

Dungeons & Dragons 3.5 Edition Index – Personal Magic Items – Sorted by Location

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February 28, 2006

Table of Contents		Page	
Back	2	Neck	32
Body	6	Waist	36
Chest	9	Wrist (1)	38
Face	10	Wrists (2)	39
Feet	16	– Combo –	41
Finger	18	– No Location –	42
Hand (1)	26	Appendix	84
Hands (2)	27	Revision History	84
Head	29	Key to Sourcebooks	84

Personal Items

Locations(DMG p214)

Head - 1 headband, hat, helmet, or phylactery.
 Face - 1 pair of eyes, lenses, goggles, or a mask
 Neck - 1 amulet, brooch, medallion, necklace,
 periapt, or scarab

Chest - 1 vest, vestment, or shirt
 Body - 1 robe or suit of armor
 Back - 1 cloak, cape, or mantle
 Wrists - 1 pair of bracers or bracelets

Hands - 2 gloves or gauntlets
 Finger (l/r) - 2 rings
 Waist - 1 belt
 Feet - 1 pair of boots, shoes, or slippers

Back

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Cape of the General	(DR328 p65)	Elven-made blue cloak embroidered with stars +2 Enhancement bonus to Intelligence. +2 Enhancement bonus to Charisma. +2 Resistance bonus to all saving throws. Wearer with Elven Blood only: All allies with Elven Blood within 30' gain a +4 Morale bonus on saves vs. Fear.	Back	Combo Ability Score Saves	Faint Abj Trans	5	Craft Wondrous Item <i>Eagle's Splendor</i> <i>Fox's Cunning</i> <i>Remove Fear</i> Creator must be an Elf or Half-Elf	19,000	1,520	38,000
Cape of the Mountebank	(DMG p252)	<i>Dimension Door</i> , usable once per day. The start & ending locations have a cloud of smoke.	Back	Spell Effect	Mod Conj	9	Craft Wondrous Item <i>Dimension Door</i>	5,040	403	10,080
Cape of the Wastes	(Sand p133)	Cape made of sand. Wearer does not need to make Constitution checks or Fortitude saves to resist natural heat or cold. Wearer gains Feat: <i>Sand Camouflage</i> while wearing the cape.	Back	Combo Defense Feat	Faint Abj	5	Craft Wondrous Item <i>Sand Camouflage</i> <i>Endure Elements</i>	15,000	1,200	30,000
Capote of Dragonfly Wings	(DR335 p69)	Cape seemingly made from thousands of dragonfly wings that quietly buzz. +4 Enhancement bonus to Dexterity. If the wearer flies due to natural ability or magic, his/her flying rate is +5' and his/her maneuverability improved by one category. <i>Repel Vermin</i> , always on. Wind effects (natural & magical) treat the wearer as if two sizes smaller. -4 penalty on Move Silently checks.	Back	Combo Ability Score Movement Spell Effect	Mod Trans	7	Craft Wondrous Item <i>Cat's Grace</i> <i>Fly</i> <i>Repel Vermin</i>	42,500	3,400	85,000
Cloak of Arachnida	(DMG p252)	<i>Spider Climb</i> , always on. ½ movement over webs & cannot be stuck by them. <i>Web</i> , once per day +2 Luck bonus on saves vs. poison	Back	Combo Move Spell Effect Saves	Faint Conj Trans	6	Craft Wondrous Item <i>Spider Climb</i> <i>Web</i>	7,000	560	14,000
Cloak of Charisma +2	(DMG p253)	+2 Enhancement bonus to Charisma.	Back	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Eagle's Splendor</i>	2,000	160	4,000
Cloak of Charisma +4	(DMG p253)	+4 Enhancement bonus to Charisma.	Back	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Eagle's Splendor</i>	8,000	640	16,000
Cloak of Charisma +6	(DMG p253)	+6 Enhancement bonus to Charisma.	Back	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Eagle's Splendor</i>	18,000	1,440	36,000
Cloak of Displacement, Major	(DMG p253)	50% miss chance, 15 rounds per day, divided up as the wearer wishes..	Back	Defense	Mod Ill	7	Craft Wondrous Item <i>Extend Spell</i> <i>Displacement</i>	25,000	2,000	50,000
Cloak of Displacement, Minor	(DMG p253)	20% miss chance, always on	Back	Defense	Faint Ill	3	Craft Wondrous Item <i>Displacement</i>	12,000	960	24,000
Cloak of Elvenkind	(DMG p253)	+5 Competence bonus to Hide checks, when the hood is drawn over the wearer's head.	Back	Skill	Faint Ill	3	Craft Wondrous Item <i>Invisibility</i> Creator must be an Elf	1,250	100	2,500
Cloak of Etherealness	(DMG p253)	<i>Ethereal Jaunt</i> for 10 minutes per day, broken up however desired.	Back	Spell Effect	Strong Trans	15	Craft Wondrous Item <i>Ethereal Jaunt</i>	27,500	2,200	55,000
Cloak of Garden Shade	(Sand p133)	Deep green cloak. <i>Cloak of the Shade</i> , always on.	Back	Spell Effect	Faint Abj	5	Craft Wondrous Item <i>Cloak of the Shade</i>	5,000	400	10,000
Cloak of Resistance +1	(DMG p253)	+1 Resistance bonus to all saving throws	Back	Save	Faint Abj	3	Craft Wondrous Item <i>Resistance</i>	500	40	1,000
Cloak of Resistance +2	(DMG p253)	+2 Resistance bonus to all saving throws	Back	Save	Faint Abj	6	Craft Wondrous Item <i>Resistance</i>	2,000	160	4,000
Cloak of Resistance +3	(DMG p253)	+3 Resistance bonus to all saving throws	Back	Save	Faint Abj	9	Craft Wondrous Item <i>Resistance</i>	4,500	360	9,000
Cloak of Resistance +4	(DMG p253)	+4 Resistance bonus to all saving throws	Back	Save	Faint Abj	12	Craft Wondrous Item <i>Resistance</i>	8,000	640	16,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Cloak of Resistance +5	(DMG p253)	+5 Resistance bonus to all saving throws	Back	Save	Faint Abj	15	Craft Wondrous Item <i>Resistance</i>	12,500	1,000	25,000
Cloak of Sandswimming	(Sand p133)	Red satin cloak +2 Enhancement bonus to Natural Armor. May sandswim through sand and other loose soil. Swim at base land speed while wearing light armor or carrying a light load. Sandswim speed is 5 ft while wearing heavier armor or carrying medium load. Cannot sandswim while carrying a heavy load. May breathe normally while sandswimming.	Back	Combo AC Move	Faint Trans	3	Craft Wondrous Item <i>Barkskin</i> Creator must be an Asherati	7,500	600	15,000
Cloak of Stone	(Und p73)	Mottled gray cloak. +5 Circumstance bonus to Hide and move Silently checks. <i>Meld into Stone</i> , 2/day.	Back	Combo Skill Spell Effect	Faint Trans	5	Craft Wondrous Item <i>Meld into Stone</i>	10,400	832	20,800
Cloak of the Bat	(DMG p252)	+5 Competence bonus to Hide checks. Able to hang upside down like a bat. In darkness only: <i>Fly</i> –or– <i>Polymorph</i> (into a normal bat). Either power can only be used for up to 7 minutes, then the cloak must recharge for 7 minutes.	Back	Combo Skill Move	Mod Trans	9	Craft Wondrous Item <i>Fly</i> <i>Polymorph</i>	13,000	1,040	26,000
Cloak of the Desert	(DR325 p75)	Light brown cloak <i>Meld into Stone</i> into sand or sandstone only. Usable 3/day for up to 1 hour each use.	Back	Spell Effect	Mod Trans	6	Craft Wondrous Item <i>Meld into Stone</i>	9,000	720	18,000
Cloak of the Dragon	(DR340 p68)	Cloak made from Blue Dragon skin. +2 Enhancement bonus on all Charisma checks and Charisma-based skill checks. Once per day, all allies within a 60' radius Emanation who can see the wearer gain +1 Morale bonus on attacks & saves. Effect lasts for 1 minute.	Back	Combo Misc. Skill	Mod Trans	6	Craft Wondrous Item <i>Bless</i> <i>Eagle's Splendor</i>	4,200	336	8,400
Cloak of the Manta Ray	(DMG p253)	In salt water only: +3 Natural Armor bonus to AC. <i>Water Breathing</i> , at will. Swim 60'. 1d6 tail attack	Back	Breath Under-water	Mod Trans	9	Craft Wondrous Item <i>Polymorph</i> <i>Water Breathing</i>	3,600	288	7,200
Gypsy Cloak	(DR335 p85)	Brightly colored & decorated cloak. <i>Charm Monster</i> , activated by making a Perform (dance) check vs. DC 15. Usable 1/day. DC 14. <i>Daze Monster</i> , activated by making a Perform (dance) check vs. DC 15. Usable 1/day. DC 13. <i>Enthrall</i> , activated by making a Perform (dance) check vs. DC 15. Usable 1/day. DC 13. Each time the cloak is put on, the wearer must make a Will save vs. DC 15 or the cloak cannot be removed without a <i>Remove Curse</i> . The cloak's wearer must make a Will save vs. DC 15 after one week in the same place in order to stay (repeated each day)	Back	Instrument	Mod Ench	5	Craft Wondrous Item <i>Charm Monster</i> <i>Daze Monster</i> <i>Enthrall</i>	4,000	320	8,000
Lurker Cloak	(Und p75)	Mottled Gray Cloak. <i>Polymorph (self only)</i> into a Lurker for 7 minutes. Usable 2/day.	Back	Spell Effect	Mod Trans	7	Craft Wondrous Item <i>Polymorph</i>	5,000	400	10,000
Mantle of Energy Resistance, 1 Type	(Und p75)	Silk cloak decorated with colored thread to indicate which energy it protects again: Green – Acid; White/Blue – Cold; Yellow – Electricity; Red – Fire; Black/Iridescent – Sonic. Energy Resistance 10 vs. one energy type.	Back	Defense	Faint Abj	3	Craft Wondrous Item <i>Resist Energy</i>	9,000	720	18,000
Mantle of Energy Resistance, 2 Types	(DMG p253)	Silk cloak decorated with colored thread to indicate which energy it protects again: Green – Acid; White/Blue – Cold; Yellow – Electricity; Red – Fire; Black/Iridescent – Sonic. Energy Resistance 10 vs. two energy types.	Back	Defense	Faint Abj	3	Craft Wondrous Item <i>Resist Energy</i>	27,000	2,160	54,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Mantle of Energy Resistance, 3 Types	(Und p75)	Silk cloak decorated with colored thread to indicate which energy it protects again: Green – Acid; White/Blue – Cold; Yellow – Electricity; Red – Fire; Black/Iridescent – Sonic. Energy Resistance 10 vs. three energy types.	Back	Defense	Faint Abj	3	Craft Wondrous Item <i>Resist Energy</i>	45,000	3,600	90,000
Mantle of Energy Resistance, 4 Types	(Und p75)	Silk cloak decorated with colored thread to indicate which energy it protects again: Green – Acid; White/Blue – Cold; Yellow – Electricity; Red – Fire; Black/Iridescent – Sonic. Energy Resistance 10 vs. four energy types.	Back	Defense	Faint Abj	3	Craft Wondrous Item <i>Resist Energy</i>	63,000	5,040	126,000
Mantle of Energy Resistance, 5 Types	(Und p75)	Silk cloak decorated with colored thread to indicate which energy it protects again: Green – Acid; White/Blue – Cold; Yellow – Electricity; Red – Fire; Black/Iridescent – Sonic. Energy Resistance 10 vs. all five energy types	Back	Defense	Faint Abj	3	Craft Wondrous Item <i>Resist Energy</i>	81,000	6,480	162,000
Mantle of Faith	(DMG p261)	Damage Reduction 5 / evil	Back	Defense	Strong Abj [good]	20	Craft Wondrous Item <i>Stoneskin</i>	38,000	3,040	76,000
Mantle of Hidden Faith	(Frost p111)	Shields wearer's faith, alignment, and patron deity from magical detection, but does not aid disguise or bluff regarding faith or beliefs.	Back	Defense	Faint Abj	3	Craft Wondrous Item <i>Undetectable Alignment</i>	7,500	600	15,000
Mantle of Spell Resistance	(DMG p261)	Spell Resistance 21	Back	Defense	Mod Abj	9	Craft Wondrous Item <i>Spell Resistance</i>	45,000	3,600	90,000
Mantle of the Winter Witch	(DR324 p76)	White, fur-trimmed cloak. Cold Resistance 10. +1 damage per die of any cast spell with the [cold] descriptor Gain Vulnerability to Fire – take +50% Fire damage	Back	Combo Defense Offense	Mod Evoc	9	Craft Wondrous Item <i>Cone of Cold Resist Energy</i>	8,500	680	17,000
Najjar's Cloak of Weaponry	(PGF p123)	White linen cloak trimmed with Displacer Beast fur. Stores up to 25 pounds of non-living material. Objects must fit under a 6' long cloak (i.e., no reach weapons that can't bend). Once per round, one object may be pulled from under the cloak. Designed for weapons, so the extra-dimensional space can be "punctured".	Back	Storage	Mod Conj	9	Craft Wondrous Item <i>Leomund's Secret Chest</i>	1,250	100	2,500
Piwafwi of Resistance +4	(DR312 p87)	Drow cloak +4 Resistance bonus to all saving throws +10 Circumstance bonus on Hide checks	Back	Save	Strong Abj III	15	Craft Wondrous Item <i>Invisibility Resistance</i>	10,000	800	20,000
Piwafwi of Resistance +5	(DR312 p85)	Drow cloak +5 Resistance bonus to all saving throws +10 Circumstance bonus on Hide checks	Back	Save	Strong Abj III	15	Craft Wondrous Item <i>Invisibility Resistance</i>	15,000	1,200	30,000
Shawl of Bewitching	(CAAdv p135)	Simple-looking shawl. +5 Competence bonus on Bluff checks made to conceal the truth. +1 effective Caster level when casting a Enchantment (charm) spell.	Back	Skill	Faint Ench	3	Craft Wondrous Item <i>Charm Person</i>	1,750	140	3,500
Skin of Kaletor	(DR324 p75)	Bearskin cloak with the bear's head forming a hood. Weighs 10 pounds. Smells bad, resulting in the wearer having a –6 penalty on Charisma-based skill checks and Wild Empathy checks. Wearer can Wild Shape as if his/her Druid level was at +4 (if no Druid levels, use Wild Shape as a 4 th level Druid).	Back	Misc.	Faint Trans	4	Craft Wondrous Item Creator must be a Druid	6,000	480	12,000
Starmantle Cloak	(BoED p116)	Black cloak with tiny stars. Gives off light as a torch. Non-magic weapons & missiles that hit the wearer are destroyed & do no damage. If hit by a magic weapon or missile, the wearer gets a Reflex save vs. DC 15 for ½ damage.	Back	Spell Effect	Mod Abj	11	Craft Wondrous Item <i>Starmantle</i>	66,000	5,280	132,000
Stormrider Cloak	(Storm p134)	<i>Fly</i> , 3/day for 5 minutes per use. Electricity Resistance 10.	Back	Combo Spell Effect Defense	Mod Abj Trans	5	Craft Wondrous Item <i>Fly Resist Energy</i>	15,000	1,200	30,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Sylvan Cloak	(DR326 p78)	Heavy green cloak, decorated with leaf patterns. +4 bonus to Escape Artist checks. +4 bonus on Fortitude saves to resist the effects of extremely hot or cold environments. If being tracked by scent out-of-doors, the tracker receives a –10 penalty.	Back	Combo Skill Saves	Faint Trans	5	Craft Wondrous Item <i>Pass without Trace</i>	5,750	460	11,500
Sylvan Cloak, Greater	(DR326 p78)	Heavy green cloak, decorated with leaf patterns. <i>Tree Strike</i> , 1/hour. <i>Liveoak</i> , 1/day. +4 bonus to Escape Artist checks. +4 bonus on Fortitude saves to resist the effects of extremely hot or cold environments. If being tracked by scent out-of-doors, the tracker receives a –10 penalty.	Back	Combo Spell Effect Skill Saves	Mod Trans	11	Craft Wondrous Item <i>Live Oak</i> <i>Pass without Trace</i> <i>Tree Stride</i>	76,680	6,134	153,360
Valas Hune's Piwafwi	(DR312 p88)	Drow cloak +4 Resistance bonus to all saving throws +15 Circumstance bonus on Hide checks	Back	Save	Strong Abj Ill	12	Craft Wondrous Item <i>Invisibility</i> <i>Resistance</i>	12,500	1,000	25,000
Wings of Flying	(DMG p268)	Cloak or cape. On command, the wearer gains a pair of wings (bat or bird) that allow flight at a speed of 60' with good maneuverability.	Back	Move	Mod Trans	10	Craft Wondrous Item <i>Fly</i>	27,000	2,160	54,000

Body

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Burnoose of 1,001 Thorns	(Sand p133)	Ordinary-looking black desert robe. <i>Skin of the Cactus</i> , 1/day.	Body	Spell Effect	Mod Abj	7	Craft Wondrous Item <i>Skin of the Cactus</i>	5,040	404	10,080
Burnoose of Moonless Nights	(Sand p133)	Ordinary-looking black desert robe. "Total Concealment" for 10 rounds, 3/day. Does not work in bright light.	Body	Defense	Mod Ill	10	Craft Wondrous Item <i>Greater Invisibility</i>	16,500	1,320	33,000
Chasuble of Fell Power, Greater	(CArc p148)	Long strip of scarlet cloth embroidered with arcane sigils. +2d6 damage when the wearer uses the Warlock class ability Eldritch Blast –or– a [chaotic] spell that does hp dmg.	Body	Offense	Mod Evoc	9	Craft Wondrous Item <i>Chaos Hammer</i> –or– creator has the Eldritch Blast ability	9,000	720	18,000
Chasuble of Fell Power, Lesser	(CArc p148)	Long strip of scarlet cloth embroidered with arcane sigils. +1d6 damage when the wearer uses the Warlock class ability Eldritch Blast –or– a [chaotic] spell that does hp dmg.	Body	Offense	Mod Evoc	6	Craft Wondrous Item <i>Chaos Hammer</i> –or– creator has the Eldritch Blast ability	4,000	320	8,000
Dyrr's Impervious Vestment	(CArc p148)	Black silk robe embroidered with Adamantine thread. +9 Armor bonus to AC. <i>Blade Barrier</i> , 1/day. Activated as a Full Round Action. Effect is centered on the wearer when cast & is 90' in diameter & 20' high. Lasts for up to 18 minutes (dismissible as a Standard Action). The wearer may pass through this <i>Blade Barrier</i> at will.	Body	Combo AC Spell Effect	Strong Abj	18	Craft Wondrous Item <i>Blade Barrier</i> <i>Mage Armor</i>	61,500	4,920	123,000
Robe of Blending	(DMG p265)	+10 Competence bonus to Hide checks. <i>Disguise Self</i> , at will. Friends see the caster normally.	Body	Skill	Mod Ill	10	Craft Wondrous Item <i>Disguise Self</i>	15,000	1,200	30,000
Robe of Bones	(DMG p265)	Has 10 patches, each of which can be removed as a Standard Action to become a pre-determined Undead. The summoner has no control of the Undead, but may use normal spells & class abilities on it. Two patches of each of the following: - Medium Human Commoner Skeleton - Medium Wolf Skeleton - Small Goblin Zombie - Medium Human Commoner Zombie - Medium Wolf Zombie Each patch is single use.	Body	Summon	Mod Necro [evil]	6	Craft Wondrous Item <i>Animate Dead</i>	1,200	96	2,400
Robe of Eyes	(DMG p265)	360 degree vision. Darkvision 120'. See Invisible 120'. See Ethereal 120'. +10 Competence bonus on Search & Spot checks. Retains Dexterity bonus to AC when flat-footed. Can't be flanked. Can't avert eyes to avoid gaze attacks. The <u>robe</u> is Blinded for 1d3 Minutes by <i>Light</i> or <i>Continual Flame</i> . It is Blinded for 2d4 minutes by <i>Daylight</i> .	Body	Vision	Mod Div	11	Craft Wondrous Item <i>True Seeing</i>	60,000	4,800	120,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Robe of Professions	(RoE p173)	<p>Robe with embroidered icons</p> <p>Each icon can be removed to make the robe look like garb from a specific profession, plus gain props (which remain after the effect is dismissed). +5 bonus on Disguise checks.</p> <p>Create with two each of the following:</p> <ul style="list-style-type: none"> Adventurer – travel-stained worn cloths – bedroll & empty backpack Baker – flour-dusted kitchen garb – basket of fragrant rolls Beggar – dirty, patched clothes – chipped alms bowl Blacksmith – soot-stained clothes with leather apron – insulated gloves & tongs Butler – dress livery – 20gp silver salver Guard – generic uniform – 5gp whistle Messenger – modest uniform – rolled-up parchment note with a wax seal Noble, Female – lace-trimmed dress – fan & bouquet of flowers Noble, Male – embroidered doublet & hose – hat, 5gp signet ring Rug Merchant – colorful woven robes – three 50gp rugs on a donkey Server – homespun shirt and breeches – serving tray with 4 pewter tankers filled with ale 	Body	Storage	Mod Trans	9	Craft Wondrous Item <i>Fabricate</i>	2,500	200	5,000
Robe of Scintillating Colors	(DMG p265)	<p>Gives off light in a 30' radius continuously. Robe takes 1 full round to activate.</p> <p>Anyone looking at an activated robe within 30' is Dazed for 1d4+1 rounds (Will/Neg DC14).</p> <p>Each round the robe is active, the wearer gets +10% Concealment, up to 50%.</p> <p>Can be used a total of 10 rounds per day.</p>	Body	Combo Offense Defense	Mod III	11	Craft Wondrous Item <i>Blur</i> <i>Rainbow Pattern</i>	13,500	1,080	27,000
Robe of Stars	(DMG p265)	<p>Wear can travel to the Astral Plane.</p> <p>+1 Luck bonus on all Saving Throws.</p> <p>6 single-use +5 shuriken (robe provides proficiency).</p>	Body	Combo Saves Offense	Strong varied	15	Craft Wondrous Item <i>Astral Projection -or- Plane Shift</i> <i>Magic Missile</i>	29,000	2,320	58,000
Robe of the Archmage - Black	(DMG p265)	<p>Arcane Spellcaster only:</p> <ul style="list-style-type: none"> +5 Armor bonus to AC. Spell Resistance 18. +4 Resistance bonus to Saving Throws +2 Enhancement bonus to Caster level for overcoming Spell Resistance. <p>Neutral Characters only: 2 <u>Persistent Negative Level</u>.</p> <p>Good Characters only: 3 <u>Persistent Negative Level</u>.</p>	Body	Combo AC Defense Saves Spell Augment	Strong varied	14	Craft Wondrous Item <i>Antimagic Field</i> <i>Mage Armor-or- Shield of Faith</i> Creator must be Evil	37,500	3,000	75,000
Robe of the Archmage - Gray	(DMG p265)	<p>Arcane Spellcaster only:</p> <ul style="list-style-type: none"> +5 Armor bonus to AC. Spell Resistance 18. +4 Resistance bonus to Saving Throws +2 Enhancement bonus to Caster level for overcoming Spell Resistance. <p>Non-Neutral Characters only: 2 <u>Persistent Negative Level</u>.</p>	Body	Combo AC Defense Saves Spell Augment	Strong varied	14	Craft Wondrous Item <i>Antimagic Field</i> <i>Mage Armor-or- Shield of Faith</i> Creator must be Neutral	37,500	3,000	75,000
Robe of the Archmage - White	(DMG p265)	<p>Arcane Spellcaster only:</p> <ul style="list-style-type: none"> +5 Armor bonus to AC. Spell Resistance 18. +4 Resistance bonus to Saving Throws +2 Enhancement bonus to Caster level for overcoming Spell Resistance. <p>Neutral Characters only: 2 <u>Persistent Negative Level</u>.</p> <p>Evil Characters only: 3 <u>Persistent Negative Level</u>.</p>	Body	Combo AC Defense Saves Spell Augment	Strong varied	14	Craft Wondrous Item <i>Antimagic Field</i> <i>Mage Armor-or- Shield of Faith</i> Creator must be Good	37,500	3,000	75,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Robe of the Burning Serpent	(DR325 p76)	White robe decorated with flaming serpents sewn in gold thread. <i>Polymorph</i> (Yuan-Ti Abomination only) for 10 minutes. Usable 1/day. Evil character only: Serpents on robe glow for a moment when the robe is put on. Good character only: Takes 1d4+10 Fire damage per round	Body	Spell Effect	Mod Trans	10	Craft Wondrous Item <i>Polymorph</i> <i>Fire Trap</i> Creator must be of Evil alignment	20,000	1,600	40,000
Robe of Useful Items	(DMG p266)	Has 16 – 28 patches, each of which can be removed to become a pre-determined useful object, such as a ladder, door, or even a pit. Each patch is single use.	Body	Storage	Mod Trans	9	Craft Wondrous Item <i>Fabricate</i>	3,500	280	7,000
Tunic of Steady Spellcasting	(CAAdv p136)	+5 Competence bonus on Concentration checks.	Body	Skill	Faint Trans	3	Craft Wondrous Item <i>Bear's Endurance</i>	1,250	100	2,500
Vestment of Many Styles	(RoE p174)	Suit of clothing. On command, the materials and style of the cloths change, granting a +2 bonus on Disguise checks that can benefit from the right clothing.	Body	Skill	Mod Trans	9	Craft Wondrous Item Creator must be a Changeling	250	20	500

Chest

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Bully Chains	(DR339 p36)	Heavy chains worn crisscrossed across the chest, weighing 5 pounds. +4 bonus on Intimidate checks. If Intimidate was used to Demoralize a foe, he/she stayed Demoralized for 1 extra round.	Chest	Skill	Mod Trans	7	Craft Wondrous Item <i>Fear</i>	1,300	104	2,600
Burglar's Vest	(RoE p172)	Vest with cloth patches of various shapes Each patch can be removed to create one of the items below & has single use. Create with two each of the following: Antitoxin Backpack Bag of Caltrops Chest (empty) Crowbar Flint & Steel Grappling Hook Magnifying Glass Silk Rope (50') Tanglefoot Bag Thunderstone Tindertwig (lit) Masterwork Thieves' Tools Smokestick (activated)	Chest	Storage	Mod Trans	9	Craft Wondrous Item <i>Fabricate</i>	2,500	200	5,000
Camouflaged Compartment	(DR352 p84)	Warforged only: 10 cubic foot extradimensional space stored within a Warforged chest, torso, or upper leg. Opening is 6" across. The space is warded with <i>Obscure Object</i> and <i>Nystul's Magic Aura</i> (no magical aura option).	Chest	Combo Race – Warforged Storage	Mod Abj	5	Craft Wondrous Item <i>Nystul's Magic Aura Obscure Object</i>	6,000	480	12,000
Tasmia's Heart	(PGF p124)	High-necked silk bustier decorated with sapphires & other gems. See underwater 5x as good as usual. Breath Underwater, on command. <i>Freedom of Movement</i> , always on Extends the wearer's life span (i.e., takes longer to die of old age).	Chest	Combo Breath Underwater Move	Mod Trans	7	Craft Wondrous Item <i>Freedom of Movement Water Breathing</i> Creator must be 10 th + level	63,500	5,080	127,000
Vest of Escape	(DMG p268)	Filled with secret pockets that hold lockpicks that give +4 Competence bonus on Open Lock checks. +6 Competence bonus on Escape Artist checks.	Chest	Skill	Faint Conj Trans	4	Craft Wondrous Item <i>Knock Grease</i>	2,600	208	5,200
Vest of Resistance +1	(CArc p150)	+1 Resistance bonus to all saving throws	Chest	Save	Faint Abj	5	Craft Wondrous Item <i>Resistance</i>	500	40	1,000
Vest of Resistance +2	(CArc p150)	+2 Resistance bonus to all saving throws	Chest	Save	Faint Abj	5	Craft Wondrous Item <i>Resistance</i> Creator must be 6 th lvl	2,000	160	4,000
Vest of Resistance +3	(CArc p150)	+3 Resistance bonus to all saving throws	Chest	Save	Faint Abj	5	Craft Wondrous Item <i>Resistance</i> Creator must be 9 th lvl	4,500	360	9,000
Vest of Resistance +4	(CArc p150)	+4 Resistance bonus to all saving throws	Chest	Save	Faint Abj	5	Craft Wondrous Item <i>Resistance</i> Creator must be 12 th lvl	8,000	640	16,000
Vest of Resistance +5	(CArc p150)	+5 Resistance bonus to all saving throws	Chest	Save	Faint Abj	5	Craft Wondrous Item <i>Resistance</i> Creator must be 15 th lvl	12,500	1,000	25,000
Vestment of Judgment	(DR325 p76)	Black tunic with the scales of judgment & two jackals sewn in gold on the back Good character only: <i>True Resurrection</i> , 1/month. Must have worn the vestment for 30 days before this ability is available. Evil character only: Contracts the disease Mummy Rot (FortNeg, DC16, must make a new save each round).	Chest	Spell Effect	Strong Conj	17	Craft Wondrous Item <i>True Resurrection Contagion</i> Creator must be of Good alignment	47,500	3,800	95,000
Vestment, Druid's	(DMG p268)	Wearer with the Wild Shape ability only: Gain one extra use of Wild Shape per day.	Chest	Class – Druid	Mod Trans	10	Craft Wondrous Item <i>Polymorph</i> -or- Creator must be have the Wild Shape ability	5,000	400	10,000

Face

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Balclava of Clean Air	(DR326 p55)	Head covering made from black cloth. Wearer is immune to all inhaled or scent-based effects, though he/she also loses use of the Scent special ability.	Face	Defense	Strong Trans	12	Craft Wondrous Item	2,500	200	5,000
Baleful Eye of Bad Juju	(DR335 p68)	Black leather eye patch with a yellow gem on its front. Once per day, the wearer can activate a Gaze Attack for 1 round. During that time, any creature within 30' who looks at the wearer receives a –4 penalty on attacks, saves, ability checks, and skill checks for 1 day (Will/Neg DC14). The effect can be removed with <i>Break Enchantment</i> , <i>Remove Curse</i> , <i>Miracle</i> , <i>Limited Wish</i> , or <i>Wish</i> . The wearer receives a –2 penalty on Spot and Search checks due to having one eye covered.	Face	Offense	Faint Necro	5	Craft Wondrous Item <i>Bestow Curse</i>	7,500	600	15,000
Basilisk's Mask	(DR340 p68)	Reptile mask made from bronze. Wearer always makes his/her save vs. Gaze Attacks. Gains <u>Feat: Diehard</u> . If the wearer's hit-points drop to –10 or lower, he/she does not die until the end of the next round. If healed to –9 or higher before the end of the next round, the wearer automatically stabilizes and does not die. After 3 uses of this ability, the Mask loses its magic.	Face	Combo Feat Save Defense	Mod Necro	7	Craft Wondrous Item <i>Blindness</i> <i>Death Ward</i>	17,500	1,400	35,000
Battle Visor	(DR352 p84)	Mithral visor with eye slits. Warforged only: <i>Greater Arcane Sight</i> , always on. <i>See Invisible</i> , always on. Able to see Abjuration effects, along with their specifics (such as the type of energy that a given <i>Protection from Energy</i> is attuned to).	Face	Race – Warforged	Mod Div	5	Craft Wondrous Item <i>Greater Arcane Sight</i> <i>See Invisible</i>	27,500	2,200	55,000
Eye of Horus	(DR325 p75)	Single lens that is placed over one eye. The lens is then absorbed into the user's body and appears as a tattoo around the user's eye. May only be removed by the will of the user or by the user's death. <i>Detect Evil</i> , at will as a Standard Action. <i>Protection from Evil</i> (self only), 1/day. <i>Disguise Self</i> (self only), 1/day. <i>Misdirection</i> (self only), 1/day.	Face	Spell Effect	Faint Div	3	Craft Wondrous Item <i>Detect Evil</i> <i>Disguise Self</i> <i>Misdirection</i> <i>Protection from Evil</i>	6,600	528	13,200
Eyes of Charming	(DMG p256)	Pair of crystal lenses that fit over the wearer's eyes. By meeting a target's gaze, the wearer may inflict <i>Charm Person</i> on 1 target per round as a Free Action. If wearing both lenses, DC 16. If wearing only one lens, DC 10.	Face	Spell Effect	Mod Ench	7	Craft Wondrous Item Heighten Spell <i>Charm Person</i>	28,000	2,240	56,000
Eyes of Doom	(DMG p256)	Pair of crystal lenses that fit over the wearer's eyes. By meeting a target's gaze, the wearer may inflict <i>Doom</i> on 1 target per round as a Standard Action (DC11 if wearing both lenses, otherwise DC10). Wearing both lenses only: <i>Deathwatch</i> , always on. <i>Fear</i> (DC16), as a normal Gaze Attack, 1/week.	Face	Spell Effect	Mod Necro	11	Craft Wondrous Item <i>Doom</i> <i>Deathwatch</i> <i>Fear</i>	12,500	1,000	25,000
Eyes of Petrification	(DMG p256)	Pair of crystal lenses that fit over the wearer's eyes. Wearing both lenses only: Petrification Gaze Attack (DC 19), for 10 rounds per day.	Face	Offense	Mod Trans	11	Craft Wondrous Item <i>Flesh to Stone</i>	49,000	3,920	98,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Eyes of the Eagle	(DMG p256)	Pair of crystal lenses that fit over the wearer's eyes. +5 Competence bonus to Spot checks. If only wearing one lens, wearer becomes Stunned for one round, but then receives the bonus as long as the other eye is covered.	Face	Skill	Faint Div	3	Craft Wondrous Item <i>Clairaudience / Clairvoyance</i>	1,250	100	2,500
Face Paint, Badger Protector	(DR337 p82)	Magical paints which can be applied to make a Humanoid face look like a badger. Takes 10 minutes and a successful Craft(painting) check vs. DC 16 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. As a Move Action, summon a Dire Badger that obeys the activator's instructions. It can also carry the activator plus 40 pounds. The Dire Badger disappears after 5 rounds if not dismissed earlier. Single use.	Face	Combo Single Use Spell Effect	Faint Conj	5	Craft Wondrous Item <i>Summon Monster III</i>	338	27	675
Face Paint, Black Roses	(DR337 p82)	Magical paints which can be applied to make a Humanoid face look red with a black rose. Takes 10 minutes and a successful Craft(painting) check vs. DC 20 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. As a Standard Action, the user's body grows poisonous thorns which last for 1 minute. Anyone grappling the user takes 1d6 damage plus Injury Poison (1d4 Strength / 1d4 Strength, DC15). Single use.	Face	Combo Single Use Offense	Mod Trans	9	Craft Wondrous Item <i>Poison Wall of Thorns</i>	1,013	81	2,025
Face Paint, Bull's Might	(DR337 p82)	Magical paints which can be applied to make a Humanoid face look like a bull. Takes 10 minutes and a successful Craft(painting) check vs. DC 14 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. <i>Bull's Strength</i> , activated as a Free Action & lasts for 3 minutes.. Single use.	Face	Combo Single Use Spell Effect	Faint Trans	3	Craft Wondrous Item <i>Bull's Strength</i>	135	11	270
Face Paint, Dashing Cheetah	(DR337 p82)	Magical paints which can be applied to make a Humanoid face spotted like a cheetah's coat. Takes 10 minutes and a successful Craft(painting) check vs. DC 12 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. As a Move Action, the user's land movement receives a +20' Enhancement for 10 minutes. Single use.	Face	Combo Single Use Move	Faint Trans	1	Craft Wondrous Item <i>Longstrider</i>	23	2	45
Face Paint, Eagle's Talons	(DR337 p83)	Magical paints which can be applied to make a Humanoid face look like the sky with a eagle's silhouette. Takes 10 minutes and a successful Craft(painting) check vs. DC 16 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. As a Move Action, the user's hands are treated as +1 Slashing Weapons made from Steel. Base damage for a Medium creature is 1d6+1 (1d4+1 for Small) with a Critical Threat of 19-20/x2). Lasts for 5 minutes. Single use.	Face	Combo Single Use Offense	Faint Trans	5	Craft Wondrous Item <i>Greater Magic Fang</i>	338	27	675
Face Paint, Glow of the Fireflies	(DR337 p83)	Magical paints which can be applied to make a Humanoid face blue with a moon and yellow fireflies. Takes 10 minutes and a successful Craft(painting) check vs. DC 12 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. <i>Light</i> , centered on the user's head. Activated as a Free Action and lasts for 10 minutes. Single use.	Face	Combo Single Use Spell Effect	Faint Evoc	1	Craft Wondrous Item <i>Light</i>	11	1	22

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Face Paint, Hawkeye's Sure Sight	(DR337 p83)	Magical paints which can be applied to make a Humanoid face white on one side and with blue dots circling the other eye. Takes 10 minutes and a successful Craft(painting) check vs. DC 14 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. User receives a +5 bonus on Search & Spot checks, and halves penalties based on range. Activated as a Free Action and lasts for 3 minutes. Single use.	Face	Combo Single Use Skill	Faint Trans	3	Craft Wondrous Item <i>Owl's Wisdom</i>	135	11	270
Face Paint, Mask the Living	(DR337 p83)	Magical paints which can be applied to make a Humanoid face black with a white skull. Takes 10 minutes and a successful Craft(painting) check vs. DC 12 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. <i>Hide from Undead</i> , activated as a Free Action & lasts for 10 minutes. Single use.	Face	Combo Single Use Spell Effect	Faint Abj	1	Craft Wondrous Item <i>Hide from Undead</i>	23	2	45
Face Paint, Forestfold (desert)	(DR337 p83)	Magical paints which can be applied to a Humanoid face in a brown camouflage pattern. Takes 10 minutes and a successful Craft(painting) check vs. DC 14 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. As a Free Action, the user receives a +20 bonus on Hide checks while within a desert as long as he/she does not move more than 10' from the point of activation. Lasts for 30 minutes. Single use.	Face	Combo Single Use Skill	Faint Ill	3	Craft Wondrous Item <i>Invisibility</i>	135	11	270
Face Paint, Forestfold (forest)	(DR337 p83)	Magical paints which can be applied to a Humanoid face in a green camouflage pattern. Takes 10 minutes and a successful Craft(painting) check vs. DC 14 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. As a Free Action, the user receives a +20 bonus on Hide checks while within a forest as long as he/she does not move more than 10' from the point of activation. Lasts for 30 minutes. Single use.	Face	Combo Single Use Skill	Faint Ill	3	Craft Wondrous Item <i>Invisibility</i>	135	11	270
Face Paint, Forestfold (marine)	(DR337 p83)	Magical paints which can be applied to a Humanoid face in a blue camouflage pattern. Takes 10 minutes and a successful Craft(painting) check vs. DC 14 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. As a Free Action, the user receives a +20 bonus on Hide checks while within marine terrain as long as he/she does not move more than 10' from the point of activation. Lasts for 30 minutes. Single use.	Face	Combo Single Use Skill	Faint Ill	3	Craft Wondrous Item <i>Invisibility</i>	135	11	270
Face Paint, Last Man Standing	(DR337 p83)	Magical paints which can be applied to make a Humanoid have a blue and white checkerboard. Takes 10 minutes and a successful Craft(painting) check vs. DC 14 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. <i>Bear's Endurance</i> , activated as a Free Action & lasts for 3 minutes. Single use.	Face	Combo Single Use Spell Effect	Faint Trans	3	Craft Wondrous Item <i>Bull's Strength</i>	135	11	270

