

# Dungeons & Dragons 3.5 Edition Index – Magic Items – Miscellaneous

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Collected by Chet Erez (cerez@crystalkeep.com)

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## Staves

Staves	Effect	Charges	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Staff of Oaken Battle (CDiv p105)	- <i>Shillelagh</i> - <i>Spikes</i>	1 1	Mod Trans	8	Craft Staff <i>Shillelagh</i> <i>Spikes</i>	6,750	540	13,500
Staff of Charming (DMG p244)	- <i>Charm Person</i> - <i>Charm Monster</i>	1 2	Mod Ench	8	Craft Staff <i>Charm Person</i> <i>Charm Monster</i>	8,250	660	16,500
Staff of Fire (DMG p244)	- <i>Burning Hands</i> - <i>Fireball</i> - <i>Wall of Fire</i>	1 1 2	Mod Evoc	8	Craft Staff <i>Burning Hands</i> <i>Fireball</i> <i>Wall of Fire</i>	8,875	710	17,750
Staff of Fauna (CDiv p104)	- <i>Barkskin</i> - <i>Magic Fang, Greater</i> - <i>Animal Growth</i>	1 1 2	Mod Trans	9	Craft Staff <i>Animal Growth</i> <i>Barkskin</i> <i>Magic Fang, Greater</i>	9,703	776	19,406
Staff of Swarming Insects (DMG p245)	- <i>Summon Swarm</i> - <i>Insect Plague</i>	1 3	Mod Conj	9	Craft Staff <i>Insect Plague</i> <i>Summon Swarm</i>	12,375	990	24,750
Staff of Healing (DMG p244)	- <i>Lesser Restoration</i> - <i>Cure Serious Wounds</i> - <i>Remove Blindness / Deafness</i> - <i>Remove Disease</i>	1 1 2 3	Mod Conj	8	Craft Staff <i>Cure Serious Wounds</i> <i>Lesser Restoration</i> <i>Remove Blindness / Deafness</i> <i>Remove Disease</i>	13,875	1,110	27,750
Staff of Pain (CDiv p105)	- <i>Inflict Serious Wounds</i> - <i>Wrack</i> - <i>Eyebite</i>	1 1 2	Mod Necro	11	Craft Staff <i>Eyebite</i> <i>Inflict Serious Wounds</i> <i>Wrack</i>	13,922	1,114	27,844
Staff of The Beatific, Lesser (CDiv p104)	- <i>Chaos Hammer</i> - <i>Holy Smite</i> - <i>Dispel Evil</i> - <i>Dispel Law</i>	1 1 2 2	Mod Abj	9	Craft Staff <i>Chaos Hammer</i> <i>Dispel Evil</i> <i>Dispel Law</i> <i>Holy Smite</i>	14,133	1,884	28,266
Staff of The Diabolic, Lesser (CDiv p104)	- <i>Order's Wrath</i> - <i>Unholy Blight</i> - <i>Dispel Chaos</i> - <i>Dispel Good</i>	1 1 2 2	Mod Abj	9	Craft Staff <i>Dispel Good</i> <i>Dispel Evil</i> <i>Order's Wrath</i> <i>Unholy Blight</i>	1,4133	1,884	28,266
Staff of The Saintry, Lesser (CDiv p105)	- <i>Holy Smite</i> - <i>Order's Wrath</i> - <i>Dispel Chaos</i> - <i>Dispel Evil</i>	1 1 2 2	Mod Abj	9	Craft Staff <i>Dispel Chaos</i> <i>Dispel Evil</i> <i>Holy Smite</i> <i>Order's Wrath</i>	1,4133	1,884	28,266
Staff of The Wanton, Lesser (CDiv p106)	- <i>Chaos Hammer</i> - <i>Unholy Blight</i> - <i>Dispel Good</i> - <i>Dispel Law</i>	1 1 2 2	Mod Abj	9	Craft Staff <i>Chaos Hammer</i> <i>Dispel Good</i> <i>Dispel Law</i> <i>Unholy Blight</i>	1,4133	1,884	28,266
Staff of Size Alteration (DMG p245)	- <i>Enlarge Person</i> - <i>Reduce Person</i> - <i>Shrink Item</i> - <i>Mass Enlarge Person</i> - <i>Mass Reduce Person</i>	1 1 1 2 2	Faint Trans	8	Craft Staff <i>Enlarge Person</i> <i>Mass Enlarge Person</i> <i>Mass Reduce Person</i> <i>Reduce Person</i> <i>Shrink Item</i>	14,500	1,160	29,000
Staff of Night (CAre p146)	Wielder is immune to Confusing Gaze of an Umber Hulk. - <i>Darkvision</i> - <i>Low-Light Vision</i> - <i>Darkness</i> (can Counter or Dispel any [light] spell) - <i>Summon Monster VI</i> (one Fiendish Umber Hulk) The Fiendish Umber Hulk can only be summoned once per week. If it is slain, the staff crumbles to dust.	1 1 2 2	Mod varied	11	Craft Staff <i>Darkness</i> <i>Darkvision</i> <i>Dispel Magic</i> <i>Low-Light Vision</i> <i>Summon Monster VI</i>	15,000	1,200	30,000
Staff of True Belief (CDiv p106)	- <i>Castigate</i> - <i>Righteous Wrath of the Faithful</i>	1 2	Strong Ench	13	Craft Staff <i>Castigate</i> <i>Righteous Wrath of the Faithful</i>	15,844	1,268	31,688
Staff of Vaporous Menace (CDiv p106)	- <i>Miasma</i> - <i>Murderous Mist</i> - <i>Acid Fog</i>	1 1 2	Mod Conj	11	Craft Staff <i>Acid Fog</i> <i>Miasma</i> <i>Murderous Mist</i>	15,844	1,268	31,688
Staff of Eyes (CAre p146)	- <i>Arcane Eye</i> - <i>Remove Blindness / Deafness</i> - <i>See Invisibility</i>	1 1 1	Mod Div	8	Craft Staff <i>Arcane Eye</i> <i>Remove Blindness / Deafness</i> <i>See Invisibility</i>	17,350	1,388	34,700
Staff of Entrapment (CAre p146)	- <i>Dimensional Anchor</i> - <i>Otiluke's Resilient Sphere</i>	1 1	Mod Abj	8	Craft Staff <i>Dimensional Anchor</i> <i>Otiluke's Resilient Sphere</i>	18,375	1,470	36,750

Staves	Effect	Charges	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Staff of Winds (CDiv p106)	- <i>Blinding Winds</i> - <i>Control Winds</i> - <i>Summon Nature's Ally V</i> (Large Air Elemental only)	1 1 1	Mod Conj	9	Craft Staff <i>Blinding Winds</i> <i>Control Winds</i> <i>Summon Nature's Ally V</i>	18,985	1,519	37,969
Staff of Building (CDiv p104)	- <i>Major Creation</i> - <i>Wall of Stone</i> - <i>Animate Objects</i>	1 1 2	Mod Conj	11	Craft Staff <i>Animate Objects</i> <i>Major Creation</i> <i>Wall of Stone</i>	19,078	2,544	38,156
Staff of Skulls (CArc p147)	- <i>Animate Dead</i> - <i>Cure Light Wounds</i> - <i>Inflict Light Wounds</i> - <i>Mass Inflict Light Wounds</i>	1 1 1 2	Mod Necro	9	Craft Staff <i>Animate Dead</i> <i>Cure Light Wounds</i> <i>Inflict Light Wounds</i> <i>Mass Inflict Light Wounds</i>	19,600	1,568	39,200
Staff of Opening (CArc p147)	- <i>Knock</i> - <i>Open / Close</i> - <i>Passwall</i> - <i>Shatter</i>	1 1 1 1	Mod Trans	9	Craft Staff <i>Knock</i> <i>Open / Close</i> <i>Passwall</i> <i>Shatter</i>	21,100	1,688	42,200
Staff of Vision (CArc p147)	- <i>See Invisibility</i> - <i>Darkvision</i> - <i>Remove Blindness / Deafness</i> - <i>True Seeing</i> After each use of this staff, the wielder takes 1 point of Intelligence damage (WillNeg, DC12).	1 1 1 2	Strong Div	12	Craft Staff <i>Darkvision</i> <i>See Invisibility</i> <i>Remove Blindness / Deafness</i> <i>True Seeing</i>	21,400	1,712	42,800
Staff of Planar Defense (CDiv p105)	- <i>Dimensional Anchor</i> - <i>Dismissal</i> - <i>Subvert Planar Essence</i> - <i>Banishment</i>	1 1 1 2	Mod Abj	11	Craft Staff <i>Banishment</i> <i>Dimensional Anchor</i> <i>Dismissal</i> <i>Subvert Planar Essence</i>	22,172	1,774	44,344
Staff of Earthen Might (DR314 p30)	- <i>Soften Earth and Stone</i> - <i>Stone Shape</i> - <i>Tremor</i> - <i>Transmute Mud to Rock</i> - <i>Transmute Rock to Mud</i>	1 1 2 2 2	Mod Trans	10	Craft Staff <i>Soften Earth and Stone</i> <i>Stone Shape</i> <i>Tremor</i> <i>Transmute Mud to Rock</i> <i>Transmute Rock to Mud</i>	23,203	1,856	46,406
Staff of Illumination (DMG p244)	- <i>Dancing Lights</i> - <i>Flare</i> - <i>Daylight</i> - <i>Sunburst</i>	1 1 2 3	Strong Evoc	15	Craft Staff <i>Dancing Lights</i> <i>Daylight</i> <i>Flare</i> <i>Sunburst</i>	24,125	1,930	48,250
Staff of Homeland (CDiv p105)	- <i>Commune with Nature</i> - <i>Find the Path</i> - <i>Forestfold</i>	1 1 1	Mod Div	11	Craft Staff <i>Commune with Nature</i> <i>Find the Path</i> <i>Forestfold</i>	24,235	1,939	48,469
Staff of The Gaol (CDiv p105)	- <i>Blade Barrier</i> - <i>Dimensional Anchor</i> - <i>Hold Monster</i>	1 1 1	Mod Evoc	11	Craft Staff <i>Blade Barrier</i> <i>Dimensional Anchor</i> <i>Hold Monster</i>	25,782	2,063	51,563
Staff of Frost (DMG p244)	- <i>Ice Storm</i> - <i>Wall of Ice</i> - <i>Cone of Cold</i>	1 1 1	Mod Evoc	10	Craft Staff <i>Cone of Cold</i> <i>Ice Storm</i> <i>Wall of Ice</i>	28,125	2,250	56,250
Staff of Ethereal Action (CArc p146)	+1 Ghost-Touch Quarterstaff - <i>Blink</i> - <i>Ethereal Jaunt</i>	1 1 1	Mod Trans	9	Craft Staff Craft Arms & Armor <i>Blink</i> <i>Ethereal Jaunt</i> <i>Plane Shift</i>	28,650	2,292	57,300
Staff of Defense (DMG p244)	- <i>Shield</i> - <i>Shield of Faith</i> - <i>Shield Other</i> - <i>Shield of Law</i>	1 1 1 3	Strong Abj	15	Craft Staff <i>Shield</i> <i>Shield of Faith</i> <i>Shield of Law</i> <i>Shield Other</i> Creator must be Lawful	29,125	2,330	58,250
Staff of Abjuration (DMG p243)	- <i>Shield</i> - <i>Resist Elements</i> - <i>Dispel Magic</i> - <i>Lesser Globe of Invulnerability</i> - <i>Dismissal</i> - <i>Repulsion</i>	1 1 1 2 2 3	Strong Abj	13	Craft Staff <i>Dismissal</i> <i>Dispel Magic</i> <i>Lesser Globe of Invulnerability</i> <i>Repulsion</i> <i>Resist Elements</i> <i>Shield</i>	32,500	2,600	65,000
Staff of Conjuraton (DMG p244)	- <i>Unseen Servant</i> - <i>Summon Swarm</i> - <i>Stinking Cloud</i> - <i>Minor Creation</i> - <i>Cloudkill</i> - <i>Summon Monster VI</i>	1 1 1 2 2 3	Strong Conj	13	Craft Staff <i>Cloudkill</i> <i>Minor Creation</i> <i>Stinking Cloud</i> <i>Summon Monster VI</i> <i>Summon Swarm</i> <i>Unseen Servant</i>	32,500	2,600	65,000

