

Dungeons & Dragons 3.5 Edition Index – Magic Items – Staves, Rods, etc.

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Collected by Chet Erez (cerez@crystalkeep.com) and Charles Evans

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Potions

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

Wands

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

Staves

Staves	Requirements	Effect	Charges	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Staff of Oaken Battle	(CDiv p105)	- Shillelagh - Spikes	1 1	Mod Trans	8	Craft Staff Shillelagh Spikes	6,750	540	13,500
Staff of Charming	(DMG p244)	- Charm Person - Charm Monster	1 2	Mod Ench	8	Craft Staff Charm Person Charm Monster	8,250	660	16,500
Staff of Fire	(DMG p244)	- Burning Hands - Fireball - Wall of Fire	1 1 2	Mod Evoc	8	Craft Staff Burning Hands Fireball Wall of Fire	8,875	710	17,750
Staff of Fauna	(CDiv p104)	- Barkskin - Magic Fang, Greater - Animal Growth	1 1 2	Mod Trans	9	Craft Staff Animal Growth Barkskin Magic Fang, Greater	9,703	776	19,406
Staff of Swarming Insects	(DMG p245)	- Summon Swarm - Insect Plague	1 3	Mod Conj	9	Craft Staff Insect Plague Summon Swarm	12,375	990	24,750
Staff of Healing	(DMG p244)	- Lesser Restoration - Cure Serious Wounds - Remove Blindness / Deafness - Remove Disease	1 1 2 3	Mod Conj	8	Craft Staff Cure Serious Wounds Lesser Restoration Remove Blindness / Deafness Remove Disease	13,875	1,110	27,750
Staff of Pain	(CDiv p105)	- Inflict Serious Wounds - Wrack - Eyebite	1 1 2	Mod Necro	11	Craft Staff Eyebite Inflict Serious Wounds Wrack	13,922	1,114	27,844
Staff of The Beatific, Lesser	(CDiv p104)	- Chaos Hammer - Holy Smite - Dispel Evil - Dispel Law	1 1 2 2	Mod Abj	9	Craft Staff Chaos Hammer Dispel Evil Dispel Law Holy Smite	14,133	1,884	28,266
Staff of The Diabolic, Lesser	(CDiv p104)	- Order's Wrath - Unholy Blight - Dispel Chaos - Dispel Good	1 1 2 2	Mod Abj	9	Craft Staff Dispel Good Dispel Evil Order's Wrath Unholy Blight	14,133	1,884	28,266
Staff of The Sainly, Lesser	(CDiv p105)	- Holy Smite - Order's Wrath - Dispel Chaos - Dispel Evil	1 1 2 2	Mod Abj	9	Craft Staff Dispel Chaos Dispel Evil Holy Smite Order's Wrath	14,133	1,884	28,266
Staff of The Wanton, Lesser	(CDiv p106)	- Chaos Hammer - Unholy Blight - Dispel Good - Dispel Law	1 1 2 2	Mod Abj	9	Craft Staff Chaos Hammer Dispel Good Dispel Law Unholy Blight	14,133	1,884	28,266
Staff of Size Alteration	(DMG p245)	- Enlarge Person - Reduce Person - Shrink Item - Mass Enlarge Person - Mass Reduce Person	1 1 1 2 2	Faint Trans	8	Craft Staff Enlarge Person Mass Enlarge Person Mass Reduce Person Reduce Person Shrink Item	14,500	1,160	29,000
Staff of Night	(CArc p146)	Wielder is immune to Confusing Gaze of an Umber Hulk. - Darkvision - Low-Light Vision - Darkness (can Counter or Dispel any [light] spell) - Summon Monster VI (one Fiendish Umber Hulk) The Fiendish Umber Hulk can only be summoned once per week. If it is slain, the staff crumbles to dust.	1 1 2 2	Mod varied	11	Craft Staff Darkness Darkvision Dispel Magic Low-Light Vision Summon Monster VI	15,000	1,200	30,000
Staff of True Belief	(CDiv p106)	- Castigate - Righteous Wrath of the Faithful	1 2	Strong Ench	13	Craft Staff Castigate Righteous Wrath of the Faithful	15,844	1,268	31,688
Staff of Vaporous Menace	(CDiv p106)	- Miasma - Murderous Mist - Acid Fog	1 1 2	Mod Conj	11	Craft Staff Acid Fog Miasma Murderous Mist	15,844	1,268	31,688
Spider Staff	(Und p72)	- Spider Climb - Summon Swarm - Spiderskin	1 1 1	Mod Conj Trans	8	Craft Staff Spider Climb Summon Swarm Spiderskin	16,500	1,320	33,000

Staves	Requirements	Effect	Charges	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Staff of Eyes	(CArc p146)	- Arcane Eye - Remove Blindness / Deafness - See Invisibility	1 1 1	Mod Div	8	Craft Staff Arcane Eye Remove Blindness / Deafness See Invisibility	17,350	1,388	34,700
Staff of Entrapment	(CArc p146)	- Dimensional Anchor - Otiluke's Resilient Sphere	1 1	Mod Abj	8	Craft Staff Dimensional Anchor Otiluke's Resilient Sphere	18,375	1,470	36,750
Staff of Winds	(CDiv p106)	- Blinding Winds - Control Winds - Summon Nature's Ally V (Large Air Elemental only)	1 1 1	Mod Conj	9	Craft Staff Blinding Winds Control Winds Summon Nature's Ally V	18,985	1,519	37,969
Staff of Building	(CDiv p104)	- Major Creation - Wall of Stone - Animate Objects	1 1 2	Mod Conj	11	Craft Staff Animate Objects Major Creation Wall of Stone	19,078	2544	38,156
Staff of Skulls	(CArc p147)	- Animate Dead - Cure Light Wounds - Inflict Light Wounds - Mass Inflict Light Wounds	1 1 1 2	Mod Necro	9	Craft Staff Animate Dead Cure Light Wounds Inflict Light Wounds Mass Inflict Light Wounds	19,600	1,568	39,200
Staff of Opening	(CArc p147)	- Knock - Open / Close - Passwall - Shatter	1 1 1 1	Mod Trans	9	Craft Staff Knock Open / Close Passwall Shatter	21,100	1,688	42,200
Staff of Vision	(CArc p147)	- See Invisibility - Darkvision - Remove Blindness / Deafness - True Seeing After each use of this staff, the wielder takes 1 point of Intelligence damage (WillNeg, DC12).	1 1 1 2	Strong Div	12	Craft Staff Darkvision See Invisibility Remove Blindness / Deafness True Seeing	21,400	1,712	42,800
Staff of Planar Defense	(CDiv p105)	- Dimensional Anchor - Dismissal - Subvert Planar Essence - Banishment	1 1 1 2	Mod Abj	11	Craft Staff Banishment Dimensional Anchor Dismissal Subvert Planar Essence	22,172	1,774	44,344
Staff of Earthen Might	(DR314 p30)	- Soften Earth and Stone - Stone Shape - Tremor - Transmute Mud to Rock - Transmute Rock to Mud	1 1 2 2 2	Mod Trans	10	Craft Staff Soften Earth and Stone Stone Shape Tremor Transmute Mud to Rock Transmute Rock to Mud	23,203	1,856	46,406
Staff of Illumination	(DMG p244)	- Dancing Lights - Flare - Daylight - Sunburst	1 1 2 3	Strong Evoc	15	Craft Staff Dancing Lights Daylight Flare Sunburst	24,125	1,930	48,250
Staff of Homeland	(CDiv p105)	- Commune with Nature - Find the Path - Forestfold	1 1 1	Mod Div	11	Craft Staff Commune with Nature Find the Path Forestfold	24,235	1,939	48,469
Staff of Shadow, Lesser	(Und p72)	- Shadow Conjunction - Shadow Evocation - Shadow Walk	1 2 3	Mod Ill	11	Craft Staff Shadow Conjunction Shadow Evocation Shadow Walk	24,250	1,940	48,500
Staff of the Underdark	(Und p72)	- Amorphous Form - Passwall - Find the Path	1 2 3	Mod Div Trans	11	Craft Staff Amorphous Form Passwall Find the Path	24,250	1,940	48,500
Staff of the Nomads	(Sand p132)	- Cloak of Shade - Locate Water - Hydrate - Find the Path	1 1 1 2	Strong Div	12	Craft Staff Find the Path Cloak of Shade Hydrate Locate Water	24,750	1,980	49,500
Staff of Nightmares	(DR336 p72)	- Scare - Fear - Nightmare - Phantasmal Killer - Symbol of Fear - Weird	1 2 2 2 3 4	Strong Ill Necro	17	Craft Staff Fear Nightmare Phantasmal Killer Scare Symbol of Fear Weird	25,500	2,040	51,000
Staff of The Gaol	(CDiv p105)	- Blade Barrier - Dimensional Anchor - Hold Monster	1 1 1	Mod Evoc	11	Craft Staff Blade Barrier Dimensional Anchor Hold Monster	25,782	2,063	51,563

Staves	Requirements	Effect	Charges	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Staff of Frost	(DMG p244)	- <i>Ice Storm</i> - <i>Wall of Ice</i> - <i>Cone of Cold</i>	1 1 1	Mod Evoc	10	Craft Staff <i>Cone of Cold</i> <i>Ice Storm</i> <i>Wall of Ice</i>	28,125	2,250	56,250
Staff of Ethereal Action	(CArc p146)	+1 Ghost-Touch Quarterstaff - <i>Blink</i> - <i>Ethereal Jaunt</i>	1 1	Mod Trans	9	Craft Staff Craft Arms & Armor <i>Blink</i> <i>Ethereal Jaunt</i> <i>Plane Shift</i>	28,650	2,292	57,300
Staff of Winter	(Frost p112)	- <i>Boreal Wind</i> - <i>Obscuring Snow</i> - <i>Winter's Embrace</i> - <i>Whiteout</i>	1 1 1 2	Strong Conj	13	Craft Staff <i>Boreal Wind</i> <i>Obscuring Snow</i> <i>Whiteout</i> <i>Winter's Embrace</i>	29,000	2,320	58,000
Staff of Defense	(DMG p244)	- <i>Shield</i> - <i>Shield of Faith</i> - <i>Shield Other</i> - <i>Shield of Law</i>	1 1 1 3	Strong Abj	15	Craft Staff <i>Shield</i> <i>Shield of Faith</i> <i>Shield of Law</i> <i>Shield Other</i> Creator must be Lawful	29,125	2,330	58,250
Staff of Abjuration	(DMG p243)	- <i>Shield</i> - <i>Resist Elements</i> - <i>Dispel Magic</i> - <i>Lesser Globe of Invulnerability</i> - <i>Dismissal</i> - <i>Repulsion</i>	1 1 1 2 2 3	Strong Abj	13	Craft Staff <i>Dismissal</i> <i>Dispel Magic</i> <i>Lesser Globe of Invulnerability</i> <i>Repulsion</i> <i>Resist Elements</i> <i>Shield</i>	32,500	2,600	65,000
Staff of Conjuraction	(DMG p244)	- <i>Unseen Servant</i> - <i>Summon Swarm</i> - <i>Stinking Cloud</i> - <i>Minor Creation</i> - <i>Cloudkill</i> - <i>Summon Monster VI</i>	1 1 1 2 2 3	Strong Conj	13	Craft Staff <i>Cloudkill</i> <i>Minor Creation</i> <i>Stinking Cloud</i> <i>Summon Monster VI</i> <i>Summon Swarm</i> <i>Unseen Servant</i>	32,500	2,600	65,000
Staff of Enchantment	(DMG p244)	- <i>Sleep</i> - <i>Tasha's Hideous Laughter</i> - <i>Suggestion</i> - <i>Crushing Despair</i> - <i>Mind Fog</i> - <i>Mass Suggestion</i>	1 1 1 2 2 3	Strong Evoc	13	Craft Staff <i>Crushing Despair</i> <i>Mind Fog</i> <i>Mass Suggestion</i> <i>Sleep</i> <i>Suggestion</i> <i>Tasha's Hideous Laughter</i>	32,500	2,600	65,000
Staff of Evocation	(DMG p244)	- <i>Magic Missile</i> - <i>Shatter</i> - <i>Fireball</i> - <i>Ice Storm</i> - <i>Wall of Force</i> - <i>Chain Lightning</i>	1 1 1 2 2 3	Strong Evoc	13	Craft Staff <i>Chain Lightning</i> <i>Fireball</i> <i>Ice Storm</i> <i>Magic Missile</i> <i>Shatter</i> <i>Wall of Force</i>	32,500	2,600	65,000
Staff of Illusion	(DMG p244)	- <i>Disguise Self</i> - <i>Mirror Image</i> - <i>Major Image</i> - <i>Rainbow Pattern</i> - <i>Persistent Image</i> - <i>Mislead</i>	1 1 1 1 2 3	Strong Ill	13	Craft Staff <i>Disguise Self</i> <i>Major Image</i> <i>Mirror Image</i> <i>Mislead</i> <i>Persistent Image</i> <i>Rainbow Pattern</i>	32,500	2,600	65,000
Staff of Necromancy		- <i>Cause Fear</i> - <i>Ghoul Touch</i> - <i>Halt Undead</i> - <i>Enervation</i> - <i>Waves of Fatigue</i> - <i>Circle of Death</i>	1 1 1 1 2 3	Strong Necro	13	Craft Staff <i>Cause Fear</i> <i>Circle of Death</i> <i>Enervation</i> <i>Ghoul Touch</i> <i>Halt Undead</i> <i>Waves of Fatigue</i>	32,500	2,600	65,000
Staff of Transmutation	(DMG p245)	- <i>Expeditious Retreat</i> - <i>Alter Self</i> - <i>Blink</i> - <i>Polymorph</i> - <i>Baleful Polymorph</i> - <i>Disintegrate</i>	1 1 1 2 2 3	Strong Trans	13	Craft Staff <i>Alter Self</i> <i>Baleful Polymorph</i> <i>Blink</i> <i>Disintegrate</i> <i>Expeditious Retreat</i> <i>Polymorph</i>	32,500	2,600	65,000
Staff of the Waves	(Storm p131)	- <i>Create Water</i> - <i>Wind Wall</i> - <i>Control Water</i> - <i>Control Winds</i> - <i>Control Currents</i>	1 1 2 2 2	Strong Conj Evoc Trans	11	Craft Staff <i>Control Currents</i> <i>Control Water</i> <i>Control Winds</i> <i>Create Water</i> <i>Wind Wall</i>	32,500	2,600	65,000