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Face Paint, Leap of the Wild Ones (antelope)	(DR337 p83)	Magical paints which can be applied to make a Humanoid face light brown with antelope tracks across the forehead. Takes 10 minutes and a successful Craft(painting) check vs. DC 20 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. User receives a +30 bonus on Jump checks. Activated as a Move Action and lasts for 1 minute. Single use.	Face	Combo Single Use Spell Effect	Faint Trans	9	Craft Wondrous Item <i>Jump</i>	203	16	405
Face Paint, Leap of the Wild Ones (grasshopper)	(DR337 p83)	Magical paints which can be applied to make a Humanoid face light green with grasshopper tracks across the forehead. Takes 10 minutes and a successful Craft(painting) check vs. DC 12 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. User receives a +10 bonus on Jump checks. Activated as a Move Action and lasts for 1 minute. Single use.	Face	Combo Single Use Spell Effect	Faint Trans	1	Craft Wondrous Item <i>Jump</i>	23	2	45
Face Paint, Leap of the Wild Ones (jackrabbit)	(DR337 p83)	Magical paints which can be applied to make a Humanoid face gray & white with jack-rabbit tracks across the forehead. Takes 10 minutes and a successful Craft(painting) check vs. DC 16 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. User receives a +20 bonus on Jump checks. Activated as a Move Action and lasts for 1 minute. Single use.	Face	Combo Single Use Spell Effect	Faint Trans	5	Craft Wondrous Item <i>Jump</i>	113	9	225
Face Paint, Prowling Tiger	(DR337 p84)	Magical paints which can be applied to make a Humanoid face look like a bull. Takes 10 minutes and a successful Craft(painting) check vs. DC 16 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. <i>Cat's Grace</i> and <i>Jump</i> (+20 on check), activated as a Free Action & lasts for 3 minutes. Single use.	Face	Combo Single Use Spell Effect	Faint Trans	5	Craft Wondrous Item <i>Cat's Grace Jump</i>	338	27	675
Face Paint, Ram Bash	(DR337 p84)	Magical paints which can be applied to a Humanoid so it has ram horns. Takes 10 minutes and a successful Craft(painting) check vs. DC 20 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. User gains <u>Feat: Improved Bull Rush</u> . activated as a Free Action & lasts for 10 minutes. Single use.	Face	Combo Feat Single Use	Faint Trans	9	Craft Wondrous Item <i>Bull's Strength Telekinesis</i>	1,003	80	2,005
Face Paint, Shout at the Storm	(DR337 p84)	Magical paints which can be applied to make a Humanoid face look like a storm. Takes 10 minutes and a successful Craft(painting) check vs. DC 20 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. <i>Protection from Energy</i> , activated as a Move Action & lasts for 10 minutes. Energy type is determined while the paint is being applied. Single use.	Face	Combo Single Use Spell Effect	Faint Abj	5	Craft Wondrous Item <i>Protection from Energy</i>	338	27	675
Face Paint, Warpaint	(DR337 p84)	Magical paints which can be applied to a Humanoid face as horizontal red lines. Takes 10 minutes and a successful Craft(painting) check vs. DC 20 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. <i>Haste</i> and <i>Rage</i> , activated as a Standard Action & lasts for 9 rounds. Single use.	Face	Combo Single Use Spell Effect	Mod Trans	9	Craft Wondrous Item <i>Haste Rage</i>	1,215	97	2,430
Goggles of Minute Seeing	(DMG p257)	+5 Competence bonus to Search checks looking for secret doors, traps, etc.	Face	Skill	Faint Div	3	Craft Wondrous Item <i>True Seeing</i>	625	50	1,250

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Goggles of Night	(DMG p258)	Gain Darkvision 60'.	Face	Vision	Faint Trans	3	Craft Wondrous Item <i>Darkvision</i>	6,000	480	12,000
Goggles of Scrutiny	(DR330 p68)	+2 bonus on Search and Spot checks. Wearer with the Death Attack class ability needs to study a target for only 2 rounds (instead of the standard 3).	Face	Class – Assassin	Strong Div	12	Craft Wondrous Item <i>Clairaudience / Clairvoyance</i>	6,000	480	12,000
Goggles of the Desert	(Sand p134)	Goggles with all-black lenses, except for thin strip over eyes. Immune to glare. +4 on saves vs. dazzling effects. Wearer may see in dust storms 60' without penalty.	Face	Combo Save Vision	Faint Trans	3	Craft Wondrous Item <i>Cloak of Shade Darkvision</i>	8,400	2,592	64,800
Lenses of Clarity	(Und p74)	Pair of lenses worn over the eyes. +4 Insight bonus on saves vs. Charms, Compulsions, & Glamers. Reduce the Miss Chance due to a Glamer spell (i.e., <i>Blur, Displacement</i>) by 10%.	Face	Combo Saves Offense	Faint Abj	3	Craft Wondrous Item <i>Clarity of Mind</i>	6,000	480	12,000
Lenses of Darkness	(CArc p149)	+4 Circumstance bonus on saving throws vs. spells with the 'light' descriptor, Illusion (pattern) spells, & effects that cause blindness due to light.	Face	Save	Faint Abj Evoc	3	Craft Wondrous Item <i>Darkness Resistance</i>	3,850	308	7,700
Mask of the Skull	(DMG p262)	Ivory mask that looks like a skull. Once a day, the mask flies up to 50' to make a touch attack (using its wearer's Base Attack Bonus) that delivers a <i>Finger of Death</i> (DC 20). Hit or miss, the mask then flies back to its wearer. Must be worn for 1 hour before it can be used.	Face	Spell Effect	Strong Necro Trans	13	Craft Wondrous Item <i>Animate Objects Finger of Death Fly</i>	11,000	880	22,000
Mask of Endless Laughter	(DR336 p72)	Harlequin mask made of white porcelain. +2 Enhancement bonus to Charisma. +5 Competence bonus on Perform (comedy) checks. All those watching a comedy performance made by the wearer are affected by <i>Tasha's Hideous Laughter</i> (WillNeg, DC13) for the performance's duration. If the wearer takes off the mask, he/she dies in 1d4 rounds (WillNeg, DC23). This effect can be cancelled with <i>Remove Curse, Break Enchantment, Miracle, or Wish</i> .	Face	Combo Ability Score Skill Spell Effect	Faint Ench	5	Craft Wondrous Item <i>Tasha's Hideous Laughter</i>	12,250	980	24,500
Mask of Fury	(DR324 p76)	Half-mask with the image of a predator. Wearer can Rage as a Barbarian twice per day. To activate, the wearer must smear the mask with his/her own blood (Standard Action + 3hp damage). If the wearer has been wounded within the last hour, the Rage can be activated as a Free Action & no additional damage is taken.	Face	Misc.	Faint Ench	5	Craft Wondrous Item <i>Rage</i>	6,000	480	12,000
Mask of Lies	(CAAdv p134)	Black, featureless mask with slits for eyes and mouth. <i>Disguise Self</i> , at will. <i>Undetectable Alignment</i> , always on. +5 Competence bonus on Bluff checks	Face	Spell Effect	Faint Abj Ill	5	Craft Wondrous Item <i>Disguise Self Undetectable Alignment</i>	8,500	680	17,000
Mask of Sweet Air	(Sand p134)	Clear crystal mask covering lower face Wearer may breathe freely in fouled air without risk of suffocation. Immune to airborne stench and poison attacks <i>Water Breathing</i> , always on	Face	Combo Defense Breath Underwater	Mod Abj Conj Trans	7	Craft Wondrous Item <i>Freedom of Breath Neutralize Poison Water Breathing</i>	73,500	5,880	147,000
Monocle of Perusal	(CAAdv p134)	Single crystal lens. +5 Competence bonus on Appraise checks. <i>Identify</i> , 1/day.	Face	Skill	Faint Div	3	Craft Wondrous Item <i>Identify</i>	3,250	260	6,500
Rear Guards	(DR339 p36)	Pair of lenses that allow the wearer to see behind him/her. Creatures flanking the wearer to not gain a +2 bonus to attack the wearer, but retain all other bonuses of flanking. Wearer receives a –2 penalty on Search & Spot checks.	Face	Vision	Mod Div	7	Craft Wondrous Item <i>Arcane Eye</i>	1,000	80	2,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Scout Goggles	(DR319 p65)	Two sets of matched goggles. On command, the wearer of one pair of goggles can “transmit” what is being seen to the other pair of matched goggles. For the connection to work, one pair must be transmitting and the other commanded to receive (though both pairs can transmit & receive). The connection can be at any distance, but must be on the same plane. If the connection is active and the transmitter is targeted with a Gaze attack or other visual-based effect, the receiver must make his/her own saving throw.	Face	Scry	Faint Div	5	Craft Wondrous Item <i>Clairaudience / Clairvoyance</i>	15,000 for two + 5,000 per extra mirror	1,200 for two + 400 per extra mirror	30,000 for two + 10,000 per extra mirror
Speaker’s Trumpet	(DR339 p42)	Gold filigree half-mask that covers the wearer’s mouth. +5 bonus on Diplomacy checks. All creatures within 100’ can hear the wearer’s voice, even bypassing loud noise and/or magical silence.	Face	Skill	Faint Trans	3	Craft Wondrous Item <i>Whispering Wind</i>	1,750	140	3,500
Spellsight Spectacles	(CAAdv p135)	+5 Competence bonus on Spellcraft checks made to decipher scrolls. +5 Competence bonus on Use Magic Device checks made to use scrolls.	Face	Skill	Faint Div	3	Craft Wondrous Item <i>Read Magic</i>	1,250	100	2,500
Spider Mask	(Und p75)	Black velvet mask with wire “spider legs” on the sides to hold it to the head. Darkvision 60’. +5 bonus on Fortitude saves vs. poison generated by spiderkind. Immune to magical & mundane webs and may move through them at half speed.	Face	Save	Faint Conj Trans	5	Craft Wondrous Item <i>Darkvision Neutralize Poison</i>	8,000	640	16,000
Thespian’s Mask	(DR328 p67)	Ivory mask made to look like a humanoid with a specific race, gender, and age. <i>Disguise Self</i> , into the race, gender, and age portrayed on the mask. Effect lasts as long as the mask is worn.	Face	Spell Effect	Faint Ill	5	Craft Wondrous Item <i>Disguise Self</i> Creator must have 10+ ranks in Craft(sculpting)	1,500	120	3,000
Tracker Mask	(RoE p176)	Silver vented mesh that fits below the eyes. Warforged only: Gain the Scent ability.	Face	Race – Warforged	Faint Div	5	Craft Wondrous Item <i>Owl’s Wisdom</i>	9,000	720	18,000
Veil of Allure	(Sand p135)	+2 DC of all Enchantment spells and Charisma-based supernatural abilities	Face	Offense	Faint Ench	5	Craft Wondrous Item <i>Eagle’s Splendor</i>	7,000	560	14,000
Visard of Semuanya	(DR335 p70)	Wooden Lizardman mask +4 Competence bonus on Knowledge(nature). +4 Competence bonus on Spellcraft checks. +2 Competence bonus on Survival checks. –2 penalty on all Intelligence-based skill and Intelligence-based ability checks. All <i>Summon Nature’s Ally</i> spells cast at +1 Caster level. On command as a Standard Action, the wearer gains the following for 3 minute, usable 1/day: +4 Enhancement bonus to Wisdom May roll twice on a Will save and take the better of the two dice. This is usable once per activation.	Face	Combo Skill Summon Ability Score	Mod Trans	5	Craft Wondrous Item <i>Bestow Curse Fox’s Cunning Owl’s Wisdom</i>	6,300	504	12,600

Feet

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Boots of Elvenkind	(DMG p250)	+5 Competence bonus to Move Silently checks	Feet	Skill	Faint Trans	5	Craft Wondrous Item Creator must be an Elf	1,250	100	2,500
Boots of Levitation	(DMG p250)	<i>Levitate</i> , on command.	Feet	Spell Effect	Faint Trans	3	Craft Wondrous Item <i>Levitate</i>	3,750	300	7,500
Boots of Speed	(DMG p250)	10 rounds of <i>Haste</i> per day, broken up as desired. Activated as a Free Action.	Feet	Move	Mod Trans	10	Craft Wondrous Item <i>Haste</i>	6,000	480	12,000
Boots of Stability	(DR314 p29)	The boots become rooted to the earth on command as a Free Action. This effect can be used for 10 rounds per day, broken up as desired. Moving a 'rooted' character requires a Strength check (for a Grapple, Bull Rush, Overrun, Trip, etc.) –or– a Caster check (for <i>Telekinesis</i> , etc.) vs. DC 17. +5 Competence bonus on Balance and Climb checks.	Feet	Skill	Faint Trans	5	Craft Wondrous Item <i>Mountain Stance</i>	4,925	394	9,850
Boots of Striding and Springing	(DMG p250)	Increases the wearer's land speed by +10'. +5 Competence bonus to Jump checks.	Feet	Move	Faint Trans	3	Craft Wondrous Item <i>Longstrider</i> Creator must have 5+ ranks in Jump	2,750	220	5,500
Boots of Teleportation	(DMG p250)	<i>Teleport</i> , 3/day.	Feet	Teleport	Mod Conj	9	Craft Wondrous Item <i>Teleport</i>	24,500	1,960	49,000
Boots of the Winterlands	(DMG p250)	Move through snow at normal speed without leaving tracks. Travel across ice at full speed. <i>Endure Elements</i> against cold, always on.	Feet	Move	Faint Abj Trans	5	Craft Wondrous Item <i>Endure Elements</i> <i>Pass without Trace</i> <i>Cat's Grace</i>	1,250	100	2,500
Boots of the Woodland	(DR328 p65)	<i>Endure Elements</i> , always on. +10' Enhancement bonus to Land speed. +4 Insight bonus on Reflex saves. +10 Competence bonus on Move Silently checks. Must be worn for 24 hours in a forest before the benefits take effect.	Feet	Combo Move Skill Saves	Faint Abj	5	Craft Wondrous Item <i>Cat's Grace</i> <i>Endure Elements</i> <i>Expeditious Retreat</i>	8,000	640	16,000
Boots of Tremorsense	(Und p73)	Wearer can automatically sense the location of any creature or object within 30' that is in contact with the ground.	Feet	Spell Effect	Faint Trans	5	Craft Wondrous Item <i>Tremorsense</i>	22,500	1,800	45,000
Boots, Winged	(DMG p250)	<i>Fly</i> , 3/day. Each activation lasts 5 minutes.	Feet	Move	Faint Trans	5	Craft Wondrous Item <i>Fly</i>	8,000	640	16,000
Cavalryman's Spurs	(DR334 p71)	The wearer gains a +5 bonus on Ride and Handle Animal checks and has a 95% chance of staying in the saddle if knocked unconscious.	Feet	Skill	Mod Trans	10	Craft Wondrous Item <i>Calm Animals</i>	3,500	280	7,000
River Sandals	(DR325 p76)	<i>Water Walk</i> , at will. Does not leave track, though still can be followed by scent.	Feet	Spell Effect	Mod Trans	5	Craft Wondrous Item <i>Water Walk</i> <i>Pass without Trace</i>	23,500	1,880	47,000
Sandals of Harmonious Balance	(CAAdv p134)	Plain-looking wood and leather sandals. +10 Insight bonus on Balance checks. The wearer may balance on a vertical surface with the appropriate Balance check. If successful, the wearer may make attacks, etc., as if Balancing instead of Climbing. 10 ranks of Balance only: The wearer may balance on liquids and other surfaces that would not normally support the wearer's weight. On each consecutive round, the DC increases by 5.	Feet	Skill	Mod Trans	8	Craft Wondrous Item <i>Balancing Lorecall</i>	7,000	560	14,000
Sandals of Shifting Sands	(Sand p135)	Wearer may travel across sand and sand crust at normal speed without breaking sand crust or leaving tracks. Cooled as if protected by <i>Endure Elements</i>	Feet	Combo Move Defense	Faint Abj Trans	5	Craft Wondrous Item <i>Cat's Grace</i> <i>Endure Elements</i> <i>Pass Without Trace</i>	1,250	100	2,500
Shadahkar's Swift Wind	(DR324 p75)	Pair of sandals made from leopard skin. +10' bonus to base movement. Gain Feat: Endurance and Feat: Run . Receive a –2 penalty to Dexterity	Feet	Combo Move Feat	Faint Trans	1	Craft Wondrous Item <i>Expeditious Retreat</i>	4,175	334	8,350
Slippers of Spider Climbing	(DMG p266)	<i>Spider Climb</i> but with free hands. Movement 20'. Cannot climb ice & other slick substances. Usable for 10 minutes per day, broken up as desired.	Feet	Spell Effect	Faint Trans	4	Craft Wondrous Item <i>Spider Climb</i>	2,400	192	4,800

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Spring-Heeled Boots	(DR341 p48)	<p>Pair of leather and iron boots, weighing 4 pounds total.</p> <p>Warforged only:</p> <p>On command, the boots extend springs, resulting in the following:</p> <ul style="list-style-type: none"> a) +20 bonus on Jump checks with no maximum distance; b) +15' movement as long as the ceiling is at least 10' above the floor; c) ½ movement if the ceiling is less than 10' from the floor; d) on a Reflex save vs. DC 15, the Warforged takes ½ damage from falling; e) –4 penalty on Balance checks; and f) loses Dodge bonuses to AC if it does not move at least 10' in the round. <p>Usable 10 rounds per day, broken up as desired.</p>	Feet	Race – Warforged	Faint Trans	4	Craft Wondrous Item <i>Alter Self</i> <i>Jump</i>	22,750	1,820	45,500

Finger

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Akkabar's Battleblade Ring	(PGF p122)	<i>Blade Barrier</i> , 1/day. When activated, the ring flies off the wearer's finger to the center of the spell effect. When the spell ends or is dismissed, it flies back to its owner if he/she is within 60', is still alive, & if there is a clear path between the two. If not, it falls to the ground.	Finger	Spell Effect	Mod Evoc [force]	12	Forge Ring <i>Blade Barrier</i>	12,960	1,037	25,920
Annulus Conflagros	(PGF p122)	Copper ring inset with topaz & rubies. Fire Resistance 5. <i>Pyrotechnics</i> , at will. <i>Burning Hands</i> , 3/day. <i>Fireball</i> , 2/day. <i>Wall of Fire</i> , 1/day.	Finger	Spell Effect	Mod Evoc [fire]	6	Forge Ring <i>Burning Hands</i> <i>Fireball</i> <i>Pyrotechnics</i> <i>Resist Energy</i> <i>Wall of Fire</i>	46,170	3,694	92,340
Antivenom Ring	(Und p71)	After wearing the ring for 1 continuous week, the wearer receives the following: a) Immunity to all natural poisons; b) +5 Resistance bonus on saves vs. magic and supernatural poisons.	Finger	Save	Mod Conj	7	Forge Ring <i>Neutralize Poison</i>	30,000	2,400	60,000
Enslavement Rings	(Und p71)	Matched set of 1 Master Ring and 5 Servant Rings Master Ring – <i>Detect Thoughts</i> , at will on anyone wearing a matched Servant Ring. Servant Ring – Cannot be removed without a <i>Remove Curse</i> , the wearer is not allowed a save vs. its Master Ring's <i>Detect Thoughts</i> ability, –10 penalty vs. Divination spells, and when the ring is first put on (and each 10 days after), the wearer is affected by <i>Dominate Person</i> with the controller being the Master Ring wearer.	Finger	Misc.	Mod Ench	10	Forge Ring <i>Bestow Curse</i> <i>Detect Thoughts</i> <i>Dominate Person</i>	60,000	4,800	120,000
Filcher's Friend	(CAAdv p130)	Plain looking steel ring. +5 bonus on Slight of Hand checks involving metal objects. Pulls a metal object weighing no more than 1 ounce within 1' towards the wearer's hand on command.	Finger	Skill	Faint Trans	12	Forge Ring <i>Mage Hand</i>	1,250	100	2,500
Frugal Antivenom Ring	(Und p71)	<i>Neutralize Poison</i> (self only), 1/day.	Finger	Spell Effect	Mod Conj	7	Forge Ring <i>Neutralize Poison</i>	5,000	400	10,000
Keeper's Guide	(DR325 p76)	Ring made of Turquoise and Lapis Lazuli. Wearer can find magical traps and traps with a DC of 20+. Receives a +3 Insight bonus on Search checks to find traps.	Finger	Skill	Mod Div	6	Forge Ring <i>Find Traps</i>	12,000	960	24,000
Master's Ring	(DR312 p87)	+6 Enhancement bonus to Constitution +4 Natural Armor bonus to AC <i>Longstrider</i> , always on.	Finger	Combo Ability Score AC Spell Effect	Strong Trans	13	Forge Ring <i>Bear's Endurance</i> <i>Limited Wish</i> <i>Longstrider</i>	51,000	4,080	102,000
Mudwalker Ring	(DR335 p69)	+2 Competence bonus on Swim checks. In Shallow Bog, the wearer can move his/her normal rate and does not receive a penalty on Move Silently or Tumble checks. In Deep Bog, the wearer can half speed, receives a –2 penalty on Tumble checks, but has no penalty on Move Silently checks.	Finger	Skill	Mod Abj	7	Craft Ring <i>Freedom of Movement</i> Creator must have at least 2 ranks in Survival	14,000	1,120	28,000
Ring of Adamantine Touch	(BoED p115)	The wearer's melee & natural attacks are treated as Adamantine for purposes of overcoming Damage Reduction.	Finger	Spell Effect	Strong Trans	12	Forge Ring <i>Touch of Adamantine</i>	60,000	4,800	120,000
Ring of Affliction	(BoED p115)	A target hit by the wearer's natural or unarmed attacks gains an Affliction(BoED p35) (FortNeg DC17).	Finger	Spell Effect	Strong Necro [good]	12	Forge Ring <i>Touch of Adamantine</i> Creator must be Good	36,000	2,880	72,000
Ring of Animal Friendship	(DMG p230)	<i>Charm Animal</i> , on command.	Finger	Spell Effect	Faint Ench	3	Forge Ring <i>Charm Animal</i>	5,400	432	10,800
Ring of Arcane Might	(CArc p144)	An Arcane Caster wearing this ring gains +1 effective Caster level for spell effects, caster checks, and attempts to penetrate Spell Resistance.	Finger	Class – Arcane Caster	Mod Abj	8	Forge Ring <i>Limited Wish</i> <i>Greater Magic Weapon</i>	10,000	800	20,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Ring of Blazing Sun	(Sand p132)	Ring made of polished fire opal. Wearer gains Fire subtype while wearing ring.	Finger	Combo Defense Misc.	Strong Trans	15	Forge Ring <i>Mantle of the Fiery Spirit</i>	67,500	5,400	135,000
Ring of Blinking	(DMG p230)	<i>Blink</i> , on command.	Finger	Spell Effect	Mod Trans	7	Forge Ring <i>Blink</i>	13,500	1,080	27,000
Ring of Chameleon Power	(DMG p230)	+10 Competence bonus to Hide checks, as a Free Action. <i>Disguise Self</i> , as a Standard Action.	Finger	Skill	Faint III	3	Forge Ring <i>Disguise Self</i> <i>Invisibility</i>	6,350	508	12,700
Ring of Climbing	(DMG p230)	+5 Competence bonus on Climb checks.	Finger	Skill	Faint Trans	5	Forge Ring Creator must have 5 ranks in Climb	1,250	100	2,500
Ring of Climbing, Improved	(DMG p230)	+10 Competence bonus on Climb checks.	Finger	Skill	Faint Trans	5	Forge Ring Creator must have 10 ranks in Climb	5,000	400	10,000
Ring of Counterspells	(DMG p230)	Can hold one spell of up to a 6 th level. If that spell is cast on the wearer, it is automatically countered & the ring is “empty”, ready to be recharged.	Finger	Defense	Mod Evoc	11	Forge Ring <i>Imbue with Spell Ability</i>	2,000	160	4,000
Ring of Detect Thoughts	(Und p71)	<i>Detect Thoughts</i> , on command.	Finger	Spell Effect	Faint Div	3	Forge Ring <i>Detect Thoughts</i>	5,400	432	10,800
Ring of Djinni Calling	(DMG p230)	Able to gate is a specific Djinni for 1 hour per day to obey the wearer. If the Djinni is ever slain, the ring loses its magic.	Finger	Summon	Strong Conj	17	Forge Ring <i>Gate</i>	62,500	5,000	125,000
Ring of Earth’s Grasp	(DR314 p29)	Increases the wearer’s grip in both hands. Any Strength-based check using grip (including Climb checks, resisting being Disarmed, Grapple checks, etc.) receives a +4 bonus.	Finger	Skill	Mod Trans	10	Forge Ring <i>Bull’s Strength</i>	5,000	400	10,000
Ring of Elemental Command – Air	(DMG p231)	<i>Feather Fall</i> , as needed (self only). When attuned: Protection - Air Elementals cannot attack the wearer or approach within 5’ <i>Charm Monster</i> on an Air Elemental (DC 17). If the elemental makes it save, it is forever immune to that ring’s Charm & Protection ability. Air Elementals or Outsiders respect and/or hate you & suffer a –1 penalty on attack rolls against the wearer. When fighting Air Elementals or Outsiders, you gain a +4 Morale bonus on attacks, a +2 Resistance bonus on save, & bypass their damage reduction. –2 on saves vs. earth-based effects. Resist Electricity 30. <i>Gust of Wind</i> , 2/day. <i>Wind Wall</i> , on command. <i>Air Walk</i> , 1/day (self only). <i>Chain Lightning</i> , 1/week.	Finger	Combo Defense Spell Effect	Strong Conj	15	Forge Ring <i>Summon Monster VI</i> <i>Feather Fall</i> <i>Resist Elements</i> <i>Gust of Wind</i> <i>Wind Wall</i> <i>Air Walk</i> <i>Chain Lightning</i>	100,000	8,000	200,000
Ring of Elemental Command – Earth	(DMG p231)	<i>Meld into Stone</i> , on command. When attuned: Protection - Earth Elementals cannot attack the wearer or approach within 5’ <i>Charm Monster</i> on an Earth Elemental (DC 17). If the elemental makes it save, it is forever immune to that ring’s Charm & Protection ability. Earth Elementals or Outsiders respect and/or hate you & suffer a –1 penalty on attack rolls against the wearer. When fighting Earth Elementals or Outsiders, you gain a +4 Morale bonus on attacks, a +2 Resistance bonus on save, & bypass their damage reduction. –2 on save vs. air/electricity-based effects <i>Soften Earth or Stone</i> , on command. <i>Stone Shape</i> , 2/day. <i>Stoneskin</i> , 1/week (self only). <i>Passwall</i> , 2/week. <i>Wall of Stone</i> , 1/day.	Finger	Combo Defense Spell Effect	Strong Conj	15	Forge Ring <i>Summon Monster VI</i> <i>Meld into Stone</i> <i>Soften Earth or Stone</i> <i>Stone Shape</i> <i>Stoneskin</i> <i>Passwall</i> <i>Wall of Stone</i>	100,000	8,000	200,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Ring of Elemental Command – Fire	(DMG p231)	<p>Fire Resistance 20.</p> <p>When attuned:</p> <p>Protection - Fire Elementals cannot attack the wearer or approach within 5'</p> <p><i>Charm Monster</i> on an Fire Elemental (DC 17). If the elemental makes it save, it is forever immune to that ring's Charm & Protection ability.</p> <p>Fire Elementals or Outsiders respect and/or hate you & suffer a –1 penalty on attack rolls against the wearer.</p> <p>When fighting Fire Elementals or Outsiders, you gain a +4 Morale bonus on attacks, a +2 Resistance bonus on save, & bypass their damage reduction.</p> <p>–2 on save vs. water/cold-based effects.</p> <p><i>Burning Hands</i>, on command.</p> <p><i>Flaming Sphere</i>, 2/day.</p> <p><i>Pyrotechnics</i>, 2/day.</p> <p><i>Wall of Fire</i>, 1/day.</p> <p><i>Flame Strike</i>, 2/week.</p>	Finger	Combo Defense Spell Effect	Strong Conj	15	<p>Forge Ring</p> <p><i>Summon Monster VI</i></p> <p><i>Burning Hands</i></p> <p><i>Flaming Sphere</i></p> <p><i>Pyrotechnics</i></p> <p><i>Wall of Fire</i></p> <p><i>Flame Strike</i></p>	100,000	8,000	200,000
Ring of Elemental Command – Water	(DMG p231)	<p><i>Water Walk</i>, always on.</p> <p>When attuned:</p> <p>Protection - Water Elementals cannot attack the wearer or approach within 5'</p> <p><i>Charm Monster</i> on an Water Elemental (DC 17). If the elemental makes it save, it is forever immune to that ring's Charm & Protection ability.</p> <p>Water Elementals or Outsiders respect and/or hate you & suffer a –1 penalty on attack rolls against the wearer.</p> <p>When fighting Water Elementals or Outsiders, you gain a +4 Morale bonus on attacks, a +2 Resistance bonus on save, & bypass their damage reduction.</p> <p>–2 on save vs. fire-based effects.</p> <p><i>Create Water</i>, on command.</p> <p><i>Water Breathing</i>, as needed.</p> <p><i>Wall of Ice</i>, 1/day.</p> <p><i>Ice Storm</i>, 2/week.</p> <p><i>Control Water</i>, 2/week.</p>	Finger	Combo Defense Spell Effect	Strong Conj	15	<p>Forge Ring</p> <p><i>Summon Monster VI</i></p> <p><i>Water Walk</i></p> <p><i>Create Water</i></p> <p><i>Water Breathing</i></p> <p><i>Wall of Ice</i></p> <p><i>Ice Storm</i></p> <p><i>Control Water</i></p>	100,000	8,000	200,000
Ring of Energy Resist., Greater – Acid	(DMG p232)	Acid Resistance 30.	Finger	Defense	Mod Abj	11	Forge Ring <i>Resist Energy</i>	22,000	1,760	44,000
Ring of Energy Resist., Greater – Cold	(DMG p232)	Cold Resistance 30.	Finger	Defense	Faint Abj	7	Forge Ring <i>Resist Energy</i>	22,000	1,760	44,000
Ring of Energy Resist., Greater – Electricity	(DMG p232)	Electricity Resistance 30.	Finger	Defense	Faint Abj	7	Forge Ring <i>Resist Energy</i>	22,000	1,760	44,000
Ring of Energy Resist., Greater – Fire	(DMG p232)	Fire Resistance 30.	Finger	Defense	Faint Abj	7	Forge Ring <i>Resist Energy</i>	22,000	1,760	44,000
Ring of Energy Resist., Greater – Sonic	(DMG p232)	Sonic Resistance 30.	Finger	Defense	Faint Abj	7	Forge Ring <i>Resist Energy</i>	22,000	1,760	44,000
Ring of Energy Resist., Major – Acid	(DMG p232)	Acid Resistance 20.	Finger	Defense	Faint Abj	7	Forge Ring <i>Resist Energy</i>	14,000	1,120	28,000
Ring of Energy Resist., Major – Cold	(DMG p232)	Cold Resistance 20.	Finger	Defense	Faint Abj	7	Forge Ring <i>Resist Energy</i>	14,000	1,120	28,000
Ring of Energy Resist., Major – Electricity	(DMG p232)	Electricity Resistance 20.	Finger	Defense	Faint Abj	7	Forge Ring <i>Resist Energy</i>	14,000	1,120	28,000
Ring of Energy Resist., Major – Fire	(DMG p232)	Fire Resistance 20.	Finger	Defense	Faint Abj	7	Forge Ring <i>Resist Energy</i>	14,000	1,120	28,000
Ring of Energy Resist., Major – Sonic	(DMG p232)	Sonic Resistance 20.	Finger	Defense	Faint Abj	7	Forge Ring <i>Resist Energy</i>	14,000	1,120	28,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Ring of Energy Resist., Minor – Acid	(DMG p232)	Acid Resistance 10.	Finger	Defense	Faint Abj	3	Forge Ring <i>Resist Energy</i>	6,000	480	12,000
Ring of Energy Resist., Minor – Cold	(DMG p232)	Cold Resistance 10.	Finger	Defense	Faint Abj	3	Forge Ring <i>Resist Energy</i>	6,000	480	12,000
Ring of Energy Resist., Minor – Electricity	(DMG p232)	Electricity Resistance 10.	Finger	Defense	Faint Abj	3	Forge Ring <i>Resist Energy</i>	6,000	480	12,000
Ring of Energy Resist., Minor – Fire	(DMG p232)	Fire Resistance 10.	Finger	Defense	Faint Abj	3	Forge Ring <i>Resist Energy</i>	6,000	480	12,000
Ring of Energy Resist., Minor – Sonic	(DMG p232)	Sonic Resistance 10.	Finger	Defense	Faint Abj	3	Forge Ring <i>Resist Energy</i>	6,000	480	12,000
Ring of Evasion	(DMG p232)	On Reflex saves for ½ damage, take no damage if save is successful.	Finger	Defense	Mod Trans	7	Forge Ring <i>Jump</i>	12,500	1,000	25,000
Ring of Feather Falling	(DMG p232)	<i>Feather Fall</i> , automatically when the wearer falls more than 5'.	Finger	Spell Effect	Faint Trans	1	Forge Ring <i>Feather Fall</i>	1,100	88	2,200
Ring of Floating	(Frost p111)	Crystal ring When worn, owner floats upon all liquids & cannot swim below surface. Owner rises at speed of 30 feet if put on when underwater.	Finger	Move	Faint Trans	1	Forge Ring <i>Float</i>	1,000	80	2,000
Ring of Force Shield	(DMG p232)	As a Free Action, activate or deactivate a shield made of force. It provides +2 AC, with no Armor Check penalty or Arcane Spell Failure chance.	Finger	Defense	Mod Evoc	9	Forge Ring <i>Wall of Force</i>	4,250	340	8,500
Ring of Freedom of Movement	(DMG p232)	<i>Freedom of Movement</i> , always on	Finger	Spell Effect	Mod Abj	7	Forge Ring <i>Freedom of Movement</i>	20,000	1,600	40,000
Ring of Friend Shield	(DMG p232)	Pair of rings. <i>Shield Other</i> , at will, with no range limit. Can be initiated by either ring on the wearer of the other ring.	Finger	Spell Effect	Mod Abj	10	Forge Ring <i>Shield Other</i>	25,000	2,000	50,000
Ring of Gnomekind	(DR333 p68)	Simple granite ring with rune on the inside surface. +2 bonus on Listen & Craft (alchemy) checks. Illusion spells cast by the wearer have +1 DC. Medium-sized wearer only: <i>Reduce Person</i> and <i>Disguise Self</i> (to look like a Gnome), always on.	Finger	Spell Effect	Strong Trans	13	Craft Wondrous Item <i>Disguise Self</i> <i>Reduce Person</i> Creator must be a Gnome	10,000	800	20,000
Ring of Invisibility	(DMG p232)	<i>Invisibility</i> , on command.	Finger	Spell Effect	Faint Ill	3	Forge Ring <i>Invisibility</i>	10,000	800	20,000
Ring of Jumping	(DMG p232)	+5 Competence bonus to Jump checks.	Finger	Skill	Faint Trans	2	Forge Ring Creator must have 5 ranks in Jump	1,250	100	2,500
Ring of Jumping, Improved	(DMG p232)	+10 Competence bonus to Jump checks.	Finger	Skill	Mod Trans	7	Forge Ring Creator must have 10 ranks in Jump	5,000	400	10,000
Ring of Landwalking	(Storm p130)	Brass ring with fishscale pattern. Aquatic Humanoid or Monstrous Humanoid wearers gain legs & feet, lose their swim speed, and gain land speed of 30'. <i>Air Breathing</i> , always on.	Finger	Combo Move Spell Effect Breath Air	Strong Trans	5	Forge Ring <i>Air Breathing</i> <i>Fins to Feet</i>	5,000	400	10,000
Ring of Lockpicking	(CAAdv p130)	+5 bonus on Open Lock checks. <i>Knock</i> by touch, usable 1/day.	Finger	Skill	Faint Trans	3	Forge Ring <i>Knock</i>	2,250	180	4,500
Ring of Lore	(CArc p144)	<i>Legend Lore</i> , 1/week. <i>Stone Tell</i> , 1/week. Can find magic traps made by glyphs, runes, sigils, & symbols as if he/she was a Rogue.	Finger	Spell Effect	Strong Div	12	Forge Ring <i>Find Traps</i> <i>Legend Lore</i> <i>Stone Tell</i>	16,125	1,290	32,250
Ring of Mind Shielding	(DMG p232)	Wearer is immune to <i>Detect Thoughts</i> , <i>Discern Lies</i> , and all attempts to determine alignment.	Finger	Defense	Faint Abj	3	Forge Ring <i>Nondetection</i>	4,000	320	8,000
Ring of Protection +1	(DMG p232)	+1 Deflection bonus to AC	Finger	AC	Faint Abj	5	Forge Ring <i>Shield of Faith</i>	1,000	80	2,000
Ring of Protection +2	(DMG p232)	+2 Deflection bonus to AC	Finger	AC	Faint Abj	5	Forge Ring <i>Shield of Faith</i> Creator must be at least 6 th level	4,000	320	8,000
Ring of Protection +3	(DMG p232)	+3 Deflection bonus to AC.	Finger	AC	Faint Abj	5	Forge Ring <i>Shield of Faith</i> Creator must be at least 9 th level	9,000	720	18,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Ring of Protection +4	(DMG p232)	+4 Deflection bonus to AC	Finger	AC	Faint Abj	5	Forge Ring <i>Shield of Faith</i> Creator must be at least 12 th level	16,000	1,280	32,000
Ring of Protection +5	(DMG p232)	+5 Deflection bonus to AC	Finger	AC	Faint Abj	5	Forge Ring <i>Shield of Faith</i> Creator must be at least 15 th level	25,000	2,000	50,000
Ring of Ram	(DMG p232)	A force-bolt in the shape of a ram is generated by this ring on command. The wearer decides if 1, 2, or 3 charges are expended with each use. If aimed at a door, make an Open Door check at (+6 + the number of charges). Otherwise, make a ranged attack with a 50' limit doing 1d6/charge damage. If within 30', the target also subject to a Bull Rush at (+10 + the number of charges). 50 charges.	Finger	Offense	Mod Trans	9	Forge Ring <i>Bull's Strength</i> <i>Telekinesis</i>	4,300	344	8,600
Ring of Regeneration	(DMG p232)	Ring can only heal damage taken while it is worn. Regain 1 hit point back every hour. Regain 1 point of subdual damage back every 5 minutes. Limbs, etc., will regenerate too.	Finger	Healing	Strong Conj	15	Forge Ring <i>Regenerate</i>	45,000	3,600	90,000
Ring of Sandform	(Sand p132)	Sandstone ring. <i>Sandform</i> , up to 10 minutes/day. Wearer may split time as desired.	Finger	Spell Effect	Mod Trans	10	Forge Ring <i>Sandform</i>	12,000	960	24,000
Ring of Sandstriding	(Sand p132)	Brass ring shaped like a coiled rattlesnake. Wearer gains <u>Feat: Sandskimmer</u>	Finger	Feat	Faint Trans	3	Forge Ring Sandskimmer –or– innate ability to move easily through sand	2,500	200	5,000
Ring of Scry Detection	(DR319 p65)	Unobtrusive gold ring with eye symbols on the interior curves. <i>Detect Scrying</i> , always on.	Finger	Spell Effect	Mod Div	7	Forge Ring <i>Detect Scrying</i>	14,000	1,120	28,000
Ring of Shooting Stars	(DMG p232)	At night under the open sky –or– in an area of shadows only: <i>Dancing Lights</i> , 1/hour. <i>Light</i> , 2/night. Ball Lightning, 1/night. The user creates 1-4 glowing balls that appear to be Dancing Lights. A sphere has a movement of 120', a range of 120', & must be used within 4 rounds of its release. Any creature that comes within 5' of a sphere causes it to discharge, causing electrical damage. The spheres can be released one at a time anytime during the night. 4 balls at 1d6 each; 3 balls at 2d6 each; 2 balls at 3d6 each; or 1 ball at 4d6. Shooting Stars, 3/week. Up to 3 shooting stars can be launched as a single action. Each does 12 hp impact damage (Ref save vs. DC 13 to avoid) & explodes in a 5' radius for 24hp fire damage. Range is 70'. Underground –or– indoors at night only: <i>Faerie Fire</i> , 2/day. Spark Shower, 1/day. All creatures in a 20' long cone with a 10' wide base take at least 2d8 damage. If a creature has metal armor or a metal weapon, it takes 4d8 damage instead.	Finger	Offense	Strong Evoc	12	Forge Ring <i>Light</i> <i>Faerie Fire</i> <i>Fireball</i> <i>Lightning Bolt</i>	25,000	2,000	50,000
Ring of Solar Wings	(BoED p115)	The wearer gains gleaming white wings, which grant Fly 150' (good). If the ring is removed, <i>Feather Fall</i> activates immediately.	Finger	Move	Strong Trans	12	Forge Ring <i>Feather Fall</i> <i>Polymorph</i>	59,000	4,720	118,000
Ring of Speed	(DR312 p88)	10 rounds of <i>Haste</i> per day, broken up as desired. Activated as a Free Action.	Finger	Move	Mod Trans	10	Forge Ring <i>Haste</i>	6,000	480	12,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Ring of Spell Battle	(CArc p144)	Know of all spell casting within 60' & can identify these spells (even if not seen) on a Spellcraft check vs. DC (15 + spell level). Once per day, the wearer can Counter an identified spell (<u>no Dispel Check needed</u>) or change its target / center of effect to a new target / point within 60'.	Finger	Misc.	Strong Div	14	Forge Ring <i>Detect Magic</i> <i>Dispel Magic</i> <i>Spell Turning</i> Creator must have at least 10 ranks in Spellcraft	33,800	2,704	67,600
Ring of Spell Storing	(DMG p233)	Holds up to 5 levels of single-use spells. Any spell-caster can "cast spells" in to the ring for later use, assuming there are available levels remaining in the ring. When put on, the wearer immediately knows that spells are in the ring. Anyone can cast the spells.	Finger	Spell Storage	Mod Evoc	9	Forge Ring <i>Imbue with Spell Ability</i>	25,000	2,000	50,000
Ring of Spell Storing, Major	(DMG p233)	Holds up to 10 levels of single-use spells. Any spell-caster can "cast spells" in to the ring for later use, assuming there are available levels remaining in the ring. When put on, the wearer immediately knows that spells are in the ring. Anyone can cast the spells.	Finger	Spell Storage	Strong Evoc	17	Forge Ring <i>Imbue with Spell Ability</i>	100,000	8,000	200,000
Ring of Spell Storing, Minor	(DMG p233)	Holds up to 3 levels of single-use spells. Any spell-caster can "cast spells" in to the ring for later use, assuming there are available levels remaining in the ring. When put on, the wearer immediately knows that spells are in the ring. Anyone can cast the spells.	Finger	Spell Storage	Faint Evoc	5	Forge Ring <i>Imbue with Spell Ability</i>	9,000	720	18,000
Ring of Spell Turning	(DMG p233)	<i>Spell Turning</i> , on command.	Finger	Spell Effect	Strong Abj	13	Forge Ring <i>Spell Turning</i>	49,140	3,931	98,280
Ring of Spelunking	(DR323 p88)	+10 Competence bonus on Know(dungeoneering) checks. <i>Reduce Person</i> (self only), 3/day. Wearer with Darkvision only: Darkvision distance doubles.	Finger	Combo Skill Spell Effect Vision	Faint Trans	3	Craft Wondrous Item <i>Darkvision</i> <i>Reduce Person</i>	18,500	1480	37,000
Ring of Stalking	(DR330 p67)	Silver ring with a black diamond. As a Full Round Action, the wearer can say the name of a person he/she knows into the ring. When the ring is pointed in the direction of the named person, the gem will glow (no range, but must be on the same plane of existence). If the ring is within 120' of the target, the gem glows continuously, giving no additional help in finding the target.	Finger	Misc.	Strong Div	13	Forge Ring <i>Greater Scrying</i> <i>Locate Creature</i>	2,8000	2,240	56,000
Ring of Sustenance	(DMG p233)	Must be worn 1 week to activate. Wearer does not require food, water, & only needs 2 hours of sleep per night.	Finger	Food	Faint Conj	5	Forge Ring <i>Create Food and Water</i>	1,250	100	2,500
Ring of Swimming	(DMG p233)	+5 Competence bonus on Swim checks.	Finger	Skill	Faint Trans	2	Forge Ring Creator must have 5 ranks of Swim	1,250	100	2,500
Ring of Swimming, Improved	(DMG p233)	+10 Competence bonus on Swim checks.	Finger	Skill	Mod Trans	7	Forge Ring Creator must have 10 ranks of Swim	5,000	400	10,000
Ring of Telekinesis	(DMG p233)	<i>Telekinesis</i> , on command	Finger	Spell Effect	Mod Trans	9	Forge Ring <i>Telekinesis</i>	37,500	3,000	75,000
Ring of the Four Winds	(Storm p130)	+2 Deflection bonus to AC. <i>Feather Fall</i> , at will <i>Stormrunner's Ward</i> , 3/day.	Finger	Combo Defense Spell Effect	Mod Abj Evoc [air] Trans	3	Forge Ring <i>Feather Fall</i> <i>Mage Armor</i> <i>Stormrunner's Ward</i>	10,000	800	20,000
Ring of the Hydra	(DR340 p70)	Gold ring with 9 Hydra heads (when created). Reroll a saving throw as an Immediate Action. You must keep the new roll. Each time this ability is used, a Hydra head crumbles. Once all 9 are gone, the ring loses its magic.	Finger	Save	Faint Div	5	Craft Wondrous Item <i>Aid</i> <i>Clairaudience</i> / <i>Clairvoyance</i>	9,000	720	18,000
Ring of the Icy Soul	(Frost p111)	Ring made of ice that doesn't melt. When worn, owner gains Cold subtype, including Cold immunity and Fire vulnerability (take 50% more damage from fire effects).	Finger	Combo Defense Misc.	Med Trans	9	Forge Ring <i>Mantle of the Icy Soul</i>	50,000	4,000	100,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Ring of the Mystical Elite	(DR324 p74)	After being worn for 24 hours, the wearer can prepare a bonus number of spell levels equal to his/her Caster level. However, the caster cannot prepare spells from one school of magic (determined randomly each time the ring is not worn for 24 hours).	Finger	Spell Storage	Strong Univ	17	Craft Wondrous Item <i>Cone of Cold</i> <i>Resist Energy</i>	153,000	12,240	306,000
Ring of the Mystical Elite, Lesser	(DR324 p75)	After being worn for 24 hours, the wearer can prepare a bonus number of spell levels equal to his/her Caster level, although the highest spell level that can be prepared is half the wearer's Caster level. However, the caster cannot prepare spells from one school of magic (determined randomly each time the ring is not worn for 24 hours) that are 4 th level or higher.	Finger	Spell Storage	Strong Univ	13	Forge Ring <i>Wish</i>	91,000	7,280	182,000
Ring of the Vortex	(Storm p130)	Platinum ring with aquamarine On command, wearer becomes a vortex like that created by a Huge Water Elemental. While in vortex form, the wearer does not need to breathe, has swim speed of 120', no land speed, and cannot leave the water. As long as in vortex form, the wearer does not threaten the area around, does not provoke AoO for moving and can take no actions other than moving. The wearer may remain in vortex form for 10 rounds /day. The time may be split as desired.	Finger	Misc.	Strong Trans	15	Forge Ring <i>Control Water</i> <i>Shapechange</i>	22,000	1,760	44,000
Ring of the White Wyrm	(Frost p111)	Ring made from white dragon's tooth <i>Icewalking</i> (as <i>Spider Climb</i> , except only on icy surfaces), at will. <i>Freezing Fog</i> (as <i>Solid Fog</i> but also slippery ice as <i>Grease</i> ; owner immune to <i>Grease</i> effect), 2/day. <i>Wall of Ice</i> , 1/day. Wearer can speak and understand Draconic. Wearer may transform into a Half-dragon as a Full-Round Action provoking an AoO, 1/day for 1 hour. Half-dragon gets: - +4 natural armor bonus - Gain bite & claw attacks as dragon of wearer's size - Gain breath weapon dealing 3d6 points of Cold damage in 30-ft cone, Ref DC 16 half, 1/transformation - Cold immunity - +8 Str, +2 Con, +2 Int, +2 Cha - Wearer appears in draconic form	Finger	Combo Spell Effect Misc.	Strong Trans	13	Forge Ring <i>Polymorph</i> <i>Protection From Elements</i> <i>Wall of Ice</i> <i>Solid Fog</i> <i>Spider Climb</i> Creator must be a Dragon or Half-dragon	32,000	2,560	64,000
Ring of Theurgy	(CArc p145)	An Arcane Caster may transfer up to three Arcane spells of any level into the ring. Caster of Prepared Arcane spells only: If you have spell slots for the day that you have not memorized a spell into, you may transfer a spell from the ring into an 'empty' slot as if the spell had been memorized. The two spells must be of the same level. After doing this, the spell is gone from the ring. Caster of Impromptu Arcane spells only: You may cast one of the spells in the ring as if it were one of your known spells, though after doing this, the spell is gone from the ring.	Finger	Class – Arcane Caster	Mod Univ	12	Forge Ring <i>Rary's Mnemonic Enhancer</i>	10,000	800	20,000
Ring of Three Wishes	(DMG p233)	<i>Wish</i> , 3 uses.	Finger	Spell Effect	Strong Evoc	20	Forge Ring <i>Wish –or– Miracle</i>	11,475	15,918	97,950
Ring of Vengeance	(BoED p115)	Good creature only: If killed, the creature that struck the killing blow takes 15d6 damage (Ref½ DC19), then the ring dissolves.	Finger	Defense	Strong Abj [good]	15	Forge Ring <i>Vengeance Halo</i> Creator must be Good	2,250	180	4,500
Ring of Water Walking	(DMG p233)	<i>Water Walk</i> , always on.	Finger	Spell Effect	Mod Trans	9	Forge Ring <i>Water Walk</i>	7,500	600	15,000
Ring of Wizardry I	(DMG p233)	Doubles an Arcane spellcaster's base number of 1 st level spells per day.	Finger	Spell Restore	Mod no school	11	Forge Ring <i>Limited Wish</i>	10,000	800	20,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Ring of Wizardry II	(DMG p233)	Doubles an Arcane spellcaster's base number of 2 nd level spells per day.	Finger	Spell Restore	Strong no school	14	Forge Ring <i>Limited Wish</i>	20,000	1,600	40,000
Ring of Wizardry III	(DMG p233)	Doubles an Arcane spellcaster's base number of 3 rd level spells per day.	Finger	Spell Restore	Strong no school	17	Forge Ring <i>Limited Wish</i>	35,000	2,800	70,000
Ring of Wizardry IV	(DMG p233)	Doubles an Arcane spellcaster's base number of 4 th level spells per day.	Finger	Spell Restore	Strong no school	20	Forge Ring <i>Limited Wish</i>	50,000	4,000	100,000
Ring of X-Ray Vision	(DMG p233)	See through solid matter, on command. The special vision has a maximum range of 20' & can see in dark area as if they had light (i.e., inside a chest). <u>Substance</u> <u>Max Thickness</u> Wood, Dirt 3' Stone 1' Iron, Gold 1" Lead — After 10 minutes of use in a day, the wearer takes 1 Constitution damage per minute.	Finger	Vision	Mod Div	6	Forge Ring <i>True Seeing</i>	12,500	1,000	25,000
Vesharoon's Binding	(PGF p122)	Pair of rings with a fine silver chain joining them, to be worn on the index & pinky finger of the same hand. +3 Resistance bonus on saves vs. Necromancy spells. +2 Resistance bonus on saves vs. the attacks & magic of Undead. +2 Deflection bonus to AC vs. Undead.	Finger	Save	Faint Abj	5	Forge Ring <i>Halt Undead</i>	16,750	1,340	33,500