Staves	Effect	Charges	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Staff of Enchantment (DMG p244)	- <i>Sleep</i> - <i>Tasha's Hideous Laughter</i> - <i>Suggestion</i> - <i>Crushing Despair</i> - <i>Mind Fog</i> - <i>Mass Suggestion</i>	1 1 1 2 2 3	Strong Evoc	13	Craft Staff <i>Crushing Despair</i> <i>Mind Fog</i> <i>Mass Suggestion</i> <i>Sleep</i> <i>Suggestion</i> <i>Tasha's Hideous Laughter</i>	32,500	2,600	65,000
Staff of Evocation (DMG p244)	- <i>Magic Missile</i> - <i>Shatter</i> - <i>Fireball</i> - <i>Ice Storm</i> - <i>Wall of Force</i> - <i>Chain Lightning</i>	1 1 1 2 2 3	Strong Evoc	13	Craft Staff <i>Chain Lightning</i> <i>Fireball</i> <i>Ice Storm</i> <i>Magic Missile</i> <i>Shatter</i> <i>Wall of Force</i>	32,500	2,600	65,000
Staff of Illusion (DMG p244)	- <i>Disguise Self</i> - <i>Mirror Image</i> - <i>Major Image</i> - <i>Rainbow Pattern</i> - <i>Persistent Image</i> - <i>Mislead</i>	1 1 1 1 2 3	Strong Ill	13	Craft Staff <i>Disguise Self</i> <i>Major Image</i> <i>Mirror Image</i> <i>Mislead</i> <i>Persistent Image</i> <i>Rainbow Pattern</i>	32,500	2,600	65,000
Staff of Necromancy (DMG p244)	- <i>Cause Fear</i> - <i>Ghoul Touch</i> - <i>Halt Undead</i> - <i>Enervation</i> - <i>Waves of Fatigue</i> - <i>Circle of Death</i>	1 1 1 1 2 3	Strong Necro	13	Craft Staff <i>Cause Fear</i> <i>Circle of Death</i> <i>Enervation</i> <i>Ghoul Touch</i> <i>Halt Undead</i> <i>Waves of Fatigue</i>	32,500	2,600	65,000
Staff of Transmutation (DMG p245)	- <i>Expeditious Retreat</i> - <i>Alter Self</i> - <i>Blink</i> - <i>Polymorph</i> - <i>Baleful Polymorph</i> - <i>Disintegrate</i>	1 1 1 2 2 3	Strong Trans	13	Craft Staff <i>Alter Self</i> <i>Baleful Polymorph</i> <i>Blink</i> <i>Disintegrate</i> <i>Expeditious Retreat</i> <i>Polymorph</i>	32,500	2,600	65,000
Staff of Hunting Spirits (CDiv p105)(CDivErrata)+	- <i>Phantom Wolf</i> - <i>Phantom Bear</i>	1 1	Strong Conj	11	Craft Staff <i>Phantom Bear</i> <i>Phantom Wolf</i>	33,469	2,678	66,938
Staff of Transportation (CArc p147)	- <i>Blink</i> - <i>Dimension Door</i> - <i>Teleport</i>	1 1 2	Mod Trans	9	Craft Staff <i>Blink</i> <i>Dimension Door</i> <i>Teleport</i>	33,750	2,700	67,500
Staff of Divination (DMG p244)	- <i>Detect Secret Doors</i> - <i>Locate Object</i> - <i>Tongues</i> - <i>Locate Creature</i> - <i>Prying Eyes</i> - <i>True Seeing</i>	1 1 1 2 2 3	Strong Div	13	Craft Staff <i>Detect Secret Doors</i> <i>Locate Creature</i> <i>Locate Object</i> <i>Prying Eyes</i> <i>Tongues</i> <i>True Seeing</i>	36,750	2,940	73,500
Staff of Rapture (BoED 115)	+1 Quarterstaff, only deals nonlethal damage. Against Evil creatures, it has a Threat range of 17-20. Cleric only: Glow as bright as a torch. - <i>Divination</i> - <i>Elation</i> - <i>Vision of Heaven</i> - <i>Atonement</i> - <i>Sword of Conscience</i>	1 1 1 2 2	Strong various	12	Craft Staff <i>Atonement</i> <i>Divination</i> <i>Elation</i> <i>Sword of Conscience</i> <i>Vision of Heaven</i>	37,050	2,940	73,800
Staff of The Beatific, Greater (CDiv p104)	- <i>Holy Word</i> - <i>Word of Chaos</i> - <i>Clock of Chaos</i> - <i>Holy Aura</i>	1 1 2 2	Strong Abj	15	Craft Staff <i>Cloak of Chaos</i> <i>Holy Aura</i> <i>Holy Word</i> <i>Word of Chaos</i>	39,375	5,250	78,750
Staff of The Diabolic, Greater (CDiv p104)	- <i>Blasphemy</i> - <i>Dictum</i> - <i>Shield of Law</i> - <i>Unholy Aura</i>	1 1 2 2	Strong Abj	15	Craft Staff <i>Blasphemy</i> <i>Dictum</i> <i>Shield of Law</i> <i>Unholy Aura</i>	39,375	5,250	78,750
Staff of The Saintly, Greater (CDiv p105)	- <i>Dictum</i> - <i>Holy Word</i> - <i>Holy Aura</i> - <i>Shield of Law</i>	1 1 2 2	Strong Abj	15	Craft Staff <i>Dictum</i> <i>Holy Aura</i> <i>Holy Word</i> <i>Shield of Law</i>	39,375	5,250	78,750