Staves	Requirements	Effect	Charges	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Staff of Hunting Spirits	(CDiv p105) (CDivErrata)+	- <i>Phantom Wolf</i> - <i>Phantom Bear</i>	1 1	Strong Conj	11	Craft Staff <i>Phantom Bear</i> <i>Phantom Wolf</i>	33,469	2,678	66,938
Staff of Transportation	(CArc p147)	- <i>Blink</i> - <i>Dimension Door</i> - <i>Teleport</i>	1 1 2	Mod Trans	9	Craft Staff <i>Blink</i> <i>Dimension Door</i> <i>Teleport</i>	33,750	2,700	67,500
Staff of Stone	(Und p72)	- <i>Stone Shape</i> - <i>Stone Metamorphosis</i> - <i>Wall of Stone</i> - <i>Stone Shape, Greater</i> - <i>Stone Metamorphosis, Greater</i>	1 1 2 2 3	Strong Conj Trans	13	Craft Staff <i>Stone Shape</i> <i>Stone Shape, Greater</i> <i>Stone Metamorphosis</i> <i>Stone Metamorphosis, Greater</i> <i>Wall of Stone</i>	35,625	2,850	71,250
Staff of Divination	(DMG p244)	- <i>Detect Secret Doors</i> - <i>Locate Object</i> - <i>Tongues</i> - <i>Locate Creature</i> - <i>Prying Eyes</i> - <i>True Seeing</i>	1 1 1 1 2 3	Strong Div	13	Craft Staff <i>Detect Secret Doors</i> <i>Locate Creature</i> <i>Locate Object</i> <i>Prying Eyes</i> <i>Tongues</i> <i>True Seeing</i>	36,750	2,940	73,500
Staff of Rapture	(BoED 115)	+1 Quarterstaff, only deals nonlethal damage. Against Evil creatures, it has a Threat range of 17-20. Cleric only: Glow as bright as a torch. - <i>Divination</i> - <i>Elation</i> - <i>Vision of Heaven</i> - <i>Atonement</i> - <i>Sword of Conscience</i>	1 1 1 1 2 2	Strong various	12	Craft Staff <i>Atonement</i> <i>Divination</i> <i>Elation</i> <i>Sword of Conscience</i> <i>Vision of Heaven</i>	37,050	2,940	73,800
Staff of The Beatific, Greater	(CDiv p104)	- <i>Holy Word</i> - <i>Word of Chaos</i> - <i>Cloak of Chaos</i> - <i>Holy Aura</i>	1 1 2 2	Strong Abj	15	Craft Staff <i>Cloak of Chaos</i> <i>Holy Aura</i> <i>Holy Word</i> <i>Word of Chaos</i>	39,375	5,250	78,750
Staff of The Diabolic, Greater	(CDiv p104)	- <i>Blasphemy</i> - <i>Dictum</i> - <i>Shield of Law</i> - <i>Unholy Aura</i>	1 1 2 2	Strong Abj	15	Craft Staff <i>Blasphemy</i> <i>Dictum</i> <i>Shield of Law</i> <i>Unholy Aura</i>	39,375	5,250	78,750
Staff of The Sainly, Greater	(CDiv p105)	- <i>Dictum</i> - <i>Holy Word</i> - <i>Holy Aura</i> - <i>Shield of Law</i>	1 1 2 2	Strong Abj	15	Craft Staff <i>Dictum</i> <i>Holy Aura</i> <i>Holy Word</i> <i>Shield of Law</i>	39,375	5,250	78,750
Staff of The Wanton, Greater	(CDiv p106)	- <i>Blasphemy</i> - <i>Word of Chaos</i> - <i>Cloak of Chaos</i> - <i>Unholy Aura</i>	1 1 2 2	Strong Abj	15	Craft Staff <i>Blasphemy</i> <i>Cloak of Chaos</i> <i>Unholy Aura</i> <i>Word of Chaos</i>	39,375	5,250	78,750
Staff of the Sands	(Sand p132)	- <i>Blast of Sand</i> - <i>Haboob</i> - <i>Flaywind Burst</i> - <i>Sandstorm</i>	1 1 2 2	Strong Conj	12	Craft Staff <i>Blast of Sand</i> <i>Flaywind Burst</i> <i>Haboob</i> <i>Sandstorm</i>	39,945	3,196	79,890
Staff of Soul-Ward	(CDiv p106)	- <i>Death Ward</i> - <i>Restoration</i> - <i>Restoration, Greater</i>	1 1 3	Strong Conj	13	Craft Staff <i>Death Ward</i> <i>Restoration</i> <i>Restoration, Greater</i>	41,209	3,297	82,417
Staff of the Pharaoh	(Sand p132)	- <i>Cause Fear</i> - <i>Summon Monster IV</i> (celestial or fiendish snake only) - <i>Lightning Bolt</i> - <i>Control Weather</i>	1 1 1 2	Strong Trans	13	Craft Staff <i>Cause Fear</i> <i>Control Weather</i> <i>Lightning Bolt</i> <i>Summon Monster IV</i>	41,451	3,317	82,901

Staves	Requirements	Effect	Charges	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Thunderstaff	(PGF p122)	6' duskwood staff capped with a mithral blue dragon head on one end & a mithral spike on the other (may be used as a Spear). - <i>Shocking Grasp</i> - <i>Gedlee's Electric Loop</i> - <i>Lightning Bolt</i> - <i>Thunderlance</i> - <i>Ball Lightning</i> - <i>Chain Lightning</i> - <i>Great Thunderclap</i> - <i>Lightning Ring</i> - <i>Shapechange</i> (blue dragon only)	1 1 1 2 2 2 3 3 3	Strong Evoc	17	Craft Staff <i>Ball Lightning</i> <i>Chain Lightning</i> <i>Gedlee's Electric Loop</i> <i>Great Thunderclap</i> <i>Lightning Bolt</i> <i>Lightning Ring</i> <i>Shapechange</i> <i>Shocking Grasp</i> <i>Thunderlance</i>	41,921	3,354	83,841
Staff of Earth and Stone	(DMG p244)	- <i>Passwall</i> - <i>Move Earth</i>	1 1	Mod Trans	11	Craft Staff <i>Move Earth</i> <i>Passwall</i>	42,750	3,600	85,500
Staff of the Jetstream	(CDiv p105)	- <i>Whirlwind</i> - <i>Wind Walk</i> - <i>Whirlwind, Greater</i>	1 1 2	Strong Conj	17	Craft Staff <i>Whirlwind</i> <i>Whirlwind, Greater</i> <i>Wind Walk</i>	44,625	3,570	89,250
Staff of Withering Thirst	(Sand p132)	- <i>Dessicate</i> - <i>Wither</i> - <i>Dispel Water</i> - <i>Mass Dessicate</i> - <i>Horrid Wilting</i>	1 2 2 2 3	Strong Necro Abj	15	Craft Staff <i>Dessicate</i> <i>Dispel Water</i> <i>Horrid Wilting</i> <i>Mass Dessicate</i> <i>Wither</i>	45,940	3,676	91,880
Staff of Fiendish Darkness	(CArc p146)	- <i>Darkness</i> - <i>Animate Dead</i> - <i>Dispel Magic</i> - <i>Summon Monster IX</i> (Nightmare only) Character of Good alignment only: Gain one Persistent Negative Level.	1 2 2 2	Strong varied	17	Craft Staff <i>Animate Dead</i> <i>Darkness</i> <i>Dispel Magic</i> <i>Summon Monster IX</i> Creator must be Evil	49,100	3,928	98,200
Staff of the Watery Grave	(Und p73)	- <i>Dehydrate</i> - <i>Rushing Waters</i> - <i>Drown</i> - <i>Contagious Fog</i>	1 1 2 2	Strong Conj Necro	13	Craft Staff <i>Contagious Fog</i> <i>Dehydrate</i> <i>Drown</i> <i>Rushing Waters</i>	50,000	4,000	100,000
Staff of Woodlands	(DMG p245)	+2 Quarterstaff <i>Pass without Trace</i> , at will - <i>Charm Animal</i> - <i>Speak with Animals</i> - <i>Barkskin</i> - <i>Wall of Thorns</i> - <i>Summon Nature's Ally VI</i> - <i>Animate Plants</i>	1 1 1 2 3 3 4	Mod varied	13	Craft Staff Craft Arms & Armor <i>Animate Plants</i> <i>Barkskin</i> <i>Charm Animal</i> <i>Pass without Trace</i> <i>Speak with Animals</i> <i>Summon Nature's Ally VI</i> <i>Wall of Thorns</i>	50,625	4,050	101,250
Egg-Sucker Staff	(DR335 p69)	Wooden staff decorated with egg shells, which are absorbed as charges are used. Made by Lizardfolk. - <i>Reincarnate</i> - <i>Animate Plants</i> - <i>Awaken</i> - <i>Shambler</i>	1 2 3 3	Strong Conj	17	Craft Staff <i>Animate Plants</i> <i>Awaken</i> <i>Reincarnate</i> <i>Shambler</i>	76,921	14,657	103,922
Staff of Shadow, Greater	(Und p72)	- <i>Shadow Walk</i> - <i>Shadow Conjuration, Greater</i> - <i>Shadow Evocation, Greater</i> - <i>Shadow Image</i>	1 2 2 3	Strong Ill	13	Craft Staff <i>Shadow Conjuration, Greater</i> <i>Shadow Evocation, Greater</i> <i>Shadow Image</i> <i>Shadow Walk</i>	56,500	4,520	113,000
Staff of Storms	(CDiv p106)	- <i>Control Weather</i> - <i>Storm of Elemental Fury</i> - <i>Storm Tower</i> - <i>Stormrage</i>	1 1 1 1	Strong Trans	15	Craft Staff <i>Control Weather</i> <i>Storm of Elemental Fury</i> <i>Storm Tower</i> <i>Stormrage</i>	59,063	4,725	118,125
Staff of Portals	(Und p72)	- <i>Analyze Portal</i> - <i>Portal View</i> - <i>Dimension Door</i> - <i>Portal Barricade</i> - <i>Portal-to-Portal Redirect</i> - <i>Etherealness</i> - <i>Portal Reformat</i>	1 1 2 2 2 3 3	Strong varied	15	Craft Staff <i>Analyze Portal</i> <i>Dimension Door</i> <i>Etherealness</i> <i>Portal Barricade</i> <i>Portal Reformat</i> <i>Portal View</i> <i>Portal-to-Portal Redirect</i>	60,000	4,800	120,000

Staves	Requirements	Effect	Charges	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Briar Staff	(DR326 p76)	If buried, the staff regains 1 charge for every 7 contiguous days it spends underground. - <i>Entangle</i> - <i>Spike Growth</i> - <i>Wall of Thorns</i>	1 1 3	Strong Trans	12	Craft Staff <i>Entangle</i> <i>Spike Growth</i> <i>Wall of Thorns</i>	69,750	5,580	139,500
Staff of Life	(DMG p244)	- <i>Heal</i> - <i>Raise Dead</i>	1 5	Mod Conj	11	Craft Staff <i>Heal</i> <i>Raise Dead</i>	77,875	6,230	155,750
Staff of Passage	(DMG p245)	- <i>Dimension Door</i> - <i>Passwall</i> - <i>Phase Door</i> - <i>Greater Teleport</i> - <i>Astral Projection</i>	1 1 2 2 2	Strong varied	17	Craft Staff <i>Astral Projection</i> <i>Dimension Door</i> <i>Greater Teleport</i> <i>Passwall</i> <i>Phase Door</i>	85,250	6,820	170,500
Sunstaff	(BoED p115)	+3 Brilliant-Energy Quarterstaff - <i>Bless</i> - <i>Searing Light</i> - <i>Shield Other</i> - <i>Crown of Flame</i>	1 1 1 2	Strong various	16	Craft Staff <i>Continual Flame</i> <i>Crown of Flame</i> <i>Gaseous Form</i> <i>Bless</i> <i>Magic Circle against Evil</i> <i>Prayer</i> <i>Searing Light</i> <i>Shield Other</i> Creator must be Good	86,800	6,920	173,300
Staff of Power	(DMG p245)	+2 Quarterstaff Double damage for 1 round (x3 on a critical) — 1 charge +2 Luck bonus to AC & saving throws Can be broken for a Retributive Strike - <i>Magic Missile</i> - <i>Ray of Enfeeblement</i> (Heightened to 5 th) - <i>Continual Flame</i> - <i>Levitate</i> - <i>Lightning Bolt</i> (Heightened to 5 th) - <i>Fireball</i> (Heightened to 5 th) - <i>Cone of Cold</i> - <i>Hold Monster</i> - <i>Wall of Force</i> (10' radius hemisphere) - <i>Globe of Invulnerability</i>	1 1 1 1 1 1 2 2 2 2	Strong varied	15	Craft Staff Craft Arms & Armor Heighten Spell <i>Cone of Cold</i> <i>Continual Flame</i> <i>Fireball</i> <i>Globe of Invulnerability</i> <i>Hold Monster</i> <i>Levitate</i> <i>Lightning Bolt</i> <i>Magic Missile</i> <i>Ray of Enfeeblement</i> <i>Wall of Force</i>	105,500	8,440	211,000
Staff of Mastery	(CArc p146)	+4 Axiomatic Clouting Quarterstaff of Adamantine. The second end is a +1 Quarterstaff of Adamantine. - <i>Hold Person</i> - <i>Dimensional Anchor</i> - <i>Repulsion</i> - <i>Dominate Monster</i>	1 1 2 3	Strong Ench	17	Craft Staff <i>Dimensional Anchor</i> <i>Dominate Monster</i> <i>Hold Person</i> <i>Order's Wrath</i> <i>Repulsion</i> Creator must be Lawful	111,500	8,920	223,000

