

Clockwork Messenger(DR316 p44)

Cloud Giant Harp(DR345 p72)

Containment Cloth(DR350 p72)

Corporeal Lodestone(DR342 p68)

Corsair Cutlass(DR318 p54)

Dagger of Torment(DR322 p55)

Death’s Head Earring(DR318 p54)

Detoxification Orb(DR342 p71)

Devoted Symbol(DR342 p22)

Diplomatic Pouch(DR316 p44)

Doomslayer Bow(DR342 p68)

Dragonbane Scepter(DR342 p68)

Dragonhead Bowsprit(DR318 p54)

Drum of the March(DR317 p60)

Drum of the Shadow Hound(DR322 p57)

Earpiece of the Hollow Wall(DR316 p44)

Elemental Elixir(DR347 p73)

Elixir of Arenea Ichor(DR344 p68)

Elixir of Draconic Essence(DR342 p68)

Elixir of Perception(DR316 p44)

Eyepiece of the Clear Wall(DR316 p44)

Failsafe Ring(DR350 p73)

Fey Flute(DR322 p58)

Flag of Terror(DR318 p55)

Flag of the Mariner(DR318 p54)

Flute of Shrieking(DR317 p60)

Gem of Wisdom(DR322 p79)

Giant-Tooth Arrow(DR345 p38)

Gloves of Burrowing(DR347 p74)

Golden Altar of Panama City(DR318 p59)

Halisstra’s Comb(DR322 p78)

Healer’s Mask(DR342 p71)

Hel’s Death Staff(DR345 p73)

Heward’s Bell(DR359 p71)

Seeker’s Signet(DR359 p55)

Heward’s Lyre of Truth(DR359 p71)

Homing Bag(DR316 p46)

Horn of the Planes(DR317 p61)

Ice Armor of the Northlands(DR345 p73)

Insidious Seaweed(DR355 p67)

Keoghtom’s Spidery Map(DR359 p72)

Keoghtom’s Staff of Purification(DR359 p72)

Lajandra’s Lantern(DR322 p18)

Lascit’s Aquatic Earring(DR347 p74)

Mantle of the Mundane(DR316 p46)

Medic Hat(DR342 p72)

Mephit Decanter(DR318 p55)

Monkey Head Talisman(DR351 p49)

Murlynd’s Hat(DR359 p73)

Murlynd’s Rattlesnake Whip(DR359 p74)

Necklace of Infection(DR316 p46)

Nolzur’s Orb(DR359 p74)

Occulus(DR350 p73)

Old Roaring Rage(DR322 p85)

Phylactery of Protection from Evil(DR342 p68)

Pickled Mephit(DR341 p48)

Quaal’s Cloak(DR359 p74)

Quaal’s Surreptitious Armor of Expedience(DR359 p74)

Quicksilver Cloak(DR342 p68)

Raise Dead Amulet(DR317 p72)

Rapier of Disarming(DR322 p56)

Researcher(DR350 p73)

Ring of Accuracy(DR317 p72)

Ring of Death Ward(DR342 p68)

Ring of Immolation(DR347 p74)

Ring of Meditation(DR317 p72)

Ring of Shadows(DR322 p81)

Rings of the Frost Giant Jarl(DR345 p74)

Rod of Destruction(DR317 p72)

Rod of Disenchantment(DR342 p72)

Rod of Miracles(DR317 p72)

Sap of Stunning(DR322 p56)

Scabbard of Deception(DR316 p46)

Shatterspike(DR345 p37)

Shell of Amplification(DR317 p60)

Shield of the Sun(DR342 p69)

Shining Thrones of Splendarrmornn(DR351 p73)

Shroud of Undeath(DR342 p69)

Skeleton Key(DR359 p123)

Skull of Dragonform(DR342 p69)

Sling Boulder(DR347 p74)

Snake Charmer(DR317 p61)

Soaring Throne of the Witch-Queen(DR351 p74)

Spiritkeeper(DR323 p31)

Sword of Giant Rending(DR345 p74)

Sword of Murder(DR322 p56)

Tasha’s Grining Idol(DR359 p76)

Thaumatuscope(DR350 p74)

Tholveg’s Final Prayer(DR342 p72)

Tordek’s Mettle(DR317 p73)

Vellum of Copying(DR316 p46)

Ventriloquiest’s Mouthpiece(DR317 p60)

Warp Stone(DR317 p73)

Wheel of Obad-Hai(DR318 p55)