Staves	Effect	Charges	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Staff of The Wanton, Greater (CDiv p106)	- <i>Blasphemy</i> - <i>Word of Chaos</i> - <i>Cloak of Chaos</i> - <i>Unholy Aura</i>	1 1 2 2	Strong Abj	15	Craft Staff <i>Blasphemy</i> <i>Cloak of Chaos</i> <i>Unholy Aura</i> <i>Word of Chaos</i>	39,375	5,250	78,750
Staff of Soul-Ward (CDiv p106)	- <i>Death Ward</i> - <i>Restoration</i> - <i>Restoration, Greater</i>	1 1 3	Strong Conj	13	Craft Staff <i>Death Ward</i> <i>Restoration</i> <i>Restoration, Greater</i>	41,209	3,297	82,417
Thunderstaff (PGF p122)	6' duskwood staff capped with a mithral blue dragon head on one end & a mithral spike on the other (may be used as a Spear). - <i>Shocking Grasp</i> - <i>Gedlee's Electric Loop</i> - <i>Lightning Bolt</i> - <i>Thunderlance</i> - <i>Ball Lightning</i> - <i>Chain Lightning</i> - <i>Great Thunderclap</i> - <i>Lightning Ring</i> - <i>Shapechange</i> (blue dragon only)	1 1 1 2 2 2 3 3 3	Strong Evoc	17	Craft Staff <i>Ball Lightning</i> <i>Chain Lightning</i> <i>Gedlee's Electric Loop</i> <i>Great Thunderclap</i> <i>Lightning Bolt</i> <i>Lightning Ring</i> <i>Shapechange</i> <i>Shocking Grasp</i> <i>Thunderlance</i>	41,921	3,354	83,841
Staff of Earth and Stone (DMG p244)	- <i>Passwall</i> - <i>Move Earth</i>	1 1	Mod Trans	11	Craft Staff <i>Move Earth</i> <i>Passwall</i>	42,750	3,600	85,500
Staff of the Jetstream (CDiv p105)	- <i>Whirlwind</i> - <i>Wind Walk</i> - <i>Whirlwind, Greater</i>	1 1 2	Strong Conj	17	Craft Staff <i>Whirlwind</i> <i>Whirlwind, Greater</i> <i>Wind Walk</i>	44,625	3,570	89,250
Staff of Fiendish Darkness (CArc p146)	- <i>Darkness</i> - <i>Animate Dead</i> - <i>Dispel Magic</i> - <i>Summon Monster IX</i> (Nightmare only) Character of Good alignment only: Gain one Persistent Negative Level.	1 2 2 2	Strong varied	17	Craft Staff <i>Animate Dead</i> <i>Darkness</i> <i>Dispel Magic</i> <i>Summon Monster IX</i> Creator must be Evil	49,100	3,928	98,200
Staff of Woodlands (DMG p245)	+2 Quarterstaff <i>Pass without Trace</i> , at will - <i>Charm Animal</i> - <i>Speak with Animals</i> - <i>Barkskin</i> - <i>Wall of Thorns</i> - <i>Summon Nature's Ally VI</i> - <i>Animate Plants</i>	1 1 2 3 3 4	Mod varied	13	Craft Staff Craft Arms & Armor <i>Animate Plants</i> <i>Barkskin</i> <i>Charm Animal</i> <i>Pass without Trace</i> <i>Speak with Animals</i> <i>Summon Nature's Ally VI</i> <i>Wall of Thorns</i>	50,625	4,050	101,250
Staff of Storms (CDiv p106)	- <i>Control Weather</i> - <i>Storm of Elemental Fury</i> - <i>Storm Tower</i> - <i>Stormrage</i>	1 1 1 1	Strong Trans	15	Craft Staff <i>Control Weather</i> <i>Storm of Elemental Fury</i> <i>Storm Tower</i> <i>Stormrage</i>	59,063	4,725	118,125
Briar Staff (DR326 p76)	If buried, the staff regains 1 charge for every 7 contiguous days it spends underground. - <i>Entangle</i> - <i>Spike Growth</i> - <i>Wall of Thorns</i>	1 1 3	Strong Trans	12	Craft Staff <i>Entangle</i> <i>Spike Growth</i> <i>Wall of Thorns</i>	69,750	5,580	139,500
Staff of Life (DMG p244)	- <i>Heal</i> - <i>Raise Dead</i>	1 5	Mod Conj	11	Craft Staff <i>Heal</i> <i>Raise Dead</i>	77,875	6,230	155,750
Staff of Passage (DMG p245)	- <i>Dimension Door</i> - <i>Passwall</i> - <i>Phase Door</i> - <i>Greater Teleport</i> - <i>Astral Projection</i>	1 1 2 2 2	Strong varied	17	Craft Staff <i>Astral Projection</i> <i>Dimension Door</i> <i>Greater Teleport</i> <i>Passwall</i> <i>Phase Door</i>	85,250	6,820	170,500
Sunstaff (BoED p115)	+3 Brilliant-Energy Quarterstaff - <i>Bless</i> - <i>Searing Light</i> - <i>Shield Other</i> - <i>Crown of Flame</i>	1 1 1 2	Strong various	16	Craft Staff <i>Continual Flame</i> <i>Crown of Flame</i> <i>Gaseous Form</i> <i>Bless</i> <i>Magic Carle against Evil</i> <i>Prayer</i> <i>Searing Light</i> <i>Shield Other</i> Creator must be Good	86,800	6,920	173,300

Staves	Effect	Charges	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Staff of Power (DMG p245)	+2 Quarterstaff Double damage for 1 round (x3 on a critical) — 1 charge +2 Luck bonus to AC & saving throws Can be broken for a Retributive Strike - <i>Magic Missile</i> 1 - <i>Ray of Enfeeblement</i> (Heightened to 5 <sup>th</sup> ) 1 - <i>Continual Flame</i> 1 - <i>Levitate</i> 1 - <i>Lightning Bolt</i> (Heightened to 5 <sup>th</sup> ) 1 - <i>Fireball</i> (Heightened to 5 <sup>th</sup> ) 1 - <i>Cone of Cold</i> 2 - <i>Hold Monster</i> 2 - <i>Wall of Force</i> (10' radius hemisphere) 2 - <i>Globe of Invulnerability</i> 2		Strong varied	15	Craft Staff Craft Arms & Armor Heighten Spell <i>Cone of Cold</i> <i>Continual Flame</i> <i>Fireball</i> <i>Globe of Invulnerability</i> <i>Hold Monster</i> <i>Levitate</i> <i>Lightning Bolt</i> <i>Magic Missile</i> <i>Ray of Enfeeblement</i> <i>Wall of Force</i>	105,500	8,440	211,000
Staff of Mastery (CArc p146)	+4 Axiomatic Clouting Quarterstaff of Adamantine. The second end is a +1 Quarterstaff of Adamantine. - <i>Hold Person</i> 1 - <i>Dimensional Anchor</i> 1 - <i>Repulsion</i> 2 - <i>Dominate Monster</i> 3		Strong Ench	17	Craft Staff <i>Dimensional Anchor</i> <i>Dominate Monster</i> <i>Hold Person</i> <i>Order's Wrath</i> <i>Repulsion</i> Creator must be Lawful	111,500	8,920	223,000

## Rods

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

Rods	Effect	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Rod of Cooperation Metamagic, Lesser (CArc p146)	Apply the <u>Metamagic Cooperative Spell</u> to a 0 <sup>th</sup> – 3 <sup>rd</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Cooperative Spell	1350	108	2,700
Rod of Substitution of Acid Metamagic, Lesser (CArc p146)	Apply the <u>Metamagic Energy Substitution – Acid</u> to a 0 <sup>th</sup> – 3 <sup>rd</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Acid	1350	108	2,700
Rod of Substitution of Cold Metamagic, Lesser (CArc p146)	Apply the <u>Metamagic Energy Substitution – Cold</u> to a 0 <sup>th</sup> – 3 <sup>rd</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Cold	1350	108	2,700
Rod of Substitution of Electricity Metamagic, Lesser (CArc p146)	Apply the <u>Metamagic Energy Substitution – Electricity</u> to a 0 <sup>th</sup> – 3 <sup>rd</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Electricity	1350	108	2,700
Rod of Substitution of Fire Metamagic, Lesser (CArc p146)	Apply the <u>Metamagic Energy Substitution – Fire</u> to a 0 <sup>th</sup> – 3 <sup>rd</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Fire	1350	108	2,700
Rod of Enlarge Metamagic, Lesser (DMG p236)	Apply the <u>Metamagic Enlarge Spell</u> to a 0 <sup>th</sup> – 3 <sup>rd</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Enlarge Spell	1,500	120	3,000
Rod of Extend Metamagic, Lesser (DMG p236)	Apply the <u>Metamagic Extend Spell</u> to a 0 <sup>th</sup> – 3 <sup>rd</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Extend Spell	1,500	120	3,000
Rod of Silent Metamagic, Lesser (DMG p236)	Apply the <u>Metamagic Silent Spell</u> to a 0 <sup>th</sup> – 3 <sup>rd</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Silent Spell	1,500	120	3,000
Immovable Rod (DMG p235)	By pressing a button on one end of this rod (a Move Action), it becomes immobile, even in thin air. It can support 8,000 pound before it will dislodge.	Mod Trans	10	Craft Rod <i>Levitate</i>	2,500	200	5,000
Rod of Sculpting Metamagic, Lesser (CArc p146)	Apply the <u>Metamagic Sculpt Spell</u> to a 0 <sup>th</sup> – 3 <sup>rd</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Sculpt Spell	2,700	216	5,400
Rod of Empower Metamagic, Lesser (DMG p236)	Apply the <u>Metamagic Empower Spell</u> to a 0 <sup>th</sup> – 3 <sup>rd</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Empower Spell	4,500	360	9,000
Rod of Cooperation Metamagic (CArc p146)	Apply the <u>Metamagic Cooperative Spell</u> to a 0 <sup>th</sup> – 6 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Cooperative Spell	5,250	420	10,500
Rod of Metal & Mineral Detection (DMG p236)	Usable as a Full Round Action. The rod points at the largest mass of metal within 30'. The user may concentrate on a specific type of metal or gem, in which case the rod will point at the largest mass of that material within 30'.	Mod Div	9	Craft Rod <i>Locate Object</i>	5,250	420	10,500
Rod of Substitution of Acid Metamagic (CArc p146)	Apply the <u>Metamagic Energy Substitution – Acid</u> to a 0 <sup>th</sup> – 6 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Acid	5,250	420	10,500
Rod of Substitution of Cold Metamagic (CArc p146)	Apply the <u>Metamagic Energy Substitution – Cold</u> to a 0 <sup>th</sup> – 6 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Cold	5,250	420	10,500
Rod of Substitution of Electricity Metamagic (CArc p146)	Apply the <u>Metamagic Energy Substitution – Electricity</u> to a 0 <sup>th</sup> – 6 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Electricity	5,250	420	10,500
Rod of Substitution of Fire Metamagic (CArc p146)	Apply the <u>Metamagic Energy Substitution – Fire</u> to a 0 <sup>th</sup> – 6 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Fire	5,250	420	10,500
Rod of Cancellation (DMG p234)	It the magic item touched by this rod fails its saving throw vs. DC 23, its loses its magic forever (only can be restored with a <i>Wish</i> or a <i>Miracle</i> ). Single use.	Strong Abj	17	Craft Rod <i>Mordenkainen's Disjunction</i>	5,500	440	11,000
Rod of Enlarge Metamagic (DMG p236)	Apply the <u>Metamagic Enlarge Spell</u> to a 0 <sup>th</sup> – 6 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Enlarge Spell	5,500	440	11,000
Rod of Extend Metamagic (DMG p236)	Apply the <u>Metamagic Extend Spell</u> to a 0 <sup>th</sup> – 6 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Extend Spell	5,500	440	11,000