Rods

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

Rods	Reference	Effect	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in gp
Rod of Cooperation Metamagic, Lesser	(CArc p146)	Apply the <u>Metamagic Cooperative Spell</u> to a 0 th – 3 rd lvl spell, 3/day.	Strong no school	17	Craft Rod Cooperative Spell	1350	108	2,700
Rod of Substitution of Acid Metamagic, Lesser	(CArc p146)	Apply the <u>Metamagic Energy Substitution – Acid</u> to a 0 th – 3 rd lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Acid	1350	108	2,700
Rod of Substitution of Cold Metamagic, Lesser	(CArc p146)	Apply the <u>Metamagic Energy Substitution – Cold</u> to a 0 th – 3 rd lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Cold	1350	108	2,700
Rod of Substitution of Electricity Metamagic, Lesser	(CArc p146)	Apply the <u>Metamagic Energy Substitution – Electricity</u> to a 0 th – 3 rd lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Electricity	1350	108	2,700
Rod of Substitution of Fire Metamagic, Lesser	(CArc p146)	Apply the <u>Metamagic Energy Substitution – Fire</u> to a 0 th – 3 rd lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Fire	1350	108	2,700
Rod of Enlarge Metamagic, Lesser	(DMG p236)	Apply the <u>Metamagic Enlarge Spell</u> to a 0 th – 3 rd lvl spell, 3/day.	Strong no school	17	Craft Rod Enlarge Spell	1,500	120	3,000
Rod of Extend Metamagic, Lesser	(DMG p236)	Apply the <u>Metamagic Extend Spell</u> to a 0 th – 3 rd lvl spell, 3/day.	Strong no school	17	Craft Rod Extend Spell	1,500	120	3,000
Rod of Silent Metamagic, Lesser	(DMG p236)	Apply the <u>Metamagic Silent Spell</u> to a 0 th – 3 rd lvl spell, 3/day.	Strong no school	17	Craft Rod Silent Spell	1,500	120	3,000
Immovable Rod	(DMG p235)	By pressing a button on one end of this rod (a Move Action), it becomes immobile, even in thin air. It can support 8,000 pound before it will dislodge.	Mod Trans	10	Craft Rod <i>Levitate</i>	2,500	200	5,000
Rod of Sculpting Metamagic, Lesser	(CArc p146)	Apply the <u>Metamagic Sculpt Spell</u> to a 0 th – 3 rd lvl spell, 3/day.	Strong no school	17	Craft Rod Sculpt Spell	2,700	216	5,400
Rod of Dragon's Blood, Lesser	(DR332 p72)	Dragon bone formed into a staff & stained red Sorcerer, Half-Dragon, or Dragon (but no a True Dragon) only: Recast any spell up to 2 nd level cast the previous round, usable 1/day. True Dragon only: Recast any spell-like ability use the previous round, usable 1/day.	Strong Trans	17	Craft Rod Creator must be able to cast spells without preparation	4,000	320	8,000
Rod of Empower Metamagic, Lesser	(DMG p236)	Apply the <u>Metamagic Empower Spell</u> to a 0 th – 3 rd lvl spell, 3/day.	Strong no school	17	Craft Rod Empower Spell	4,500	360	9,000
Rod of Cooperation Metamagic	(CArc p146)	Apply the <u>Metamagic Cooperative Spell</u> to a 0 th – 6 th lvl spell, 3/day.	Strong no school	17	Craft Rod Cooperative Spell	5,250	420	10,500
Rod of Metal & Mineral Detection	(DMG p236)	Usable as a Full Round Action. The rod points at the largest mass of metal within 30'. The user may concentrate on a specific type of metal or gem, in which case the rod will point at the largest mass of that material within 30'.	Mod Div	9	Craft Rod <i>Locate Object</i>	5,250	420	10,500
Rod of Substitution of Acid Metamagic	(CArc p146)	Apply the <u>Metamagic Energy Substitution – Acid</u> to a 0 th – 6 th lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Acid	5,250	420	10,500
Rod of Substitution of Cold Metamagic	(CArc p146)	Apply the <u>Metamagic Energy Substitution – Cold</u> to a 0 th – 6 th lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Cold	5,250	420	10,500
Rod of Substitution of Electricity Metamagic	(CArc p146)	Apply the <u>Metamagic Energy Substitution – Electricity</u> to a 0 th – 6 th lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Electricity	5,250	420	10,500
Rod of Substitution of Fire Metamagic	(CArc p146)	Apply the <u>Metamagic Energy Substitution – Fire</u> to a 0 th – 6 th lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Fire	5,250	420	10,500
Rod of Cancellation	(DMG p234)	If the magic item touched by this rod fails its saving throw vs. DC 23, its loses its magic forever (only can be restored with a <i>Wish</i> or a <i>Miracle</i>). Single use.	Strong Abj	17	Craft Rod <i>Mordenkainen's Disjunction</i>	5,500	440	11,000
Rod of Enlarge Metamagic	(DMG p236)	Apply the <u>Metamagic Enlarge Spell</u> to a 0 th – 6 th lvl spell, 3/day.	Strong no school	17	Craft Rod Enlarge Spell	5,500	440	11,000
Rod of Extend Metamagic	(DMG p236)	Apply the <u>Metamagic Extend Spell</u> to a 0 th – 6 th lvl spell, 3/day.	Strong no school	17	Craft Rod Extend Spell	5,500	440	11,000
Rod of Silent Metamagic	(DMG p236)	Apply the <u>Metamagic Silent Spell</u> to a 0 th – 6 th lvl spell, 3/day.	Strong no school	17	Craft Rod Silent Spell	5,500	440	11,000

Rods	Reference	Effect	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in gp
Dowsing Rod	(Und p72)	Points to the nearest source of potable water within 520'.	Faint Div	3	Craft Rod <i>Locate Object</i>	6,000	480	12,000
Rod of Wonder	(DMG p237)	As a Standard Action, this rod creates a random magical effect, which include <i>Fireball</i> , <i>Slow</i> , a cloud of butterflies, rain begins to fall, etc.	Mod Ench	10	Craft Rod <i>Confusion</i> Creator must be Chaotic	6,000	480	12,000
Rod of Maximize Metamagic, Lesser	(DMG p236)	Apply the <u>Metamagic Maximize Spell</u> to a 0 th – 3 rd lvl spell, 3/day.	Strong no school	17	Craft Rod Maximize Spell	7,000	560	14,000
Rod of Flame Extinguishing	(DMG p235)	Extinguishing a flame requires a touch attack. Countering a spell requires a readied action & being within the area of effect. Continuous effects are extinguished for 6 rounds. The rod has 10 charges each day. 0 Charge – non-magical fires up to Large-size. 1 Charge – non-magical fires Huge-size or greater, magical fires up to Medium-size (<i>Burning Hands</i> , flaming weapon, etc.). 2 Charges – magical fires Large-size or greater (<i>Fireball</i> , <i>Wall of Fire</i> , etc.). 3 Charges – as a Touch attack, a Fire creature takes 6d6 damage.	Strong Trans	12	Craft Rod <i>Pyrotechnics</i>	7,500	600	15,000
Rod of the Legendary Mariner	(Storm p131)	Brass and polished driftwood rod +5 TBD bonus on Profession (sailor) checks. <i>Purify Food and Drink</i> , 3/day <i>Create Water</i> , 3/day <i>Detect Ship</i> , 1/day.	Mod Varies	5	Craft Rod <i>Purify Food & Drink</i> <i>Create Water</i> <i>Detect Ship</i> Creator must have 8+ ranks Profession (sailor)	10,000	800	20,000
Rod of Piercing Cold, Lesser	(Frost p111)	Rod of ice with needle-sharp point Used as +2 <i>Frost Dagger</i> Apply the <u>Metamagic Piercing Cold</u> to a 0 th – 3 rd lvl spell, 3/day.	Strong no school	17	Craft Rod Piercing Cold	10,500	840	21,430
Rod of Sculpting Metamagic	(CAre p146)	Apply the <u>Metamagic Sculpt Spell</u> to a 0 th – 6 th lvl spell, 3/day.	Strong no school	17	Craft Rod Sculpt Spell	10,800	864	21,600
Rod of Enemy Detection	(DMG p235)	When activated as a Standard Action, rod will point at the nearest creature hostile to user within 60', even if it is invisible, ethereal, hidden, disguised, etc. If the user spends a Full Round Action with the rod, it will point to the exact location of the nearest enemy & the number within range. The rod can be used 3/day, with each use lasting for 10 minutes.	Mod Div	10	Craft Rod <i>Discern Lies</i> <i>True Seeing</i>	11,750	940	23,500
Rod of Cooperation Metamagic, Greater	(CAre p146)	Apply the <u>Metamagic Cooperative Spell</u> to a 0 th – 9 th lvl spell, 3/day.	Strong no school	17	Craft Rod Cooperative Spell	12,150	972	24,300
Rod of Substitution of Acid Metamagic, Greater	(CAre p146)	Apply the <u>Metamagic Energy Substitution – Acid</u> to a 0 th – 9 th lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Acid	12,150	972	24,300
Rod of Substitution of Cold Metamagic, Greater	(CAre p146)	Apply the <u>Metamagic Energy Substitution – Cold</u> to a 0 th – 9 th lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Cold	12,150	972	24,300
Rod of Substitution of Electricity Metamagic, Greater	(CAre p146)	Apply the <u>Metamagic Energy Substitution – Electricity</u> to a 0 th – 9 th lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Electricity	12,150	972	24,300
Rod of Substitution of Fire Metamagic, Greater	(CAre p146)	Apply the <u>Metamagic Energy Substitution – Fire</u> to a 0 th – 9 th lvl spell, 3/day.	Strong no school	17	Craft Rod Energy Substitution – Fire	12,150	972	24,300
Rod of Enlarge Metamagic, Greater	(DMG p236)	Apply the <u>Metamagic Enlarge Spell</u> to a 0 th – 9 th lvl spell, 3/day.	Strong no school	17	Craft Rod Enlarge Spell	12,250	980	24,500
Rod of Extend Metamagic, Greater	(DMG p236)	Apply the <u>Metamagic Extend Spell</u> to a 0 th – 9 th lvl spell, 3/day.	Strong no school	17	Craft Rod Extend Spell	12,250	980	24,500
Rod of Silent Metamagic, Greater	(DMG p236)	Apply the <u>Metamagic Silent Spell</u> to a 0 th – 9 th lvl spell, 3/day.	Strong no school	17	Craft Rod Silent Spell	12,250	980	24,500

Rods	Reference	Effect	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in gp												
Rod of Spheres	(PGF p122)	The wielder can create a floating, transparent 3' wide sphere-shaped bubble that lasts up to 8 hours. The bubble glows as bright as a candle. A bubble can hold up to 140 pounds of creatures or items. Anything within a bubble is protected from rain, winds, snow, etc. The rod's wielder can cause a bubble to move at a speed of 20'. If a bubble falls more than 10', it slows as if effected by <i>Feather Fall</i> . A non-helpless creature can rupture a bubble easily. Each bubble costs 1 charge. The rod is created with 50 charges.	Mod Evoc [force]	9	Craft Rod <i>Feather Fall</i> <i>Tenser's Floating Disk</i>	12,500	1,000	25,000												
Rod of Splendor	(DMG p236)	+4 Enhancement bonus to Charisma, when held. Create noble garb, 1/day which lasts for 12 hours. The clothes, furs, & jewelry are worth up to 10,000 gp, but if they leave the wielder's possession (including giving them away), they vanish. Create pavilion tent, once per week that lasts for 1 day. The silk tent is 60' across & contains food & furnishing for 100 guests.	Strong Conj Trans	12	Craft Rod <i>Eagle's Splendor</i> <i>Fabricate</i> <i>Major Creation</i>	12,500	1,000	25,000												
Rod of Fury +1	(CArc p145)	+1 Deflection bonus to AC, when held. Once per day, an Arcane Caster may apply <u>Feat: Empower Spell</u> to a spell of up to 6 th level as a Free Action.	Strong Abj	17	Craft Rod Empower Spell Spell Focus <i>Protection from Chaos</i> or <i>Protection from Evil</i> or <i>Protection from Good</i> or <i>Protection from Law</i>	13,400	1,072	26,800												
Rod of Chaining Metamagic, Lesser	(CArc p146)	Apply the <u>Metamagic Chain Spell</u> to a 0 th – 3 rd lvl spell, 3/day.	Strong no school	17	Craft Rod Chain Spell	13,600	1,088	27,200												
Warlock's Scepter	(CArc p145)	+2 Light-Mace. +2 Profane bonus on Ranged Touch Attacks that are augmented by it (i.e., a Warlock's Eldritch Blast). Can be used to augment a Warlock's Eldritch Blast class ability. <table border="1"> <thead> <tr> <th>Charges</th> <th>Extra Dmg</th> <th>Charged</th> <th>Extra Dmg</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>+1d6</td> <td>3</td> <td>+3d6</td> </tr> <tr> <td>2</td> <td>+2d6</td> <td>5</td> <td>+4d6</td> </tr> </tbody> </table> Up to 5 charges can be used in any 24 hour period. Has 50 charges when created.	Charges	Extra Dmg	Charged	Extra Dmg	1	+1d6	3	+3d6	2	+2d6	5	+4d6	Mod Necro	10	Craft Rod <i>Bestow Curse</i>	14,000	1,120	28,000
Charges	Extra Dmg	Charged	Extra Dmg																	
1	+1d6	3	+3d6																	
2	+2d6	5	+4d6																	
Rod of Piercing Cold	(Frost p111)	Rod of ice with needle-sharp point Used as +2 <i>Frost Dagger</i> Apply the <u>Metamagic Piercing Cold</u> to a 0 th – 6 th lvl spell, 3/day	Strong no school	17	Craft Rod Piercing Cold	14,500	1,160	29,300												
Rod of Empower Metamagic	(DMG p236)	Apply the <u>Metamagic Empower Spell</u> to a 0 th – 6 th lvl spell, 3/day.	Strong no school	17	Craft Rod Empower Spell	16,250	1,300	32,500												
Rod of Quicken Metamagic, Lesser	(DMG p236)	Apply the <u>Metamagic Quicken Spell</u> to a 0 th – 3 rd lvl spell, 3/day.	Strong no school	17	Craft Rod Quicken Spell	17,500	1,400	35,000												
Rod of the Wild	(DR326 p77)	+2 Club Once per day, the wielder may choose one of the following abilities. The effect lasts as long as the wielder holds onto the Rod. Bear – +3 Natural Armor bonus & +4 Enhancement bonus to Strength. Hawk – +2 Competence bonus on Search and Spot checks & Feather Fall at will. Mouse – +4 Competence bonus on Hide checks & Reduce Person (self only), at will. Salmon – +4 Competence bonus on Swim check & Water Breathing, 1/day.	Mod Trans	9	Craft Rod <i>Bull's Strength</i> <i>Feather Fall</i> <i>Reduce Person</i> <i>Water Breathing</i>	17,573	1,406	35,145												
Portal Finder	(Und p72)	Points to the nearest Portal within 60' (if any) and indicates whether the Portal can be activated.	Mod Div	9	Craft Rod <i>Analyze Portal</i> <i>Locate Object</i>	18,000	1,440	36,000												
Rod of Negation	(DMG p236)	Generates a ray which can temporarily neutralize magic items, up to 3 times per day. A magic item struck by this rod's ray is effected by <i>Greater Dispel Magic</i> at 15 th level. To negate instantaneous effects, the user must have a Readied Action.	Strong varied	15	Craft Rod <i>Dispel Magic</i> <i>Limited Wish</i> –or– <i>Miracle</i>	18,500	1,480	37,000												
Rod of Fury +2	(CArc p145)	+2 Deflection bonus to AC, when held. Once per day, an Arcane Caster may apply <u>Feat: Empower Spell</u> to a spell of up to 6 th level as a Free Action.	Strong Abj	17	Craft Rod Empower Spell Spell Focus <i>Protection from Chaos</i> or <i>Protection from Evil</i> or <i>Protection from Good</i> or <i>Protection from Law</i>	19,400	1,552	38,800												

