

# BLACKBALL'S TREASURE

## SECTION 1 – INTRODUCTION

The primary purpose of this document is to replace the DMG's "Rarity" based pricing system for magic items with a utility based one.

The DMG splits items into five categories – Common, Uncommon, Rare, Very Rare, Legendary. Given these names, it would seem that the split is by how frequently they are found. Common items, for example, would be found more frequently than uncommon items; and so on. However, this expectation is not borne out by the actual treasure tables that the DMG contains. For example, according to those tables (and the DMG's guidelines about how many times you'll roll on each over a standard campaign) you're 50% more likely to find a "Legendary" Vorpal Sword than you are a "Rare" suit of Scale Mail +1.

In addition, the actual "rarities" (and therefore prices) that are assigned to individual items are all over the place. To give another example, a Broom of Flying – an item that gives you unlimited flight (duplicating a third level spell) is considered to be "Uncommon" and therefore according to the DMG's guidelines has a value of 500gp and is suitable for first level characters to find; whereas a Potion of Invisibility – an item that gives you a single use of a second level spell but is consumed in the process – is considered to be "Legendary" and therefore according to the DMG's guidelines has a value of 250,000gp (it would be 500,000gp, but it's consumable so only has half the normal "Legendary" value) and is only suitable for seventeenth level characters to find.

This is patently ridiculous. If Brooms of Flying are available for first level characters to find (or craft, or buy, if the DM allows those) for less than the price of a non-magical suit of half-plate, anyone who wants to fly is going to be able to get hold of one and do so long before they reach fifth level and get the Fly spell – and this makes the spell obsolete. At the other extreme, characters get access to the Invisibility spell at third level. By the time they reach seventeenth level, the casters in the party will have more second level spell

slots than they know what to do with and will be able to cast many Invisibility spells per day should they be needed. The thought of a seventeenth level character finding (or crafting or buying) a Potion of Invisibility for a quarter of a million gold is just silly.

This document takes the magic items in the DMG and in XgtE and gives them new prices that reflect their actual utility.

The basics of the new pricing system are that instead of the five classes of items (misleadingly titled Common, Uncommon, Rare, Very Rare, Legendary), each of which has a value and an expected level where characters might start finding/crafting/buying such items, there are now ten classes (imaginatively titled "Class I" to "Class X"). Each of these classes has an expected level where characters might start finding/crafting/buying such items and has a value, just like the old five classes. However, in this case, the items are assigned to a class based solely on how useful they are to a character and how powerful they are; and therefore, at what level they should be made available.

**Class I:** Suitable for inclusion in the PHB's equipment list (e.g. Potion of Healing); 50gp value

**Class II:** Suitable for starting characters to buy if they pool their resources (e.g. 1st level Spell Scroll); 150gp value

**Class III:** Suitable for first level characters to find randomly (e.g. Driftglobe); 500gp value

**Class IV:** Suitable for third level characters to find randomly (e.g. Mithral Armor); 1,250gp value

**Class V:** Suitable for fifth level characters to find randomly (e.g. Weapon +1); 3,500gp value

**Class VI:** Suitable for eighth level characters to find randomly (e.g. Gauntlets of Ogre Power); 12,500gp value



**Class VII:** Suitable for eleventh level characters to find randomly (e.g. Ring of Invisibility); 40,000gp value

**Class VIII:** Suitable for fourteenth level characters to find randomly (e.g. Staff of Fire); 100,000gp value

**Class IX:** Suitable for seventeenth level characters to find randomly (e.g. Armor of Invulnerability); 200,000gp value

**Class X:** Suitable for twentieth level characters to find randomly (e.g. Vorpal Sword); 400,000gp value

The standard values of each class of item have been carefully set in order to match the expected wealth that would be generated for a character or party when using the recommended number and type of treasure hoards from the DMG over the course of a campaign.

This document comes in eight sections:

**Section 1 – Introduction:** You're reading it!

**Section 2 – Item Lists:** This section contains eleven lists of items, one for each item class and one for the most powerful items (the ones that were deemed too powerful to ever be simply found in random treasure hoards). Each list comes with a set of die rolls so that you can randomly select an item from it if you like.

**Section 3 – Treasure Parcels:** This is a conversion of fourth edition's treasure parcel system, designed to be compatible with the item lists in section two. Using these will give a party the same amount of total wealth that they would average if they had the amount and type of hoards recommended by the DMG, but with less randomness. This section also discusses using

Milestone Experience as a way of turning the treasure parcels into an XP for GP system.

**Section 4 – Hoard Item Tables:** This section contains alternate magic item tables for the random treasure hoards in the DMG, designed to be compatible with the item lists in section two. By using these to replace the magic items in a hoard, you will get the advantage of the new level and pricing structure, but with each hoard still giving out the same average amount of wealth (in sale-value or items) that it does using the DMG tables, with a similar amount of randomness.

**Section 5 – Published Adventure Guidelines:** This section gives advice on how to handle the magic items found in published adventures, which might be very unsuitable for the level at which they're found if they relied on the old "Rarity" system as a guide.

**Section 6 – Wealth by Level:** As a by-product of the work done to produce the tables in this document, the amount of wealth accumulated by the average character at each level was calculated. This section gives a Wealth by Level table based on those calculated values.

**Section 7 – Essence:** This is an adaption of fourth edition's Residuum rules, in a form that is compatible with the item lists in section two, presented for those who prefer to have characters craft their own items than for them to buy them.

**Section 8 – Item Pricing:** This is more of an appendix than anything else. It shows a list of all the items that were put on the item lists in section two, and for each one it shows how the level for which the item was suitable was calculated.



## SECTION 2 – ITEM LISTS

The lists in this section contain all the items from the DMG and XgtE (except the six cursed items) grouped into classes, each of which has a level guideline for when it should be available to characters and a standard value. These lists are designed to be used by sections 3, 4, and 5 of this document (which give three alternate means of placing magic items and other treasure in a campaign), however they can also be used by the DM and players if magic items are being crafted (by the optional DMG rules or by the rules in section 7 of this document), bought, or sold.

Note that this section also contains a list of the twenty “unclassified” items that are too powerful to ever be simply found randomly. If using the rules in sections 3, 4, and 7, these items will never be randomly found and cannot be crafted or bought. The only reason one of the items in this list will show up in a campaign is if the DM makes a decision to put it there for plot reasons.

For the convenience of players who are looking at these tables in order to decide what to buy or craft, items which require attunement are underlined, and page references in the DMG or XgtE are given for each item.

### Class I Items, worth 50gp

| Roll   | Item                          | Page |
|--------|-------------------------------|------|
| 01-08  | Bead of Nourishment           | x136 |
| 09-16  | Bead of Refreshment           | x136 |
| 17-21  | Candle of the Deep            | x136 |
| 22-29  | Horn of Silent Alarm          | x137 |
| 30-34  | <u>Instrument of Scribing</u> | x138 |
| 35-41  | Oil of Slipperiness           | p184 |
| 42-50  | Potion of Animal Friendship   | p187 |
| 51-71  | Potion of Healing             | p187 |
| 72-86  | Potion of Heroism             | p188 |
| 87-97  | Spell Scroll (Cantrip)        | p200 |
| 98-100 | Veteran's Cane                | x139 |

### Class II Items, worth 150gp

| Roll   | Item                           | Page |
|--------|--------------------------------|------|
| 01-15  | <u>Loon Stone (Sustenance)</u> | p177 |
| 16-45  | Mystery Key                    | x138 |
| 46-100 | Spell Scroll (1st)             | p200 |

### Class III Items, worth 500gp

| Roll  | Item                           | Page |
|-------|--------------------------------|------|
| 01-02 | Alchemy Jug                    | P150 |
| 03-04 | Armor of Gleaming              | x136 |
| 05    | Cast-Off Armor                 | x136 |
| 06-07 | <u>Charlatan's Die</u>         | x136 |
| 08-09 | Cloak of Billowing             | x136 |
| 10-12 | Cloak of Many Fashions         | x136 |
| 13-15 | Clockwork Amulet               | x137 |
| 16-18 | Clothes of Mending             | x137 |
| 19    | <u>Dark Shard Amulet</u>       | x137 |
| 20    | Dread Helm                     | x137 |
| 21-27 | Driftglobe                     | p166 |
| 28-30 | Dust of Dryness                | p166 |
| 31    | Ear Horn of Hearing            | x137 |
| 32    | Elixir of Health               | p168 |
| 33-36 | Enduring Spellbook             | x137 |
| 37    | <u>Ersatz Eye</u>              | x137 |
| 38-39 | <u>Eyes of Charming</u>        | p168 |
| 40    | Hat of Vermin                  | x137 |
| 41-43 | <u>Hat of Wizardry</u>         | x137 |
| 44-45 | Heward's Handy Spice Pouch     | x137 |
| 46    | <u>Instrument of Illusions</u> | x137 |
| 47    | Lock of Trickery               | x138 |
| 48-50 | Orb of Direction               | x138 |
| 51    | Pipe of Smoke Monsters         | x138 |
| 52    | Pole of Angling                | x138 |
| 53-54 | Pole of Collapsing             | x138 |
| 55    | Pot of Awakening               | x138 |
| 56-58 | Potion of Climbing             | p187 |
| 59    | Potion of Diminution           | p187 |
| 60-62 | Potion of Fire Breath          | p187 |
| 63-70 | Potion of Greater Healing      | p187 |
| 71    | Potion of Growth               | p187 |
| 72-74 | Potion of Invisibility         | p188 |
| 75    | Potion of Mind Reading         | p188 |
| 76-78 | Potion of Vitality             | p188 |
| 79    | Quall's Feather Token (Whip)   | p189 |
| 80    | Ring of Animal Influence       | p189 |
| 81    | Rope of Mending                | x138 |
| 82    | Shield of Expression           | x139 |
| 83    | Smoldering Armor               | x139 |
| 84-86 | Spell Scroll (2nd)             | p200 |



### Class III Items, worth 500gp

|       |                         |      |
|-------|-------------------------|------|
| 87    | Staff of Adornment      | x139 |
| 88    | Staff of Birdcalls      | x139 |
| 89    | Staff of Flowers        | x139 |
| 90-91 | Tankard of Sobriety     | x139 |
| 92    | Wand of Conducting      | x140 |
| 93-97 | Wand of Magic Detection | p211 |
| 98    | Wand of Pyrotechnics    | x140 |
| 99    | Wand of Scowls          | x140 |
| 100   | Wand of Smiles          | x140 |

### Class IV Items, worth 1,250gp

| Roll   | Item  | Page |
|--------|---|------|
| 01-05  | Ammunition +1                               | p150 |
| 06-08  | Circlet of Blasting                         | p158 |
| 09-10  | Figurine of a Wondrous Power (Silver Raven) | p170 |
| 11-12  | Iron Bands of Bilarro                       | p177 |
| 13-14  | Javelin of Lightning                        | p178 |
| 15-19  | Keoghtom's Ointment                         | p179 |
| 20-27  | Mithral Armour                              | p182 |
| 28-30  | Perfume of Bewitching                       | x138 |
| 31-32  | <u>Periapt of Wound Closure</u>             | p184 |
| 33-34  | Potion of Clairvoyance                      | p187 |
| 35-39  | Potion of Flying                            | p187 |
| 40-44  | Potion of Gaseous Form                      | p187 |
| 45-48  | Potion of Giant Strength (Hill)             | p187 |
| 49-54  | Potion of Resistance                        | p188 |
| 55-58  | Potion of Speed                             | p188 |
| 59-61  | Potion of Water Breathing                   | p188 |
| 62-63  | <u>Ruby of the War Mage</u>                 | x138 |
| 64-72  | Scroll of Protection                        | p199 |
| 73-84  | Spell Scroll (3rd)                          | p200 |
| 85-86  | Universal Solvent                           | p209 |
| 87-94  | Wand of Magic Missiles                      | p211 |
| 95-100 | Wind Fan                                    | p213 |

### Class V Items, worth 3,500gp

| Roll  | Item              | Page |
|-------|-------------------|------|
| 01    | Adamantine Armour | p150 |
| 02    | Ammunition +2     | p150 |
| 03    | Arrow of Slaying  | p152 |
| 04-08 | Bag of Holding    | p153 |
| 09    | Bead of Force     | p154 |

### Class V Items, worth 3,500gp

|       |  |      |
|-------|--|------|
| 10    | Boots of False Tracks                                | x136 |
| 11    | <u>Boots of Striding and Springing</u>               | p156 |
| 12-14 | <u>Bracers of Defence</u>                            | p156 |
| 15-16 | Chime of Opening                                     | p158 |
| 17-19 | <u>Cloak of Elvenkind</u>                            | p158 |
| 20-21 | Decanter of Endless Water                            | p161 |
| 22    | Dust of Disappearance                                | p166 |
| 23-24 | Elven Chain  | p168 |
| 25    | Eversmoking Bottle                                   | p168 |
| 26    | Eyes of Minute Seeing                                | p168 |
| 27    | <u>Eyes of the Eagle</u>                             | p168 |
| 28    | Figurine of a Wondrous Power (Bronze Griffin)        | p169 |
| 29    | Figurine of a Wondrous Power (Ebony Fly)             | p169 |
| 30    | Figurine of a Wondrous Power (Golden Lions)          | p169 |
| 31    | Figurine of a Wondrous Power (Ivory Goats)           | p169 |
| 32    | Figurine of a Wondrous Power (Marble Elephant)       | p170 |
| 33    | Figurine of a Wondrous Power (Onyx Dog)              | p170 |
| 34    | Figurine of a Wondrous Power (Serpentine Owl)        | p170 |
| 35    | <u>Gloves of Missile Snaring</u>                     | p172 |
| 36    | <u>Gloves of Swimming and Climbing</u>               | p172 |
| 37-39 | Goggles of Night                                     | p172 |
| 40    | <u>Hat of Disguise</u>                               | p173 |
| 41-42 | Helm of Comprehending Languages                      | p173 |
| 43    | Heward's Handy Haversack                             | p174 |
| 44    | Horn of Blasting                                     | p174 |
| 45    | Horn of Valhalla (Silver)                            | p175 |
| 46    | Horseshoes of a Zephyr                               | p175 |
| 47    | <u>Instrument of the Bard (MacFuirimidh Cittern)</u> | p176 |
| 48    | <u>Ioun Stone (Awareness)</u>                        | p177 |
| 49    | Mariner's Armour                                     | p181 |
| 50    | <u>Medallion of Thoughts</u>                         | p181 |
| 51-52 | Moon-Touched Sword                                   | x138 |
| 53    | Nolzur's Marvellous Pigments                         | p183 |
| 54    | <u>Oathbow</u>                                       | p183 |
| 55    | <u>Pearl of Power</u>                                | p184 |

### Class V Items, worth 3,500gp

|        |                                      |      |
|--------|--------------------------------------|------|
| 56     | Philter of Love                      | p184 |
| 57     | Potion of Giant Strength (Frost)     | p187 |
| 58     | Potion of Giant Strength (Stone)     | p187 |
| 59     | Potion of Invulnerability            | p188 |
| 60-62  | Potion of Superior Healing           | p187 |
| 63     | Quall's Feather Token (Swan Boat)    | p189 |
| 64     | Quall's Feather Token (Tree)         | p189 |
| 65     | Quiver of Ehlonna                    | p189 |
| 66-67  | <u>Ring of Feather Falling</u>       | p191 |
| 68     | <u>Ring of Jumping</u>               | p191 |
| 69     | <u>Ring of Shooting Stars</u>        | p192 |
| 70     | Ring of Swimming                     | p193 |
| 71     | <u>Ring of the Ram</u>               | p193 |
| 72     | Ring of Water Walking                | p193 |
| 73     | <u>Ring of X-Ray Vision</u>          | p193 |
| 74     | <u>Robe of Scintillating Colours</u> | p194 |
| 75     | Robe of Useful Items                 | p195 |
| 76     | <u>Rod of the Pact Keeper +1</u>     | p197 |
| 77-78  | Rope of Climbing                     | p197 |
| 79-81  | Sending Stones                       | p199 |
| 82-85  | Spell Scroll (4th)                   | p200 |
| 86     | <u>Staff of Charming</u>             | p201 |
| 87     | <u>Talking Doll</u>                  | x139 |
| 88     | Unbreakable Arrow                    | x139 |
| 89     | Vicious Weapon                       | p209 |
| 90     | Walloping Ammunition                 | x139 |
| 91     | Wand of Secrets                      | p211 |
| 92-93  | <u>Wand of the War Mage +1</u>       | p212 |
| 94-100 | Weapon +1                            | p213 |