Yragerne Signet(DR359 p76)

## Items from Dungeon

Acid Launcher(DU150 p96)

Alchemist’s Blessing(DU116 p90)

Amaranth Elixir(DU104 p69)

Amulet of the Planes, Lesser  
(DU107 p69) (DU115 p82)

Ark of Forced Return(DU119 p80)

Belt of Iltakar(DU127 p75)

Black Jug(DU116 p54)

Blackstone Rune(DU115 p82)

Blast Disk(DU150 p97)

Bowl of Blood(DU128 p87)

Claws of Malar(DU126 p69)

Deck of Portals(DU123 p101)

Dragon Eye Ring(DU124 p96)

Dread Rod(DU120 p83)

Dust of Dullness(DU112 p91)

Dust of Silent Passage(DU133 p25)

Eye of Discernment(DU132 p36)

Fiend’s Embrace(DU121 p37)

Force Missile Ballista(DU150 p97)

Fountain of the Laughing Rogue(DU116 p91)

Gal-Ralan(DU132 p27)

Gargoyle Crown(DU142 p47)

Ghoul-Light Lantern(DU129 p64)

Graverobber’s Skull(DU138 p127)

Handspur(DU119 p49)

Hiveblod Serum(DU127 p28)

Horn of Footsteps(DU123 p101)

Illusory Map(DU132 p27)

Jotur, the Imprint Maker(DU123 p101)

Kyuss Worm Paste(DU126 p38)

Kyussbane Oil(DU126 p38)

Lantern of Guidance(DU107 p55)

Lich’s Spout(DU116 p91)

Lightning Sword(DU129 p64)

Mask of Deception(DU148 p43)

Mask of the Tiger(DU104 p33)

Mask of Pallid Ruin(DU119 p49)

Mechanical Crossbow(DU133 p103)

Nightwatcher(DU137 p82)

Noreyth’s Ring(DU126 p69)

Pallid Mask(DU134 p49)

Pendant of Invisibility(DU112 p91)

Ring of Status(DU105 p21)

Ring of the Wind Dukes(DU129 p65)

Ring of Thirteen(DU114 p73)(DU115 p82)

Robe of Transmutation(DU124 p96)

Robe of Warding(DU138 p077)

Ruby Robe of Spellwarding(DU124 p96)

Scarab of Orienteering(DU123 p101)

Seal of Longstriding(DU115 p53)

Serpent’s Eye(DU115 p82)

Shoes of Farstriding(DU124 p97)

Shroud of Venom(DU148 p81)

Skin of Malar(DU129 p88)

Staff of Banishment(DU127 p78)

Sword of Aaqa(DU129 p65)

Talaxa, the Guiding Blade(DU123 p100)

Tentacle Rod, Lesser(DU119 p49)

Token of the Mammoth(DU115 p29)

Torque of Lucid Raging(DU126 p95)

Totem of Negation(DU150 p98)

Tripartite Amulet of the Hive Mind(DU148 p81)

Wings of Mechanus(DU138 p127)

Wrathful Eye(DU116 p24)

## Graft Items

Arboleth – Arboleth Tentacle(FF p208)

Arboleth – Mucus Sheath(FF p208)

Arboleth – Scum Eyes(FF p208)

Arboleth – Scum Tail(FF p208)

Beholder – Crown of Eyes(FF p209)

Beholder – Eye Stalk(FF p209)

Beholder – Gazing Eye(FF p209)

Beholder – Plated Skin(FF p209)

Beholder – Replacement Eye(FF p209)

Beholder – Third Eye(FF p209)

Construct – Adamantine Skin(FoE p157)

Construct – Heart of Steel(FoE p157)

Construct – Heavy Legs(FoE p158)

Construct – Mighty Arms(FoE p158)

Construct – Wakeful Mind(FoE p158)

Deathless – Arm of the Ancestor(MoE p128)

Deathless – Bone Plating(MoE p12**7**)

Deathless – Deathless Flesh(MoE p128)

Deathless – Deathless Visage(MoE p128)

Deathless – Legs of the Undying Marcher  
(MoE p129)

Elemental – Aqueous Body(MoE p130)

Elemental – Breath of the Waves(MoE p130)

Elemental – Buffeting Fists(MoE p131)

Elemental – Dust Form(MoE p131)

Elemental – Earth Glider(MoE p131)

Elemental – Elemental Flesh(MoE p132)

Elemental – Hands of Flame(MoE p132)

