

Advanced
Dungeons & Dragons
2nd Edition

The Magic Encyclopedia



Volume One

by
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The Magic Encyclopedia

Volume One

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Introduction

The Magic Encyclopedia Volume One is the first of two volumes detailing the plethora of magical items that have been printed over the years for the fantasy role-playing games produced by TSR, Inc. This project quickly turned into a true monster. We found magical items dating all the way back to 1974, from the original *DUNGEONS & DRAGONS*® three-volume boxed set, all the way through the last projects to be shipped in December 1991.

These two volumes contain approximately 5,500 magical items which have been released in a multitude of projects, ranging from accessories, boxed sets, flip books, folios, hard bounds, magazines, modules, and newsletters. Many of these items come from products that are out of print and nearly impossible to obtain, such as *DRAGON*® magazine Volume 1 Number 3, *G3 Hall of the Fire Giant King*, or any of the licensed role-playing game material such as *RED SONJA*, *CONAN*, or *INDIANA JONES* (to name but a few). We included items from these products for the sake of completeness. However, all of these products can be acquired by attending the auction at the GEN CON® game fair or at local conventions. The classified ad section in *POLYHEDRON*® Newszine is another good source for these rare products.

How to Use this Book

This game accessory is intended for use with either version of the AD&D® game. However, a little fiddling is all that is required to make the items listed here compatible with the D&D® game; see the *DUNGEONS & DRAGONS*® *Rules Cyclopeda*, Appendix 2 for help making conversions.

Each item listed herein is sorted by its name, given an experience point value, a gold piece value, and a product reference. To find a particular item, just look under its name in the table of contents. For example, all amulets are together, as well as all swords. Each volume takes a piece of the alphabet (i.e., Volume One contains A through G). This will help you locate items more quickly. **Experience Value:** To use an item's experience point value, check the particular rules you are using: In the original AD&D game, experience is awarded only

for items kept and used on adventures. In the AD&D 2nd edition game, experience is awarded to the character who creates an item. In the D&D game, experience generally is not awarded for magical items at all. However, many DMs find it convenient to grant experience points to characters who find and keep items no matter what rules the campaign uses. This makes it easier for a character to gain experience levels, yet it also takes away from the theory that the only way to gain experience is to kill everything in sight. In some entries, the word "Relic" appears instead of a numerical value. This indicates a unique and extremely potent item (sometimes also called an "Artifact"). Artifacts and relics have powers well beyond what even the most heroic mortal can wield. Experience is *never* given for these items, and the DM must carefully monitor their use in the campaign. Generally, it is unwise to introduce any magical item into a game unless the DM understands its powers and how those powers will affect play—this is doubly true for artifacts and relics.

Gold Piece Value: Gold piece value is used to give items a base worth. Many people believe the lack of monetary values for magical items is a major failing of the D&D game and AD&D 2nd edition game. These volumes alleviate this problem if this is your belief. The Dungeon Master should realize that the prices given herein are only suggestions. In campaigns that are magic-laden, these prices generally are acceptable. In campaigns where magic is rare, or the gold piece is as common as weeds, the Dungeon Master may wish to multiply all prices by a fixed amount. In one campaign, the DM may triple the cost of all items, whereas another may multiply the amount by ten. The DM should feel free to alter everything. In some entries, usually relics, the letter "P" appears instead of a numerical value. This indicates that the item is "priceless." The item is very valuable indeed; the item's true value might actually range from 100,000 to more than a million gold pieces, but the item's power, history, original owner, or construction makes it impossible to actually place a monetary value on it.

Some DMs also choose to give PCs experience for an item's base gold piece

value. We don't recommend this unless you want your PCs to advance very quickly.

Buying and selling magical items:

The fact that this product includes a cash value for each item does not necessarily mean that magic items should be bought and sold like any other commodity. The thirst for treasure is what drives PCs to explore the world and face unknown dangers; if enchanted treasures can simply be bought, one of the PCs' most powerful motivations to be heroic can be compromised. Moreover, it is not easy to sell magic commercially. An enchanted item's nature and powers usually cannot be determined exactly, and some magical items are dangerous—even deadly. Also, magic items are a powerful inducement for thieves—why brave the wilderness or the soggy depths of a monster-infested labyrinth when you can burglarize the local magic shop? Therefore, we suggest that PCs seldom get more than half the listed price when selling a magical item for cash or trading it for another item. The PCs probably should get almost the full value, 60% to 85%, when trading it for services such as NPC spell casting. On the other hand, PCs should expect to pay five or six times the listed price when trying to buy items for cash.

A PC who owns a priceless item is in the same position as an art collector who owns an old masterpiece—the item is fabulously valuable, but nobody can afford to pay the true price. The buying and selling of such items must be role played out, with the seller doing his best to get whatever price the market will bear.

The forgoing might seem unfair, but it helps maintain play balance and assure the merchant a profit large enough to justify the risks. A sample magic shop, *Chemcheaux*, is included in this product as an example of how elaborate a large reputable magic dealer has to be to withstand the rigors of business.

The Product Reference: This reference code identifies the product where a full description of the item's powers is given and the page number where the description appears. The *Magical Encyclopedia* contains complete lists of every role playing product or role playing-related product, TSR., Inc. has produced before December 31st, 1992—

except for novels. The list in volume one begins on page 14; it is sorted in order of each product's Designator (The designator is the number that role-players recognize and use). The list given in Volume Two is sorted by the product number (the product number is the number that retailers recognize and use.) A product with a designator that begins with a letter (often followed by one or two numbers) is either a module, accessory, or magazine. For example, FR05 is the FORGOTTEN REALMS® accessory *The Savage Frontier*. Designators that contain only a reference number are generally hardbounds and boxed sets. For example, 2100 is the ADVANCED DUNGEONS & DRAGONS® 2nd Edition *DUNGEON MASTER™ Guide*. A little experimentation (and a little sorting of your personal stock of TSR products) will make referencing extremely easy within a short amount of time.

Volume one does not contain any tables for randomly determining what magical items are found in a treasure hoard, but such tables will be included in the second volume.

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Chemcheaux

The Magic Shoppe for the Discriminating

Jett was tired. His bones ached, and the stitches across his abdomen made him painfully aware of every step he took. Ahead of him in the dusk was a building. Like an old friend, it stood waiting. Light from the barred windows threw striped patterns onto the street ahead of him, and a continual light sign above the entrance proclaimed: **Chemcheaux 223**. Jett padded to the door, which slid open to his touch as he entered. The all-too-familiar nausea coursed through his body as he passed through the door frame, but the sensation left as soon as he was inside the shop. Indoors, familiar sounds and smells greeted him. Chairs surrounding circular tables filled the room; in the corner, a group of bent, aging mages and priests sat about recounting tales of heroic deeds. A smile played across Jett's thin lips as he listened to the cronies for a moment. He remembered when he used to be impressed by the clientele this shop attracted.

The smell of exotic teas struck him, and a thirst built in the pit of his stomach. Pouring himself a mug from the steaming cauldron nearby, he settled himself down into a chair across from the gossiping mages. Within a few minutes, a thin rail of a man shuffled toward him.

"Hello, Jett. What can I do for you today?"

"My regards, Prismal." Jett said evenly, tapping his fingers slowly. "I am surprised to see you here. I thought you devoted all your time to the Electropolis branch."

"Well," Prismal replied, "I heard Gamalon was in town from the Rock of Bral, so I came to visit him. He can spin a yarn like no other. What brings you here?" The overly-thin man eyed Jett with caution. Jett's exploits were well known and somewhat notorious, and Prismal was wary.

"I've just returned from an 'expedition,' and I have some magical items to sell or trade," Jett whispered, not wanting to draw the attention of the other mages nearby.

"Well, you've come to the right place." Prismal stood and escorted Jett to the counter.

Chemcheaux (pronounced KEM-show), operated by Prismal, is a magic shop like none other. Having franchises in

thousands of cities on hundreds of worlds, these shops prove invaluable to both the adventurer and the common man. Each one is owned by a single individual or company, but all belong to the vast network. For more than 100 years, Chemcheaux has provided people with the rare and wonderful, the cursed and the bland.

Each Chemcheaux shop specializes in one single item. Chemcheaux 452 in Calimport, Toril, creates *potions of clair-audience*, while branch 223 in Ravens Bluff makes *swords +2*. In the back room of each shop, a *teleporter* allows the shop owner to enter the back room of any other Chemcheaux. Often a shop owner must visit another store to procure items for his customers.

The profits are *teleported* to Chemcheaux 1 in Electropolis, Pangaea, where they are distributed equally to all shop owners. These individuals take care of salaries, land rentals, taxes, etc.

Chemcheaux 223, Ravens Bluff

Please refer to the map on page 9. The numbers refer to various areas within the Chemcheaux building.

1: This is the front door to Chemcheaux. The door has a *Prismal's reversal* spell cast upon it.

2: These are thick windows. They are rumored to be unbreakable, and they are magicked to prevent *teleport* and *gate* spells from functioning within the building except for the *Chemcheaux teleport pad* in the back room.

3: This is the main meeting hall. Here, old mages and priests congregate to brag of their exploits, to learn about recently created magical items and spells, and to share their own arcane findings.

4: These cauldrons, basically for the mages and priests, hold hot exotic teas. Next to the teas, the Chemcheaux owners place donuts and other pastries.

5: This is a chest-high counter. All sales, exchanges and refunds are made here.

6: This is the wall separating the back room from the meeting hall. The wall is made of a large, thick enchanted mirror. The *mirror* is AC 8 and can withstand 100 points of damage before shattering. Further, it regenerates 10 hit points per round. If the mirror is broken, 1d4 + 3

mages of level 12 or higher who were sitting behind the wall attack the offender with rods, staffs, wands, and spells—until the offender is driven off or killed. Thereafter, the Chemcheaux is temporarily closed until a replacement mirror can be teleported from Chemcheaux 1, and installed. This, and an investigation of the incident by Prismal usually takes 1d4 days.

7: This secret door allows access to a hidden section of the shop, where Prismal employees sit and watch the customers. If anyone besides the proprietor or Prismal opens these doors, a *magic mouth* screams a warning.

8: This door opens to the room containing the *Chemcheaux teleport pad*. If anyone other than the proprietor or Prismal opens this door, a magic mouth screams a warning, and a glyph of warding reduces the entrant by two levels, although a *save versus spell* at -4 negates the effect.

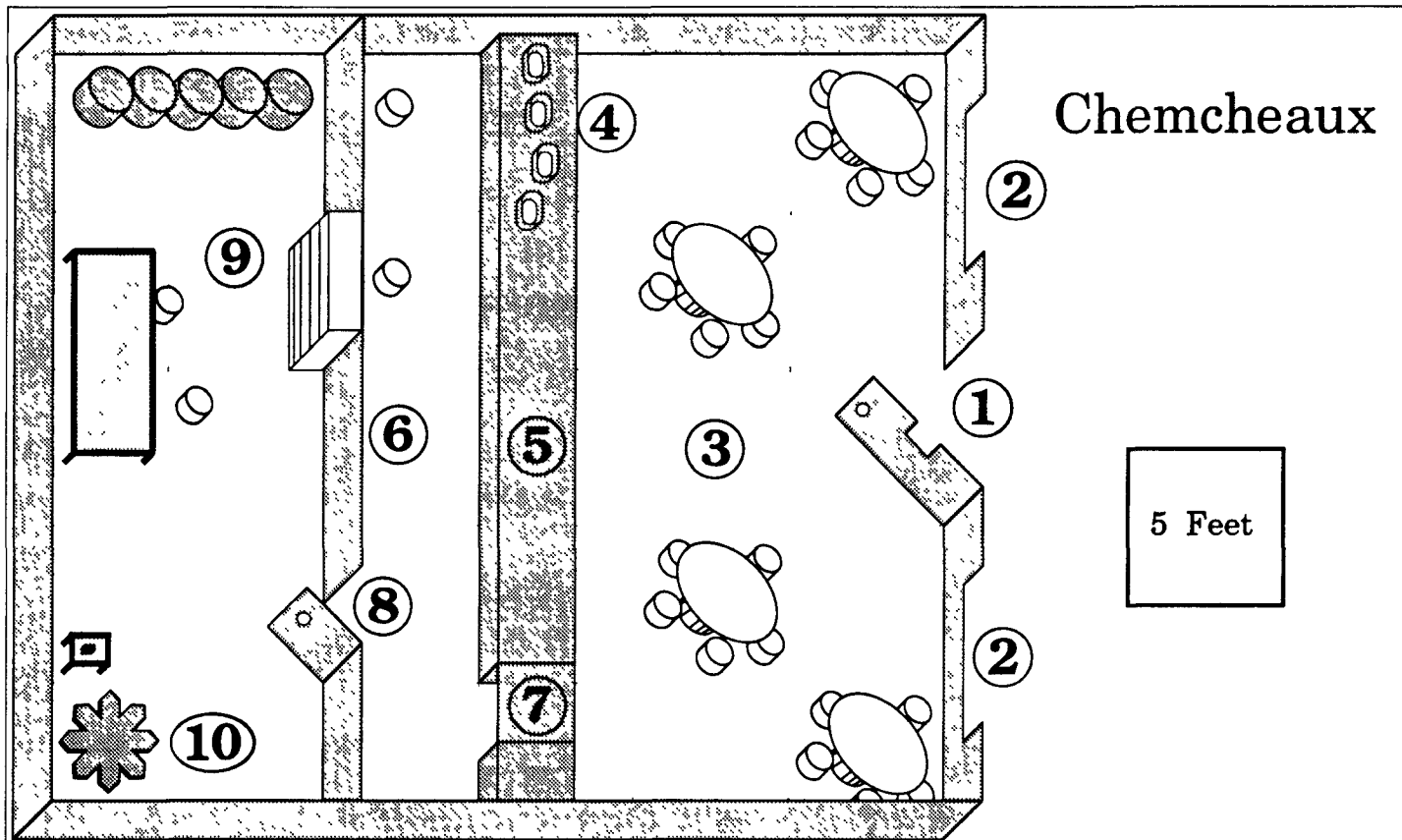
9: This is the back room. The equipment furnishings depend upon the items constructed at each particular shop. For example, a plethora of *swords +2* are stored at the Ravens Bluff shop.