Rods	Effect	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Rod of Silent Metamagic (DMG p236)	Apply the <u>Metamagic Silent Spell</u> to a 0 <sup>th</sup> – 6 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Silent Spell	5,500	440	11,000
Rod of Wonder (DMG p237)	As a Standard Action, this rod creates a random magical effect, which include <i>Fireball</i> , <i>Slow</i> , a cloud of butterflies, rain begins to fall, etc.	Mod Ench	10	Craft Rod <i>Confusion</i> Creator must be Chaotic	6,000	480	12,000
Rod of Maximize Metamagic, Lesser (DMG p236)	Apply the <u>Metamagic Maximize Spell</u> to a 0 <sup>th</sup> – 3 <sup>rd</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Maximize Spell	7,000	560	14,000
Rod of Flame Extinguishing (DMG p235)	Extinguishing a flame requires a touch attack. Countering a spell requires a readied action & being within the area of effect. Continuous effects are extinguished for 6 rounds. The rod has 10 charges each day. 0 Charge – non-magical fires up to Large-size. 1 Charge – non-magical fires Huge-size or greater, magical fires up to Medium-size ( <i>Burning Hands</i> , flaming weapon, etc.). 2 Charges – magical fires Large-size or greater ( <i>Fireball</i> , <i>Wall of Fire</i> , etc.). 3 Charges – as a Touch attack, a Fire creature takes 6d6 damage.	Strong Trans	12	Craft Rod <i>Pyrotechnics</i>	7,500	600	15,000
Rod of Sculpting Metamagic (CArc p146)	Apply the <u>Metamagic Sculpt Spell</u> to a 0 <sup>th</sup> – 6 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Sculpt Spell	10,800	864	21,600
Rod of Enemy Detection (DMG p235)	When activated as a Standard Action, rod will point at the nearest creature hostile to user within 60', even if it is invisible, ethereal, hidden, disguised, etc. If the user spends a Full Round Action with the rod, it will point to the exact location of the nearest enemy & the number within range. The rod can be used 3/day, with each use lasting for 10 minutes.	Mod Div	10	Craft Rod <i>Discern Lies</i> <i>True Seeing</i>	11,750	940	23,500
Rod of Cooperation Metamagic, Greater (CArc p146)	Apply the <u>Metamagic Cooperative Spell</u> to a 0 <sup>th</sup> – 9 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Cooperative Spell	12,150	972	24,300
Rod of Substitution of Acid Metamagic, Greater (CArc p146)	Apply the <u>Metamagic Energy Substitution – Acid</u> to a 0 <sup>th</sup> – 9 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Acid	12,150	972	24,300
Rod of Substitution of Cold Metamagic, Greater (CArc p146)	Apply the <u>Metamagic Energy Substitution – Cold</u> to a 0 <sup>th</sup> – 9 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Cold	12,150	972	24,300
Rod of Substitution of Electricity Metamagic, Greater (CArc p146)	Apply the <u>Metamagic Energy Substitution – Electricity</u> to a 0 <sup>th</sup> – 9 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Electricity	12,150	972	24,300
Rod of Substitution of Fire Metamagic, Greater (CArc p146)	Apply the <u>Metamagic Energy Substitution – Fire</u> to a 0 <sup>th</sup> – 9 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Fire	12,150	972	24,300
Rod of Enlarge Metamagic, Greater (DMG p236)	Apply the <u>Metamagic Enlarge Spell</u> to a 0 <sup>th</sup> – 9 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Enlarge Spell	12,250	980	24,500
Rod of Extend Metamagic, Greater (DMG p236)	Apply the <u>Metamagic Extend Spell</u> to a 0 <sup>th</sup> – 9 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Extend Spell	12,250	980	24,500
Rod of Silent Metamagic, Greater (DMG p236)	Apply the <u>Metamagic Silent Spell</u> to a 0 <sup>th</sup> – 9 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Silent Spell	12,250	980	24,500
Rod of Spheres (PGF p122)	The wielder can create a floating, transparent 3' wide sphere-shaped bubble that lasts up to 8 hours. The bubble glows as bright as a candle. A bubble can hold up to 140 pounds of creatures or items. Anything within a bubble is protected from rain, winds, snow, etc. The rod's wielder can cause a bubble to move at a speed of 20'. If a bubble falls more than 10', it slows as if effected by <i>Feather Fall</i> . A non-helpless creature can rupture a bubble easily. Each bubble costs 1 charge. The rod is created with 50 charges.	Mod Evoc [force]	9	Craft Rod <i>Feather Fall</i> <i>Tenser's Floating Disk</i>	12,500	1,000	25,000
Rod of Splendor (DMG p236)	+4 Enhancement bonus to Charisma, when held.. Create noble garb, 1/day which lasts for 12 hours. The clothes, furs, & jewelry are worth up to 10,000 gp, but if they leave the wielder's possession (including giving them away), they vanish. Create pavilion tent, once per week that lasts for 1 day. The silk tent is 60' across & contains food & furnishing for 100 guests.	Strong Conj Trans	12	Craft Rod <i>Eagle's Splendor</i> <i>Fabricate</i> <i>Major Creation</i>	12,500	1,000	25,000

Rods	Effect	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP												
Rod of Fury +1 (CArc p145)	+1 Deflection bonus to AC, when held. Once per day, an Arcane Caster may apply <u>Feat: Empower Spell</u> to a spell of up to 6 <sup>th</sup> level as a Free Action.	Strong Abj	17	Craft Rod Empower Spell Spell Focus <i>Protection from Chaos or Protection from Evil or Protection from Good or Protection from Law</i>	13,400	1,072	26,800												
Rod of Chaining Metamagic, Lesser (CArc p146)	Apply the <u>Metamagic Chain Spell</u> to a 0 <sup>th</sup> – 3 <sup>rd</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Chain Spell	13,600	1,088	27,200												
Warlock's Scepter (CArc p145)	+2 Light-Mace. +2 Profane bonus on Ranged Touch Attacks that are augmented by it (i.e., a Warlock's Eldritch Blast). Can be used to augment a Warlock's Eldritch Blast class ability. <table border="1"> <thead> <tr> <th>Charges</th> <th>Extra Dmg</th> <th>Charged</th> <th>Extra Dmg</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>+1d6</td> <td>3</td> <td>+3d6</td> </tr> <tr> <td>2</td> <td>+2d6</td> <td>5</td> <td>+4d6</td> </tr> </tbody> </table> Up to 5 charges can be used in any 24 hour period. Has 50 charges when created.	Charges	Extra Dmg	Charged	Extra Dmg	1	+1d6	3	+3d6	2	+2d6	5	+4d6	Mod Necro	10	Craft Rod <i>Bestow Curse</i>	14,000	1,120	28,000
Charges	Extra Dmg	Charged	Extra Dmg																
1	+1d6	3	+3d6																
2	+2d6	5	+4d6																
Rod of Empower Metamagic (DMG p236)	Apply the <u>Metamagic Empower Spell</u> to a 0 <sup>th</sup> – 6 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Empower Spell	16,250	1,300	32,500												
Rod of Quicken Metamagic, Lesser (DMG p236)	Apply the <u>Metamagic Quicken Spell</u> to a 0 <sup>th</sup> – 3 <sup>rd</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Quicken Spell	17,500	1,400	35,000												
Rod of the Wild (DR326 p77)	+2 Club Once per day, the wielder may choose one of the following abilities. The effect lasts as long as the wielder holds onto the Rod. Bear – +3 Natural Armor bonus & +4 Enhancement bonus to Strength. Hawk – +2 Competence bonus on Search and Spot checks & Feather Fall at will. Mouse – +4 Competence bonus on Hide checks & Reduce Person (self only), at will. Salmon – +4 Competence bonus on Swim check & Water Breathing, 1/day.	Mod Trans	9	Craft Rod Bull's Strength Feather Fall Reduce Person Water Breathing	17,573	1,406	35,145												
Rod of Negation (DMG p236)	Generates a ray which can temporarily neutralize magic items, up to 3 times per day. A magic item struck by this rod's ray is effected by <i>Greater Dispel Magic</i> at 15 <sup>th</sup> level. To negate instantaneous effects, the user must have a Readied Action.	Strong varied	15	Craft Rod <i>Dispel Magic</i> <i>Limited Wish</i> –or– <i>Miracle</i>	18,500	1,480	37,000												
Rod of Fury +2 (CArc p145)	+2 Deflection bonus to AC, when held. Once per day, an Arcane Caster may apply <u>Feat: Empower Spell</u> to a spell of up to 6 <sup>th</sup> level as a Free Action.	Strong Abj	17	Craft Rod Empower Spell Spell Focus <i>Protection from Chaos or Protection from Evil or Protection from Good or Protection from Law</i>	19,400	1,552	38,800												
Rod of Sculpting Metamagic, Greater (CArc p146)	Apply the <u>Metamagic Sculpt Spell</u> to a 0 <sup>th</sup> – 9 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Sculpt Spell	24,300	1,944	48,600												
Rod of Absorption (DMG p234)	Automatically absorbs any ray or single target spell aimed at its carrier. Each spell level absorbed consumes one 'Absorption' charge & adds one 'Spell Energy' charge. By holding the rod while casting a spell, the user may deplete 1 'Spell Energy' charge per spell level in order to not use up any of his/her own daily allotment of Prepared or Impromptu spells. The rod empathically tells its holder the current number of 'Absorption' charges & 'Spell Energy' charges. Starts with 50 'Absorption' charge & 0 'Spell Energy' charges.	Strong Abj	15	Craft Rod <i>Spell Turning</i>	25,000	2,000	50,000												
Rod of Flailing (DMG p235)	As a Move Action, this rod transforms into a +3 Dire Flail. Returning the rod to its original form is also a Move Action. Gain +4 Deflection bonus to AC & +4 Resistance bonus to saving throws. Usable 1/day as a Free Action with a 10 minute duration.	Mod Ench	9	Craft Rod Craft Arms & Armor <i>Bless</i>	25,000	2,000	50,000												
Rod of Maximize Metamagic (DMG p236)	Apply the <u>Metamagic Maximize Spell</u> to a 0 <sup>th</sup> – 6 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Maximize Spell	27,000	2,160	54,000												
Rod of Fury +3 (CArc p145)	+3 Deflection bonus to AC, when held. Once per day, an Arcane Caster may apply <u>Feat: Empower Spell</u> to a spell of up to 6 <sup>th</sup> level as a Free Action.	Strong Abj	17	Craft Rod Empower Spell Spell Focus <i>Protection from Chaos or Protection from Evil or Protection from Good or Protection from Law</i>	2,9400	2,352	58,800												