### Class VI Items, worth 12,500gp

| Roll  | Item  | Page |
|-------|---|------|
| 01    | Ammunition +3   | p150 |
| 02-04 | <u>Amulet of Health</u>                               | p150 |
| 05-06 | <u>Amulet of Proof Against Detection and Location</u> | p150 |
| 07    | <u>Animated Shield</u>                                | p151 |
| 08-10 | Armour +1   | p152 |
| 11    | Bag of Tricks   | p154 |
| 12-13 | <u>Boots of Speed</u>                                 | p155 |
| 14-15 | <u>Bracers of Archery</u>                             | p156 |
| 16    | Cap of the Mountebank                                 | p157 |

### Class VI Items, worth 12,500gp

|        |   |      |
|--------|---|------|
| 17     | Dagger of Venom                                   | p161 |
| 18-19  | Deck of Illusions                                 | p161 |
| 20-21  | Dragon Slayer                                     | p166 |
| 22     | Dust of Sneezing and Choking                      | p166 |
| 23-25  | Elemental Gem                                     | p167 |
| 26     | Figurine of a Wondrous Power (Obsidian Steed)     | p170 |
| 27-29  | <u>Flame Tongue</u>                               | p170 |
| 30-32  | Folding Boat                                      | p170 |
| 33-36  | <u>Gauntlets of Ogre Power</u>                    | p171 |
| 37     | <u>Gem of Seeing</u>                              | p172 |
| 38-39  | Giant Slayer                                      | p172 |
| 40     | Gloves of Thievery                                | p172 |
| 41-43  | <u>Headband of Intellect</u>                      | p173 |
| 44     | Horn of Valhalla (Brass)                          | p175 |
| 45     | <u>Instrument of the Bard (Fochlucan Bandore)</u> | p176 |
| 46     | <u>Ioun Stone (Absorption)</u>                    | p177 |
| 47     | <u>Ioun Stone (Protection)</u>                    | p177 |
| 48     | <u>Ioun Stone (Reserve)</u>                       | p177 |
| 49     | Mace of Smiting                                   | p179 |
| 50     | <u>Mace of Terror</u>                             | p180 |
| 51-52  | Necklace of Fireballs                             | p182 |
| 53-54  | Oil of Sharpness                                  | p184 |
| 55     | Pipes of Haunting                                 | p185 |
| 56     | <u>Pipes of the Sewers</u>                        | p185 |
| 57     | Potion of Giant Strength (Fire)                   | p187 |
| 58-59  | Potion of Longevity                               | p188 |
| 60-63  | Potion of Supreme Healing                         | p187 |
| 64     | Quall's Feather Token (Bird)                      | p188 |
| 65     | <u>Rod of the Pact Keeper +2</u>                  | p197 |
| 66     | Sentinel Shield                                   | p199 |
| 67-69  | Shield +1   | p200 |
| 70-74  | Spell Scroll (5th)                                | p200 |
| 75-79  | Spell Scroll (6th)                                | p200 |
| 80     | <u>Staff of Withering</u>                         | p205 |
| 81     | <u>Sword of Life Stealing</u>                     | p206 |
| 82-83  | <u>Wand of Enemy Detection</u>                    | p210 |
| 84-85  | <u>Wand of the War Mage +2</u>                    | p212 |
| 86     | <u>Wand of Web</u>                                | p212 |
| 87-96  | Weapon +2   | p213 |
| 97-100 | <u>Winged Boots</u>                               | p214 |



## Class VII Items, worth 40,000gp

| Roll  | Item   | Page |
|-------|--|------|
| 01    | Belt of Dwarvenkind                              | p155 |
| 02-03 | <u>Belt of Hill Giant Strength</u>               | p155 |
| 04-05 | Boots of Elvenkind                               | p155 |
| 06-07 | <u>Boots of Levitation</u>                       | p155 |
| 08    | Bowl of Commanding Water Elementals              | p156 |
| 09    | Brazier of Commanding Fire Elementals            | p156 |
| 10    | Censer of Controlling Air Elementals             | p158 |
| 11-12 | <u>Cloak of Displacement</u>                     | p158 |
| 13-14 | <u>Cloak of Invisibility</u>                     | p158 |
| 15    | <u>Dancing Sword</u>                             | p161 |
| 16-17 | Dimensional Shackles                             | p165 |
| 18    | Efreeti Bottle                                   | p167 |
| 19    | Gem of Brightness                                | p171 |
| 20    | Glamoured Studded Leather                        | p172 |
| 21    | <u>Helm of Telepathy</u>                         | p174 |
| 22    | Horn of Valhalla (Bronze)                        | p175 |
| 23    | Horseshoes of Speed                              | p175 |
| 24-25 | Immovable Rod                                    | p175 |
| 26    | <u>Instrument of the Bard (Canaith Mandolin)</u> | p176 |
| 27    | <u>Instrument of the Bard (Doss Lute)</u>        | p176 |
| 28    | <u>Ioun Stone (Agility)</u>                      | p177 |
| 29    | <u>Ioun Stone (Fortitude)</u>                    | p177 |
| 30    | <u>Ioun Stone (Greater Absorption)</u>           | p177 |
| 31    | <u>Ioun Stone (Insight)</u>                      | p177 |
| 32    | <u>Ioun Stone (Intellect)</u>                    | p177 |
| 33    | <u>Ioun Stone (Leadership)</u>                   | p177 |
| 34    | <u>Ioun Stone (Regeneration)</u>                 | p177 |
| 35    | <u>Ioun Stone (Strength)</u>                     | p177 |
| 36-37 | Lantern of Revealing                             | p179 |
| 38    | <u>Mace of Disruption</u>                        | p179 |
| 39    | Manual of Golems                                 | p180 |
| 40-41 | Oil of Etherealness                              | p183 |
| 42    | Periapt of Health                                | p184 |
| 43-46 | Portable Hole                                    | p185 |
| 47    | Potion of Giant Strength (Cloud)                 | p187 |
| 48    | <u>Ring of Djinni Summoning</u>                  | p190 |
| 49-50 | <u>Ring of Free Action</u>                       | p191 |
| 51-52 | <u>Ring of Invisibility</u>                      | p191 |

## Class VII Items, worth 40,000gp

|       |                                       |      |
|-------|---------------------------------------|------|
| 53    | <u>Robe of Eyes</u>                   | p193 |
| 54    | <u>Rod of Rulership</u>               | p197 |
| 55    | Rod of Security                       | p197 |
| 56    | <u>Rod of the Pact Keeper +3</u>      | p197 |
| 57-59 | Rope of Entanglement                  | p197 |
| 60    | Saddle of the Cavalier                | p199 |
| 61-63 | <u>Slippers of Spider Climbing</u>    | p200 |
| 64    | Sovereign Glue                        | p200 |
| 65-70 | Spell Scroll (7th)                    | p200 |
| 71-72 | <u>Staff of Healing</u>               | p202 |
| 73    | <u>Staff of Swarming Insects</u>      | p203 |
| 74    | <u>Staff of the Adder</u>             | p203 |
| 75    | <u>Staff of the Python</u>            | p204 |
| 76    | Stone of Controlling Earth Elementals | p205 |
| 77-78 | <u>Stone of Good Luck (Luckstone)</u> | p205 |
| 79-80 | <u>Sun Blade</u>                      | p205 |
| 81    | <u>Sword of Sharpness</u>             | p206 |
| 82    | <u>Trident of Fish Command</u>        | p209 |
| 83    | <u>Wand of Binding</u>                | p209 |
| 84    | <u>Wand of Fear</u>                   | p210 |
| 85-87 | <u>Wand of Fireballs</u>              | p210 |
| 88-90 | <u>Wand of Lightning Bolts</u>        | p211 |
| 91    | <u>Wand of the War Mage +3</u>        | p212 |
| 92    | <u>Wand of Wonder</u>                 | p212 |
| 93-98 | Weapon +3                             | p213 |
| 99    | <u>Weapon of Warning</u>              | p213 |
| 100   | <u>Wings of Flying</u>                | p214 |

## Class VIII Items, worth 100,000gp

| Roll  | Item                                | Page |
|-------|-------------------------------------|------|
| 01-04 | <u>Armour of Resistance</u>         | p152 |
| 05-06 | <u>Belt of Frost Giant Strength</u> | p155 |
| 07-08 | <u>Belt of Stone Giant Strength</u> | p155 |
| 09    | <u>Boots of the Winterlands</u>     | p156 |
| 10-12 | <u>Brooch of Shielding</u>          | p156 |
| 13-16 | Broom of Flying                     | p156 |
| 17    | <u>Candle of Invocation</u>         | p157 |
| 18-20 | Cap of Water Breathing              | p157 |
| 21-25 | Carpet of Flying                    | p157 |
| 26    | <u>Cloak of Arachnida</u>           | p158 |
| 27-29 | <u>Cloak of Protection</u>          | p159 |
| 30    | <u>Cloak of the Bat</u>             | p159 |
| 31    | Cloak of the Manta Ray              | p159 |

**Class VIII Items, worth 100,000gp**

|       |  |      |
|-------|--|------|
| 32    | <u>Cube of Force</u>                     | p159 |
| 33-39 | <u>Dragon Scale Mail</u>                 | p165 |
| 40    | <u>Dwarven Thrower</u>                   | p167 |
| 41-43 | <u>Frost Brand</u>                       | p171 |
| 44    | Horn of Valhalla (Iron)                  | p175 |
| 45    | <u>Instrument of the Bard (Cli Lyre)</u> | p176 |
| 46-47 | <u>Mantle of Spell Resistance</u>        | p180 |
| 48    | <u>Necklace of Prayer Beads</u>          | p182 |
| 49    | <u>Plate Armour of Etherealness</u>      | p185 |
| 50    | Potion of Giant Strength (Storm)         | p187 |
| 51    | Quall's Feather Token (Anchor)           | p188 |
| 52    | Quall's Feather Token (Fan)              | p189 |
| 53-54 | <u>Ring of Evasion</u>                   | p191 |
| 55    | <u>Ring of Mind Shielding</u>            | p191 |
| 56-58 | <u>Ring of Protection</u>                | p191 |
| 59-60 | <u>Ring of Regeneration</u>              | p191 |
| 61-63 | <u>Ring of Resistance</u>                | p192 |
| 64-65 | <u>Ring of Spell Storing</u>             | p192 |
| 66-67 | <u>Ring of Spell Turning</u>             | p193 |
| 68    | <u>Ring of Warmth</u>                    | p193 |
| 69    | <u>Rod of Absorption</u>                 | p195 |
| 70-71 | <u>Rod of Resurrection</u>               | p197 |
| 72    | <u>Scimitar of Speed</u>                 | p199 |
| 73-79 | Spell Scroll (8th)                       | p200 |
| 80-85 | Spell Scroll (9th)                       | p200 |
| 86    | <u>Spellguard Shield</u>                 | p201 |
| 87-88 | <u>Staff of Fire</u>                     | p201 |
| 89-90 | <u>Staff of Frost</u>                    | p202 |
| 91-92 | <u>Staff of Striking</u>                 | p203 |
| 93    | <u>Staff of Thunder and Lightning</u>    | p204 |
| 94-95 | <u>Sword of Wounding</u>                 | p207 |
| 96    | <u>Tentacle Rod</u>                      | p208 |
| 97    | <u>Wand of Paralysis</u>                 | p211 |
| 98-99 | <u>Wand of Polymorph</u>                 | p211 |
| 100   | Well of Many Worlds                      | p213 |

**Class IX Items, worth 200,000gp**

| Roll   | Item                               | Page |
|--------|------------------------------------|------|
| 01-02  | Apparatus of Kwalish               | p151 |
| 03-05  | Armour +2                          | p152 |
| 06-08  | <u>Armour of Invulnerability</u>   | p152 |
| 09-11  | <u>Arrow Catching Shield</u>       | p152 |
| 12-16  | <u>Belt of Fire Giant Strength</u> | p155 |
| 17-21  | <u>Crystal Ball</u>                | p159 |
| 22     | Daern's Instant Fortress           | p160 |
| 23-24  | <u>Defender</u>                    | p164 |
| 25-28  | Dwarven Plate                      | p167 |
| 29-31  | <u>Efreeti Chain</u>               | p167 |
| 32-35  | <u>Holy Avenger</u>                | p174 |
| 36-39  | Manual of Bodily Health            | p180 |
| 40-43  | Manual of Gainful Exercise         | p180 |
| 44-47  | Manual of Quickness of Action      | p181 |
| 48-52  | <u>Necklace of Adaptation</u>      | p182 |
| 53-55  | <u>Nine Lives Stealer</u>          | p183 |
| 56-58  | Periapt of Proof Against Poison    | p184 |
| 59-62  | <u>Ring of Telekinesis</u>         | p193 |
| 63-64  | Ring of Three Wishes               | p193 |
| 65-67  | <u>Rod of Alertness</u>            | p196 |
| 68-70  | <u>Rod of Lordly Might</u>         | p196 |
| 71-73  | <u>Scarab of Protection</u>        | p199 |
| 74-76  | Shield +2                          | p200 |
| 77-80  | <u>Staff of Power</u>              | p202 |
| 81-84  | <u>Staff of the Woodlands</u>      | p204 |
| 85-87  | <u>Sword of Answering</u>          | p206 |
| 88-91  | Tome of Clear Thought              | p208 |
| 92-95  | Tome of Leadership and Influence   | p208 |
| 96     | <u>Tome of the Stilled Tongue</u>  | p208 |
| 97-100 | Tome of Understanding              | p209 |

**Class X Items, worth 400,000gp**

| Roll  | Item                                     | Page |
|-------|--|------|
| 01-12 | <u>Belt of Cloud Giant Strength</u>      | p155 |
| 13-22 | <u>Helm of Teleportation</u>             | p174 |
| 23-30 | <u>Ioun Stone (Mastery)</u>              | p177 |
| 31-40 | <u>Luck Blade</u>                        | p179 |
| 41-47 | <u>Ring of Elemental Command (Air)</u>   | p190 |
| 48-54 | <u>Ring of Elemental Command (Earth)</u> | p190 |
| 55-61 | <u>Ring of Elemental Command (Fire)</u>  | p190 |



## Class X Items, worth 400,000gp

|        |   |      |
|--------|---|------|
| 62-68  | <u>Ring of Elemental Command</u><br>(Water) | p191 |
| 69-73  | <u>Robe of Stars</u>                        | p194 |
| 74-81  | <u>Robe of the Archmage</u>                 | p194 |
| 82-89  | <u>Staff of the Magi</u>                    | p203 |
| 90-100 | <u>Vorpal Sword</u>                         | p209 |

## Unclassified Items, priceless

| Roll   | Item  | Page |
|--------|---|------|
| 01-05  | Armour +3                                     | p152 |
| 06-10  | Bag of Beans                                  | p152 |
| 11-15  | <u>Belt of Storm Giant Strength</u>           | p155 |
| 16-20  | <u>Crystal Ball of Mind Reading</u>           | p159 |
| 21-25  | <u>Crystal Ball of Telepathy</u>              | p159 |
| 26-30  | <u>Crystal Ball of True Seeing</u>            | p159 |
| 31-35  | Cubic Gate                                    | p160 |
| 36-40  | Deck of Many Things                           | p162 |
| 41-45  | Hammer of Thunderbolts                        | p173 |
| 46-50  | <u>Helm of Brilliance</u>                     | p173 |
| 51-55  | Shield +3                                     | p200 |
| 56-60  | Sphere of Annihilation                        | p201 |
| 61-65  | <u>Talisman of Pure Good</u>                  | p207 |
| 66-70  | <u>Talisman of the Sphere</u>                 | p207 |
| 71-75  | <u>Talisman of Ultimate Evil</u>              | p207 |
| 76-80  | <u>Amulet of the Planes</u>                   | p150 |
| 81-85  | <u>Instrument of the Bard (Anstruth Harp)</u> | p176 |
| 86-90  | <u>Instrument of the Bard (Ollamh Harp)</u>   | p176 |
| 91-95  | Iron Flask                                    | p178 |
| 96-100 | Mirror of Life Trapping                       | p181 |



## SECTION 3 – TREASURE PARCELS

This section provides a way of handling treasure based on the method used in fourth edition. Using this section is completely optional. It is compatible with (and uses) the item lists in section 2 and is compatible with the rules for wealth by level in section 6 and essence in section 7; however, any of those sections can be used without using this one.