10: This is the *Chemcheaux teleport pad*. Next to the teleport pad is a massive book resting on a small table. This book details the locations and numbers of each Chemcheaux and each shop's specialty. The book has three sections. The first section has the Chemcheaux in numeric order. The second section lists the Chemcheaux alphabetically by world and city. The third and most important list, details the Chemcheaux in alphabetical order by the item it creates. By standing on the teleport pad and saying the Chemcheaux number, the mage can instantly teleport to that location to pick up the desired item.

The Political Intrigue

Chemcheaux 223 is an oddity among Chemcheauxs. Chemcheaux can afford to sell items at a significant discount over what the majority of other magic sellers charge.

Because of that, the disgruntled Mage's Guild and an enraged Guild of Magic Shop Owners, who feared they would be put out of business, demanded the government pass a law inhibiting Chemcheaux's threat. The shop owners know they cannot compete with Chem-



cheaux's prices, and since their livelihood depends upon the sale of magic, they demanded Chemcheaux be limited—if not kicked out of the city.

The Ravens Bluff officials wanted to keep the Mage's Guild and magic shop

owners happy, yet they did not want to force Chemcheaux out. The officials see Chemcheaux as a way to acquire certain magical items for themselves.

Therefore, they created a law that allowed Chemcheaux to place a shop in

Ravens Bluff, but only the retailers of magical items (i.e., magic shop owners) could buy from them. This assures Chemcheaux's future as a place of business. This new law states the following:

Wholesalers of Magical Items

Article I

1. All Wholesalers of magical items must serve a Brokerage function when selling or attempting to sell within the Areas of Ravens Bluff.

2. Wholesalers who do not serve within this law are subject to the penalties laid out forthwith in Article II, Section 1.

Article II

1. Any such actions taken by said Wholesaler that is not construed as brokerage in origin must sell all assets at one-half price to those retailers served by the brokerage for a period of no shorter than seven (7) years, or close said brokerage for a period no shorter than ten (10) years, and no longer than twenty (20), hereon called the Sales Quarantine. A fine of 50,000 gp must be paid at time of conviction.

2. Should said brokerage defy the Sales Quarantine, a fine of no less than 500,000

gp must be paid, the owner cast into hard labor for a period of not more than fifteen (15) years, the shop dismantled, and all said assets seized and sold at auction attended only by retailers within the Ravens Bluff Areas.

Article III

1. Wholesaler is hereby stated as an individual, company, institution, corporation, partnership, or group of individuals of any race or creed that sells magically enhanced or diminished items of any and all types, be it weapon, or non-weapon, be it clothing, or non-clothing, be it protection or non-protection, at a price equal to or below a pricing structure as transcribed forthwith by Article VII, Sections 1 and 2, and delineated forthwith by Article VIII.

Article IV

1. Brokerage is hereby defined as an individual, company, institution, corporation, partnership, or group of individuals of any

race or creed that only sells magical items to other individuals, companies, institutions, corporations, partnerships, or groups of individuals of any race or creed that do not sell items at costs delineated forthwith in Article VII, heretofore mentioned as retailers.

2. In this function as a brokerage, the Wholesaler guarantees the continuation of retailers in the Ravens Bluff Areas, assuring jobs, money, and economic growth for hundreds of Ravens Bluff people whose welfare demands the continuation of their personal or their relations' employment.

3. The Wholesaler who is found responsible for the loss of any jobs due to economic intervention of any kind, whether by direct sales to the general public, or any other reason deemed illegal or uncooperative by a Ravens Bluff court of law, must pay:

(A) Damages equal to seven (7) years salary including the taxes of such wages to be paid in full upon demand of the injured individual or individuals.

(B) Restitution to the owner of the bankrupted retailer equal to seven (7) years profit based upon past sales notwithstanding the year previous to the loss of business, or the best three years' profit within a fifteen (15) year time period, whichever is higher, to be paid in full upon demand of the injured company, including taxes on said monies.

(C) Reimbursement to the government of Ravens Bluff in the form of fines equal to one-half total monies paid in parts A and B of Section 3 in Article IV for the compensation of lost taxes on the monies lost in the bankrupt actions against the retailer and the unemployed individual or individuals, to be paid in full immediately, or within ten (10) days if notification of payment inability is made to the tax collector within twenty-four (24) hours of conviction.

(D) During such time as conflict with this article exists, the wholesaler is quarantined to the Ravens Bluff city limits until at such time parts A, B, and C of Section 3 in Article IV are met with satisfaction.

4. If the terms of the aforementioned Article IV are not met within a prescribed amount of time, or if the wholesaler does not meet the demands set by the notification of payment inability, the wholesaler is subject to the terms laid out by Article II, Section 2, as well as the payment demands laid out by the aforementioned Article IV, Section 3, Parts A, B, and C, as well as any other applicable Ravens Bluff law now made or not yet made as of the date of this law amendment.

Article V

1. The General Public is herein noted as being individuals, companies, institutions, corporations, partnerships, or groups of individuals of any race or creed that do not sell magical items to other individuals, companies, institutions, corporations, partnerships, or groups of individuals of any race or creed for continued monetary profit heretoforementioned as a retailer.

2. Those of the General Public also includes the occasional adventuring individ-

uals who sell their magical profits from excavations, adventures, and quests.

3. Those of the General Public who sell more than twelve (12) items in any consecutive twelve (12) month period at or below the price structure set up forthwith in Article VII, Section 1 and 2, are hereby noted as being a Wholesaler, and must abide by the articles set in this law.

Article VI

1. The Ravens Bluff Areas, or otherwise called the Areas of Ravens Bluff, includes the areas within the city limits of Ravens Bluff and the area surrounding the City of Ravens Bluff.

2. This surrounding area's northern limit is the Fire River, limited to the south and east by a radius of fifty (50) miles, and limited to the west by the Dragon's Reach Bay.

Article VII

1. Retailer is herein noted as being an individual, company, institution, corporation, partnership, or group of individuals of any race or creed that do not sell:

(A) More than 5% of their total gross income of magical items at or below the price set in Article VIII, Sections 1 and 2, or

(B) More than 5% of their total numeric sales to other individuals, companies, institutions, corporations, partnerships, or groups of individuals of any race or creed for less than or equal to the pricing guidelines set up forthwith and heretofore in Article VIII, Sections 1 and 2.

2. Retailers must be duly licensed as a retailer, and carry the license at the time of purchase when procuring items from registered wholesalers. This license must be shown at time of sale.

(A) The retailer's license must be surrendered upon demand of the guilds mentioned forthwith in Article VIII, Section 1, or by the Lord Mayor of Ravens Bluff.

(B) The retailer's license can only be purchased from the aforementioned guilds in Article VIII, Section 1, or from the Lord Mayor's council of businesses.

Article VIII

1. The Mage's Guild of Ravens Bluff and/or the Guild of Magic Shop Owners of Ravens Bluff, in conjunction or as separate entities, are solely responsible for the limit on magic item prices within the Areas of Ravens Bluff.

2. If the two guilds do not work in amalgamation, the higher of the two prices for a single item shall be used to determine the limit prescribed for determining if an institution is to be considered a Wholesaler.

3. These price guides can be reversed by the Lord Mayor of Ravens Bluff if he or she notifies the two guilds heretoforementioned in Section 1 of Article VIII in writing fifteen (15) days before they become law.

Article IX

1. Should an individual, company, institution, corporation, partnership, or group of individuals of any race or creed sell 5% or more of its items at or below the price set in the aforementioned Article VIII, Sections 1 and 2, it is hereby deemed a Wholesaler, and hereon confined to the terms laid out in this law.

Article X

1. A Wholesaler cannot sell magical items to the General Public as delineated in the heretofore mentioned Article V, Sections 1, 2, and 3.

2. If found guilty of such actions, the individual, company, institution, corporation, partnership, or group of individuals of any race or creed deemed a Wholesaler is confined to the penalties laid out in the aforementioned Article II, Section 1, or in Article II, Section 2 for repetitive offense.

Article XI

1. Chemcheaux, hereby noted as being owned and operated by Prismal the Outrageous, and managed by Rhodhan and/or Mortimer, is considered a Wholesaler and must observe all articles of this law herein.

The Translation

The law above states that anyone selling more than 12 magical items in a 12-month period at less than the prices stated in this product, must become a licensed wholesaler, selling his, her or its items only to retailers. If wholesalers are caught selling under-priced items to individuals rather than magic shops, the wholesalers are subject to the penalties stated in Section II.

Prismal The Outrageous

Male Human Wizard/Priest 35th/35th

STR: 14

INT: 20

WIS: 21

DEX: 13

CON: 18

CHR: 16

AC Normal: 1

AC Rear: 1

Hit Points: 96

Alignment: Lawful Neutral

Languages: Common, Centaur, Gold Dragon, Silver Dragon, Dryad, Dwarfish, Elvish, Minotaur, Satyr, Sylph
Age: 175 (Appears 50 or 60)

Height: 6' 2"

Weight: 170 lbs.

Hair/Eyes: Black, streaked with gray/Brown

Weapon Proficiencies: Dagger, dart, sling, staff

Nonweapon Proficiencies: Ancient history (20), brewing (20), direction sense (22), etiquette (16), gem cutting (12), healing (20), herbalism (19),



reading/writing (21), religion (21), spellcraft (18), heraldry (20), pottery (11), weather sense (20)

Special Abilities: Immune to 1st and 2nd level illusion spells; immune to *cause fear*, *charm person*, *command*, *friends*, *hypnotism*, *forget*, *hold person*, *ray of enfeeblement*, *scare*, and *fear*.

Magic Items: *Ring of protection* +5, *cloak of protection* +4, *ceremonial sword* (granting +1 to all saving throws, *staff of the magi*, and practically anything else he wants to procure from one of his shops.

Wizard spells/day: 9 9 9 9 8 8 8 8 8

Priest spells/day: 13 13 13 12 11 9 9

Spell Books: Level One: *Alarm*, *armor*, *burning hands*, *cantrip*, *catapult**, *change self*, *charm person*, *corpselight**, *detect magic*, *enlarge*, *feathers*, *fall*, *friends*, *hold portal*, *identify*, *know school**, *magic missile*, *scatterspray**, *unseen servant*, *wizard mark*; Level Two: *Agannazar's scorcher**, *bind*, *blatethirst**, *blindness*, *continual light*, *deafness*, *decastave**, *detect invisibility*, *ESP*, *flying fist**, *ice knife***, *invisibility*, *knock*, *know alignment*, *levitate*, *smoke shape***, *smoke form***, *vocalize**, *web*, *wizard lock*; Level Three *Blacklight**, *blink*, *clairvoyance*, *dire charm**, *dispel*

magic, *dispel silence**, *feign death*, *fireball*, *haste*, *icelance**, *lightning bolt*, *mummy touch**, *slow*, *steam breath***; Level Four: *Charm monster*, *dig*, *encrypt**, *fire gate**, *fumble*, *ice storm*, *magic mirror*, *massmorph*, *missile mastery**, *shout*, *spectral wings**, *thunderlance**, *transfix***, *vacancy*; Level Five: *Airy water*, *avoidance*, *chaos*, *cone of cold*, *conjure elemental*, *dismissal*, *domination*, *fabricate*, *improved skull watch**, *ironguard**, *spiritself***, *stone shape*, *telekinesis*, *teleport*; Level Six: *Aura***, *chain lightning*, *conjure animals*, *contingency*, *control weather*, *eyebite*, *glasse*, *legend lore*, *move earth*, *part water*, *power word silence**, *reconstruction**, *true seeing*, *veil*; Level Seven: *Body outside body***, *banishment*, *charm plants*, *duo-dimension*, *elemental servant***, *iceblight***, *forcecage*, *gem-jump**, *limited wish*, *phase door*, *prismatic spray*, *Prismal's reversal****, *spectral guard**, *spelltrap**; Level Eight: *Call***, *cloud trapeze***, *demand*, *giant size***, *glassteel*, *incendiary cloud*, *mass charm*, *maze*, *permanency*, *prismatic wall*, *spell engine*, *sunburst*; Level Nine: *Astral spell*, *crystalbrittle*, *foresight*, *Elminster's Evasion**, *gate*, *instant regeneration***, *meteor swarm*, *shape change*, *time stop*, *weird*

* indicates spells from the FORGOTTEN REALMS® Adventures tome
 ** indicates spells from the Oriental Adventures tome
 *** indicates new, unique, or very rare spells

Prismal always wears his hair in the latest style. Many believe Prismal is either immortal or had one of his special spells cast upon him to halt his ageing. Prismal tells his friends and close associates that he imbibes *potions of longevity*, but he does not drink them in the manner they were designed to be used. Instead of drinking a whole potion every 10 years to reduce his age, Prismal sips a small portion every few months or so. His motto has always been, "Take a little every so often, instead of a lot every 10 years. It's easier on the system." It is not clear if this actually keeps Prismal young (it probably doesn't), but something is maintaining his vigor.