Rods	Reference	Effect	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in gp
Black Salt Rod	(DR335 p68)	<i>Death Ward</i> (vs. Undead supernatural abilities only), when held. Detects Constructs & Undead (even if Invisible, Ethereal, Hidden, Disguised, or Incorporeal), when held. Able to detect Constructs & Undead for 10 minutes, usable 3/day. Activated as a Standard Action. While active, the user must concentrate for 1 full round to determine the closest Construct or Undead within 60', plus how many are within 60'.	Strong Necro	13	Craft Rod <i>Death Ward</i> <i>Repulsion</i> <i>True Seeing</i>	20,000	1,600	40,000
Rod of Piercing Cold, Greater	(Frost p111)	Rod of ice with needle-sharp point Used as +2 <i>Frost Dagger</i> Apply the <u>Metamagic Piercing Cold</u> to a 0 th – 9 th lvl spell, 3/day	Strong no school	17	Craft Rod Piercing Cold	21,400	1,700	42,800
Rod of Sculpting Metamagic, Greater	(CArc p146)	Apply the <u>Metamagic Sculpt Spell</u> to a 0 th – 9 th lvl spell, 3/day.	Strong no school	17	Craft Rod Sculpt Spell	24,300	1,944	48,600
Rod of Absorption	(DMG p234)	Automatically absorbs any ray or single target spell aimed at its carrier. Each spell level absorbed consumes one 'Absorption' charge & adds one 'Spell Energy' charge. By holding the rod while casting a spell, the user may deplete 1 'Spell Energy' charge per spell level in order to not use up any of his/her own daily allotment of Prepared or Impromptu spells. The rod empathically tells its holder the current number of 'Absorption' charges & 'Spell Energy' charges. Starts with 50 'Absorption' charge & 0 'Spell Energy' charges.	Strong Abj	15	Craft Rod <i>Spell Turning</i>	25,000	2,000	50,000
Rod of Dragon's Blood, Greater	(DR332 p72)	Dragon bone formed into a staff & stained red Sorcerer, Half-Dragon, or Dragon (but no a True Dragon) only: Recast any spell up to 4 th level cast the previous round, usable 1/day. True Dragon only: Recast any spell-like ability use the previous round, usable 3/day.	Strong Trans	17	Craft Rod Creator must be able to cast spells without preparation	25,000	2,000	50,000
Rod of Faerzress Negation	(Und p72)	The negative magical effects of an Underdark Faerzress region (i.e., inability to teleport safely, blocking of divination spells) is suppressed in a 10' radius around the Rod for up to 1 hour per day, broken up as desired by the activator.	Mod Abj	10	Craft Rod <i>Antimagic Field</i>	25,000	2,000	50,000
Rod of Flailing	(DMG p235)	As a Move Action, this rod transforms into a +3 Dire Flail. Returning the rod to its original form is also a Move Action. Gain +4 Deflection bonus to AC & +4 Resistance bonus to saving throws. Usable 1/day as a Free Action with a 10 minute duration.	Mod Ench	9	Craft Rod Craft Arms & Armor <i>Bless</i>	25,000	2,000	50,000
Rod of Maximize Metamagic	(DMG p236)	Apply the <u>Metamagic Maximize Spell</u> to a 0 th – 6 th lvl spell, 3/day.	Strong no school	17	Craft Rod Maximize Spell	27,000	2,160	54,000
Rod of Fury +3	(CArc p145)	+3 Deflection bonus to AC, when held. Once per day, an Arcane Caster may apply <u>Feat: Empower Spell</u> to a spell of up to 6 th level as a Free Action.	Strong Abj	17	Craft Rod Empower Spell Spell Focus <i>Protection from Chaos</i> or <i>Protection from Evil</i> or <i>Protection from Good</i> or <i>Protection from Law</i>	2,9400	2,352	58,800
Rod of Revealing	(DR328 p66)	<i>Antimagic Field</i> vs. spells from the School of Illusion only. Usable once per day for up to 110 minutes. The effect has a 110' radius that remains centered on the rod.	Strong Abj	11	Craft Rod <i>Antimagic Field</i> <i>Invisibility Purge</i>	30,000	2,400	60,000
Rod of Rulership	(DMG p236)	Royal scepter worth at least 5,000 gp. As a Standard Action, up to 300 HD of creatures within 120' will act as if the wielder is their sovereign. Only those with an Intelligence of 12 or higher are allowed a Will save vs. DC 16. The wielder may end to the effect at will. After a total use time of 500 minutes, the rod crumbles to dust.	Strong Ench	20	Craft Rod <i>Mass Charm Monster</i>	27,500	2,200	60,000
Rod of Sand Repelling	(Sand p132)	Clear glass rod. On command, forces sand and similar loose soils away in 10' radius sphere. Allows travel through sand and loose soil as rod pushes material away. Breathing not a problem if surrounding area not poisonous or vacuum. Duststorms are not kept at bay, but rod's ability protects against nonlethal damage or suffocation from grit in storm.	Strong Abj	15	Craft Rod <i>Wind Wall</i>	30,000	2,400	60,000

Rods	Reference	Effect	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in gp
Rod of Security	(DMG p236)	Transport the wielder and up to 199 other people into an extra-dimensional 'paradise'. Usable once per week. The targets stay in the paradise for 200 days divided by the number of targets (rounded down). The wielder may dismiss the effect early. While in the paradise, targets do not age; heal at twice the normal rate; and have access to fresh fruits, vegetables, & water.	Strong Conj	20	Craft Rod <i>Gate</i>	30,500	2,440	61,000
Rod of Famine	(DR312 p72)	Carved from a bone with mummified flesh & teeth attached. +2 Light Mace. On a critical hit, the Rod also does 1d10 non-lethal damage due to starvation. Wielder does not require food, water, & only needs 2 hours of sleep per night. Rots food & non-magical vegetation (up to 2 cubic feet), 3/day. Has no effect on Plant creatures. Clerics with the Hunger Domain only: Quicken a Hunger Domain spell (without changing the level), 3/day.	Mod Trans	11	Craft Rod Quicken Spell Creator must have access to the Hunger Domain	32,500	2,600	65,000
Rod of Interference	(CArc p145)	One target within 60' has all his/her magic items suppressed for 1 minute (WillNeg, DC19), usable 3/day.	Mod Abj	11	Craft Rod <i>Greater Dispel Magic</i>	36,000	2,880	72,000
Rod of Empower Metamagic, Greater	(DMG p236)	Apply the <u>Metamagic Empower Spell</u> to a 0 th – 9 th lvl spell, 3/day.	Strong no school	17	Craft Rod Empower Spell	36,500	2,920	73,000
Rod of the Dead	(Und p71)	<i>Animate Dead</i> , by touch. Up to 20HD per day. Wielder who can Rebuke/Command Undead only: Rebuke/Command Undead at +4 Level.	Mod Necro	10	Craft Rod <i>Animate Dead</i> Create must be a Cleric	37,500	3,000	75,000
Rod of Quicken Metamagic	(DMG p236)	Apply the <u>Metamagic Quicken Spell</u> to a 0 th – 6 th lvl spell, 3/day.	Strong no school	17	Craft Rod Quicken Spell	37,750	3,020	75,500
Rod of Fury +4	(CArc p145)	+4 Deflection bonus to AC, when held. Once per day, an Arcane Caster may apply <u>Feat: Empower Spell</u> to a spell of up to 6 th level as a Free Action.	Strong Abj	17	Craft Rod Empower Spell Spell Focus <i>Protection from Chaos</i> or <i>Protection from Evil</i> or <i>Protection from Good</i> or <i>Protection from Law</i>	38,800	3,104	77,600
Rod of Alertness	(DMG p234)	+1 Light Mace The wielder gains +1 bonus to Initiative. <i>Detect Evil</i> , <i>Detect Good</i> , <i>Detect Chaos</i> , <i>Detect Law</i> , <i>Detect Magic</i> , <i>Discern Lies</i> , <i>See Invisibility</i> , or <i>Light</i> , as a Standard Action. <i>Animate Objects</i> , 1/day for 10 minutes. Up to 11 Small-sized objects within 5' of the rod are effected. 'Alert', 1/day for 10 minutes. This power has the following effects: Detect any creatures that intend the harm the wielder within 120'. <i>Prayer</i> , on all creatures in a 20' radius. All allies effected by this spell are mentally alerted to the creatures which intend to do harm.	Mod Abj Div Ench Evoc	11	Craft Rod <i>Alarm</i> <i>Detect Chaos</i> <i>Detect Evil</i> <i>Detect Good</i> <i>Detect Law</i> <i>Detect Magic</i> <i>Discern Lies</i> <i>Light</i> <i>See Invisibility</i> <i>Prayer</i> <i>Animate Objects</i>	42,500	3,400	85,000
Rod of Webspinning	(Und p72)	Wielder gains a +2 Enhancement bonus to his/her Natural Armor bonus to AC, +2 Racial bonus on saves vs. Poison, and +2 Racial bonus on Hide checks. <i>Web</i> , 3/day. <i>Freedom of Movement (webs only)</i> , always on.	Mod Abj Trans	7	Craft Rod <i>Freedom of Movement</i> <i>Spiderskin</i> <i>Web</i>	45,000	3,600	90,000
Deluge Rod	(DR326 p77)	+1 Frost Club Wielder always feels cold and wet. This results in a –8 penalty on saves to resist a cold environment and Constitution checks to resist drowning, but grants a +4 Circumstance bonus on saves to resist heat and on Constitution checks to stave off thirst. Touch of the Brine Lord – does +2d6 Cold damage on each hit for 10 rounds. Usable 3/day. Breath of the Brine Lord – Acid Fog, 1/day. Will of the Brine Lord – Summon Monster VII (1d4+1 Huge Fiendish Sharks –or– 1 Huge Water Elemental), 1/day.	Strong Conj	13	Create Rod Acid Fog Summon Monster VII	46,590	3,727	93,180
Rod of Fury +5	(CArc p145)	+5 Deflection bonus to AC, when held. Once per day, an Arcane Caster may apply <u>Feat: Empower Spell</u> to a spell of up to 6 th level as a Free Action.	Strong Abj	17	Craft Rod Empower Spell Spell Focus <i>Protection from Chaos</i> or <i>Protection from Evil</i> or <i>Protection from Good</i> or <i>Protection from Law</i>	47,800	3,824	95,600

Rods	Reference	Effect	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in gp
Rod of Chaining Metamagic	(CArc p146)	Apply the <u>Metamagic Chain Spell</u> to a 0 th – 6 th lvl spell, 3/day.	Strong no school	17	Craft Rod Chain Spell	54,000	4,320	108,000
Rod of Divergence – Acid	(PGF p122)	Rod capped with an Emerald. If any spell or effect with the [acid] subtype is targeted within 10' of the wielder, he/she may change the target of the effect to any point or creature within 60'. This is a Free Action & costs 3 charges. <i>Faerie Fire</i> , on command. Costs no charges. When created, this rod has 50 charges.	Strong Abj	13	Craft Rod <i>Faerie Fire</i> <i>Spell Turning</i>	58,500	4,680	117,000
Rod of Divergence – Cold	(PGF p122)	Rod capped with an Sapphire. If any spell or effect with the [cold] subtype is targeted within 10' of the wielder, he/she may change the target of the effect to any point or creature within 60'. This is a Free Action & costs 3 charges. <i>Faerie Fire</i> , on command. Costs no charges. When created, this rod has 50 charges.	Strong Abj	13	Craft Rod <i>Faerie Fire</i> <i>Spell Turning</i>	58,500	4,680	117,000
Rod of Divergence – Electricity	(PGF p122)	Rod capped with an Topaz. If any spell or effect with the [electricity] subtype is targeted within 10' of the wielder, he/she may change the target of the effect to any point or creature within 60'. This is a Free Action & costs 3 charges. <i>Faerie Fire</i> , on command. Costs no charges. When created, this rod has 50 charges.	Strong Abj	13	Craft Rod <i>Faerie Fire</i> <i>Spell Turning</i>	58,500	4,680	117,000
Rod of Divergence – Fire	(PGF p122)	Rod capped with an Ruby. If any spell or effect with the [fire] subtype is targeted within 10' of the wielder, he/she may change the target of the effect to any point or creature within 60'. This is a Free Action & costs 3 charges. <i>Faerie Fire</i> , on command. Costs no charges. When created, this rod has 50 charges.	Strong Abj	13	Craft Rod <i>Faerie Fire</i> <i>Spell Turning</i>	58,500	4,680	117,000
Rod of Divergence – Sonic	(PGF p122)	Rod capped with an Diamond. If any spell or effect with the [sonic] subtype is targeted within 10' of the wielder, he/she may change the target of the effect to any point or creature within 60'. This is a Free Action & costs 3 charges. <i>Faerie Fire</i> , on command. Costs no charges. When created, this rod has 50 charges.	Strong Abj	13	Craft Rod <i>Faerie Fire</i> <i>Spell Turning</i>	58,500	4,680	117,000
Icicle Rod	(Frost p110)	3' icicle that never melts. When held, wielder gains Cold Resistance 10. May be used as a +1 <i>Frost Shortsword</i> . May fire icicle 3/day as ranged touch attack (1000' max.). Deals 2d4 Cold damage, plus an additional 2d4 Cold damage each round for 5 rounds. <i>Entomb</i> , 1/day. Maximized <i>Ice Storm</i> , 1/day.	Strong Evoc (cold)	15	Craft Rod Craft Magic Arms and Armor Maximize Spell <i>Entomb</i> <i>Ice Storm</i> <i>Resist Elements</i>	60,000	4,800	120,000
Rod of Quicken Metamagic, Greater	(DMG p236)	Apply the <u>Metamagic Quicken Spell</u> to a 0 th – 9 th lvl spell, 3/day.	Strong no school	17	Craft Rod Quicken Spell	85,000	6,800	170,000
Rod of Chaining Metamagic, Greater	(CArc p146)	Apply the <u>Metamagic Chain Spell</u> to a 0 th – 9 th lvl spell, 3/day.	Strong no school	17	Craft Rod Chain Spell	121,500	9,720	243,000

Skull Talismans

Single-use magic item that is activated by breaking the skull.