Hand (1)

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Carrion Gauntlet	(DR325 p75)	+1 Gauntlet made from bone, carapace, & dry skin. <i>Vampiric Touch</i> at will.	Hand (1)	Spell Effect	Mod Necro	5	Craft Wondrous Item <i>Vampiric Touch</i>	16,150	1,292	32,300
Gauntlet of Disintegration	(Und p74)	Leather Glove. <i>Disintegrate</i> , 1/day (DC 19). +2 Luck bonus on save vs. <i>Disintegrate</i> spells & effects.	Hand (1)	Spell Effect	Mod Trans	7	Craft Wondrous Item <i>Disintegrate</i>	13,825	1,106	27,650
Gauntlet of Lassitude	(CWar p135)	Leather glove bound in brass. Reshapes itself to fit either hand. <i>Slow</i> , as a touch attack. Duration of 5 rounds. WillNeg DC14.	Hand (1)	Spell Effect	Faint Trans	5	Craft Wondrous Item <i>Slow</i>	13,500	1,080	27,000
Gauntlet of Rust	(DMG p257)	<i>Rusting Grasp</i> , once per day. Wearer & his/her gear is immune to normal & magical rust	Hand (1)	Spell Effect	Mod Trans	7	Craft Wondrous Item <i>Rusting Grasp</i>	5,750	460	11,500
Gauntlet of the Deft Hand	(DR341 p47)	Single gauntlet of metal mesh. Warforged only: On command, the gauntlet's fingers become precision tools, granting the following: a) +5 Competence bonus on Disable Device, Open Lock, & Craft checks that involve fine detail (such as gemcutting); b) the hand cannot wield a weapon; & c) the tools can be used as Exotic Slashing or Piercing melee weapons that do 1d4.	Hand (1)	Race – Warforged	Faint Trans	4	Craft Wondrous Item <i>Alter Self</i>	3,750	300	7,500
Gauntlet of the Dwarven Forge	(CWar p135)	Single iron gauntlet. On command, gauntlet glows red-hot for 10 rounds: Illuminates a 10' radius 1d6+10 Fire damage as a touch attack Half damage from Fire attacks Evasion vs. Fire attacks	Hand (1)	Combo Offense Defense	Mod Evoc	10	Craft Wondrous Item <i>Fire Shield</i>	12,000	960	24,000
Gauntlet of Utterdeath	(CWar p136)	Spiked Gauntlet of Jet-Black Steel As a touch attack, opponent is reduced to smoldering cinders. On a successful Fortitude save vs. DC 20, opponent takes 10d6 damage. Usable 3/day.	Hand (1)	Spell Effect	Strong Necro	13	Craft Wondrous Item <i>Destruction</i>	48,000	3,840	96,000
Glove of Storing	(DMG p257) (DR312 p99)+	One 20 pound object can be hidden in stasis by this glove until willed back by the wearer. Storing & retrieving an item is a Free Action. Note that spell effects do not go into stasis, so they end normally.	Hand (1)	Storage	Faint Trans	6	Craft Wondrous Item <i>Shrink Item</i>	5,000	400	10,000
Glove of Taarnahm the Vigilant	(PGF p123)	Single chainmail gauntlet. Can throw a held melee weapon as if it had the Throwing & Returning weapon features (i.e., becomes a throwing weapon with a range increment of 10' –and– after being thrown, the weapon returns to the thrower at the start of the next round. It may be caught by its thrower as a Free Action).	Hand (1)	Offense	Mod Trans	7	Craft Wondrous Item <i>Magic Stone Telekinesis</i>	5,000	400	10,000
Glove of Venom	(Und p74)	<i>Poison</i> , 3/day. (DC 16).	Hand (1)	Spell Effect	Mod Necro	7	Craft Wondrous Item <i>Poison</i>	15,750	1,260	31,500
Glove of Choking Sands	(Sand p134)	Simple leather glove. <i>Choking Sands</i> , 1/day	Hand (1)	Spell Effect	Mod Necro	9	Craft Wondrous Item <i>Choking Sands</i>	8,100	648	16,200

Hands (2)

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Finned Gauntlets	(Storm p132)	Pair of sharkskin gauntlets with fins. Gain Swim speed 30 ft. +8 Competence bonus on Swim checks to perform special action or avoid hazard. Wearer may 'Take 10' on Swim checks, even when distracted or endangered and can use the run action while swimming.	Hands (2)	Combo Move Skill	Faint Trans	5	Craft Wondrous Item <i>Alter Self</i>	5,000	400	10,000
Gauntlets of Bashing	(DR323 p87)	Pair of leather gauntlets covered with iron plates Time per day, the wearer may activate the gauntlets as a Free Action. For 1 round, the wearer's Unarmed Strikes do 2d6 Bludgeoning damage and a struck opponent is also affected by a Bull Rush at +11.	Hands (2)	Unarmed Strike	Mod Trans	9	Craft Wondrous Item <i>Telekinesis</i>	22,900	1832	45,800
Gauntlets of Excavation	(DR341 p47)	Two oversized gray iron gauntlets, weighing 8 pounds total. Warforged only: On command, the gauntlets become shovels, granting the following: a) able to displace 10 cubic feet of earth or 2 cubic feet of stone every 10 min; b) Warforged is treated as having a minimum Strength of 20; c) loses Dodge bonus to AC d) -5 penalty to all Dexterity-based skills; e) treated as Exotic Slashing melee weapons that do 1d4. Usable 1 hour per day in 10 min increments.	Hands (2)	Race – Warforged	Mod Trans	5	Craft Wondrous Item <i>Alter Self</i> <i>Soften Earth and Stone</i>	4,000	320	8,000
Gauntlets of Heartfelt Blows	(DR314 p22)	Pair of leather gloves with a large, flat gem attached to the back of each. When the wearer is in combat, the gems glow brightly and a fiery aura surrounds the wearer's hands, adding (Charisma modifier) Fire damage to all melee and touch attacks.	Hands (2)	Offense	Faint Trans	5	Craft Wondrous Item <i>Burning Hands</i>	6,000	480	12,000
Gauntlets of Ogre Power	(DMG p257)	+2 Enhancement bonus to Strength.	Hands (2)	Ability Score	Faint Trans	6	Craft Wondrous Item <i>Bull's Strength</i>	2,000	160	4,000
Gauntlets of the Siegebearer	(DR334 p72)	Pair of heavy armored gauntlets. +2 Enhancement bonus to Strength. Wearer is treated as 'armed' and fists do lethal damage. If the wearer makes a Sunder attack or attacks a wall (or other structural element) with the gauntlets, the attack ignores the target's Hardness and deals 2d4 damage. <i>Knock</i> by touch, as a 15 th level caster, 3/day.	Hands (2)	Combo Ability Score Spell Effect Offense	Strong Trans	15	Craft Wondrous Item <i>Bull's Strength</i> <i>Knock</i>	5,500	440	11,000
Gauntlets of Weaponry Arcane	(PGF p123)	Pair of heavy leather & silver gauntlets. Any held weapon is treated as 'silver' for purposes of overcoming Damage Reduction.	Hands (2)	Offense	Faint Trans	3	Craft Wondrous Item <i>Magic Weapon</i>	4,500	360	9,000
Gloves of Arrow Snaring	(DMG p257)	Able to use the <i>Feat: Snatch Arrow</i> , 2/day. At least one hand must be free.	Hands (2)	Feat	Faint Abj	3	Craft Wondrous Item <i>Shield</i>	2,000	160	4,000
Gloves of Burrowing	(Und p74)	<i>Burrow</i> , up to 10 minutes per day.	Hands (2)	Spell Effect	Faint Trans	3	Craft Wondrous Item <i>Burrow</i>	7,200	576	14,400
Gloves of Dexterity +2	(DMG p257)	+2 Enhancement bonus to Dexterity.	Hands (2)	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Cat's Grace</i>	2,000	160	4,000
Gloves of Dexterity +4	(DMG p257)	+4 Enhancement bonus to Dexterity.	Hands (2)	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Cat's Grace</i>	8,000	640	16,000
Gloves of Dexterity +6	(DMG p257)	+6 Enhancement bonus to Dexterity.	Hands (2)	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Cat's Grace</i>	18,000	1,440	36,000
Gloves of Sand Shaping	(Sand p134)	Pair of Lizardskin gloves. Wearer may shape sand as if the wearer possessed the Sand domain granted power.	Hands (2)	Misc.	Mod Trans	10	Craft Wondrous Item Creator must have access to the Sand domain	7,500	600	15,000
Gloves of Swimming and Climbing	(DMG p257)	+5 Competence bonus to Swim & Climb checks.	Hands (2)	Skill	Faint Trans	5	Craft Wondrous Item <i>Bull's Strength</i> <i>Cat's Grace</i>	3,125	250	6,250

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Gloves of the Uldra Servant	(Frost p110)	Pale of blue metal gloves covered in runes and frost. <i>Ray of Frost</i> , usable at will as standard action. Imbue melee weapon with Frost special ability 3 times per day for 5 rounds per use.	Hands (2)	Combo Spell Effect Offense	Faint Evoc	5	Craft Wondrous Item <i>Frost Weapon</i> <i>Ray of Frost</i>	6,350	508	12,700
Heironeous's Mercy	(DR324 p74)	Pair of pale gray gloves. <i>Deathwatch</i> , at will. <i>Death Knell</i> , 3/day. Transfer damage by touch from a target to the wearer. Maximum of 20hp/day.	Hands (2)	Spell Effect	Faint Necro	5	Craft Wondrous Item <i>Death Knell</i> <i>Deathwatch</i>	15,000	1,200	30,000

Head

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Admiral's Bicorn	(Storm p131)	+5 bonus on Profession (sailor) checks. +5 bonus on all Charisma-based checks, including Leadership. Can be heard by anyone within 100 ft; range of all class features & effects depending on hearing the wearer increased to 100 ft. +2 Morale bonus to attack rolls, saves, and skill checks for wearer and allies within sound of wearer's voice.	Head	Combo Skill Save Offense	Strong Conj	10	Craft Wondrous Item <i>Eagle's Splendor</i> <i>Heroism</i> <i>Owl's Wisdom</i> <i>Ventriloquism</i>	25,500	2,040	51,000
Braid of Dire Shifting	(RoE p173)	Leather headband Shifter only: <i>Enlarge Person</i> (self only) while shifting. Single use.	Head	Combo Single Use Race – Shifter	Mod Trans	9	Craft Wondrous Item	50	4	100
Braid of Silver	(RoE p173)	Braided silver headband Shifter only: Natural weapons treated as 'silver' for overcoming Damage Reduction while shifting. Single use.	Head	Combo Single Use Race – Shifter	Mod Trans	9	Craft Wondrous Item	75	6	150
Braid of Spellstrike	(RoE p173)	Headband of braided tree bark Shifter only: The Shifter may cast one Divine spell of up to 3 rd level that targets himself / herself as a Swift Action. Casting time can be no more than a Standard Action. Single use.	Head	Combo Single Use Race – Shifter	Mod Trans	9	Craft Wondrous Item	250	20	500
Braid of the Dream Path	(RoE p173)	Silk headband Shifter with the Dreamsight trait only: Become Ethereal for one round. Single use.	Head	Combo Single Use Race – Shifter	Mod Trans	9	Craft Wondrous Item	375	30	750
Braincap	(Und p151)	Metal cap +4 Resistance bonus on saves vs. Enchantment spells & effects. Immune to psionic <i>Mind Blast</i> attacks	Head	Combo Saves Defense	Mod Abj	12	Craft Wondrous Item <i>Spell Immunity</i>	11,000	880	22,000
Circlet of Blasting, Major	(DMG p252)	Maximized <i>Searing Light</i> (40 damage), 1/day.	Head	Spell Effect	Strong Evoc	17	Craft Wondrous Item Maximize Spell <i>Searing Light</i>	11,880	950	23,760
Circlet of Blasting, Minor	(DMG p252)	<i>Searing Light</i> (3d8 damage), 1/day.	Head	Spell Effect	Faint Evoc	6	Craft Wondrous Item <i>Searing Light</i>	3,240	259	6,480
Circlet of Convocation	(DR319 p63)	Silver circlet with 5 green gems. +5 Insight bonus on Intelligence checks to notice he/she is being scryed upon. If scrying is noticed, the wearer may <i>Teleport without Error</i> to an open square adjacent to the Scryer, even if he/she/it is in another plane of existence. Each such use burns out one of the gems (i.e., 5 uses total). Note that the wearer does <u>not</u> receive any information about his/her destination.	Head	Defense	Strong Conj	13	Craft Wondrous Item <i>Detect Scrying</i> <i>Greater Teleport</i> <i>Planeshift</i>	2,388	191	4,775
Circlet of Persuasion	(DMG p252)	+3 Competence bonus on Charisma-based skill checks.	Head	Skill	Faint Trans	5	Craft Wondrous Item <i>Eagle's Splendor</i>	2,250	180	4,500
Circlet of the Third Eye	(DR341 p46)	Blue-white metal circlet with a eye symbol in the front. Warforged only: On command, the 'eye' glows, becomes real, and extends on a 6' eyestalk. The eyestalk can extend up to 10'. Usable for 1 hour per day in 10 minute increments. While active, the wearer receives: a) –5 Penalty on Hide checks; b) Darkvision 60'; & c) <i>See Invisibility</i> .	Head	Race – Warforged	Faint Trans	4	Craft Wondrous Item <i>Alter Self</i> <i>Darkvision</i> <i>See Invisibility</i>	15,000	1,200	30,000
Command Circlet	(RoE p176)	Gold circlet Warforged only: Wearer may telepathically speak with any and/or all Warforged within 100' that he/she/it can see as a Free Action. <i>Remove Fear</i> , on up to 10 Warforged within 30', 1/day. May include the wearer.	Head	Race – Warforged	Faint Div	5	Craft Wondrous Item <i>Detect Thoughts</i> <i>Remove Fear</i>	6,250	500	12,500

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Crown of Sorcerous Terror	(DR312 p85)	Adamantine circlet in the shape of a dragon. +6 Enhancement bonus to Charisma. +3 Profane bonus to AC. +3 Profane bonus to all saving throws. Able to 'capture' 10 levels of single target or ray spells that are targeted on its wearer. The wearer can 'redirect' a captured spell as a Standard Action. The crown cannot partially absorb spells (i.e., all or nothing). Non-Evil wearer only: 4 Persistent Negative levels	Head	Combo Ability Score AC Save Defense	Strong Abj Evoc Trans	13	Craft Wondrous Item <i>Eagle's Splendor</i> <i>Spell Turning</i> <i>Unhallow</i>	100,000	8,000	200,000
Crown of Steady Rulership	(CAAdv p132)	Ornate, gold crown. +5 Competence bonus on Sense Motive checks and Spot check made to see through disguises.	Head	Skill	Faint Div	3	Craft Wondrous Item <i>See Invisibility</i>	2,250	180	4,500
Dryad's Helm	(DR340 p69)	Steel helm with a green plume. At the wearer's option, a foe struck by a melee attack made by the wearer receives a -1 penalty on attacks made against targets <u>except</u> for the wearer. This penalty lasts one round and is cumulative over multiple strikes (max -5). Only one foe may be effected by the penalty at a time.	Head	Misc.	Faint Ench	3	Craft Wondrous Item <i>Enthrall</i>	2,000	160	4,000
Harpy's Cap	(DR340 p69)	Black velvet tricorn hat with 6 Harpy feathers A feather may be pulled out to gain one of the following bonuses: a) +5 bonus on Bluff, Diplomacy, Intimidate, & Perform checks for 5 minutes. b) +10 bonus on the wearer's next Intimidate or Diplomacy check within 1 minute. c) if the wearer has the Bardic Music class ability, he/she gains an additional use, to be used immediately. Bonus a) & b) do not stack with themselves, but do stack with each other.	Head	Combo Class – Bard Skill	Faint Trans	3	Craft Wondrous Item <i>Eagle's Splendor</i>	1,500	120	3,000
Hat of Disguise	(DMG p258)	<i>Disguise Self</i> , at will. The 'hat' is visible in any disguise, but will look appropriate (i.e., a helmet, headband, comb, etc.). The wearer can make a Concentration check in places of a Fortitude save. Usable 1/day as an Immediate Action.	Head	Spell Effect	Faint Ill	1	Craft Wondrous Item <i>Disguise Self</i>	900	72	1,800
Headband of Conscious Effort	(CAAdv p133)	+2 Enhancement bonus to Intelligence.	Head	Save	Mod Trans	6	Craft Wondrous Item <i>Bear's Endurance</i>	2,000	160	4,000
Headband of Intellect +2	(DMG p258)	+4 Enhancement bonus to Intelligence.	Head	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Fox's Cunning</i>	2,000	160	4,000
Headband of Intellect +4	(DMG p258)	+6 Enhancement bonus to Intelligence.	Head	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Fox's Cunning</i>	8,000	640	16,000
Headband of Intellect +6	(DMG p258)		Head	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Fox's Cunning</i>	18,000	1,440	36,000
Helm of Brilliance	(DMG p258)	Normal looking helm. When the command word is said, the helm's true appearance becomes visible – a silver helm encrusted with 10 diamonds, 20 rubies, 30 fire opals, & 40 opals. The helm can be used once per round. Using a power consumes a gem. Diamond: <i>Prismatic Spray</i> (DC 20). Ruby: <i>Wall of Fire</i> . Fire Opal: <i>Fireball</i> (10d6, DC 20). Opal: <i>Light</i> . As long as the helm has at least 1 gem remaining, it has the following powers: If Undead are within 30', the helm glows blue & the undead take 1d6 per round. Any held weapon can become Flaming, doing +1d6 of Fire damage per hit. Fire Resistance 30. If the wearer takes any magical fire dmg, the wearer must make a Will save vs. DC 15 or all the remaining gems in the helm discharge.	Head	Combo Spell Effect Defense	Strong varied	13	Craft Wondrous Item <i>Detect Undead</i> <i>Fireball</i> <i>Flame Blade</i> <i>Light</i> <i>Prismatic Spray</i> <i>Protection from Energy</i> <i>Wall of Fire</i>	62,500	5,000	125,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Helm of Comprehending Languages and Reading Magic	(DMG p259)	Able to understand all spoken languages. Able to read all writing, magical or mundane. +5 Competence bonus on Decipher Script checks to understand incomplete messages	Head	Spell Effect	Faint Div	4	Craft Wondrous Item <i>Comprehend Languages</i> <i>Read Magic</i>	2,600	208	5,200
Helm of Telepathy	(DMG p259)	<i>Detect Thoughts</i> , at will. Send & receive telepathic messages. <i>Suggestion</i> , once per day (DC 14).	Head	Spell Effect	Faint Div Ench	5	Craft Wondrous Item <i>Detect Thoughts</i> <i>Suggestion</i>	13,500	1,080	27,000
Helm of Teleportation	(DMG p259)	<i>Teleport</i> , 3/day.	Head	Teleport	Mod Conj	9	Craft Wondrous Item <i>Teleport</i>	36,750	2,940	73,500
Helm of Underwater Action	(DMG p259)	See underwater 5x as good as usual. Breath Underwater, on command.	Head	Breath Underwater	Faint Trans	5	Craft Wondrous Item <i>Water Breathing</i>	28,500	2,280	57,000
Mask of the Reaper	(DR330 p66)	Grey knit mask with two eyeholes. Any creature within 30' who looks at the wearer is affected by <i>Cause Fear</i> (WillNeg, DC14). Whether the save succeeds or fails, the creature is immune to the mask afterwards for 24 hours.	Head	Spell Effect	Mod Ill	7	Craft Wondrous Item <i>Cause Fear</i>	15,000	1,200	30,000
Pegasus Helm of Kloeth Ironstar	(PGF p124)	Summon a Celestial Pegasus, for up to three hours, usable twice per day.	Head	Summon	Mod Conj	7	Craft Wondrous Item <i>Summon Monster IV</i>	10,080	806	20,160
Phoenix Helm	(CArc p149)	Copper helmet shaped like a phoenix. Gain Low-Light Vision. <i>Feather Fall</i> , 1/day. <i>Flame Arrow</i> , 1/day. <i>Fly</i> , 1/day. <i>Resist Energy</i> , 1/day. <i>Speak with Animals</i> (birds only), 1/day.	Head	Spell Effect	Mod various	9	Craft Wondrous Item <i>Feather Fall</i> <i>Flame Arrow</i> <i>Fly</i> <i>Low-Light Vision</i> <i>Resist Energy</i> <i>Speak with Animals</i>	26,500	2,120	53,000
Phylactery of Faithfulness	(DMG p264)	Small box that contains religious writings that is tied to the forehead. By spending a moment to consider an action, the wearer can tell if the action about to be performed is compatible with the wearer's alignment	Head	Misc.	Faint Div	1	Craft Wondrous Item <i>Detect Evil</i> <i>Detect Good</i> <i>Detect Chaos</i> <i>Detect Law</i>	500	40	1,000
Phylactery of Undead Turning	(DMG p264)	Small box that contains religious writings that is tied to the forehead. Able to Turn / Destroy Undead as if the wearer had 4 more levels.	Head	Class – Cleric	Mod Necro [good]	10	Craft Wondrous Item Creator must be a 10+ level Cleric	5,500	440	11,000
Scryskull and Scryskull Helm	(DR319 p65)	A humanoid skull (the "Scryskull") and a Large-sized giant or dragon skull without its jaw (the "Scryskull Helm"), both with matching faint runes. When the Scryskull Helm is worn and activated, the wearer can see / hear / speak through the Scryskull. Also, the wearer can command the Scryskull to fly. When activated, the Scryskull's eyes glow red and it gains Fly 60' (perfect). If in the air when deactivated, <i>Feather Fall</i> activates to lower the Scryskull to the ground. The Scryskull has Hardness 5 & 10 hp. Its size is three categories smaller than the original creature, so a Human's would be Diminutive	Head	Scry	Mod Div	7	Craft Wondrous Item <i>Arcane Eye</i> <i>Clairaudience</i> / <i>Clairvoyance</i> <i>Magic Mouth</i>	12,600	1,008	25,200
Shroudrown	(PGF p124)	Bronze circlet studded with agates. Able to Turn Undead as if he/she were a 10 th level Cleric. +2 Resistance bonus on saves vs. spell & spell-like abilities of Undead. <i>Hide from Undead</i> , always on.	Head	Misc.	Mod Abj	10	Craft Wondrous Item <i>Hide from Undead</i> <i>Resistance</i> Creator must be a 10 th + level Cleric	5,6800	4,544	113,600
Tiara of Bast	(DR325 p76)	Gold headpiece inlaid with Carnelians. Good character only: <i>Speak with Animals</i> (felines only), at will <i>Charm Animal</i> (felines only), 1/day.	Head	Spell Effect	Faint Ench	3	Craft Wondrous Item <i>Charm Animal</i> <i>Speak with Animals</i>	4,000	320	8,000
Tiara of Shadow Blending	(DR333 p68)	Small crown of basalt and black pearls. As long as the wearer is in 'shadowy illumination', he/she has <u>Concealment</u> <i>Greater Invisibility</i> for 10 minutes, 3/day. This spell is canceled if the wearer enters the area of effect of any spell with the [light] descriptor.	Head	Spell Effect	Mod Trans	10	Craft Wondrous Item <i>Deeper Darkness</i> <i>Greater Invisibility</i>	15,000	1,200	30,000