Rods	Effect	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Rod of Revealing (DR328 p66)	<i>Antimagic Field</i> vs. spells from the School of Illusion only. Usable once per day for up to 110 minutes. The effect has a 110' radius that remains centered on the rod.	Strong Abj	11	Craft Rod <i>Antimagic Field</i> <i>Invisibility Purge</i>	30,000	2,400	60,000
Rod of Rulership (DMG p236)	Royal scepter worth at least 5,000 gp. As a Standard Action, up to 300 HD of creatures within 120' will act as if the wielder is their sovereign. Only those with an Intelligence of 12 or higher are allowed a Will save vs. DC 16. The wielder may end to the effect at will. After a total use time of 500 minutes, the rod crumbles to dust.	Strong Ench	20	Craft Rod <i>Mass Charm Monster</i>	27,500	2,200	60,000
Rod of Security (DMG p236)	Transport the wielder and up to 199 other people into an extra-dimensional 'paradise'. Usable once per week. The targets stay in the paradise for 200 days divided by the number of targets (rounded down). The wielder may dismiss the effect early. While in the paradise, targets do not age; heal at twice the normal rate; and have access to fresh fruits, vegetables, & water.	Strong Conj	20	Craft Rod <i>Gate</i>	30,500	2,440	61,000
Rod of Famine (DR312 p72)	Carved from a bone with mummified flesh & teeth still attached. +2 Light Mace. On a critical hit, the Rod also does 1d10 non-lethal damage due to starvation. Wielder does not require food, water, & only needs 2 hours of sleep per night. Rots food & non-magical vegetation (up to 2 cubic feet), 3/day. Has no effect on Plant creatures. Clerics with the Hunger Domain only: Quicken a Hunger Domain spell (without changing the level), 3/day.	Mod Trans	11	Craft Rod Quicken Spell Creator must have access to the Hunger Domain	32,500	2,600	65,000
Rod of Interference (CArc p145)	One target within 60' has all his/her magic items suppressed for 1 minute (WillNeg, DC19), usable 3/day.	Mod Abj	11	Craft Rod <i>Greater Dispel Magic</i>	36,000	2,880	72,000
Rod of Empower Metamagic, Greater (DMG p236)	Apply the <u>Metamagic Empower Spell</u> to a 0 <sup>th</sup> – 9 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Empower Spell	36,500	2,920	73,000
Rod of Quicken Metamagic (DMG p236)	Apply the <u>Metamagic Quicken Spell</u> to a 0 <sup>th</sup> – 6 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Quicken Spell	37,750	3,020	75,500
Rod of Fury +4 (CArc p145)	+4 Deflection bonus to AC, when held. Once per day, an Arcane Caster may apply <u>Feat: Empower Spell</u> to a spell of up to 6 <sup>th</sup> level as a Free Action.	Strong Abj	17	Craft Rod Empower Spell Spell Focus <i>Protection from Chaos</i> or <i>Protection from Evil</i> or <i>Protection from Good</i> or <i>Protection from Law</i>	38,800	3,104	77,600
Rod of Alertness (DMG p234)	+1 Light Mace The wielder gains +1 bonus to Initiative. <i>Detect Evil</i> , <i>Detect Good</i> , <i>Detect Chaos</i> , <i>Detect Law</i> , <i>Detect Magic</i> , <i>Discern Lies</i> , <i>See Invisibility</i> , or <i>Light</i> , as a Standard Action. <i>Animate Objects</i> , 1/day for 10 minutes. Up to 11 Small-sized objects within 5' of the rod are effected. 'Alert', 1/day for 10 minutes. This power has the following effects: Detect any creatures that intend the harm the wielder within 120'. <i>Prayer</i> , on all creatures in a 20' radius. All allies effected by this spell are mentally alerted to the creatures which intend to do harm.	Mod Abj Div Ench Evoc	11	Craft Rod <i>Alarm</i> <i>Detect Chaos</i> <i>Detect Evil</i> <i>Detect Good</i> <i>Detect Law</i> <i>Detect Magic</i> <i>Discern Lies</i> <i>Light</i> <i>See Invisibility</i> <i>Prayer</i> <i>Animate Objects</i>	42,500	3,400	85,000
Deluge Rod (DR326 p77)	+1 Frost Club Wielder always feels cold and wet. This results in a –8 penalty on saves to resist a cold environment and Constitution checks to resist drowning, but grants a +4 Circumstance bonus on saves to resist heat and on Constitution checks to stave off thirst. Touch of the Brine Lord – does +2d6 Cold damage on each hit for 10 rounds. Usable 3/day. Breath of the Brine Lord – Acid Fog, 1/day. Will of the Brine Lord – Summon Monster VII (1d4+1 Huge Fiendish Sharks –or– 1 Huge Water Elemental), 1/day.	Strong Conj	13	Create Rod Acid Fog Summon Monster VII	46,590	3,727	93,180
Rod of Fury +5 (CArc p145)	+5 Deflection bonus to AC, when held. Once per day, an Arcane Caster may apply <u>Feat: Empower Spell</u> to a spell of up to 6 <sup>th</sup> level as a Free Action.	Strong Abj	17	Craft Rod Empower Spell Spell Focus <i>Protection from Chaos</i> or <i>Protection from Evil</i> or <i>Protection from Good</i> or <i>Protection from Law</i>	47,800	3,824	95,600
Rod of Chaining Metamagic (CArc p146)	Apply the <u>Metamagic Chain Spell</u> to a 0 <sup>th</sup> – 6 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Chain Spell	54,000	4,320	108,000

Rods	Effect	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Rod of Divergence – Acid (PGF p122)	Rod capped with an Emerald. If any spell or effect with the [acid] subtype is targeted within 10' of the wielder, he/she may change the target of the effect to any point or creature within 60'. This is a Free Action & costs 3 charges. <i>Faerie Fire</i> , on command. Costs no charges. When created, this rod has 50 charges.	Strong Abj	13	Craft Rod <i>Faerie Fire</i> <i>Spell Turning</i>	58,500	4,680	117,000
Rod of Divergence – Cold (PGF p122)	Rod capped with an Sapphire. If any spell or effect with the [cold] subtype is targeted within 10' of the wielder, he/she may change the target of the effect to any point or creature within 60'. This is a Free Action & costs 3 charges. <i>Faerie Fire</i> , on command. Costs no charges. When created, this rod has 50 charges.	Strong Abj	13	Craft Rod <i>Faerie Fire</i> <i>Spell Turning</i>	58,500	4,680	117,000
Rod of Divergence – Electricity (PGF p122)	Rod capped with an Topaz. If any spell or effect with the [electricity] subtype is targeted within 10' of the wielder, he/she may change the target of the effect to any point or creature within 60'. This is a Free Action & costs 3 charges. <i>Faerie Fire</i> , on command. Costs no charges. When created, this rod has 50 charges.	Strong Abj	13	Craft Rod <i>Faerie Fire</i> <i>Spell Turning</i>	58,500	4,680	117,000
Rod of Divergence – Fire (PGF p122)	Rod capped with an Ruby. If any spell or effect with the [fire] subtype is targeted within 10' of the wielder, he/she may change the target of the effect to any point or creature within 60'. This is a Free Action & costs 3 charges. <i>Faerie Fire</i> , on command. Costs no charges. When created, this rod has 50 charges.	Strong Abj	13	Craft Rod <i>Faerie Fire</i> <i>Spell Turning</i>	58,500	4,680	117,000
Rod of Divergence – Sonic (PGF p122)	Rod capped with an Diamond. If any spell or effect with the [sonic] subtype is targeted within 10' of the wielder, he/she may change the target of the effect to any point or creature within 60'. This is a Free Action & costs 3 charges. <i>Faerie Fire</i> , on command. Costs no charges. When created, this rod has 50 charges.	Strong Abj	13	Craft Rod <i>Faerie Fire</i> <i>Spell Turning</i>	58,500	4,680	117,000
Rod of Maximize Metamagic, Greater (DMG p236)	Apply the <u>Metamagic Maximize Spell</u> to a 0 <sup>th</sup> – 9 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Maximize Spell	60,750	4,860	121,500
Rod of Quicken Metamagic, Greater (DMG p236)	Apply the <u>Metamagic Quicken Spell</u> to a 0 <sup>th</sup> – 9 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Quicken Spell	85,000	6,800	170,000
Rod of Chaining Metamagic, Greater (CArc p146)	Apply the <u>Metamagic Chain Spell</u> to a 0 <sup>th</sup> – 9 <sup>th</sup> lvl spell, 3/day.	Strong no school	17	Craft Rod Chain Spell	121,500	9,720	243,000