Elemental – Incendiary Skin(MoE p132)

Elemental – Oceanic Adaptation(MoE p133)

Elemental – Scorching Gaze(MoE p133)

Elemental – Stony Plating(MoE p133)

Elemental – Tremor Graft(MoE p133)

Elemental – Whirlwind Form(MoE p133)

Fiendish – Charming Eye(FF p210)

Fiendish – Clawed Arm(FF p210)

Fiendish – Fast Leg(FF p210)

Fiendish – Fearsome Eye(FF p210)

Fiendish – Fearsome Eye(FF p210)

Fiendish – Feathered Wings(FF p210)

Fiendish – Fiendish Jaw(FF p210)

Fiendish – Fiendish Skin(FF p210)

Fiendish – Flexible Arm(FF p211)

Fiendish – Grappling Tentacle(FF p211)

Fiendish – Long Arm(FF p211)

Fiendish – Membranous Wings(FF p211)

Fiendish – Springing Leg(FF p211)

Fiendish – Sting Tail(FF p211)

Fiendish – Strong Leg(FF p211)

Fiendish – Trampling Leg(FF p211)

Fiendish – Whip Tail(FF p211)

Illithid – Antennae Graft(FF p212)

Illithid – Climbing Legs(FF p212)

Illithid – Goring Horn(FF p212)

Illithid – Grasping Mandibles(FF p212)

Illithid – Hauling Back(FF p212)

Illithid – Raking Tentacle(FF p212)

Illithid – Rending Claw(FF p212)

Illithid – Weapon Graft(FF p213)

Inevitable – Kolyarut Hand(DR315 p46)

Inevitable – Zelekhut Wings(DR315 p46)

Maug – Locking Hand(FF p213)

Maug – Rollers(FF p213)

Maug – Shoving Arm(FF p213)

Maug – Shudder Plate(FF p213)

Maug – Spike Stones(FF p214)

Maug – Stone Spitter(FF p214)

Pirate – Eye of the Murky Deep(DR318 p53)

Pirate – Golden Dancing Pegleg(DR318 p54)

Pirate – Hot Iron Hook(DR318 p54)

Pirate – Leg of Squid(DR318 p54)

Pirate – Mutineer’s Eye(DR318 p54)

Pirate – Ossified Pegleg(DR318 p54)

Pirate – Sailor’s Hook(DR318 p54)

Pirate – Spyglass Eye(DR318 p54)

Pirate – Teakwood Pegleg(DR318 p54)

Plant – Darkwood Flesh(MoE p134)

Plant – Fatigue Spores(MoE p135)

Plant – Grappling Vine(MoE p135)

Plant – Healing Nodules(MoE p134)

Plant – Perception Seed(MoE p135)

Plant – Rootlegs(MoE p136)

Plant – Treebark Carapace(MoE p136)

Undead – Bodak’s Eye(LM p80)

Undead – Bonemail(LM p79)(FF p214)

Undead – Enervating Arm(LM p80)(FF p214)

Undead – Eye of Flame(LM p80)

Undead – Ghostly Arm(LM p80)

Undead – Mohrg’s Tongue(LM p80)

Undead – Mummified Eye(LM p80)(FF p214)

Undead – Mummified Hand(LM p80)

Undead – Paralyzing Arm(LM p80)(FF p214)

Undead – Skeletal Hand(LM p80)

Undead – Undead Skin(LM p80)

Undead – Vampiric Fangs(LM p80)

Undead – Weakening Arm(LM p80)(FF p214)

Undead – Zombie Arm(LM p80)

Yuan-ti – Added Tail(FF p215)

Yuan-ti – Poison Fangs(FF p215)

Yuan-ti – Replacement Tail(FF p215)

Yuan-ti – Scaly Skin(FF p215)

Yuan-ti – Serpent Arm(FF p215)

## Items Missing Full Instructions

Anarch Razors(DR328 p68)

Dance Masks of the Great Mother(Sand p136)

Eagle Stones(DR324 p26)

Gorothir’s Girdle(Und p134)

Key of Surpassing Dismay(DR330 p39)

Key of the Call(DR330 p39)

Key of the Traveler(DR330 p40)

Magnificent Captain’s Coat(Storm p133)

Staff of Incarnation(CDiv p105)

## Intelligent Items

Magic items with their own personality & agenda.