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

Skull Talisman	Reference	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Skull Talisman – 8 th lvl spell at 15 th lvl caster	(Frost p112)	Any spell that targets one or more creatures	15	Craft Skull Talisman Large skull <desired spell>	6,000	480	12,000
Skull Talisman – 8 th lvl spell at 17 th lvl caster	(Frost p112)	Any spell that targets one or more creatures	17	Craft Skull Talisman Large skull <desired spell>	6,800	544	13,600
Skull Talisman – 8 th lvl spell at 19 th lvl caster	(Frost p112)	Any spell that targets one or more creatures	19	Craft Skull Talisman Large skull <desired spell>	7,600	608	15,200
Skull Talisman – 9 th lvl spell at 17 th lvl caster	(Frost p112)	Any spell that targets one or more creatures	17	Craft Skull Talisman Large skull <desired spell>	7,650	612	15,300
Skull Talisman – 9 th lvl spell at 19 th lvl caster	(Frost p112)	Any spell that targets one or more creatures	19	Craft Skull Talisman Large skull <desired spell>	8,550	684	17,100

Eberron Dragonmark Items

Dragonmark Items	Reference	Effect	Mark	Loc.	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Fuel Shard for the Mark of <Dragonmark>, Least	(MoE p115)	Small Siberys Dragonshard embossed with the Least Mark of <Dragonmark> in silver. User with the Least Mark of <Dragonmark> only: Your Least Dragonmark ability gains <u>one</u> of the following: a) +50% effect (i.e., Empowered); b) 2x duration (i.e., Extended); or c) +2 DC. Single use.	any one	—	Strong Conj	12	Craft Wondrous Item Creator must have the same Dragonmark as the item	113	9	225
Fuel Shard for the Mark of <Dragonmark>, Lesser	(MoE p115)	Small Siberys Dragonshard embossed with the Lesser Mark of <Dragonmark> in silver. User with the Lesser Mark of <Dragonmark> only: Your Least Dragonmark ability gains <u>one</u> of the following: a) +50% effect (i.e., Empowered); b) 2x duration (i.e., Extended); or c) +2 DC. Single use.	any one	—	Strong Conj	14	Craft Wondrous Item Creator must have the same Dragonmark as the item	232	19	463
Enlarge Channeling Rod – Least	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: Enlarge Spell to a Least Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Enlarge Spell Least Dragonmark of any house	250	20	500
Extend Channeling Rod – Least	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: Extend Spell to a Least Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Extend Spell Least Dragonmark of any house	250	20	500
Fuel Shard for the Mark of <Dragonmark>, Greater	(MoE p115)	Small Siberys Dragonshard embossed with the Greater Mark of <Dragonmark> in silver. User with the Greater Mark of <Dragonmark> only: Your Greater Dragonmark ability gains <u>one</u> of the following: a) +50% effect (i.e., Empowered); b) 2x duration (i.e., Extended); or c) +2 DC. Single use.	any one	—	Strong Conj	15	Craft Wondrous Item Creator must have the same Dragonmark as the item	457	37	913
Dragonmark Scepter	(RoE p173)	Scepter / walking stick whose head is fashioned into a dragon with crystal eyes. User with any Least Dragonmark only: +1 use of your Least Dragonmark ability per day.	any	—	Strong Trans	15	Craft Wondrous Item Least Dragonmark of any house	500	40	1,000
Image Projector	(MoE p113)	1' diameter hoop of silver with a Sibry's Dragonshard in the center. User with the Least Mark of Shadow (<i>Minor Image</i>) only: Record – one minute of what the Image Projector can “see” (within 10') and “hear” (though speech can not be understood) –or– the results of our <i>Minor Image</i> ability are recorded. Playback – the recorded image and sound can be replayed multiple times. The playback can be set to start immediately or any time within 1 hour.	Shadow	—	Mod Conj	5	Craft Wondrous Item Creator must have the Least Mark of Shadow	600	48	1,200
Dragonmark <house> Focus +1	(Eb p260)	Amulet with a Siberys shard. Specific to a single Dragonmark House. +1 Caster level when using any Dragonmark spell-like abilities of the matching Dragonmark.	any one	Neck	Mod Trans	6	Craft Wondrous Item Creator must have the same Dragonmark as the item	750	60	1,500
Empower Channeling Rod – Least	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: Empower Spell to a Least Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Empower Spell Least Dragonmark of any house	750	60	1,500

Dragonmark Items	Reference	Effect	Mark	Loc.	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Empowered Spellshard — 1 st	(MoE p116)	Eberron Dragonshard inscribed with an Arcane symbol on a silver chain. Apply Feat: Empower Spell to one 1 st level spell (designated at creation time). The spell can be identified by making a Spellcraft check vs. DC 30 while looking at the Arcane symbol on the Dragonshard	—	Neck	Mod no school	9	Craft Wondrous Item Empower Spell <spell>	750	60	1,500
Enlarge Channeling Rod – Lesser	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: Enlarge Spell to a Least or Lesser Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Enlarge Spell Lesser Dragonmark of any house	750	60	1,500
Extend Channeling Rod – Lesser	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: Extend Spell to a Least or Lesser Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Extend Spell Lesser Dragonmark of any house	750	60	1,500
Fuel Shard for the Mark of <Dragonmark>, Siberys	(MoE p115)	Small Siberys Dragonshard embossed with the Siberys Mark of <Dragonmark> in silver. User with the Siberys Mark of <Dragonmark> only: Your Siberys Dragonmark ability gains one of the following: a) +50% effect (i.e., Empowered); b) 2x duration (i.e., Extended); or c) +2 DC. Single use.	any one	—	Strong Conj	17	Craft Wondrous Item Creator must have the same Dragonmark as the item	957	77	1,913
Maximize Channeling Rod – Least	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: Maximize Spell to a Least Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Maximize Spell Least Dragonmark of any house	1,250	100	2,500
Pen of the Scribe	(Eb p262)	Ink pen made of silver, copper, and a Dragonshard. User with the any Mark of Scribing only: Pen never runs out of ink & the ink's color can be changed as a Free Action. Doubles the speed at which the user can write. +5 Insight bonus on Forgery checks made to duplicate written material.	Scribing	—	Faint Ill	5	Craft Wondrous Item <i>Illusory Script</i> Creator must have the Mark of Scribing	1,250	100	2,500
Dragonmark <house> Focus +2	(Eb p260)	Amulet with a Siberys shard. Specific to a single Dragonmark House. +2 Caster levels when using any Dragonmark spell-like abilities of the matching Dragonmark.	any one	Neck	Mod Trans	6	Craft Wondrous Item Creator must have the same Dragonmark as the item	1,500	120	3,000
Reparation Apparatus	(MoE p114)	Metal gauntlet with no fingers and a Siberys Dragonshard on the wrist. User with the Least Mark of Making (<i>Repair Light Damage</i>) –or– the Lesser Mark of Making (<i>Repair Moderate Damage</i>) only: Use your <i>Repair Damage</i> spell-like ability, at +4 Caster level.	Making	Hand	Mod Trans	7	Craft Wondrous Item Creator must have the Least Mark of Making	1,500	129	3,000
Empower Channeling Rod – Lesser	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: Empower Spell to a Least or Lesser Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Empower Spell Lesser Dragonmark of any house	2,250	180	4,500
Collar of the Wild Bond	(Eb p261)	Leather collar studded with small Dragonshards –and– a matching metal disk with a Dragonshard. User with the Lesser Mark of Handling <i>Dominate Animal</i> ability only: User with the metal disk may use <i>Dominate Animal</i> on the Animal wearing the collar without consuming a daily use of the ability & with continuous duration as long as the creature remains within 100' + 10' per Character level.	Handling	—	Faint Ench	5	Craft Wondrous Item <i>Dominate Animal</i> Creator must have the Mark of Handling	2,500	200	5,000
Enlarge Channeling Rod – Greater	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: Enlarge Spell to a Least, Lesser, or Greater Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Enlarge Spell Greater Dragonmark of any house	2,750	220	5,500

Dragonmark Items	Reference	Effect	Mark	Loc.	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Extend Channeling Rod – Greater	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <i>Extend Spell</i> to a Least, Lesser, or Greater Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Extend Spell Greater Dragonmark of any house	2,750	220	5,500
Dragonmark <house> Focus +3	(Eb p260)	Amulet with a Siberys shard. Specific to a single Dragonmark House. +3 Caster levels when using any Dragonmark spell-like abilities of the matching Dragonmark.	any one	Neck	Mod Trans	6	Craft Wondrous Item Creator must have the same Dragonmark as the item	3,000	240	6,000
Quicken Channeling Rod – Least	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <i>Quicken Spell</i> to a Least Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Quicken Spell Least Dragonmark of any house	3,000	240	6,000
Dragonshard Reservoir – Least	(Eb p260)	Ring with a Siberys shard. After wearing the ring for 24 hours, the wearer with a Dragonmark of any house may use a Least Dragonmark spell-like ability one extra time per day.	any	Finger	Mod Trans	17	Forge Ring Least Dragonmark of any house	3,500	280	7,000
Maximize Channeling Rod – Lesser	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <i>Maximize Spell</i> to a Least or Lesser Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Maximize Spell Lesser Dragonmark of any house	3,500	280	7,000
Prospector's Rod	(Eb p262)	Cold Iron Rod. User with the Least Mark of Finding only: When using the <i>Locate Object</i> ability, the effect's duration changes to Concentration, its range is tripled, and a minimum amount of the desired material can be specified. When used in this way, <i>Locate Object</i> can only locate materials, not specific objects (i.e., "gold" vs. "a gold bracelet").	Finding	—	Faint Div	5	Craft Wondrous Item <i>Locate Object</i> Creator must have the Mark of Finding	3,700	296	7,400
Lightning Reins	(Eb p262)	Leather cords attached to control of a Lightning Rail Coach User with the Lesser Mark of Passage <i>Dimensional Door</i> ability only: Able to command the Elemental bound into the Lightning Rail Coach to move along the path of Conduction Spheres.	Passage	—	Strong Conj	12	Craft Wondrous Item <i>Dimensional Door</i> <i>Planar Binding</i> Creator must have the Mark of Passage	4,000	320	8,000
Wheel of Wind and Water	(Eb p263)	30 pound wooden wheel for steering a ship. User with Lesser Mark of Storm <i>Wind's Favor</i> ability only: Able to telepathically control the Elemental bound into the water or air ship to which the wheel is connected. If connected to a water-bound ship, the user's <i>Wind's Favor</i> ability allows the ship to move at 6 miles per hour.	Storm	—	Strong Conj	12	Craft Wondrous Item <i>Planar Binding</i> Creator must have the Mark of Storm	4,000	320	8,000
Bag of Bounty	(Eb p261)	Leather bag with small Dragonshards embedded in the lining. User with the Lesser Mark of Hospitality <i>Create Food and Water</i> ability only: May use <i>Create Food and Water</i> two extra times per day & each use only takes 1 minute. The food can be better than the standard "bland" on a Profession (cook) check.	Passage	—	Faint Conj	5	Craft Wondrous Item <i>Create Food and Water</i> Creator must have the Mark of Hospitality	5,000	400	10,000
Diadem of Sharpened Senses	(Eb p261)	Brass Circlet. User with the any Mark of Detection only: May use any Least Mark of Detection ability at will. +2 Insight bonus on Listen, Spot, & Search checks. User with the Lesser Mark of Detection only: May use the Lesser Mark of Detection abilities three times per day. If using the <i>Detect Scrying</i> ability, gain a +5 Insight bonus on opposed Caster level checks to identify the other scryer.	Detection	Head	Faint Div	7	Craft Wondrous Item <i>Detect Scrying</i> Creator must have the Mark of Detection	5,000	400	10,000

Dragonmark Items	Reference	Effect	Mark	Loc.	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Speaking Stone	(Eb p263)	30 pound stone. User with Least Mark of Scribing <i>Whispering Winds</i> ability only: Can send the <i>Whispering Winds</i> message to any other known Speaking Stone. Message travels 1 mile per minute and can be of any length.	Scribing	—	Faint Trans	5	Craft Wondrous Item <i>Whispering Wind</i> Creator must have the Mark of Scribing	5,000	400	10,000
Dragonmark <house> Focus +4	(Eb p260)	Amulet with a Siberys shard. Specific to a single Dragonmark House. +4 Caster levels when using any Dragonmark spell-like abilities of the matching Dragonmark.	any one	Neck	Mod Trans	6	Craft Wondrous Item Creator must have the same Dragonmark as the item	6,000	480	12,000
Empowered Spellshard — 2 nd	(MoE p116)	Eberron Dragonshard inscribed with an Arcane symbol on a silver chain. Apply Feat: <i>Empower Spell</i> to one 2 nd level spell (designated at creation time). The spell can be identified by making a Spellcraft check vs. DC 30 while looking at the Arcane symbol on the Dragonshard	—	Neck	Mod no school	9	Craft Wondrous Item Empower Spell <spell>	6,000	480	12,000
Enlarge Channeling Rod – Siberys	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <i>Enlarge Spell</i> to a Siberys Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Enlarge Spell Siberys Dragonmark of any house	6,125	490	12,250
Extend Channeling Rod – Siberys	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <i>Extend Spell</i> to a Siberys Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Extend Spell Siberys Dragonmark of any house	6,125	490	12,250
Altar of Resurrection	(Eb p261)	2,000 pound marble slab. User with the Greater Mark of Healing <i>Heal</i> ability—or— Siberys Mark of Healing <i>Mass Heal</i> ability only: <i>Resurrection</i> . Consumes one daily use of the above ability. User must provide material component (10,000 gp diamond & holy water).	Healing	—	Mod Conj	13	Craft Wondrous Item <i>Resurrection</i> Creator must have the Mark of Healing	6,500	520	13,000
Diadem of Focused Passage	(Eb p261)	Silver Circlet. +2 Caster levels when using any Mark of Passage ability. User with the Greater Mark of Passage <i>Teleport</i> ability only: When using the <i>Teleport</i> ability, treat the destination as one category more familiar that it actually is. This does not help if targeting a false destination.	Passage	Head	Mod. Conj	10	Craft Wondrous Item <i>Teleport</i> Creator must have the Mark of Passage	7,500	600	15,000
Inquisitive Goggles	(Eb p262)	Cumbersome goggles with a Dragonshard between the lenses. Wearer with the Lesser, Greater, or Siberys Mark of Detection only: +2 Insight bonus on Sense Motive checks. Able to determine the creature who touched an object last by making a Search check vs. DC 15 + number of days since last touched. Wearer receives a +5 Insight bonus on Survival checks to track the creature that touched an object as long as goggles are continuously worn. If the wearer uses the <i>Locate Creature</i> ability, he/she can determine if the target creature passed through the spell's area of effect within 24 hours.	Detection	Face	Strong Div	12	Craft Wondrous Item <i>Find the Path</i> Creator must have the Mark of Finding	8,000	640	16,000
Empower Channeling Rod – Greater	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <i>Empower Spell</i> to a Least, Lesser, or Greater Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Empower Spell Greater Dragonmark of any house	8,125	650	16,250
Quicken Channeling Rod – Lesser	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <i>Quicken Spell</i> to a Least or Lesser Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Quicken Spell Lesser Dragonmark of any house	8,750	700	17,500