Prismal and his younger brother were born to wealthy parents; his father was a ranger originally from Pangaea, and his mother was a wu jen from Kara Tur. The family lived in Shou Lung, and because of their affluence, the boys always had the best of clothes. To this day, the mage dresses in the finest robes available.

When Prismal reached the age of five, sohei from a nearby monastery assassinated his parents, taking Prismal, his brother, and all the family's wealth with them. The men dropped Prismal in the Dunes of Death, an ocean of sand more than 2,000 miles across. The sohei left Prismal to die, as he refused to cooperate with them. The men took his brother and disappeared.

After seven harsh months, during which Prismal barely survived, wandering priests happened upon the boy and escorted him to their monastery.

At age 25, he became a monk, and to this day his arms bear the burns of his fellowship: a leopard on his right arm and an oriental dragon on his left.

On Prismal's 30th birthday, the monks revealed that many years ago they had heard of a young boy who showed great promise in the mystic arts. They appointed their sohei to bring the boy to the Dunes of Death to see if he had the stamina to become a monk. In payment, the sohei could steal what they wanted from his parents' dwelling. That young boy was Prismal.

Angered by the news, Prismal fled the sanctuary of the monastery, vowing to avenge the death of his parents. Prismal searched the world for his brother, learning only that he was sold to a slave trader.

Disillusioned with the world, Prismal threw his efforts into magic, working on spells, and writing a book about his experiences in the process, *Prismal's Perils*. He had this manuscript transcribed 1,000 times, and was amazed how quickly the copies sold. One purchaser, Mortimar (not the Mortimer listed below), contacted Prismal with a business proposition. This offer entailed the creation of a magic shop to sell Prismal's books as well as every imaginable spell component. The sales of his books allowed the partnership to expand into seven stores in only one year.

Soon, Prismal gave Mortimar control over the business end of their new shop, which they dubbed Chemcheaux. Mortimar handled the sale and purchase of items and components, and the sale of new franchises. During this time, Prismal authored seven more books.

One day, an individual came into the shop, requesting a curse be placed upon a man who was involved his wife. Angered by the graphic story, Prismal agreed to help. The man rolled in a chest containing nearly 100,000 platinum pieces for payment.

Prismal searched for the would-be-victim for three days, eventually finding the man and placing a horrible curse on him. The man turned out to be an official in the Electropolis government in Pangaea, and Prismal's face turned up everywhere in the city on wanted posters when the man finally recovered. Prismal fled back to Chemcheaux where his partner, Mortimar was frantic with worry. Mortimar devised a plan to announce Prismal's death from an experiment gone awry. Prismal agreed to the plot and the constabulary stopped searching for Prismal once Mortimar conveniently "found" a body in an alley.

The whole incident actually was an elaborate setup by Mortimar. Mortimar got a notarized copy of Prismal's death certificate and had Prismal's name taken off the Chemcheaux ownership papers. There seemed nothing that Prismal could do about it. If he exposed Mortimar, Prismal would be tried and killed for his crime against the Electropolis official, and proving his partner framed him would be nearly impossible since the man who hired Prismal to embarrass the official disappeared.

After hearing his partner gloat over his achievements, Prismal fled Chemcheaux under disguise. He started working on his most fearsome spell, *Prismal's Revenge*. Within 11 months, the spell was complete, and Prismal transferred it to a cursed scroll. Disguised as a lowly fighter, Prismal walked into Chemcheaux with the scroll in hand. He gave it to Mortimar claiming it was a Dexterity booster followed by a Constitution enhancement. Mortimar paid only 50 gp for the scroll and decided to use the magic on himself. By the time Mortimar had finished reading the scroll, he was a twisted wreck of a man. Prismal left without a word and has never used the spell since.

Prismal's closest friend, Archmeagan, took over the Chemcheaux franchises. Mortimar, looking for a way to end his torment, confessed to cursing the Electropolitan official, even though he did not do it. Seven days later, Mortimar was executed. Prismal then came out of hiding, and was jailed for 60 days for falsifying government records—his death certificate. When he was released, Archmeagan returned ownership of Chemcheaux to Prismal, who has sworn not to let anyone else run his business again.

Mortimer

22nd Level Male Human Wizard

STR: 18

INT: 18

WIS: 16

DEX: 14

CON: 14

CHR: 15

AC Normal: 0

AC Rear: 0

Hit Points: 34

Alignment: Chaotic Good

Languages: Common, Centaur, Dryad, Dwarvish, Elvish, Minotaur, Satyr, Sylph.

Age: 52

Height: 5' 6"

Weight: 160 lbs.

Hair/Eyes: Brown and gray/Brown

Weapon Proficiencies: Dagger, dart, sling, staff

NonWeapon Proficiencies: Ancient history (18), brewing (18), direction sense (19), etiquette (15), gem cutting (14), healing (18), herbalism (16), reading/writing (19), fishing (15)

Magic Items: Ring of protection +5, cloak of protection +5, wand of lightning

Wizard spells/day: 5 5 5 5 5 4 4 3

Spell Books: Level One: *Affect normal fires, alarm, burning hands, cantrip, feather fall, grease, hold portal, message, shocking grasp, sleep, spider climb, unseen servant*; Level Two: *Blur, deppockets, flaming sphere, forget, irritation, levitate, misdirection, scare, strength, web, whispering wind, wizard lock*; Level Three: *Dispel magic, fireball, hold person, infravision, nondetection, secret page, sepia snake sigil, slow, suggestion, tongues, wind wall, wraithform*; Level Four: *Enervation, extension, fear, hallucinatory terrain, illusionary wall, massmorph, Otiluke's resilient sphere, shout, solid fog, wall of ice*; Level Five: *Advanced illusion, chaos, cloudkill, dismissal, domination, dream, fabricate, hold monster, magic jar, shadow magic*; Level Six: *Disintegrate, extension III, geas, globe of invulnerability, invisible stalker, lower water, mislead, move earth, part water, project image*; Level Seven: *Banishment, charm plants, control undead, forcecage, mass invisibility, phase door, sequester, spell turning*; Level Eight: *Clone, demand, glassteel, mass charm, maze, mind blank, permanency, screen*; Level Nine: *Astral spell, energy drain, foresight, imprisonment, shape change, temporal stasis*

Mortimer is the owner and manager of Chemcheaux 223. Mortimer's, large frame makes him appear slow, but he is very dexterous, and his incredible strength makes him a foe to be respected.

With occasional assistance from Rhodhan, Mortimer keeps the increasing demands of the business at bay.

Born in Calimport, Toril, Mortimer was once looked down upon by the native Ravens Bluff people. Since he purchased the Chemcheaux franchise from Primal and Rhodhan, however, his social status has taken a turn for the better. He is now invited to the large balls and elite social gatherings attended by only the very rich, or the very powerful. Mortimer relishes the lime-light.

Chemcheaux 223 was once the victim of an attempted robbery. Redrock Blueclaw of the Thieves' Guild aspired to relieve the shop of its fabled teleport pad. He heard Mortimer had his eyes only on retirement in the Almar Forest, and let security become lax. Redrock stealthily crawled into the shop under cover of night. Leaping over the counter, he sat to pick the lock on the door leading to the back room. However, as the lock clicked open, Redrock heard a faint footfall behind him.

A fist fight ensued, and Redrock barely escaped with his life. The little thief never knew that Mortimer let him get away.

Rhodhan

19th Level Human Male Cleric

STR: 13

INT: 17

WIS: 18

DEX: 15

CON: 14

CHR: 17

AC Normal: 0

AC Rear: 3

Hit Points: 44

Alignment: Lawful Good

Languages: Common, Centaur, Dryad, Dwarvish, Elvish, Minotaur, Satyr

Age: 44

Height: 5' 10"

Weight: 178 lbs.

Hair/Eyes: Light brown/Blue

Weapon Proficiencies: None

NonWeapon Proficiencies: Animal handling (17), animal training (18) ancient history (16), healing (17), herbalry (17), herbalism (15), reading/writing (18), spellcraft (15)

Magic Items: *Robe of protection* +4,

boots of speed, ring of protection +3

Spells/day: 11 11 9 9 6 4 2

Rhodhan has major access to the spheres of All, Animal, Creation, Divination, Elemental, Healing, and Protection.

A close personal friend of Primal, Rhodhan was born on the world of Pangaea, in the city of Chamshaea. Rhodhan is a handsome man who is married to a beautiful wife. They have seven children, two of whom are grown and married; his eldest daughter has three children. Rhodhan prefers to keep his hair long and tied in a curly pony tail.

Even though their birthplaces are on opposite hemispheres of the planet, Rhodhan and Primal ran into each other soon after Primal regained control of the Chemcheaux franchises. (Primal has kept the whole story behind the change in ownership secret from Rhodhan.)

Primal was impressed with Rhodhan's care of the needy, and his love for the law, and hired him. As second in command in charge of Chemcheaux, Rhodhan, takes care of the selling of franchises, as well as the payments to the franchise owners.

Even though he is in control of these two functions, Rhodhan has 17 assistants who do the actual work. Rhodhan only makes sure the books are in order and that no one is skimming. Rhodhan has served in this function for 25 years, and his rumored take-home pay is greater than 100,000 gp per year.

Rhodhan has never engaged another being in combat. He never carries weapons, preferring to talk his way out of a fight. However, if his opponent demands an altercation of one sort or another, Rhodhan will agree to arm wrestling.

New Magic

Primal's Reversal (Alteration)

Level: 7

Range: Touch

Components: V, S

Duration: Permanent

Castling Time: 5 Rounds

Area of Effect: One portal

Saving Throw: None

This enchantment reverses the relative velocity of an object, whether animate or inanimate, passing through the area of effect. The spell only can be cast upon an area bounded on four sides by solid

barriers, such as a window or a door. People running or objects flying through the spell's area are forced to spend more time passing through, while people who walk slowly actually move through very quickly.

This spell is very rare, and as of yet, Primal is the only one known to use it. He has refused all offers to sell the spell, since knowing how the spell works makes it easier to destroy. A *dispel magic* has a 1% chance of negating *Primal's reversal*, plus 1% per level of the caster.

Primal created this spell as a theft deterrent. Since thieves are apt to run from an establishment, this spell makes the running thief extremely easy to catch. The chart below shows the time required to pass through the spell's effect relative to movement rates.

| Speed | Time |
|-------|------------|
| 3 | 1/16 Round |
| 6 | 1/8 Round |
| 9 | 1/4 Round |
| 12 | 1/2 Round |
| 15 | 1 Round |
| 18 | 2 Rounds |
| 21 | 4 Rounds |
| 24 | 8 Rounds |
| 27 | 16 Rounds |
| 30 | 32 Rounds |

The Chemcheaux Teleport Pad:

These pads are found only in Chemcheaux Magic Shops. By specifying a number, the person standing on the star-shaped pad is instantly teleported to the pad at the specified Chemcheaux.

If a *teleport pad* is stolen, Primal and several of the strongest mages in his employ *teleport* themselves to the stolen *pad*. The mages simply stand on any of the remaining *teleport pads*, use the number of the Chemcheaux from which the *pad* is stolen, and they appear at the *stolen pad*, wherever it is. All the mages who come to retrieve the item are never under the 18th level of experience, and all carry items of extreme power. XP Value 20,000. GP Value 60,000.