Acrola, Watchful Tooth of Ashardalon

Base Item: +5 Keen Dagger

Alignment: CG

Purpose: Protecting the Weak & Helpless

(DMG p271)

Axe of Ancestral Virtue

Base Item: +4 Keen Dwarven-Waraxe made of Adamantine (Relic of Moradin)

Alignment: LN

Purpose: Support Traditional Dwarven Values and Slay Traditional Dwarven Foes

(CDiv p93)

Barsolidor, the Tyrant Bane

Base Item: +3 Longsword

Alignment: CG

Purpose: Fighting tyrants (i.e., Lawful Evil)

(BoED p116)

Black Sword

Base Item: +3 Bastard Sword

Alignment: LN

Purpose: Fighting Tyrants

(PGF p125)

Caduceus

Base Item: Staff of Healing

Alignment: NG

Purpose: Lessen Suffering

(BoED p117)

Cudgel that Never Forgets

Base Item: +2 Axiomatic Heavy-Mace (Relic of St. Cuthbert)

Alignment: LN

Purpose: Retribution against foes that harm its wielder

(CDiv p93)

Dagger of Denial

Base Item: +2 Unholy Dagger (Relic of Vecna)

Alignment: NE

Purpose: Slaying spellcasters, typically by using its *Dispel Magic* ability

(CDiv p96)

Durandal

Base Item: +1 Holy Mighty-Cleaving Short Sword made of Adamantine

Alignment: LG

Purpose: Fearlessly Battle Evil

(DR329 p75)

Ezrylon

Base Item: +2 Demon-Bane Shortsword with a Ring of Protection +4 in pommel

Alignment: LG

Purpose: Defeat Demons by Any Means

(BoED p117)

Gharriakha, the Heartwarden

Base Item: +4 Defending Dwarven-Waraxe

Alignment: LG

Purpose: Protect its Wielder

(RoS p165)

Glimmer Pane

Base Item: Mirror of Opposition

Alignment: LE

Purpose: Control governments through selective copying of pivotal people

(DU127 p102)

Hwyrr, the Clarion Harp

Base Item: Harp of Charming

Alignment: CG

Purpose: Remember Heroic Events and Use Them to Inspire Others

(BoED p117)

Iasalas, the Watershod

Base Item: +1 Ki Focus / +1 Ki Focus Quarterstaff

Alignment: LG

Purpose: Pummeling Evil

(BoED p117)

Intelligent Flying Carpet

Base Item: Carpet of Flying 5’ x 5’

Alignment: N

Purpose: Handle the flying while its owner takes full round actions.

(DR314 p38)

Iquel

Base Item: +2 Holy Composite Longbow

Alignment: NG

Purpose: Find a good master who likes to slay evil

(DMG p271)

Jomnoth (a.k.a., Giantblight)

Base Item: +3 Giant-bane Dwarven-Waraxe

Alignment: LG

Purpose: Slay Giants

(DMG p271)

Lagorn, the Bloodfang

Base Item: +2 Wounding Greatsword

Alignment: CE

Purpose: Slay those who will not bow down to Erythnul

(DU135 p43)

Lightbringer

Base Item: +3 Keen Dancing Longsword

Alignment: N

Purpose: Become Universally Feared & to Destroy Other Blades Bearing its Name

(DR339 p37)

Lunistra, the Heartstar

Base Item: +4 Soulfire Breastplate

Alignment: NG

Purpose: Heal its Wearer when Needed

(BoED p117)

Mindbite

Base Item: +4 Defending Guisarme

Alignment: N

Purpose: *Daze* and *Confuse* Enemies in Combat

(DU114 p90)

Morzhul, the Forgeheart

Base Item: +2 Flaming-Burst Warhammer

Alignment: CN

Purpose: Slay creatures of Cold

(RoS p165)

Numunal, the Silver Hexametric Folio

Base Item: Spellweaver Spellbook

Alignment: N

Purpose: Find its way back to a Spell Weaver

(DR338 p78)

Seryl, the Laughing Bow

Base Item: +2 Merciful Composite Longbow, Mighty +4

Alignment: CG

Purpose: Have Adventures with Interesting Creatures

(BoED p117)

Shazzellim

Base Item: +1 Keen Scimitar

Alignment: NE

Purpose: Slay members of the Harpers

(PGF p126)

Sosias, the Erinyes’ Rope

Base Item: Rope of Climbing and Entanglement

Alignment: LE

Purpose: To Save its Mistress

(DU134 p30)

Torvion, the Fifth Shield

Base Item: +4 Angelic Light Shield made of Aurorum

Alignment: LG

Purpose: Fight the Good Fight

(BoED p118)

Truthseeker

Base Item: +1 Axiomatic Greataxe

Alignment: LN

Purpose: Attack those who Lie

(RoS p165)

Vesac, the Deceiver

Base Item: Luck Blade

Alignment: NE

Purpose: To hoard its Wishes.