Neck

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Amulet of Aberrant Empathy	(CAAdv p132)	The wearer may use Handle Animal checks in place of Diplomacy checks when trying to influence the attitude of an Aberration with an Intelligence of up to 9.	Neck	Skill	Mod Ench	11	Craft Wondrous Item <i>Charm Monster</i>	700	56	1,400
Amulet of Deception	(DR319 p63)	Gold locket that contains a tiny portrait. If the wearer is spied upon with a Scrying effect, he/she looks like the portrait inside the locket. +2 Insight bonus on Intelligence checks to notice he/she is being scryed upon.	Neck	Defense	Faint Ill	5	Craft Wondrous Item <i>Disguise Self</i>	600	48	1,200
Amulet of Fearsome Might	(DR332 p70)	Bronze amulet inscribed with a dragon. Any [fear] spells or spell-like abilities generated by the wearer are at +2 DC. Does not stack with Spell Focus. Creature with Frightful Presence only: Doubles the radius of the wearer's Frightful Presence.	Neck	Misc.	Mod Necro	7	Craft Wondrous Item <i>Fear</i> Creator must possess the Frightful Presence special ability	5,550	444	11,100
Amulet of Health +2	(DMG p246)	+2 Enhancement bonus to Constitution.	Neck	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Bear's Endurance</i>	2,000	160	4,000
Amulet of Health +4	(DMG p246)	+4 Enhancement bonus to Constitution.	Neck	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Bear's Endurance</i>	8,000	640	16,000
Amulet of Health +6	(DMG p246)	+6 Enhancement bonus to Constitution.	Neck	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Bear's Endurance</i>	18,000	1,440	36,000
Amulet of Mighty Fists +1	(DMG p246)	+1 Enhancement bonus to attack & damage with unarmed attacks & natural weapons.	Neck	Unarmed	Faint Evoc	3	Craft Wondrous Item <i>Greater Magic Fang</i>	3,000	240	6,000
Amulet of Mighty Fists +2	(DMG p246)	+2 Enhancement bonus to attack & damage with unarmed attacks & natural weapons.	Neck	Unarmed	Faint Evoc	6	Craft Wondrous Item <i>Greater Magic Fang</i>	12,000	960	24,000
Amulet of Mighty Fists +3	(DMG p246)	+3 Enhancement bonus to attack & damage with unarmed attacks & natural weapons.	Neck	Unarmed	Faint Evoc	9	Craft Wondrous Item <i>Greater Magic Fang</i>	27,000	2,160	54,000
Amulet of Mighty Fists +4	(DMG p246)	+4 Enhancement bonus to attack & damage with unarmed attacks & natural weapons.	Neck	Unarmed	Faint Evoc	12	Craft Wondrous Item <i>Greater Magic Fang</i>	48,000	3,840	96,000
Amulet of Mighty Fists +5	(DMG p246)	+5 Enhancement bonus to attack & damage with unarmed attacks & natural weapons.	Neck	Unarmed	Faint Evoc	15	Craft Wondrous Item <i>Greater Magic Fang</i>	75,000	6,000	150,000
Amulet of Natural Armor +1	(DMG p246)	+1 Enhancement bonus to the wearer's Natural Armor bonus to AC.	Neck	AC	Faint Trans	3	Craft Wondrous Item <i>Barkskin</i>	1,000	80	2,000
Amulet of Natural Armor +2	(DMG p246)	+2 Enhancement bonus to the wearer's Natural Armor bonus to AC.	Neck	AC	Faint Trans	6	Craft Wondrous Item <i>Barkskin</i>	4,000	320	8,000
Amulet of Natural Armor +3	(DMG p246)	+3 Enhancement bonus to the wearer's Natural Armor bonus to AC.	Neck	AC	Faint Trans	9	Craft Wondrous Item <i>Barkskin</i>	9,000	720	18,000
Amulet of Natural Armor +4	(DMG p246)	+4 Enhancement bonus to the wearer's Natural Armor bonus to AC.	Neck	AC	Faint Trans	12	Craft Wondrous Item <i>Barkskin</i>	16,000	1,280	32,000
Amulet of Natural Armor +5	(DMG p246)	+5 Enhancement bonus to the wearer's Natural Armor bonus to AC.	Neck	AC	Faint Trans	15	Craft Wondrous Item <i>Barkskin</i>	25,000	2,000	50,000
Amulet of Proof against Detection and Location	(DMG p247)	<i>Nondetection</i> , always on. Casting a Divination spell on the wearer requires a Caster check vs. DC 19 to succeed.	Neck	Spell Effect	Mod Abj	8	Craft Wondrous Item <i>Nondetection</i>	17,500	1,400	35,000
Amulet of the Planes	(DMG p247)	Able to <i>Plane Shift</i> . Intelligence check vs. DC 15 to arrive accurately, else randomly.	Neck	Gate	Strong Conj	15	Craft Wondrous Item <i>Plane Shift</i>	60,000	4,800	120,000
Antimagic Torc	(Und p73)	<i>Antimagic Field</i> , 1/day.	Neck	Spell Effect	Mod Abj	11	Craft Wondrous Item <i>Antimagic Field</i>	12,500	1,000	25,000
Badge of Valor	(CAAdv p132)	Broach made of gold. +2 Morale bonus on saves vs. Fear (stacks with the bonus from a Paladin's Aura of Courage ability and a Bard's Inspire Courage ability). +4 bonus on checks to avoid being Intimidated.	Neck	Save	Faint Ench	4	Craft Wondrous Item <i>Heroism</i>	500	40	1,000
Brooch of Shielding	(DMG p250)	Absorbs 101 hit points of <i>Magic Missile</i> damage and then melts.	Neck	Defense	Faint Abj	1	Craft Wondrous Item <i>Shield</i>	750	60	1,500
Cartouche of Imhotep	(DR325 p75)	Necklace with a gold disk. +5 Competence bonus on Craft checks.	Neck	Skill	Faint Trans	3	Craft Wondrous Item Creator must have 5 ranks in any Craft	2,500	200	5,000
Choker of Eloquence, Greater	(CAAdv p132)	Necklace made from ivory and jade. +10 Competence bonus on Bluff, Diplomacy, and Perform (sing) checks.	Neck	Skill	Mod Trans	6	Craft Wondrous Item	12,000	960	24,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Choker of Eloquence, Lesser	(CAAdv p132)	Necklace made from ivory and jade. +5 Competence bonus on Bluff, Diplomacy, and Perform (sing) checks.	Neck	Skill	Mod Trans	6	Craft Wondrous Item	3,000	240	6,000
Collar of Obedience	(CAAdv p132)	Collar for an Animal or Magical Beast. The DC for Handle Animal checks to Handle, Push, Teach, Train, or Rear the creature wearing the collar are reduced by 5.	Neck	Creature	Faint Ench	3	Craft Wondrous Item <i>Charm Animal</i>	750	60	1,500
Deathglance Locket	(DR319 p64)	Tiger-eye necklace on a silver chain. +2 Insight bonus on Intelligence checks to notice he/she is being scryed upon. If scrying is noticed, the wearer can cause the Scryer 10d6 damage (Fort½), which causes the Scryer to make a Concentration check vs. DC 10 + damage dealt to maintain the scrying. Usable 1/day.	Neck	Defense	Mod Abj	11	Craft Wondrous Item <i>Detect Scrying</i>	1,930	154	3,860
Disk of Illumination	(DR341 p46)	Sun-shaped disk placed in a Warforged's chest slot. Warforged only: <i>Daylight</i> (centered on the Warforged), 3/day with a duration of 1 hour. When in effect, the Warforged receives a +2 Concealment bonus to AC vs. foes who rely on sight.	Neck	Race – Warforged	Mod Evoc	6	Craft Wondrous Item <i>Daylight</i>	10,000	800	20,000
Disk of Shadow	(DR341 p47)	Crescent Moon-shaped disk placed in a Warforged's chest slot. Warforged only: <i>Darkness</i> (centered on the Warforged), 3/day with a duration of 1 hour. When in effect, the Warforged receives a +2 Concealment bonus to AC vs. foes who rely on sight & a +5 bonus on Hide checks.	Neck	Race – Warforged	Mod Evoc	6	Craft Wondrous Item <i>Darkness</i>	10,000	800	20,000
Essence of the Guard	(RoE p176)	Copper Disk placed in a Warforged's chest slot. Warforged only: +5 Competence bonus on Listen & Spot checks.	Neck	Race – Warforged	Faint Div	5	Craft Wondrous Item <i>Clairaudience / Clairvoyance</i>	3,125	250	6,250
Essence of the Guard, Greater	(RoE p176)	Copper Disk placed in a Warforged's chest slot. Warforged only: +15 Competence bonus on Listen & Spot checks.	Neck	Race – Warforged	Faint Div	5	Craft Wondrous Item <i>Clairaudience / Clairvoyance</i>	28,125	2,250	56,250
Essence of the Guard, Improved	(RoE p176)	Copper Disk placed in a Warforged's chest slot. Warforged only: +10 Competence bonus on Listen & Spot checks.	Neck	Race – Warforged	Faint Div	5	Craft Wondrous Item <i>Clairaudience / Clairvoyance</i>	12,500	1,000	25,000
Eye of the Beholder	(DR340 p69)	Mithral necklace with a mithral sphere hanging from it. On command, the sphere opens for 1 minute to expose an eye. Usable 3/day. While the eye is open, the wearer gains the following: a) +5 bonus on Sense Motive checks; b) Darkvision 120'; & c) Ignore Concealment for melee attacks.	Neck	Combo Skill Vision	Mod Div	7	Craft Wondrous Item <i>Darkvision Discern Lies</i>	4,350	348	8,700
Hand of Glory	(DMG p258)	Mummified human hand on a leather cord. <i>Daylight</i> , once per day. <i>See Invisible</i> , once per day. The wearer gains the benefit of one magic ring worn by the hand (thus exceeding the normal two ring limit)	Neck	Combo Spell Effect Misc.	Faint varied	5	Craft Wondrous Item <i>Animate Dead Daylight See Invisible</i>	4,000	320	8,000
Hand of the Mage	(DMG p258)	Mummified elf hand on a gold chain. <i>Mage Hand</i> , at will.	Neck	Spell Effect	Faint Trans	2	Craft Wondrous Item <i>Mage Hand</i>	450	36	900
Mad Leprechaun's Coin	(DR324 p29)	Simple gold coin on a silver chain. If the wearer dies while wearing this necklace, the wearer animates in 24 hours as a Zombie. If the necklace is removed, the body stops being a Zombie.	Neck	Spell Effect	Faint Necro	5	Craft Wondrous Item <i>Animate Dead</i>	15,000	1,200	30,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Medal of Gallantry	(CAAdv p134)	Silver brooch. <i>Sanctuary</i> , 3/day. Activated as a Swift Action. If the wearer attacks while <i>Sanctuary</i> is in effect, he/she receives a –1 Morale penalty on that attack and all subsequent attacks for the following hour. +2 bonus on Diplomacy checks. –2 penalty on Bluff checks. Remains for 24 hours after the Medal has been removed.	Neck	Spell Effect	Faint Abj	3	Craft Wondrous Item <i>Sanctuary</i>	550	44	1,100
Medallion of Thoughts	(DMG p262)	<i>Detect Thoughts</i> , at will	Neck	Spell Effect	Faint Div	5	Craft Wondrous Item <i>Detect Thoughts</i>	6,000	480	12,000
Messenger Medallion	(Und p75)	<i>Sending</i> , 1/day.	Neck	Spell Effect	Mod Evoc	7	Craft Wondrous Item <i>Sending</i>	5,000	400	10,000
Metal Slave Collar	(DR339 p36)	Thick slave collar weighing 2 pounds. Wearer gains DR 5 / magic when Flanked or denied his/her Dexterity bonus to AC.	Neck	Defense	Mod Abj	7	Craft Wondrous Item <i>Stoneskin</i>	5,000	400	10,000
Misleading Necklace	(DR333 p67)	Silver necklace decorated with amber. In response to taking damage from a magic or supernatural source, the wearer may activate <i>Cure Serious Wounds</i> and an Extended <i>Mislead</i> as an Immediate Action. Usable 1/day. The <i>Mislead</i> creates a figment that looks as if the wearer died in a way that matches the damage taken and lasts for 3 minutes, during which the wearer is actually Invisible.	Neck	Spell Effect	Strong Ill	11	Craft Wondrous Item Extend Spell <i>Cure Serious Wounds</i> <i>Mislead</i>	21,200	1,696	42,400
Necklace of Adaptation	(DMG p263)	Immune to gases, inhaled poisons, & spells such as <i>Cloudkill</i> & <i>Stinking Cloud</i> . Always has air, even under water.	Neck	Breath Anywhere	Mod Trans	7	Craft Wondrous Item <i>Alter Self</i>	4,500	360	9,000
Pendant of Draconic Empathy	(CAAdv p134)	The wearer may use Handle Animal checks in place of Diplomacy checks when trying to influence the attitude of a Dragon with an Intelligence of up to 11.	Neck	Skill	Mod Ench	11	Craft Wondrous Item <i>Charm Monster</i>	1,650	132	3,300
Periapt of Health	(DMG p263)	Blue gem on a silver chain. Immune to normal & magical diseases.	Neck	Defense	Faint Conj	5	Craft Wondrous Item <i>Remove Disease</i>	3,750	300	7,500
Periapt of Proof against Poison	(DMG p263)	Black gem on a silver chain. Immune to all poisons, though any already in the wearer's system when put on still have to run their course.	Neck	Defense	Faint Conj	5	Craft Wondrous Item <i>Neutralize Poison</i>	13,500	1,080	27,000
Periapt of Wisdom +2	(DMG p263)	+2 Enhancement bonus to Wisdom.	Neck	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Owl's Wisdom</i>	2,000	160	4,000
Periapt of Wisdom +4	(DMG p263)	+4 Enhancement bonus to Wisdom.	Neck	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Owl's Wisdom</i>	8,000	640	16,000
Periapt of Wisdom +6	(DMG p263)	+6 Enhancement bonus to Wisdom.	Neck	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Owl's Wisdom</i>	18,000	1,440	36,000
Periapt of Wound Closure	(DMG p264)	Red gem on a gold chain. Wearer automatically stabilizes when hit points go negative. Immune to bleeding damage, but not Constitution damage done by 'Wounding' weapons. Heals naturally at twice the normal rate & can heal normally when the wound normally wouldn't.	Neck	Healing	Mod Conj	10	Craft Wondrous Item <i>Heal</i>	7,500	600	15,000
Retributive Amulet	(BoED p116)	+2 Sacred bonus to AC. Half the hit-point damage the wearer takes from melee attacks is transferred to the attacker.	Neck	Defense	Faint Abj	5	Craft Wondrous Item <i>Shield Other</i>	28,000	2,240	56,000
Scarab of Protection	(DMG p266)	Spell Resistance 20. Can absorb 12 of the following attacks, but then is destroyed. - Energy-Drain (such as from a vampire). - Death Effect (such as <i>Finger of Death</i>), - Negative Energy (i.e., <i>Inflict Minor Wounds</i>).	Neck	Defense	Strong Abj Necro	18	Craft Wondrous Item <i>Bless</i> <i>Death Ward</i> <i>Spell Resistance</i>	19,000	1,520	38,000
Scarab, Golembane	(DMG p266)	Detect any Golems within 60' as a Standard Action. The wearer's weapon, natural weapons, & unarmed attacks bypasses a Golem's Damage Reduction.	Neck	Golem	Mod Div	8	Craft Wondrous Item <i>Detect Magic</i> Creator must be at least 10 th level	1,250	100	2,500

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Scarf of Warmth	(CAAdv p135)	Wool scarf. +4 bonus on Fortitude saves to resist the effects of cold weather	Neck	Save	Faint Abj	3	Craft Wondrous Item <i>Endure Elements</i>	125	10	250
Scorpion Brand	(DR341 p48)	Metal square imprinted with a stylized scorpion placed in a Warforged's chest slot. Warforged only: Warforged grows an 8' long barged tail from its back. This is a Secondary Natural weapon with a 10' reach, does 1d6 points of Magical Piercing damage, plus poison (DC14, 1d6 Dex, 1d6 Dex). Able to make 10 Sting attacks per day.	Neck	Race – Warforged	Mod Trans	7	Craft Wondrous Item <i>Alter Self</i> <i>Poison</i>	8,750	700	17,500
Spectral Collar	(DR338 p91)	Collar that can be worn by Humanoids, Animals, etc. <i>Blur</i> , always on. <i>Fear</i> (DC 14), 1/day.	Neck	Spell Effect	Mod Ill Necro	7	Craft Wondrous Item <i>Blur</i> <i>Fear</i>	17,040	1,363	34,080
Stone of Internal Fire	(DR341 p48)	Egg-shaped rust-colored stone placed in a Warforged's chest slot. Warforged only: On command, the Warforged becomes very hot for 5 rounds, with the following results a) <i>Fog Cloud</i> ; b) adjacent creatures take 1d4 Fire damage per round; c) creatures that touch the Warforged take 2d4 Fire damage; and d) the Warforged takes 1d4 Fire damage per round & must make a Fortitude save vs. DC 15 or have its possession catch fire. Able once per day.	Neck	Race – Warforged	Mod Evoc	6	Craft Wondrous Item <i>Fog Cloud</i> <i>Heat Metal</i>	5,000	400	10,000
Symrutar's Choker	(PGF p124)	Ornate necklace that fits snugly around the throat. Designed for a female elf. While worn, the owner may study spells from the choker as if it were a spell-book. It stores up to 36 spell, but no more than 4 from any level.	Neck	Class – Wizard	Mod Trans	7	Craft Wondrous Item <i>Secret Page</i>	7,500	600	15,000
Talisman of the Twelve Moons	(RoE p173)	Bronzewood brooch Shifter only: +1 Caster level while outdoors at night. +2 Caster levels when casting spells while using the Wild Shape ability.	Neck	Race – Shifter	Mod Trans	7	Craft Wondrous Item Creator must have the Wild Shape ability	2,250	180	4,500
The Nine-Pointed Star	(DR312 p88)	Brooch of a 9 pointed star made of tin. +3 Luck bonus on saving throws. <i>Dimension Door</i> as a Standard Action, up to a total of 760' per day.	Neck	Combo Saves Spell Effect	Mod Conj Ench	9	Craft Wondrous Item <i>Dimension Door</i> <i>Prayer</i>	31,500	2,520	63,000
Web Choker	(Und p77)	Necklace with 9 gray spheres as decorations. The wearer can remove a sphere and throw it up to 70'. It generates a <i>Web</i> on impact (DC14). When all 9 spheres have been used, the choker is no longer magical.	Neck	Spell Effect	Faint Conj	5	Craft Wondrous Item <i>Web</i>	1,350	108	2,700

Waist

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Belt of Dwarvenkind	(DMG p248)	Gain Darkvision 60'. Gain Dwarven Stonecunning. +2 Enhancement bonus to Constitution. +2 Resistance bonus against spells, poison, & spell-like effects. Know Dwarvish (including read & write). When dealing with Dwarves, gain a +4 Competence bonus on Charisma checks & Charisma-based skill checks. When dealing with Gnomes & Halflings, gain a +2 Competence bonus on Charisma checks & Charisma-based skill checks. When dealing with races other than Dwarf, Gnomes, & Halflings, receive a –2 Competence penalty on Charisma checks & Charisma-based skill checks.	Waist	Combo Vision Ability Score Save	Mod Div	12	Craft Wondrous Item <i>Tongues</i> Creator must be a Dwarf	7,450	596	14,900
Belt of Giant Strength +4	(DMG p248)	+4 Enhancement bonus to Strength.	Waist	Ability Score	Mod Trans	10	Craft Wondrous Item <i>Bull's Strength</i>	8,000	640	16,000
Belt of Giant Strength +6	(DMG p248)	+6 Enhancement bonus to Strength.	Waist	Ability Score	Mod Trans	10	Craft Wondrous Item <i>Bull's Strength</i>	18,000	1,440	36,000
Belt of Hidden Pouches	(RotW p173)	Wide belt with 10 concealed pockets. Each pocket has 2 pockets behind it that are only accessible with a command word, making a total of 30 pockets. Each pocket may hold up to ½ cubic foot non-living material that weighs no more than 5 pounds. Items placed in the pockets may be no larger than 6" in any dimension. Items in the pockets weigh 1/10 th of their normal weight, so a filled belt weighs 15 pounds. Items may be added to a pocket as a Move Action that does <u>not</u> provoke an Attack of Opportunity. Removing objects is also a Move Action, but <u>does</u> provoke an Attack of Opportunity.	Waist	Storage	Mod Conj	9	Craft Wondrous Item <i>Leomund's Secret Chest</i>	2,500	200	5,000
Belt of Many Pockets	(CArc p147)	Belt of 64 pockets, each of which can hold up to 10 lbs or 1 cubic foot, yet remain weightless. A pocket can safely hold the wearer's Familiar. While within, the familiar does not need food, water, or air. These benefits <u>only</u> apply to the wearer's Familiar.	Waist	Storage	Mod Conj	9	Craft Wondrous Item <i>Familiar Pocket</i> <i>Leomund's Secret Chest</i> <i>Locate Object</i>	5,500	440	11,000
Belt of Spell Resistance	(CArc p148)	Spell Resistance 21	Waist	Defense	Mod Abj	9	Craft Wondrous Item <i>Spell Resistance</i>	45,000	3,600	90,000
Belt of the Camel	(DR325 p75)	After worn for 24 hours: <i>Endure Elements</i> (extreme heat only). Wearer does not need to drink as long as the belt is worn.	Waist	Food	Faint Abj	1	Craft Wondrous Item <i>Create Water</i> <i>Endure Elements</i>	1,500	120	3,000
Belt, Monk's	(DMG p248)	Gain AC bonus & unarmed attacks as if the wearer was a Monk of 5 levels higher (i.e., 5 th level if not a Monk). Wearer has Feat: <i>Stunning Fist</i> only: Gain 1 extra use of <i>Stunning Fist</i> each day	Waist	Class – Monk	Mod Trans	10	Craft Wondrous Item <i>Righteous Might</i> or <i>Tenser's Transformation</i>	6,500	520	13,000
Girdle of Hate	(DR314 p22)	Broad belt made from hide, hair, & bone of an unidentifiable creature. When worn by a creature with a Racial or Favored Enemy only: The belt transforms itself into hide, hair, & bone of the Enemy. All bonuses the wearer receives against that Racial or Favored Enemy are doubled. Any 'trophies' from the Enemy race that are attached to the belt of automatically cured and preserved.	Waist	Class – Ranger	Mod Conj	7	Craft Wondrous Item Creator must have a Racial or Favored Enemy	8,000	640	16,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Iron-Toothed Girdle	(DR341 p47)	Two wide gray metal bands that look like teeth where they meet, weighing 10 pounds. Warforged only: On command, the bands become a biting maw. This is a Secondary Natural Attack with a 5' reach, does 3d6 Magical Piercing damage, and has a Critical Threat range of 19–20. It may attack in a Grapple without the normal –4 penalty and automatically hits a Pinned opponent. Able to make 10 Bite attacks per day.	Waist	Race – Warforged	Mod Trans	7	Craft Wondrous Item <i>Polymorph</i>	7,500	600	15,000
Obi of the White Lotus Master	(DR325 p98)	Belt of white silk with lotus petal decorations Lawful character only: +4 Armor bonus to AC Lawful Neutral character with Feat: <u>Improved Unarmed Strike</u> –or– the Unarmed Strike class ability only: Opponents have a 20% Miss Chance as long as the wearer receives his/her Dex bonus to AC against the attack.	Waist	AC	Faint Abj	3	Craft Wondrous Item <i>Mage Armor</i> <i>Owl's Wisdom</i>	24,000	1,920	48,000

Wrist (1)

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Bracelet of Friends	(DMG p250)	Each of the bracelet's four charms can be bonded to a known person (but can be changed later). As a Standard Action, a charm can be used to summon the bonded person to where the caster is. The bonded person knows who is summoning him/her & must be willing. Each charm is single use.	Wrist (1)	Teleport	Strong Conj	15	Craft Wondrous Item <i>Refuge</i>	9,500	760	19,000
Kraken's Bracelet	(DR340 p69)	Silver bracelet forged to look like tentacles. +2 Insight bonus on all Intelligence-based Skill checks. Able to make untrained Knowledge checks.	Wrist (1)	Skill	Faint Trans	3	Craft Wondrous Item <i>Fox's Cunning</i>	4,000	320	8,000
Solidarity Armbands	(DR339 p34)	Pair of Iron Armbands. If worn by two different creatures, the damage each takes is evenly split between the two. The work at any distance as long as the two are on the same plane of existence. The armbands cannot be removed without a <i>Dispel Magic</i> or the death of one of the wearers. If both are worn by the same creature, there is no effect.	Wrist (1)	Misc.	Faint Abj	5	Craft Wondrous Item <i>Shield Other</i>	12,000	960	24,000
Ynloeth's Bracer	(PGF p125)	Single silver bracer, designed for the left arm. +8 Armor bonus to AC. Immune to the death effect of the Minor Artifact named 'The Shattering Swords of Coronal Ynloeth'.	Wrist (1)	AC	Strong Abj	16	Craft Wondrous Item <i>Mage Armor</i> <i>Death Ward</i> Creator must be 16 th + level	35,000	2,800	70,000

Wrists (2)

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Antimagic Shackles	(BoED p116)	Adamantine Shackles that resize to fit any creature from Small-size to Large-size. Break DC 40. Escape DC 28. <i>Antimagic Field</i> , in a 5' radius around the shackles, when locked.	Wrists (2)	Trap	Mod Abj	11	Craft Wondrous Item <i>Antimagic Field</i>	66,000	5,280	132,000
Armbands of Might	(CAAdv p132)	Pair of bronze armbands. +2 bonus on Strength and Strength-based skill checks. If the wearer is using Power Attack with at least a –2 penalty on the attack roll, he/she receives an additional +2 bonus on damage.	Wrists (2)	Skill	Faint Trans	3	Craft Wondrous Item <i>Bull's Strength</i>	2,050	164	4,100
Armbands of Prestidigitation	(DR333 p66)	Pair of leather bracers. +2 Enhancement bonus to Dexterity. +5 Competence bonus to Sleight of Hand checks. <i>Mage Hand</i> , 3/day. <i>Prestidigitation</i> , 3/day	Wrists (2)	Combo Ability Score Skill Spell Effect	Mod Trans	7	Craft Wondrous Item <i>Cat's Grace</i> <i>Mage Hand</i> <i>Prestidigitation</i>	5,850	468	11,700
Bands of the Iron Monkey	(DR325 p98)	Two leather armbands with 6 coins sewn into the front of each. +2 bonus on Initiative checks. Gains <i>Feat: Deflect Arrows</i> . If the wearer already has this feat, it may be used twice time per round.	Wrists (2)	Feat	Faint Abj	3	Craft Wondrous Item <i>Entropic Shield</i>	7,500	600	15,000
Bracers of Archery, Greater	(DMG p250)	Gain proficiency with all straight bows. If already proficient, gain +2 Competence bonus to bow attacks & +1 Competence bonus to arrow damage.	Wrists (2)	Offense	Mod Trans	8	Craft Wondrous Item Craft Arms & Armor	12,500	1,000	25,000
Bracers of Archery, Lesser	(DMG p250)	Gain proficiency with all straight bows. If already proficient, gain +1 Competence bonus to bow attacks.	Wrists (2)	Offense	Faint Trans	4	Craft Wondrous Item Craft Arms & Armor	2,000	160	4,000
Bracers of Armor +1	(DMG p250)	+1 Armor bonus to AC.	Wrists (2)	AC	Mod Conj	2	Craft Wondrous Item <i>Mage Armor</i> Min lvl: Wiz3, Sor4	500	40	1,000
Bracers of Armor +2	(DMG p250)	+2 Armor bonus to AC.	Wrists (2)	AC	Mod Conj	4	Craft Wondrous Item <i>Mage Armor</i>	2,000	160	4,000
Bracers of Armor +3	(DMG p250)	+3 Armor bonus to AC.	Wrists (2)	AC	Mod Conj	6	Craft Wondrous Item <i>Mage Armor</i>	4,500	360	9,000
Bracers of Armor +4	(DMG p250)	+4 Armor bonus to AC.	Wrists (2)	AC	Mod Conj	8	Craft Wondrous Item <i>Mage Armor</i>	8,000	640	16,000
Bracers of Armor +5	(DMG p250)	+5 Armor bonus to AC.	Wrists (2)	AC	Mod Conj	10	Craft Wondrous Item <i>Mage Armor</i>	12,500	1,000	25,000
Bracers of Armor +6	(DMG p250)	+6 Armor bonus to AC.	Wrists (2)	AC	Mod Conj	12	Craft Wondrous Item <i>Mage Armor</i>	18,000	1,440	36,000
Bracers of Armor +7	(DMG p250)	+7 Armor bonus to AC.	Wrists (2)	AC	Mod Conj	14	Craft Wondrous Item <i>Mage Armor</i>	24,500	1,960	49,000
Bracers of Armor +8	(DMG p250)	+8 Armor bonus to AC.	Wrists (2)	AC	Mod Conj	16	Craft Wondrous Item <i>Mage Armor</i>	32,000	2,560	64,000
Bracers of Dawn	(CWar p135)	Pair of bejeweled bracers, one of which has a lens-and-dial contraption. Generates light like a Bullseye lantern, as a Move Action. Unlimited use. <i>Searing Light</i> , 3/day.	Wrists (2)	Spell Effect	Mod Evoc	6	Craft Wondrous Item <i>Searing Light</i>	13,000	1,040	26,000
Bracers of the Chimera	(DR340 p68)	Pair of wooden bracers with a Chimera etched in silver on each. +2 Armor bonus to AC Each of the following 3 abilities may be used 1/day. When activated, the wearer's hands & head changing into the three heads of a Chimera for a moment, though the wearer does not drop anything. Dragon – 30' Cone of 6d6 Fire damage (Ref½, DC 14). Goat – Melee attacks does 1d6 Bludgeoning damage & a Bull Rush at +13. Lion – 30' Cone of 2d4 Sonic dmg (no save) & Deaf for 1d6 rnds (FortNeg, DC 13).	Wrists (2)	Combo AC Offense	Mod Evoc	6	Craft Wondrous Item <i>Bull's Strength</i> <i>Fireball</i> <i>Shout</i>	6,200	496	12,400

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Jewels of Dazzling Light	(DR341 p47)	Clusters of multi-hued gemstones places on each forearm. Warforged only: +2 Enhancement bonus on Diplomacy checks vs. creatures who can see you. <i>Dancing Lights</i> , 5/day. <i>Daze</i> (DC 10), 5/day. <i>Flare</i> (DC 10), 5/day. <i>Color Spray</i> (DC 11), 3/day. <i>Hypnotism</i> (DC 11), 3/day. <i>Rainbow Pattern</i> (DC 16), 1/day.	Wrists (2)	Race – Warforged	Mod Ill	7	Craft Wondrous Item <i>Color Spray</i> <i>Dancing Lights</i> <i>Daze</i> <i>Flare</i> <i>Hypnotism</i> <i>Rainbow Pattern</i>	8,500	680	17,000
Scorpion Bracers	(DR325 p76)	Pair of bracers made from Giant Scorpion carapaces. +5 Resistance bonus on Fortitude saves vs. Poison	Wrists (2)	Save	Mod Abj	10	Craft Wondrous Item <i>Resistance</i>	1,500	120	3,000
Shackles of Silence	(BoED p116)	Iron shackles that resize to fit any creature from Small-size to Large-size. Break & Escape DC 28. <i>Silence</i> , in a 2 1/2' radius around the shackles when locked (5' radius if on a Large-size creature). If broken or slipped out of, the shackles ring for 1 round in alarm.	Wrists (2)	Trap	Faint Abj Ill	3	Craft Wondrous Item <i>Alarm</i> <i>Silence</i>	6,000	480	12,000
Shifter Clawbracers	(RoE p173)	Leather bracers Shifter with the Razorclaw trait only: +1 Enhancement bonus on attack and damage of the wearer's claw attacks	Wrists (2)	Race – Shifter	Minor Trans	5	Craft Wondrous Item <i>Alter Self</i>	2,000	160	4,000
Vambraces of Evil's Warding	(BoED p116)	Ranged attacks made by Evil creatures against the wearer receive a –4 penalty. Evil creatures only: 2d6 damage per round of wearing the vambraces..	Wrists (2)	Defense	Faint Abj	5	Craft Wondrous Item <i>Protection from Arrows</i> Creator must be Good	9,000	720	18,000

– Combo –

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Face Paint, Webwalker	(DR337 p84)	Magical paints which can be applied to a Humanoid face, hands, and feet in a spider web pattern. Takes 10 minutes and a successful Craft(painting) check vs. DC 16 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. <i>Web</i> (caster chooses a target within 150') and <i>Spider Climb</i> , activated as a Move Action & lasts for 30 minutes. Single use.	Combo Face Hands (2) Feet	Combo Single Use Spell Effect	Faint Conj	5	Craft Wondrous Item <i>Spider Climb Web</i>	338	27	675
Face Paint, Whirlwind's Arrow	(DR337 p84)	Magical paints which can be applied to a Humanoid face and hands in the pattern of arrows. Takes 10 minutes and a successful Craft(painting) check vs. DC 14 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. <i>Magic Missile</i> (1d4+1 damage), activated as a Standard Action that generates an Attack of Opportunity. On the following round, the user has the option of using another Standard Action to launch a 2 nd missile. Single use.	Combo Face Hands (2)	Combo Single Use Spell Effect	Faint Evoc	3	Craft Wondrous Item <i>Magic Missile</i>	68	5	135
Face Paint, Wolf's Wariness	(DR337 p84)	Magical paints which can be applied to a Humanoid face and hands in the pattern of a wolf. Takes 10 minutes and a successful Craft(painting) check vs. DC 16 to apply (magic lost if the check fails). If not used in 24 hours, the magic fade. <i>Detect Snares and Pits</i> , activated as a Move Action and lasting for 10 minutes. In addition to the normal working of the spell, you may detect complex mechanical traps made with non-organic materials. Single use.	Combo Face Hands (2)	Combo Single Use Spell Effect	Faint Div	5	Craft Wondrous Item <i>Detect Snares and Pits</i>	338	27	675
Traction Claws	(RoE p176)	Clawed gauntlets and boots weighing 10 pounds. Warforged only: +5 Competence bonus on Climb check to climb a surface (but not a rope). +5 Competence bonus on Balance checks on slippery surfaces	Combo Feet Hands (2)	Race – Warforged	Faint Trans	5	Craft Wondrous Item <i>Bull's Strength Cat's Grace</i>	2,000	160	4,000

– No Location –

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP								
Acorn of Acuity	(DR326 p76)	Fist-sized wooden carving of an acorn. +5 Competence bonus on Survival checks. <i>Speak with Animals</i> , 1/day.	—	Skill	Faint Div	3	Craft Wondrous Item <i>Speak with Animals</i>	2,060	165	4,120								
Anstruth Harp	(CArc p149)	Masterwork Harp +6 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion. 12 ranks of Perform (string instrument) only: <i>Control Water</i> , 1/day. <i>Mass Cure Light Wounds</i> , 1/day. <i>Mind Fog</i> , 1/day. 11 or less ranks of Perform (string instrument) only: 1 <u>Persistent Negative level</u> .	—	Instrument	Strong various	14	Craft Wondrous Item <i>Control Water</i> <i>Mass Cure Light Wounds</i> <i>Mind Fog</i> Creator must be a Bard	30,000	2,400	60,000								
Aquamarine of Spell Extending	(PGF p123)	Blue gem set in the center of a gold & silver hourglass Apply the <u>Metamagic Extend Spell</u> to a 0 th – 6 th lvl spell, 1/day.	—	Spell Augment	Strong no school	17	Craft Wondrous Item Extend Spell	1,850	148	3,700								
Aroma of Curdled Death	(CArc p147)	Dark liquid in a stoppered bottle. If applied to a creature like a perfume, the creature is surrounded by a 10' radius invisible cloud that moves with the wearer & lasts for 1 minute. The wearer is immune to the cloud's effect (see below). If the bottle is left open or poured out, a 5' radius invisible and immobile cloud forms. In either case, the cloud's effect is based on the creature's HD: <table border="0"> <tr> <td><u>HD</u></td> <td><u>Effect</u></td> </tr> <tr> <td>up to 3</td> <td>Death (no save)</td> </tr> <tr> <td>4-5</td> <td>Death (Fort vs. DC17 for 1d4 Constitution dmg)</td> </tr> <tr> <td>6+</td> <td>1d4 Constitution dmg (Fort½, DC17)</td> </tr> </table> Single use.	<u>HD</u>	<u>Effect</u>	up to 3	Death (no save)	4-5	Death (Fort vs. DC17 for 1d4 Constitution dmg)	6+	1d4 Constitution dmg (Fort½, DC17)	—	Combo Single Use Spell Effect	Mod Conj	9	Craft Wondrous Item <i>Cloudkill</i> Creator must have at least 4 ranks in Craft(alchemy)	2,250	180	4,500
<u>HD</u>	<u>Effect</u>																	
up to 3	Death (no save)																	
4-5	Death (Fort vs. DC17 for 1d4 Constitution dmg)																	
6+	1d4 Constitution dmg (Fort½, DC17)																	
Aroma of Dreams	(CArc p147)	Dark liquid in a stoppered bottle. If applied to a creature like a perfume, the creature is surrounded by a 10' radius invisible cloud that moves with the wearer & lasts for 1 minute. The wearer is immune to the cloud's effect (see below). If the bottle is left open or poured out, a 5' radius invisible and immobile cloud forms. In either case, the cloud's effect is an Inhaled Poison (sleep for 1 minute / sleep for 1 hour / Fort14). Single use.	—	Combo Single Use Spell Effect	Faint Ench	5	Craft Wondrous Item <i>Deep Slumber</i> Creator must have at least 4 ranks in Craft(alchemy)	750	60	1,500								
Ashworm Pellet	(Sand p132)	1" spherical bead of volcanic scoria Becomes an Ashworm 1 round after pellet thrown on ground. If pellet <i>disintegrated</i> or dealt 50 hp damage, then no Ashworm. The Ashworm remains for 10 mins or until slain. Single use.	—	Combo Single Use Summon	Strong Conj	13	Craft Wondrous Item <i>Summon Nature's Ally VII</i>	3,413	273	6,825								
Aureon's Spellshard	(Eb p265)	A pink crystal with red swirls inside. Can hold up to 500 pages of Wizard spells	—	Class – Wizard	Mod Trans	7	Craft Wondrous Item <i>Secret Page</i>	6,250	500	12,500								
Bag of Holding 1	(DMG p248)	Up to 250 lbs. feels like 15 lbs. Volume limit of 30 cubic feet.	—	Storage	Mod Conj	9	Craft Wondrous Item <i>Leomund's Secret Chest</i>	1,250	100	2,500								
Bag of Holding 2	(DMG p248)	Up to 500 lbs. feels like 25 lbs. Volume limit of 70 cubic feet.	—	Storage	Mod Conj	9	Craft Wondrous Item <i>Leomund's Secret Chest</i>	2,500	200	5,000								
Bag of Holding 3	(DMG p248)	Up to 1,000 lbs. feels like 35 lbs. Volume limit of 150 cubic feet.	—	Storage	Mod Conj	9	Craft Wondrous Item <i>Leomund's Secret Chest</i>	3,700	296	7,400								
Bag of Holding 4	(DMG p248)	Up to 1,500 lbs. feels like 60 lbs. Volume limit of 250 cubic feet.	—	Storage	Mod Conj	9	Craft Wondrous Item <i>Leomund's Secret Chest</i>	5,000	400	10,000								

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Bag of Teeth	(Storm p131)	Small fishskin sack of piranha teeth. By pouring teeth into a body of water, teeth become Piranha Swarm (Storm p162). The Swarm attacks closest living creature in the water. User has no control over swarm. If no creatures around, swarm remains where it was summoned. Swarm lasts for 10 minutes Single use.	—	Combo Single Use Summon	Strong Conj	13	Craft Wondrous Item <i>Summon Swarm</i>	1,000	80	2,000
Bag of Tricks – Gray	(DMG p248)	Summon up to 10 creatures per week, chosen randomly from bat, rat, cat, weasel, & badger.	—	Summon	Faint Conj	3	Craft Wondrous Item <i>Summon Nature's Ally II</i>	450	36	900
Bag of Tricks – Rust	(DMG p248)	Summon up to 10 creatures per week, chosen randomly from wolverine, wolf, boar, & black bear.	—	Summon	Faint Conj	5	Craft Wondrous Item <i>Summon Nature's Ally III</i>	1,500	120	3,000
Bag of Tricks – Tan	(DMG p248)	Summon up to 10 creatures per week, chosen randomly from brown bear, lion, warhorse, tiger, & rhinoceros.	—	Summon	Mod Conj	9	Craft Wondrous Item <i>Summon Nature's Ally V</i>	3,150	252	6,300
Bamboo Flute	(DR335 p85)	Masterwork Flute. <i>Calm Emotion</i> , activated by making a Perform (wind instrument) check vs. DC 15. Usable 3/day. DC 13. <i>Owl's Wisdom</i> , activated by making a Perform (wind instrument) check vs. DC 15. Usable 1/day.	—	Instrument	Mod Ench Trans	3	Craft Wondrous Item <i>Calm Emotion</i> <i>Owl's Wisdom</i>	4,500	360	9,000
Battering Ball	(DR341 p64)	1' diameter sphere of metal weighing 15 lbs. On command, the sphere launched itself up to 10' into a solid object, where it makes a Break Object check at +12, then it flies back to its starting point. This action is repeated each round until the object breaks, the sphere is commanded to stop, or a creature gets in its path. In the case of a creature, the sphere stops before hitting it and returns to its starting location.	—	Misc.	Mod Trans	9	Craft Wondrous Item <i>Telekinesis</i>	1,000	80	2,000
Battle Rattle	(DR331 p88)	Wooden instrument that is spun when played. When played in combat, all allies within 30' gain a +1 Morale bonus on a skill check or attack roll made within one round. Usable once per combat. If someone with Bardic Music uses the Battle Rattle as part of his/her Inspire Courage ability, the bonus to Inspire Courage is +1.	—	Combo Misc. Class – Bard	Faint Ench	5	Craft Wondrous Item <i>Heroism</i>	1,500	120	3,000
Bead of Force	(DMG p248)	Can be thrown up to 60'. 5d6 Force damage in a 10' radius. <i>Otiluke's Resilient Sphere</i> , in a 10' radius with a 10 minute duration. Single use.	—	Combo Single Use Spell Effect	Mod Evoc	10	Craft Wondrous Item <i>Otiluke's Resilient Sphere</i>	1,500	120	3,000
Beer of Eternity	(DR334 p58)	Flagon of beer used in burial rites. Able to damage Undead as if it were Holy Water. If drunk, grants <i>Invisibility to Undead</i> and removes one Negative level. Single use.	—	Combo Healing Single Use	Mod Conj	7	Craft Wondrous Item <i>Invisibility to Undead</i> <i>Restoration</i>	375	30	750
Blasphemous Figurines of the Void	(DR336 p70)	Four small figures carved of jade stored together in a black velvet bag. Each figure may be activated once per day, and only one figure may be activated at a time. The owner must store all four together or they do not recharge. Alintyl, the Corruptor – +5 Profane bonus on Bluff & Diplomacy check for 1 hour. Ilanserbli, the Seductress – <i>Charm Person</i> , by touch with a 1 hour duration. 1/day. Nolanlo, the Devourer – <i>Darkness</i> (centered on the figurine) and all food & water within 30' becomes tainted. Lasts 1 hour. Vandommezeron, the Destroyer – <i>Rage</i> (self only) at 5 th level.	—	Combo Spell Effect Food Skill	Faint Ench Evoc Trans	5	Craft Wondrous Item <i>Charm Person</i> <i>Darkness</i> <i>Rage</i>	7,000	560	14,000
Boat, Folding	(DMG p249)	A 1' long box that can unfold to a 10' row boat or a 24' long sail boat	—	Move	Faint Trans	6	Craft Wondrous Item <i>Fabricate</i> Creator must have at least 2 ranks of Craft (ship-making)	3,600	288	7,200