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| DMGR3 | 2123 | Arms and Equipment Guide | GB1 | 7901 | Trouble Brewing |
| DMGR4 | 2128 | Monster Mythology | GB2 | 7902 | Murder in Harmony |
| DQ1 | 9221 | Shattered Statue | GB3 | 7903 | Death on the Docks |
| DRAGxxx | | DRAGON® Magazine #xxx | GB4 | 7904 | Vanishing Investigator |
| DS1 | 2401 | Freedom | GB5 | 7906 | Death in Spades |
| DSQ1 | 2406 | Road to Urik | GDQ | 9179 | Queen of the Spiders |
| DSQ2 | 2410 | Arcane Shadows | GR1 | 9353 | Strongholds |
| DSQ3 | 2412 | Asticlian Gambit | GR2 | 9365 | Dungeons of Mystery |
| DSR1 | 2404 | Slave Tribes | GR3 | 9377 | Treasure Maps |
| DSR2 | 2407 | Dune Raider | GW01 | 7503 | Legion of Gold |
| DSR3 | 2411 | Veiled Alliance | GW02 | 7502 | Famine in Far-Go |
| DSR4 | 2413 | Valley of Dust and Fire | GW03 | 7504 | Cleansing War of Garik Blackhand |
| DUNGxxx | | DUNGEON® Magazine #xxx | GW04 | 7505 | Mind Masters |
| EX1 | 9072 | Dungeonland | GW06 | 7509 | Alpha Factor |
| EX2 | 9073 | Land Beyond the Magic Mirror | GW07 | 7510 | Beta Principle |
| FA1 | 9301 | Halls of the High King | GW08 | 7511 | Gamma Base |
| FA2 | 9341 | Nightmare Keep | GW09 | 7512 | Delta Fragment |
| FMA1 | 9333 | Fires of Zatal | GW10 | 7513 | Epsilon Cyborgs |
| FMA2 | 9340 | Endless Armies | GWAC1 | 6501 | GAMMA WORLD® Referee's Screen |
| FMQ1 | 9349 | City of Gold | GWAC1 | 6502 | GAMMA WORLD® Referee's Screen |
| FOR1 | 9297 | Draconomicon | GWAC2 | 7507 | GAMMA WORLD® PC Record Sheets |
| FOR2 | 9326 | Drow of the Underdark | GWQ1 | 7516 | Mutant Master |
| FOR3 | 9346 | Pirates of the Fallen Stars | H1 | 9122 | Bloodstone Pass |
| FR02 | 9217 | Moonshae | H2 | 9168 | Mines of Bloodstone |
| FR03 | 9224 | Empires of the Sands | H3 | 9200 | Bloodstone Wars |
| FR04 | 9229 | Magister | H4 | 9228 | Throne of Bloodstone |
| FR05 | 9233 | Savage Frontier | HHQ1 | 9330 | Fighter's Challenge |
| FR06 | 9235 | Dreams of the Red Wizards | HHQ2 | 9359 | Wizard's Challenge |
| FR07 | 9252 | Hall of Heroes | HR1 | 9322 | Vikings Campaign Source Book |
| FR08 | 9262 | Cities of Mystery | HR2 | 9323 | Charlemaine's Paladins Campaign Source Book |
| FR09 | 9267 | Bloodstone Lands | HR3 | 9376 | Celts Campaign Source Book |
| FR10 | 9274 | Old Empires | HR4 | 9370 | Mighty Fortress Campaign Source Book |
| FR11 | 9300 | Dwarves Deep | HWA1 | 9303 | Nightwail |
| FR12 | 9324 | Horde Campaign | HWA2 | 9310 | Nightrage |
| FR13 | 9320 | Anauroch | HWA3 | 9311 | Nightstorm |
| FR14 | 9351 | Great Glacier | HWQ1 | 9378 | Milenian Scepter |
| FR15 | 9373 | Gold and Glory | HWR1 | 9332 | Sons of Azca |
| FRA1 | 9281 | Storm Riders | HWR2 | 9339 | Kingdom of Nithia |
| FRA2 | 9290 | Black Courser | HWR3 | 9384 | Milenian Empire |
| FRA3 | 9304 | Blood Charge | I01 | 9046 | Dwellers of the Forbidden City |
| FRC1 | 9238 | Ruins of Adventure | I02 | 9055 | Tomb of the Lizard King |
| FRC2 | 9239 | Curse of the Azure Bonds | I03 | 9052 | Pharaoh |
| FRE1 | 9247 | Shadowdale | I04 | 9053 | Oasis of the White Palm |
| FRE2 | 9248 | Tantras | I05 | 9054 | Lost Tomb of Martek |
| FRE3 | 9249 | Waterdeep | I06 | 9075 | Ravenloft |
| FROA1 | 9307 | Ninja Wars | I07 | 9152 | Baltron's Beacon |
| FRQ1 | 9354 | Haunted Halls of Eveningstar | I08 | 9169 | Ravager of Time |
| FRQ2 | 9369 | Hordes of Dragonspear | I09 | 9178 | Day of Al' Akbar |
| G1 | 9016 | Steading of the Hill Giant Chief | I10 | 9181 | Ravenloft II |
| G123 | 9058 | Against the Giants | I11 | 9187 | Needle |
| G2 | 9017 | Glacial Rift of the Frost Giant Jarl | I12 | 9201 | Egg of the Phoenix |
| G3 | 9018 | Hall of the Fire Giant King | I13 | 9202 | Adventure Pack I |
| GAZ01 | 9193 | Grand Duchy of Karmeikos | I14 | 9226 | Swords of the Iron Legion |
| GAZ02 | 9194 | Emirates of Ylaruam | I3:5 | 9199 | Desert of Desolation |
| GAZ03 | 9208 | Principalities of Glantri | IJ1 | 6752 | Indiana Jones and the Temple of Doom |
| GAZ04 | 9215 | Kingdom of Ierendi | IJ2 | 6751 | Raiders of the Lost Ark |
| GAZ05 | 9223 | Elves of Alfheim | IJ3 | 6753 | Crystal Death |
| GAZ06 | 9227 | Dwarves of Rockhome | IJ4 | 6755 | Golden Goddess |
| GAZ07 | 9230 | Northern Reaches | IJ5 | 6756 | Nepal Nightmare |
| GAZ08 | 9232 | Five Shires | IJ6 | 6757 | Fourth Nail |
| GAZ09 | 9236 | Minrothad Guilds | IJAC1 | 6754 | Indiana Jones Judges Survival Guide |
| GAZ10 | 9241 | Orcs of Thar | IM1 | 9171 | Immortal Storm |
| GAZ11 | 9250 | Republic of Darokin | IM2 | 9189 | Wrath of Olympus |
| GAZ12 | 9246 | Golden Khan of Ethengar | IM3 | 9207 | Best of Intentions |
| GAZ13 | 9287 | Shadow Elves | IMAGxx | | IMAGINE™ Magazine #xx |
| GAZ14 | 9306 | Atruaghin Clans | L1 | 9045 | Secret of Bone Hill |

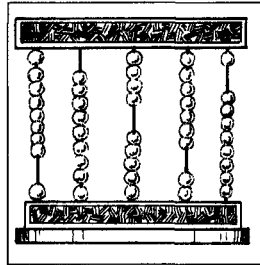
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|--------|------|----------------------------------------|---------|------|--------------------------------------|
| L2 | 9057 | Assassin's Knot | MSL2 | 6901 | Warlord of Baluur |
| LC1 | | Gateway to RAVENS BLUFF™ | MSL3 | 6902 | Spore of Arthros |
| LC2 | 9282 | Inside RAVENS BLUFF™ | MSL4 | 6904 | Stygian Knight |
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| LNA2 | 9305 | Nehwon | MT2 | 6886 | Weird, Weird West |
| LNA3 | 9318 | Prince of Lankhmar | MT3 | 6891 | Revenge of Kang |
| LNQ1 | 9371 | Slayers of Lankhmar | MU1 | 6878 | MARVEL UNIVERSE™ Volume 1 |
| LNR1 | 9295 | Wonders of Lankhmar | MU2 | 6881 | MARVEL UNIVERSE™ Volume 2 |
| LNR2 | 9329 | Tales of Lankhmar | MU3 | 6883 | MARVEL UNIVERSE™ Volume 3 |
| M1 | 9159 | Into the Maelstrom | MU4 | 6884 | MARVEL UNIVERSE™ Volume 4 |
| M2 | 9148 | Vengeance of Alphaks | MU5 | 6887 | MARVEL UNIVERSE™ 1989 Update |
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| MA1 | 6872 | Children of the Atom | MV1 | 9104 | Midnight on Dagger Alley |
| MA2 | 6874 | AVENGERS™ Coast to Coast | MX1 | 6873 | Nightmares of Futures Past |
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| MC01 | 2102 | Monstrous Compendium Volume 1 | N1 | 9063 | Against the Cult of the Reptile God |
| MC02 | 2103 | Monstrous Compendium Volume 2 | N2 | 9084 | Forest Oracle |
| MC03 | 2104 | Monstrous Compendium FORGOTTEN REALMS® | N3 | 9163 | Destiny of Kings |
| MC04 | 2105 | Monstrous Compendium DRAGONLANCE® | N4 | 9185 | Treasure Hunt |
| MC05 | 2107 | Monstrous Compendium GREYHAWK® | N5 | 9212 | Under Illefarn |
| MC06 | 2116 | Monstrous Compendium Kara-Tur | O1 | 9050 | Gem and the Staff |
| MC07 | 2109 | Monstrous Compendium SPELLJAMMER® | O2 | 9108 | Blade of Vengeance |
| MC08 | 2118 | Monstrous Compendium Outer Planes | OA1 | 9164 | Swords of the Daimyo |
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| MC12 | 2405 | Monstrous Compendium DARK SUN™ | OA5 | 9242 | Mad Monkey vs the Dragon Claw |
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| ME1 | 6879 | Cosmos Cubed | OP1 | 9225 | Tales of the Outer Planes |
| ME2 | 6882 | Left Hand of Eternity | PANxx | | Players Association Newsletter #xx |
| ME3 | 6880 | Ragnarok and Roll | PBM1 | 3580 | Conquest of the 25th Century |
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| MH3 | 6855 | Murderworld | PC3 | 9277 | Sea People |
| MH4 | 6859 | Lone Wolves | PC4 | 9368 | Night Howlers |
| MH5 | 6857 | Cat's-Paw | PHBR1 | 2110 | Complete Fighter's Handbook |
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| MHAC4 | 6858 | Pit of the Viper | POLYxxx | | POLYHEDRON® Newszine #xxx |
| MHAC5 | 6861 | Project: Wideawake | Q1 | 9035 | Queen of the Demonweb Pits |
| MHAC6 | 6863 | New York, New York | R1 | | To the Aid of Falx |
| MHAC7 | 6865 | Concrete Jungle | R2 | | Investigation of Hydell |
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| MHAC9 | 6870 | Realms of Magic | R4 | | Doc's Island |
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| REF5 | 9240 | Lords of Darkness | TSAC5 | 7631 | Commando |
| REF6 | 9380 | Rogue's Gallery | TSAC6 | 7632 | Covert Operations Source Book Vol-2 |
| RPGA1 | | Rahasia | TSAC7 | 7635 | F.R.E.E. America |
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| RPGA3 | | Forgotten King | TSE2 | 7636 | Sting of the Spider |
| RQ1 | 9352 | Night of the Walking Dead | TSE3 | 7637 | Web Wars |
| RQ2 | 9364 | Thoughts of Darkness | U1 | 9062 | Sinister Secret of Saltmarsh |
| RQ3 | 9375 | From the Shadows | U2 | 9064 | Danger of Dunwater |
| RR1 | 9331 | Darklords | U3 | 9076 | Final Enemy |
| RR2 | 9336 | Book of Crypts | UK1 | 9066 | Beyond of Crystal Cave |
| RR3 | 9345 | Van Richten's Guide to Vampires | UK2 | 9101 | Sentinel |
| RR4 | 9348 | Islands of Terror | UK3 | 9111 | Gauntlet |
| RR5 | 9355 | Van Richten's Guide to Ghosts | UK4 | 9120 | When a Star Falls |
| RS1 | 9183 | RED SONJA® Unconquered | UK5 | 9125 | Eye of the Serpent |
| S1 | 9022 | Tomb of Horrors | UK6 | 9126 | All that Glitters... |
| S1:4 | 9209 | Realms of Horror | UK7 | 9151 | Dark Clouds Gather |
| S2 | 9027 | White Plume Mountain | WG04 | 9065 | Forgotten Temple of Tharizdun |
| S3 | 9033 | Expedition to the Barrier Peaks | WG05 | 9112 | Mordenkainen's Fantastic Adventure |
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| SF1 | 7801 | Voltornus, Planet of Mystery | WG07 | 9222 | Castle Greyhawk |
| SF2 | 7802 | Starspawn of Voltornus | WG08 | 9253 | Fate of Istus |
| SF2001 | 7815 | 2001 A Space Odyssey | WG09 | 9251 | Gargoyle |
| SF2010 | 7816 | 2010 Odyssey Two | WG10 | 9265 | Child's Play |
| SF3 | 7803 | Sundown on Starmist | WG11 | 9269 | Puppets |
| SF4 | 7809 | Mission to Alcazzar | WG12 | 9270 | Vale of the Mage |
| SFAC1 | 7800 | STAR FRONTIERS® Character Record Sheets | WGA1 | 9279 | Falcon's Revenge |
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| SFKH1 | 7805 | Dramune Run | WGR1 | 9292 | Greyhawk Ruins |
| SFKH2 | 7808 | Mutiny on the Eleanor Moraes | WGR2 | 9360 | Treasures of Greyhawk |
| SFKH3 | 7810 | Face of the Enemy | WGR3 | 9386 | Rary the Traitor |
| SFKH4 | 7812 | War Machine | WGS1 | 9317 | Five Shall Be One |
| SJA1 | 9273 | Wildspace | WGS2 | 9337 | Howl From the North |
| SJA2 | 9286 | Skull & Crossbows | X01 | 9043 | Isle of Dread |
| SJA3 | 9299 | Crystal Spheres | X02 | 9051 | Castle Amber |
| SJA4 | 9325 | Under the Dark Fist | X03 | 9056 | Curse of Xanathon |
| SJQ1 | 9347 | Heart of the Enemy | X04 | 9068 | Master of the Desert Nomads |
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| SJR2 | 9312 | Realmspace | X06 | 9081 | Quagmire! |
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| SJR4 | 9328 | Practical Planetology | X08 | 9127 | Drums on Fire Mountain |
| SJR5 | 9361 | Rock of Bral | X09 | 9129 | Savage Coast |
| SJR6 | 9374 | Greyspace | X10 | 9160 | Red Arrow, Black Shield |
| SJS1 | 9343 | Goblin's Return | X11 | 9165 | Saga of the Shadow Lord |
| T1 | 9026 | Village of Hommlet | X12 | 9188 | Skarda's Mirror |
| T1:4 | 9147 | Temple of Elemental Evil | X13 | 9218 | Crown of Ancient Glory |
| TS001 | | Operation: Sprechenh altestelle | XL1 | 9114 | Quest for the Heartstone |
| TS002 | 7601 | Operation: Rapidstrike | XS2 | 9157 | Thunderdelve Mountain |
| TS003 | 7602 | Lady in Distress | XSOLO | 9082 | Lathan's Gold |
| TS004 | 7603 | Operation: Fastpass | XXVCA1 | 3563 | Buck Rogers in the 25th Century |
| TS005 | 7604 | Orient Express | XXVCA2 | 3566 | NEO in the 25th Century |
| TS006 | 7605 | Ace of Clubs | XXVCR1 | 3565 | Mars in the 25th Century |
| TS007 | 7071 | TOP SECRET® Companion | XXVCR2 | 3567 | Earth in the 25th Century |
| TS008 | 7610 | Operation: Seventh Seal | XXVCR3 | 3572 | Inner Worlds |
| TS1 | 7624 | Operation: Starfire | XXVCR4 | 3575 | Luna |
| TS2 | 7627 | Doomsday Drop | XXVCR5 | 3579 | Belt |
| TS3 | 7630 | Orion Rising | XXVCR6 | 3574 | No Humans Allowed |
| TS4 | 7633 | Commando Brushfire Wars | XXVCR7 | 3582 | Hardware |
| TSA1 | 7638 | Web | XXVCREF1 | 3570 | XXVc™ Character Record Sheets |
| TSA2 | 7640 | Final Weapon | XXVCS1 | 3569 | Deimos Mandate (Labeled XXVCA3) |
| TSAC1 | 7623 | G4 File | XXVCS2 | 3571 | Sargasso of Space |
| TSAC2 | 7623 | AGENT 13™ Source Book | XXVCS3 | 3573 | A Matter of Gravitol |
| TSAC3 | 7626 | Covert Operations Source Book | XXVCS4 | 3578 | Phases of the Moon |
| TSAC4 | 7629 | F.R.E.E. Lancers | | | |