The treasure listed in the treasure parcels has been carefully calculated to ensure that the amount of treasure gained by a character as they increase in level will be the same in value as the average treasure that would be gained by rolling on the DMG's hoard tables the number of times that is recommended by the DMG.

Parties acquire treasure from a number of sources. They are sometimes paid to undertake jobs or missions. They are sometimes given rewards for successfully completing tasks. They find treasure in ancient tombs and dragon hoards, and they loot it from the corpses of vanquished foes. In each of these cases, the treasure that they acquire is treasure that you have placed. This might have been in advance, when creating a dungeon or other scenario; or it might be on-the-fly as the party interact with NPCs.

Parties can also gain treasure from selling items that they have found, and in the form of essence harvested from the bodies of magical creatures (if you are using the rules for essence in section 7).

In most of these cases, you should use the treasure parcels for the party's level and number of characters as a source for that treasure.

The two main exceptions to this are small quantities of treasure that are found incidentally (there's no point going to the effort of tracking every last gold or silver piece that the party acquire from anywhere) and treasure gained from selling magic items or valuables that the party has found (the valuables and items have already come out of the treasure parcels at the point they were found).

Treasure from the following sources should be taken from treasure parcels when given to the party:

- Payment for missions

- Rewards for tasks
- Treasure placed in adventure locations (but only if it is found – treasure parcels that remain unfound should be re-placed in a new location or otherwise re-used)
- Treasure looted from defeated enemies (except for small amounts of pocket change)
- Other significant treasure acquired by the party

Treasure from the following sources should not be taken from treasure parcels when given to the party:

- Loose change found by pickpocketing NPCs
- Small quantities of Essence harvested from corpses
- Treasure acquired by selling magic items or other goods

Although the list of treasure parcels for a given level may appear to be rather rigid because they are fixed values, this need not be the case. You are free to (and indeed encouraged to) mix and match between the different parcels that the party will be acquiring rather than giving each one out as a whole unit.

For example, a level one party of four characters should find the following parcels:

- A class I item, and 50gp
- A class I item, and 100gp
- 250gp
- A class III item
- A class II item
- 200gp
- 150gp
- A class I item, and 150gp
- 100gp
- 200gp

You don't have to give the lots out in that order, nor do you have to give out those exact quantities as they are written there.

For example, you could decide that a chest contains five gems worth 10gp each and a class II item. That is not an exact parcel, but instead consists of the fifth parcel ("A class II item") and half of the ninth parcel (100gp) combined together. The other half of the ninth parcel could be placed elsewhere as a statuette worth 50gp.



Similarly, you could have an NPC hire the party to do a job and offer to pay them 500gp for their trouble. Again, this would not be an exact parcel – in this case it would be a combination of parcels; the third (250gp), the seventh (150gp) and half of the tenth (200gp). If the party haggle the payment up to 600gp, you'd use the entire tenth parcel instead.

When a parcel indicates that a magic item of a given class should be acquired, you should either roll randomly from the relevant table in section 2 of this document or choose an item from that table.

Combining parcels in this way makes things more transparent and natural to the players, avoiding the feeling of artificiality and repetition that sticking to the exact parcels as presented would give.

The lists of treasure parcels here only go up to a sixth party member. If you have more than six characters in your party simply re-use the first or first and second parcels a second time as needed.

When a new character joins the party, if you have given them an amount of wealth as indicated in the guidelines in section 6, then they will already have approximately the same treasure as the rest of the party. Simply start using the additional parcels for the new party member and everything will work out.

Similarly, if a party member leaves the party, perhaps because the character retires from adventuring or because their player quit the game, simply start using fewer lots to reflect the new party size.

One case that does need further consideration is the situation where a character dies and the rest of the party recover “party items” from the body before disposing of it; and then a replacement character joins the party (probably played by the player whose previous character had died) and that new character already has level appropriate wealth.

In this case, simply carry on as normal. While it's true that the party will now have more total wealth than they would otherwise because the new character will be introducing more, the amounts involved will soon balance themselves out. For example, a character joining an existing party at level seven will start with 10,725gp. While this is a significant amount of wealth being added to the party's total, it's barely any more than the largest cash item in the level eight treasure parcels (which is 10,000gp) and less than the value of one of the class VI items that can be found at level eight. By the end of level eight the extra wealth will make only a minor difference, and by the end of level nine it will be unnoticeable.

If you really want to be a stickler about things, you can simply reduce one or more future treasure parcels that the party receives in order to balance out the additional wealth that they gained.

You are advised to print out the following five pages so that you can cross off parcels or otherwise make notes as the campaign progresses.



## Level One Parcels

| Parcel                    | Party Size |
|---------------------------|------------|
| A class I item, and 50gp  | Always     |
| A class I item, and 100gp | Always     |
| 250gp                     | Always     |
| A class III item          | 2+         |
| Nothing                   | 2+         |
| Nothing                   | 2+         |
| A class II item           | 3+         |
| 200gp                     | 3+         |
| 150gp                     | 3+         |
| A class I item, and 150gp | 4+         |
| 100gp                     | 4+         |
| 200gp                     | 4+         |
| A class II item           | 5+         |
| 275gp                     | 5+         |
| 75gp                      | 5+         |
| A class I item            | 6+         |
| A class I item, and 100gp | 6+         |
| 300gp                     | 6+         |

## Level Three Parcels

| Parcel                              | Party Size |
|-------------------------------------|------------|
| A class IV item                     | Always     |
| 150gp                               | Always     |
| Nothing                             | Always     |
| A class III item, and 200gp         | 2+         |
| A class II item, and a class I item | 2+         |
| 500gp                               | 2+         |
| Two class I items                   | 3+         |
| 1,000gp                             | 3+         |
| 300gp                               | 3+         |
| A class IV item, and 50gp           | 4+         |
| 100gp                               | 4+         |
| Nothing                             | 4+         |
| A class III item, and 200gp         | 5+         |
| 350gp                               | 5+         |
| 350gp                               | 5+         |
| A class I item, and 200gp           | 6+         |
| 450gp                               | 6+         |
| 700gp                               | 6+         |

## Level Two Parcels

| Parcel                    | Party Size |
|---------------------------|------------|
| A class III item          | Always     |
| A class I item, and 150gp | Always     |
| 200gp                     | Always     |
| A class I item            | 2+         |
| A class I item, and 300gp | 2+         |
| 500gp                     | 2+         |
| A class I item            | 3+         |
| 450gp                     | 3+         |
| 400gp                     | 3+         |
| A class III item          | 4+         |
| 150gp                     | 4+         |
| 250gp                     | 4+         |
| A class II item, and 50gp | 5+         |
| 350gp                     | 5+         |
| 350gp                     | 5+         |
| A class II item           | 6+         |
| A class I item, and 100gp | 6+         |
| 600gp                     | 6+         |

## Level Four Parcels

| Parcel                              | Party Size |
|-------------------------------------|------------|
| A class III item, and 100gp         | Always     |
| A class I item, and 250gp           | Always     |
| 1,300gp                             | Always     |
| A class IV item, and a class I item | 2+         |
| 200gp                               | 2+         |
| 700gp                               | 2+         |
| Two class III items                 | 3+         |
| 300gp                               | 3+         |
| 900gp                               | 3+         |
| A class IV item                     | 4+         |
| 500gp                               | 4+         |
| 450gp                               | 4+         |
| Three class I items, and 500gp      | 5+         |
| A class I item, and 300gp           | 5+         |
| 1,200gp                             | 5+         |
| A class III item, and 500gp         | 6+         |
| A class II item, and 500gp          | 6+         |
| A class I item, and 500gp           | 6+         |



### Level Five Parcels

| Parcel                         | Party Size |
|--------------------------------|------------|
| A class V item                 | Always     |
| Nothing                        | Always     |
| Nothing                        | Always     |
| A class IV item                | 2+         |
| Two class III items, and 250gp | 2+         |
| 1,000gp                        | 2+         |
| Two class IV items             | 3+         |
| 600gp                          | 3+         |
| 400gp                          | 3+         |
| 3,000gp                        | 4+         |
| 300gp                          | 4+         |
| 200gp                          | 4+         |
| A class IV item                | 5+         |
| 250gp                          | 5+         |
| 2,000gp                        | 5+         |
| A class IV item, and 250gp     | 6+         |
| A class III item               | 6+         |
| 1,500gp                        | 6+         |

### Level Seven Parcels

| Parcel                                   | Party Size |
|--|------------|
| A class V item                           | Always     |
| A class IV item, and 1,250gp             | Always     |
| 2,800gp                                  | Always     |
| Two class I items, and 2,200gp           | 2+         |
| A class III item, and 1,000gp            | 2+         |
| 5,000gp                                  | 2+         |
| Two class IV items, and 300gp            | 3+         |
| 4,000gp                                  | 3+         |
| 2,000gp                                  | 3+         |
| A class V item, and 350gp                | 4+         |
| Three class I items, and 800gp           | 4+         |
| 4,000gp                                  | 4+         |
| Two class III items                      | 5+         |
| 2,800gp                                  | 5+         |
| 5,000gp                                  | 5+         |
| A class II item, and three class I items | 6+         |
| 2,500gp                                  | 6+         |
| 6,000gp                                  | 6+         |

### Level Six Parcels

| Parcel   | Party Size |
|--|------------|
| A class IV item, and 450gp                       | Always     |
| A class III item, two class I items, and 1,000gp | Always     |
| 2,500gp  | Always     |
| A class V item                                   | 2+         |
| 800gp  | 2+         |
| 1,500gp  | 2+         |
| A class V item, and 500gp                        | 3+         |
| A class III item, and 300gp                      | 3+         |
| 1,000gp  | 3+         |
| A class IV item, and 250gp                       | 4+         |
| 1,300gp  | 4+         |
| 3,000gp  | 4+         |
| A class III item, and a class II item            | 5+         |
| 150gp  | 5+         |
| 5,000gp  | 5+         |
| A class V item, and 300gp                        | 6+         |
| 1,000gp  | 6+         |
| 1,000gp  | 6+         |

### Level Eight Parcels

| Parcel                                | Party Size |
|---------------------------------------|------------|
| A class V item, and 1,000gp           | Always     |
| A class IV item, and 750gp            | Always     |
| 7,000gp                               | Always     |
| A class VI item                       | 2+         |
| 1,000gp                               | 2+         |
| Nothing                               | 2+         |
| A class V item, and two class I items | 3+         |
| 2,900gp                               | 3+         |
| 7,000gp                               | 3+         |
| A class V item                        | 4+         |
| 10,000gp                              | 4+         |
| Nothing                               | 4+         |
| A class VI item                       | 5+         |
| Two class I items, and 150gp          | 5+         |
| 750gp                                 | 5+         |
| A class IV item                       | 6+         |
| Two class III items, and 2,750gp      | 6+         |
| 8,500gp                               | 6+         |



### Level Nine Parcels

| Parcel                              | Party Size |
|-------------------------------------|------------|
| A class VI item                     | Always     |
| A class V item, and 3,000gp         | Always     |
| Two class I items, and 900gp        | Always     |
| Two class V items                   | 2+         |
| A class IV item, and 3,750gp        | 2+         |
| 8,000gp                             | 2+         |
| A class VI item, and a class V item | 3+         |
| A class III item, and 1,500gp       | 3+         |
| 2,000gp                             | 3+         |
| A class VI item                     | 4+         |
| 3,500gp                             | 4+         |
| 4,000gp                             | 4+         |
| 3,000gp                             | 5+         |
| 5,000gp                             | 5+         |
| 12,000gp                            | 5+         |
| A class V item, and 2,900gp         | 6+         |
| Two class IV items, and 6,000gp     | 6+         |
| Two class I items, and 5,000gp      | 6+         |

### Level Ten Parcels

| Parcel                                     | Party Size |
|--|------------|
| A class VI item, and 3,000gp               | Always     |
| A class V item, and 6,000gp                | Always     |
| 5,000gp                                    | Always     |
| Two class V items, and 5,500gp             | 2+         |
| 6,500gp                                    | 2+         |
| 11,000gp                                   | 2+         |
| Two class VI items                         | 3+         |
| A class IV item, and three class III items | 3+         |
| 2,250gp                                    | 3+         |
| A class VI item, and 3,000gp               | 4+         |
| A class V item, and 3,000gp                | 4+         |
| 8,000gp                                    | 4+         |
| A class VI item                            | 5+         |
| 7,500gp                                    | 5+         |
| 10,000gp                                   | 5+         |
| Two class V items, and 2,500gp             | 6+         |
| Two class IV items, and 9,000gp            | 6+         |
| 9,000gp                                    | 6+         |

### Level Eleven Parcels

| Parcel   | Party Size |
|--|------------|
| A class VII item                               | Always     |
| Nothing  | Always     |
| Nothing  | Always     |
| Two class VI items, and 2,750gp                | 2+         |
| A class IV item, and 7,000gp                   | 2+         |
| 4,000gp  | 2+         |
| A class V item, and 7,250gp                    | 3+         |
| A class IV item, and 12,500gp                  | 3+         |
| Three class III items, and 14,000gp            | 3+         |
| A class VII item                               | 4+         |
| Nothing  | 4+         |
| Nothing  | 4+         |
| A class VI item, and 5,500gp                   | 5+         |
| Two class V items, and 6,000gp                 | 5+         |
| 9,000gp  | 5+         |
| A class VI item, and 8,250gp                   | 6+         |
| A class V item, and 6,000gp                    | 6+         |
| A class IV item, a class III item, and 8,000gp | 6+         |

### Level Twelve Parcels

| Parcel                                   | Party Size |
|--|------------|
| A class VII item                         | Always     |
| 4,000gp                                  | Always     |
| 11,000gp                                 | Always     |
| A class VII item                         | 2+         |
| A class VI item                          | 2+         |
| 2,500gp                                  | 2+         |
| Two class VI items                       | 3+         |
| A class V item, and 6,500gp              | 3+         |
| 20,000gp                                 | 3+         |
| A class VII item                         | 4+         |
| Two class V items, and two class I items | 4+         |
| A class IV item, and 6,650gp             | 4+         |
| A class VI item, and 7,000gp             | 5+         |
| Three class V items, and 14,000gp        | 5+         |
| Three class IV items, and 7,250gp        | 5+         |
| A class VII item                         | 6+         |
| Two class IV items                       | 6+         |
| 12,500gp                                 | 6+         |