## Potions

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

## Wands

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

## Eberron Dragonmark Items

Dragonmark Items	Effect	Loc.	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Enlarge Channeling Rod – Least (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <b>Enlarge Spell</b> to a Least Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Enlarge Spell Least Dragonmark of any house	250	20	500
Extend Channeling Rod – Least (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <b>Extend Spell</b> to a Least Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Extend Spell Least Dragonmark of any house	250	20	500
Dragonmark <house> Focus +1 (Eb p260)	Amulet with a Siberys shard. Specific to a single Dragonmark House. +1 Caster level when using any Dragonmark spell-like abilities of the matching Dragonmark.	Neck	Mod Trans	6	Craft Wondrous Item Creator must have the same Dragonmark as the item	750	60	1,500
Empower Channeling Rod – Least (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <b>Empower Spell</b> to a Least Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Empower Spell Least Dragonmark of any house	750	60	1,500
Enlarge Channeling Rod – Lesser (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <b>Enlarge Spell</b> to a Least or Lesser Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Enlarge Spell Lesser Dragonmark of any house	750	60	1,500
Extend Channeling Rod – Lesser (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <b>Extend Spell</b> to a Least or Lesser Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Extend Spell Lesser Dragonmark of any house	750	60	1,500
Maximize Channeling Rod – Least (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <b>Maximize Spell</b> to a Least Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Maximize Spell Least Dragonmark of any house	1,250	100	2,500
Pen of the Scribe (Eb p262)	Ink pen made of silver, copper, and a Dragonshard. User with the any Mark of Scribing only: Pen never runs out of ink & the ink's color can be changed as a Free Action. Doubles the speed at which the user can write. +5 Insight bonus on Forgery checks made to duplicate written material.	—	Faint Ill	5	Craft Wondrous Item <i>Illusory Script</i> Creator must have the Mark of Scribing	1,250	100	2,500
Dragonmark <house> Focus +2 (Eb p260)	Amulet with a Siberys shard. Specific to a single Dragonmark House. +2 Caster levels when using any Dragonmark spell-like abilities of the matching Dragonmark.	Neck	Mod Trans	6	Craft Wondrous Item Creator must have the same Dragonmark as the item	1,500	120	3,000
Empower Channeling Rod – Lesser (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <b>Empower Spell</b> to a Least or Lesser Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Empower Spell Lesser Dragonmark of any house	2,250	180	4,500
Collar of the Wild Bond (Eb p261)	Leather collar studded with small Dragonshards –and– a matching metal disk with a Dragonshard. User with the Lesser Mark of Handling <i>Dominate Animal</i> ability only: User with the metal disk may use <i>Dominate Animal</i> on the Animal wearing the collar without consuming a daily use of the ability & with continuous duration as long as the creature remains within 100' + 10' per Character level.	—	Faint Ench	5	Craft Wondrous Item <i>Dominate Animal</i> Creator must have the Mark of Handling	2,500	200	5,000
Enlarge Channeling Rod – Greater (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <b>Enlarge Spell</b> to a Least, Lesser, or Greater Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Enlarge Spell Greater Dragonmark of any house	2,750	220	5,500
Extend Channeling Rod – Greater (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <b>Extend Spell</b> to a Least, Lesser, or Greater Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Extend Spell Greater Dragonmark of any house	2,750	220	5,500
Dragonmark <house> Focus +3 (Eb p260)	Amulet with a Siberys shard. Specific to a single Dragonmark House. +3 Caster levels when using any Dragonmark spell-like abilities of the matching Dragonmark.	Neck	Mod Trans	6	Craft Wondrous Item Creator must have the same Dragonmark as the item	3,000	240	6,000
Quicken Channeling Rod – Least (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <b>Quicken Spell</b> to a Least Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Quicken Spell Least Dragonmark of any house	3,000	240	6,000

Dragonmark Items	Effect	Loc.	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Dragonshard Reservoir – Least (Eb p260)	Ring with a Siberys shard. After wearing the ring for 24 hours, the wearer with a Dragonmark of any house may use a Least Dragonmark spell-like ability one extra time per day.	Finger	Mod Trans	17	Forge Ring Least Dragonmark of any house	3,500	280	7,000
Maximize Channeling Rod – Lesser (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <u>Maximize Spell</u> to a Least or Lesser Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Maximize Spell Lesser Dragonmark of any house	3,500	280	7,000
Prospector's Rod (Eb p262)	Cold Iron Rod. User with the Least Mark of Finding only: When using the <i>Locate Object</i> ability, the effect's duration changes to Concentration, its range is tripled, and a minimum amount of the desired material can be specified. When used in this way, <i>Locate Object</i> can only locate materials, not specific objects (i.e., "gold" vs. "a gold bracelet").	—	Faint Div	5	Craft Wondrous Item <i>Locate Object</i> Creator must have the Mark of Finding	3,700	296	7,400
Lightning Reins (Eb p262)	Leather cords attached to control of a Lightning Rail Coach. User with the Lesser Mark of Passage <i>Dimensional Door</i> ability only: Able to command the Elemental bound into the Lightning Rail Coach to move along the path of Conduction Spheres.	—	Strong Conj	12	Craft Wondrous Item <i>Dimension Door Planar Binding</i> Creator must have the Mark of Passage	4,000	320	8,000
Wheel of Wind and Water (Eb p263)	30 pound wooden wheel for steering a ship. User with Lesser Mark of Storm <i>Wind's Favor</i> ability only: Able to telepathically control the Elemental bound into the water or air ship to which the wheel is connected. If connected to a water-bound ship, the user's <i>Wind's Favor</i> ability allows the ship to move at 6 miles per hour.	—	Strong Conj	12	Craft Wondrous Item <i>Planar Binding</i> Creator must have the Mark of Storm	4,000	320	8,000
Bag of Bounty (Eb p261)	Leather bag with small Dragonshards embedded in the lining. User with the Lesser Mark of Hospitality <i>Create Food and Water</i> ability only: May use <i>Create Food and Water</i> two extra times per day & each use only takes 1 minute. The food can be better than the standard "bland" on a Profession (cook) check.	—	Faint Conj	5	Craft Wondrous Item <i>Create Food and Water</i> Creator must have the Mark of Hospitality	5,000	400	10,000
Diadem of Sharpened Senses (Eb p261)	Brass Circlet. User with the any Mark of Detection only: May use any Least Mark of Detection ability at will. +2 Insight bonus on Listen, Spot, & Search checks. User with the Lesser Mark of Detection only: May use the Lesser Mark of Detection abilities three times per day. If using the <i>Detect Scrying</i> ability, gain a +5 Insight bonus on opposed Caster level checks to identify the other scryer.	Head	Faint Div	7	Craft Wondrous Item <i>Detect Scrying</i> Creator must have the Mark of Detection	5,000	400	10,000
Speaking Stone (Eb p263)	30 pound stone. User with Least Mark of Scribing <i>Whispering Winds</i> ability only: Can send the <i>Whispering Winds</i> message to any other known Speaking Stone. Message travels 1 mile per minute and can be of any length.	—	Faint Trans	5	Craft Wondrous Item <i>Whispering Wind</i> Creator must have the Mark of Scribing	5,000	400	10,000
Dragonmark <house> Focus +4 (Eb p260)	Amulet with a Siberys shard. Specific to a single Dragonmark House. +4 Caster levels when using any Dragonmark spell-like abilities of the matching Dragonmark.	Neck	Mod Trans	6	Craft Wondrous Item Creator must have the same Dragonmark as the item	6,000	480	12,000
Enlarge Channeling Rod – Siberys (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <u>Enlarge Spell</u> to a Siberys Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Enlarge Spell Siberys Dragonmark of any house	6,125	490	12,250
Extend Channeling Rod – Siberys (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <u>Extend Spell</u> to a Siberys Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Extend Spell Siberys Dragonmark of any house	6,125	490	12,250
Altar of Resurrection (Eb p261)	2,000 pound marble slab. User with the Greater Mark of Healing <i>Heal</i> ability –or– Siberys Mark of Healing <i>Mass Heal</i> ability only: <i>Resurrection</i> . Consumes one daily use of the above ability. User must provide material component (10,000 gp diamond & holy water).	—	Mod Conj	13	Craft Wondrous Item <i>Resurrection</i> Creator must have the Mark of Healing	6,500	520	13,000