Name EP Cost Book/Page

Abacus

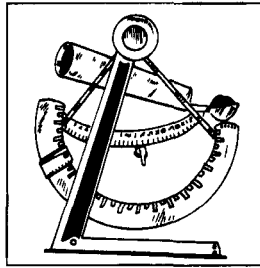
This is a wooden frame, about eight by ten inches across, in which several heavy wires are tightly strung parallel to one another. On each wire are ten wooden balls. The balls on the wires can be manipulated to perform simple mathematical operations such as addition, subtraction, multiplication, and division. Complex equations are not possible.



Abacus, Calculation 1,200 12,000 DRAG073-39

Accelerator

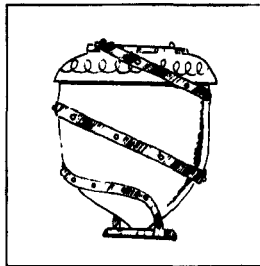
An accelerator is a fantastic weapon built exclusively by the spacefaring Arcane. The device consists of a beam with a cup at one end and a swivel that allows the operator to rotate the beam. Objects placed into the cup are magically accelerated to incredible speeds and flung out into space in whatever direction the beam is pointing.



Accelerator 2,000 8,000 1072-75

Acorn

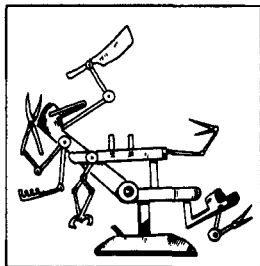
This device looks like a large lead-coated vessel or vase shaped roughly like an acorn. Two golden, raised bands encircle it from top to bottom. Where these meet at the top there usually is a circular seal stamped into the metal. Acorns are used primarily to entrap evil or vile creatures or minions of great strength. The seal cannot be broken from the inside.



Acorn, Wo Mai Relic 30,000 1055-CARD

Aid, Barber

Barber aids are used to assist dwarven barbers in hair and beard care, personal grooming, and dentistry. This invention resembles a barber's chair with adjustable arm and head rests. It has 10 mechanical arms mounted with tools; a comb and brush set, a set of cutting shears, a drill, a tooth puller, a pair of head grips, a pair of hand grips, two mechanical hands, and two sets of nail clippers, one for the hands, and one for the feet.

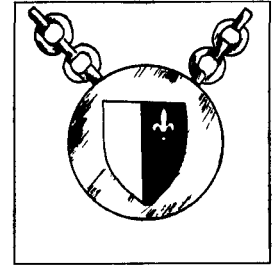


Aid, Barber's 1,200 12,000 AC11-006

Name EP Cost Book/Page

Amulet

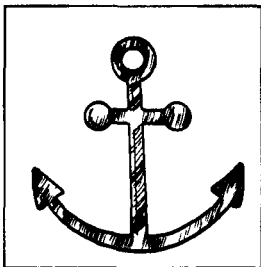
Amulets are magical devices that are commonly worn about the neck, suspended by a chain. The type of chain that comes with a magical amulet generally increases the item's aesthetic value. Amulets can be pinned to a shirt, cloak, or head band, but not boots, hats, or gloves. Only one amulet can be attached to an article of clothing, and only one amulet can be dangled from the neck.



| Name | EP | Cost | Book/Page |
|----------------------------------------------|-------|--------|------------|
| Amulet, Abyss | 2,000 | 6,000 | DUNG013-17 |
| Amulet, Advanced Arachnid Control | 2,000 | 8,000 | 1072-75 |
| Amulet, Amiability | - | 3,500 | POLY043-23 |
| Amulet, Beast, Ivory | - | 5,000 | 1053-057 |
| Amulet, Beast, Silver | 1,000 | 5,000 | 1053-057 |
| Amulet, Cairn Hills | 2,000 | 18,000 | 2023-076 |
| Amulet, Cartographer | 3,000 | 21,000 | M2-31 |
| Amulet, Charm Immunity | 3,000 | 15,000 | PC2-39 |
| Amulet, Charm Resistance +3 | 1,500 | 8,000 | new item |
| Amulet, Charm Resistance +4 | 2,000 | 10,000 | PC2-39 |
| Amulet, Charming | 2,500 | 12,500 | POLY050-17 |
| Amulet, Cheetah, of the | 1,000 | 4,000 | DUNG015-63 |
| Amulet, Communication | 1,000 | 5,000 | 1032-095 |
| Amulet, Control, Caterpillar | 50 | 250 | DRAG030-36 |
| Amulet, Dramatic Death, Blunt Weapon | 300 | 1,500 | PHBR2-105 |
| Amulet, Dramatic Death, Cold | 300 | 1,500 | PHBR2-105 |
| Amulet, Dramatic Death, Edged Weapon | | | PHBR2-105 |
| Amulet, Dramatic Death, Lightning/Electrical | 300 | 1,500 | PHBR2-105 |
| Amulet, Dramatic Death, Magical Fire | 300 | 1,500 | PHBR2-105 |
| Amulet, Dramatic Death, Petrification | 300 | 1,500 | PHBR2-105 |
| Amulet, Efreeti | 9,000 | 45,000 | 14-32 |
| Amulet, Emotions | 1,000 | 5,000 | AC08-007 |
| Amulet, Extension | 1,200 | 15,000 | 2121-132 |
| Amulet, Far Reaching | 1,000 | 5,000 | 2121-132 |
| Amulet, Furyondy | 1,400 | 7,000 | 2023-076 |
| Amulet, Greenstone | 5,000 | 30,000 | FR04-41 |
| Amulet, Hardwater | 300 | 1,500 | DLR1-81 |
| Amulet, Health | 2,000 | 10,000 | 1032-095 |
| Amulet, Health, Cursed | - | 1,000 | 1032-095 |
| Amulet, Hero, of the | 1,500 | 7,500 | POLYINT-27 |
| Amulet, Hunting | 600 | 3,000 | 1032-095 |
| Amulet, Inescapable Location | - | 1,000 | 2100-159 |
| Amulet, Land, of the | 1,500 | 7,500 | LC4-37 |
| Amulet, Leadership | 5,000 | 25,000 | 2121-132 |
| Amulet, Life, Draskilion's | 5,000 | 50,000 | DUNG028-23 |
| Amulet, Magic Resistance 05% | 5,000 | 17,000 | 2121-132 |
| Amulet, Magic Resistance 10% | 5,000 | 20,000 | 2121-132 |
| Amulet, Magic Resistance 15% | 5,000 | 23,000 | 2121-132 |
| Amulet, Magic Resistance 20% | 5,000 | 26,000 | 2121-132 |
| Amulet, Magic Resistance 25% | 5,000 | 29,000 | 2121-132 |
| Amulet, Magic Resistance 30% | 5,000 | 32,000 | 2121-132 |
| Amulet, Metaspell Influence | 3,000 | 15,000 | 2121-133 |
| Amulet, Orcish, Ability Check +1 | 1,000 | 5,000 | GAZ10-08 |
| Amulet, Orcish, Armor Class +1 | 1,000 | 5,000 | GAZ10-08 |

| Name | EP | Cost | Book/Page |
|-----------------------------------------------|--------|--------|-----------------|
| Amulet, Orcish, Combat +1 | 1,000 | 5,000 | GAZ10-08 |
| Amulet, Orcish, Damage +1 | 1,000 | 5,000 | GAZ10-08 |
| Amulet, Orcish, Saves +1 | 1,000 | 5,000 | GAZ10-08 |
| Amulet, Parasites | 600 | 6,000 | DRAG073-38 |
| Amulet, Perpetual Youth | 2,000 | 20,000 | 2121-133 |
| Amulet, Planes, of the | 6,000 | 30,000 | 2100-159 |
| Amulet, Power | 12,000 | 60,000 | DRAG005-28 |
| Amulet, Proof against Detection & Location | 4,000 | 15,000 | 2100-159 |
| Amulet, Protection +1 | 2,000 | 10,000 | <i>new item</i> |
| Amulet, Protection +2 | 3,000 | 15,000 | <i>new item</i> |
| Amulet, Protection +3 | 4,000 | 20,000 | <i>new item</i> |
| Amulet, Protection +4 | 5,000 | 25,000 | <i>new item</i> |
| Amulet, Protection +5 | 6,000 | 30,000 | <i>new item</i> |
| Amulet, Protection, Alignment Change | 3,000 | 30,000 | FR10-83 |
| Amulet, Protection, Crystal Ball and ESP | 4,000 | 15,000 | AC04-007 |
| Amulet, Protection, Good | 600 | 3,000 | DUNG011-34 |
| Amulet, Protection, Life | 5,000 | 20,000 | 2100-159 |
| Amulet, Protection, Sharks | 600 | 3,000 | DLR1-82 |
| Amulet, Protection, Sleep | 500 | 4,000 | DRAG091-57 |
| Amulet, Psionic Reflection | 2,500 | 15,000 | DRAG099-50 |
| Amulet, Shield | 750 | 7,500 | POLY067-10 |
| Amulet, Sleeplessness | — | 1,000 | DRAG091-57 |
| Amulet, Spinecastle | 900 | 4,500 | 2023-076 |
| Amulet, Thet of Pthah | 1,600 | 8,000 | 2006-03 |
| Amulet, Timekeeping | 100 | 500 | AC04-007 |
| Amulet, Undead, 4th Level | 800 | 4,000 | <i>new item</i> |
| Amulet, Undead, 5th Level | 1,000 | 5,000 | 2100-159 |
| Amulet, Undead, 6th Level | 1,200 | 6,000 | 2100-159 |
| Amulet, Undead, 7th Level | 1,400 | 7,000 | 2100-159 |
| Amulet, Undead, 8th Level | 1,600 | 8,000 | 2100-159 |
| Amulet, Undead, 9th Level | 1,800 | 9,000 | 2100-159 |
| Amulet, Undersea Friendship | 800 | 4,000 | LC3-09 |