### Level Thirteen Parcels

| Parcel   | Party Size |
|--|------------|
| A class VII item, and 6,500gp                  | Always     |
| A class VI item, and 7,000gp                   | Always     |
| 9,000gp  | Always     |
| Two class VI items, and 12,500gp               | 2+         |
| Three class V items, and 21,000gp              | 2+         |
| 6,000gp  | 2+         |
| A class VII item, and 3,000gp                  | 3+         |
| Two class V items, and 15,000gp                | 3+         |
| 10,000gp                                       | 3+         |
| A class VII item, a class VI item, and 2,500gp | 4+         |
| 11,000gp                                       | 4+         |
| 9,000gp  | 4+         |
| A class VII item, and 6,500gp                  | 5+         |
| A class V item, and 11,000gp                   | 5+         |
| 14,000gp                                       | 5+         |
| A class VII item                               | 6+         |
| Two class VI items                             | 6+         |
| 10,000gp                                       | 6+         |

### Level Fifteen Parcels

| Parcel  | Party Size |
|---|------------|
| A class VIII item                                 | Always     |
| 14,000gp  | Always     |
| 16,000gp  | Always     |
| A class VII item, and 23,000gp                    | 2+         |
| Two class V items, and 27,000gp                   | 2+         |
| 33,000gp  | 2+         |
| A class VIII item                                 | 3+         |
| A class VI item, and 7,500gp                      | 3+         |
| 10,000gp  | 3+         |
| Two class VII items                               | 4+         |
| Three class VI items                              | 4+         |
| 12,500gp  | 4+         |
| A class VIII item                                 | 5+         |
| 8,000gp   | 5+         |
| 22,000gp  | 5+         |
| A class VII item, and 30,000gp                    | 6+         |
| A class VI item, two class IV items, and 14,500gp | 6+         |
| A class V item, and 27,000gp                      | 6+         |

### Level Fourteen Parcels

| Parcel                            | Party Size |
|-----------------------------------|------------|
| Two class VII items               | Always     |
| A class VI item                   | Always     |
| 7,500gp                           | Always     |
| A class VIII item                 | 2+         |
| Nothing                           | 2+         |
| Nothing                           | 2+         |
| A class VII item, and 9,500gp     | 3+         |
| Three class V items, and 15,000gp | 3+         |
| 25,000gp                          | 3+         |
| A class VIII item                 | 4+         |
| Nothing                           | 4+         |
| Nothing                           | 4+         |
| Two class VII items               | 5+         |
| 7,000gp                           | 5+         |
| 13,000gp                          | 5+         |
| A class VII item, and 5,000gp     | 6+         |
| Two class VI items, and 9,000gp   | 6+         |
| 21,000gp                          | 6+         |

### Level Sixteen Parcels

| Parcel                                | Party Size |
|---------------------------------------|------------|
| A class VIII item, and 16,000gp       | Always     |
| A class VI item, and 15,000gp         | Always     |
| A class V item, and 18,000gp          | Always     |
| Two class VII items, and 22,000gp     | 2+         |
| Two class VI items, and 17,000gp      | 2+         |
| 21,000gp                              | 2+         |
| A class VIII item, and 13,000gp       | 3+         |
| A class VI item, and 17,000gp         | 3+         |
| Three class V items, and 12,000gp     | 3+         |
| A class VIII item, and 12,000gp       | 4+         |
| 25,000gp                              | 4+         |
| 28,000gp                              | 4+         |
| A class VIII item, and 8,000gp        | 5+         |
| Two class VI items, and 19,000gp      | 5+         |
| 13,000gp                              | 5+         |
| A class VIII item                     | 6+         |
| A class VII item, and a class VI item | 6+         |
| 12,500gp                              | 6+         |



### Level Seventeen Parcels

| Parcel   | Party Size |
|--|------------|
| A class IX item                                | Always     |
| 7,500gp  | Always     |
| Nothing  | Always     |
| A class IX item                                | 2+         |
| A class V item                                 | 2+         |
| 4,000gp  | 2+         |
| A class VIII item, and 25,000gp                | 3+         |
| A class VI item, and 40,000gp                  | 3+         |
| 30,000gp                                       | 3+         |
| Two class VII items, and 12,500gp              | 4+         |
| Two class VI items, and 30,000gp               | 4+         |
| 60,000gp                                       | 4+         |
| A class VIII item, and 14,000gp                | 5+         |
| A class VII item, a class V item, and 27,000gp | 5+         |
| 23,000gp                                       | 5+         |
| A class VIII item                              | 6+         |
| Two class VII items, and 7,500gp               | 6+         |
| 20,000gp                                       | 6+         |

### Level Eighteen Parcels

| Parcel                            | Party Size |
|-----------------------------------|------------|
| A class VIII item, and 24,000gp   | Always     |
| A class VI item, and 45,000gp     | Always     |
| A class V item, and 65,000gp      | Always     |
| A class IX item                   | 2+         |
| 20,000gp                          | 2+         |
| 30,000gp                          | 2+         |
| A class VIII item, and 25,000gp   | 3+         |
| A class VII item, and 40,000gp    | 3+         |
| 45,000gp                          | 3+         |
| A class VIII item, and 15,000gp   | 4+         |
| Two class VII items, and 32,000gp | 4+         |
| 23,000gp                          | 4+         |
| A class IX item, and 12,000gp     | 5+         |
| 14,000gp                          | 5+         |
| 24,000gp                          | 5+         |
| A class VIII item, and 20,000gp   | 6+         |
| A class VII item, and 30,000gp    | 6+         |
| Two class VI items, and 35,000gp  | 6+         |

### Level Nineteen Parcels

| Parcel                             | Party Size |
|------------------------------------|------------|
| A class IX item                    | Always     |
| A class VIII item                  | Always     |
| 25,000gp                           | Always     |
| Two class VIII items, and 28,000gp | 2+         |
| Two class V items, and 35,000gp    | 2+         |
| 55,000gp                           | 2+         |
| A class IX item                    | 3+         |
| A class VIII item, and 10,000gp    | 3+         |
| 15,000gp                           | 3+         |
| A class IX item                    | 4+         |
| A class VI item, and 12,500gp      | 4+         |
| 100,000gp                          | 4+         |
| Two class VIII items               | 5+         |
| Three class VII items              | 5+         |
| 5,000gp                            | 5+         |
| A class IX item, and 12,000gp      | 6+         |
| A class VII item, and 32,000gp     | 6+         |
| 41,000gp                           | 6+         |

### Level Twenty Parcels

| Parcel                            | Party Size |
|-----------------------------------|------------|
| A class X item                    | Always     |
| Nothing                           | Always     |
| Nothing                           | Always     |
| A class IX item                   | 2+         |
| A class VIII item, and 30,000gp   | 2+         |
| 70,000gp                          | 2+         |
| A class X item                    | 3+         |
| Nothing                           | 3+         |
| Nothing                           | 3+         |
| A class IX item, and 30,000gp     | 4+         |
| A class VII item, and 45,000gp    | 4+         |
| Two class VI items, and 60,000gp  | 4+         |
| A class IX item, and 35,000gp     | 5+         |
| Two class VII items, and 30,000gp | 5+         |
| 55,000gp                          | 5+         |
| A class IX item, and 23,000gp     | 6+         |
| A class VIII item, and 25,000gp   | 6+         |
| Two class VI items, and 27,000gp  | 6+         |



One option you may wish to use if you are using these treasure parcels is to use milestone levelling rather than experience points and make the event that triggers a new level be the acquisition of the last treasure parcel from the existing level. This has the effect of turning the treasure parcel system into an XP-for-GP system without any extra work, and also has the advantage that you will never either run out of treasure parcels while the characters still have a long way to go to next level or have the character gaining a level while there are still lots of parcels from the previous level left.

For example, Sofia is DMing for a party of five players. The game has only just begun, and the party have all created first level starting characters.

The treasure lots for a first level party of five are:

- A class I item, and 50gp
- A class I item, and 100gp
- 250gp
- A class III item
- A class II item
- 200gp
- 150gp
- A class I item, and 150gp
- 100gp
- 200gp
- A class II item
- 275gp
- 75gp

Sofia wants the party to advance to second level quite quickly, after a single session adventure, so she decides to be quite generous with the treasure. She has one of the characters' mentors offer them a 1,000gp reward to recover a griffon's egg for him. Warning them that they will struggle to fight off a pair of angry griffons, he advises that they use stealth rather than direct force; and gives them a Potion of Invisibility and three Potions of Healing to help keep them alive.

Behind her screen, Sofia checks off the class III item parcel (for the invisibility potion); all three class I item parcels (for the healing potions); and enough additional parcels to make the make the 1,000gp in cash.

The treasure parcels list for level one now looks like this:

- ~~A class I item, and 50gp~~
- ~~A class I item, and 100gp~~
- 250gp
- ~~A class III item~~
- A class II item
- 200gp
- 150gp
- ~~A class I item, and 150gp~~
- 100gp
- 200gp
- A class II item
- 275gp
- 75gp

In order to reach the griffon nests, the characters must travel through goblin lands. On the way they meet and defeat a goblin patrol. As they search the goblins' bodies, they find that most of them had just a handful of coppers each (Sofia doesn't bother marking this off the treasure parcels since it's chump change), but the patrol leader had a silver cloak clasp worth 75gp and a Scroll of Sleep. Sofia crosses the 75gp parcel and once of the class II item parcels from her list:

- ~~A class I item, and 50gp~~
- ~~A class I item, and 100gp~~
- 250gp
- ~~A class III item~~
- ~~A class II item~~
- 200gp
- 150gp
- ~~A class I item, and 150gp~~
- 100gp
- 200gp
- A class II item
- 275gp
- 75gp

The party reach the griffon nests without further incident and wait for an opportunity to steal an egg.

In the end, they have to fight one griffon but get to loot a nest and flee before its mate returns. Sofia tells them that the nest contains some shiny things that the griffons had found interesting. There's a snuff box made from mother of pearl, a gold necklace, and a handful of gems. She decides that the snuff box is worth 100gp, the necklace 175gp, and that one of the assorted gems is an Ioun Stone (Sustenance) with the rest being worth a total of 200gp.



This finishes off the remaining treasure parcels for first level, so when the party get back to town with the egg and claim their reward Sofia informs them that they've gone up to second level.

In this particular example, the party gained a lot of treasure for such a short adventure (mostly for the sake of the example not being too long!) But if they had gained it much less quickly and taken two or three adventures to receive all the first level treasure parcels

they'd still end up reaching second level once they'd acquired them all and would therefore still reach second level with the same amount of wealth.

Whatever adventures await them at second level, Sofia can be confident that they will go into them with neither too much nor too little treasure for their level.



## SECTION 4 – HOARD ITEM TABLES

If you prefer to use random treasure tables to treasure parcels, this section includes replacement tables for the new item pricing.

As with the previous section, the tables in this section are designed to be used in conjunction with the item lists in section 2, and to be totally compatible with the wealth by level table in section 6 and the essence rules in section 7; but again, any of those sections can be used without this one.

Each of these tables has been carefully calculated to give the same average value of magic items that the equivalent table in the DMG does, and – like the tables in the DMG – they give a random spread around that mean, making it possible for unlucky parties to acquire significantly less than the average value and very fortunate parties to acquire significantly more (and to acquire “out of depth” items that are more powerful than a party of their level would normally have access to).

If you would normally fudge rolls on the DMG tables and reject/reroll items that you feel are too powerful, feel free to do the same here. However, if you do prefer treasure to be more predictable and less random, you may well want to try using the treasure parcels in section 3 instead.

To use these tables, simply generate a hoard of the required challenge range as normal, either by hand from the DMG tables or by using one of the many online hoard generators. Then simply keep the cash, gems, and valuable objects from the generated hoard and throw away the magic items that were generated\*, replacing them with those generated by rolling on the appropriate table in this section instead.

(\*If you were rolling the hoard by hand on the DMG tables, there's no point rolling on the DMG's magic item tables only to throw the resulting items away – you may as well save time by not bothering to roll them in the first place.)

In each case, when one or more items of a given class are indicated on the table, roll on the appropriate table in section 2 to determine which items of that class are found.

### Challenge 0-4 (roll twice)

| Roll   | Items              |
|--------|--------------------|
| 01-19  | Nothing            |
| 20-30  | d8 Class I items   |
| 31-34  | d4 Class II items  |
| 35-51  | d6 Class III items |
| 52-81  | d3 Class IV items  |
| 82-97  | d2 Class V items   |
| 98-100 | 1 Class VI item    |

### Challenge 5-10 (roll twice)

| Roll  | Items              |
|-------|--------------------|
| 01-16 | Nothing            |
| 17-51 | d8 Class III items |
| 52-67 | d6 Class IV items  |
| 68-92 | d2 Class V items   |
| 93-99 | 1 Class VI item    |
| 100   | 1 Class VII item   |

### Challenge 11-16 (roll twice)

| Roll   | Items              |
|--------|--------------------|
| 01-06  | Nothing            |
| 07-31  | d10 Class IV items |
| 32-50  | d6 Class V items   |
| 51-65  | d4 Class VI items  |
| 66-90  | d3 Class VII items |
| 91-98  | 1 Class VIII item  |
| 99-100 | 1 Class IX item    |

### Challenge 17+ (roll twice)

| Roll   | Items               |
|--------|---------------------|
| 01-10  | d8 Class VI items   |
| 11-34  | d6 Class VII items  |
| 35-71  | d3 Class VIII items |
| 72-94  | 1 Class IX item     |
| 95-100 | 1 Class X item      |



## SECTION 5 – PUBLISHED ADVENTURES

Sections 3 and 4 of this document gave rules and guidelines for having characters acquire treasure by treasure parcels or by random hoards. However, both those methods of treasure acquisition assume that as the DM you are the one deciding how much wealth the characters get.

But if you're using a published adventure, this isn't necessarily the case. The adventure writer will have already placed treasure in the adventure and may have placed amounts that you find to be too much or too little. In particular, they may have placed magic items that are cheap based on their DMG prices, but which are far too powerful for characters of the level the adventure is aimed at.

The simplest solution to this is to simply ignore what the published adventure says and put in your own treasure. You can do this from rolled hoards or from treasure parcels, whichever system you prefer using. While simple, and effective, this method can also be time consuming. You also need to have read the adventure thoroughly. There may be particular magic items that the adventure deliberately makes available to the characters at one point because they will be useful (or even necessary) at a later date. These items may be essential to the adventure's plot.

Obviously, you can't simply ignore these items and put your own in instead. You may have to leave these items in and either work around their value or simply handwave it and assume things will be fine in the long term if you replace everything else except them.

It replacing the treasure that an adventure contains wholesale seems like too much hard work (if you wanted to spend time stocking your own dungeon you wouldn't have bought a pre-published adventure, right?) then you can keep the monetary treasure and other valuables that the adventure lists – assuming that it's probably reasonably in-line with the average expected amount of treasure that a party would get – and just use section 2 of this document as a guide for magic items. If an item is listed in the adventure that is (according to section 2) far too powerful and/or expensive for the place that it is found, just swap out that individual item for one rolled on or chosen from a magic item class that is more appropriate.

Doing this will probably still result in characters gaining treasure that's roughly in line with what the game expects them to acquire. It probably won't be a precise match, but then this isn't an exact science – we're dealing with averages anyway, so variation is to be expected.