Dragonmark Items	Reference	Effect	Mark	Loc.	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Blasting Chime	(MoE p112)	4 pound hand-bell with Siberys Dragonshard for a 'clapper'. All creatures or objects in a 120' long Line take 6d6 Sonic damage (Ref½, DC 15). Usable 3/day. User with the Least Mark of Detection only: +1 use per day.	Detection	—	Mod Evoc	6	Craft Wondrous Item Creator must have the Mark of Detection	9,720	778	19,440
Thunderbolt Chime	(MoE p112)	4 pound hand-bell with Siberys Dragonshard for a 'clapper'. All creatures or objects in a 120' long Line take 6d6 Electrical damage (Ref½, DC 17). If creature in the area-of-effect is wearing metal armor, +2 bonus to overcome Spell Resistance. Usable 3/day. User with the Least Mark of Detection only: +1 use per day.	Detection	—	Mod Evoc	6	Craft Wondrous Item Creator must have the Mark of Detection	9,720	778	19,440
Helm of the Sentinel	(Eb p261)	Helm engraved with eyes, whose pupils are tiny Dragonshards. User with the any Mark of Sentinel only: <i>Contingency</i> , to activate one of your Mark of the Sentinel abilities automatically.	Sentinel	Head	Strong Abj	11	Craft Wondrous Item <i>Contingency</i> Creator must have the Mark of Sentinel	10,000	800	20,000
Dragonshard Reservoir – Lesser	(Eb p260)	Ring with a Siberys shard. After wearing the ring for 24 hours, the wearer with a Dragonmark of any house may use a Least or Lesser Dragonmark spell-like ability one extra time per day.	any	Finger	Mod Trans	17	Forge Ring Lesser Dragonmark of any house	12,500	1,000	25,000
Houseward	(Eb p262)	40 pound block of lead and alchemical silver, with a Dragonshard Core. User with the any Mark of Warding only: If any of the following Mark of Warding abilities is cast within 20' of the Houseward, the duration of the effect is increased by 24: <i>Alarm, Guards and Ward, Misdirection, Mordenkainen's Faithful Hound</i> , and <i>Nondetection</i> .	Warding	—	Strong Abj	12	Craft Wondrous Item Extend Spell <i>Guards and Wards</i> Creator must have the Mark of Sentinel	12,500	1,000	25,000
Scrystone	(Eb p263)	1 pound Dragonshard. User with the Lesser Mark of Shadow <i>Scrying</i> ability –or– Siberys Mark of Shadow <i>Greater Scrying</i> ability only: The Scrystone may be used as the focus of the above abilities. While in effect, the user may mentally communicate with a will subject that is being scryed upon.	Shadow	—	Strong Div	12	Craft Wondrous Item <i>Greater Scrying</i> Creator must have the Mark of Shadow	12,500	1,000	25,000
Empowered Spellshard – 3 rd	(MoE p116)	Eberron Dragonshard inscribed with an Arcane symbol on a silver chain. Apply Feat: <i>Empower Spell</i> to one 3 rd level spell (designated at creation time). The spell can be identified by making a Spellcraft check vs. DC 30 while looking at the Arcane symbol on the Dragonshard	—	Neck	Mod no school	9	Craft Wondrous Item Empower Spell <spell>	13,500	1,080	27,000
Maximize Channeling Rod – Greater	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <i>Maximize Spell</i> to a Least, Lesser, or Greater Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Maximize Spell Greater Dragonmark of any house	13,500	1,080	27,000
Sky Forge	(Eb p263)	35 pound anvil made from Cold Iron, Alchemical Silver, and Dragonshards. User with the Greater Mark of Making <i>Fabricate</i> ability only: The <i>Fabricate</i> ability creates 10x the normal amount (i.e., 10 cubic feet of mineral material –or– 100 cubic feet of non-mineral material).	Making	—	Strong Conj	12	Craft Wondrous Item <i>Fabricate</i> Creator must have the Mark of Making	13,600	1,088	27,200
Bracelet of Comfort	(Eb p261)	User with the Lesser Mark of Hospitality <i>Leomund's Secure Shelter</i> ability only: When using <i>Leomund's Secure Shelter</i> , duration is increased by 12 hours, shelter is always made from stone, temperature is always 70 degrees, shelter is furnished with tables, bathtub, etc., and user can customize the décor.	Hospitality	Wrist	Faint Conj	5	Craft Wondrous Item <i>Leomund's Secure Shelter</i> Creator must have the Mark of Hospitality	15,000	1,200	30,000

Dragonmark Items	Reference	Effect	Mark	Loc.	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Dragonmark Rod – Scribing	(MoE p113)	Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Scribing. User with the Least Mark of Scribing only: Activate any Least Mark of Scribing spell-like ability, up to 3/day. User with the Lesser Mark of Scribing only: Activate any Lesser Mark of Scribing spell-like ability, up to 2/day; plus above. User with the Greater or Siberys Mark of Scribing only: Activate any Greater Mark of Scribing spell-like ability, up to 1/day; plus above.	Scribing	—	Mod Conj	12	Craft Rod Creator must have the Greater or Siberys Mark of Scribing	15,000	1,200	30,000
Dragonmark Rod – Detection	(MoE p113)	Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Detection. User with the Least Mark of Detection only: Activate any Least Mark of Detection spell-like ability, up to 3/day. User with the Lesser Mark of Detection only: Activate any Lesser Mark of Detection spell-like ability, up to 2/day; plus above. User with the Greater or Siberys Mark of Detection only: Activate any Greater Mark of Detection spell-like ability, up to 1/day; plus above.	Detection	—	Mod Conj	12	Craft Rod Creator must have the Greater or Siberys Mark of Detection	17,500	1,400	35,000
Scepter of Wild Dominion	(Eb p263)	Densewood Rod. Wearer with any Mark of Handling only: +2 Caster level & +2 DC with Mark of Handling abilities Mark of Handling abilities that only work on Animals (such as <i>Calm Animals</i>) can be used on Magical Beasts	Handling	—	Mod Ench	8	Craft Rod <i>Dominate Animal</i> Creator must have the Mark of Handling	17,500	1,400	35,000
Recall Chime	(MoE p114)	Bell with an attached Rod (containing a Siberys Dragonshard) to ring it. When rung, the following occurs: <i>Word of Recall</i> on all people with the Least Mark of Detection in a 30' radius (up to 6 + the ringer). Destination is a secure room in the Medani Enclave in the city of Wroat. People with the Least Mark of Detection are <u>immune</u> to effects 2. & 3. Usable once per two days.	Detection	—	Mod Div	10	Craft Wondrous Item Creator must have the Least Mark of Detection	18,000	1,440	36,000
Truth Chime	(MoE p114)	Bell with an attached Rod (containing a Siberys Dragonshard) to ring it. When rung, the following occur: 1. Illumination in a 30' radius for 1 round; 2. <i>Dispel Magic</i> (area) in a 30' radius; and 3. Ringer gains <i>True Seeing</i> in a 30' radius for 1 round. People with the Least Mark of Detection are <u>immune</u> to effects 2. & 3. Usable 1/day.	—	—	Mod Div	10	Craft Wondrous Item Creator must have the Least Mark of Detection	18,000	1,440	36,000
Empower Channeling Rod – Siberys	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <i>Empower Spell</i> to a Siberys Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Empower Spell Siberys Dragonmark of any house	18,250	1,460	36,500
Quicken Channeling Rod – Greater	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <i>Quicken Spell</i> to a Least, Lesser, or Greater Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Quicken Spell Greater Dragonmark of any house	18,875	1,510	37,750
Astral Beacon	(Eb p261)	8" sphere of silver, crystal, and a Dragonshard. User with the Lesser Mark of Passage <i>Dimensional Door</i> ability –or– Greater Mark of Passage <i>Teleport</i> ability only: Location is always treated as 'very familiar'. User using the above ability may travel twice the normal distance if the destination is within 10' of a Beacon.	Passage	—	Mod Conj	10	Craft Wondrous Item <i>Teleport</i> Creator must have the Mark of Passage	20,000	1,600	40,000

Dragonmark Items	Reference	Effect	Mark	Loc.	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Dragonmark Rod – Handling	(MoE p113)	Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Handling. User with the Least Mark of Handling only: Activate any Least Mark of Handling spell-like ability, up to 3/day. User with the Lesser Mark of Handling only: Activate any Lesser Mark of Handling spell-like ability, up to 2/day; plus above. User with the Greater or Siberys Mark of Handling only: Activate any Greater Mark of Handling spell-like ability, up to 1/day; plus above.	Handling	—	Mod Conj	12	Craft Rod Creator must have the Greater or Siberys Mark of Handling	20,000	1,600	40,000
Rings of Shared Suffering	(Eb p263)	Pair of rings. Wearer with the Mark of Sentinel <i>Shield Other</i> ability only: May use <i>Shield Other</i> on the wearer of the matching ring at any range. Any damage received through the ring is reduced based on the wearer's Mark of Sentinel: Least Mark of Sentinel: DR 1 / — Lesser Mark of Sentinel: DR 2 / — Greater Mark of Sentinel: DR 3 / — Siberys Mark of Sentinel: DR 5 / —	Sentinel	Finger	Faint Abj	10	Forge Ring Enlarge Spell <i>Shield Other</i> Creator must have the Mark of Sentinel	20,000	1,600	40,000
Dragonmark Rod – Finding	(MoE p113)	Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Finding. User with the Least Mark of Finding only: Activate any Least Mark of Finding spell-like ability, up to 3/day. User with the Lesser Mark of Finding only: Activate any Lesser Mark of Finding spell-like ability, up to 2/day; plus above. User with the Greater or Siberys Mark of Finding only: Activate any Greater Mark of Finding spell-like ability, up to 1/day; plus above.	Finding	—	Mod Conj	12	Craft Rod Creator must have the Greater or Siberys Mark of Finding	22,500	1,800	45,000
Dragonmark Rod – Making	(MoE p113)	Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Making. User with the Least Mark of Making only: Activate any Least Mark of Making spell-like ability, up to 3/day. User with the Lesser Mark of Making only: Activate any Lesser Mark of Making spell-like ability, up to 2/day; plus above. User with the Greater or Siberys Mark of Making only: Activate any Greater Mark of Making spell-like ability, up to 1/day; plus above.	Making	—	Mod Conj	12	Craft Rod Creator must have the Greater or Siberys Mark of Making	22,500	1,800	45,000
Empowered Spellshard — 4 th	(MoE p116)	Eberron Dragonshard inscribed with an Arcane symbol on a silver chain. Apply Feat: Empower Spell to one 4 th level spell (designated at creation time). The spell can be identified by making a Spellcraft check vs. DC 30 while looking at the Arcane symbol on the Dragonshard	—	Neck	Mod no school	9	Craft Wondrous Item Empower Spell <spell>	24,000	1,920	48,000
Dragonmark Rod – Hospitality	(MoE p113)	Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Hospitality. User with the Least Mark of Hospitality only: Activate any Least Mark of Hospitality spell-like ability, up to 3/day. User with the Lesser Mark of Hospitality only: Activate any Lesser Mark of Hospitality spell-like ability, up to 2/day; plus above. User with the Greater or Siberys Mark of Hospitality only: Activate any Greater Mark of Hospitality spell-like ability, up to 1/day; plus above.	Hospitality	—	Mod Conj	12	Craft Rod Creator must have the Greater or Siberys Mark of Hospitality	25,000	2,000	50,000

Dragonmark Items	Reference	Effect	Mark	Loc.	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Dragonmark Rod – Passage	(MoE p113)	Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Passage. User with the Least Mark of Passage only: Activate any Least Mark of Passage spell-like ability, up to 3/day. User with the Lesser Mark of Passage only: Activate any Lesser Mark of Passage spell-like ability, up to 2/day; plus above. User with the Greater or Siberys Mark of Passage only: Activate any Greater Mark of Passage spell-like ability, up to 1/day; plus above.	Passage	—	Mod Conj	12	Craft Rod Creator must have the Greater or Siberys Mark of Passage	25,000	2,000	50,000
Dragonmark Rod – Sentinel	(MoE p113)	Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Sentinel. User with the Least Mark of Sentinel only: Activate any Least Mark of Sentinel spell-like ability, up to 3/day. User with the Lesser Mark of Sentinel only: Activate any Lesser Mark of Sentinel spell-like ability, up to 2/day; plus above. User with the Greater or Siberys Mark of Sentinel only: Activate any Greater Mark of Sentinel spell-like ability, up to 1/day; plus above.	Sentinel	—	Mod Conj	12	Craft Rod Creator must have the Greater or Siberys Mark of Sentinel	25,000	2,000	50,000
Dragonshard Reservoir – Greater	(Eb p260)	Ring with a Siberys shard. After wearing the ring for 24 hours, the wearer with a Dragonmark of any house may use a Least, Lesser, or Greater Dragonmark spell-like ability one extra time per day.	any	Finger	Mod Trans	17	Forge Ring Greater Dragonmark of any house	25,000	2,000	50,000
Dragonmark Rod – Healing	(MoE p113)	Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Healing. User with the Least Mark of Healing only: Activate any Least Mark of Healing spell-like ability, up to 3/day. User with the Lesser Mark of Healing only: Activate any Lesser Mark of Healing spell-like ability, up to 2/day; plus above. User with the Greater or Siberys Mark of Healing only: Activate any Greater Mark of Healing spell-like ability, up to 1/day; plus above.	Healing	—	Mod Conj	12	Craft Rod Creator must have the Greater or Siberys Mark of Healings	27,599	2,200	55,000
Dragonmark Rod – Storm	(MoE p113)	Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Storm. User with the Least Mark of Storm only: Activate any Least Mark of Storm spell-like ability, up to 3/day. User with the Lesser Mark of Storm only: Activate any Lesser Mark of Storm spell-like ability, up to 2/day; plus above. User with the Greater or Siberys Mark of Storm only: Activate any Greater Mark of Storm spell-like ability, up to 1/day; plus above.	Storm	—	Mod Conj	12	Craft Rod Creator must have the Greater or Siberys Mark of Storms	27,599	2,200	55,000
Dragonmark Rod – Warding	(MoE p113)	Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Warding. User with the Least Mark of Warding only: Activate any Least Mark of Warding spell-like ability, up to 3/day. User with the Lesser Mark of Warding only: Activate any Lesser Mark of Warding spell-like ability, up to 2/day; plus above. User with the Greater or Siberys Mark of Warding only: Activate any Greater Mark of Warding spell-like ability, up to 1/day; plus above.	Warding	—	Mod Conj	12	Craft Rod Creator must have the Greater or Siberys Mark of Warding	27,599	2,200	55,000

Dragonmark Items	Reference	Effect	Mark	Loc.	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Dragonmark Rod – Shadow	(MoE p113)	Masterwork Densewood Quarterstaff with a Siberys Dragonshard on top along with a carving of the Mark of Shadow. User with the Least Mark of Shadow only: Activate any Least Mark of Shadow spell-like ability, up to 3/day. User with the Lesser Mark of Shadow only: Activate any Lesser Mark of Shadow spell-like ability, up to 2/day; plus above. User with the Greater or Siberys Mark of Shadow only: Activate any Greater Mark of Shadow spell-like ability, up to 1/day; plus above.	Shadow	—	Mod Conj	12	Craft Rod Creator must have the Greater or Siberys Mark of Shadows	30,000	2,400	60,000
Maximize Channeling Rod – Siberys	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <u>Maximize Spell</u> to a Siberys Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Maximize Spell Siberys Dragonmark of any house	30,375	2,430	60,750
Dragonshard Reservoir – Siberys	(Eb p260)	Ring with a Siberys shard. After wearing the ring for 24 hours, the wearer with a Dragonmark of any house may use a Siberys Dragonmark spell-like ability one extra time per day.	any	Finger	Mod Trans	17	Forge Ring Siberys Dragonmark of any house	40,000	3,200	80,000
Quicken Channeling Rod – Siberys	(Eb p260)	Metal rod with a core of Siberys crystal. Apply Feat: <u>Quicken Spell</u> to a Siberys Dragonmark spell-like ability of any house up to 3 times per day.	any	—	Strong no school	17	Craft Rod Quicken Spell Siberys Dragonmark of any house	42,500	3,400	85,000