Anchor



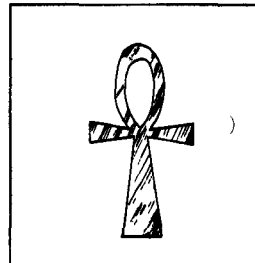
An anchor holds a vehicle in place. A ship's anchor is the most familiar sort, consisting of a straight central bar (the shank), an upper crosspiece (the stock), and two curved lower arms (the crown) having widened ends (the flukes). It is attached to a chain or rope (the cable), which is tightly secured or bolted to the ship. The depth of the water may be determined, if desired, by marks on the chain or rope once the anchor rests on the bottom. Most ordinary anchors are made of iron, though other materials,

usually metal, may be used. A magical *anchor* may be of any size or material, but is always shaped like a ship's anchor.

| | | | |
|--------------------------|-------|--------|----------|
| Anchor, Aerial | 3,000 | 22,500 | AC04-008 |
| Anchor, Fishing | — | 5,000 | AC04-008 |
| Anchor, Man | 3,000 | 22,500 | AC04-008 |
| Anchor, Seafaring | 2,000 | 15,000 | AC04-008 |
| Anchor, Staying, Cursed | — | 2,000 | 1072-76 |
| Anchor, Staying, Greater | 500 | 5,000 | 1072-76 |
| Anchor, Staying, Lesser | 300 | 3,000 | 1072-76 |
| Anchor, Weight | — | 8,000 | AC04-008 |

| Name | EP | Cost | Book/Page |
|------|----|------|-----------|
|------|----|------|-----------|

Ankh



Ankhs are tau crosses with a loop at the top. They are generally used as a symbol of enduring life, the continuation, and creation of life. Originally an Egyptian (or other desert culture) symbol, ankhs have found popularity among the northern cultures. Often, the tau can be found without the rounded or looped top, but these are crosses or cruciforms.

| | | | |
|-------------------------|--------|--------|-----------------|
| Ankh, Life | Relic | 75,000 | FR10-86 |
| Ankh, Nithian, Ixion | 200 | 2,000 | HWR2-d34 |
| Ankh, Nithian, Kagyar | 300 | 3,000 | HWR2-d34 |
| Ankh, Nithian, Pflarr | 250 | 2,500 | HWR2-d34 |
| Ankh, Nithian, Rathanos | 200 | 2,000 | HWR2-d34 |
| Ankh, Nithian, Valerias | 200 | 2,000 | HWR2-d34 |
| Ankh, Power | 12,000 | 60,000 | 2108-090 |
| Ankh, Protection +1 | 2,000 | 10,000 | <i>new item</i> |
| Ankh, Protection +2 | 3,000 | 15,000 | <i>new item</i> |
| Ankh, Protection +3 | 4,000 | 20,000 | <i>new item</i> |
| Ankh, Protection +4 | 5,000 | 25,000 | <i>new item</i> |
| Ankh, Truth | 12,000 | 60,000 | 2013-050 |

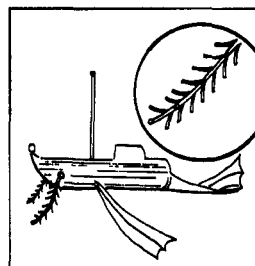
Anklet



A strip of leather or metal with a clasp on each end, this piece of jewelry is usually ornate and adorned with gems. In use, it is fastened around the ankle. It cannot function if it is fastened to any other part of the body and cannot be used by legless creatures. *Anklets* may be found singly or in pairs, but a pair found together need not match.

| | | | |
|-----------------------|-------|--------|-----------------|
| Anklet, Growth | — | 1,200 | AC04-009 |
| Anklet, Hobbling | 600 | 6,000 | AC04-009 |
| Anklet, Levitation | 2,500 | 17,000 | AC04-009 |
| Anklet, Protection +1 | 1,000 | 10,000 | <i>new item</i> |
| Anklet, Protection +2 | 2,000 | 20,000 | <i>new item</i> |
| Anklet, Protection +3 | 3,000 | 30,000 | <i>new item</i> |
| Anklet, Protection +4 | 4,000 | 40,000 | <i>new item</i> |
| Anklet, Protection +5 | 5,000 | 50,000 | <i>new item</i> |
| Anklet, Sinking | — | 600 | AC04-009 |
| Anklet, Walking | 1,200 | 6,000 | AC04-009 |

Antennae



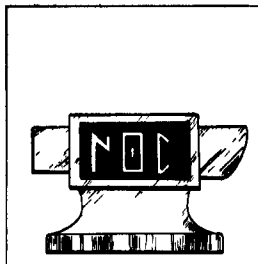
Antennae are items that look like the feelers of insects such as ants, crickets, or beetles. An antenna is usually enchanted to become a feeler for the user, allowing the wearer to see into regions or into varieties of light that cannot be perceived through the use of normal senses. Antennae also can be attached to a spelljammer to allow the helmsman to use them.

| | | | |
|-------------------------|-------|--------|---------|
| Antennae, Triangulation | Relic | 55,000 | SJR2-70 |
|-------------------------|-------|--------|---------|

Name EP Cost Book/Page

Anvil

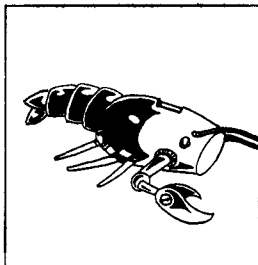
An anvil is a heavy iron block, that has a flat top and a round, horn-shaped end. Blacksmiths heat metals until they soften, and use the anvil's surface to hammer the metal into the desired shape. Magical anvils, however, can be of any size, shape or weight, and they are commonly used to perform functions other than those performed by their nonmagical counterparts.



| | | | |
|--------------------------|-------|--------|------------|
| Anvil, Dwarves, High | 5,000 | 50,000 | DRAG058-27 |
| Anvil, Lortmil Mountains | 3,000 | 30,000 | 2023-077 |
| Anvil, Sympathetic Heat | 6,000 | 30,000 | DRAG073-37 |

Apparatus

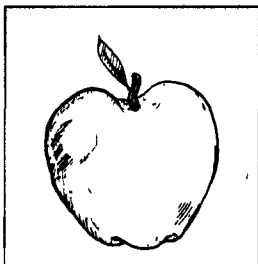
Apparatus is a fancy term for a magical invention. Often, the apparatus is used to perform one, often intricate, operation (such as transferring the life essence of one creature to another, or a vessel that has a multitude of functions to enhance user comfort). An apparatus is not always powerful enough to be considered a relic or artifact.



| | | | |
|------------------------|-------|--------|------------|
| Apparatus, Kwalish | 8,000 | 35,000 | 2100-159 |
| Apparatus, Spikey Owns | 7,000 | 32,000 | DRAG028-31 |
| Apparatus, The | Relic | 70,000 | I10-46 |

Apple

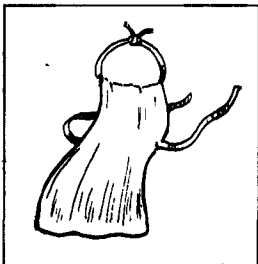
Magical apples can be used to cure magical diseases (such as the mummy's rotting touch) nonmagical diseases, effects that lower ability scores, rage, or energy drains. In Scandinavian legend, Bragi, a son of Odin, was the first recipient of magical apples in recorded history.



| | | | |
|--------------------------|-----|-------|-----------|
| Apple, Bragi | 500 | 2,500 | 1021dm-63 |
| Apple, Cure Disease | 100 | 500 | new item |
| Apple, Cure Light Wounds | 100 | 500 | new item |

Apron

Aprons are used for a multitude of purposes. Mostly, aprons protect users from from the effects of heat, relieve fatigue, grant cooking proficiencies, or promote cleanliness. Aprons usually are manufactured with a long tie rope that must be securely knotted behind the user's back before the apron will function

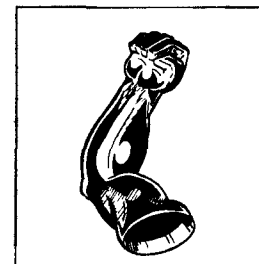


Name EP Cost Book/Page

| | | | |
|----------------------|-------|--------|------------|
| Apron, Comfort | 600 | 3,000 | POLY057-12 |
| Apron, Cooking +1 | 100 | 500 | new item |
| Apron, Cooking +2 | 200 | 1,000 | new item |
| Apron, Heat Immunity | 600 | 3,000 | new item |
| Apron, Protection +1 | 1,000 | 10,000 | new item |
| Apron, Protection +2 | 2,000 | 20,000 | new item |
| Apron, Protection +3 | 3,000 | 30,000 | new item |
| Apron, Protection +4 | 4,000 | 40,000 | new item |
| Apron, Protection +5 | 5,000 | 50,000 | new item |
| Apron, Rejuvenation | 200 | 1,000 | new item |

Arm

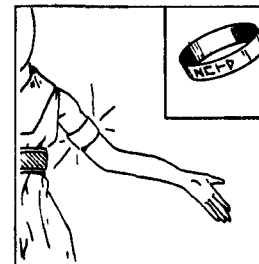
Magical arms are prosthetics that are placed in an empty socket, such as an elbow or a shoulder joint. The arm, once in place, grafts to the user, becoming an easily manipulated appendage. Prosthetics are often permanently attached until a *dispel magic* is cast upon the item, but some can be removed by simply speaking a command word.



| | | | |
|-----------------------|-------|-------|----------|
| Arm, Silver of Ergoto | 1,000 | 5,000 | 2021-096 |
|-----------------------|-------|-------|----------|

Armband

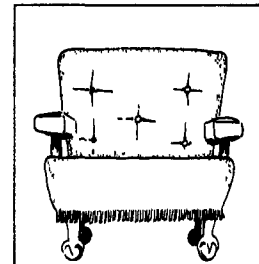
Armbands function in nearly the same way as anklets, but are sturdier. In use, an armband fastens about the upper arm; it will not function if fastened to any other part of the body and cannot be used by armless creatures, though it can be used on a tentacle.



| | | | |
|----------------------------|-------|--------|------------|
| Armband, Death | — | 1,200 | AC04-009 |
| Armband, Healing | 1,500 | 9,000 | AC04-009 |
| Armband, Music | 700 | 7,000 | AC04-009 |
| Armband, Protection +1 | 2,000 | 10,000 | new item |
| Armband, Salutation | — | 1,500 | AC04-009 |
| Armband, Snake-Changi | 250 | 2,500 | POLY017-07 |
| Armband, Strength | 750 | 8,000 | AC04-009 |
| Armband, Variable Strength | — | 750 | AC04-010 |

Armchair

An armchair is a large, upholstered chair with padded arms, sides, and back; normally a cushion covers the seat and is often detachable. Armchairs may be of any color and size; a giant armchair may be 30' tall or more. Armchairs of normal size are 3' wide and deep, and 3' to 5' tall; each weighs about 150 pounds. An armchair has a wood frame covered with padding and fabric.