(DMG p272)

Zaethwar, the Sinflayer

Base Item: +5 Holy Spiked-Chain made of Adamantine

Alignment: LG

Purpose: To Battle Chaos and Evil to the Death

(BoED p118)

Zax, Cloak of Kings

Base Item: Cloak of Charisma +6

Alignment: LN

Purpose: To help the ruler who wears it.

(DMG p272)

Zhavak, the Sunderer

Base Item: +2 Construct-Bane Battleaxe made of Adamantine

Alignment: LG

Purpose: Destroy Constructs

(RoS p166)

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# Appendix

## Revision History

November 11, 2003 – Start of D&D 3.5 Edition.

Includes the Dungeon Master’s Guide v.3.5.

March 15, 2004 – Changed blue entries (which indicated changes from 3rd to 3.5) to the normal black.

Added Complete Warrior & the Book of Exalted Deeds.

Added Dragon #309 – Dragon #313.

August 12, 2004 – Added Dragon #314.

Added Player’s Guide to Faerûn.

October 12, 2004 – Added Complete Divine.

November 12, 2004 – Added Eberron Campaign Setting.

Added Dragon #325.

March 16, 2005 – Adding Complete Arcane.

Added Dragon #324, #326 – #329.

Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”.

Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.

April 1, 2005 – Adding Complete Adventurer.

Added Dragon #330.

September 7, 2005 – Added Races of Eberron & Complete Adventurer.

Added Dragon #331 – #335.

December 9, 2005 – Added Races of Stone, Races of Destiny, Races of the Wild, Unearthed Arcana, & Underdark

Added Dragon #336 – #338.

April 18, 2006 – Added Dragon #339 – #343.

Added Dungeon #104 – #134.

February 28, 2007 – Added Dragon #315 – #323, #344 – #352.

Added Dungeon #135 – #144.

Added Frostburn, Sandstorm, & Stormwrack.

March 26, 2007 – TBD.

## Key to Sourcebooks

|  |  |  |
| --- | --- | --- |
| PH | – | Player’s Handbook v.3.5 |
| DMG | – | Dungeon Master’s Guide v.3.5 |
| MM | – | Monster Manual v.3.5 |
| MM3 | – | Monster Manual III |
|  |  |  |
| CWar | – | Complete Warrior |
| CDiv | – | Complete Divine |
| CArc | – | Complete Arcane |
| CAdv | – | Complete Adventurer |
|  |  |  |
| RoS | – | Races of Stone |
| RoD | – | Races of Destiny |
| RotW | – | Races of the Wild |
| RoE | – | Races of Eberron |
|  |  |  |
| BoED | – | Book of Exalted Deeds |
| UA | – | Unearthed Arcana |
|  |  |  |
| Frost | – | Frostburn |
| Storm | – | Stormwrack |
| Sand | – | Sandstorm |
|  |  |  |
| FR | – | Forgotten Realms Campaign Setting |
| MoF | – | Magic of Faerûn |
| LoD | – | Lords of Darkness |
| RoF | – | Races of Faerûn |
| SM | – | Silver Marches |
| Und | – | Underdark |
| PGF | – | Player’s Guide to Faerûn |
|  |  |  |
| Eb | – | Eberron Campaign Setting |
|  |  |  |
| DR### | – | Dragon Magazine (with issue number) |
| DU## | – | Dungeon Magazine (with issue number) |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 3.5up | – | D&D v.3.5 Accessory Update | – | <http://www.wizards.com/dnd/files/DnD35_update_booklet.zip> |
| PH3.5e | – | Player’s Handbook v.3.5 Errata | – | <http://www.wizards.com/dnd/files/PHB_Errata09242003.zip> |
| PGFe | – | Player’s Guide to Faerûn Errata | – | <http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip> |
| CDivErrata | – | Complete Divine Errata | – | <http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip> |
| CArcErrata | – | Complete Arcane Errata | – | <http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip> |
| EbErrata | – | Eberron Errata | – | http://www.wizards.com/dnd/files/Eberron\_Errata10222004.zip |

Note: If a Key reference is followed by a “+”, then it is partially superseded the entry above it.