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Boccob's Blessed Book	(DMG p249)	12" x 8" x 1" waterproof spellbook that has 1,000 pages, ready to be filled with spells.	—	Class – Wizard	Mod Trans	7	Craft Wondrous Item <i>Secret Page</i>	6,250	500	12,500
Book of All Names	(DR339 p42)	Book weighing 3 pounds. Initially its pages are blank. As a Full Round Action, the user can write a creature's name on a page of the book (the user must supply his/her own writing implement). At the time of the writing, the user chooses to grant that creature a blessing or a curse. Blessing – <i>Heroism</i> . Curse – <i>Bestow Curse</i> (WillNeg, DC14). The book may only affect a given creature once (for good or ill), even if the creature has more than one name.	—	Spell Effect	Strong Ench Necro	15	Craft Wondrous Item <i>Bestow Curse Heroism</i>	6,000	480	12,000
Book of Blood	(CArc p148)	Red leather spellbook with vellum pages weighing 3 pounds. Is Waterproof, Fireproof, & Lockable. Holds 45 spell levels. <i>Summon Monster IV</i> (Yeth Hound only), 1/day. <i>Finger of Death</i> , 1/day. User loses 1hp permanently.	—	Spell Effect	Strong Conj Necro	13	Craft Wondrous Item <i>Summon Monster IV Finger of Death</i>	10,650	852	21,300
Bottle of Air	(DMG p250)	A person can breath from the bottle as a Standard Action, allowing any suffocation or drowning "count-down" to be reset.	—	Breath Anywhere	Mod Trans	7	Craft Wondrous Item <i>Water Breathing</i>	3,625	290	7,250
Bottle of Endless Sand	(Sand p132)	Opaque glass bottle. Upon command while uncorked, dusty sand pours out. Amount of sand depends on command word used: - "Heap": 1 cu. ft. /round - "Dune": 20 cu. ft. pile at 5 cu. ft. /round - "Sandblast": Target dealt 1d6 damage per round until command word spoken again. Wielder must make Strength DC 12 or knocked prone.	—	Misc.	Mod Conj	9	Craft Wondrous Item <i>Blast of Sand</i>	10,800	864	21,600
Bowl of Commanding Water Elementals	(DMG p250)	1' diameter fragile bowl made from semi-precious stone (sometimes jade). When the bowl is filled with water, a Full Round incitation can be used to summon a Water Elemental. Only one elemental can be summoned at a time & new water must be added each time it is used. Fresh water: <i>Summon Monster VI</i> to summon a Large Water Elemental. Salt water: <i>Summon Monster VII</i> to summon a Huge Water Elemental.	—	Summon	Strong Conj	13	Craft Wondrous Item <i>Summon Monster VI Summon Monster VII</i>	50,000	4,000	100,000
Brazier of Commanding Fire Elementals	(DMG p250)	Metal container for holding coals. When the brazier has a fire lit within it, a Full Round incitation can be used to summon a Fire Elemental. Only one elemental can be summoned at a time & the fresh fire must be lit each time it is used. Normal Fire: <i>Summon Monster VI</i> to summon a Large Fire Elemental. Fire with Brimstone: <i>Summon Monster VII</i> to summon a Huge Fire Elemental.	—	Summon	Strong Conj	13	Craft Wondrous Item <i>Summon Monster VI Summon Monster VII</i>	50,000	4,000	100,000
Broom of Flying	(DMG p250)	Acts as if it had an <i>Overland Flight</i> spell for up to 9 hours per day, split up as desired by the commander. If carrying no more than 200 pounds, the broom can fly at 40' (average manuv.). If carrying between 201 & 400 pounds, the broom can fly at 30' (average manuv.). The owner can send the broom to a destination as long as he/she know the route. The owner can summon the broom verbally if it is within 300'.	—	Move	Mod Trans	9	Craft Wondrous Item <i>Overland Flight Permanency</i>	8,500	680	17,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Caltrops of the Captain	(DR334 p70)	Single Caltrop made from glass. On command, a 20' radius around the caltrop is covered with caltrops. If a creature steps on one, the caltrops in that square explode for 2d6 Fire damage (Ref½, DC14), after which that square is safe. Unexploded caltrops turn to dust after 2 hours. Single use.	—	Combo Single Use Trap	Faint Evoc	5	Craft Wondrous Item <i>Fireball</i>	500	40	1,000
Caltrops of the General	(DR334 p70)	Single Caltrop made from glass. On command, a 30' radius around the caltrop is covered with caltrops. If a creature steps on one, the caltrops in that square explode for 4d6 Fire damage (Ref½, DC14), after which that square is safe. Unexploded caltrops turn to dust after 2 hrs. Single use.	—	Combo Single Use Trap	Mod Evoc	10	Craft Wondrous Item <i>Fireball</i>	2,000	160	4,000
Caltrops of the Scout	(DR334 p70)	Single Caltrop made from Cold Iron. On command, a 10' radius around the caltrop is covered with +1 Cold Iron caltrops that do 1d3+1 damage. The caltrops turn to dust after 2 hours. Single use.	—	Combo Single Use Trap	Mod Trans	9	Craft Wondrous Item	1,000	80	2,000
Canaith Mandolin	(CArc p149)	Masterwork Mandolin. +4 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion. 8 ranks of Perform (string instrument) only: <i>Cure Serious Wounds</i> , 1/day. <i>Dispel Magic</i> , 1/day. <i>Summon Monster III</i> , 1/day. 7 or less ranks of Perform (string instrument) only 1 <u>Persistent Negative level</u> .	—	Instrument	Mod various	8	Craft Wondrous Item <i>Cure Serious Wounds</i> <i>Dispel Magic</i> <i>Summon Monster III</i> Creator must be a Bard	11,700	936	23,400
Candle of Invocation	(DMG p251)	The candle has an alignment & normally burns for 4 hours. Anyone of the same alignment as the candle within 30' while it is burning get a +2 Morale bonus to attacks, saving throws, & skill checks. A Cleric whose alignment matches the candle can use it during spell preparation to be treated as 2 levels higher (including a new level of spells) while the candle still burns. The candle can be used to <i>Gate</i> in a creature of matching alignment, but this consumes the entire candle at once. Single use.	—	Combo Single Use Spell Augment		17	Craft Wondrous Item <i>Gate</i> Creator must be the same alignment as the candle to be created	4,200	336	8,400
Candle of Truth	(DMG p251)	While burning, <i>Zone of Truth</i> in a 5' radius (DC13). Burns for up to 1 hour. If put out before the hour is up, the candle <u>cannot</u> be reused. Single use.	—	Combo Single Use Spell Effect	Faint Ench	3	Craft Wondrous Item <i>Zone of Truth</i>	1,250	100	2,500
Canopic Jars of the Guardians	(DR325 p75)	Four ceramic jars weighing 2 lbs. each. Cleric of Good Alignment only: Summon a Lawful Good Mummy for 3 hours, usable 1 day. The Mummy does not have the Despair ability.	—	Class – Cleric	Strong Necro	15	Craft Wondrous Item <i>Create Undead</i>	9,000	720	18,000
Captain Roger's Battle Rattle	(DR331 p88)	Wooden instrument that is spun when played. When played in combat, all allies within 30' gain a +1 Morale bonus on a skill check or attack roll made within one round. Usable once per combat. If someone with Bardic Music uses the Battle Rattle as part of his/her Inspire Courage ability, the bonus to Inspire Courage is +1. <i>Protection from Arrows</i> to all allies within 30'. Usable 1/day and can prevent up to 70 hp, otherwise it ends in 7 hours.	—	Combo Misc. Class – Bard Spell Effect	Faint Abj	3	Craft Wondrous Item <i>Protection from Arrows</i>	7,050	564	14,100

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Captain's Lantern	(Storm p131)	Brass & greenglass lantern <i>Alarm</i> , continuous over whole ship. Captain may turn <i>Alarm</i> on or off on command. Captain may touch coin to lantern to create token. Token bearers do not set off <i>Alarm</i> . Captain may deactivate any existing tokens on command no matter their location. Tokens radiate very minor abjuration effect.	—	Spell Effect	Faint Abj	3	Craft Wondrous Item <i>Alarm</i>	6,000	480	12,000
Captain's Standard	(DR334 p71)	Magical banner, typically attached to a spear When raised in combat and the command word spoken, all allies within a 30' radius receive a +2 morale bonus on attacks & weapon damage—and a +4 Morale bonus on saves vs. Fear effects. Effects last as long as the standard remains visible, up to 1 minute. Usable 1/day.	—	Misc.	Mod Ench	6	Craft Wondrous Item <i>Divine Favor</i> <i>Remove Fear</i>	3,800	304	7,600
Carnivorous Tome	(DR336 p71)	Book bound with leather from a humanoid face, including teeth. Contains 101 pages. When placed next to other books, the Carnivorous Tome changes its appearance to seem like the other books. If touched without saying the command word, the toucher is absorbed into the book (WillNeg, DC 23). One of the book's pages is then filled with writing about that victim in Infernal. If that page is destroyed, the victim is dead and his/her body is destroyed. A victim can be release by saying the command word and then reading the page. Once all 101 pages are filled, the book cannot trap any other people.	—	Trap	Strong Abj	17	Craft Wondrous Item <i>Trap the Soul</i>	75,000	6,000	150,000
Carpet of Flying – 10' x 10'	(DMG p252)	10 pound carpet. <i>Overland Flight</i> , with unlimited duration on verbal command. Average maneuverability, plus it can hover. Can fly at 40' if carrying up to 800 lbs. Can fly at 30' if carrying 801 – 1,600 lbs	—	Move	Mod Trans	10	Craft Wondrous Item <i>Overland Flight</i> <i>Permanency</i>	30,000	2,400	60,000
Carpet of Flying – 5' x 10'	(DMG p252)	15 pound carpet. <i>Overland Flight</i> , with unlimited duration on verbal command. Average maneuverability, plus it can hover. Can fly at 40' if carrying up to 400 lbs. Can fly at 30' if carrying 401 – 800 lbs.	—	Move	Mod Trans	10	Craft Wondrous Item <i>Overland Flight</i> <i>Permanency</i>	17,500	1,400	35,000
Carpet of Flying – 5' x 5'	(DMG p252)	8 pound carpet. <i>Overland Flight</i> , with unlimited duration on verbal command. Average maneuverability, plus it can hover. Can fly at 40' if carrying up to 200 lbs. Can fly at 30' if carrying 201 – 400 lbs.	—	Move	Mod Trans	10	Craft Wondrous Item <i>Overland Flight</i> <i>Permanency</i>	10,000	800	20,000
Cavalryman's Bridle	(DR334 p71)	When worn by a mount that is at most Lightly Encumbered, the mount may move through natural undergrowth (such as briars, over-grown areas, etc.) without slowing or taking damage. The rider also has the option of leaving no trail.	—	Creature	Mod Trans	11	Craft Wondrous Item <i>Freedom of Movement</i> <i>Pass without Trace</i>	5,000	400	10,000
Cavalryman's Saddle	(DR334 p71)	When worn by a mount, it gains +10' land movement, +5 Competence bonus on Jump checks, and the benefits of <i>Feat: Endurance</i> .	—	Creature	Mod Trans	10	Craft Wondrous Item <i>Jump</i> <i>Longstrider</i>	4,250	340	8,500
Censer of Controlling Air Elementals	(DMG p252)	6" wide by 1" tall container for holding incense. When the censer contains lit incense, a Full Round incitation can be used to summon an Air Elemental. Only one elemental can be summoned at a time & new incense must inserted each time it is used. Normal Incense: <i>Summon Monster VI</i> to summon a Large Air Elemental. Incense of Meditation: <i>Summon Monster IX</i> to summon an Elder Air Elemental.	—	Summon	Strong Conj	17	Craft Wondrous Item <i>Summon Monster VI</i> <i>Summon Monster IX</i>	50,000	4,000	100,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Cephalometer	(Und p73)	Calipers used to measure the head. <i>Dominate Person</i> , 1/day on a willing or subdued creature whose head is in the calipers. <i>Feeblemind</i> , 1/day on a willing or subdued creature whose head is in the calipers. Once per day, the user may pull an answer telepathically from the mind of the creature whose head is in the calipers.	—	Spell Effect	Mod Ench Div	9	Craft Wondrous Item –or– Craft Universal Item <i>Dominate Person</i> <i>Feeblemind</i>	18,225	1,458	36,450
Chaos Diamond	(DMG p252)	Fist-sized, uncut gemstone. Able to cast the following spells 1d4 times per day each: <i>Lesser Confusion</i> , <i>Magic Circle against Law</i> , <i>Word of Chaos</i> , & <i>Cloak of Chaos</i> . Non-Chaotic character only: 1 <u>Persistent Negative Level</u> .	—	Spell Effect	Strong varied	19	Craft Wondrous Item <i>Lesser Confusion</i> <i>Magic Circle against Law</i> <i>Word of Chaos</i> <i>Cloak of Chaos</i> Creator must be Chaotic	80,000	6,400	160,000
Chime of Interruption	(DMG p252)	When struck, all spells with verbal components cast within 30' for the next 3 minutes require a Concentration check vs. 15 + the spell's level. Usable once every 10 minutes.	—	Offense	Mod Evoc	7	Craft Wondrous Item <i>Shout</i>	8,400	672	16,800
Chime of Opening	(DMG p252)	1' long mithral tube. By ringing the chime (i.e., using a charge), the user causes one known lock within 15' to be opened. The magic effects shackles, bolts, etc. A <i>Hold Portal</i> is automatically dispelled, as is an <i>Arcane Lock</i> with a caster level of less than 15 th level. Created with ten charges.	—	Spell Effect	Mod Trans	11	Craft Wondrous Item <i>Knock</i>	1,500	120	3,000
Clairaudience Beetle	(DR341 p64)	A Fine-sized Animated Object made to look like a beetle. It has a Fly speed of 10' with Average maneuverability. On command, it follows a designated target in a beetle-like manner (and hiding when necessary). During this time, it records up to 1 hour. A second command ends the recording and calls it back to the owner to listen to the recorded conversation. A third command erases the conversation, readying it for a new mission.	—	Misc.	Mod Trans	11	Craft Wondrous Item <i>Animate Object</i>	3,750	300	7,500
Clay of Sculpting	(DR314 p29)	Fist-sized lump of gray clay. Can be stretched & molded into any object of size up to Medium. Sculpting takes 1 Round + 1 Round per size category larger than Tiny. When complete, the clay hardens into stone. On command –or– if broken, the object returns to a fist-sized lump of clay.	—	Misc.	Mod Trans	9	Craft Wondrous Item <i>Stone Shape</i> <i>Transmute Mod to Rock</i>	10,000	800	20,000
Cli Lyre	(CArc p149)	Masterwork Lyre. +5 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion. 10 ranks of Perform (string instrument) only: <i>Break Enchantment</i> , 1/day. <i>Dimension Door</i> , 1/day. <i>Shout</i> , 1/day. 9 or less ranks of Perform (string instrument) only: 1 <u>Persistent Negative level</u> .	—	Instrument	Mod various	11	Craft Wondrous Item <i>Break Enchantment</i> <i>Dimension Door</i> <i>Shout</i> Creator must be a Bard	18,800	1,504	37,600
Contract of Nepthas	(CArc p148)	Vellum contract with the specifics left blank. When filled in and signed by two creatures, both are bound by the terms written on the contract. A signatory who breaks the terms is permanently Blind, Deaf, and mute (no save, SR applies). These effects can only be broken by <i>Remove Curse</i> (min Caster level 8 th) or <i>Break Enchantment</i> (DC25). A contract signed by a creature under the effect of a [charm] or [compulsion] spell is void. Single use.	—	Combo Misc. Single Use	Mod Ench	11	Craft Wondrous Item <i>Lesser Geas</i>	700	56	1,400
Crystal Ball	(DMG p253)	<i>Scry</i> , on command.	—	Scry	Mod Div	10	Craft Wondrous Item <i>Scrying</i>	21,000	1,680	42,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Crystal Ball with <i>Detect Thoughts</i>	(DMG p253)	<i>Scry</i> , on command, with <i>Detect Thoughts</i> , always on. (DC13)	—	Scry	Mod Div	10	Craft Wondrous Item <i>Detect Thoughts Scrying</i>	25,500	2040	51,000
Crystal Ball with <i>See Invisible</i>	(DMG p253)	<i>Scry</i> , on command, with <i>See Invisible</i> , always on.	—	Scry	Mod Div	10	Craft Wondrous Item <i>Scrying See Invisible</i>	25,000	2,000	50,000
Crystal Ball with Telepathy	(DMG p253)	<i>Scry</i> , on command. Send & receive silent messages with the viewed person. <i>Suggestion</i> (DC 14), 1/day.	—	Scry	Mod Div	10	Craft Wondrous Item <i>Scrying Suggestion</i>	35,000	2,800	70,000
Crystal Ball with <i>True Seeing</i>	(DMG p253)	<i>Scry</i> , on command, with <i>True Seeing</i> , always on.	—	Scry	Mod Div	10	Craft Wondrous Item <i>Scrying True Seeing</i>	40,000	3,200	80,000
Cube of Force	(DMG p253)	¾" cube made of ivory or hard metal. When a face of this cube is pressed, a 10'x10'x10' movable cube of force walls appear around the user. The cube has 36 charges per day. The rate they are used depends on the cube face which is pressed: Cube Chg/ Max Keeps Face Min Move Out... 1 1 30' gasses, wind, etc 2 2 20' nonliving matter 3 3 15' living matter 4 4 10' magic 5 6 10' everything 6 - - -off- Damage & some spells also deplete charges	—	Defense	Mod Evoc	10	Craft Wondrous Item <i>Wall of Force</i>	31,000	2,480	62,000
Cube of Frost Resistance	(DMG p253)	When a face of this cube is pressed, a 10'x10'x10' protected area appear around the user where the temperature is warm. All cold-based attacks are block by the protected area, but if it takes 50 hp of cold damage total in 1 round, it stops working for 1 hour. If 100 hp of cold damage is blocked in 10 rounds, the item is destroyed. Extremely cold weather can cause the protected area to take damage too.	—	Defense	Faint Abj	5	Craft Wondrous Item <i>Protection from Energy</i>	13,500	1,080	27,000
Cubic Gate	(DMG p254)	Five of the six sides opens a <i>Gate</i> to another plane of existence. The sixth opens back to the Prime Material Plane. If a side is pressed once, a gate opens to a random place in that plane. Pressing the side again closes the gate. Only one gate may be open at a time. Pressing a side twice quickly causes the user & all creatures in adjacent squares to be transferred to a random point in the appropriate plane (WillNeg DC23).	—	Gate	Strong Conj	13	Craft Wondrous Item <i>Plane Shift</i>	82,000	6,560	164,000
Daern's Instant Fortress	(DMG p254)	Small metal cube. On command, the cube opens into a 20'x20'x30' tall Adamantine keep. The keep has a single door that only opens for the owner (& is immune to <i>Knock</i>).	—	Lodge	Strong Conj	13	Craft Wondrous Item <i>Mordenkainen's Magnificent Mansion</i>	27,500	2,200	55,000
Darkskull	(DMG p254)	Ebony carved into the shape of a skull. <i>Unhallow</i> , always on.	—	Spell Effect	Mod Evoc [evil]	9	Craft Wondrous Item <i>Unhallow</i> Creator must be Evil	30,000	2,400	60,000
Daylight Pellet	(Und p74)	Crystal in a clay coating. When thrown, the pellet shatters. That location is the center of a <i>Daylight</i> spell. Single use.	—	Combo Single Use Spell Effect	Faint Evoc	5	Craft Wondrous Item <i>Daylight</i>	375	30	750
Decanter of Endless Water	(DMG p254)	On command, the bottle will produce fresh or salt water. The decanter has three settings. Stream – 1 gallon per round. Fountain – 5' long stream producing 5 gallons per round. Geyser – 20' long stream producing 30 gallons per round. Can inflict 1d4 damage per round it pointed at a target, but may knock the user down (Strength check vs. DC12 to stay up).	—	Food	Mod Trans	9	Craft Wondrous Item <i>Control Water</i>	4,500	360	9,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Deck of Illusion	(DMG p254)	Deck of cards with pictures, each of which will create a <i>Major Image</i> of the picture on the card once when thrown to the ground. The creature can move around as long as it says within 30' of where its card landed. 34 uses.	—	Spell Effect	Faint Ill	6	Craft Wondrous Item <i>Major Image</i>	4,050	324	8,100
Devil's Paste	(DR333 p67)	Wineskin full of mud-like paste, which is enough to cover 2 Medium-sized creatures or 4 Small-size creatures. Once applied (which takes 1 minute), the wearer gains the following: Fire Resistance 20. +4 Resistance bonus on saves vs. fire and fire-based spells & effects. The bonuses last up to 24 hours, but the past can be washed off with soap, water, and 5 minutes of scrubbing.	—	Defense	Mod Abj	7	Craft Wondrous Item <i>Resist Energy</i>	4,000	320	8,000
Dimensional Pocket	(DR313 p56)	A "pocket" of cloth with a 1' wide opening at one end. On command, the pocket adheres to the surface it currently is in contact with and turns invisible (though it may be detected with <i>See Invisible</i> , <i>Detect Magic</i> , etc.). The activator always knows where it is. A second command opens the pocket, which can hold up to 1,000 pounds and/or 150 cubic feet, though the objects must fit through the 1' wide opening. No matter how much it is holding, the pocket has no weight.	—	Storage	Mod Conj	9	Craft Wondrous Item <i>Leomund's Secret Chest</i>	4,500	360	9,000
Dimensional Shackles	(DMG p255)	Cold-Iron shackles with permanent <i>Dimensional Anchor</i> . DC 30 to break. Will resize to fit a Small to Large creature.	—	Trap	Mod Abj	11	Craft Wondrous Item <i>Dimensional Anchor</i>	14,000	1,120	28,000
Doss Lute	(CArc p149)	Masterwork Lute +3 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion. 6 ranks of Perform (string instrument) only: <i>Delay Poison</i> , 1/day. <i>Hold Person</i> , 1/day. <i>Mirror Image</i> , 1/day. 5 or less ranks of Perform (string instrument) only: 1 <u>Persistent Negative level</u> .	—	Instrument	Faint various	5	Craft Wondrous Item <i>Delay Poison</i> <i>Hold Person</i> <i>Mirror Image</i> Creator must be a Bard	4,900	392	9,800
Dragonskin Bag of Grendel	(DR329 p26)	Large sack made from Black Dragon and Swamp Serpent skin. Up to 1,500 lbs. feels like 8 lbs. Items placed in the bag are shrunk (as opposed to being stored in an extra-dimensional space), so the bag is safe to put in a Portable Hole, etc.	—	Storage	Faint Trans	5	Craft Wondrous Item <i>Shrink Item</i>	9,000	720	18,000
Driftdisc	(Und p74)	6' diameter stone disk weighing 1,500 lbs. Activated verbally. The activator may then telepathically control it at a range of up to 120'. Fly 30' with Perfect maneuverability. Able to carry 300 pound. <i>Animate Object</i> , 1/day. Becomes a Large Animated Object that will fight for its activator.	—	Move	Mod Evoc Trans	11	Craft Wondrous Item <i>Animate Objects</i> <i>Detect Thoughts</i> <i>Overland Flight</i>	5,6880	4,550	113,760
Drow House Insignia	(DR312 p85)	Pin depicting the symbol of a Drow Noble House. May be worn anywhere. <i>Levitate</i> , on command.	—	Spell Effect	Faint Trans	3	Craft Wondrous Item <i>Levitate</i>	7,500	600	15,000
Drowned Man Stout	(DR334 p58)	Flagon of ale which had a victim drowned in it as part of its creation. Drinker receives 1 Temporary HP per HD of the drowned creature (min 1, max 10) for up to 3 hours. An individual can only benefit once per 3 hours from this drink.	—	Misc.	Faint Necro	3	Craft Wondrous Item <i>False Life</i>	150	12	300

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Drums of Panic	(DMG p255)	2 Masterwork Kettle Drum (1½' diameter each) weighing 10 pounds total. When played, anyone greater than 20' away, but less than 120' away is affected by <i>Fear</i> (DC 16). Usable 1/day.	—	Instrument	Mod Necro	7	Craft Wondrous Item <i>Fear</i>	15,000	1,200	30,000
Dust of Appearance	(DMG p255)	Can cover all objects in a 10' radius area. Within the area of effect, invisibility is suppressed, <i>Blur & Displacement</i> are negated, and the following are shown to be not real: <i>Mirror Image</i> , <i>Projected Image</i> , and all Figments. Negates Dust of Disappearance. Also, anything coated with the dusk receives a –30 penalty on Hide checks. Effects lasts for 5 minutes. Single use.	—	Combo Defense Single Use	Faint Conj	5	Craft Wondrous Item <i>Glitterdust</i>	900	72	1,800
Dust of Disappearance	(DMG p255)	Can cover a single object or creature. <i>Greater Invisibility</i> for 2d6 rounds. Target cannot be seen with <i>See Invisibility</i> or <i>Invisibility Purge</i> . Single use.	—	Combo Single Use Spell Effect	Mod Ill	7	Craft Wondrous Item <i>Greater Invisibility</i>	1,750	140	3,500
Dust of Dispersion	(CArc p148)	Fine powder in a pouch. When thrown in the air, creates a 10' by 10' by 10' translucent cloud that does <u>not</u> provide Concealment. Any ranged attack made into or through the cloud has a 50% Miss Chance. Attacks made from inside the cloud have no penalties. Cloud lasts for 3 minutes, unless there is a Strong (or faster) wind, which disperses it in 4 rounds (or faster). Fire will also burn away the cloud. Single use.	—	Combo Defense Single Use	Faint Ill	3	Craft Wondrous Item <i>Blur Glitterdust</i>	1,050	84	2,100
Dust of Disturbance	(RoE p173)	Grey-black dust All creatures within a 10' radius must make a Will save vs. DC 17 or have the following effects: a) unable to get restful sleep b) cannot regain spells c) Fatigued after the 1 st night d) Exhausted on subsequent nights Effects are removed by <i>Remove Curse</i> or <i>Dispel Evil</i> . Single use.	—	Combo Single Use Offense	Mod Necro	9	Craft Wondrous Item <i>Nightmare</i>	2,250	180	4,500
Dust of Dryness	(DMG p255)	If poured on water, absorbs 100 gallons of water & becomes a small sphere. Water is released when the sphere is thrown. If thrown on an Elemental with the Water subtype, it must make a Fortitude save vs. DC 18 or be destroyed. 5d6 damage if save is successful. Single use.	—	Combo Single Use Misc.	Mod Trans	11	Craft Wondrous Item <i>Control Water</i>	425	34	850
Dust of Illusion	(DMG p255)	<i>Disguise Self</i> , on target. Image is designated by the user. Lasts 2 hours. An unwilling target is allowed a Reflex save vs. DC 11 to avoid the effect. Single use.	—	Combo Single Use Spell Effect	Faint Ill	6	Craft Wondrous Item <i>Disguise Self</i>	600	48	1,200
Dust of Tracelessness	(DMG p255)	If throw in the air, a room up to 100 square feet will be filled with dust & cobwebs, seeming unused. If poured on tracks of up to 12 people & horses, the trail will be erased back for 250' with no left-over magic aura (+20 DC to track). Single use.	—	Combo Misc. Single Use	Faint Trans	3	Craft Wondrous Item <i>Pass without Trace</i>	125	10	250

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Earring of the Wolf	(DR334 p71)	Single earring, typically with a military unit insignia. Created as part of a set. Each wearer of one of these earrings can hear what is spoken by any other wearer of an earring from the same set. Communications between a given pair of earrings is thwarted by magical silence, over a mile of distance, 10' of earth or wood, 5' of stone, 1' of metal, or any amount of lead. Additional earrings can be added to a set as long as all current earrings of a set are present when the new earrings are created.	—	Misc.	Faint Trans	5	Craft Wondrous Item <i>Message</i>	1,000	80	2,000
Efreeti Bottle	(DMG p255)	Brass or bronze bottle with a lead stopper. Contains one of these three types of Efreeti: - Grants 3 Wishes & then leaves (10%) - Is insane & attacks (10%) - Will serve the opener for 10 minutes / day.	—	Summon	Strong Conj	14	Craft Wondrous Item <i>Summon Monster VII</i>	72,500	5,800	145,000
Elemental Gem – Air	(DMG p255)	Transparent gem. When crushed, <i>Summon Nature's Ally V</i> (Large Air Elemental). Single use.	—	Combo Single Use Summon	Mod Conj	11	Craft Wondrous Item <i>Summon Nature's Ally V</i>	1,125	90	2,250
Elemental Gem – Earth	(DMG p255)	Light brown gem. When crushed, <i>Summon Nature's Ally V</i> (Large Earth Elemental). Single use.	—	Combo Single Use Summon	Mod Conj	11	Craft Wondrous Item <i>Summon Nature's Ally V</i>	1,125	90	2,250
Elemental Gem – Fire	(DMG p255)	Reddish orange gem. When crushed, <i>Summon Nature's Ally V</i> (Large Fire Elemental). Single use.	—	Combo Single Use Summon	Mod Conj	11	Craft Wondrous Item <i>Summon Nature's Ally V</i>	1,125	90	2,250
Elemental Gem – Water	(DMG p255)	Blue-green gem. When crushed, <i>Summon Nature's Ally V</i> (Large Water Elemental). Single use.	—	Combo Single Use Summon	Mod Conj	11	Craft Wondrous Item <i>Summon Nature's Ally V</i>	1,125	90	2,250
Elixir of Fire Breath	(DMG p255)	The drinker can breath 4d6 Fire damage at a single target within 25' (Ref½ DC13), up to 3 times within 1 hour. Single use.	—	Combo Single Use Offense	Mod Evoc	11	Craft Wondrous Item <i>Scorching Ray</i>	5,500	440	11,000
Elixir of Hiding	(DMG p255)	+10 Competence bonus on Hide checks for 1 hour. Single use.	—	Combo Skill Single Use	Faint Ill	5	Craft Wondrous Item <i>Invisibility</i>	125	10	250
Elixir of Love	(DMG p255)	The drinker comes under the effect of <i>Charm Person</i> for 1d3 hours (WillNeg DC14). The first creature the drinker sees after coming under the effect is the being it is now friends with. Single use.	—	Combo Spell Effect Single Use	Faint Ench	5	Craft Wondrous Item <i>Charm Person</i>	75	6	150
Elixir of Sneaking	(DMG p255)	+10 Competence bonus on Move Silently checks for 1 hour. Single use.	—	Combo Skill Single Use	Faint Ill	5	Craft Wondrous Item <i>Silence</i>	125	10	250
Elixir of Swimming	(DMG p255)	+10 Competence bonus on Swimming checks for 1 hour. Single use.	—	Combo Skill Single Use	Faint Ill	2	Craft Wondrous Item Creator must have 5+ ranks in Swimming	125	10	250
Elixir of Truth	(DMG p256)	For 10 minutes, the drinker must answer questions and speak the truth. For each question, the subject may attempt a Will save vs. DC 13 to not answer. One question may be asked each round. Single use.	—	Combo Single Use Spell Effect	Faint Ench	5	Craft Wondrous Item <i>Zone of Truth</i>	250	20	500
Elixir of Vision	(DMG p256)	+10 Competence bonus on Search checks for 1 hour. Single use.	—	Combo Skill Single Use	Faint Div	5	Craft Wondrous Item <i>True Seeing</i>	125	10	250
Everbright Lantern	(Eb p265)	Bullseye Lantern with a small pink crystal inside as its light source. Gives off bright light in a 60' cone and shadowy illumination in a 120' cone.	—	Spell Effect	Faint Evoc	3	Craft Wondrous Item <i>Continual Flame</i>	106	8	212

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Everfull Sails	(Storm p131)	Sky-blue canvas sails with silver flecking Sails always filled with enough wind to drive ship at full speed. Sails ignore all contrary winds. Sail's wind stops only when sails are furled. A ship using <i>Everfull Sails</i> requires a separate set per mast or the magic does not function.	—	Ship	Mod Evoc [air]	3	Craft Wondrous Item <i>Gust of Wind</i>	6,000	480	12,000
Eversmoking Bottle	(DMG p256)	Brass or bronze bottle with a lead stopper. When stopper is removed, smoke fills a 50' radius spread in 1 round, growing 10' per round, up to 100' radius. Smoke dissipates normally when stopper is restored with a command word.	—	Misc.	Faint Trans	3	Craft Wondrous Item <i>Pyrotechnics</i>	2,700	216	5,400
Fiendish Elixir	(DR336 p71)	Black crystal flask filled with corrupted & enchanted celestial blood. The drinker gains the following for 1 hour: +5 Circumstance bonus on saves vs. Poison Acid Resistance 5 Cold Resistance 5 +2 bonus to Natural Armor +2 Enhancement bonus to Strength Gains the subtypes 'evil' and 'extraplanar' Lawful drinker only: Gain Damage Reduction 5 / silver Chaotic drinker only: Gain Damage Reduction 5 / cold iron Single use.	—	Combo Defense AC Ability Score Single Use	Mod Trans	7	Craft Wondrous Item <i>Polymorph</i>	2,500	200	5,000
Figurine of Delivery	(DR327 p66)	Small statue of a person carrying a heavy load, weighing 2 pounds. Once per day, the figure can be placed on an object of up to 650 pounds and/or 39 cubic feet. The touched object is then teleported to a named person anywhere in the same plane of existence. The user does not need to know where that person is.	—	Teleport	Strong Conj	13	Craft Wondrous Item <i>Teleport Object</i>	16,400	1,312	32,800
Figurine of Wondrous Power – Bronze Griffon	(DMG p256)	1" bronze statuette of a griffon. Becomes a normal Griffon on command, 2 times per week for up to 6 hours per use. If slain as a griffon, it reverts to a statuette.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Object</i>	5,000	400	10,000
Figurine of Wondrous Power – Ebony Fly	(DMG p256)	1" ebony statuette of a fly. Becomes a Pony-sized Fly (stats identical to a Hippogriff but no attacks) on command, 3 times per week for up to 12 hrs per use. If slain as a fly, it reverts to a statuette.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Object</i>	5,000	400	10,000
Figurine of Wondrous Power – Gold Beetle	(Sand p133)	1" statuette of a gold beetle. Becomes a Giant Stag Beetle on command, for up to 24 hours per week, split as desired. It has Intelligence 6, understands Common and Terran, moves normally across any waste terrain, and is treated as Magical Beast. If slain as a beetle, it returns to a statuette.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Objects Levitate</i>	5,750	460	11,500
Figurine of Wondrous Power – Golden Lions (2)	(DMG p256)	Two 1" gold statuette of lions. Becomes a pair of normal adult Lions on command, 1 time per day, for up to 1 hour per use. If slain as a lion, it reverts to statuette form for 1 week.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Object</i>	8,250	660	16,500
Figurine of Wondrous Power – Ivory Camel	(Sand p133)	1" statuette of an ivory camel. Becomes a Dromedary Camel on command, for up to 12 hours per week, split as desired. It has Intelligence 8, can speak Common, gets +4 on saves to resist heat and dehydration, and is unaffected by sun glare. If slain as a camel, it returns to a statuette.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Objects</i>	4,250	340	8,500

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Figurine of Wondrous Power – Ivory Goats (3)	(DMG p256)	Three 1" ivory statuette of goats. Goat of Traveling – Equivalent to a Heavy Horse. It can be use for 24 hours in a week, broken up however desired by the owner. Once all 24 hours have been use up, it cannot be reactivated for 1 day. Goat of Travail – Equivalent to a Nightmare, plus two 1d8+4 horns. It can be used for 12 hours, once per month. Goat of Terror – Equivalent to a Light Warhorse. Its rider can use one horn as a +3 Lance & the other as a +5 Longsword. When ridden in an attack, it produces <i>Fear</i> in a 30' radius (DC 16). It can be used every 2 weeks, for 3 hours per use. If any of the goats are slain, they reverts to statuette form for 1 week.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Object</i>	10,500	840	21,000
Figurine of Wondrous Power – Jasper Spider	(Und p74)	1" jasper figurine of a spider. Becomes a Large Monstrous Spider on command for up to 12 hours, then is unusable for 24 hours. Cannot attack, but can carry a creature of up to Medium size. If slain as a spider, it reverts to a statuette.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Object</i>	2,500	200	5,000
Figurine of Wondrous Power – Marble Elephant	(DMG p256)	Fist-sized marble statuette of an elephant. Becomes a normal Elephant on command, 4 times per month, for up to 24 hour per use. If slain as an elephant, it reverts to a statuette.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Object</i>	8,500	680	17,000
Figurine of Wondrous Power – Obsidian Steed	(DMG p257)	Small shape-less lump of black stone. Becomes a Heavy Warhorse on command, 1 time per week, for up to 24 hours per use. Each round, it can use one of the following powers on itself & its rider: <i>Fly</i> , <i>Plane Shift</i> , or <i>Etherealness</i> . Good character only: 10% chance per use that it will carry a rider to an Evil Plane & leave him there. If slain as a horse, it reverts to a statuette.	—	Figurine	Mod Trans	15	Craft Wondrous Item <i>Animate Object</i> <i>Plane Shift</i> <i>Etherealness</i>	1,4250	1,140	28,500
Figurine of Wondrous Power – Onyx Dog	(DMG p257)	1" onyx statuette of a dog. Becomes a Riding Dog on command, 1 time per week, for up to 6 hours per use. It has an Intelligence of 8, can speak in Common, has +4 on Spot & Search checks, has Darkvision up to 60', & can see Invisible. If slain as a dog, it reverts to a statuette.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Object</i>	7,750	620	15,500
Figurine of Wondrous Power – Opal Frog	(DU116 p34)	1 pound figurine of a frog decorated with opal. Becomes a Medium-sized Giant Frog on command, activatable up to twice per week for a total of 12 hours per week. It is a CR3 Animal with Poison and Swallow Whole special abilities. If slain as a frog, it reverts to statuette form for 1 month.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Objects</i>	5,000	400	10,000
Figurine of Wondrous Power – Pearlsteel Turtle	(Storm p131)	Statuette of sea turtle about the size of a human hand. Becomes a Huge-sized Giant Turtle. It serves only as a transport and will not obey orders to attack, although it will defend itself if attacked. The turtle understands Common, has a land speed of 20 ft., swim 30 ft., AC 25, and 87 hp; the rest of its information can be found on p131-132. The turtle can be harnessed to pull boat at 1/2 swim speed. Riding on the turtle's back requires a DC 20 Ride check each minute. The turtle may be used 3/week, for up to 6 hours / use. If slain as a turtle, it returns to statuette form.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Objects</i>	5,000	400	10,000
Figurine of Wondrous Power – Sardonyx Stone Flyer	(Und p74)	1" figurine of a stone flyer. Becomes a Stone Flyer on command for up to 1 hour, then is unusable for 24 hours. Cannot attack, but can carry a creature of up to Medium size. If slain as a stone flyer, it reverts to a statuette and cannot be reactivated for 10 days.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Object</i>	8,250	660	16,500