Dragonmark Items	Effect	Loc.	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Diadem of Focused Passage (Eb p261)	Silver Circlet. +2 Caster levels when using any Mark of Passage ability. User with the Greater Mark of Passage <i>Teleport</i> ability only: When using the <i>Teleport</i> ability, treat the destination as one category more familiar that it actually is. This does not help if targeting a false destination.	Head	Mod. Conj	10	Craft Wondrous Item <i>Teleport</i> Creator must have the Mark of Passage	7,500	600	15,000
Inquisitive Goggles (Eb p262)	Cumbersome goggles with a Dragonshard between the lenses. Wearer with the Lesser, Greater, or Siberys Mark of Detection only: +2 Insight bonus on Sense Motive checks. Able to determine the creature who touched an object last by making a Search check vs. DC 15 + number of days since last touched. Wearer receives a +5 Insight bonus on Survival checks to track the creature that touched an object as long as goggles are continuously worn. If the wearer uses the <i>Locate Creature</i> ability, he/she can determine if the target creature passed through the spell's area of effect within 24 hours.	Face	Strong Div	12	Craft Wondrous Item <i>Find the Path</i> Creator must have the Mark of Finding	8,000	640	16,000
Empower Channeling Rod – Greater (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <i>Empower Spell</i> to a Least, Lesser, or Greater Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Empower Spell Greater Dragonmark of any house	8,125	650	16,250
Quicken Channeling Rod – Lesser (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <i>Quicken Spell</i> to a Least or Lesser Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Quicken Spell Lesser Dragonmark of any house	8,750	700	17,500
Helm of the Sentinel (Eb p261)	Helm engraved with eyes, whose pupils are tiny Dragonshards. User with the any Mark of Sentinel only: <i>Contingency</i> , to activate one of your Mark of the Sentinel abilities automatically.	Head	Strong Abj	11	Craft Wondrous Item <i>Contingency</i> Creator must have the Mark of Sentinel	10,000	800	20,000
Dragonshard Reservoir – Lesser (Eb p260)	Ring with a Siberys shard. After wearing the ring for 24 hours, the wearer with a Dragonmark of any house may use a Least or Lesser Dragonmark spell-like ability one extra time per day.	Finger	Mod Trans	17	Forge Ring Lesser Dragonmark of any house	12,500	1,000	25,000
Houseward (Eb p262)	40 pound block of lead and alchemical silver, with a Dragonshard Core. User with the any Mark of Warding only: If any of the following Mark of Warding abilities is cast within 20' of the Houseward, the duration of the effect is increased by 24: <i>Alarm</i> , <i>Guards and Ward</i> , <i>Misdirection</i> , <i>Mordenkainen's Faithful Hound</i> , and <i>Nondetection</i> .	—	Strong Abj	12	Craft Wondrous Item Extend Spell <i>Guards and Wards</i> Creator must have the Mark of Sentinel	12,500	1,000	25,000
Scrystone (Eb p263)	1 pound Dragonshard. User with the Lesser Mark of Shadow <i>Scrying</i> ability –or– Siberys Mark of Shadow <i>Greater Scrying</i> ability only: The Scrystone may be used as the focus of the above abilities. While in effect, the user may mentally communicate with a will subject that is being scryed upon.	—	Strong Div	12	Craft Wondrous Item <i>Greater Scrying</i> Creator must have the Mark of Shadow	12,500	1,000	25,000
Maximize Channeling Rod – Greater (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <i>Maximize Spell</i> to a Least, Lesser, or Greater Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Maximize Spell Greater Dragonmark of any house	13,500	1,080	27,000
Sky Forge (Eb p263)	35 pound anvil made from Cold Iron, Alchemical Silver, and Dragonshards. User with the Greater Mark of Making <i>Fabricate</i> ability only: The <i>Fabricate</i> ability creates 10x the normal amount (i.e., 10 cubic feet of mineral material –or– 100 cubic feet of non-mineral material).	—	Strong Conj	12	Craft Wondrous Item <i>Fabricate</i> Creator must have the Mark of Making	13,600	1,088	27,200
Bracelet of Comfort (Eb p261)	User with the Lesser Mark of Hospitality <i>Leomund's Secure Shelter</i> ability only: When using <i>Leomund's Secure Shelter</i> , duration is increased by 12 hours, shelter is always made from stone, temperature is always 70 degrees, shelter is furnished with tables, bathtub, etc., and user can customize the décor.	Wrist	Faint Conj	5	Craft Wondrous Item <i>Leomund's Secure Shelter</i> Creator must have the Mark of Hospitality	15,000	1,200	30,000

Dragonmark Items	Effect	Loc.	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Scepter of Wild Dominion (Eb p263)	Densewood Rod. Wearer with any Mark of Handling only: +2 Caster level & +2 DC with Mark of Handling abilities Mark of Handling abilities that only work on Animals (such as <i>Calm Animals</i> ) can be used on Magical Beasts	—	Mod Ench	8	Craft Rod <i>Dominate Animal</i> Creator must have the Mark of Handling	17,500	1,400	35,000
Empower Channeling Rod – Siberys (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <u>Empower Spell</u> to a Siberys Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Empower Spell Siberys Dragonmark of any house	18,250	1,460	36,500
Quicken Channeling Rod – Greater (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <u>Quicken Spell</u> to a Least, Lesser, or Greater Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Quicken Spell Greater Dragonmark of any house	18,875	1,510	37,750
Astral Beacon (Eb p261)	8” sphere of silver, crystal, and a Dragonshard. User with the Lesser Mark of Passage <i>Dimensional Door</i> ability –or– Greater Mark of Passage <i>Teleport</i> ability only: Location is always treated as ‘very familiar’. User using the above ability may travel twice the normal distance if the destination is within 10’ of a Beacon.	—	Mod Conj	10	Craft Wondrous Item <i>Teleport</i> Creator must have the Mark of Passage	20,000	1,600	40,000
Rings of Shared Suffering (Eb p263)	Pair of rings. Wearer with the Mark of Sentinel <i>Shield Other</i> ability only: May use <i>Shield Other</i> on the wearer of the matching ring at any range. Any damage received through the ring is reduced based on the wearer’s Mark of Sentinel: Least Mark of Sentinel: DR 1 / — Lesser Mark of Sentinel: DR 2 / — Greater Mark of Sentinel: DR 3 / — Siberys Mark of Sentinel: DR 5 / —	Finger	Faint Abj	10	Forge Ring Enlarge Spell <i>Shield Other</i> Creator must have the Mark of Sentinel	20,000	1,600	40,000
Dragonshard Reservoir – Greater (Eb p260)	Ring with a Siberys shard. After wearing the ring for 24 hours, the wearer with a Dragonmark of any house may use a Least, Lesser, or Greater Dragonmark spell-like ability one extra time per day.	Finger	Mod Trans	17	Forge Ring Greater Dragonmark of any house	25,000	2,000	50,000
Maximize Channeling Rod – Siberys (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <u>Maximize Spell</u> to a Siberys Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Maximize Spell Siberys Dragonmark of any house	30,375	2,430	60,750
Dragonshard Reservoir – Siberys (Eb p260)	Ring with a Siberys shard. After wearing the ring for 24 hours, the wearer with a Dragonmark of any house may use a Siberys Dragonmark spell-like ability one extra time per day.	Finger	Mod Trans	17	Forge Ring Siberys Dragonmark of any house	40,000	3,200	80,000
Quicken Channeling Rod – Siberys (Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <u>Quicken Spell</u> to a Siberys Dragonmark spell-like ability of any house up to 3 times per day.	—	Strong no school	17	Craft Rod Quicken Spell Siberys Dragonmark of any house	42,500	3,400	85,000

## Items Not Written Up

## Major Artifacts

Blinding Claw(DR329 p67) Crown of Good(BoED p119) Cup of Al' Akbar(BoED p118) Eye of Vecna(DMG p281) Ghaal'duur, the Mighty Dirge(Eb p272) Hand of Vecna(DMG p281)	Mace of Cuthbert(DMG p281) Mace of Thundering Vengeance(Eb p272) Moaning Diamond(DMG p281) Orb of Good(BoED p119) Orbs of Dragonkind(DMG p281) Resplendent Armor of Dhakaan(Eb p272)	Scepter of Good(BoED p119) Shadowstaff(DMG p281) Shield of Prator(DMG p282) Sword of Kas(DMG p282) Talisman of Al' Akbar(BoED p118)
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## Minor Artifacts

Alatyr(DR329 p74) Ash Spear of Thakash Rin(Eb p271) Book of Elemental Attunement(DR325 p31) Book of Exalted Deeds(DMG p277) Book of Infinite Spells(DMG p277) Book of the Robust(DR325 p31) Book of Vile Darkness(DMG p277) Book of Warding(DR325 p31) Breastplate of Kamvuul Norek(Eb p272)	Canola's Harp(DR329 p74) Deck of Many Things(DMG p278) Fangs of Turaglas(DR312 p72) Font of Acadine(DR329 p75) Hammer of Thunderbolts(DMG p279) Kongō(DR329 p75) Philosopher's Stone(DMG p279) Shattering Swords of Coronal Ynloeth (PGF p126) Shedshed(DR329 p75)	Sphere of Annihilation(DMG p279) Staff of the Magi(DMG p280) Talisman of Pure Good(DMG p280) Talisman of the Sphere(DMG p280) Talisman of Ultimate Evil(DMG p280) Talisman of Zagyg(DMG p280) Teeth of the Sown Men(DR329 p76) White Buffalo Calf Pipe(DR329 p76)
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## Relics

Armor of the Fallen Leaves(CDiv p92) Arrow, Raptor(CDiv p93) Belt of the Champion(CDiv p93) Bleeding Statue(BoED p36) Boots of the Unending Journey(CDiv p93) Bow of the Wintermoon(CDiv p93) Censer of the Last Breath(CDiv p93) Chain of Obeisance(CDiv p94) Chromatic Rod(CDiv p94) Cloak, Dragonscale(CDiv p94) Cornucopia of Need(CDiv p94) Dawnstar(CDiv p96) Ehlonna's Seed Pouch(CDiv p96) Enveloping Pit(CDiv p96) Executioner's Axe(BoED p36) Executioner's Hood(CDiv p97) Gauntlets of the Blood-Lord(CDiv p97)	Gauntlets of the Talon(CDiv p97) Gem of the Glitterdepth(CDiv p97) Helm, Platinum(CDiv p97) Helm of the Purple Plume(CDiv p98) Hooded Hammer of the Hearthfire(CDiv p98) Millennial Chainmail(CDiv p98) Morningstar of the Many(CDiv p99) Pipes of Frenzied Revelry(CDiv p99) Rack of the Tortured Saint(BoED p36) Rapier of Desperate Measures(CDiv p99) Rapier of Unerring Direction(CDiv p99) Robe of Ebonsilk(CDiv p100) Rod of Reversal(CDiv p100) Rod of the Recluse(CDiv p100) Ruby Blade(CDiv p100) Sacred Vessel(BoED p37) Saint's Burial Shroud(BoED p37)	Saint's Fingerbone(BoED p37) Saint's Thighbone(BoED p37) Scrolls of Uncertain Provenance(CDiv p100) Shard of the Sun(CDiv p101) Shield of the Resolute(CDiv p101) Shield of the Severed Hand(CDiv p101) Skewer-of-Gnomes(CDiv p102) Spear of Retribution(CDiv p102) Staff of the Unyielding Oak(CDiv p102) Sword of Mighty Thews(CDiv p102) Sword of Virtue beyond Reproach(CDiv p102) Tabard of the Disembodied(CDiv p103) Tabard of the Great Crusade(CDiv p103) Tome of Ancient Lore(CDiv p103) Tome of the Stilled Tongue(CDiv p103) Weeping Image(BoED p37)
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## Redeemed Evil Items