## SECTION 6 – WEALTH BY LEVEL

Unlike in some older editions, the DMG doesn't contain a table showing us a nice wealth curve indicating how much wealth a character of a given level is likely to have acquired. However, when setting prices for high-cost things like ships and castles – or component costs for high level spells – the designers had at least an idea of how much wealth characters would likely be gaining. For example, the decision to price the components of a Raise Dead spell at 500gp and those of a Resurrection spell at twice that wasn't made in isolation. It was made during playtesting and development and was intended to fit the other prices in the game and the amount of treasure that characters of different levels are likely to have. The DMG doesn't make this amount of treasure explicit, and in fact it goes out of its way not to dictate how much wealth characters should be given, leaving it up to individual DMs whether to run high treasure or low treasure campaigns.

However, there is a rough baseline wealth curve assumed in the rules, and this section reverse engineers that wealth curve and uses it to produce a wealth-by-level table for characters who join a campaign at levels above first.

This section is completely optional and doesn't rely on any other section in this document. However, it is totally compatible with every other section. If you use the treasure parcels from section 3, your characters will automatically follow a wealth curve that matches the assumptions of this section. Similarly, if you use the DMG suggested number of treasure hoards (either totally from the DMG or by using the replacement magic item tables in section 4 of this document) your characters will – on average, there's lots of variation if you use random treasure hoards – also follow a wealth curve that matches the assumptions of this section.

That wealth curve was derived by looking at the treasure section of the DMG. On p133 of the DMG we are told that an average party will find a number of treasure hoards during a typical campaign. With a bit of mathematical jiggery pokery we can work out the average value of each of these hoards – for this, we use the original prices that the DMG has for each magic item; using the original prices gives an indication of the total value that would have been found under the old system, and the new prices and tables in this

document are designed to match that total value even if the number and type of items making up that total is very different.

So, by doing this we end up with a number of hoards of different average values to be found in a typical campaign. If we spread these out over twenty levels, with the hoards being found at levels appropriate to their challenge rating, we get a jagged curve. Smoothing this curve out (but leaving the total wealth found the same) gives us a nice wealth curve for the game with a nice neat value of how much wealth an average party of four should gain per level (and therefore how much wealth an average individual character should gain per level). This wealth curve is probably not one that the developers of the game explicitly created, but it is (on average) the one that they have implicitly arrived upon in their playtesting and development.

By using the values in this wealth curve, we can work out how much wealth an individual character will gain each level. As noted above, the treasure parcels in section 3 of this document follow this curve exactly and the treasure hoards (with or without using section 4 to replace the old magic items with new re-valued ones) will average this curve too.

However, simply tallying up all the treasure that a character gains at each level isn't enough. Characters don't usually manage to save every copper that they acquire. They have living expenses. They spend gold on ephemeral things such as services or consumable items. They lose items and gold to thieves and taxes. They sell (or disenchant if you're using the rules in section 7) magic items they don't want for less than their full value and use the proceeds to buy (or craft if you're using the rules in section 7) new magic items at full price.

All these activities result in characters having less gold in assets than they have acquired to date. The question is how much of the total acquired wealth do they still have and how much have they spent?

There is, of course, no way to answer this. It will vary from campaign to campaign and from character to character. In this section we are making the assumption that a character will have spent or lost



roughly 25% of their total wealth acquired and will still have assets equal in value to the other 75%. These values seem reasonable when compared to play experience, but they are still a subjective choice.

However, if we assume that characters at any given level will have 75% of the total wealth acquired by that level, we can use that figure to determine the average wealth a character will have at that level and the wealth a new character starting at that level will have.

The DMG does include a listing of starting wealth for characters who are generated at levels higher than first, but these are very low compared to things like the value of treasure gained from random treasure hoards, and we can assume that these listing are supposed to represent characters who have managed to become skilled in their professions without ever having gone adventuring before, whereas we are more interested in characters who have had an adventuring past.

When creating a new character, it is tempting for a player to give them a single powerful magic item worth most of their starting cash. This is unrealistic, because an existing character would have been finding wealth in smaller increments and would be unlikely to be able to have been able to acquire or afford such a large item at any particular point in time – particularly if the character is choosing an item rather than having found a random one.

For this reason, the table shows the maximum class of magic item that a starting character can begin the game with, as well as their starting wealth.

## Starting Wealth by Level

| Level | Starting Wealth     | Max Starting Item |
|-------|---------------------|-------------------|
| 1     | (PHB Starting Cash) | Class II          |
| 2     | 375gp               | Class II          |
| 3     | 1,050gp             | Class III         |
| 4     | 2,100gp             | Class IV          |
| 5     | 3,750gp             | Class IV          |
| 6     | 6,375gp             | Class V           |
| 7     | 10,725gp            | Class V           |
| 8     | 17,325gp            | Class V           |
| 9     | 27,450gp            | Class VI          |
| 10    | 42,450gp            | Class VI          |
| 11    | 64,950gp            | Class VII         |
| 12    | 94,950gp            | Class VII         |
| 13    | 136,200gp           | Class VII         |
| 14    | 192,450gp           | Class VIII        |
| 15    | 267,450gp           | Class VII         |
| 16    | 364,950gp           | Class VII         |
| 17    | 488,700gp           | Class IX          |
| 18    | 644,325gp           | Class IX          |
| 19    | 831,825gp           | Class IX          |
| 20    | 1,075,575gp         | Class X           |



## SECTION 7 – ESSENCE

This section introduces a conversion of fourth edition's "Residuum" rules (except with the magical substance renamed "Essence" because "Residuum" is a stupid word!)

The section is compatible with the rest of the document in that can be used alongside any combination of other parts of it, but it is completely optional and can be ignored if you don't like it without any impact on the other parts.

Throughout the multiverse there are many magical substances, ranging from crystals to powders to herbs and plants to magical beasts. Some of these may be suitable for use as the material components for spells. Others may simply be magical in their own right.

Alchemists and magic users have learned to extract the raw magic from these substances and reduce it down to its purest form. This distilled raw magic has been given a wide variety of names in different places, but most adventurers simply call it "Essence".

Essence is a silvery fluid which faintly resembles quicksilver (although any alchemist will instantly be able to tell the difference between the two). It has almost no mass, and has almost neutral buoyancy in both air and water; when in either it will hang like silvery wisps of cloud and gently settle no quicker than a bubble drifting down to the ground.

Essence is mostly inert and can be safely stored for weeks or even months. It does not evaporate or get absorbed into materials, but after a very long time it may spontaneously disappear while powering an unpredictable magical effect. This is referred to as the essence "snapping" and is generally considered to be an unwanted side-effect by those who use essence. Essence does not normally snap until years or even decades after it has been distilled, and its shelf life may be prolonged to a century or more by keeping it in a lead lined container.

Essence is normally measured in drams, like alcoholic spirits and other alchemical substances. A single dram of essence is around a teaspoonful. When considering the storage of large amounts of essence, a flask can hold around 100 drams, a bucket can hold around

3,000 drams, and a barrel can hold around 25,000 drams.

Essence is not toxic, although most animals will avoid eating it. Various folk myths about essence talk about pregnant women eating it in order to increase the likelihood of their children being born as sorcerers, or about people gaining magical powers or even bizarre temporary magical effects from eating essence; but these stories are generally just rumour. In reality, if you eat essence you won't digest it and it will simply mix with the food in your digestive system and be harmlessly excreted with the remains of that food.

Of course, there is a very small chance that if the essence has been hanging around for a long time since it was distilled it might snap while inside you. This rare occurrence is probably behind the rumours of bizarre magical side-effects from eating it.

A character who is proficient with an alchemy kit can use it to distil essence from substances containing it. No ability check is required for this. If using materials with only trace amounts of magic in them; such as normal plants, herbs or crystals; it takes a large quantity of raw materials to yield a significant amount of essence, and a character can produce only a single dram of essence per day; in accordance with the standard rules for downtime crafting.

However, it is possible to produce far more essence from the corpses of magical creatures. Aberrations, Celestials, Dragons, Elementals, Fey, Fiends and Monstrosities are all considered to be magical and a large amount of essence can be extracted from their corpses (in the case of Undead and Constructs, their natural essence is gone, replaced by the active magic that powers them). The corpse of a creature of one of these types will yield a number of drams of essence based on the following formula:

Drams of Essence = 5 x Challenge Rating x Challenge Rating

Round this to the nearest dram, so creatures with a challenge rating of ½ yield only a single dram of essence and creatures with a challenge rating below that yield nothing.



Distilling the essence from the corpse of a single creature alchemically takes a length of time based on the size of the creature and its corpse, and the corpse is destroyed in the process. If the corpse is not whole, the alchemist is only able to distil a proportion of the essence equal to the proportion of the corpse that they have.

### Essence Distilling Times

| Creature Size | Time Needed |
|---------------|-------------|
| Tiny          | 10 minutes  |
| Small         | ½ hour      |
| Medium        | 1 hour      |
| Large         | 3 hours     |
| Huge          | 8 hours     |
| Gargantuan    | 3 days      |

One of the main uses for essence in a campaign is as an alternative to treasure. Although the amount of essence that you can distil from a dragon's body will always be small change when compared to its hoard, for other monsters being able to recoup some value from the monster's corpse is a more realistic way of letting a party be rewarded than having unintelligent monsters inexplicably stash money or magic items in their dens.

The main reason to use essence is to store and transport magical power. It is far easier to store a flask of essence than it is to store the dead chimera from which it was distilled, and far easier to transport it to where it might be used.

However, storing and transporting magical power is of no use if the power can't then be released in some manner.

The main use of the magic stored in essence is for spell casting. Essence can be used to replace the spell components of any spell that has spell components which are designated by value and which are consumed by the casting of the spell.

For every 5gp worth of material components that should be consumed by the spell, one dram of essence can be used (and consumed) instead. For example, if a spell consumes 500gp value of diamond dust each time it is cast, that spell can be cast using 100 drams of essence instead. The essence is consumed in the casting.

Note that if essence is used to power a spell, the spell must be entirely powered by essence. It is not possible to mix and match between essence and the normal spell components. For example, if a spell consumes 10gp worth of charcoal, incense and herbs when cast, it can be cast using two drams of essence instead. However, it can't be cast using one dram of essence and 5gp worth of charcoal, incense and herbs. It must fully use one or the other.

Essence can act as the raw ingredients for any substance that can be made using an alchemy kit. For each 5gp worth of ingredients needed to create a substance, one dram of essence can be substituted.

Essence can be used to enchant magic items. See the spells in this section for more details.

The idea behind being able to create magic items from essence is to decouple magic items somewhat from the monetary economy. Characters crafting their own magic items removes the need for "magic item shops" or similar brokers and the player characters needing to travel to big cities in order to trade after each adventure (with the Teleportation Circle spell providing easy and cheap transport between major cities, this is merely a chore rather than an exciting adventure anyway).

So, on the one hand, crafting magic items from essence lets the players get the items they want without having to go from city to city to find them, and on the other hand crafting magic items from essence means there need not be shops full of magic items just waiting to be robbed.

The spells in this section all deal with essence in one way or another. They are designed to be added to the following class lists:

**Bard:** Enchant Item, Gather Essence

**Cleric:** Disenchantment, Enchant Item

**Druid:** Distil Essence, Enchant Item, Gather Essence

**Sorcerer:** Disenchantment, Enchant Item

**Warlock:** Distil Essence, Enchant Item

**Wizard:** Disenchantment, Distil Essence, Enchant Item, Gather Essence



## DISENCHANTMENT

*3rd-level transmutation (ritual)*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (a miniature model of a vice made from pewter)

**Duration:** Instantaneous

You remove the enchantment from a magical item of any kind (except an artifact). The item is physically unharmed (unless its very structure depends on its magical properties) although it is no longer magical; it becomes a mundane item of its type.

The magic that formerly powered the item is excreted in the form of essence. Normally a magic item that is disenchanted in this way will provide an amount of essence based on the power of the item's enchantment (Class I = 5 drams, Class II = 15 drams, Class III = 50 drams, Class IV = 125 drams, Class V = 350 drams, Class VI = 1,250 drams, Class VII = 4,000 drams, Class VIII = 10,000 drams, Class IX = 20,000 drams, Class X = 40,000 drams).

If you disenchant a consumable magic item that has had some of its charges already used up, you only gain essence proportional to the number of charges the item has remaining.

## DISTIL ESSENCE

*4th-level abjuration (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a flask, vial or bowl made of jade worth at least 2,000gp)

**Duration:** Instantaneous

You extract all of the essence from the corpse of a creature, depositing it into the container which forms the material component of the spell. If the corpse is not whole, you only get a proportion of the essence equal to the proportion of the corpse that you have.

## ENCHANT ITEM

*1st-level transmutation*

**Casting Time:** 8 hours

**Range:** Touch

**Components:** V, S, M (a miniature model of an anvil and tongs made from pewter)

**Duration:** Instantaneous

You infuse a mundane item with essence, causing it to absorb the essence and become a class I to class III magic item. You may choose the type of item created and any specifics such as command words, but it must

be compatible with the base type of mundane item that you are targeting the spell on. A mundane axe can be made into any type of magical axe but can't be made into a magical sword or into a potion.

The type of enchantment created must be that of a standard magic item that already exists in the campaign. You can't use this spell to invent unique items.

The amount of essence that must be absorbed by the item during the casting of this spell is based on the class of the item being created. A class I item requires 10 drams of essence, a class II item requires 30 drams of essence, and a class III item requires 100 drams of essence

Note that the essence is part of the target of the spell and not a material component, and therefore simulating the casting of this spell using a scroll, a wish, or similar magic does not remove the need to have the essence as well as the mundane item.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can create more powerful items. These rare items require proportionally more essence to create.

- With a second level spell slot you can use 250 drams of essence to create a class IV item.
- With a third level spell slot you can use 700 drams of essence to create a class V item.
- With a fifth level spell slot you can use 2,500 drams of essence to create a class VI item.
- With a sixth level spell slot you can use 8,000 drams of essence to create a class VII item.
- With an eighth level spell slot you can use 20,000 drams of essence to create a class VIII item.
- With a ninth level spell slot you can use 40,000 drams of essence to create a class IX item or use 80,000 drams of essence to create a class X item.

## GATHER ESSENCE

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You touch the corpse of a magical creature (an Aberration, Celestial, Dragon, Elemental, Fey, Fiend or Monstrosity) and all the essence within that creature is drawn to the location you touch.



With this spell, you can concentrate the essence of a creature into a single small body part, such as a horn or claw. If this body part is then removed from the corpse before the spell ends, it will contain all of the corpse's essence. Extracting the essence from the body part alchemically is treated as if extracting essence from a tiny creature, regardless of the size of the original corpse.

If the body part is not removed from the corpse before the spell ends, the essence within the corpse will diffuse out of the body part and back into the rest of the corpse.



## SECTION 8 – ITEM PRICING

This section explains how the classes of magic items were set up, how the value of each class of item was derived, and how each individual item was assigned to a class.

While it gives background information about how the rest of this document was put together, there are no actual rules or anything like that in this section. It's purely for informational purposes so that things seem less arbitrary. You are free to ignore this section completely and it won't stop you using the rest of the rules in this document.

Firstly, the classes and values for magic items are relatively independent of each other. Items are assigned to classes purely based on their utility, and if you are playing in a campaign where the economy is different from the assumed D&D norm then you can change the prices to whatever fits your economy and it won't break anything.

So theoretically, the item classes come first, and the prices are added afterwards to fit the desired wealth curve of your game.