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Figurine of Wondrous Power – Serpentine Owl	(DMG p257)	1" serpentine statuette of an owl. Becomes a normal-sized Owl or a Giant Owl on command, 1 time per day, for up to 8 hours per use. It can communicate telepathically with its owner. After 3 uses of the Giant Owl form, the figurine loses its magic. If slain as an owl or giant owl, it reverts to a statuette.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Object</i>	4,550	364	9,100
Figurine of Wondrous Power – Silver Raven	(DMG p257)	1" silver figurine of a raven. Becomes a Raven on command (but has Hardness 10), for 24 hours per week, split up however desired. If given a message, it will act as the <i>Animal Messenger</i> spell. If slain as a raven, it reverts to a statuette.	—	Figurine	Faint Ench Trans	6	Craft Wondrous Item <i>Animal Messenger</i>	1,900	152	3,800
Figurines of Illusory Escort	(Und p74)	1" carved figure. <i>Major Image</i> of a named member of a Humanoid or Monstrous Humanoid race. May be designated to be a guard or a servant. Moves around in a way appropriate for its job. Usable 1/day. Illusion lasts for 8 hours.	—	Misc.	Mod Ill	6	Craft Wondrous Item <i>Major Image</i>	3,250	260	6,500
Fire Bucket	(DR331 p88)	Wooden bucket with a rope handle. Once per round, the bucket can be filled with 3 gallons of fresh water.	—	Food	Faint Conj	3	Craft Wondrous Item <i>Create Water</i>	1,500	120	3,000
Flask of Amorphous Fire	(DR334 p51)	Flask of Alchemist's Fire enhanced by magic. Does 2d6 Fire damage on a direct hit and 1 hp on a splash. On a direct hit, the target takes an additional 2d6 Fire damage for <u>3 rounds</u> if he/she doesn't take a Full Round Action to put himself out with a Reflex save vs. DC 18 (+2 bonus if he/she rolls on the ground). If the flask lands on the ground (intentionally or due to a miss), that square is filled with fire for 3 rounds. Any creature going through it takes 2d6 Fire damage (Ref½, DC18).	—	Offense	Faint Evoc	3	Craft Wondrous Item <i>Flaming Sphere</i> Creator must have at least 5 ranks in Craft(alchemy)	250	20	500
Flask of Silken Fire	(DR334 p51)	Flask of Alchemist's Fire enhanced by magic. Everything within a 20' radius of the point of impact takes 2d4 Fire damage (Ref½, DC13). For 1 round, the area of effect is treated as Difficult Terrain.	—	Offense	Faint Evoc	3	Craft Wondrous Item <i>Web</i> Creator must have at least 5 ranks in Craft(alchemy)	250	20	500
Flask of Smoke Fire	(DR334 p51)	Flask of Alchemist's Fire enhanced by magic. Does 1d6 Fire damage on a direct hit and 1 hp on a splash. A 20' radius cloud of totally opaque smoke surrounds the point of impact for 3 round. Any creature that is within the smoke receives a –4 penalty to Strength and Dexterity until he/she has been out of the smoke for 1d4+1 rounds (FortNeg, DC13).	—	Offense	Faint Evoc	3	Craft Wondrous Item <i>Pyrotechnics</i> Creator must have at least 5 ranks in Craft(alchemy)	250	20	500
Flask of Thunderous Fire	(DR334 p51)	Flask of Alchemist's Fire enhanced by magic. Does 1d6 Fire damage on a direct hit and 1 hp on a splash. All creatures within a 10' radius also take 1d8 Sonic damage (no save) and are Deafened for 1 round (FortNeg, DC13).	—	Offense	Faint Evoc	3	Craft Wondrous Item <i>Sound Burst</i> Creator must have at least 5 ranks in Craft(alchemy)	250	20	500
Floating Book	(DR341 p65)	Can be added to any Masterwork Book or Spellbook. Floats 3' off the ground in the orientation set by the owner. Unless commanded otherwise, it follows the owner.	—	Misc.	Faint Evoc	3	Craft Wondrous Item <i>Tenser's Floating Disk</i>	+250	20	+500
Flute of the Snake	(CAAdv p132)	Masterwork Flute. <i>Charm Animal (snakes only)</i> , activated by making a Perform (wind instrument) check vs. DC 15. Usable 3/day. <i>Summon Nature's Ally IV (1d4+1 Medium Vipers only)</i> , activated by making a Perform(wind instrument) check vs. DC 15. Usable 1/day.	—	Instrument	Mod Conj Ench	7	Craft Wondrous Item <i>Charm Animal Summon Nature's Ally IV</i>	7,700	616	15,400

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Flying Lantern	(DR341 p66)	Rune-covered lantern with stained glass. Floats at the elevation at which it was released and follows its owner by 5', up to a speed of 30'. It avoids visible obstacles. Burns normal oil to produce light.	—	Misc.	Mod Trans	5	Craft Wondrous Item <i>Fly</i>	800	64	1,600
Fochlucan Bandore	(CArc p148) (CAAdv p148)	Masterwork Lute. <i>Light</i> , 1/day. +1 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion. 2 ranks of Perform (string instrument) only: <i>Flare</i> , 1/day. <i>Mending</i> , 1/day. <i>Message</i> , 1/day.	—	Instrument	Faint Evoc Trans	3	Craft Wondrous Item <i>Flare</i> <i>Light</i> <i>Mending</i> <i>Message</i> Creator must be a Bard	950	76	1,900
Folding Sand Vessel	(Sand p133)	Wooden box, 12" long, 6" wide, & 6" deep. On command, box unfolds to either a Sand Skiff or a Sand Schooner or returns to box-shape. Unfolding to a Sand Skiff or back to box-shape takes 1 round. Unfolding to a Sand Schooner or back to box-shape takes 5 rounds.	—	Move	Strong Trans	15	Craft Wondrous Item <i>Polymorph Any Object</i> Creator must have 5+ ranks in Craft (shipbuilding)	50,000	4,000	100,000
Frostfell Figurine of Wondrous Power – Basalt Glyptodon	(Frost p109)	1" basalt statuette of a glyptodont. Carrying figurine grants Cold Resistance 10. Becomes a Glyptodon on command (except has DR 5/—) once per week for up to 6 hours per use. If slain as a glyptodon, it reverts to a statuette.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Objects</i> <i>Stoneskin</i>	16,000	1,280	32,000
Frostfell Figurine of Wondrous Power – Coral Zeuglodon	(Frost p110)	1" coral statuette of a zeuglodon. Carrying figurine grants Cold Resistance 10. Becomes a Zeuglodon (except with Swim speed 120') when thrown into a body of water and command word spoken. Can be used twice per week for up to 4 hours per use. Returns to owner's hand when reverting to statuette. If slain as a zeuglodon, it reverts to a statuette and returns to owner's hand.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Objects</i>	21,000	1,680	42,000
Frostfell Figurine of Wondrous Power – Diamond Ice Toad	(Frost p110)	1" diamond statuette of an ice toad. Carrying figurine grants Cold Resistance 10. Becomes an Ice Toad (except transparent & crystalline) twice per week for up to 1 hour per use. If slain as an ice toad, it reverts to a statuette.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Objects</i> <i>Blur</i>	16,500	1,320	33,000
Frostfell Figurine of Wondrous Power – Iron Megaloceros	(Frost p110)	1" iron statuette of a megaloceros. Carrying figurine grants Cold Resistance 10. Becomes a Megaloceros (except with Construct type, Construct traits, d10 HD, 63 HP, DR 5/adamantine, and vulnerable to rust attacks) twice per week for up to 6 hours per use. If slain as a megaloceros, it reverts to a statuette.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Objects</i>	13,500	1,080	27,000
Frostfell Figurine of Wondrous Power – Malachite Smilodon	(Frost p110)	1" malachite statuette of a smilodon. Carrying figurine grants Cold Resistance 10. Becomes a Smilodon (except bite critical is 17-20/x3) once per day for up to 2 hours. If slain as a smilodon, it reverts to statuette form and cannot be used for one full week.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Objects</i> <i>Keen Edge</i>	18,000	1,440	36,000
Gem of Brightness	(DMG p257)	Created with 50 charges. 3 uses: 1. Sheds light as a Hooded Lantern. No Charge. 2. 50' ray. If the ranged touch attack hits, target is Blind for 1d4 rounds (FortNeg DC14). 1 Charge. 3. 30' Cone . Everyone within the area of effect is Blind for 1d4 rounds (FortNeg DC14). 5 Charges.	—	Offense	Faint Evoc	6	Craft Wondrous Item <i>Daylight</i>	6,500	520	13,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Gem of Location	(DR327 p67)	Green gem embedded in a nugget of silver. When created, the gem has the terrain and permanent structures of an area of up to 10 miles by 10 miles stored into it. On command, the gem projects an illusionary map of the area. The user may “zoom” in or out of the area to learn more details. The map <u>never</u> changes once created, so details may be out of date. +5 Circumstance bonus on Know(local) & Know(geography) for the shown area.	—	Skill	Faint III	5	Craft Wondrous Item <i>Locate Object</i> <i>Major Image</i>	2,500	200	5,000
Gem of Seeing	(DMG p257)	<i>True Seeing</i> , for 30 minutes per day, broken up as desired.	—	Vision	Mod Div	10	Craft Wondrous Item <i>True Seeing</i>	37,500	3,000	75,000
Glass of Distance	(Sand p133)	Spyglass capable of viewing up to 10 miles away. On command, user can teleport self to a square adjacent to an object or creature seen. When reversed, the user can teleport an adjacent creature or object and others in physical contact up to 10 miles away. This item can be used to teleport a creature only once per day.	—	Teleport	Mod Conj Div	9	Craft Wondrous Item <i>Teleport</i> <i>Scrying</i>	26,100	2,088	52,200
Golden Beholder	(DR319 p64)	2' diameter gold sculpture of a Beholder weighing 100 pounds. The main eye is a crystal orb, while the eyestalks end in gems. Each of the 10 eyestalks is a Masterwork Dagger which can be drawn from the statue. <i>Nystul's Magic Aura</i> makes them appear to be non-magical. Anyone casting <i>Identify</i> on an Eyestalk Dagger must make a Will save vs. DC 10 to realize that the object has an aura of Divination & Illusion. <i>Greater Scrying</i> , targeting the gem in the pommel of the Eyestalk Dagger only. This effect even works across planar boundaries. The activator can “see” up to 30' out of the gem, plus can listen. A creature in the area of effect of an Eyestalk Dagger to <u>not</u> receive an Intelligence check to realize he/she is being observed and do <u>not</u> receive a Will save or SR to avoid being seen. A person using <i>Detect Scrying</i> must make a Will save vs. DC 10 to notice the scrying. The connection between the Golden Beholder and its Eyestalk Daggers cannot be dispelled, but can be suppressed by <i>Dispel Magic</i> . Removing the gem or otherwise breaking an Eyestalk Dagger breaks the connection	—	Scry	Strong Div	13	Craft Wondrous Item <i>Greater Scrying</i> <i>Nystul's Magic Aura</i>	19,000	1,520	38,000
Golem Manual – Clay	(DMG p258)	Instructions for creating a Clay Golem. Using the manual grants the reader the following advantages for purposes of creating a Clay Golem only: +5 Competence bonus on Craft (sculpting) or Craft (pottery) checks. Use of Feat: <i>Craft Construct</i> . Contains the spells <i>Animate Objects</i> , <i>Bless</i> , <i>Commune Prayer</i> , & <i>Resurrection</i> in spell trigger form (i.e., like a scroll). +2 Caster level. Provides 1,540 XP. When the steps are completed, the manual burns itself into ash, which is sprinkled on the Golem as the final step. Single use.	—	Combo Golem Single Use	Mod Conj Div Ench Trans	11	Craft Construct <i>Animate Objects</i> <i>Bless</i> <i>Commune Prayer</i> <i>Resurrection</i>	2,150	1,712	12,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Golem Manual – Flesh	(DMG p258)	<p>Instructions for creating a Flesh Golem.</p> <p>Using the manual grants the reader the following advantages for purposes of creating a Flesh Golem only:</p> <p>+5 Competence bonus on Craft (leather-working) checks.</p> <p>Use of Feat: <u>Craft Construct</u>.</p> <p>Contains the spells <i>Animate Dead</i>, <i>Bull's Strength</i>, <i>Geas / Quest</i>, & <i>Limited Wish</i>, in spell trigger form (i.e., like a scroll).</p> <p>+1 Caster level.</p> <p>Provides 780 XP.</p> <p>When the steps are completed, the manual burns itself into ash, which is sprinkled on the Golem as the final step.</p> <p>Single use.</p>	—	Combo Golem Single Use	Mod Ench Necro [evil] Trans	8	Craft Construct <i>Animate Dead</i> <i>Bull's Strength</i> <i>Geas / Quest</i> <i>Limited Wish</i>	2,050	944	8,000
Golem Manual – Greater Stone	(DMG p258)	<p>Instructions for creating a Greater Stone Golem.</p> <p>Using the manual grants the reader the following advantages for purposes of creating a Greater Stone Golem only:</p> <p>+5 Competence bonus on Craft (sculpting) or Craft (stonemasonry) checks.</p> <p>Use of Feat: <u>Craft Construct</u>.</p> <p>Contains the spells <i>Geas / Quest</i>, <i>Limited Wish</i>, <i>Polymorph Any Object</i>, & <i>Slow</i> in spell trigger form (i.e., like a scroll).</p> <p>+3 Caster level.</p> <p>Provides 7,640 XP.</p> <p>When the steps are completed, the manual burns itself into ash, which is sprinkled on the Golem as the final step.</p> <p>Single use.</p>	—	Combo Golem Single Use	Strong Abj Ench	16	Craft Construct <i>Geas / Quest</i> <i>Limited Wish</i> <i>Polymorph Any Object</i> <i>Slow</i>	2,900	7,872	44,000
Golem Manual – Iron	(DMG p258)	<p>Instructions for creating an Iron Golem.</p> <p>Using the manual grants the reader the following advantages for purposes of creating an Iron Golem only:</p> <p>+5 Competence bonus on Craft (armor-smithing) or Craft (weapon-smithing).</p> <p>Use of Feat: <u>Craft Construct</u>.</p> <p>Contains the spells <i>Cloudkill</i>, <i>Geas/Quest</i>, <i>Limited Wish</i>, & <i>Polymorph Any Object</i>, in spell trigger form (i.e., like a scroll).</p> <p>+4 Caster level.</p> <p>Provides 5,600 XP.</p> <p>When the steps are completed, the manual burns itself into ash, which is sprinkled on the Golem as the final step.</p> <p>Single use.</p>	—	Combo Golem Single Use	Strong Conj Ench Trans	16	Craft Construct <i>Cloudkill</i> <i>Geas / Quest</i> <i>Limited Wish</i> <i>Polymorph Any Object</i>	3,500	5,880	35,000
Golem Manual – Stone	(DMG p258)	<p>Instructions for creating a Stone Golem.</p> <p>Using the manual grants the reader the following advantages for purposes of creating a Stone Golem only:</p> <p>+5 Competence bonus on Craft (sculpting) or Craft (stonemasonry) checks.</p> <p>Use of Feat: <u>Craft Construct</u>.</p> <p>Contains the spells <i>Geas / Quest</i>, <i>Limited Wish</i>, <i>Polymorph Any Object</i>, & <i>Slow</i> in spell trigger form (i.e., like a scroll).</p> <p>+3 Caster level.</p> <p>Provides 3,400 XP.</p> <p>When the steps are completed, the manual burns itself into ash, which is sprinkled on the Golem as the final step.</p> <p>Single use.</p>	—	Combo Golem Single Use	Strong Abj Ench	14	Craft Construct <i>Geas / Quest</i> <i>Limited Wish</i> <i>Polymorph Any Object</i> <i>Slow</i>	2,500	3,600	22,000
Halisstra's Comb	(DR312 p89)	<p>Small comb that is pinned in hair, but does not consume a location.</p> <p>+4 Enhancement bonus to Charisma</p>	—	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Eagle's Splendor</i>	16,000	1,280	32,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Harp of Charming	(DMG p258)	Masterwork Harp. <i>Suggestion</i> (DC14), once per 10 minutes of playing (requires a Perform (string instruments) check vs. DC 14). If the Perform check fails, the ability cannot be used for 24 hours.	—	Instrument	Faint Ench	5	Craft Wondrous Item <i>Suggestion</i>	3,750	300	7,500
Harp of the Immortal Maestro	(CADv p132)	Masterwork Harp. 1 rank of Perform (stringed instrument) only: <i>Levitate</i> , 1/day. <i>Magic Circle against Evil</i> , 1/day. 15 ranks of Perform (stringed instrument) only: <i>Cure Critical Wounds</i> , 1/day. <i>Displacement</i> , 1/day. <i>Summon Monster V</i> , 1/day.	—	Instrument	Mod Abj Conj Ill Trans	9	Craft Wondrous Item <i>Cure Critical Wounds</i> <i>Displacement</i> <i>Levitate</i> <i>Magic Circle against Evil</i> <i>Summon Monster V</i> Creator must have 15 ranks in Perform (stringed instrument)	25,500	2040	51,000
Heward's Handy Haversack	(DMG p259)	Up to 120 lbs. feels like 5 lbs. Removing any object from the haversack is only a Free Action (always on top)	—	Storage	Mod Conj	9	Craft Wondrous Item <i>Leomund's Secret Chest</i>	1,000	80	2,000
Horn of Blasting	(DMG p259)	Everything in a 40' Cone takes 5d6 Sonic damage (Fort½ D16) & Deafened for 2d6 rounds (FortNeg DC16). Crystalline objects & creatures take 7d6 Sonic damage (if attended, WillNeg DC16, otherwise no save). If played more than once per day, 20% cumulative chance of exploding, doing 10d6 damage to the player.	—	Offense	Mod Evoc	7	Craft Wondrous Item <i>Shout</i>	10,000	800	20,000
Horn of Blasting, Greater	(DMG p259)	Everything in a 40' Cone takes 10d6 Sonic damage (Fort½ D16) and Stunned for 1 round & Deafened for 4d6 rounds (FortNeg DC16). Crystalline objects & creatures take 16d6 Sonic damage (if attended, WillNeg DC16, otherwise no save). If played more than once per day, 20% cumulative chance of exploding, doing 10d6 damage to the player.	—	Offense	Strong Evoc	16	Craft Wondrous Item <i>Shout</i>	35,000	2,800	70,000
Horn of Fog	(DMG p259)	When blown, a "fog-horn" sound is made & fog fills the 10' square in front of the horn. Each round the user continues to blow the horn, the fog moves 10' & another square is filled. The fog lasts for three minutes, unless dispersed by a moderate or stronger wind.	—	Spell Effect	Faint Conj	3	Craft Wondrous Item <i>Obscuring Mist</i>	1,000	80	2,000
Horn of Goodness / Evil	(DMG p259)	Masterwork Trumpet that can be used for magical effect up to once per day. Good character only: <i>Magic Circle against Evil</i> , for 10 round. Evil character only: <i>Magic Circle against Good</i> , for 10 round.	—	Spell Effect	Faint Abj	6	Craft Wondrous Item <i>Magic Circle against Good</i> <i>Magic Circle against Evil</i>	3,250	260	6,500
Horn of Recording	(DR327 p67)	Small bronze cornucopia. On command, the horn records sounds around it. The recording is stopped with a separate command. The horn may hold 2 hours of sounds total. Once filled, the horn is only useful for playback.	—	Misc.	Faint Ill	3	Craft Wondrous Item <i>Major Image</i>	375	30	750
Horn of the Tritons	(DMG p260)	Conch shell horn. Usable 3 times per day by a Triton, 1 time per day by anyone else. The horn is heard by all Triton within 3 miles. Each sounding can do one of the following: - Calm water in a 1 mile radius & dispels any summoned water elements (Will save vs. DC 16 to resist). - Attracts 5d4 Large Sharks, 5d6 Medium Sharks, or 1d10 Sea Lions (assuming any are in range). The creatures will obey the user. - All aquatic creatures with Int 1 or 2 within 500' must make a Will save vs. DC 16 or be <i>Shaken</i> for 3d6 rounds.	—	Combo Summon Misc.	Mod Conj Trans	8	Craft Wondrous Item <i>Fear</i> <i>Summon Monster V</i> <i>Water Control</i> A Triton must be involved in the item's construction	7,550	604	15,100

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Horn of Valhalla – Brass	(DMG p260)	Summon 2d4+1 3 rd level Human Barbarians. Usable 1/week. Spellcaster only: The Barbarians fight for the user for 1 hour. Non-Spellcaster only: The Barbarians attack the user.	—	Summon	Strong Conj	13	Craft Wondrous Item <i>Summon Monster VI</i>	25,000	2,000	50,000
Horn of Valhalla – Bronze	(DMG p260)	Summon 2d4 4 th level Human Barbarians. Usable 1/week. Proficient in all martial weapons –or– have the Bardic Music ability only: The Barbarians fight for the user for 1 hour. All others only: The Barbarians attack the user.	—	Summon	Strong Conj	13	Craft Wondrous Item <i>Summon Monster VI</i>	25,000	2,000	50,000
Horn of Valhalla – Iron	(DMG p260)	Summon 1d4+1 5 th level Human Barbarians. Usable 1/week. Proficient in all martial weapons –or– have the Bardic Music ability only: The Barbarians fight for the user for 1 hour. All others only: The Barbarians attack the user.	—	Summon	Strong Conj	13	Craft Wondrous Item <i>Summon Monster VI</i>	25,000	2,000	50,000
Horn of Valhalla – Silver	(DMG p260)	Summon 2d4+2 2 nd level Human Barbarians. Usable 1/week. The Barbarians fight for the user for 1 hr	—	Summon	Strong Conj	13	Craft Wondrous Item <i>Summon Monster VI</i>	25,000	2,000	50,000
Horseshoes of a Zephyr	(DMG p260)	4 Horseshoes. When all 4 are worn by an appropriate creature, it travels at 4 ⁺ above the surface. This allows it to walk / run over water, snow, mud, etc., at normal speed without leaving tracks.	—	Creature	Faint Trans	3	Craft Wondrous Item <i>Levitate</i>	3,000	256	6,000
Horseshoes of Speed	(DMG p260)	4 Horseshoes. When all 4 are worn by an appropriate creature, it gains a 30' Enhancement bonus to its land movement rate.	—	Creature	Faint Trans	3	Craft Wondrous Item <i>Haste</i>	1,500	128	3,000
Iceheart, Major	(Frost p110)	Fist-sized lump of magic ice surrounded by a 1' vortex of snow. Creatures holding a <i>Major Iceheart</i> take 1d4+1 Cold damage per round <i>Ray of Frost</i> , usable at will <i>Cone of Cold</i> , 3/day. <i>Fog Cloud</i> , 3/day <i>Ice Storm</i> , 3/day <i>Sleet Storm</i> , 3/day <i>Polar Ray</i> , 1/day. <i>Fimbulwinter</i> , 1/day. This spell is cast automatically each day at sunset, unless owner casts earlier.	—	Spell Effect	Strong Trans	15	Craft Wondrous Item <i>Cone of Cold</i> <i>Fimbulwinter</i> <i>Fog Cloud</i> <i>Ice Storm</i> <i>Polar Ray</i> <i>Ray of Frost</i> <i>Sleet Storm</i> Creator must be an Uldra or Winterhaunt of Iborighu	70,000	5,600	140,000
Iceheart, Minor	(Frost p110)	Fist-sized lump of magic ice. <i>Ray of Frost</i> , usable at will. <i>Fog Cloud</i> , 3/day. <i>Sleet Storm</i> , 3/day.	—	Spell Effect	Faint Evoc	5	Craft Wondrous Item <i>Fog Cloud</i> <i>Ray of Frost</i> <i>Sleet Storm</i> Creator must be an Uldra or Winterhaunt of Iborighu	12,000	960	24,000
Incense of Consecration	(BoED p116)	<i>Consecrate</i> , in a 20' Emanation when burned in a censer of thurible. The effect moves with the incense. After 6 hours, the effect ends. Single use.	—	Combo Single Use Spell Effect	Faint Evoc	3	Craft Wondrous Item <i>Consecrate</i>	150	12	300
Incense of Meditation	(DMG p260)	When used by a Divine spellcaster during the 8 hours of spell preparation, all prepared spells are Maximized without taking up a higher level. Effect lasts for 24 hours. Single use.	—	Combo Single Use Spell Augment	Mod Ench	7	Craft Wondrous Item <i>Maximize Spell</i> <i>Bless</i>	2,450	196	4,900
Instant Igloo	(Frost p111)	Snowball that never melts. <i>Leomund's Tiny Igloo</i> (except 10' radius and can contain 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller creatures) that lasts for 16 hours per use. Once used, it cannot be used again for 8 hours.	—	Lodge	Faint Evoc	7	Craft Wondrous Item <i>Widen Spell</i> <i>Leomund's Tiny Igloo</i>	5,500	40	11,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Instrument of the Winds	(PGF p123)	Masterwork Lute. By making a Perform (string instrument) check vs. DC 15, <i>Summon Monster VI</i> (Large Air Elemental). Usable 1/day.	—	Instrument	Mod Conj	11	Craft Wondrous Item <i>Summon Monster VI</i>	11,000	880	22,000
Ioun Stone – Black and White Ellipsoid	(DR319 p64)	Gem that floats around the owner's head <i>Mind Blank</i> , with regards to scrying only. Attempts to scry upon the owner fail. Scrying spells that come into the subject's area, such as <i>Arcane Eye</i> , will not even see the subject.	—	Defense	Strong Abj	15	Craft Wondrous Item <i>Mind Blank</i>	30,000	2,400	60,000
Ioun Stone – Clear Spindle	(DMG p260)	Gem that floats around the owner's head Sustains user without food or water	—	Food	Mod varies	12	Craft Wondrous Item	2,000	160	4,000
Ioun Stone – Dark Blue Rhomboid	(DMG p260)	Gem that floats around the owner's head Gain <u>Feat: Alertness</u>	—	Feat	Mod varies	12	Craft Wondrous Item	5,000	400	10,000
Ioun Stone – Deep Red Sphere	(DMG p260)	Gem that floats around the owner's head +2 Enhancement bonus to Dexterity.	—	Ability Score	Mod varies	12	Craft Wondrous Item	4,000	320	8,000
Ioun Stone – Dusty Rose Prism	(DMG p260)	Gem that floats around the owner's head +1 Insight bonus to AC	—	AC	Mod varies	12	Craft Wondrous Item	2,500	200	5,000
Ioun Stone – Incandescent Blue Sphere	(DMG p260)	Gem that floats around the owner's head +2 Enhancement bonus to Wisdom.	—	Ability Score	Mod varies	12	Craft Wondrous Item	4,000	320	8,000
Ioun Stone – Iridescent Spindle	(DMG p260)	Gem that floats around the owner's head Sustains owner without air	—	Breath Anywhere	Mod varies	12	Craft Wondrous Item	9,000	720	18,000
Ioun Stone – Lavender & Green Ellipsoid	(DMG p260)	Gem that floats around the owner's head Negates up to 8 th level spells to a total of 50 spell levels & then burns out. Requires a 'Readied Action'.	—	Defense	Mod varies	12	Craft Wondrous Item	20,000	1,600	40,000
Ioun Stone – Orange Prism	(DMG p260)	Gem that floats around the owner's head +1 Caster level.	—	Misc.	Mod varies	12	Craft Wondrous Item	15,000	1,200	30,000
Ioun Stone – Pale Blue Rhomboid	(DMG p260)	Gem that floats around the owner's head +2 Enhancement bonus to Strength.	—	Ability Score	Mod varies	12	Craft Wondrous Item	4,000	320	8,000
Ioun Stone – Pale Green Prism	(DMG p260)	Gem that floats around the owner's head +1 Competence bonus to attack rolls, saves, skill checks, & ability checks.	—	Combo Offense Skill Saves	Mod varies	12	Craft Wondrous Item	10,000	800	20,000
Ioun Stone – Pale Lavender Ellipsoid	(DMG p260)	Gem that floats around the owner's head Negates up to 4 th level spells to a total of 20 spell levels & then burns out. Requires a 'Readied Action'.	—	Defense	Mod varies	12	Craft Wondrous Item	10,000	800	20,000
Ioun Stone – Pearly White Spindle	(DMG p260)	Gem that floats around the owner's head Regenerate 1 hp per hour of damage. Only damage taken while using the Ioun Stone can be healed.	—	Healing	Mod varies	12	Craft Wondrous Item	10,000	800	20,000
Ioun Stone – Pink & Green Sphere	(DMG p260)	Gem that floats around the owner's head +2 Enhancement bonus to Charisma.	—	Ability Score	Mod varies	12	Craft Wondrous Item	4,000	320	8,000
Ioun Stone – Pink Rhomboid	(DMG p260)	Gem that floats around the owner's head +2 Enhancement bonus to Constitution.	—	Ability Score	Mod varies	12	Craft Wondrous Item	4,000	320	8,000
Ioun Stone – Scarlet & Blue Sphere	(DMG p260)	Gem that floats around the owner's head +2 Enhancement bonus to Intelligence.	—	Ability Score	Mod varies	12	Craft Wondrous Item	4,000	320	8,000
Ioun Stone – Vibrant Purple Prism	(DMG p260)	Gem that floats around the owner's head. Stores three levels of spells that can be used any anyone. Once used, the stone is 'empty' & can be recharged with a new spell or spells by a spellcaster.	—	Spell Storage	Mod varies	12	Craft Wondrous Item	18,000	1,440	36,000
Iron Bands of Bilarro	(DMG p261)	3" iron sphere On command, the user can make the sphere unwind itself into metal bands which wrap around, capture, & immobilize a target (Large-size or smaller) hit by a ranged touch attack. To remove the band requires either the command word, an Escape Artist check vs. DC 30, or a Strength check vs. DC 30 (which destroys the item). Usable once per day.	—	Trap	Strong Evoc	13	Craft Wondrous Item <i>Bigby's Grasping Hand</i>	13,000	1,040	26,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Iron Flask	(DMG p261)	<p>If the flask is empty, the user can target an extraplanar creature within 60' by using the command word. If it fails a Will save vs. DC 19, it is pulled into the flask, followed by the user closing it with the stopper.</p> <p>If the flask is not empty, saying the command word & removing the stopper allows the user to force the contained creature to serve him/her for 1 hour before it goes free.</p> <p>If the flask is not empty & the stopper is removed without saying the command word, the creature is free to do what it wishes.</p> <p>The command word may only be used once per day.</p> <p>Attempted to retrap a creature gives it a +2 on its saving throw to resist.</p> <p>When found, Iron Flasks sometimes are imprisoning something.</p>	—	Trap	Strong Conj	20	Craft Wondrous Item <i>Trap the Soul</i>	85,000	6,800	170,000
Jug of Whirlwinds	(Sand p134)	<p>Beaten silver amphora with runes of protection.</p> <p><i>Whirlwind</i>, 1/day when bottle uncorked, for 15 rounds or until dismissed.</p>	—	Spell Effect	Strong Evoc	15	Craft Wondrous Item <i>Whirlwind</i>	8,400	2,592	64,800
Jumping Caltrops	(CAdv p133)	<p>Bag of Animated Caltrops.</p> <p>When the bag is emptied, a 5' square is filled with animated caltrops. Any creature moving through the square at normal speed is attacked by 4 (half speed = 2, quarter speed or less = 0). Each caltrop is a Diminutive-sized CR ¼ Construct that can damage the foot.</p> <p>The caltrops can be "ordered" back into their bag. After 11 rounds total, the caltrops lose their magic, though they still can be used as normal caltrops.</p>	—	Summon	Mod Trans	11	Craft Wondrous Item <i>Animate Objects</i>	75	6	150
Keoghtom's Ointment	(DMG p261)	<p>If applied to a poisoned area or swallowed, <i>Neutralize Poison</i>.</p> <p>If applied to a disease, <i>Remove Disease</i>.</p> <p>If applied to a wound, <i>Cure Light Wounds</i> 5 uses.</p>	—	Healing	Faint Conj	5	Craft Wondrous Item <i>Cure Light Wounds</i> <i>Neutralize Poison</i> <i>Remove Disease</i>	2,000	160	4,000
Kiira N'Vaelahr	(PGF p123)	<p>Fist-sized green gem. When touched to the skin, it painlessly embeds itself & cannot be removed unless the wielder is willing or dead.</p> <p>Automatically records what the wielder sees and hears. These recordings can be "replayed" to the wielder, though their haziness results in a -2 penalty on Spot or Listen checks made on the contents of the recording.</p> <p>As a Standard Action, the wielder can record in more detail. Only 10 hours total can be stored in this way. The high quality recording does not have any penalties & can include the wielder's thoughts (if desired).</p> <p><i>Detect Thoughts</i>, at will. You may communicate telepathically with anyone whose mind you are reading, including the sending of memories stored in the gem.</p> <p><i>Major Image</i>, 1/day. The image may only be sights & sounds stored in the gem.</p> <p>+2 Resistance bonus on Will saves.</p> <p><i>Overland Flight</i>, 1/day.</p>	—	Combo Saves Spell Effect	Mod Div Ill Trans	7	Craft Wondrous Item <i>Detect Thoughts</i> <i>Major Image</i> <i>Overland Flight</i>	37,520	3,002	75,040
Knowstone - 0 th lvl spell	(DR333 p93)	<p>Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry.</p> <p>Spontaneous Arcane Caster only:</p> <p>If the inscribed 0th level spell is on the wearer's spell list, the wearer "knows" the spell for purposes of casting it. Must be worn for 24hrs.</p>	—	Know Spell	Faint <varies>	3	Craft Wondrous Item <0 th level spell>	250	20	500