Redeemed Darkskull(BoED p120) Redeemed Demon Armor(BoED p119) Redeemed Mace of Blood(BoED p120)	Redeemed Nine Lives Stealer(BoED p120) Redeemed Robe of the Archmage – Black (BoED p120)	Redeemed Rod of the Viper(BoED p120) Redeemed Unholy Weapons(BoED p120)
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## Non-Humanoid Magic

Eye Tyrant's Lens(DR313 p56)	Ocular Gems(DR313 p56)	Orb Armor(DR313 p55)
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## Cursed Items

–2 Sword, Cursed(DMG p276) Amulet of Inescapable Location(DMG p274) Armor of Arrow Attraction(DMG p274) Armor of Rage(DMG p274) Bag of Devouring(DMG p274) Boots of Dancing(DMG p274) Bracers of Defenselessness(DMG p274) Broom of Animated Attack(DMG p275) Cloak of Poisonousness(DMG p275) Crystal Hypnosis Ball(DMG p275)	Dust of Sneezing and Choking(DMG p275) Flask of Curses(DMG p275) Gauntlets of Fumbling(DMG p275) Helm of Opposite Alignment(DMG p275) Incense of Obsession(DMG p275) Mace of Blood(DMG p275) Medallion of Thought Projection(DMG p275) Necklace of Strangulation(DMG p276) Net of Snaring(DMG p276) Periapt of Foul Rotting(DMG p276)	Potion of Poison(DMG p276) Ring of Clumsiness(DMG p276) Robe of Powerlessness(DMG p276) Robe of Vermin(DMG p276) Scarab of Death(DMG p276) Spear, Cursed Backbiter(DMG p276) Stone of Weight(DMG p276) Sword, Berserker(DMG p276) Vacuous Grimoire(DMG p276)
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## Magic Item Sets

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

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

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

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

## Psionic Items

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Aura Mask(Eb p264)  
 Crystalline Eye(Eb p264)  
 Ecroplasmic Armor(Eb p264)

Ectoplasmic Fist(Eb p264)  
 Faceted Persona(Eb p264)  
 Pathfinder(Eb p264)

Shadowsight(Eb p264)  
 Talent(Eb p264)

## Items Missing Full Instructions

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Anarch Razors(DR328 p68)

Eagle Stones(DR324 p26)

Staff of Incarnation(CDiv p105)

Intelligent Items

Magic items with their own personality & agenda.

Acrola, Watchful Tooth of Ashardalon

Base Item: +5 Keen Dagger  
Alignment: CG  
Purpose: Protecting the Weak & Helpless  
(DMG p271)

Axe of Ancestral Virtue

Base Item: +4 Adamantine Keen Dwarven Waraxe (Relic of Moradin)  
Alignment: LN  
Purpose: Support Traditional Dwarven Values and Slay Traditional Dwarven Foes  
(CDiv p93)

Barsolidor, the Tyrant Bane

Base Item: +3 Longsword  
Alignment: CG  
Purpose: Fighting tyrants (i.e., Lawful Evil)  
(BoED p116)

Black Sword

Base Item: +3 Bastard Sword  
Alignment: LN  
Purpose: Fighting Tyrants  
(PGF p125)

Caduceus

Base Item: Staff of Healing  
Alignment: NG  
Purpose: Lessen Suffering  
(BoED p117)

Cudgel that Never Forgets

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

Alignment: LN  
Purpose: Retribution against foes that harm its wielder  
(CDiv p93)

Dagger of Denial

Base Item: +2 Unholy Dagger (Relic of Vecna)  
Alignment: NE  
Purpose: Slaying spellcasters, typically by using its *Dispel Magic* ability  
(CDiv p96)

Durandal

Base Item: +1 Holy Mighty-Cleaving Adamantine Short Sword  
Alignment: LG  
Purpose: Fearlessly Battle Evil  
(DR329 p75)

Ezrylon

Base Item: +2 Demon-Bane Shortsword with a Ring of Protection +4 in pommel  
Alignment: LG  
Purpose: Defeat Demons by Any Means  
(BoED p117)

Hwyr, the Clarion Harp

Base Item: Harp of Charming  
Alignment: CG  
Purpose: Remember Heroic Events and Use Them to Inspire Others  
(BoED p117)

Iasalas, the Watershod

Base Item: +1 Ki Focus / +1 Ki Focus Quarterstaff  
Alignment: LG  
Purpose: Pummeling Evil  
(BoED p117)

Intelligent Flying Carpet

Base Item: Carpet of Flying 5' x 5'  
Alignment: N  
Purpose: Handle the flying while its owner takes full round actions.  
(DR314 p38)

Iquel

Base Item: +2 Holy Composite Longbow  
Alignment: NG  
Purpose: Find a good master who likes to slay evil  
(DMG p271)

Jomnoth (a.k.a., Giantblight)

Base Item: +3 Giantbane Dwarven Waraxe  
Alignment: LG  
Purpose: Slay Giants  
(DMG p271)

Lunistra, the Heartstar

Base Item: +4 Soulfire Breastplate  
Alignment: NG  
Purpose: Heal its Wearer when Needed  
(BoED p117)

Seryl, the Laughing Bow

Base Item: +2 Merciful Composite Longbow, Mighty +4  
Alignment: CG  
Purpose: Have Adventures with Interesting Creatures  
(BoED p117)

Shazzellim

Base Item: +1 Keen Scimitar  
Alignment: NE  
Purpose: Slay members of the Harpers  
(PGF p126)

Torvion, the Fifth Shield

Base Item: +4 Angelic Light Shield made of Aurorum  
Alignment: LG  
Purpose: Fight the Good Fight  
(BoED p118)

Vesac, the Deceiver

Base Item: Luck Blade  
Alignment: NE  
Purpose: To hoard its Wishes.  
(DMG p272)

Zaethwar, the Sinflayer

Base Item: +5 Holy Spiked Chain made of Adamantine  
Alignment: LG  
Purpose: To Battle Chaos and Evil to the Death  
(BoED p118)

Zax, Cloak of Kings

Base Item: Cloak of Charisma +6  
Alignment: LN  
Purpose: To help the ruler who wears it.  
(DMG p272)

## Appendix

### Revision History

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- November 11, 2003 – Start of D&D 3.5 Edition.  
Includes the Dungeon Master's Guide v.3.5.
- March 15, 2004 – Changed blue entries (which indicated changes from 3<sup>rd</sup> to 3.5) to the normal black.  
Added Complete Warrior & the Book of Exalted Deeds.  
Added Dragon #309 – Dragon #313.
- April 1, 2005 – Added Dragon #314.  
Added Player's Guide to Faerûn.
- October 12, 2004 – Added Complete Divine.
- November 12, 2004 – Added Eberron Campaign Setting.  
Added Dragon #325.
- April 1, 2005 – Adding Complete Arcane.  
Added Dragon #324, #326 – #329.  
Change the abbreviation of Player's Handbook v3.5 from "PH3.5" to "PH".  
Change the abbreviation of Dungeonmaster's Guide v3.5 from "DMG3.5" to "DMG".

### Key to Sourcebooks

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- |            |   |                                      |   |
|------------|---|--------------------------------------|---|
| PH         | – | Player's Handbook v.3.5              |   |
| DMG        | – | Dungeon Master's Guide v.3.5         |   |
| MM         | – | Monster Manual v.3.5                 |   |
| MM3        | – | Monster Manual 3                     |   |
| CWar       | – | Complete Warrior                     |   |
| CDiv       | – | Complete Divine                      |   |
| CArc       | – | Complete Arcane                      |   |
| BoED       | – | Book of Exalted Deeds                |   |
| UA         | – | Unearthed Arcana                     |   |
| FR         | – | Forgotten Realms Campaign Setting    |   |
| MoF        | – | Magic of Faerûn                      |   |
| UE         | – | Unapproachable East                  |   |
| LoD        | – | Lords of Darkness                    |   |
| RoF        | – | Races of Faerûn                      |   |
| SM         | – | Silver Marches                       |   |
| Und        | – | Underdark                            |   |
| PGF        | – | Player's Guide to Faerûn             |   |
| Eb         | – | Eberron Campaign Setting             |   |
| DR###      | – | Dragon Magazine (with issue number)  |   |
| DU##       | – | Dungeon Magazine (with issue number) |   |
| 3.5up      | – | D&D v.3.5 Accessory Update           | – <a href="http://www.wizards.com/dnd/files/DnD35_update_booklet.zip">http://www.wizards.com/dnd/files/DnD35_update_booklet.zip</a>     |
| PH3.5e     | – | Player's Handbook v.3.5 Errata       | – <a href="http://www.wizards.com/dnd/files/PHB_Errata09242003.zip">http://www.wizards.com/dnd/files/PHB_Errata09242003.zip</a>         |
| PGFe       | – | Player's Guide to Faerûn Errata      | – <a href="http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip">http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip</a>       |
| CDivErrata | – | Complete Divine Errata               | – <a href="http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip">http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip</a> |
| EbErrata   | – | Eberron Errata                       | – <a href="http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip">http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip</a> |

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