Items Not Written Up

Major Artifacts

Baalphegor's Grace(DU135 p71)	Fountains of Shrennil(DU116 p91)	Ruby Rod of Asmodeus(Tof9H p156)
Bindings of Erivatus(DU123 p74)	Ghaal'duur, the Mighty Dirge(Eb p272)	Scepter of Good(BoED p119)
Black Blade of Aknar Ratalla(DU119 p80)	Greenbond Harp(DU123 p52)	Seal of Law(DU129 p65)
Black Cauldron(DR340 p76)	Hand of Vecna(DMG p281)	Shadowstaff(DMG p281)
Black Egg(DU106 p77)	Mace of Cuthbert(DMG p281)	Shield of Prator(DMG p282)
Blade of the Burning Promise(SoX p149)	Mace of Kyuss(DU135 p86)	Sword of Kas(DMG p282)
Blinding Claw(DR329 p67)	Mace of Thundering Vengeance(Eb p272)	Talisman of Al' Akbar(BoED p118)
Cowl of the Wormgod(DU135 p86)	Moaning Diamond(DMG p281)	Third Imaskarcana(Und p76)
Crown of Good(BoED p119)	Orb of Good(BoED p119)	Tooth of Ahazu(DU143 p58)
Cup of Al' Akbar(BoED p118)	Orbs of Dragonkind(DMG p281)	Tome of the Black Heart(DU112 p92)
Dread Forge(DU120 p81)	Possible Sword(DR352 p40)	Underdark Map, Greater(Und p77)
Eye of the Elder(DU112 p92)	Resplendent Armor of Dhakaan(Eb p272)	Warduke's Helm(DU105 p71)
Eye of Vecna(DMG p281)	Rod of Seven Parts(DU129 p65)	

Minor Artifacts

Afelbain's Gems(DU112 p91)	Elixir of Antiquity(SoX p152)	Shattering Swords of Coronat Ynloeth (PGF p126)
Alatyr(DR329 p74)	Fangs of Turaglas(DR312 p72)	Shedshed(DR329 p75)
Ancestral Weapon(DR317 p71)	Fiendish Foot(DU122 p55)	Ship in a Bottle(DR318 p55)
Anvil of the Lortmil Mountains(DU131 p45)	Font of Acadine(DR329 p75)	Silver Key of Portals(DU112 p91)
Apostolic Scrolls(DU128 p60)	Fraz-Urb'luu's Staff(DR333 p27)	Soul Elixir(DR317 p71)
Ash Spear of Thakash Rin(Eb p271)	Glaive of the Darkest Depths(SoX p150)	Soul Shard(DR317 p71)
Blood Claw(DU106 p77)	Hammer of Thunderbolts(DMG p279)	Spear of the Desert Winds(SoX p151)
Book of Elemental Attunement(DR325 p31)	Heart of Aoskar(DR339 p43)	Spell Chisel(DU124 p97)
Book of Exalted Deeds(DMG p277)	Heart of the Scorpion(DU124 p74) (DU125 p50)	Sphere of Annihilation(DMG p279)
Book of Infinite Spells(DMG p277)	Icons of Symeon(DR351 p41)	Staff of Shadow Maiming(DU112 p91)
Book of Perfect Balance(Und p75)	Ingots Arcanum(SoX p152)	Staff of the Magi(DMG p280)
Book of the Robust(DR325 p31)	Khyber Dragonshard Rod(DU125 p58)	Staff of the Magma Falls(SoX p151)
Book of Vile Darkness(DMG p277)	Kongō(DR329 p75)	Sword of the Ebon Flame(DU112 p91)
Book of Warding(DR325 p31)	Mantle of the Elk King(DR338 p95)	Talisman of Pure Good(DMG p280)
Brazen Skull(DR341 p32)	Manual of the Winding Way(DU1178 p78)	Talisman of Pure Neutrality(Und p76)
Breastplate of Kamvuul Norek(Eb p272)	Maul of the Glacial Heights(SoX p151)	Talisman of the Sphere(DMG p280)
Canola's Harp(DR329 p74)	Memory Mirror(DR351 p57)	Talisman of Ultimate Evil(DMG p280)
Carcosa Codex(DU134 p43)	Mud Ring(DU138 p68)	Talisman of Zagyg(DMG p280)
Chrimson Dragonshard(DU125 p58)	Orb of Selûne(DU129 p79)	Teeth of the Sown Men(DR329 p76)
Clone Mask(DR341 p50)	Organ of Souls(DR317 p61)	Tome of Books(Und p76)
Codex of Dead Names(DU124 p96)	Philosopher's Stone(DMG p279)	Tome of Shared Secrets(DR348 p26)
Crystal Tear(Frost p109)	Phoenix Feather(DR351 p31)	Tooth of At-Ta-Ir(GotEC p24)
Darsam-Tor-EWS(DU142 p071)	Portal Demolisher(Und p75)	Underdark Map, Lesser(Und p76)
Deck of Many Things(DMG p278)	Rod of the Whispered One(DR348 p26)	Universal Key(Und p76)
Deck of Transformations(RoE p178)	Sanguineous Tome(SoX p153)	Whip of Red Shadows(DU112 p92)
Defense of the Makers(SoX p156)	Scather, Sword of Answering(DU106 p53)	White Buffalo Calf Pipe(DR329 p76)
Demonomicon of Iggwilv(DR336 p77)	Scorpion Belt(SoX p156)	Winged Cape(RoE p177)
Dragonshard Core(RoE p176)	Shard of Arcane Endowment(SoX p154)	Wraithblade(DR330 p68)
Dream Prison(SoX p152)		

Relics

Amulet of Perfect Night(DR333 p52)	Gem of the Glitterdepth(CDiv p97)	Saint's Burial Shroud(BoED p37)
Armor of the Fallen Leaves(CDiv p92)	Helm of the Purple Plume(CDiv p98)	Saint's Fingerbone(BoED p37)
Arrow, Raptor(CDiv p93)	Helm, Platinum(CDiv p97)	Saint's Thighbone(BoED p37)
Ashen Staff of Inevitability(DR333 p52)	Hooded Hammer of the Hearthfire(CDiv p98)	Scrolls of Uncertain Provenance(CDiv p100)
Belt of the Champion(CDiv p93)	Kanteel of the Oldest(DR342 p41)	Shard of the Sun(CDiv p101)
Bleeding Statue(BoED p36)	Legendmaker(DR333 p52)	Shield of the Resolute(CDiv p101)
Boots of the Unending Journey(CDiv p93)	Mask of Imontilo(DR342 p41)	Shield of the Severed Hand(CDiv p101)
Bow of the Wintermoon(CDiv p93)	Millennial Chainmail(CDiv p98)	Skewer-of-Gnomes(CDiv p102)
Censer of the Last Breath(CDiv p93)	Morningstar of the Many(CDiv p99)	Spear of Retribution(CDiv p102)
Chain of Obeisance(CDiv p94)	Pipes of Frenzied Revelry(CDiv p99)	Sphere of Time Scrying(DR338 p47)
Chromatic Rod(CDiv p94)	Pouch of Black Essence(DR333 p50)	Spying Eye of Olidammara(DR342 p41)
Cloak, Dragonscale(CDiv p94)	Rack of the Tortured Saint(BoED p36)	Staff of the Unyielding Oak(CDiv p102)
Cornucopia of Need(CDiv p94)	Rapier of Desperate Measures(CDiv p99)	Sword of Mighty Thews(CDiv p102)
Darvax's Staff(DR338 p46)	Rapier of Unerring Direction(CDiv p99)	Sword of Virtue beyond Reproach(CDiv p102)
Dawnstar(CDiv p96)	Razor Bands of the Archmage(DR338 p47)	Tabard of the Disembodied(CDiv p103)
Ehlonna's Seed Pouch(CDiv p96)	Ribbons of the Twice-Martyred(DR333 p50)	Tabard of the Great Crusade(CDiv p103)
Enveloping Pit(CDiv p96)	Ring of Firehair(DR333 p54)	Tome of Ancient Lore(CDiv p103)
Evis Jhontil(DR332 p76)	Robe of Ebonsilk(CDiv p100)	Tome of the Stilled Tongue(CDiv p103)
Executioner's Axe(BoED p36)	Rod of Clenched Fists(DR333 p49)	Trueward Buckler(DR333 p54)
Executioner's Hood(CDiv p97)	Rod of Reversal(CDiv p100)	War Widdow(DR333 p54)
Fountain of Fortune's Folly(DR339 p72)	Rod of the Recluse(CDiv p100)	Weeping Image(BoED p37)
Gauntlets of the Blood-Lord(CDiv p97)	Ruby Blade(CDiv p100)	
Gauntlets of the Talon(CDiv p97)	Sacred Vessel(BoED p37)	

Redeemed Evil Items

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

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

Archmage's Apparel – Angelfeather Cloak(DR314 p86), Archmage's Hat(DR314 p87), Ring of Flares(DR314 p88), Staff of Disruption(DR314 p88), Wayfarer Boots(DR314 p86).	Bardic Ensemble – Aiffe's Mandolin(DR314 p91), Harmonic Chain(DR314 p90), Necklace of Muses(DR314 p91).	Sorcerer's Regalia – Flame of Chaos(DR314 p89), Necklace of Balance(DR314 p90), Scales of Ice(DR314 p89).
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Cursed Items

–2 Sword, Cursed(DMG p276) Amulet of Inescapable Location(DMG p274) Armor of Arrow Attraction(DMG p274) Armor of Bursting(DR331 p65) Armor of Rage(DMG p274) Bag of Devouring(DMG p274) Boots of Dancing(DMG p274) Bracers of Defenselessness(DMG p274) Broom of Animated Attack(DMG p275) Brush of the Fallen Master(DR336 p71) Cloak of Poisonousness(DMG p275) Crystal Hypnosis Ball(DMG p275) Dust of Sneezing and Choking(DMG p275) Flask of Curses(DMG p275)	Gauntlets of Fumbling(DMG p275) Ghost Mantle(DR331 p65) Headband of Idiocy(Und p130) Helm of Opposite Alignment(DMG p275) Incense of Obsession(DMG p275) Mace of Blood(DMG p275) Mask of the Sun's Radiance(DR331 p65) Medallion of Thought Projection(DMG p275) Necklace of Strangulation(DMG p276) Net of Snaring(DMG p276) Periapt of Foul Rotting(DMG p276) Potion of Poison(DMG p276) Ring of Breathing Water(DR331 p66) Ring of Clumsiness(DMG p276)	Ring of the Evil Eye(DR319 p65) Robe of Powerlessness(DMG p276) Robe of Vermin(DMG p276) Rod of Animated Dead(DR331 p66) Rod of Delusions(DR331 p66) Scarab of Death(DMG p276) Singing Ioun Stone(DR331 p66) Spear, Cursed Backbiter(DMG p276) Spellbook of Dissolution(DR331 p67) Stone of Weight(DMG p276) Sword, Berserking(DMG p276) Vacuous Grimoire(DMG p276) Walking Staff(DR331 p67)
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Non-Humanoid Magic

Bands of Impact(DR332 p70) Cat's Paw(DR332 p71) Dragonslayer Claws(DR332 p71) Elixir of Blindsight(DR332 p71)	Eye Tyrant's Lens(DR313 p56) Hidden Tooth(DR332 p71) Ocular Gems(DR313 p56) Orb Armor(DR313 p55)	Pectoral of Obsidian Hide(DR332 p72) Vial of Explosive Breath(DR332 p73) Wand Scale(DR332 p71)
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Psionic Items

Aura Mask(Eb p264) Combat Instructor(MoE p115) Crystalline Eye(Eb p264) Dream Siphon(RoE p173) Ectoplasmic Armor(Eb p264) Ectoplasmic Fist(Eb p264) Torc of Inertial Barrier(DU116 p38)	Faceted Persona(Eb p264) Mind Blade Gauntlet(RoE p175) Pathfinder(Eb p264) Pendant of Joy(RoE p175) Power Link(MoE p115) Power Repository(MoE p116)	Psicrystal Personalities(DR345 p88) Shadowsight(Eb p264) Sustainer(MoE p115) Talent(Eb p264) Torc of Inertial Barrier(DU116 p38)
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Dragoncraft Items

Dragonclaw Gauntlet(DR332 p52) Dragoncraft Boat(DR332 p50) Dragonskull of Vigilance(DR332 p52)	Dragonsong Instruments(DR332 p52) Eggshell Metal(DR332 p54) Elixir of Blindsight(DR332 p54)	Fundamentum Flask(DR332 p54) Marrow Salve(DR332 p57) Wyrmblood Ink(DR332 p57)
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Magic Vehicles

Adamantine Carriage(DR331 p37) Air Cutter(DR329 p80) Apparatus of Kwalish(DMG p247) Beholder Globe(DR331 p37) Chariot of Sustarre(DR331 p37)	Dragonfly Longship(DR331 p38) Dune Yacht(DR331 p38) Firesled(SoX p146) Juggernaut Chariot(DR331 p38) Longship of Dread Shade(DR331 p38)	Palanquin of Beguilement(DR331 p38) Smuggler's Wagon(DR331 p39) Spine of Earthly Wind(DR309 p75) Sniper's Carriage(DR331 p39) Worm Raft(DR331 p39)
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Immobile Magic Items

Deep Hollow Circle(RoS p168) Dwarfheim Circle(RoS p168) Dwarven Holdfast Ring(RoS p169) Forge of Sustenance(RoS p167) Forge of Thautam(RoS p167)	Forge of the Armorsmith(RoS p167) Forge of the Weaponsmith(RoS p167) Furnace of Flames(RoS p167) Gnome Charming Circle(RoS p169) Gnome Chanting Circle(RoS p169)	Goliath Rage Ring(RoS p169) Goliath Speaking Circle(RoS p169) Healing Circle(RoS p169)
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Items from Dragon