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Knowstone - 1 st lvl spell	(DR333 p93)	Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry. Spontaneous Arcane Caster only: If the inscribed 1 st level spell is on the wearer's spell list, the wearer "knows" the spell for purposes of casting it. Must be worn for 24hrs.	—	Know Spell	Faint <varies>	3	Craft Wondrous Item <1 st level spell>	500	40	1,000
Knowstone - 2 nd lvl spell	(DR333 p93)	Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry. Spontaneous Arcane Caster only: If the inscribed 2 nd level spell is on the wearer's spell list, the wearer "knows" the spell for purposes of casting it. Must be worn for 24hrs.	—	Know Spell	Faint <varies>	4	Craft Wondrous Item <2 nd level spell>	2,000	160	4,000
Knowstone - 3 rd lvl spell	(DR333 p93)	Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry. Spontaneous Arcane Caster only: If the inscribed 3 rd level spell is on the wearer's spell list, the wearer "knows" the spell for purposes of casting it. Must be worn for 24hrs.	—	Know Spell	Mod <varies>	6	Craft Wondrous Item <3 rd level spell>	4,500	360	9,000
Knowstone - 4 th lvl spell	(DR333 p93)	Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry. Spontaneous Arcane Caster only: If the inscribed 4 th level spell is on the wearer's spell list, the wearer "knows" the spell for purposes of casting it. Must be worn for 24hrs.	—	Know Spell	Mod <varies>	8	Craft Wondrous Item <4 th level spell>	8,000	640	16,000
Knowstone - 5 th lvl spell	(DR333 p93)	Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry. Spontaneous Arcane Caster only: If the inscribed 5 th level spell is on the wearer's spell list, the wearer "knows" the spell for purposes of casting it. Must be worn for 24hrs.	—	Know Spell	Mod <varies>	10	Craft Wondrous Item <5 th level spell>	12,500	1,000	25,000
Knowstone - 6 th lvl spell	(DR333 p93)	Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry. Spontaneous Arcane Caster only: If the inscribed 6 th level spell is on the wearer's spell list, the wearer "knows" the spell for purposes of casting it. Must be worn for 24hrs.	—	Know Spell	Strong <varies>	12	Craft Wondrous Item <6 th level spell>	18,000	1,440	36,000
Knowstone - 7 th lvl spell	(DR333 p93)	Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry. Spontaneous Arcane Caster only: If the inscribed 7 th level spell is on the wearer's spell list, the wearer "knows" the spell for purposes of casting it. Must be worn for 24hrs.	—	Know Spell	Strong <varies>	14	Craft Wondrous Item <7 th level spell>	24,500	1,960	49,000
Knowstone - 8 th lvl spell	(DR333 p93)	Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry. Spontaneous Arcane Caster only: If the inscribed 8 th level spell is on the wearer's spell list, the wearer "knows" the spell for purposes of casting it. Must be worn for 24hrs.	—	Know Spell	Strong <varies>	16	Craft Wondrous Item <8 th level spell>	32,000	2,560	64,000
Knowstone - 9 th lvl spell	(DR333 p93)	Semi-precious stone with an ancient arcane symbol. Often part of a piece of jewelry. Spontaneous Arcane Caster only: If the inscribed 9 th level spell is on the wearer's spell list, the wearer "knows" the spell for purposes of casting it. Must be worn for 24hrs.	—	Know Spell	Strong <varies>	18	Craft Wondrous Item <9 th level spell>	40,500	3,240	81,000
Lamp of Stars	(Sand p134)	Ordinary oil lamp decorated with stars. Lamp bearer may replace lamp flame with starlight upon command 1/day. Starlight sheds blue-white light in 30' radius and shadowy light for additional 30'. Creatures with low-light see three times as far in starlight. Starlight lasts for 6 hours or until lamp runs out of oil.	—	Vision	Faint Evoc	3	Craft Wondrous Item <i>Light</i>	550	44	1,100
Lantern of Revealing	(DMG p261)	Hooded lantern. <i>Invisibility Purge</i> in a 25' radius, when lit.	—	Spell Effect	Faint Evoc	5	Craft Wondrous Item <i>Invisibility Purge</i>	15,000	1,200	30,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Lens of Detection	(DMG p261)	6" diameter circular prism set in a frame with an attached handle. +5 bonus on Search checks. +5 bonus to Survival checks when tracking	—	Skill	Mod Div	9	Craft Wondrous Item <i>True Seeing</i>	1,750	140	3,500
Lens of the Desert	(Sand p134)	Magnifying glass with gold frame and sunburst motif. On command, lens produces single <i>Sunbeam</i> . Usable 3/day.	—	Spell Effect	Strong Evoc	13	Craft Wondrous Item <i>Sunbeam</i>	33,000	2,640	66,000
Living Figurehead – Dragon Head, Black	(Storm p132)	Carved figurehead shaped like a Black Dragon's head. On command of the ship's master, the carving animates as Large construct shaped like the head of a Black Dragon. The construct obeys the ship's master, may communicate telepathically with the ship's master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC's dependent on Con. The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 80' line of acid (10d4 Acid damage, Ref DC 13 for ½), Hardness 5, Acid Immunity (also applies to the ship), Int 12, Wis 13, Cha 12. The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined.	—	Ship	Strong Trans	15	Craft Wondrous Item <i>Animate Objects</i> <i>Protection From Energy</i> <i>Acid Fog</i> –or– <i>Water to Acid</i>	20,000	1,600	40,000
Living Figurehead – Dragon Head, Blue	(Storm p132)	Carved figurehead shaped like a Blue Dragon's head. On command of the ship's master, the carving animates as Large construct shaped like the head of a Blue Dragon. The construct obeys the ship's master, may communicate telepathically with the ship's master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC's dependent on Con. The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 40' cone of lightning (10d8 Electricity damage, Ref DC 14 for ½), Hardness 5, Electricity Immunity (also applies to the ship), Int 14, Wis 15, Cha 14. The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined.	—	Ship	Strong Trans	15	Craft Wondrous Item <i>Animate Objects</i> <i>Protection From Energy</i> <i>Lightning Bolt</i>	24,000	1,920	48,000
Living Figurehead – Dragon Head, Brass	(Storm p132)	Carved figurehead shaped like a Brass Dragon's head. On command of the ship's master, the carving animates as Large construct shaped like the head of a Brass Dragon. The construct obeys the ship's master, may communicate telepathically with the ship's master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC's dependent on Con. The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 80' line of fire (10d6 Fire damage, Ref DC 14 for ½), Hardness 5, Fire Immunity (also applies to the ship), Int 14, Wis 15, Cha 14. The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined.	—	Ship	Strong Trans	15	Craft Wondrous Item <i>Animate Objects</i> <i>Protection From Energy</i> <i>Fireball</i> –or– <i>Scorching Ray</i>	22,000	1,760	44,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Living Figurehead – Dragon Head, Bronze	(Storm p132)	<p>Carved figurehead shaped like a Bronze Dragon's head.</p> <p>On command of the ship's master, the carving animates as Large construct shaped like the head of a Bronze Dragon. The construct obeys the ship's master, may communicate telepathically with the ship's master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC's dependent on Con.</p> <p>The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 80' line of lightning (10d6 Electricity damage, Ref DC 16 for ½), Hardness 5, Electricity Immunity (also applies to the ship), Int 18, Wis 19, Cha 18.</p> <p>The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined.</p>	—	Ship	Strong Trans	15	Craft Wondrous Item <i>Animate Objects</i> <i>Protection From Energy</i> <i>Lightning Bolt</i>	24,000	1,920	48,000
Living Figurehead – Dragon Head, Copper	(Storm p132)	<p>Carved figurehead shaped like a Copper Dragon's head.</p> <p>On command of the ship's master, the carving animates as Large construct shaped like the head of a Copper Dragon. The construct obeys the ship's master, may communicate telepathically with the ship's master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC's dependent on Con.</p> <p>The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 80' line of acid (10d4 Acid damage, Ref DC 15 for ½), Hardness 5, Acid Immunity (also applies to the ship), Int 16, Wis 17, Cha 16.</p> <p>The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined.</p>	—	Ship	Strong Trans	15	Craft Wondrous Item <i>Animate Objects</i> <i>Protection From Energy</i> <i>Acid Fog</i> –or– <i>Water to Acid</i>	22,000	1,760	44,000
Living Figurehead – Dragon Head, Gold	(Storm p132)	<p>Carved figurehead shaped like a Gold Dragon's head.</p> <p>On command of the ship's master, the carving animates as Large construct shaped like the head of a Gold Dragon. The construct obeys the ship's master, may communicate telepathically with the ship's master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC's dependent on Con.</p> <p>The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 40' cone of fire (10d10 Fire damage, Ref DC 16 for ½), Hardness 5, Fire Immunity (also applies to the ship), Int 18, Wis 19, Cha 18.</p> <p>The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined.</p>	—	Ship	Strong Trans	15	Craft Wondrous Item <i>Animate Objects</i> <i>Protection From Energy</i> <i>Fireball</i> –or– <i>Scorching Ray</i>	28,000	2,240	56,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Living Figurehead – Dragon Head, Green	(Storm p132)	<p>Carved figurehead shaped like a Green Dragon's head.</p> <p>On command of the ship's master, the carving animates as Large construct shaped like the head of a Green Dragon. The construct obeys the ship's master, may communicate telepathically with the ship's master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC's dependent on Con.</p> <p>The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 40' cone of corrosive gas (10d6 Acid damage, Ref DC 14 for ½), Hardness 5, Acid Immunity (also applies to the ship), Int 14, Wis 15, Cha 14.</p> <p>The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined.</p>	—	Ship	Strong Trans	15	Craft Wondrous Item <i>Animate Objects</i> <i>Protection From Energy</i> <i>Acid Fog</i> –or– <i>Water to Acid</i>	22,000	1,760	44,000
Living Figurehead – Dragon Head, Red	(Storm p132)	<p>Carved figurehead shaped like a Red Dragon's head.</p> <p>On command of the ship's master, the carving animates as Large construct shaped like the head of a Red Dragon. The construct obeys the ship's master, may communicate telepathically with the ship's master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC's dependent on Con.</p> <p>The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 40' cone of fire (10d10 Fire damage, Ref DC 14 for ½), Hardness 5, Fire Immunity (also applies to the ship), Int 14, Wis 15, Cha 14.</p> <p>The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined.</p>	—	Ship	Strong Trans	15	Craft Wondrous Item <i>Animate Objects</i> <i>Protection From Energy</i> <i>Fireball</i> –or– <i>Scorching Ray</i>	26,000	2,080	52,000
Living Figurehead – Dragon Head, Silver	(Storm p132)	<p>Carved figurehead shaped like a Silver Dragon's head.</p> <p>On command of the ship's master, the carving animates as Large construct shaped like the head of a Silver Dragon. The construct obeys the ship's master, may communicate telepathically with the ship's master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC's dependent on Con.</p> <p>The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 40' cone of cold (10d8 Cold damage, Ref DC 16 for ½), Hardness 5, Cold Immunity (also applies to the ship), Int 18, Wis 19, Cha 18.</p> <p>The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined.</p>	—	Ship	Strong Trans	15	Craft Wondrous Item <i>Animate Objects</i> <i>Protection From Energy</i> <i>Cone of Cold</i>	26,000	2,080	52,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Living Figurehead – Dragon Head, White	(Storm p132)	<p>Carved figurehead shaped like a White Dragon's head.</p> <p>On command of the ship's master, the carving animates as Large construct shaped like the head of a White Dragon. The construct obeys the ship's master, may communicate telepathically with the ship's master if the master is within 100 ft., and speaks Common and Draconic. The figurehead uses its Cha modifier for any save DC's dependent on Con.</p> <p>The animated figurehead is a Large animated object, except as follows: Atk +5 melee (1d8+4, bite), Breath Weapon: 40' cone line of cold (10d4 Cold damage, Ref DC 12 for ½), Hardness 5, Cold Immunity (also applies to the ship), Int 8, Wis 10, Cha 11.</p> <p>The figurehead can be animated 1/ week for up to 10 minutes / use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined.</p>	—	Ship	Strong Trans	15	Craft Wondrous Item <i>Animate Objects</i> <i>Protection From Energy</i> <i>Cone of Cold</i>	20,000	1,600	40,000
Living Figurehead – Ebony Porpoise	(Storm p133)	<p>Carved figurehead shaped out of ebony in shape of a porpoise</p> <p>On command of the ship's master, the carving animates as Large construct shaped like the head of a porpoise. The construct obeys the ship's master, may communicate telepathically with the ship's master if the master is within 100 ft., and speaks Common. The figurehead uses its Cha modifier for any save DC's dependent on Con. The animated figurehead is otherwise a Large animated object.</p> <p>The animated figurehead can allow the ship to move at double normal speed 3/week for up to 6 hours / use. If the ship is becalmed, the figurehead can instead move the ship as though propelled by a strong wind.</p> <p>The animated figurehead can lift the ship over reefs and other aquatic obstacles so the keel is 10' above the water. This ability may be used 15 rounds per day, split as desired.</p> <p>If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined.</p>	—	Ship	Strong Trans	15	Craft Wondrous Item <i>Levitate</i> <i>Quickswim</i>	50,000	4,000	100,000
Living Figurehead – Golden Shedu	(Storm p133)	<p>Carved mahogany figurehead overlaid with gold shaped out like the forequarters of a shedu.</p> <p>On command of the ship's master, the carving animates as Large construct shaped like the forequarters of a Shedu. The construct obeys the ship's master, may communicate telepathically with the ship's master if the master is within 100 ft., and speaks Common. The figurehead uses its Cha modifier for any save DC's dependent on Con. The animated figurehead has Cha 16 and is otherwise a Large animated object</p> <p>Twice per week, for up to 1 hour / use, the animated figurehead can grant the ship fly speed 60' (poor).</p> <p>The animated figurehead can shift the ship and its crew to the Ethereal Plane as the <i>Etherealness</i> spell for up to 10 minutes / week, split as desired.</p> <p>If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined.</p>	—	Ship	Strong Trans	17	Craft Wondrous Item <i>Etherealness</i> <i>Fly</i>	50,000	4,000	100,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Living Figurehead – Purpleheart Kraken	(Storm p133)	Carved amaranth figurehead shaped like a smaller-than-life kraken. On command of the ship's master, the carving animates as Large construct shaped like a kraken. The construct obeys the ship's master, may communicate telepathically with the ship's master if the master is within 100 ft., and speaks Common. The figurehead uses its Cha modifier for any save DC's dependent on Con. The animated figurehead is a Large animated object, except it has 8 slam attacks, each dealing 1d8+3 damage, 30 ft. reach, Improved Grab, and Constrict. The figurehead may grab creatures of Large or smaller and can hold multiple Small or smaller creatures. When animated, the figurehead may grab opponents or enemy ships. The ship's master gains +8 on Profession (sailor) checks to start a ship-to-ship grapple. The animated figurehead can <i>Control Winds</i> at 15 th caster lvl once/ week for up to 10 minutes/ use. If destroyed while animated, figurehead reverts to carving form. If destroyed while in carving form, figurehead is ruined.	—	Ship	Strong Trans	15	Craft Wondrous Item <i>Animate Objects</i> <i>Control Winds</i> <i>Entangle</i>	22,500	1,800	45,000
Lute of the Wandering Minstrel	(CAAdv p133)	Masterwork Lute. 1 rank of Perform (stringed instrument) only: <i>Levitate</i> , 1/day. <i>Magic Circle against Evil</i> , 1/day. 5 ranks of Perform (stringed instrument) only: <i>Expeditious Retreat</i> , 1/day. <i>Haste</i> , 1/day. <i>Phantom Steed</i> , 1/day.	—	Instrument	Faint Abj Conj Trans	5	Craft Wondrous Item <i>Expeditious Retreat</i> <i>Haste</i> <i>Levitate</i> <i>Magic Circle against Evil</i> <i>Phantom Steed</i> Creator must have 5 ranks in Perform (stringed instrument)	14,750	1,180	29,500
Lyre of Building	(DMG p261)	Masterwork Lyre. All walls, roofs, floors, etc., within 300' are immune to <i>Disintegrate</i> , battering rams, siege weapons, etc. for 30 minutes. Usable 1/day. Produces 600 man-days worth of construction of buildings, mines, etc., per hour played. After the 1 st hour, a Perform (string instruments) check vs. DC 18 must be made to continue. Usable 1/week.	—	Instrument	Faint Trans	6	Craft Wondrous Item <i>Fabricate</i>	6,500	520	13,000
Mac-Fuirmidh Cithern	(CArc p149)	Masterwork Lute. +2 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion. 4 ranks of Perform (string instrument) only: <i>Cure Light Wounds</i> , 1/day. <i>Mage Armor</i> , 1/day. <i>Sleep</i> , 1/day.	—	Instrument	Faint various	3	Craft Wondrous Item <i>Cure Light Wounds</i> <i>Mage Armor</i> <i>Sleep</i> Creator must be a Bard	1,450	116	2,900
Mage's Brew	(DR334 p58)	Glass of nut-flavored liqueur. Drinker gains a +2 Enhancement bonus on Concentration and Knowledge checks for 1 hour. Additional drinks extend the duration. Single use.	—	Combo Skill Single Use	Faint Trans	3	Craft Wondrous Item <i>Bear's Endurance</i> <i>Fox's Cunning</i>	40	3	80
Mandolin of the Inspiring Muse	(CAAdv p134)	Masterwork Mandolin. 1 rank of Perform (stringed instrument) only: <i>Levitate</i> , 1/day. <i>Magic Circle against Evil</i> , 1/day. 10 ranks of Perform (stringed instrument) only: <i>Crushing Despair</i> , 1/day. <i>Dominate Person</i> , 1/day. <i>Good Hope</i> , 1/day.	—	Instrument	Faint Abj Ench Trans	9	Craft Wondrous Item <i>Crushing Despair</i> <i>Dominate Person</i> <i>Good Hope</i> <i>Levitate</i> <i>Magic Circle against Evil</i> Creator must have 10 ranks in Perform (stringed instrument)	21,000	1,680	42,000
Mantle Stone of Vhyridaan	(PGF p123)	Gem that floats around the owner's head <i>Spell Turning</i> (5 spell levels), 3/day. Stores three levels of spells. As a Standard Action, the owner can 'cast' the spell(s). Once used, the stone is 'empty' & can be recharged.	—	Spell Storage	Strong Abj	13	Craft Wondrous Item Quicken Spell <i>Imbue with Spell Ability</i> <i>Spell Turning</i>	116,280	9,302	232,560

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Manual of Bodily Health +1	(DMG p261)	+1 Inherent bonus to Constitution after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	1,250	5,100	27,500
Manual of Bodily Health +2	(DMG p261)	+2 Inherent bonus to Constitution after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	2,500	10,200	55,000
Manual of Bodily Health +3	(DMG p261)	+3 Inherent bonus to Constitution after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	3,750	15,300	82,500
Manual of Bodily Health +4	(DMG p261)	+4 Inherent bonus to Constitution after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	5,000	20,400	110,000
Manual of Bodily Health +5	(DMG p261)	+5 Inherent bonus to Constitution after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	6,250	25,500	137,500
Manual of Gainful Exercise +1	(DMG p262)	+1 Inherent bonus to Strength after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	1,250	5,100	27,500
Manual of Gainful Exercise +2	(DMG p262)	+2 Inherent bonus to Strength after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	2,500	10,200	55,000
Manual of Gainful Exercise +3	(DMG p262)	+3 Inherent bonus to Strength after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	3,750	15,300	82,500
Manual of Gainful Exercise +4	(DMG p262)	+4 Inherent bonus to Strength after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	5,000	20,400	110,000
Manual of Gainful Exercise +5	(DMG p262)	+5 Inherent bonus to Strength after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	6,250	25,500	137,500
Manual of Quickness of Action +5	(DMG p262)	+5 Inherent bonus to Dexterity after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	6,250	25,500	137,500
Manual of Quickness of Action+1	(DMG p262)	+1 Inherent bonus to Dexterity after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	1,250	5,100	27,500
Manual of Quickness of Action+2	(DMG p262)	+2 Inherent bonus to Dexterity after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	2,500	10,200	55,000
Manual of Quickness of Action+3	(DMG p262)	+3 Inherent bonus to Dexterity after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	3,750	15,300	82,500
Manual of Quickness of Action+4	(DMG p262)	+4 Inherent bonus to Dexterity after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	5,000	20,400	110,000
Memory Crystal	(DR327 p67)	Lens-shaped crystal with a metal handle for holding up to the eye. An ‘empty’ crystal can record the image of what can be seen looking through the crystal with normal human vision. Once recorded, the image stays in the crystal <u>permanently</u> . Studying the image for 10 minutes qualifies as “careful study” for a <i>Teleport</i> spell and counts as “familiar” for <i>Clairvoyance / Clairaudience</i> .	—	Misc.	Faint Ill	1	Craft Wondrous Item <i>Silent Image</i>	100	8	200
Mirror of Captured Images	(DR319 p65)	3’ tall by 4’ wide mirror weighing 40 lbs. Twenty-four gems decorate the frame. <i>Clairvoyance</i> (including other planes), on command. The mirror ‘records’ what it views into the 24 gems. Each can hold one hour of images (but no sounds). Unless the mirror is deactivated, the gem with the oldest images is erased when the rest of the gems are full. The owner may touch a gem and review what it contains. He/she may also mark it as “read only”, removing it from the pool of gems used for recording (though this means the rest will cycle more quickly). The owner may add it back to the pool with an additional command.	—	Scry	Strong Div	13	Craft Wondrous Item <i>Clairaudience / Clairvoyance Planeshift</i>	20,000	1,600	40,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Mirror of Life Tapping	(DMG p262)	4' x 4' mirror that weighs 50 pounds. It must be attached to a surface & activated with a command word to be used. Anyone looking into the mirror from within 30' must make a Will save vs. DC 23 or be pulled into it, leaving behind their clothing & possessions. Only living creatures can be trapped, so Undead, Constructs, etc. are immune. The mirror can hold exactly 15 prisoners. If the number is exceeded, a random prisoner is released. Each cell has two command words of its own: one to bring the prisoner to the glass so it can be conversed with; and one to release it. Breaking the mirror releases all of its prisoners	—	Trap	Strong Abj	17	Craft Wondrous Item <i>Imprisonment</i>	100,000	8,000	200,000
Mirror of Mental Prowess	(DMG p262)	5' x 2' mirror that weighs 40 pounds. <i>Clairvoyance</i> , on command. This effect even works with other Planes of Existence if the owner is sufficiently familiar with them. If the owner is within 25' of the mirror, the thoughts of any creature reflected in the mirror can be read. The owner can step through the mirror to the location currently being looked upon with <i>Clairvoyance</i> . An invisible 5' x 2' opening remain until the owner steps back through, closes it with a command word, or 24 hrs go by. Other creatures may use the gate. Receive an accurate short answer about the creature shown in the mirror, usable once per week.	—	Scry	Strong Conj Div	17	Craft Wondrous Item <i>Clairaudience / Clairvoyance Detect Thoughts Gate Legend Lore</i>	87,500	7,000	175,000
Mirror of Opposition	(DMG p262)	4' x 3' mirror that weighs 45 pounds. Activated & deactivated with a command word. A creature seeing its reflection in the mirror will have a copy (with equipment) jump out of the mirror & attack him/her. Once either is defeated, the copy disappears with its equipment. Usable 4 times per day.	—	Trap	Strong Necro	15	Craft Wondrous Item <i>Clone</i>	46,000	3,680	92,000
Mirrors of Communication	(DR327 p68)	A matching set of 2 – 18 framed, silver mirrors, either 18" in diameter or 2'x2' square. Each mirror weighs 6 pounds. A person speaking into one mirror has his/her voice come out of each other mirror. If only two mirrors are linked, they always show what can be seen looking out of the other mirror. If more than two mirrors are linked, images from each mirror with someone standing before it overlap. If more than one person is speaking at one time, a Listen check vs. DC 10 + 5 per speaker beyond the first is required to understand a specific person.	—	Misc.	Faint Div	5	Craft Wondrous Item <i>Clairaudience / Clairvoyance</i>	15,000 for two + 5,000 per extra mirror	1,200 for two + 400 per extra mirror	30,000 for two + 10,000 per extra mirror
Mug of Clear-Headedness	(DR323 p88)	Bronze mug made to look like a huge gem whose handle looks like a Dwarf's striking it <i>Purify Food and Drink</i> , always on for the liquid in the mug. <i>Neutralize Poison</i> on the drinker, 1/day. <i>Owl's Wisdom</i> on the drinker, 3/day.	—	Spell Effect	Mod Trans	7	Craft Wondrous Item <i>Neutralize Poison Owl's Wisdom Purify Food and Drink</i>	19,400	1552	38,800
Murlynd's Spoon	(DMG p262)	Creates grool for up to 4 humans per day.	—	Food	Faint Conj	5	Craft Wondrous Item <i>Create Food and Water</i>	2,700	216	5,400
Necklace of Fireballs I	(DMG p263)	Chain holds 3 beads, each of which can be thrown up to 70' to cause a <i>Fireball</i> (DC 14). Bigger beads do more damage. Beads: one 5d6 and two 3d6. Does not need to be worn to be used. If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode.	—	Spell Effect	Mod Evoc	10	Craft Wondrous Item <i>Fireball</i>	825	66	1,650

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Necklace of Fireballs II	(DMG p263)	Chain holds 5 beads, each of which can be thrown up to 70' to cause a <i>Fireball</i> (DC 14). Bigger beads do more damage. Beads: one 6d6, two 4d6, and two 2d6. Does not need to be worn to be used. If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode.	—	Spell Effect	Mod Evoc	10	Craft Wondrous Item <i>Fireball</i>	1,350	108	2,700
Necklace of Fireballs III	(DMG p263)	Chain holds 7 beads, each of which can be thrown up to 70' to cause a <i>Fireball</i> (DC 14). Bigger beads do more damage. Beads: one 7d6, two 5d6, and four 3d6. Does not need to be worn to be used. If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode.	—	Spell Effect	Mod Evoc	10	Craft Wondrous Item <i>Fireball</i>	2,175	174	4,350
Necklace of Fireballs IV	(DMG p263)	Chain holds 9 beads, each of which can be thrown up to 70' to cause a <i>Fireball</i> (DC 14). Bigger beads do more damage. Beads: one 8d6, two 6d6, two 4d6, and four 2d6. Does not need to be worn to be used. If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode.	—	Spell Effect	Mod Evoc	10	Craft Wondrous Item <i>Fireball</i>	2,700	216	5,400
Necklace of Fireballs V	(DMG p263)	Chain holds 7 beads, each of which can be thrown up to 70' to cause a <i>Fireball</i> (DC 14). Bigger beads do more damage. Beads: one 9d6, two 7d6, two 5d6, and two 3d6. Does not need to be worn to be used. If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode.	—	Spell Effect	Mod Evoc	10	Craft Wondrous Item <i>Fireball</i>	2,925	234	5,850
Necklace of Fireballs VI	(DMG p263)	Chain holds 9 beads, each of which can be thrown up to 70' to cause a <i>Fireball</i> (DC 14). Bigger beads do more damage. Beads: one 10d6, two 8d6, two 6d6, and four 4d6. Does not need to be worn to be used. If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode.	—	Spell Effect	Mod Evoc	10	Craft Wondrous Item <i>Fireball</i>	4,050	324	8,100
Necklace of Fireballs VII	(DMG p263)	Chain holds 9 beads, each of which can be thrown up to 70' to cause a <i>Fireball</i> (DC 14). Bigger beads do more damage. Beads: one 10d6, two 9d6, two 7d6, two 5d6, and two 3d6. Does not need to be worn to be used. If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode.	—	Spell Effect	Mod Evoc	10	Craft Wondrous Item <i>Fireball</i>	4,350	348	8,700
Nolzur's Marvelous Pigments	(DMG p263)	Small pot of paint. Any objects drawn with the paint become real & permanent. The value of the objects cannot exceed 2,000 gp & are limited to 10' x 10' x 10'. In this way, entire rooms & be drawn & filled. Painting takes 10 minutes and requires a Craft (painting) check vs. DC 15. Items created are not magical & permanent.	—	Misc.	Strong Conj	15	Craft Wondrous Item <i>Major Creation</i>	2,000	160	4,000
Oars of Speed	(Storm p133)	Pair of lightweight oars. +10' Enhancement bonus to speed when used to propel rowboat. All of the vessel's oars must be <i>Oars of Speed</i> to get the bonus.	—	Ship	Faint Trans	5	Craft Wondrous Item <i>Quickswim</i> Creator must have 5+ ranks Craft (boatbuilding)	1,250	100	2,500

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Oathbeer	(DR334 p59)	One pint of beer. If a Lawfully-aligned Cleric approves the oath being taken, up to 10 individuals each add a drop of blood to the pint and then each drinks (must be of their own free will). If any oath-taker knowingly and willingly breaks the oath, he/she receives a <i>Bestow Curse</i> and all other drinkers are aware of the betrayal.	—	Misc.	Strong Ench	8	Craft Wondrous Item <i>Bestow Curse</i>	1,500	120	3,000
Ollamh Harp	(CArc p149)	Masterwork Harp. +7 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion. 14 ranks of Perform (string instrument) only: <i>Control Weather</i> , 1/day. <i>Eye-Bite</i> , 1/day. <i>Repulsion</i> , 1/day. 13 or less ranks of Perform (string instrument) only: 1 Persistent Negative level .	—	Instrument	Strong various	17	Craft Wondrous Item <i>Control Weather</i> <i>Eye-Bite</i> <i>Repulsion</i> Creator must be a Bard	41,800	3,344	83,600
Opal of Tunneling	(Sand p134)	Black opal bead the size of a large pearl When thrown, bead melts a tunnel 10' wide and up to 30' long. Edges glow with heat, dealing 1d6 points of Fire damage per round of contact for 1 minute. Only usable on rock or similar material. Creatures within bead's 10' diameter area of effect take 2d6 Fire damage. Single use.	—	Combo Move Offense Single Use	Strong Conj Trans	13	Craft Wondrous Item <i>Disintegrate</i> <i>Wall of Magma</i>	3,175	490	6,350
Orb of Storms	(DMG p263)	8" diameter glass sphere. <i>Control Weather</i> , once per day. <i>Storm of Vengeance</i> , once per month. <i>Endure Elements</i> , always on.	—	Spell Effect	Strong varied	18	Craft Wondrous Item <i>Control Weather</i> <i>Endure Elements</i> <i>Storm of Vengeance</i>	24,000	1,920	48,000
Papyrus of Deception	(CAAdv p134)	Enchanted sheet of paper that can change its texture, color, and size (up to 12" on a side & down to 3" on a side). +5 Enhancement bonus on Forgery checks, when it is the basis of the forged document. It may be reused.	—	Skill	Faint Div	5	Craft Wondrous Item <i>Read Magic</i>	1,000	80	2,000
Parasitic Twin	(DR336 p72)	Lump of warm, edible flesh. The eater grows a second head, which is evil, in 1d6 days. <i>Heal</i> or <i>Remove Disease</i> can cancel this effect if cast within 24 hours of eating the lump. After that, it can only be removed by cutting it off, which inflicts 10d6 damage. The new head is Evil, but matches the eater in being Lawful, Chaotic, or Neutral. The head may <u>not</u> attack, cast spells, or control the body. It may make Skill checks that do not require the body, such as Bluff or Listen. The Evil head also has 10 ranks in the following Knowledges: Arcana, Religion, and the Planes. The Evil head tries to trick & cajole the other head into doing evil deeds, but it can force the body to perform an evil act once per week (WillNeg, DC 20).	—	Misc.	Strong Conj	13	Craft Wondrous Item <i>Regenerate</i> Creator must be Evil	45,500	3,640	91,000
Pearl of Power – 1 st lvl	(DMG p252)	Restore a prepared spell of 1 st level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	500	40	1,000
Pearl of Power – 2 spells up to 6 th	(DMG p263)	Restore 2 prepared spells of up to 6 th level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	35,000	2,800	70,000
Pearl of Power – 2 nd lvl	(DMG p263)	Restore a prepared spell of 2 nd level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	2,000	160	4,000
Pearl of Power – 3 rd lvl	(DMG p263)	Restore a prepared spell of 3 rd level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	4,500	360	9,000
Pearl of Power – 4 th lvl	(DMG p263)	Restore a prepared spell of 4 th level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	8,000	640	16,000
Pearl of Power – 5 th lvl	(DMG p263)	Restore a prepared spell of 5 th level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	12,500	1,000	25,000
Pearl of Power – 6 th lvl	(DMG p263)	Restore a prepared spell of 6 th level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	18,000	1,440	36,000
Pearl of Power – 7 th lvl	(DMG p263)	Restore a prepared spell of 7 th level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	24,500	1,960	49,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Pearl of Power – 8 th lvl	(DMG p263)	Restore a prepared spell of 8 th level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	32,000	2,560	64,000
Pearl of Power – 9 th lvl	(DMG p263)	Restore a prepared spell of 9 th level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	40,500	3,240	81,000
Pearl of the Sirens	(DMG p263)	Breath, move around, & even cast spells underwater without hindrance. Swim 60'.	—	Breath Underwater	Mod Abj Trans	8	Craft Wondrous Item <i>Freedom of Movement</i> <i>Water Breathing</i>	7,650	612	15,300
Personal Oasis	(Sand p134)	Once per day, blanket becomes camp with 5'-by-10' tent, campfire that never needs fuel, enough dates to sustain a person for one day, and gallon of cool water. Otherwise functions as <i>Leomund's Tiny Hut</i> .	—	Lodge	Faint Conj Evoc	5	Craft Wondrous Item <i>Create Food and Water</i> <i>Leomund's Tiny Hut</i> <i>Produce Flame</i>	9,300	744	18,600
Pipes of Haunting	(DMG p264)	Masterwork Pan Pipes. By making a Perform (wood winds) check vs. DC 15, the pipes play eerie music, causing listeners within 30' to become <u>Frightened</u> 10 minutes (WillNeg DC13). Only creatures with up to 5HD are effected. Usable twice per day.	—	Instrument	Faint Necro	4	Craft Wondrous Item <i>Scare</i>	3,000	240	6,000
Pipes of Pain	(DMG p264)	Masterwork Pan Pipes. By making a Perform (wood winds) check, vs. DC 15, everyone within 30' are <u>Fascinated</u> (WillNeg DC15) as long as the music continues. After the playing ends, anyone who failed their save is cursed with hypersensitive to noise. For 2d4 rounds, the subject takes 1d4 damage per round unless in total silence & takes double damage from sonic attacks. Thereafter, the subject <u>Shaken</u> if not in a silent area. The effect can only be removed by <i>Remove Curse</i> , <i>Miracle</i> , etc.	—	Instrument	Faint Ench Evoc	6	Craft Wondrous Item <i>Sound Burst</i> Creator must have the Bardic Music class ability	6,000	480	12,000
Pipes of Sounding	(DMG p264)	When played by someone with at least 1 rank in Perform (wood winds), <i>Ghost Sound</i> .	—	Spell Effect	Faint Ill	2	Craft Wondrous Item <i>Ghost Sound</i>	900	72	1,800
Pipes of the Sewers	(DMG p264)	By playing a specific tune, the user summons 1d3 Rat Swarms(MM p239), which arrive immediately if within 400', & are delayed 1 round for each additional 50'. Once the rats arrive, the user must make a Perform (wood winds) check vs. DC 10. If successful, the rats obey the user's commands. On a failure, the rats attack the user. The rats remain as long as the music is continuously played. Using the pipes a second time in one day increases the Perform DC to 15.	—	Instrument	Faint Conj	2	Craft Wondrous Item <i>Charm Animal</i> <i>Summon Nature's Ally I</i> Min lvl: Drd2, Rgr4	900	72	1,800
Planar Helm	(Storm p134)	Ship's wheel made of silver and ebony. <i>Planar Navigation</i> , on command 2/ day.	—	Ship	Strong Conj	13	Craft Wondrous Item <i>Planar Navigation</i>	32,760	2,621	65,520
Poison-Dart Wasp	(DR341 p66)	A Fine-sized Animated Object made to look like a wasp. It has a Fly speed of 30' with Good maneuverability. On command, it attempts to make a Sting attack against a designated target. It has a +3 Melee attack that does 1 Piercing damage, plus any poison that the owner has applied. On a successful attack, the Wasp's stinger snaps off and it goes inert. Replacement stingers cost 100 gp.	—	Misc.	Mod Trans	11	Craft Wondrous Item <i>Animate Object</i>	1,650	132	3,300
Portable Fountain	(Sand p134)	Jade chrysanthemum. When placed on ground and commanded, becomes 5' square fountain producing 10 gallons of water. Usable 1/day. Reverts to portable form when all water removed.	—	Food	Faint Conj	5	Craft Wondrous Item <i>Create Water</i>	900	72	1,800
Portable Hole	(DMG p264)	6' diameter circle of black cloth. When spread out, forms a 6' diameter by 10' deep space.	—	Storage	Mod Conj	12	Craft Wondrous Item <i>Plane Shift</i>	10,000	800	20,000
Portable Shade	(Sand p135)	3' diameter circle of black silk, folded to size of handkerchief When unfolded, hovers over user's head and follows user at 30' per round. Provides all the benefits of a parasol, but leaves user's hands free.	—	Misc.	Faint Evoc	1	Craft Wondrous Item <i>Tenser's Floating Disk</i>	1,000	80	2,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Possum Pouch	(CAdv p134)	12" diameter & 2" thick circular bag. The bag to adhere to a Humanoid's abdomen and blend in with the skin on command. Requires a Search check vs. DC 30 to find.	—	Storage	Faint Ill	3	Craft Wondrous Item <i>Disguise Self</i>	900	72	1,800
Powder of the Black Veil	(CArc p150)	Pinch of sooty, black powder. When thrown in the air, fills a 10' radius Spread by 10' high area with a black cloud that lasts for 2d4 rounds. Any creature that comes in contact with the cloud becomes Blind while inside the cloud (no save) and remains Blind for 1d4 rounds after leaving (WillNeg, DC13). Single Use	—	Combo Single Use Misc.	Faint Necro	3	Craft Wondrous Item <i>Blindness / Deafness</i>	375	30	750
Quall's Feather Token – Anchor	(DMG p264)	A floating craft is rendered immobile for 1 day. Single use.	—	Combo Misc. Single Use	Mod Conj	12	Craft Wondrous Item <i>Major Creation</i>	25	2	50
Quall's Feather Token – Bird	(DMG p264)	Becomes a bird that will carry a written message to a designated target. Single use.	—	Combo Single Use Summon	Mod Conj	12	Craft Wondrous Item <i>Major Creation</i>	150	12	300
Quall's Feather Token – Fan	(DMG p264)	Causes a 25 mph breeze that can propel one ship for 8 hours. Single use.	—	Combo Move Single Use	Mod Conj	12	Craft Wondrous Item <i>Major Creation</i>	100	8	200
Quall's Feather Token – Swan Boat	(DMG p264)	Becomes a boat with movement of 60' that can carry 32 people (1 horse takes up the room of 4 people) and their gear for 1 day. Single use.	—	Combo Single Use Move	Mod Conj	12	Craft Wondrous Item <i>Major Creation</i>	225	18	450
Quall's Feather Token – Tree	(DMG p264)	Becomes a 60' tall oak. Single use.	—	Combo Summon Single Use	Mod Conj	12	Craft Wondrous Item <i>Major Creation</i>	50	4	100
Quall's Feather Token – Whip	(DMG p264)	Becomes a Dancing Whip for 1 hour. +10 attack, 1d6+1 damage, free grapple attempt at +15 if it hits. Single use.	—	Combo Single Use Offense	Mod Conj	12	Craft Wondrous Item <i>Major Creation</i>	250	20	500
Quiver of Ehlonna	(DMG p265)	Quiver has 3 extra-dimensional pockets, but always weighs 2 pounds: 1 st holds up to 60 arrows 2 nd holds up to 18 javelins. 3 rd holds up to 6 straight bows, staves, spears, etc.	—	Storage	Mod Conj	9	Craft Wondrous Item <i>Leomund's Secret Chest</i>	900	72	1,800
Quiver of Plenty	(DR328 p66)	Ornate leather quiver. Able to create Masterwork Arrows at will. The arrow can be all wood, or tipped with steel, alchemical silver, or cold iron. Able to create 5 Adamantine-tipped Masterwork Arrows per day. The user cannot give the arrows to anyone else. Once the user fires the arrow and it strikes a target, it disappears.	—	Offense	Strong Conj	9	Craft Wondrous Item <i>Major Creation</i>	9,000	720	18,000
Quiver of the North Wind	(DR334 p72)	Quiver that looks like it can hold 20 arrows. Can actually hold 200 arrows in an extra-dimensional space. <i>True Strike</i> , 3/day. Only usable on ranged attacks. If anyone but the quiver's owner fires an arrow from the quiver, the arrow dissolves in flight. A person wearing the quiver for 24 hours becomes its owner.	—	Storage	Mod Conj Div	9	Craft Wondrous Item <i>True Strike</i>	6,000	480	12,000
Replenishing Skin	(Sand p135)	Camel hide waterskin Whenever the skin becomes empty, slowly refills with water over 1d4 hours.	—	Food	Faint Conj	1	Craft Wondrous Item <i>Create Water</i>	500	40	1,000
Requiem Jar	(DR330 p67)	Small bronze jar with a plaque that contains black sludge. If the sludge is poured into a corpse's mouth, it liquefies in 3 rounds and flies into the jar. The plaque then displays the name of the body within it. The sludge can be used as the material component of <i>Resurrection</i> . If the sludge is drunk by a living creature, it is Sickened for 1 hour (no save).	—	Misc.	Faint Evoc	3	Craft Wondrous Item <i>Disintegrate</i>	1,650	132	3,300