However, in practise, doing them separately can lead to all sorts of prices that aren't round numbers and that are fiddly to use. Therefore, when deciding exactly where the classes should be (should there be one at 14th level or 15th? At 6th or 7th or 8th?) these decisions were made with a particular wealth curve already in mind – the one described in section 6 of this document – so that the resulting prices would be sensible.

That then brings us to the question of how much an item suitable for a character of a particular level should be worth. For example, if we have an item that we've decided isn't suitable for characters of level four or less to find randomly or buy but which is suitable for characters of level five or more to find randomly or buy, how much does it cost compared to the wealth curve? The two values that spring to mind are to either value it at a percentage of the total wealth-to-date that a fifth level character would have or value it at a percentage of the amount of wealth a fifth level character would acquire on the way to sixth.

The decision was made to value items designed for a given level at 100% of the wealth acquired by a single character at that level. If it was much less than that then characters of lower level would be able to buy one too easily, and if it was any more than that then characters of the target level wouldn't be able to acquire one.

With this in mind, we can ensure that when we assign suitable-level points are for our different classes of item we can do so at levels where the classes of item will have values that are mostly nice round numbers and that are roughly evenly spaced in terms of each one being a multiple of the previous.

So, this gave us our suitable-level points for the different classes of item. Theoretically this would have been the first decision made, but we “peeked ahead” to see what wealth curve we were aiming for so that we would end up with suitable-level points that would give us nice values on that curve.

Once we had our level points, the next thing to do was to go through all 386 magic items in the DMG and XgtE and assign them to a level point that was suitable for the item.

To do this, the following guidelines were used:

**Spell Items:** Items that duplicate the effect of spells (or have effects that are roughly similar to a particular spell, it doesn't have to be exact) should have their level based on the level at which that spell becomes accessible to a party. The baseline for this is an item that gives the spell effect once per day. An item that gives a spell effect once per day should become available at the same level at which the spell first becomes available to casters. If it were available much sooner, people wanting its effect would acquire an item before gaining access to the spell and this would leave them with little incentive to learn the spell, and if it were available much later people wouldn't be interested in the item because they could already use the spell multiple times per day.

With this baseline in place, items that can duplicate a spell effect at times other than once per day can be assigned classes/levels relative to it. Items that are consumable and only give the spell effect once (such



as potions and scrolls) should be available at the class prior to the once-per-day items. Items that give use of the spell two to five times a day should be available at the class after the once-per-day items. Items that give use of the spell six to fourteen times a day should be available at the class after that. And items that give constant or at-will use of the spell should be available at the class after that.

Two special cases were made for this guideline. Firstly, since cantrips are expected to be used at-will, this is used as the baseline for their price rather than once-per day. Secondly, since spells of level six and higher can only usually be used once per day by spell casters, any item that gives access to one of those more than once per day should be one class higher still.

**+X Items:** Items that give flat bonuses vary in cost depending on what it is that they give a bonus to. Weapons are the most straightforward. The most basic magic weapons should start at fifth level, because if they start before then monsters that resist damage from non-magic sources don't have chance for that ability to be useful and if they start after then monks get to have magic hands before fighter get to have magic weapons, which doesn't seem right. Higher plusses on their own don't make that much difference to a weapon, particularly since they only go to +3, so they are simply one class higher per additional plus. Consumable weapons (i.e. Ammunition +1) are one class lower than their permanent equivalent.

Armour proved to be trickier, since although a single item that gives you a bonus to armor class isn't too powerful in itself, different items that give you bonuses to armor class can be stacked and this can rise to game-breakingly big bonuses. Because of that, armour with plusses was put in higher classes than weapons with plusses and increasing the plus has a bigger gap. Something giving you +1 AC is at the eighth level class, with +2 AC bumped up all the way

to the fourteenth level class and +3 AC items being deemed too powerful to be found at any class – again, remember that this isn't because a single +3 item is too powerful but because they can be freely stacked with other items that boost your armor class.

**Ability Increases:** Some items increase ability scores. These generally come in three types: those that set a score to 19 (or higher), those that add +2 to a score, and those that add +2 to both a score and the score's maximum.

Since a character who has put a 15 in their prime ability score will get to increase it to 17 at fourth level and to 19 at eighth level, that seems a reasonable level for items that set an ability score to 19, so that is where they are set.

Items that give a +2 to a score can potentially put that score up to 20, so they should be higher. They are set at eleventh level.

Items that both give +2 to a score and also +2 to the maximum are the most valuable. Since they're better than a simple +2 item in two ways (they don't use up an item slot and they also increase the maximum) they are two classes higher than +2 items, making them level seventeen.

**Miscellaneous:** A minority of items don't fall into the neat categories above. They were given a level based on a subjective assessment of their power and usefulness.

**Cursed Items:** Cursed items were simply not given a class.

**Adjustments:** Many items have secondary abilities or have an ability that is more or less powerful than the nearest equivalent spell, so in these cases the class may have been pushed up or down slightly based on these abilities or differences.



## Item List

| Item   | Page | Final Text  |
|--|------|---|
| Adamantine Armour                              | p150 | No criticals = 5th level  |
| Alchemy Jug                                    | p150 | Create or Destroy Water (Lvl 1) 2-5xDay = 1st level                               |
| Ammunition +1                                  | p150 | +1 = 5th level, but Consumable = 3rd level  |
| Ammunition +2                                  | p150 | +2 = 8th level, but Consumable = 5th level  |
| Ammunition +3                                  | p150 | +3 = 11th level, but Consumable = 8th level                                       |
| Amulet of Health                               | p150 | Stat to 19 = 8th level  |
| Amulet of Proof Against Detection and Location | p150 | Nondetection (Lvl 3) 2-5xDay = 8th level (Long spell duration means not constant) |
| Amulet of the Planes                           | p150 | Plane Shift (Lvl 7) At-Will = Priceless   |
| Animated Shield                                | p151 | Extra Attack = 8th level  |
| Apparatus of Kwalish                           | p151 | Otiluke's Resilient Sphere (Lvl 4) At-Will = 17th level                           |
| Armor of Gleaming                              | x136 | Prestidigitation (Cantrip) At-Will = 1st level                                    |
| Armour +1                                      | p152 | +1 AC = 8th level   |
| Armour +2                                      | p152 | +2 AC = 17th level  |
| Armour +3                                      | p152 | +3 AC = Priceless   |
| Armour of Invulnerability                      | p152 | Resistance = 14th level, limited immunity = 17th level                            |
| Armour of Resistance                           | p152 | Protection from Energy (Lvl 3) At-Will = 14th level                               |
| Arrow Catching Shield                          | p152 | +2 AC = 17th level  |
| Arrow of Slaying                               | p152 | Blight (Lvl 4) Consumable = 5th level   |
| Bag of Beans                                   | p152 | Random powerful effects = Priceless   |
| Bag of Holding                                 | p153 | Tenser's Floating Disk (Lvl 1) At-Will = 5th level                                |
| Bag of Tricks                                  | p154 | Conjure Animals (Lvl 3) Consumable = 3rd level (12 charges = 8th level)           |
| Bead of Force                                  | p154 | Otiluke's Resilient Sphere (Lvl 4) Consumable = 5th level                         |
| Bead of Nourishment                            | x136 | Goodberry (Lvl 1) Consumable = Equipment  |
| Bead of Refreshment                            | x136 | Create or Destroy Water (Lvl 1) Consumable = Equipment                            |
| Belt of Cloud Giant Strength                   | p155 | Stat to 27 = 20th level   |
| Belt of Dwarvenkind                            | p155 | +2 to stat = 11th level   |
| Belt of Fire Giant Strength                    | p155 | Stat to 25 = 17th level   |
| Belt of Frost Giant Strength                   | p155 | Stat to 23 = 14th level   |
| Belt of Hill Giant Strength                    | p155 | Stat to 21 = 11th level   |
| Belt of Stone Giant Strength                   | p155 | Stat to 23 = 14th level   |
| Belt of Storm Giant Strength                   | p155 | Stat to 29 = Priceless  |
| Boots of Elvenkind                             | p155 | Pass Without Trace (Lvl 2) At-Will = 11th level                                   |
| Boots of False Tracks                          | x136 | Disguise Self (Lvl 1) At-Will = 5th level   |
| Boots of Levitation                            | p155 | Levitate (Lvl 2) At-Will = 11th level   |
| Boots of Speed                                 | p155 | Haste (Lvl 3) 2-5xDay = 8th level   |



## Item List

|                                       |      |  |
|---------------------------------------|------|--|
| Boots of Striding and Springing       | p156 | Jump (Lvl 1) At-Will = 5th level   |
| Boots of the Winterlands              | p156 | Protection from Energy (Lvl 3) At-Will = 14th level  |
| Bowl of Commanding Water Elementals   | p156 | Conjure Elemental (Lvl 5) 1xDay = 11th level   |
| Bracers of Archery                    | p156 | +2 weapon equivalent = 8th level   |
| Bracers of Defence                    | p156 | Shield (Lvl 1) At-Will = 5th level   |
| Brazier of Commanding Fire Elementals | p156 | Conjure Elemental (Lvl 5) 1xDay = 11th level   |
| Broach of Shielding                   | p156 | Protection from Energy (Lvl 3) At-Will = 14th level  |
| Broom of Flying                       | p156 | Fly (Lvl 3) At-Will = 14th level   |
| Candle of Invocation                  | p157 | Gate (Lvl 9) Consumable = 14th level   |
| Candle of the Deep                    | x136 | Light (Cantrip) Consumable = Equipment   |
| Cap of the Mountebank                 | p157 | Dimension Door (Lvl 4) 1xDay = 8th level   |
| Cap of Water Breathing                | p157 | Water Breathing (Lvl 3) At-Will = 14th level   |
| Carpet of Flying                      | p157 | Fly (Lvl 3) At-Will = 14th level   |
| Cast-Off Armor                        | x136 | Prestidigitation (Cantrip) At-Will = 1st level   |
| Censer of Controlling Air Elementals  | p158 | Conjure Elemental (Lvl 5) 1xDay = 11th level   |
| Charlatan's Die                       | x136 | Prestidigitation (Cantrip) At-Will = 1st level   |
| Chime of Opening                      | p158 | Knock (Lvl 2) Consumable = 1st level (10 charges = 5th level)  |
| Circlet of Blasting                   | p158 | Scorching Ray (Lvl 2) 1xDay = 3rd level  |
| Cloak of Arachnida                    | p158 | Protection from Energy (Lvl 3) At-Will = 14th level  |
| Cloak of Billowing                    | x136 | Thaumaturgy (Cantrip) At-Will = 1st level  |
| Cloak of Displacement                 | p158 | Mirror Image (Lvl 2) At-Will = 11th level  |
| Cloak of Elvenkind                    | p158 | Invisibility (Lvl 2) At-Will = 11th level (Reduced effect = 5th level)                                     |
| Cloak of Invisibility                 | p158 | Invisibility (Lvl 2) At-Will = 11th level  |
| Cloak of Many Fashions                | x136 | Prestidigitation (Cantrip) At-Will = 1st level   |
| Cloak of Protection                   | p159 | +1AC = 8th level, also +1 saves = 14th level   |
| Cloak of the Bat                      | p159 | Fly (Lvl 3) At-Will = 14th level (Limited use (dim light, uses both hands) + 1xDay Polymorph = 11th level) |
| Cloak of the Manta Ray                | p159 | Water Breathing (Lvl 3) At-Will = 14th level   |
| Clockwork Amulet                      | x137 | Average attack 1xDay = 1st level   |
| Clothes of Mending                    | x137 | Mending (Cantrip) At-Will = 1st level  |
| Crystal Ball                          | p159 | Scrying (Lvl 4) At-Will = 17th level   |
| Crystal Ball of Mind Reading          | p159 | Scrying (Lvl 4) At-Will = 17th level (Additional Mind reading = Priceless)                                 |
| Crystal Ball of Telepathy             | p159 | Scrying (Lvl 4) At-Will = 17th level (Additional Telepathy = Priceless)                                    |
| Crystal Ball of True Seeing           | p159 | Scrying (Lvl 4) At-Will = 17th level (Additional True Seeing = Priceless)                                  |
| Cube of Force                         | p159 | Otiluke's Resilient Sphere (Lvl 4) 6-14xDay = 14th level   |
| Cubic Gate                            | p160 | Gate (Lvl 9) 2-5xDay = Priceless   |
| Daern's Instant Fortress              | p160 | Leomund's Tiny Hut (Lvl 4) At-Will = 17th level  |
| Dagger of Venom                       | p161 | +1 Weapon = 5th level, 1xDay poison = 8th level  |



## Item List

|   |      |   |
|---|------|---|
| Dancing Sword                                 | p161 | Spiritual Hammer (Lvl 2) At-Will = 11th level   |
| Dark Shard Amulet                             | x137 | Various (Cantrip) At-Will = 1st level   |
| Decanter of Endless Water                     | p161 | Create or Destroy Water (Lvl 1) At-Will = 5th level   |
| Deck of Illusions                             | p161 | Major Image (Lvl 3) Consumable = 3rd level (34 charges = 8th level)   |
| Deck of Many Things                           | p162 | Random powerful effects = Priceless   |
| Defender                                      | p164 | +3 Armor = 14th level, versatility = 17th level   |
| Dimensional Shackles                          | p165 | Planar Binding (Lvl 5) 1xDay = 11th level (Long spell duration means not constant)  |
| Dragon Scale Mail                             | p165 | Protection from Energy (Lvl 3) At-Will = 14th level   |
| Dragon Slayer                                 | p166 | +1 Weapon = 5th level, bonus = 8th level  |
| Dread Helm                                    | x137 | Thaumaturgy (Cantrip) At-Will = 1st level   |
| Driftglobe                                    | p166 | Light (Cantrip) At-Will = 1st level   |
| Dust of Disappearance                         | p166 | Invisibility (Lvl 2) Consumable = 1st level (Area effect = effectively 4th level upcast)                                  |
| Dust of Dryness                               | p166 | Create or Destroy Water (Lvl 1) Consumable = Equipment (Large area = effectively 2nd level upcast)                        |
| Dust of Sneezing and Choking                  | p166 | Cloudkill (Lvl 5) Consumable = 8th level  |
| Dwarven Plate                                 | p167 | +2 AC = 17th level  |
| Dwarven Thrower                               | p167 | +3 Weapon = 11th level, bonus = 14th level  |
| Ear Horn of Hearing                           | x137 | Lesser Restoration (Lvl 2) At-Will = 11th level (Extremely limited use (only to temporarily avoid deafness) = 1st level)  |
| Efreeti Bottle                                | p167 | Conjure Elemental (Lvl 5) Consumable = 8th level (Small chance of wishes = 11th level)                                    |
| Efreeti Chain                                 | p167 | Effectively +1 AC = 8th level, fire immunity = 17th level   |
| Elemental Gem                                 | p167 | Conjure Elemental (Lvl 5) Consumable = 8th level  |
| Elixir of Health                              | p168 | Lesser Restoration (Lvl 2) Consumable = 1st level   |
| Elven Chain                                   | p168 | Mage Armor (Lvl 1) At-Will = 5th level  |
| Enduring Spellbook                            | x137 | Mending (Cantrip) At-Will = 1st level   |
| Ersatz Eye                                    | x137 | Lesser Restoration (Lvl 2) At-Will = 11th level (Extremely limited use (only to temporarily avoid blindness) = 1st level) |
| Eversmoking Bottle                            | p168 | Fog Cloud (Lvl 1) At-Will = 5th level   |
| Eyes of Charming                              | p168 | Charm Person (Lvl 1) 2-5xDay = 1st level  |
| Eyes of Minute Seeing                         | p168 | Find Traps (Lvl 2) At-Will = 11th level (Limited effect = 5th level)  |
| Eyes of the Eagle                             | p168 | Find Traps (Lvl 2) At-Will = 11th level (Limited effect = 5th level)  |
| Figurine of a Wondrous Power (Bronze Griffin) | p169 | Conjure Animals (Lvl 3) 1xDay = 5th level   |
| Figurine of a Wondrous Power (Ebony Fly)      | p169 | Conjure Animals (Lvl 3) 1xDay = 5th level   |
| Figurine of a Wondrous Power (Golden Lions)   | p169 | Conjure Animals (Lvl 3) 1xDay = 5th level   |
| Figurine of a Wondrous Power (Ivory Goats)    | p169 | Conjure Animals (Lvl 3) 1xDay = 5th level   |