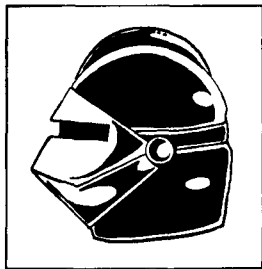


| | | | |
|------------------------|---|-------|----------|
| Armchair, Entrapment | — | 1,000 | new item |
| Armchair, Helplessness | — | 750 | AC04-010 |

| Name | EP | Cost | Book/Page |
|---------------------|-------|--------|-----------|
| Armchair, Relaxing | 4,500 | 25,000 | AC04-010 |
| Armchair, Retrieval | 2,500 | 30,000 | AC04-010 |
| Armchair, Seeing | 2,000 | 10,000 | AC04-010 |
| Armchair, Travel | 2,500 | 30,000 | AC04 010 |
| Armchair, Ugliness | — | 3,500 | AC04-010 |

Armet

This is a tight-fitting helmet with bevor (chin piece) and a movable visor. In the clan lands, armets are crafted only by the clan's master armorer, and are worn only by clan leaders and those under special favor. Armets often are indiscernible from helmets of fine quality, except for the mark of the master armorers who crafted them.



Armet, Wayland

Relic 80,000 1021dm-56

Armor

In this section, you will find information on some very special kinds of armor. Before adding these to your campaign, however, be sure you are fully familiar with the armor gradation system. For each +1 of armor, regardless of the type of armor, the wearer's armor class moves downwards (toward AC 2 to 1 to 0, -1, -2, and so on). Sixty-five percent of all armor (except elfin chain mail) is man-sized, 20% is elf-sized, 10% is dwarf-sized, and 5% gnome or halfling-sized.



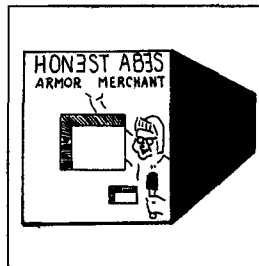
| | | | |
|------------------------------------------------|--------|---------|------------|
| Armor, Absorption | 5,000 | 25,000 | 1013-55 |
| Armor, Acidic Secretion | — | 2,000 | DRAG099-52 |
| Armor, Anything | 4,500 | 45,000 | 2017 104 |
| Armor, Arcane AC 3 | 3,000 | 20,000 | SJR1-76 |
| Armor, Banded +1 | 700 | 4,000 | 2017-088 |
| Armor, Banded +2 | 1,500 | 8,500 | 2017-088 |
| Armor, Banded +3 | 2,250 | 14,500 | 2017-088 |
| Armor, Banded +4 | 3,000 | 19,000 | 2017 088 |
| Armor, Banded +5 | 3,800 | 25,000 | 2017 088 |
| Armor, Blackflame | 36,000 | 200,000 | GAZ08-19 |
| Armor, Blending | 500 | 4,000 | 2100-182 |
| Armor, Bronze +1 | 700 | 4,000 | 2017-088 |
| Armor, Bronze +2 | 1,500 | 8,500 | 2017 088 |
| Armor, Bronze +3 | 2,250 | 14,500 | 2017-088 |
| Armor, Bronze +4 | 3,000 | 19,000 | 2017 088 |
| Armor, Bronze +5 | 3,800 | 25,000 | 2017-088 |
| Armor, Buoyancy | 1,200 | 6,000 | LC4-36 |
| Armor, Chain +1 | 600 | 3,500 | 2011-124 |
| Armor, Chain +2 | 1,200 | 7,500 | 2011-124 |
| Armor, Chain +3 | 2,000 | 12,500 | 2011-124 |
| Armor, Chain +4 | 4,000 | 30,000 | 2017 088 |
| Armor, Chain +5 | 6,000 | 45,000 | 2017-088 |
| Armor, Chain, Blue of Crystalmist Mountains +3 | 3,000 | 17,500 | 2023-086 |
| Armor, Chain, Drow +1 | 1,200 | 7,500 | DMGR3 32 |
| Armor, Chain, Drow +2 | 2,000 | 12,500 | DMGR3-32 |

| Name | EP | Cost | Book/Page |
|---------------------------------|--------|---------|------------|
| Armor, Chain, Drow +3 | 3,000 | 20,000 | DMGR3 32 |
| Armor, Chain, Drow +4 | 5,000 | 30,000 | DMGR3-32 |
| Armor, Chain, Drow +5 | 5,000 | 30,000 | DMGR3 32 |
| Armor, Chain, Elfin +1 | 1,200 | 7,500 | 2017-088 |
| Armor, Chain, Elfin +2 | 2,000 | 12,500 | 2017-088 |
| Armor, Chain, Elfin +3 | 3,000 | 20,000 | 2017-088 |
| Armor, Chain, Elfin +4 | 5,000 | 30,000 | 2017 088 |
| Armor, Chain, Elfin +5 | 7,500 | 50,000 | 2017-088 |
| Armor, Charm | 1,000 | 7,500 | 1013-55 |
| Armor, Command | 1,000 | 10,000 | 2100-182 |
| Armor, Concealed Wizardry | +300 | +1,500 | DRAG179 68 |
| Armor, Continual Cleanliness +2 | 1,200 | 12,000 | SJR2 71 |
| Armor, Cure Wounds | 5,000 | 40,000 | 1013-55 |
| Armor, Desert Evening | 500 | 2,500 | DRAG179-68 |
| Armor, Dragon +2 | 2,000 | 15,000 | DCDL04-26 |
| Armor, Dragon, Black | 1,000 | 7,500 | DRAG062-10 |
| Armor, Dragon, Blue | 1,000 | 7,500 | DRAG062 10 |
| Armor, Dragon, Green | 1,000 | 7,500 | DRAG062 10 |
| Armor, Dragon, Red | 1,000 | 7,500 | DRAG062-10 |
| Armor, Dragon, White | 1,000 | 7,500 | DRAG062-10 |
| Armor, Dragonarmor | 1,000 | 7,500 | 2021-093 |
| Armor, Dwarven Plate +1 | 800 | 5,000 | DMGR3 34 |
| Armor, Dwarven Plate +2 | 1,750 | 10,500 | DMGR3 34 |
| Armor, Dwarven Plate +3 | 2,750 | 15,500 | DMGR3 34 |
| Armor, Dwarven Plate +4 | 3,500 | 20,500 | DMGR3-34 |
| Armor, Dwarven Plate +5 | 4,500 | 27,500 | DMGR3-34 |
| Armor, Electricity | 1,500 | 15,000 | 1013 55 |
| Armor, Energy Drain | 1,500 | 15,000 | 1013 55 |
| Armor, Etherealness | 5,000 | 30,000 | 2100-182 |
| Armor, Fear | 4,000 | 40,000 | 2100 182 |
| Armor, Field +1 | 1,500 | 15,000 | 2017-088 |
| Armor, Field +2 | 3,000 | 30,000 | 2017-088 |
| Armor, Field +3 | 5,000 | 50,000 | 2017-088 |
| Armor, Field +4 | 8,000 | 80,000 | 2017 088 |
| Armor, Field +5 | 12,000 | 120,000 | 2017-088 |
| Armor, Fly | 1,000 | 7,500 | 1013 55 |
| Armor, Full +1 | 3,000 | 30,000 | 2017-088 |
| Armor, Full +2 | 5,000 | 50,000 | 2017-088 |
| Armor, Full +3 | 8,000 | 80,000 | 2017 088 |
| Armor, Full +4 | 12,000 | 120,000 | 2017 088 |
| Armor, Full +5 | 16,000 | 160,000 | 2017 088 |
| Armor, Full, Keolish, of the +1 | 1,500 | 7,500 | 2023 087 |
| Armor, Gaseous Form | 3,000 | 15,000 | 1013-55 |
| Armor, Haste | 2,000 | 10,000 | 1013-55 |
| Armor, Healing +1 | 5,000 | 40,000 | 2018 131 |
| Armor, Healing +2 | 10,000 | 80,000 | new item |
| Armor, Invisibility | 1,500 | 7,500 | 1013-55 |
| Armor, Ironman | 2,000 | 20,000 | DUNG022-42 |
| Armor, Laeral's Storm +2 | 1,800 | 13,500 | FR04-31 |
| Armor, Leather +1 | 300 | 2,000 | 2011-124 |
| Armor, Leather +2 | 1,000 | 7,500 | 2017-088 |
| Armor, Leather +3 | 1,750 | 12,500 | 2017-088 |
| Armor, Leather +4 | 3,000 | 15,000 | 2017-088 |
| Armor, Leather +5 | 5,000 | 17,500 | 2017-088 |
| Armor, Leather, Studded +1 | 400 | 2,500 | 2011 124 |
| Armor, Leather, Studded +2 | 1,250 | 6,500 | 2017-088 |
| Armor, Leather, Studded +3 | 3,000 | 8,500 | 2017-088 |
| Armor, Leather, Studded +4 | 5,000 | 10,500 | 2017-088 |
| Armor, Leather, Studded +5 | 7,000 | 12,500 | 2017-088 |
| Armor, Missile Attraction -1 | — | 1,500 | 2018 131 |
| Armor, Missile Attraction -2 | — | 3,000 | 2018-131 |
| Armor, Missile Attraction -3 | — | 4,500 | 2018-131 |
| Armor, Missile Attraction -4 | — | 6,000 | 2018-131 |
| Armor, Padded +1 | 600 | 3,000 | new item |
| Armor, Padded +2 | 1,200 | 6,000 | new item |
| Armor, Padded +3 | 1,800 | 9,000 | new item |

| Name | EP | Cost | Book/Page |
|-----------------------------------------|-------|--------|-----------------|
| Armor, Padded +4 | 2,100 | 12,000 | <i>new item</i> |
| Armor, Padded +5 | 2,400 | 15,000 | <i>new item</i> |
| Armor, Plate +1 | 800 | 5,000 | 2011-124 |
| Armor, Plate +2 | 1,750 | 10,500 | 2011-124 |
| Armor, Plate +3 | 2,750 | 15,500 | 2011-124 |
| Armor, Plate +4 | 3,500 | 20,500 | 2011-124 |
| Armor, Plate +5 | 4,500 | 27,500 | 2011-124 |
| Armor, Possession | 1,000 | 5,000 | 2018-131 |
| Armor, Presence | 1,000 | 5,000 | 2018-131 |
| Armor, Quality | 1,500 | 6,000 | 2018-131 |
| Armor, Rage | — | 1,500 | 2100-182 |
| Armor, Rainbow +3 | 2,000 | 12,500 | POLY043-21 |
| Armor, Reflection | 1,000 | 5,000 | 1013-56 |
| Armor, Remove Curse | 1,000 | 7,500 | 1013-56 |
| Armor, Ring +1 | 400 | 2,500 | 2011-124 |
| Armor, Ring +2 | 1,250 | 6,000 | 2017-088 |
| Armor, Ring +3 | 2,500 | 13,000 | 2017-088 |
| Armor, Ring +4 | 5,000 | 18,000 | 2017-088 |
| Armor, Ring +5 | 7,500 | 25,000 | 2017-088 |
| Armor, Scale +1 | 500 | 3,000 | 2011-124 |
| Armor, Scale +2 | 1,100 | 6,750 | 2011-124 |
| Armor, Scale +3 | 2,500 | 12,500 | 2017-088 |
| Armor, Scale +4 | 5,000 | 15,500 | 2017-088 |
| Armor, Scale +5 | 7,500 | 17,500 | 2017-088 |
| Armor, Scale, Horus + | 3,500 | 25,000 | FR10-85 |
| Armor, Scale, White, Griff Mountains +3 | 2,250 | 13,500 | 2023-087 |
| Armor, Shiva's +4 | Relic | P | 2006-08 |
| Armor, Solamnus | 2,000 | 10,000 | 2021-093 |
| Armor, Splint +1 | 700 | 4,000 | 2011-124 |
| Armor, Splint +2 | 1,500 | 8,500 | 2011-124 |
| Armor, Splint +3 | 2,250 | 14,500 | 2011-124 |
| Armor, Splint +4 | 3,000 | 19,000 | 2011-124 |
| Armor, Splint +5 | 5,000 | 25,000 | 2011-124 |
| Armor, Storm, Laeral's | 350 | 5,000 | DRAG039-42 |
| Armor, Swimming | 700 | 3,500 | DRAG179-68 |
| Armor, Transparent, AC -2 | 3,000 | 30,000 | <i>new item</i> |
| Armor, Transparent, AC -1 | 2,500 | 25,000 | <i>new item</i> |
| Armor, Transparent, AC 0 | 2,000 | 20,000 | <i>new item</i> |
| Armor, Transparent, AC 1 | 1,600 | 16,000 | <i>new item</i> |
| Armor, Transparent, AC 2 | 1,300 | 13,000 | <i>new item</i> |
| Armor, Undead | 1,500 | 15,000 | POLY043-21 |
| Armor, Vulnerability -1 | — | 1,500 | 2018-131 |
| Armor, Vulnerability -2 | — | 3,000 | 2018-131 |
| Armor, Vulnerability -3 | — | 4,500 | 2018-131 |

Armor Merchant

When metal is placed into an armor merchant, it pays a fair price as long as it is fed simple dross metal. It pays 1 gp for every 10 lbs. of metal. Anyone putting in useful items, or magical items, will be disappointed. The machine makes no distinction between gold and lead, silver and iron. All it knows is metal. It cannot detect magic; if a sword +5 is dumped in, only the value of the weight of the metal is redeemed.