Amulet of Authority(DR316 p43) Amulet of Dramatic Death(DR316 p43) Amulet of Good Fortune(DR322 p57) Amulet of Light(DR342 p66) Amulet of Preservation(DR342 p70) Amulet of the Silent Word(DR344 p82) Arachnid Whip(DR318 p96) Arcane Fence(DR350 p72) Armor of the Woodlands(DR322 p55) Arms of the Jaezred Chaulssin(DR322 p81) Autonomous Harp(DR317 p60) Bloodbone Throne of Uruth(DR351 p73) Bolt of Healing(DR342 p70) Boots of Fire Walking(DR347 p72) Bracers of Blocking(DR322 p55) Bracers of Whirlwind(DR347 p72) Breathdrinker Sword(DR342 p66) Brooch of Altness(DR322 p57) Calming Stone(DR342 p71) Candle of Sweet B reezes(DR347 p72) Chime of Secrecy(DR316 p44) Choker of the Sirens(DR347 p73) Chromatic Flute(DR317 p60) Chrysanthemum Blade(DR351 p49) Cloak of the Sorcerer-King(DR342 p67) Clockwork Messenger(DR316 p44) Cloud Giant Harp(DR345 p72) Containment Cloth(DR350 p72) Corporeal Lodestone(DR342 p68) Corsair Cutlass(DR318 p54) Dagger of Torment(DR322 p55) Death's Head Earring(DR318 p54) Detoxification Orb(DR342 p71) Devoted Symbol(DR342 p22) Diplomatic Pouch(DR316 p44) Doomslayer Bow(DR342 p68)	Dragonbane Scepter(DR342 p68) Dragonhead Bowsprit(DR318 p54) Drum of the March(DR317 p60) Drum of the Shadow Hound(DR322 p57) Earpiece of the Hollow Wall(DR316 p44) Elemental Elixir(DR347 p73) Elixir of Arenea Ichor(DR344 p68) Elixir of Draconic Essence(DR342 p68) Elixir of Perception(DR316 p44) Eyepiece of the Clear Wall(DR316 p44) Failsafe Ring(DR350 p73) Fey Flute(DR322 p58) Flag of Terror(DR318 p55) Flag of the Mariner(DR318 p54) Flute of Shrieking(DR317 p60) Gem of Wisdom(DR322 p79) Giant-Tooth Arrow(DR345 p38) Gloves of Burrowing(DR347 p74) Golden Altar of Panama City(DR318 p59) Halisstra's Comb(DR322 p78) Healer's Mask(DR342 p71) Hel's Death Staff(DR345 p73) Homing Bag(DR316 p46) Horn of the Planes(DR317 p61) Ice Armor of the Northlands(DR345 p73) Lajandra's Lantern(DR322 p18) Lascit's Aquatic Earring(DR347 p74) Mantle of the Mundane(DR316 p46) Medic Hat(DR342 p72) Mephit Decanter(DR318 p55) Monkey Head Talisman(DR351 p49) Necklace of Infection(DR316 p46) Oculus(DR350 p73) Old Roaring Rage(DR322 p85) Phylactery of Protection from Evil(DR342 p68) Pickled Mephit(DR341 p48)	Quicksilver Cloak(DR342 p68) Raise Dead Amulet(DR317 p72) Rapier of Disarming(DR322 p56) Researcher(DR350 p73) Ring of Accuracy(DR317 p72) Ring of Death Ward(DR342 p68) Ring of Immolation(DR347 p74) Ring of Meditation(DR317 p72) Ring of Shadows(DR322 p81) Rings of the Frost Giant Jarl(DR345 p74) Rod of Destruction(DR317 p72) Rod of Disenchantment(DR342 p72) Rod of Miracles(DR317 p72) Sap of Stunning(DR322 p56) Scabbard of Deception(DR316 p46) Shatterspike(DR345 p37) Shell of Amplification(DR317 p60) Shield of the Sun(DR342 p69) Shining Thrones of Splendarmornn(DR351 p73) Shroud of Undeath(DR342 p69) Skull of Dragonform(DR342 p69) Sling Boulder(DR347 p74) Snake Charmer(DR317 p61) Soaring Throne of the Witch-Queen(DR351 p74) Spiritkeeper(DR323 p31) Sword of Giant Rendering(DR345 p74) Sword of Murder(DR322 p56) Thaumatoscope(DR350 p74) Tholveg's Final Prayer(DR342 p72) Tordek's Mettle(DR317 p73) Vellum of Copying(DR316 p46) Ventriloquist's Mouthpiece(DR317 p60) Warp Stone(DR317 p73) Wheel of Obad-Hai(DR318 p55)
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Items from Dungeon

Alchemist's Blessing(DU116 p90) Amaranth Elixir(DU104 p69) Amulet of the Planes, Lesser (DU107 p69) (DU115 p82) Ark of Forced Return(DU119 p80) Belt of Iltakar(DU127 p75) Black Jug(DU116 p54) Blackstone Rune(DU115 p82) Bowl of Blood(DU128 p87) Claws of Malar(DU126 p69) Deck of Portals(DU123 p101) Dragon Eye Ring(DU124 p96) Dread Rod(DU120 p83) Dust of Dullness(DU112 p91) Dust of Silent Passage(DU133 p25) Eye of Discernment(DU132 p36) Fiend's Embrace(DU121 p37) Fountain of the Laughing Rogue(DU116 p91) Gargoyle Crown(DU142 p47) Gal-Ralan(DU132 p27)	Ghoul-Light Lantern(DU129 p64) Graverobber's Skull(DU138 p127) Handspur(DU119 p49) Hiveblod Serum(DU127 p28) Horn of Footsteps(DU123 p101) Illusory Map(DU132 p27) Jotur, the Imprint Maker(DU123 p101) Kyuss Worm Paste(DU126 p38) Kyussbane Oil(DU126 p38) Lantern of Guidance(DU107 p55) Lich's Spout(DU116 p91) Lightning Sword(DU129 p64) Mask of the Tiger(DU104 p33) Mask of Pallid Ruin(DU119 p49) Mechanical Crossbow(DU133 p103) Nightwatcher(DU137 p82) Noreyth's Ring(DU126 p69) Pallid Mask(DU134 p49) Pendant of Invisibility(DU112 p91) Ring of Status(DU105 p21)	Ring of the Wind Dukes(DU129 p65) Ring of Thirteen(DU114 p73)(DU115 p82) Robe of Transmutation(DU124 p96) Robe of Warding(DU138 p077) Ruby Robe of Spellwarding(DU124 p96) Scarab of Orienteering(DU123 p101) Seal of Longstriding(DU115 p53) Serpent's Eye(DU115 p82) Shoes of Farstriding(DU124 p97) Skin of Malar(DU129 p88) Staff of Banishment(DU127 p78) Sword of Aaqa(DU129 p65) Talaxa, the Guiding Blade(DU123 p100) Tentacle Rod, Lesser(DU119 p49) Token of the Mammoth(DU115 p29) Torque of Lucid Raging(DU126 p95) Wings of Mechanus(DU138 p127) Wrathful Eye(DU116 p24)
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Graft Items

Arboleth – Arboleth Tentacle(FF p208)	Fiendish – Clawed Arm(FF p210)	Pirate – Hot Iron Hook(DR318 p54)
Arboleth – Mucus Sheath(FF p208)	Fiendish – Fast Leg(FF p210)	Pirate – Leg of Squid(DR318 p54)
Arboleth – Scum Eyes(FF p208)	Fiendish – Fearsome Eye(FF p210)	Pirate – Mutineer’s Eye(DR318 p54)
Arboleth – Scum Tail(FF p208)	Fiendish – Fearsome Eye(FF p210)	Pirate – Ossified Pegleg(DR318 p54)
Beholder – Crown of Eyes(FF p209)	Fiendish – Feathered Wings(FF p210)	Pirate – Sailor’s Hook(DR318 p54)
Beholder – Eye Stalk(FF p209)	Fiendish – Fiendish Jaw(FF p210)	Pirate – Spyglass Eye(DR318 p54)
Beholder – Gazing Eye(FF p209)	Fiendish – Fiendish Skin(FF p210)	Pirate – Teakwood Pegleg(DR318 p54)
Beholder – Plated Skin(FF p209)	Fiendish – Flexible Arm(FF p211)	Plant – Darkwood Flesh(MoE p134)
Beholder – Replacement Eye(FF p209)	Fiendish – Grappling Tentacle(FF p211)	Plant – Fatigue Spores(MoE p135)
Beholder – Third Eye(FF p209)	Fiendish – Long Arm(FF p211)	Plant – Grappling Vine(MoE p135)
Construct – Adamantine Skin(FoE p157)	Fiendish – Membranous Wings(FF p211)	Plant – Healing Nodules(MoE p134)
Construct – Heart of Steel(FoE p157)	Fiendish – Springing Leg(FF p211)	Plant – Perception Seed(MoE p135)
Construct – Heavy Legs(FoE p158)	Fiendish – Sting Tail(FF p211)	Plant – Rootlegs(MoE p136)
Construct – Mighty Arms(FoE p158)	Fiendish – Strong Leg(FF p211)	Plant – Treebark Carapace(MoE p136)
Construct – Wakeful Mind(FoE p158)	Fiendish – Trampling Leg(FF p211)	Undead – Bodak’s Eye(LM p80)
Deathless – Arm of the Ancestor(MoE p128)	Fiendish – Whip Tail(FF p211)	Undead – Bonemail(LM p79)(FF p214)
Deathless – Bone Plating(MoE p127)	Illithid – Antennae Graft(FF p212)	Undead – Enevating Arm(LM p80)(FF p214)
Deathless – Deathless Flesh(MoE p128)	Illithid – Climbing Legs(FF p212)	Undead – Eye of Flame(LM p80)
Deathless – Deathless Visage(MoE p128)	Illithid – Goring Horn(FF p212)	Undead – Ghostly Arm(LM p80)
Deathless – Legs of the Undying Marcher (MoE p129)	Illithid – Grasping Mandibles(FF p212)	Undead – Mohrg’s Tongue(LM p80)
Elemental – Aqueous Body(MoE p130)	Illithid – Hauling Back(FF p212)	Undead – Mummified Eye(LM p80)(FF p214)
Elemental – Breath of the Waves(MoE p130)	Illithid – Raking Tentacle(FF p212)	Undead – Mummified Hand(LM p80)
Elemental – Buffeting Fists(MoE p131)	Illithid – Rending Claw(FF p212)	Undead – Paralyzing Arm(LM p80)(FF p214)
Elemental – Dust Form(MoE p131)	Illithid – Weapon Graft(FF p213)	Undead – Skeletal Hand(LM p80)
Elemental – Earth Glider(MoE p131)	Inevitable – Kolyarut Hand(DR315 p46)	Undead – Undead Skin(LM p80)
Elemental – Elemental Flesh(MoE p132)	Inevitable – Zelekhut Wings(DR315 p46)	Undead – Vampiric Fangs(LM p80)
Elemental – Hands of Flame(MoE p132)	Maug – Locking Hand(FF p213)	Undead – Weakening Arm(LM p80)(FF p214)
Elemental – Incendiary Skin(MoE p132)	Maug – Rollers(FF p213)	Undead – Zombie Arm(LM p80)
Elemental – Oceanic Adaptation(MoE p133)	Maug – Shoving Arm(FF p213)	Yuan-ti – Added Tail(FF p215)
Elemental – Scorching Gaze(MoE p133)	Maug – Shudder Plate(FF p213)	Yuan-ti – Poison Fangs(FF p215)
Elemental – Stony Plating(MoE p133)	Maug – Spike Stones(FF p214)	Yuan-ti – Replacement Tail(FF p215)
Elemental – Tremor Graft(MoE p133)	Maug – Stone Spitter(FF p214)	Yuan-ti – Scaly Skin(FF p215)
Elemental – Whirlwind Form(MoE p133)	Pirate – Eye of the Murky Deep(DR318 p53)	Yuan-ti – Serpent Arm(FF p215)
Fiendish – Charming Eye(FF p210)	Pirate – Golden Dancing Pegleg(DR318 p54)	

Items Missing Full Instructions

Anarch Razors(DR328 p68)	Key of Surpassing Dismay(DR330 p39)	Staff of Incarnation(CDiv p105)
Dance Masks of the Great Mother(Sand p136)	Key of the Call(DR330 p39)	
Eagle Stones(DR324 p26)	Key of the Traveler(DR330 p40)	
Gorothir’s Girdle(Und p134)	Magnificent Captain’s Coat(Storm p133)	

Intelligent Items

Magic items with their own personality & agenda.

Aerola, Watchful Tooth of Ashardalon

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

Axe of Ancestral Virtue

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

Barsolidor, the Tyrant Bane

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

Black Sword

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

Caduceus

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

Cudgel that Never Forgets

Base Item: +2 Axiomatic Heavy-Mace (Relic of St. Cuthbert)
Alignment: LN
Purpose: Retribution against foes that harm its wielder
(CDiv p93)

Dagger of Denial

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

Durandal

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

Ezrylon

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

Gharriakha, the Heartwarden

Base Item: +4 Defending Dwarven-Waraxe
Alignment: LG
Purpose: Protect its Wielder
(RoS p165)

Glimmer Pane

Base Item: Mirror of Opposition
Alignment: LE
Purpose: Control governments through selective copying of pivotal people
(DU127 p102)

Hwyr, the Clarion Harp

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

Isalalas, the Watershod

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

Intelligent Flying Carpet

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

Iquel

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

Jomnoth (a.k.a., Giantblight)

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

Lagorn, the Bloodfang

Base Item: +2 Wounding Greatsword
Alignment: CE
Purpose: Slay those who will not bow down to Erythnul
(DU135 p43)

Lightbringer

Base Item: +3 Keen Dancing Longsword
Alignment: N
Purpose: Become Universally Feared & to Destroy Other Blades Bearing its Name
(DR339 p37)

Lunistra, the Heartstar

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

Mindbite

Base Item: +4 Defending Guisarme
Alignment: N
Purpose: *Daze* and *Confuse* Enemies in Combat
(DU114 p90)

Morzul, the Forgeheart

Base Item: +2 Flaming-Burst Warhammer
Alignment: CN
Purpose: Slay creatures of Cold
(RoS p165)

Numunal, the Silver Hexametric Folio

Base Item: Spellweaver Spellbook
Alignment: N
Purpose: Find its way back to a Spell Weaver
(DR338 p78)

Seryl, the Laughing Bow

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

Shazzellin

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

Sosias, the Erinyes' Rope

Base Item: Rope of Climbing and Entanglement
Alignment: LE
Purpose: To Save its Mistress
(DU134 p30)

Torvion, the Fifth Shield

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

Truthseeker

Base Item: +1 Axiomatic Greataxe
Alignment: LN
Purpose: Attack those who Lie
(RoS p165)

Vesac, the Deceiver

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

Zaethwar, the Sinflayer

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

Zax, Cloak of Kings

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

Zhavak, the Sunderer

Base Item: +2 Construct-Bane Battleaxe made of Adamantine
Alignment: LG
Purpose: Destroy Constructs
(RoS p166)

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.