## Item List

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|--|------|--|
| Figurine of a Wondrous Power (Marble Elephant) | p170 | Conjure Animals (Lvl 3) 1xDay = 5th level  |
| Figurine of a Wondrous Power (Obsidian Steed)  | p170 | Summon Greater Demon (Lvl 4) 1xDay = 8th level   |
| Figurine of a Wondrous Power (Onyx Dog)        | p170 | Conjure Animals (Lvl 3) 1xDay = 5th level  |
| Figurine of a Wondrous Power (Serpentine Owl)  | p170 | Conjure Animals (Lvl 3) 1xDay = 5th level  |
| Figurine of a Wondrous Power (Silver Raven)    | p170 | Animal Messenger (Lvl 2) 1xDay = 3rd level   |
| Flame Tongue                                   | p170 | Extra damage = 8th level   |
| Folding Boat                                   | p170 | Portable boat = 8th level  |
| Frost Brand                                    | p171 | Resistance = 14th level  |
| Gauntlets of Ogre Power                        | p171 | Stat to 19 = 8th level   |
| Gem of Brightness                              | p171 | Blindness/Deafness (Lvl 3) Consumable = 3rd level (50 charges = 11th level)                                |
| Gem of Seeing                                  | p172 | See Invisible (Lvl 2) 6-14xDay = 8th level   |
| Giant Slayer                                   | p172 | +1 weapon = 5th, other bonuses = 8th   |
| Glamoured Studded Leather                      | p172 | Disguise Self (Lvl 1) At-Will = 5th level (Also +1 = 11th level)   |
| Gloves of Missile Snaring                      | p172 | Shield (Lvl 1) At-Will = 5th level   |
| Gloves of Swimming and Climbing                | p172 | Longstrider (Lvl 1) At-Will = 5th level  |
| Gloves of Thievery                             | p172 | Enhanced Ability (Lvl 2) At-Will = 11th level (Limited scope = 8th level)                                  |
| Goggles of Night                               | p172 | Darkvision (Lvl 2) 2-5xDay = 5th level (Long spell duration means not constant)                            |
| Hammer of Thunderbolts                         | p173 | +1 Weapon = 5th level, +4 Str plus other bonuses = Priceless   |
| Hat of Disguise                                | p173 | Disguise Self (Lvl 1) At-Will = 5th level  |
| Hat of Vermin                                  | x137 | Conjure Animals (Lvl 3) 2-5xDay = 8th level (Severely limited animal selection and no control = 1st level) |
| Hat of Wizardry                                | x137 | Various (Cantrip) At-Will = 1st level  |
| Headband of Intellect                          | p173 | Stat to 19 = 8th level   |
| Helm of Brilliance                             | p173 | Variety of powerful effects and 100 charges = Priceless  |
| Helm of Comprehending Languages                | p173 | Comprehend Languages (Lvl 1) At-Will = 5th level   |
| Helm of Telepathy                              | p174 | Detect Thoughts (Lvl 2) At-Will = 11th level   |
| Helm of Teleportation                          | p174 | Teleport (Lvl 7) 2-5xDay = 20th level  |
| Heward's Handy Haversack                       | p174 | Tenser's Floating Disk (Lvl 1) At-Will = 5th level   |
| Heward's Handy Spice Pouch                     | x137 | Prestidigitation (Cantrip) At-Will = 1st level   |
| Holy Avenger                                   | p174 | +3 Weapon = 11th level, plus magic resistance = 17th level   |
| Horn of Blasting                               | p174 | Shatter (Lvl 3) Consumable = 3rd level (5 charges = 5th level)   |



## Item List

|   |      |  |
|---|------|--|
| Horn of Silent Alarm                          | x137 | Message (Cantrip) 2-5xDay = Equipment  |
| Horn of Valhalla (Brass)                      | p175 | Conjure Animals (Lvl 3) 1xDay = 5th level (Extra creatures, but only once per week = 8th level)  |
| Horn of Valhalla (Bronze)                     | p175 | Conjure Animals (Lvl 3) 1xDay = 5th level (Extra creatures, but only once per week = 11th level) |
| Horn of Valhalla (Iron)                       | p175 | Conjure Animals (Lvl 3) 1xDay = 5th level (Extra creatures, but only once per week = 14th level) |
| Horn of Valhalla (Silver)                     | p175 | Conjure Animals (Lvl 3) 1xDay = 5th level (Extra creatures, but only once per week = 5th level)  |
| Horseshoes of a Zephyr                        | p175 | Longstrider (Lvl 1) At-Will = 5th level  |
| Horseshoes of Speed                           | p175 | Haste (Lvl 3) At-Will = 14th level (Limited target = 11th level)                                 |
| Immovable Rod                                 | p175 | unusual effect = 11th level  |
| Instrument of Illusions                       | x137 | Minor Illusion (Cantrip) At-Will = 1st level   |
| Instrument of Scribing                        | x138 | Prestidigitation (Cantrip) 2-5xDay = Equipment   |
| Instrument of the Bard (Anstruth Harp)        | p176 | Various (Lvl 8) 6-14xDay = Priceless   |
| Instrument of the Bard (Canaith Mandolin)     | p176 | Various (Lvl 3) 6-14xDay = 11th level  |
| Instrument of the Bard (Cli Lyre)             | p176 | Various (Lvl 4) 6-14xDay = 14th level  |
| Instrument of the Bard (Doss Lute)            | p176 | Various (Lvl 3) 6-14xDay = 11th level  |
| Instrument of the Bard (Fochlucan Bandore)    | p176 | Various (Lvl 2) 6-14xDay = 8th level   |
| Instrument of the Bard (Mac-Fuirmidh Cittern) | p176 | Various (Lvl 1) 6-14xDay = 3rd level (Fly 1xDay = 5th level)                                     |
| Instrument of the Bard (Ollamh Harp)          | p176 | Various (Lvl 9) 6-14xDay = Priceless   |
| Ioun Stone (Absorption)                       | p177 | Counterspell (Lvl 3) Consumable = 3rd level (7 charges = 8th level)                              |
| Ioun Stone (Agility)                          | p177 | +2 to an ability score = 11th level  |
| Ioun Stone (Awareness)                        | p177 | No surprise = 5th level  |
| Ioun Stone (Fortitude)                        | p177 | +2 to an ability score = 11th level  |
| Ioun Stone (Greater Absorption)               | p177 | Counterspell (Lvl 3) = (16 charges = 11th level)   |
| Ioun Stone (Insight)                          | p177 | +2 to an ability score = 11th level  |
| Ioun Stone (Intellect)                        | p177 | +2 to an ability score = 11th level  |
| Ioun Stone (Leadership)                       | p177 | +2 to an ability score = 11th level  |
| Ioun Stone (Mastery)                          | p177 | +1 to Proficiency Bonus = 20th level   |
| Ioun Stone (Protection)                       | p177 | +1 AC = 8th level  |
| Ioun Stone (Regeneration)                     | p177 | Cure Wounds (Lvl 3) 6-14xDay = 11th level (upcast to 3rd)  |
| Ioun Stone (Reserve)                          | p177 | Various (Lvl 3) 2-5xDay = 8th level  |
| Ioun Stone (Strength)                         | p177 | +2 to an ability score = 11th level  |
| Ioun Stone (Sustenance)                       | p177 | Goodberry (Lvl 1) 1xDay = Beginning Chars  |
| Iron Bands of Bilarro                         | p177 | Web (Lvl 2) 1xDay = 3rd level  |



## Item List

|                                 |      |   |
|---------------------------------|------|---|
| Iron Flask                      | p178 | Imprisonment (Lvl 9) At-Will = Priceless  |
| Javelin of Lightning            | p178 | Lightning Bolt (Lvl 3) 1xDay = 5th level (Reduced damage = 3rd level)                         |
| Keoghtom's Ointment             | p179 | Lesser Restoration (Lvl 2) Consumable = 1st level (5 charges = 3rd level)                     |
| Lantern of Revealing            | p179 | See Invisible (Lvl 2) At-Will = 11th level  |
| Lock of Trickery                | x138 | Arcane Lock (Lvl 2) Consumable = 1st level  |
| Luck Blade                      | p179 | Wish (Lvl 9) Consumable = 14th level (3 charges = 17th level, + other abilities = 20th level) |
| Mace of Disruption              | p179 | Guiding Bolt (Lvl 2) At-Will = 11th level   |
| Mace of Smiting                 | p179 | +1 Weapon = 5th level, extras = 8th level   |
| Mace of Terror                  | p180 | Fear (Lvl 3) 2-5xDay = 8th level  |
| Mantle of Spell Resistance      | p180 | Magic Resistance = 14th level   |
| Manual of Bodily Health         | p180 | +2 to stat/max = 17th level   |
| Manual of Gainful Exercise      | p180 | +2 to stat/max = 17th level   |
| Manual of Golems                | p180 | unusual effect = 11th level   |
| Manual of Quickness of Action   | p181 | +2 to stat/max = 17th level   |
| Mariner's Armour                | p181 | Levitate (Lvl 2) At-Will = 11th level (Limited to only in water = 5th level)                  |
| Medallion of Thoughts           | p181 | Detect Thoughts (Lvl 2) 2-5xDay = 5th level   |
| Mirror of Life Trapping         | p181 | Demiplane (Lvl 8) At-Will = Priceless (Effectively gates creatures to a demiplane)            |
| Mithral Armour                  | p182 | Doesn't give penalties to stealth = 3rd level   |
| Moon-Touched Sword              | x138 | Light (Lvl 1) At-Will = 5th level   |
| Mystery Key                     | x138 | Knock (Lvl 2) Consumable = 1st level (Small chance of working = Beginning)                    |
| Necklace of Adaptation          | p182 | Water Breathing (Lvl 3) At-Will = 14th level (Additional protection from gasses = 17th level) |
| Necklace of Fireballs           | p182 | Fireball (Lvl 3) Consumable = 3rd level (9 charges = 8th level)                               |
| Necklace of Prayer Beads        | p182 | Varies (Lvl 7) Consumable = 11th level (One of each bead = 14th level)                        |
| Nine Lives Stealer              | p183 | +2 Weapon = 11th, Power word Kill (9 charges) = 17th  |
| Nolzur's Marvellous Pigments    | p183 | Fabricate (Lvl 4) Consumable = 5th level  |
| Oathbow                         | p183 | Hex (Lvl 3) 1xDay = 5th level (Effectively upcast to 3rd)                                     |
| Oil of Etherealness             | p183 | Plane Shift (Lvl 7) Consumable = 11th level   |
| Oil of Sharpness                | p184 | Magic Weapon (Lvl 2) Consumable = 1st level (Upcast to lvl 6 = 8th level)                     |
| Oil of Slipperiness             | p184 | Grease (Lvl 1) Consumable = Equipment   |
| Orb of Direction                | x138 | Guidance (Cantrip) At-Will = 1st level  |
| Pearl of Power                  | p184 | Varies (Lvl 3) 1xDay = 5th level  |
| Perfume of Bewitching           | x138 | Charm Person (Lvl 1) Consumable = Equipment (Mass effect = 3rd level)                         |
| Periapt of Health               | p184 | Lesser Restoration (Lvl 2) At-Will = 11th level   |
| Periapt of Proof Against Poison | p184 | Immunity = 17th level   |



## Item List

|                                  |      |   |
|----------------------------------|------|---|
| Periapt of Wound Closure         | p184 | Stabilisation = 3rd level   |
| Philter of Love                  | p184 | Charm Person (Lvl 1) Consumable = Equipment (Stronger than normal effect = 5th level) |
| Pipe of Smoke Monsters           | x138 | Minor Illusion (Cantrip) At-Will = 1st level  |
| Pipes of Haunting                | p185 | Fear (Lvl 3) 2-5xDay = 8th level  |
| Pipes of the Sewers              | p185 | Conjure Animals (Lvl 3) 2-5xDay = 8th level   |
| Plate Armour of Etherealness     | p185 | Plane Shift (Lvl 7) 1xDay = 14th level  |
| Pole of Angling                  | x138 | Prestidigitation (Cantrip) At-Will = 1st level  |
| Pole of Collapsing               | x138 | Prestidigitation (Cantrip) At-Will = 1st level  |
| Portable Hole                    | p185 | Rope Trick (Lvl 2) At-Will = 11th level   |
| Pot of Awakening                 | x138 | Tiny Servant (Lvl 3) 1xDay = 5th level (Only usable once per month = 1st level)       |
| Potion of Animal Friendship      | p187 | Animal Friendship (Lvl 1) Consumable = Equipment                                      |
| Potion of Clairvoyance           | p187 | Clairvoyance (Lvl 3) Consumable = 3rd level   |
| Potion of Climbing               | p187 | Spider Climb (Lvl 2) Consumable = 1st level   |
| Potion of Diminution             | p187 | Enlarge/Reduce (Lvl 2) Consumable = 1st level   |
| Potion of Fire Breath            | p187 | Burning Hands (Lvl 1) Consumable = Equipment (Upcast to lvl 2 = 1st level)            |
| Potion of Flying                 | p187 | Fly (Lvl 3) Consumable = 3rd level  |
| Potion of Gaseous Form           | p187 | Gaseous Form (Lvl 3) Consumable = 3rd level   |
| Potion of Giant Strength (Cloud) | p187 | Stat to 27 (Consumable) = 11th level  |
| Potion of Giant Strength (Fire)  | p187 | Stat to 25 (Consumable) = 8th level   |
| Potion of Giant Strength (Frost) | p187 | Stat to 23 (Consumable) = 5th level   |
| Potion of Giant Strength (Hill)  | p187 | Stat to 21 (Consumable) = 3rd level   |
| Potion of Giant Strength (Stone) | p187 | Stat to 23 (Consumable) = 5th level   |
| Potion of Giant Strength (Storm) | p187 | Stat to 29 (Consumable) = 14th level  |
| Potion of Greater Healing        | p187 | Cure Wounds (Lvl 1) Consumable = Equipment (Upcast to lvl2 = 1st level)               |
| Potion of Growth                 | p187 | Enlarge/Reduce (Lvl 2) Consumable = 1st level   |
| Potion of Healing                | p187 | Cure Wounds (Lvl 1) Consumable = Equipment  |
| Potion of Heroism                | p188 | Bless (Lvl 1) Consumable = Equipment  |
| Potion of Invisibility           | p188 | Invisibility (Lvl 2) Consumable = 1st level   |
| Potion of Invulnerability        | p188 | Resist all (Consumable) = 5th level   |
| Potion of Longevity              | p188 | Age reduction (Consumable) = 8th level  |
| Potion of Mind Reading           | p188 | Detect Thoughts (Lvl 2) Consumable = 1st level  |
| Potion of Resistance             | p188 | Protection from Energy (Lvl 3) Consumable = 3rd level                                 |