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Ring Gates	(DMG p265)	Pair of 18" diameter rings. If within 100 miles of each other, anything put through the 'entry side' of one comes out the 'exit side' of the other, up to 100 pounds / day. Small creatures can crawl through on an Escape Artist check vs. DC 13.	—	Teleport	Strong Conj	17	Craft Wondrous Item <i>Gate</i>	20,000	1,600	40,000
Rope of Climbing	(DMG p266)	60' rope weighing 3 lbs. that can support 3,000 lbs. When held on one end, it can move 10' per round and tie itself off where desired. The rope can be commanded to knot itself, which reduces its length to 50', but lowers the DC to climb it by 10.	—	Misc.	Faint Trans	3	Craft Wondrous Item <i>Animate Rope</i>	1,500	120	3,000
Rope of Climbing, Superior	(Und p75)	60' rope weighing 3 lbs. that can support 3,000 lbs. When held on one end, it can move 10' per round and tie itself off where desired. The rope can be commanded to knot itself, which reduces its length to 50', but lowers the DC to climb it by 10. Climber receives a +5 Enhancement bonus on Climb checks.	—	Misc.	Faint Trans	3	Craft Wondrous Item <i>Animate Rope</i>	2,750	220	5,500
Rope of Entanglement	(DMG p266)	30' hemp rope weighing 5 pounds that can be ordered to Entangle a target within 20'. Freeing oneself from the rope requires a Strength check vs. DC 20, an Escape Artist check vs. DC 20, or having the rope cut (AC 22, 12 hp, Hardness 0, Damage Reduction 5/slashing). If not destroyed, the rope heals 1 hp per 5 minutes.	—	Trap	Mod Trans	12	Craft Wondrous Item <i>Animate Objects</i> <i>Animate Rope</i> <i>Entangle</i>	10,500	840	21,000
Rueha's Flute	(PGF p124)	Masterwork Flute that seems to be made from a rolled up piece of 'silver parchment'. <i>Light</i> , on command. The following spells are dispelled within the radius of the <i>Light</i> spell: <i>Acid Fog</i> , <i>Cloudkill</i> , <i>Fog Cloud</i> , <i>Obscuring Mist</i> , <i>Solid Fog</i> , and <i>Stinking Cloud</i> . With a separate command, the flute unrolls itself into a small spellbook made from silver. The book holds 20 spell level of spells, which are determined when the item is created. Any Wizard who has deciphered the spellbook can study & prepare the spells as if it was his/her own book.	—	Class – Wizard	Faint Trans	3	Craft Wondrous Item <i>Gust of Wind</i> <i>Light</i>	7,500	600	15,000
Rug of Welcome	(CArc p150)	A 10' by 5' rug of high quality which weighs 15 pounds. When activated, the rug will Grapple any creature (up to Large size) that steps on it without saying the password. It maintains its Grapple / Hold until ordered to release the creature. The rug is a CR5 Large Construct with Improved Grab, +23 Grapple check, AC of 20, & 71 hp.	—	Defense	Mod Evoc Trans	11	Craft Wondrous Item <i>Animate Object</i> <i>Bigby's Grasping Hand</i>	15,000	1,200	30,000
Sacred Scabbard	(CWar p136)	Scabbard that reshapes itself to hold any bladed weapon (dagger, sword, axe), including double weapons. <i>Bless Weapons</i> on the stored weapon. Usable 3/day.	—	Spell Effect	Faint Trans	4	Craft Wondrous Item <i>Bless Weapon</i>	2,200	176	4,400
Safewing Emblem	(RotW p173)	Small feather token. If worn or carried by someone who falls at least 5', the owner automatically grows feathery wings that allow him/her to <i>Feather Fall</i> up to 180' feet. Single Use.	—	Combo Single Use Spell Effect	Faint Trans	3	Craft Wondrous Item <i>Feather Fall</i>	125	10	250
Sails of Displacement, Minor	(Storm p134)	Sails of misty material with blurry edges. Opponents suffer 20% miss chance in ship-to-ship attacks made against a ship with these sails.	—	Ship	Mod Ill	5	Craft Wondrous Item <i>Displacement</i>	60,000	4,800	120,000
Salve of Slipperiness	(DMG p266)	If applied to the body, +20 Competence bonus to Escape Artist checks for 8 hrs. If poured on the floor, <i>Grease</i> with a duration of 8 hrs. Can be removed with alcohol. Single use.	—	Combo Single Use Skill	Faint Conj	6	Craft Wondrous Item <i>Grease</i>	500	40	1,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Sand of Set	(DR325 p76)	Small black bag decorated with snakes & filled with dark-colored sand. Throwing the sand summons 1d4+1 Medium Vipers for 7 rounds, which follow their creator's instructions. 3 uses.	—	Summon	Mod Conj	7	Craft Wondrous Item <i>Summon Nature's Ally IV</i>	2,100	168	4,200
Sand Painting – Mandala of Peace	(Sand p135)	Conical bottle with swirling rainbow sand User may pour sand to produce <i>Lesser Globe of Invulnerability</i> and <i>Silence</i> in 10' radius. Pouring the sand is a Full-Round Action that provokes AoO and requires a Craft (painting or sculpture) check vs. DC 15. The <i>Lesser Globe of Invulnerability</i> lasts for 12 rounds, the <i>Silence</i> lasts for 12 minutes. Single use.	—	Combo Single Use Spell Effect	Strong Abj III	12	Craft Wondrous Item <i>Lesser Globe of Invulnerability</i> <i>Silence</i>	1,440	116	2,880
Sand Painting – Traveler's Oasis	(Sand p135)	Spherical bottle with blue and green sand. User may pour sand to create 400 sq. ft. shaded oasis with enough water and dates for 36 Medium-sized creatures or 12 Large creatures. Pouring the sand takes 5 minutes and requires a DC 15 Craft (painting or sculpture) check. The Oasis lasts 24 hours. Single use.	—	Combo Food Lodge Single Use	Strong Conj	12	Craft Wondrous Item <i>Create Food and Water</i> <i>Major Creation</i>	2,000	160	4,000
Scabbard of Keen Edges	(DMG p266)	Scabbard which resizes itself from Dagger-size to Greatsword-size. <i>Keen Edge</i> , on the blade within the scabbard. 3 times per day.	—	Spell Effect	Faint Trans	5	Craft Wondrous Item <i>Keen Edge</i>	8,000	640	16,000
Scarab Charm	(DR325 p76)	3" turquoise & silver scarab. Summons a Locust Swarm when thrown at a target (range increment 10'). The swarm lasts 3 rounds, attacks the closest creature to its point of impact, & is <u>not</u> under the summoner's control. Single use.	—	Combo Single Use Summon	Faint Conj	3	Craft Wondrous Item <i>Summon Swarm</i>	150	12	300
Scout's Journal	(DR334 p72)	Plain silver ring and a large parchment scroll. As the ring's wearer explores a 10 mile by 10 mile region, that area appears on the scroll in the form of an annotated map. Only things seen and hear by the wearer are added to the map (i.e. undiscovered underground caverns would <u>not</u> be shown). Once the region is fully mapped, the mystic connection between the ring and the scroll ends, leaving both intact, but non-magical.	—	Misc.	Strong Div	15	Craft Wondrous Item <i>Locate Object</i> <i>Permanent Image</i>	1,025	78	2,000
Scrying Shard	(Eb p265)	1 pound pink crystal with red swirls. May be used as the focus for <i>Scrying</i> by any class.	—	Scry	Mod Div	7	Craft Wondrous Item <i>Scrying</i>	550	44	1,100
Sea Steed's Bridle	(Storm p134)	Bridle of leather with silver and shells. Transforms land Animal or Magical Beast mount into aquatic form. Functions like <i>Steed of the Seas</i> spell, except mount does not need to be paladin's special mount. Bridle fits any size mount.	—	Creature	Mod Trans	8	Craft Wondrous Item <i>Steed of the Seas</i>	14,400	1,152	28,800
Secure Lines	(Storm p134)	50-ft. rope, weighing 2x normal rope. As rope, except Hardness 2, 5 hp, Str DC 25 to burst. When used as rigging, ropes give designated crew member(s) a +5 Enhancement bonus on Balance and Climb checks made on the ropes. If designated crew fall from rigging, ropes grab and gently set down on deck. Captain designates or undesignates on command.	—	Ship	Mod Conj Trans	9	Craft Wondrous Item <i>Animate Rope</i> <i>Fabricate</i>	5,400	432	10,800
Sending Stones	(CArc p150)	A pair of unworked stones weighing one pound each. <i>Sending</i> to other stone only, 1/day. If the target stone is not in a creature's possession, the user knows that no message is sent.	—	Spell Effect	Mod Evoc	7	Craft Wondrous Item <i>Sending</i>	7,500	600	15,000
Sentry's Eye	(DR334 p72)	Rune-carved gem wrapped in gold wire. +5 Enhancement bonus to Listen, Search, & Spot checks when held. Holder automatically knows the current time and the direction to true north.	—	Skill	Mod Div	7	Craft Wondrous Item <i>Know Direction</i>	4,750	380	9,500

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Shadow Mirror	(DR339 p42)	Large mirror weighing 15 pounds. <i>Greater Shadow Conjuration</i> , each Midnight automatically. The closest sentient creature to the mirror chooses its form (either consciously or subconsciously) and more-or-less controls it for 24 hours, at which point it fades away. The creature often will misinterpret the controller's requests to a way that does the most damage. If more than one creature is equidistant from the mirror, an Opposed Charisma check is used to determine the controller for that night.	—	Spell Effect	Strong III	13	Craft Wondrous Item <i>Greater Shadow Conjuration</i>	45,500	3,640	91,000
Shrouds of Disintegration	(DMG p266)	Burial Wrappings weighing 10 lbs. On command, the body wrapped in the cloth is <i>Disintegrated</i> . Single use.	—	Combo Single Use Misc.	Strong Trans	15	Craft Wondrous Item <i>Disintegrate</i>	3,300	264	6,600
Signaling Trumpet	(DR334 p72)	Masterwork Trumpet. User may "speak" a single word with the trumpet as a Standard Action. Non-enemies within 100' hear the word, while enemies just hear a note from the trumpet. 1 rank of Perform (wind instrument) only: User may "speak" a one word per rank in Perform (wind instrument) with the trumpet as a Standard Action. Non-enemies within (¼ mile per 5 ranks) hear the words, while enemies just hear a note from the trumpet.	—	Instrument	Strong III	13	Craft Wondrous Item <i>Ghost Sound</i> <i>Whispering Wind</i>	2,500	200	5,000
Silversheen	(DMG p266)	Vial of liquid. May be applied to one melee weapon or 20 units of ammunition as a Standard Action. Any object coated with 'silversheen' is treated as Silver for overcoming Damage Reduction for 1 hour. The normal material of the object is suppressed for the duration (i.e., an Adamantine weapon coated with 'silversheen' would only be considered silver). It has no effect on the object's magical properties. Single use.	—	Combo Single Use Misc.	Faint Trans	5	Craft Wondrous Item	125	10	250
Simulacrum Elixir	(Frost p111)	Small vial of clear fluid When poured over a body part, creates a crude copy as the <i>simulacrum</i> spell cast at 13 th lvl. The copy's likeness to the original is crude at best. Vial contains enough fluid for one copy.	—	Spell Effect	Strong III (shadow)	13	Craft Wondrous Item <i>Simulacrum</i>	10,500	840	21,000
Slashing Sand	(Sand p135)	Handful of dark sand in a small sack When flung to the ground, 200 sq. ft. covered with obsidian <i>Spike Stones</i> effect for 10 hrs. Single use.	—	Combo Single Use Spell Effect	Mod Trans	10	Craft Wondrous Item <i>Spike Stones</i>	1,000	80	2,000
Slate Folio	(DR327 p68)	12" by 9" piece of slate, whose frame has three gems – two at the bottom, and one at the side with 5 facets. A book with up to 100 pages can be copied into the Slate Folio by placing the Folio on the book, turning the side gem to one of the five facets, and then pressing the side gem down. It pops up after an hour, and the book has been copied (the original is undamaged). Any prior book in that 'facet' is overwritten. The user can view one of the five books stored in the Slate Folio by turning the side gem to the desired facet. The two gems at the bottom allow the user to move forward or back one page. If the copied book contained a <i>Secret Page</i> , <i>Explosive Rune</i> , etc., viewing that page with the Slate Folio shows an indicator that something was not copied, but not what that "something" was.	—	Misc.	Faint III	5	Craft Wondrous Item <i>Clairaudience</i> / <i>Clairvoyance</i>	3,750	300	7,500

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Source Token	(DR339 p33)	Gray marble with moving shadows on its outside. A random one of the following appears in an open hex of the user's choice within 30'. It obeys the user's commands (if able) & disappears after 10 rounds. <u>d20 Creature</u> <u>d20 Creature</u> 1 Small Tree 11 Lion 2 Dire Rat 12 Grick 3 Owl 13 Shocker Lizard 4 Monkey 14 Deinonychus 5 Octopus 15 Owlbear 6 Hyena 16 Dire Ape 7 Monst. Spider, 17 Grimlock Medium 8 Snake, Med. 18 Bugbear Constrictor 9 Horse, Light 19 Lizardfolk 10 Dire Wolf 20 Ogre	—	Combo Single Use Summon	Mod Conj	6	Craft Wondrous Item <i>Summon Monster III</i>	187	15	375
Sovereign Glue	(DMG p266)	An ounce can cover 1 square foot. The glue sets in 1 round. Two object adhered with 'Sovereign Glue' cannot be separated without destroying one of the objects, unless 'Universal Solvent' is used. The container holding the 'Sovereign Glue' must have 'Salve of Slipperiness' added to keep it from sticking together.	—	Misc.	Strong Trans	20	Craft Wondrous Item <i>Make Whole</i>	1,200	96	2,400
Sovereign Sealant	(Storm p134)	Drum of thick colorless spread. One container or ship of size Huge or two hull sections of larger ships gains +2 Hardness and becomes waterproof. Treated ships can lose one more section than normal before sinking.	—	Ship	Faint Trans	5	Craft Wondrous Item <i>Minor Creation</i>	4,000	320	8,000
Spool of Endless Rope	(CAAdv p135)	500' of fine silk rope that only weights 1 pound & fits on a belt spool. Any rope that is cut from the spool disappears immediately & the spool is replenished up to 500' again.	—	Storage	Mod Conj	9	Craft Wondrous Item <i>Leomund's Secret Chest</i>	1,000	80	2,000
Standard of Courage	(CWar p136)	When attached to a two-handed hafted weapon only: +4 Morale bonus vs. Fear effects to the wielder & all allies within 30'.	—	Defense	Faint Abj	5	Craft Wondrous Item <i>Remove Fear</i>	7,500	600	15,000
Standard of Heroism	(CWar p136)	When attached to a two-handed hafted weapon only: +2 Morale bonus on attacks, saves, & skill checks –and– +4 Morale bonus vs. Fear effects to the wielder & all allies within 30'	—	Defense	Faint Abj Ench	5	Craft Wondrous Item <i>Heroism Remove Fear</i>	20,000	1,600	40,000
Standard of No Retreat	(CWar p136)	When attached to a two-handed hafted weapon only: Creatures within 30' are under the effect of <i>Dimensional Anchor</i> . Creatures within 30' cannot run away from the standard (WillNeg DC19). +4 Morale bonus vs. Fear effects to the wielder & all allies within 30'.	—	Defense	Mod Abj	11	Craft Wondrous Item <i>Dimensional Anchor Remove Fear</i>	72,500	5,800	145,000
Statuette of the All-Father	(DR323 p88)	5 pound statuette of Moradin, carved from precious stone. Cleric whose alignment is Lawful Good, Neutral Good, or Lawful Neutral only: You may prepare spells from the Strength Domain and gain the Strength Domain's granted power. Only affects one Cleric per day.	—	Class – Cleric	Faint Abj	3	Craft Wondrous Item <i>Bull's Strength</i>	1,000	80	2,000
Stone Horse – Courser	(DMG p267)	Animated statue of a Heavy Horse weighing 6,000 lbs., which can carry 1,000 lbs, never rests or eats, & has Hardness 10.	—	Move	Strong Trans	14	Craft Wondrous Item <i>Animate Objects Flesh to Stone</i>	5,000	400	10,000
Stone Horse – Destrier	(DMG p267)	Animated statue of a Heavy Warhorse weighing 6,000 lbs., which can carry 1,000 lbs, never rests or eats, & has Hardness 10.	—	Move	Strong Trans	14	Craft Wondrous Item <i>Animate Objects Flesh to Stone</i>	7,400	592	14,800

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Stone of Alarm	(DMG p267)	Cube of stone weighing 2 pounds. On command, sticks to any object. If touched without speaking the command word, generates an alarm that can be heard up to ¼ mile away for 1 hour.	—	Spell Effect	Faint Abj	3	Craft Wondrous Item <i>Alarm</i>	1,350	108	2,700
Stone of Controlling Earth Elementals	(DMG p267)	Oddly shaped piece of polished rock weighing 5 pounds. When the user is near a patch of ground, a Full Round incitation can be used to summon an Earth Elemental, which arrives in 1d4 rounds. Only one elemental can be summoned at a time & new patch of ground must be used each time. Sand or Unhewn Stone: <i>Summon Monster VI</i> to summon a Large Earth Elemental. Earth or Rock: <i>Summon Monster VII</i> to summon a Huge Earth Elemental.	—	Summon	Strong Conj	13	Craft Wondrous Item <i>Summon Monster VI</i> <i>Summon Monster VII</i>	50,000	4,000	100,000
Stone of Good Luck	(DMG p267)	Small piece of polished agate. +1 Luck bonus on saving throws, ability checks, & skill checks.	—	Combo Saves Skill	Faint Evoc	5	Craft Wondrous Item <i>Divine Favor</i>	10,000	800	20,000
Stone Salve	(DMG p267)	If applied to a petrified creature, <i>Stone to Flesh</i> . Otherwise, <i>Stoneskin</i> .	—	Spell Effect	Strong Abj Trans	13	Craft Wondrous Item <i>Flesh to Stone</i> <i>Stoneskin</i>	2,000	160	4,000
Strand of Prayer Bead	(DMG p267)	String of prayer beads with 3 special beads. Does not need to be worn to be used. <i>Cure Blindness</i> -or- <i>Remove Disease</i> -or- <i>Cure Serious Wounds</i> at 5 th , 1/day Wearer casts spells at +4 Caster level for 10 minutes, usable 1/day. <i>Chaos Hammer</i> -or- <i>Holy Smite</i> -or- <i>Order's Wrath</i> -or- <i>Unholy Blight</i> at 7 th (DC 17), usable 1/day.	—	Spell Effect	Mod varies	9	Craft Wondrous Item <i>Cure Blindness</i> <i>Cure Serious Wounds</i> <i>Remove Disease</i> <i>Righteous Might</i> <i>Chaos Hammer</i> -or- <i>Holy Smite</i> -or- <i>Order's Wrath</i> -or- <i>Unholy Blight</i>	12,900	1,032	25,800
Strand of Prayer Bead, Greater	(DMG p267)	String of prayer beads with 4 special beads. Does not need to be worn to be used. <i>Cure Blindness</i> -or- <i>Remove Disease</i> -or- <i>Cure Serious Wounds</i> at 5 th , 1/day Wearer casts spells at +4 Caster level for 10 minutes, once per day. <i>Wind Walk</i> at 11 th , once per day. Summon a power creature of the appropriate alignment to help the user for one day. If not used for a good reason, the user gets a <i>Geas</i> , or worse. Usable once, then the bead loses its magic.	—	Spell Effect	Strong Varies	17	Craft Wondrous Item <i>Cure Blindness</i> <i>Cure Serious Wounds</i> <i>Gate</i> <i>Remove Disease</i> <i>Righteous Might</i> <i>Wind Walk</i>	47,900	3,832	95,800
Strand of Prayer Bead, Lesser	(DMG p267)	String of prayer beads with 2 special beads. Does not need to be worn to be used. <i>Bless</i> at 1 st , once per day <i>Cure Blindness</i> -or- <i>Remove Disease</i> -or- <i>Cure Serious Wounds</i> at 5 th , once per day	—	Spell Effect	Faint varies	5	Craft Wondrous Item <i>Bless</i> <i>Cure Blindness</i> <i>Cure Serious Wounds</i> <i>Remove Disease</i>	4,800	384	9,600
Strings of Spell Storing	(CAAdv p136)	Set of strings for a string instrument. When strung in an appropriate Masterwork instrument, up to 5 spell levels may be stored in these strings. To 'cast' a spell, the user must make a Perform (string instrument) check vs. DC 15. The spell has no Arcane Failure chance, uses no material components or focuses, and costs no XP. To charge the strings with a spell, the user must have at least 1 rank in Perform (string instrument) and must make a Perform check vs. DC 10 + spell level. The user loses the spell even if the check fails.	—	Spell Storage	Mod Evoc	9	Craft Wondrous Item <i>Imbue with Spell Ability</i> Creator must have 5 ranks in Perform (stringed instrument)	22,500	1,800	45,000
Stylus of the Masterful Hand	(CAAdv p136)	Elegant metal stylus. +5 Competence bonus on Forgery checks. Able to remember 3 instances of handwriting. The user makes a skill check & the roll for that forgery is "stored" (i.e., any following attempt to forge that specific handwriting can use the same roll over and over again). The "remembered" handwriting can be changed on command.	—	Skill	Faint Div	3	Craft Wondrous Item <i>Read Magic</i>	1,500	120	3,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Sun Flash Pellet	(Und p77)	Crystal in a clay coating. When thrown, the pellet shatters. That location is the center of a <i>Sunburst</i> spell. Single use.	—	Combo Single Use Spell Effect	Strong Evoc	15	Craft Wondrous Item <i>Sunburst</i>	3,000	240	6,000
Survival Pouch	(RotW p173)	Belt pouch. Five times per day, any of the following may be pulled out of the pouch as a Standard Action. Each lasts up to 8 hours. - 1 day's trail rations for 1 Medium creature. - 2 gallons of water in a waterskin (the waterskin disappears once emptied). - 1 tent & 2 bedrolls for Medium creatures. - 50' hemp rope (only lasts 4 hours). - 1 shovel. - 1 campfire which burns for 8 hours. Up to 8 lit torches can be removed from the fire, though each one reduces its burning time by 1 hour. - Composite Shortbow with a +1 Strength bonus and 20 arrows. One round after the last arrow is shot, the bow disappears. - 1 mule with bit, bridle, saddle, & saddlebags. The tack disappears if removed from the mule.	—	Storage	Mod Conj	9	Craft Wondrous Item <i>Major Creation Mount</i>	2,500	200	5,000
Suspension Sphere – Acid	(DR313 p56)	6" diameter glass sphere containing shimmering acid. On impact, the sphere breaks, causing 10d6 Acid damage in a 30' radius Spread (Ref½ DC15). Single use.	—	Combo Single Use Offense	Mod Evoc	10	Craft Wondrous Item <i>Acid Fog</i>	750	60	1,500
Suspension Sphere – Cold	(DR313 p56)	6" diameter glass sphere containing shimmering ice. On impact, the sphere breaks, causing 10d6 Cold damage in a 30' radius Spread (Ref½ DC15). Single use.	—	Combo Single Use Offense	Mod Evoc	10	Craft Wondrous Item <i>Cone of Cold</i>	750	60	1,500
Suspension Sphere – Electricity	(DR313 p56)	6" diameter glass sphere containing shimmering electricity. On impact, the sphere breaks, causing 10d6 Electrical damage in a 30' radius Spread (Ref½ DC15). Single use.	—	Combo Single Use Offense	Mod Evoc	10	Craft Wondrous Item <i>Lightning Bolt</i>	750	60	1,500
Suspension Sphere – Fire	(DR313 p56)	6" diameter glass sphere containing shimmering fire. On impact, the sphere breaks, causing 10d6 Fire damage in a 30' radius Spread (Ref½ DC15). Single use.	—	Combo Single Use Offense	Mod Evoc	10	Craft Wondrous Item <i>Fireball</i>	750	60	1,500
Thirsty Sand	(Sand p135)	Vial of gritty ash, usually 1,000 grains per vial. When sprinkled on water, each grain absorbs 1 gallon of water and becomes 1' cube weighing 24 lbs. An area of water-laden <i>Thirsty Sand</i> is a mud bog, counts as difficult terrain, and increases Tumble check DCs by 2. Upon command, cubes release absorbed water. If the water is not released within 4 hours, it cannot be released and cubes dry into sandy soil. Releasing 10,000 gallons or more simultaneously produces <i>Flashflood</i> effect for 1 round / 10,000 gallons. Sand cannot be reused after water is released.	—	Misc.	Mod Trans	9	Craft Wondrous Item <i>Control Water Transmute Rock to Mud</i>	1,500	120	3,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Thought Bottle	(CArc p150)	Flask of thick green glass. Can be used for <u>one</u> of the following at any given time: Store up to five Thoughts or Memories – a stored Thought is an event or piece of information that is transferred into the bottle. The originator of the Thought know its nature (i.e., “the identity of the killer”), but not the specifics (i.e., who the killer actually is). Another creature can gain the Thought (and remove it from the bottle in the process). – a stored Memory is a full day’s experience. As above, the originator only has a vague idea of what happened and another creature can experience that day by taking it from the bottle. Store one person’s Experience – the owner’s XP total (minus the 500XP cost for this ability) is stored in the bottle. The owner (and <u>no one else</u>) can restore his/her XP back to this total if they are lost (such as by a Negative Level or even Death). Store Prepared Spells – the owner can place some or all of a day’s Prepared Spells into the bottle, which expends them from his/her memory. The owner (and <u>no one else</u>) can later retrieve these spells (much like a spellbook).	—	Misc.	Strong Ench	13	Craft Wondrous Item <i>Demand Memory</i>	10,000	800	20,000
Thurible of Consecration	(BoED p116)	Golden incense burner marked with a Deity’s symbol. Cleric of the Thurible’s Deity only: Incense of Consecration burned in the Thurible has double effect.	—	Class – Cleric	Faint Evoc	5	Craft Wondrous Item <i>Consecrate</i> Creator must be a Cleric of the target Deity	2,500	200	5,000
Tome of Clear Thought +1	(DMG p268)	+1 Inherent bonus to Intelligence after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	1,250	5,100	27,500
Tome of Clear Thought +2	(DMG p268)	+2 Inherent bonus to Intelligence after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	2,500	10,200	55,000
Tome of Clear Thought +3	(DMG p268)	+3 Inherent bonus to Intelligence after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	3,750	15,300	82,500
Tome of Clear Thought +4	(DMG p268)	+4 Inherent bonus to Intelligence after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	5,000	20,400	110,000
Tome of Clear Thought +5	(DMG p268)	+5 Inherent bonus to Intelligence after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	6,250	25,500	137,500
Tome of Leadership & Influence +1	(DMG p268)	+1 Inherent bonus to Charisma after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	1,250	5,100	27,500
Tome of Leadership & Influence +2	(DMG p268)	+2 Inherent bonus to Charisma after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	2,500	10,200	55,000
Tome of Leadership & Influence +3	(DMG p268)	+3 Inherent bonus to Charisma after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	3,750	15,300	82,500
Tome of Leadership & Influence +4	(DMG p268)	+4 Inherent bonus to Charisma after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	5,000	20,400	110,000
Tome of Leadership & Influence +5	(DMG p268)	+5 Inherent bonus to Charisma after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	6,250	25,500	137,500
Tome of Understanding +1	(DMG p268)	+1 Inherent bonus to Wisdom after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	1,250	5,100	27,500
Tome of Understanding +2	(DMG p268)	+2 Inherent bonus to Wisdom after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	2,500	10,200	55,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Tome of Understanding +3	(DMG p268)	+3 Inherent bonus to Wisdom after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	3,750	15,300	82,500
Tome of Understanding +4	(DMG p268)	+4 Inherent bonus to Wisdom after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	5,000	20,400	110,000
Tome of Understanding +5	(DMG p268)	+5 Inherent bonus to Wisdom after 6 days of reading. Single use.	—	Combo Inherent Single Use	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	6,250	25,500	137,500
Tovar's Instant Well	(Sand p135)	1' copper pipe When set in ground and commanded, transforms into a well. The lower end of the pipe digs into the ground until it finds available water; the user may have to wait several minutes until water is found.	—	Food	Strong Trans Div	15	Craft Wondrous Item <i>Locate Water</i> <i>Polymorph Any Object</i>	11,750	940	23,500
Trick Coin	(DR341 p66)	A silver coin with tiny runes along the edge. If its owner calls 'Heads' or 'Tails' while it is in the air, it lands on the corresponding side. If anyone else calls 'Heads' or 'Tails', it lands on the opposite side. A creature must have the Trick Coin on his/her person for 24 hours to become the owner.	—	Misc.	Faint Trans	3	Craft Wondrous Item <i>Mage Hand</i>	175	14	350
Trumpet of Doom	(BoED p116)	Masterwork Brass Trumpet All Evil creatures within 100' when blown are Shaken for 1 minute (WillNeg DC14). Usable 3/day.	—	Offense	Mod Necro	6	Craft Wondrous Item <i>Doom</i>	3,593	287	7,185
Trumpet of Healing	(BoED p116)	Masterwork Trumpet Activation requires a Perform (wind instruments) check vs. DC 15. Three times per day, all non-evil creatures within 360' of the trumpet receive one of the following: <i>Remove Blindness / Deafness, Remove Disease, Sure Serious Wounds</i> , or <i>Neutralize Poison</i> . One time per day, one non-evil creature within 360' of the trumpet receives the following: <i>Heal</i> . The person playing the trumpet does not benefit from its healing. Evil creatures cannot hear the trumpet.	—	Instrument	Strong Conj	13	Craft Wondrous Item <i>Cure Serious Wounds</i> <i>Heal</i> <i>Neutralize Poison</i> <i>Remove Blindness / Deafness</i> <i>Remove Disease</i> Creator must be Good	57,720	4,618	115,440
Trumpeter's Gift	(CAAdv p136)	Metal mouthpiece for any wind instrument. When attached to a wind instrument, +5 Competence bonus on Perform (wind instrument) checks. <i>Shout</i> , 1/day. If the wind instrument the mouthpiece was attached to was not Masterwork quality, the instrument is destroyed by this effect.	—	Skill	Mod Evoc	7	Craft Wondrous Item <i>Shout</i>	6,350	508	12,700
Unguent of Timelessness	(DMG p268)	Enough oil to coat 8 Medium-sized objects. +1 Resistance bonus on all saves. Coated organic object ages only 1 day per year. Once applied, 'Unguent of Timelessness' never wears off, but can be Dispelled. Single use.	—	Combo Misc. Single Use	Faint Trans	3	Craft Wondrous Item	75	6	150
Universal Solvent	(DMG p268)	Any adhesive, including 'Sovereign Glue', Tanglefoot Bags, Koa-Toa Sticky Shields, etc., is dissolved immediately. Applied as a Standard Action. Single use.	—	Combo Misc. Single Use	Strong Trans	20	Craft Wondrous Item <i>Disintegrate</i>	25	2	50
Uskura	(Und p140)	Crystal <i>Unseen Servant</i> except it has a Strength of 6, moves at a speed of 30', and can be activated a total of 100 minutes per day.	—	Spell Effect	Mod Conj	10	Craft Wondrous Item <i>Unseen Servant</i>	18,000	1,440	36,000
Veil of Perfume	(DR326 p55)	White silk veil. Wearer is immune to non-magical nauseating or scent-based attacks. Against magical ones, the wearer gains a +2 bonus on saves.	—	Save	Faint Trans	3	Craft Wondrous Item	1,000	80	2,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Vial of Icy Sheets	(Frost p112)	Vial of clear fluid One of two effects, each requiring standard action and lasting 5 rounds: - Pour upon ground, creating ice slick in 10' radius. All creatures must make Reflex DC 11 or fall. If successful, creatures may move at 1/2 speed; must make new Reflex save each round. - Pour upon an object, covering it in slippery ice. Holder of object must make Reflex DC 11 or drop object. If successful, must make new Reflex save each round. If swallowed, consumer takes 6d6 Cold dmg (Fort½, DC 20).	—	Spell Effect	Faint Conj	1	Craft Wondrous Item <i>Ice Slick</i>	1,000	80	2,000
Vial of the Last Gasp	(CAAdv p136)	Vial containing some of the final breath of a famous figure. Activated by inhaling the contents (use the same rules as drinking a potion). Effects last for 10 minutes: +2 Enhancement bonus to Strength. +1 effective caster level. +4 Insight bonus to a single skill from the following list: Craft, Knowledge, Profession This matches the highest ranked skill of the famous figure. Single use.	—	Combo Ability Score Skill Single Use	Faint Necro	4	Craft Wondrous Item <i>Death Knell</i>	1,100	88	2,200
Vivifying Bacalao	(DR335 p70)	Dried fish with black gems for eyes. When thrown into the water, the fish animates and swims (with a Swim speed of 50') to the closest humanoid corpse within 100' (may be out of the water as long as it is within 5' of the water). The round after it arrives at the corpse, the corpse becomes a Lacedon, which eats the fish and then is under the activator's control. After 24 hours, the Lacedon dissolves. If there is no corpse within range, the fish does not activate and can be used again. Single use.	—	Combo Single Use Summon	Mod Necro	11	Craft Wondrous Item <i>Create Undead</i>	575	46	1,150
Water Wheels	(Storm p134)	Four wheels that, when equipped, allow land vehicle to float in water. Vehicle must be propelled through other means, such as rowing, sails, or magic.	—	Ship	Faint Trans	5	Craft Wondrous Item <i>Wave Blessing</i>	5,000	400	10,000
Waterskin of Deluge	(Sand p135)	<i>Flashflood</i> , 1/week. If destroyed, releases <i>Flashflood</i> in direction from which destroying damage came.	—	Spell Effect	Strong Conj	15	Craft Wondrous Item <i>Flashflood</i>	6,175	494	12,350
Wednesday's Left Eye	(DR324 p29)	Grey glass eye with a crack in it. When carried, receive a +4 bonus on Diplomacy, Heal, & Survival checks, but suffer a -4 penalty on Bluff, Intimidate, and Sleight of Hand checks.	—	Skill	Faint Trans	3	Craft Wondrous Item <i>Eagle's Splendor</i>	3,000	240	6,000
Wednesday's Pin	(DR324 p29)	Silver pin of an Ash tree. When worn on a shirt or cloak, gain a +2 bonus on Bluff checks. When thrown on the ground, the pin becomes a 60' Ash tree for 1 hour, and then turns back into the pin.	—	Skill	Strong Trans	12	Craft Wondrous Item <i>Major Creation</i>	12,000	960	24,000
Weirdstone	(PGF p124)	Fist-sized piece of glass. When placed on a flat surface & activated, it rises 3', glows, & chimes, and blocks the following in a 6 mile radius sphere (no matter if the effect is generated by a spell, spell-like ability, supernatural abilities, psionics, etc.): - Astral & Ethereal travel - Divination (scrying) spells - Conjunction (teleportation) spells Note that these effects can be targeted from inside the area of effect towards a target outside.	—	Defense	Strong Abj	20	Craft Wondrous Item <i>Dimensional Lock Nondetection</i> Creator must be 20 th + level	125,000	10,000	250,000

Personal Items	Reference	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Well of Many Worlds	(DMG p268)	6' diameter circle of black cloth. When spread out, forms a 6' diameter 2-way portal to another dimension.	—	Gate	Strong Conj	17	Craft Wondrous Item <i>Gate</i>	41,000	3,280	82,000
Wind Fan	(DMG p268)	<i>Gust of Wind</i> , on command. Usable once a day safely. Each subsequent use has a 20% cumulative chance of destroying the fan.	—	Spell Effect	Faint Evoc	5	Craft Wondrous Item <i>Gust of Wind</i>	2,750	220	5,500
Wind Pipe	(Storm p134)	2 ft brass tube, with threads for extending the pipe with regular tubing. On command, pipe will send moderate wind through tube. One end of the pipe must be surrounded by air. If the exhaust end has no where for the air to go, the pipe provides magical circulation.	—	Misc.	Mod Evoc	10	Craft Wondrous Item <i>Favorable Wind</i>	3,500	280	7,000
Wyvern's Die	(DR340 p70)	Twelve-sided die. Each face has a "Zodiac" symbol (listed below). The roller gains a random effect for up to 1 day. Usable 1/day. <u>Roll</u> <u>Symbol</u> <u>Effect</u> 1 Beholder +2 on Spot checks 2 Harpy +2 on saves vs. mind effects 3 Ettin On <u>any</u> die roll, if it is Odd, subtract 1. If Even, add 1. 4 Dryad +1 Insight bonus on AC 5 Stirge +2 bonus on Opposed checks 6 Wyvern +4 bonus on one d20 roll of your choice, then effect ends 7 Dragon +2 on Intimidate checks 8 Unicorn <i>Detect Evil</i> , at will. 9 Hydra +1 Morale bonus on saves 10 Chimera +2 on Diplomacy checks 11 Kraken +1 bonus on one skill of your choice 12 Basilisk Heal 10 hp as a Swift Action, then effect ends	—	Misc.	Strong Univ	13	Craft Wondrous Item <i>Limited Wish</i>	5,000	400	10,000
Zorya Polunochnaya's Moon	(DR324 p29)	New silver coin. Once per day, the coin can be commanded to become a glowing sphere of light (similar to a <i>Dancing Light</i>) that can be directed to move around within 130' of its owner. Effect lasts for 1 hour. It can be captured by others. AC 24, Hardness 8, 20hp.	—	Spell Effect	Faint Evoc	3	Craft Wondrous Item <i>Dancing Lights</i>	500	40	1,000

Appendix

Revision History

- November 11, 2003 – Start of D&D 3.5 Edition.
Includes the Dungeon Master's Guide v.3.5.
- March 15, 2004 – Changed blue entries (which indicated changes from 3rd to 3.5) to the normal black.
Added Complete Warrior & the Book of Exalted Deeds.
Added Dragon #309 – Dragon #313.
- August 12, 2004 – Added Dragon #314.
Added Player's Guide to Faerûn.
- October 12, 2004 – Added Complete Divine.
- November 12, 2004 – Added Eberron Campaign Setting.
Added Dragon #325.
- March 16, 2005 – Adding Complete Arcane.
Added Dragon #324, #326 – #329.
Change the abbreviation of Player's Handbook v3.5 from "PH3.5" to "PH".
Change the abbreviation of Dungeonmaster's Guide v3.5 from "DMG3.5" to "DMG".
- April 1, 2005 – Adding Complete Adventurer.
Added Dragon #330.
- September 7, 2005 – Added Races of Eberron & Complete Adventurer.
Added Dragon #331 – #335.
- December 9, 2005 – Added Races of Stone, Races of Destiny, Races of the Wild, Unearthed Arcana, & Underdark
Added Dragon #336 – #338.
- April 18, 2006 – Added Dragon #339 – #343.
Added Dungeon #104 – #134.
- February 28, 2006 – Added Dragon #315 – #323, #344 – #352.
Added Dungeon #135 – #144.
Added Frostburn, Sandstorm, & Stormwrack.

Key to Sourcebooks

PH	–	Player's Handbook v.3.5	Frost	–	Frostburn
DMG	–	Dungeon Master's Guide v.3.5	Storm	–	Stormwrack
MM	–	Monster Manual v.3.5	Sand	–	Sandstorm
MM3	–	Monster Manual III	FR	–	Forgotten Realms Campaign Setting
CWar	–	Complete Warrior	MoF	–	Magic of Faerûn
CDiv	–	Complete Divine	LoD	–	Lords of Darkness
CArc	–	Complete Arcane	RoF	–	Races of Faerûn
CAdv	–	Complete Adventurer	SM	–	Silver Marches
RoS	–	Races of Stone	Und	–	Underdark
RoD	–	Races of Destiny	PGF	–	Player's Guide to Faerûn
RotW	–	Races of the Wild	Eb	–	Eberron Campaign Setting
RoE	–	Races of Eberron	DR###	–	Dragon Magazine (with issue number)
BoED	–	Book of Exalted Deeds	DU##	–	Dungeon Magazine (with issue number)
UA	–	Unearthed Arcana			
3.5up	–	D&D v.3.5 Accessory Update			http://www.wizards.com/dnd/files/DnD35_update_booklet.zip
PH3.5e	–	Player's Handbook v.3.5 Errata			http://www.wizards.com/dnd/files/PHB_Errata09242003.zip
PGFe	–	Player's Guide to Faerûn Errata			http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip
CDivErrata	–	Complete Divine Errata			http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip
CArcErrata	–	Complete Arcane Errata			http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip
EbErrata	–	Eberron Errata			http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip

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