## Item List

|                                   |      |   |
|-----------------------------------|------|---|
| Potion of Speed                   | p188 | Haste (Lvl 3) Consumable = 3rd level  |
| Potion of Superior Healing        | p187 | Cure Wounds (Lvl 1) Consumable = Equipment (Upcast to lvl 4 = 5th level)                            |
| Potion of Supreme Healing         | p187 | Cure Wounds (Lvl 1) Consumable = Equipment (Upcast to lvl 5 = 8th level)                            |
| Potion of Vitality                | p188 | Lesser Restoration (Lvl 2) Consumable = 1st level   |
| Potion of Water Breathing         | p188 | Water Breathing (Lvl 3) Consumable = 3rd level  |
| Quall's Feather Token (Anchor)    | p188 | Control Weather (Lvl 8) Consumable = 14th level   |
| Quall's Feather Token (Bird)      | p188 | Wind Walk (Lvl 6) Consumable = 8th level  |
| Quall's Feather Token (Fan)       | p189 | Control Weather (Lvl 8) Consumable = 14th level   |
| Quall's Feather Token (Swan Boat) | p189 | Fabricate (Lvl 4) Consumable = 5th level  |
| Quall's Feather Token (Tree)      | p189 | Fabricate (Lvl 4) Consumable = 5th level  |
| Quall's Feather Token (Whip)      | p189 | Spiritual Weapon (Lvl 2) Consumable = 1st level   |
| Quiver of Ehlonna                 | p189 | Tenser's Floating Disk (Lvl 1) At-Will = 5th level  |
| Ring of Animal Influence          | p189 | Animal Friendship (Lvl 1) 2-5xDay = 1st level   |
| Ring of Djinni Summoning          | p190 | Conjure Elemental (Lvl 5) 1xDay = 11th level  |
| Ring of Elemental Command (Air)   | p190 | Random powerful effects =20th level   |
| Ring of Elemental Command (Earth) | p190 | Random powerful effects =20th level   |
| Ring of Elemental Command (Fire)  | p190 | Random powerful effects =20th level   |
| Ring of Elemental Command (Water) | p191 | Random powerful effects =20th level   |
| Ring of Evasion                   | p191 | Auto-save 3xDay = 14th level  |
| Ring of Feather Falling           | p191 | Feather Fall (Lvl 1) At-Will = 5th level  |
| Ring of Free Action               | p191 | Lesser Restoration (Lvl 2) At-Will = 11th level   |
| Ring of Invisibility              | p191 | Invisibility (Lvl 2) At-Will = 11th level   |
| Ring of Jumping                   | p191 | Jump (Lvl 1) At-Will = 5th level  |
| Ring of Mind Shielding            | p191 | Nondetection (Lvl 3) At-Will = 14th level   |
| Ring of Protection                | p191 | +1AC = 8th level, also +1 saves = 14th level  |
| Ring of Regeneration              | p191 | Regenerate (Lvl 7) At-Will = Priceless (Reduced effect = 14th level)                                |
| Ring of Resistance                | p192 | Protection from Energy (Lvl 3) At-Will = 14th level   |
| Ring of Shooting Stars            | p192 | Flaming Sphere (Lvl 2) 2-5xDay = 5th level  |
| Ring of Spell Storing             | p192 | Various (Lvl 5) 2-5xDay = 14th level  |
| Ring of Spell Turning             | p193 | Counterspell (Lvl 3) At-Will = 14th level (Hard to activate, but reflects spell = still 14th level) |



## Item List

|                               |      |  |
|-------------------------------|------|--|
| Ring of Swimming              | p193 | Longstrider (Lvl 1) At-Will = 5th level  |
| Ring of Telekinesis           | p193 | Telekinesis (Lvl 5) At-Will = 20th level (Limited to objects = 17th level)                                       |
| Ring of the Ram               | p193 | Scorching Ray (Lvl 2) 2-5xDay = 5th level  |
| Ring of Three Wishes          | p193 | Wish (Lvl 9) Consumable = 14th level (Three charges = 17th level)  |
| Ring of Warmth                | p193 | Protection from Energy (Lvl 3) At-Will = 14th level  |
| Ring of Water Walking         | p193 | Longstrider (Lvl 1) At-Will = 5th level  |
| Ring of X-Ray Vision          | p193 | Clairvoyance (Lvl 3) 1xDay = 5th level   |
| Robe of Eyes                  | p193 | See Invisible (Lvl 2) At-Will = 11th level   |
| Robe of Scintillating Colours | p194 | Mirror Image (Lvl 2) 2-5xDay = 5th level   |
| Robe of Stars                 | p194 | Magic Missile (Lvl 5) 6-14xDay = 17th level (plus Plane Shift 1xDay, plus +1 to saves = 20th level)              |
| Robe of the Archmage          | p194 | Magic Resistance = 14th level, plus Mage Armor 1xDay, +2 weapon = 20th level                                     |
| Robe of Useful Items          | p195 | Fabricate (Lvl 4) Consumable = 5th level (20 charges, but cheap items = 5th level)                               |
| Rod of Absorption             | p195 | Counterspell (Lvl 3) Consumable = 3rd level (50 charges, plus 50 charges of any of your own spells = 14th level) |
| Rod of Alertness              | p196 | See Invisible (Lvl 2) At-Will = 11th level (Plus Initiative boost, plus other minor spells = 17th level)         |
| Rod of Lordly Might           | p196 | +3 Weapon = 11th level, adaptability = 17th level  |
| Rod of Resurrection           | p197 | Heal (Lvl 6) 1xDay = 11th level (plus possibly consumable Resurrection every five days = 14th level)             |
| Rod of Rulership              | p197 | Charm Person (Lvl 5) 1xDay = 11th level (Large area = effectively 5th level upcast)                              |
| Rod of Security               | p197 | Mordenkainens Magnificent Mansion (Lvl 7) 1xDay = 14th level (Only usable every 10 days = 11th level)            |
| Rod of the Pact Keeper +1     | p197 | +1 weapon = 5th level  |
| Rod of the Pact Keeper +2     | p197 | +2 weapon = 8th level  |
| Rod of the Pact Keeper +3     | p197 | +3 weapon = 11th level   |
| Rope of Climbing              | p197 | Unseen Servant (Lvl 1) At-Will = 5th level   |
| Rope of Entanglement          | p197 | Web (Lvl 2) At-Will = 11th level   |
| Rope of Mending               | x138 | Mending (Cantrip) At-Will = 1st level  |
| Ruby of the War Mage          | x138 | Extra Attack = 8th level, Very limited use = 3rd level   |
| Saddle of the Cavalier        | p199 | Mirror Image (Lvl 2) At-Will = 11th level  |
| Scarab of Protection          | p199 | Magic Resistance = 14th level, extra protection = 17th level   |
| Scimitar of Speed             | p199 | +2 Weapon = 11th level, extra attack = 14th level  |
| Scroll of Protection          | p199 | Magic Circle (Lvl 3) Consumable = 3rd level  |
| Sending Stones                | p199 | Sending (Lvl 3) 1xDay = 5th level  |
| Sentinel Shield               | p199 | Initiative boost = 8th level   |
| Shield +1                     | p200 | +1 AC = 8th level  |
| Shield +2                     | p200 | +2 AC = 17th level   |



## Item List

|                                       |      |  |
|---------------------------------------|------|--|
| Shield +3                             | p200 | +3 AC = Priceless  |
| Shield of Expression                  | x139 | Prestidigitation (Cantrip) At-Will = 1st level   |
| Slippers of Spider Climbing           | p200 | Spider Climb (Lvl 2) At-Will = 11th level  |
| Smoldering Armor                      | x139 | Thaumaturgy (Cantrip) At-Will = 1st level  |
| Sovereign Glue                        | p200 | unusual effect = 11th level  |
| Spell Scroll (1st)                    | p200 | Varies (Lvl 1) Consumable = Equipment (Bumped up to “Beginning Chars” because scribing a spell costs 50gp) |
| Spell Scroll (2nd)                    | p200 | Varies (Lvl 2) Consumable = 1st level  |
| Spell Scroll (3rd)                    | p200 | Varies (Lvl 3) Consumable = 3rd level  |
| Spell Scroll (4th)                    | p200 | Varies (Lvl 4) Consumable = 5th level  |
| Spell Scroll (5th)                    | p200 | Varies (Lvl 5) Consumable = 8th level  |
| Spell Scroll (6th)                    | p200 | Varies (Lvl 6) Consumable = 8th level  |
| Spell Scroll (7th)                    | p200 | Varies (Lvl 7) Consumable = 11th level   |
| Spell Scroll (8th)                    | p200 | Varies (Lvl 8) Consumable = 14th level   |
| Spell Scroll (9th)                    | p200 | Varies (Lvl 9) Consumable = 14th level   |
| Spell Scroll (Cantrip)                | p200 | Varies (Cantrip) Consumable = Equipment  |
| Spellguard Shield                     | p201 | Magic Resistance = 14th level  |
| Sphere of Annihilation                | p201 | Disintegrate (Lvl 6) At-Will = Priceless   |
| Staff of Adornment                    | x139 | Prestidigitation (Cantrip) At-Will = 1st level   |
| Staff of Birdcalls                    | x139 | Prestidigitation (Cantrip) At-Will = 1st level   |
| Staff of Charming                     | p201 | Charm Person (Lvl 1) 6-14xDay = 3rd level (Plus extras = 5th level)  |
| Staff of Fire                         | p201 | Fireball (Lvl 3) 2-5xDay = 8th level (Plus resistance = 14th level)  |
| Staff of Flowers                      | x139 | Prestidigitation (Cantrip) At-Will = 1st level   |
| Staff of Frost                        | p202 | Ice Storm (Lvl 4) 2-5xDay = 11th level (Plus resistance = 14th level)                                      |
| Staff of Healing                      | p202 | Mass Cure Wounds (Lvl 5) 1xDay = 11th level  |
| Staff of Power                        | p202 | Various (Lvl 5) 2-5xDay = 14th level (Also +2 weapon = 17th level)   |
| Staff of Striking                     | p203 | +3 Weapon, extras = 14th level   |
| Staff of Swarming Insects             | p203 | Insect Plague (Lvl 5) 1xDay = 11th level   |
| Staff of the Adder                    | p203 | Conjure Animals (Lvl 3) At-Will = 14th level (Breaks if snake head killed = 11th level)                    |
| Staff of the Magi                     | p203 | Variety of powerful effects and 50 charges = 20th level  |
| Staff of the Python                   | p204 | Conjure Animals (Lvl 3) At-Will = 14th level (Breaks if snake head killed = 11th level)                    |
| Staff of the Woodlands                | p204 | +2 weapon = 8th level, + powers = 17th level   |
| Staff of Thunder and Lightning        | p204 | +2 weapon = 8th level, + powers = 14th level   |
| Staff of Withering                    | p205 | Blinding Smite (Lvl 3) 2-5xDay = 8th level   |
| Stone of Controlling Earth Elementals | p205 | Conjure Elemental (Lvl 5) 1xDay = 11th level   |
| Stone of Good Luck (Luckstone)        | p205 | +1 to checks and saves = 11th level  |
| Sun Blade                             | p205 | +2 Weapon = 8th level, extras = 11th level   |
| Sword of Answering                    | p206 | +3 Weapon = 11th level, extra attack = 17th level  |



## Item List

|                                  |      |   |
|----------------------------------|------|---|
| Sword of Life Stealing           | p206 | Unusual Effect = 8th level                          |
| Sword of Sharpness               | p206 | unusual effect = 11th level                         |
| Sword of Wounding                | p207 | Unusual effect = 14th level                         |
| Talisman of Pure Good            | p207 | Powerful Effects = Priceless                        |
| Talisman of the Sphere           | p207 | Powerful Effects = Priceless                        |
| Talisman of Ultimate Evil        | p207 | Powerful Effects = Priceless                        |
| Talking Doll                     | x139 | Magic Mouth (Lvl 1) At-Will = 5th level             |
| Tankard of Sobriety              | x139 | Prestidigitation (Cantrip) At-Will = 1st level      |
| Tentacle Rod                     | p208 | Blinding Smite (Lvl 3) At-Will = 14th level         |
| Tome of Clear Thought            | p208 | +2 to stat/max = 17th level                         |
| Tome of Leadership and Influence | p208 | +2 to stat/max = 17th level                         |
| Tome of the Stilled Tongue       | p208 | Various (Lvl 9) 1xDay = 17th level                  |
| Tome of Understanding            | p209 | +2 to stat/max = 17th level                         |
| Trident of Fish Command          | p209 | Dominate Beast (Lvl 4) 2-5xDay = 11th level         |
| Unbreakable Arrow                | x139 | Magic Weapon = 5th level                            |
| Universal Solvent                | p209 | Dispel Magic (Lvl 3) Consumable = 3rd level         |
| Veteran's Cane                   | x139 | Disguise Self (Lvl 1) Consumable = Equipment        |
| Vicious Weapon                   | p209 | Unusual effect = 5th level                          |
| Vorpal Sword                     | p209 | +3 Weapon = 11th level, unusual effect = 20th level |
| Walloping Ammunition             | x139 | Unusual effect = 5th level                          |
| Wand of Binding                  | p209 | Hold Monster (Lvl 4) 2-5xDay = 11th level           |
| Wand of Conducting               | x140 | Prestidigitation (Cantrip) At-Will = 1st level      |
| Wand of Enemy Detection          | p210 | See Invisible (Lvl 2) 6-14xDay = 8th level          |
| Wand of Fear                     | p210 | Fear (Lvl 3) 6-14xDay = 11th level                  |
| Wand of Fireballs                | p210 | Fireball (Lvl 3) 6-14xDay = 11th level              |
| Wand of Lightning Bolts          | p211 | Lightning Bolt (Lvl 3) 6-14xDay = 11th level        |
| Wand of Magic Detection          | p211 | Detect Magic (Lvl 1) 2-5xDay = 1st level            |
| Wand of Magic Missiles           | p211 | Magic Missile (Lvl 1) 6-14xDay = 3rd level          |
| Wand of Paralysis                | p211 | Hold Monster (Lvl 4) 6-14xDay = 14th level          |
| Wand of Polymorph                | p211 | Polymorph (Lvl 4) 6-14xDay = 14th level             |
| Wand of Pyrotechnics             | x140 | Prestidigitation (Cantrip) At-Will = 1st level      |
| Wand of Scowls                   | x140 | Friends (Cantrip) At-Will = 1st level               |
| Wand of Secrets                  | p211 | Find Traps (Lvl 2) 2-5xDay = 5th level              |
| Wand of Smiles                   | x140 | Friends (Cantrip) At-Will = 1st level               |
| Wand of the War Mage +1          | p212 | +1 Weapon = 5th level                               |
| Wand of the War Mage +2          | p212 | +2 Weapon = 8th level                               |



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|                            |      |   |
|----------------------------|------|---|
| Wand of the War Mage<br>+3 | p212 | +3 Weapon = 11th level  |
| Wand of Web                | p212 | Web (Lvl 2) 6-14xDay = 8th level                                    |
| Wand of Wonder             | p212 | Various (Lvl 3) 6-14xDay = 11th level                               |
| Weapon +1                  | p213 | +1 Weapon = 5th level   |
| Weapon +2                  | p213 | +2 Weapon = 8th level   |
| Weapon +3                  | p213 | +3 Weapon = 11th level  |
| Weapon of Warning          | p213 | Initiative boost = 8th level, +no surprise = 11th level             |
| Well of Many Worlds        | p213 | Plane Shift (Lvl 7) 1xDay = 14th level                              |
| Wind Fan                   | p213 | Gust of Wind (Lvl 2) 1xDay = 3rd level                              |
| Winged Boots               | p214 | Fly (Lvl 3) 2-5xDay = 8th level                                     |
| Wings of Flying            | p214 | Fly (Lvl 3) At-Will = 14th level (Requires both hands = 11th level) |