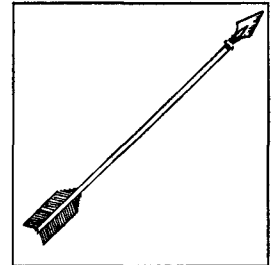


| | | | |
|-----------------------------------------|-------|--------|----------|
| Armor Merchant, Honest Obie's All-Night | 5,000 | 15,000 | AC11-051 |
|-----------------------------------------|-------|--------|----------|

| Name | EP | Cost | Book/Page |
|------|----|------|-----------|
|------|----|------|-----------|

Arrow

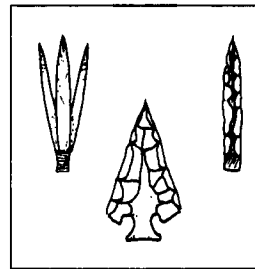
Arrows are straight, slender, pointed missiles. One end usually has a sharp point. Feathers at the other end of the shaft stabilize the arrow in flight. Arrows are useless unless fired from a bow; They cannot be thrown and are too long for a crossbow. When a magic arrow is used (whether it hits or misses), there is a 50% chance it will break or otherwise be rendered useless.



| | | | |
|--------------------------|-------|--------|-----------------|
| Arrow +1 | 20 | 120 | 1011-42 |
| Arrow +2 | 50 | 300 | DUNG017-20 |
| Arrow +3 | 75 | 450 | 2011-125 |
| Arrow +4 | 100 | 600 | 2011-125 |
| Arrow +5 | 150 | 900 | 2011-125 |
| Arrow, Abaris | 200 | 2,000 | 1021-d63 |
| Arrow, Acid +1 | 30 | 75 | POLY047-27 |
| Arrow, Acid +2 | 60 | 150 | <i>new item</i> |
| Arrow, Acid +3 | 90 | 225 | <i>new item</i> |
| Arrow, Acid +4 | 120 | 300 | <i>new item</i> |
| Arrow, Acid +5 | 150 | 370 | <i>new item</i> |
| Arrow, Aggravation +1 | — | 50 | <i>new item</i> |
| Arrow, Aggravation +2 | — | 100 | DRAG135-20 |
| Arrow, Aggravation +3 | — | 150 | DRAG135-20 |
| Arrow, Aggravation +4 | — | 200 | DRAG135-20 |
| Arrow, Aggravation +5 | — | 250 | DRAG135-20 |
| Arrow, Anti-magic +1 | 30 | 180 | DRAG135-20 |
| Arrow, Anti-magic +2 | 60 | 360 | DRAG135-20 |
| Arrow, Anti-magic +3 | 90 | 540 | DRAG135-20 |
| Arrow, Anti-magic +4 | 120 | 720 | DRAG135-20 |
| Arrow, Anti-magic +5 | 150 | 900 | DRAG135-20 |
| Arrow, Biting | 100 | 500 | 1013-56 |
| Arrow, Biting +1 | 100 | 500 | <i>new item</i> |
| Arrow, Biting +2 | 200 | 1,000 | <i>new item</i> |
| Arrow, Biting +3 | 300 | 1,500 | <i>new item</i> |
| Arrow, Black of Iuz, +2 | 750 | 7,500 | 2023-088 |
| Arrow, Blinding | 20 | 120 | DRAG135-20 |
| Arrow, Blinking | 200 | 600 | 1013-56 |
| Arrow, Bow-Breaking | — | 100 | DRAG135-20 |
| Arrow, Burning | 100 | 600 | DRAG135-20 |
| Arrow, Charming | 800 | 2,000 | DRAG091-57 |
| Arrow, Clairaudience | 20 | 120 | DRAG135-20 |
| Arrow, Clairvoyance | 20 | 120 | DRAG135-21 |
| Arrow, Climbing | 300 | 500 | 1013-56 |
| Arrow, Curing | 200 | 400 | 1013-56 |
| Arrow, Direction | 2,500 | 17,500 | 2100-083 |
| Arrow, Disarming | 400 | 700 | 1013-56 |
| Arrow, Disintegration +1 | 60 | 360 | DRAG135-21 |
| Arrow, Dispelling | 200 | 400 | 1013-56 |
| Arrow, Distance +1 | 25 | 150 | DRAG135-21 |
| Arrow, Distance +2 | 50 | 300 | DRAG135-21 |
| Arrow, Distance +3 | 100 | 600 | DRAG135-21 |
| Arrow, Explosions | — | 500 | DRAG135-21 |
| Arrow, Faerie Fire | 20 | 120 | DRAG135-21 |
| Arrow, Fire | 40 | 240 | DRAG135-21 |
| Arrow, Flaming +1 | 15 | 50 | <i>new item</i> |
| Arrow, Flaming +2 | 20 | 60 | POLY047-27 |
| Arrow, Flaming +3 | 40 | 120 | <i>new item</i> |
| Arrow, Flaming +4 | 60 | 300 | <i>new item</i> |
| Arrow, Flaming +5 | 80 | 420 | <i>new item</i> |
| Arrow, Flying | 500 | 750 | 1013-56 |

| Name | EP | Cost | Book/Page | Name | EP | Cost | Book/Page |
|-------------------------------------------|-----|-------|-----------------|------------------------------------|-----|-------|-----------------|
| Arrow, Force -1 | 40 | 120 | <i>new item</i> | Arrow, Seeking | 100 | 500 | 1013-56 |
| Arrow, Force -2 | 60 | 240 | DRAG135-21 | Arrow, Set +1 | 250 | 1,500 | DRAG135-24 |
| Arrow, Force -3 | 80 | 480 | <i>new item</i> | Arrow, Signaling | 20 | 120 | DRAG135-24 |
| Arrow, Harm, Aquatic Creature | 80 | 480 | DRAG135-21 | Arrow, Silence | 20 | 120 | DRAG135-24 |
| Arrow, Harm, Daemon/Demon/Devil | 80 | 480 | DRAG135-21 | Arrow, Sinking | 200 | 400 | 1013-56 |
| Arrow, Harm, Demihuman | 80 | 480 | DRAG135-21 | Arrow, Slaying, Arachnid +3 | 250 | 2,500 | 2100-083 |
| Arrow, Harm, Dragon | 80 | 480 | DRAG135-21 | Arrow, Slaying, Avian +3 | 250 | 2,500 | 2100-083 |
| Arrow, Harm, Elemental | 80 | 480 | DRAG135-21 | Arrow, Slaying, Bard +3 | 250 | 2,500 | 2100-083 |
| Arrow, Harm, Giant | 80 | 480 | DRAG135-21 | Arrow, Slaying, Cleric/Priest +3 | 250 | 2,500 | 2100-083 |
| Arrow, Harm, Lycanthrope | 80 | 480 | DRAG135-21 | Arrow, Slaying, Dragon +3 | 250 | 2,500 | 2100-083 |
| Arrow, Harm, Undead | 80 | 480 | DRAG135-21 | Arrow, Slaying, Druid +3 | 250 | 2,500 | 2100-083 |
| Arrow, Holding | 50 | 300 | DRAG135-21 | Arrow, Slaying, Elemental +3 | 250 | 2,500 | 2100-083 |
| Arrow, Ice | 10 | 50 | POLY047-26 | Arrow, Slaying, Fighter/Warrior +3 | 250 | 2,500 | 2100-083 |
| Arrow, Law | 200 | 400 | 2006-59 | Arrow, Slaying, Giant +3 | 250 | 2,500 | 2100-083 |
| Arrow, Lighting | 50 | 100 | <i>new item</i> | Arrow, Slaying, Golem +3 | 250 | 2,500 | 2100-083 |
| Arrow, Lightning +1 | 75 | 400 | <i>new item</i> | Arrow, Slaying, Illusionist +3 | 250 | 2,500 | 2100-083 |
| Arrow, Lightning +2 | 100 | 600 | DRAG135-21 | Arrow, Slaying, Lycanthrope +3 | 250 | 2,500 | DRAG135-21 |
| Arrow, Lightning +3 | 200 | 1,200 | DRAG135-21 | Arrow, Slaying, Mage +3 | 250 | 2,500 | 2100-083 |
| Arrow, Misdirection | — | 100 | DRAG135-21 | Arrow, Slaying, Mammal +3 | 250 | 2,500 | 2100-083 |
| Arrow, Multiplicity | 100 | 600 | DRAG135-21 | Arrow, Slaying, Paladin +3 | 250 | 2,500 | 2100-083 |
| Arrow, Nilbog | 100 | 150 | POLY047-26 | Arrow, Slaying, Ranger +3 | 250 | 2,500 | 2100-083 |
| Arrow, Paralyzation +1 | 50 | 120 | POLY047-27 | Arrow, Slaying, Reptile +3 | 250 | 2,500 | 2100-083 |
| Arrow, Paralyzation +2 | 100 | 240 | <i>new item</i> | Arrow, Slaying, Sea Monster +3 | 250 | 2,500 | 2100-083 |
| Arrow, Paralyzation +3 | 200 | 480 | <i>new item</i> | Arrow, Slaying, Thief +3 | 250 | 2,500 | 2100-083 |
| Arrow, Penetration | 50 | 300 | DRAG135-21 | Arrow, Slaying, Titan +3 | 250 | 2,500 | 2100-083 |
| Arrow, Perseverance | 50 | 300 | DRAG135-22 | Arrow, Slaying, Troll +3 | 250 | 2,500 | POLY035-10 |
| Arrow, Piercing | 50 | 300 | DRAG135-22 | Arrow, Slaying, Undead +3 | 250 | 2,500 | 2100-083 |
| Arrow, Polymorphing, Five-Headed Hydra +3 | 225 | 1,350 | DRAG135-22 | Arrow, Snake +1 | 50 | 100 | POLY047-27 |
| Arrow, Polymorphing, Glass +3 | 225 | 1,350 | DRAG135-22 | Arrow, Snake +2 | 100 | 200 | <i>new item</i> |
| Arrow, Polymorphing, Ice +3 | 225 | 1,350 | DRAG135-22 | Arrow, Snake +3 | 150 | 300 | <i>new item</i> |
| Arrow, Polymorphing, Medusa +3 | 225 | 1,350 | DRAG135-22 | Arrow, Speaking | 50 | 150 | 1013-56 |
| Arrow, Polymorphing, Ogre +3 | 225 | 1,350 | DRAG135-22 | Arrow, Stirge's Bite +5 | 130 | 780 | DRAG135-24 |
| Arrow, Polymorphing, Owlbear +3 | 225 | 1,350 | DRAG135-22 | Arrow, Stunning | 250 | 750 | 1013-56 |
| Arrow, Polymorphing, Paper +3 | 225 | 1,350 | DRAG135-22 | Arrow, Teleporting | 400 | 800 | 1013-57 |
| Arrow, Polymorphing, Small Animal +3 | 225 | 1,350 | DRAG135-22 | Arrow, Transporting | 400 | 800 | 1013-57 |
| Arrow, Polymorphing, Stone +3 | 225 | 1,350 | DRAG135-22 | Arrow, Wounding | 500 | 2,500 | DUNG033-51 |
| Arrow, Polymorphing, Troll +3 | 225 | 1,350 | DRAG135-22 | | | | |
| Arrow, Polymorphing, Werewolf +3 | 225 | 1,350 | DRAG135-22 | | | | |
| Arrow, Pursuit +1 | 40 | 300 | DRAG135-22 | | | | |
| Arrow, Pursuit +2 | 60 | 400 | DRAG135-22 | | | | |
| Arrow, Pursuit +3 | 85 | 500 | DRAG135-22 | | | | |
| Arrow, Red +1 | 20 | 120 | HWR2-d36 | | | | |
| Arrow, Red +2 | 50 | 300 | HWR2-d36 | | | | |
| Arrow, Red +3 | 75 | 450 | HWR2-d36 | | | | |
| Arrow, Red +4 | 100 | 600 | HWR2-d36 | | | | |
| Arrow, Red +5 | 150 | 900 | HWR2-d36 | | | | |
| Arrow, Red -1 | — | 50 | HWR2-d36 | | | | |
| Arrow, Refilling | 100 | 400 | 1013-56 | | | | |
| Arrow, Returning +1 | 20 | 120 | <i>new item</i> | | | | |
| Arrow, Returning +2 | 30 | 180 | <i>new item</i> | | | | |
| Arrow, Returning +3 | 40 | 240 | <i>new item</i> | | | | |
| Arrow, Returning +4 | 50 | 300 | <i>new item</i> | | | | |
| Arrow, Returning +5 | 60 | 360 | DRAG135-24 | | | | |
| Arrow, Rock Piercing +2 | 35 | 175 | <i>new item</i> | | | | |
| Arrow, Rock Piercing +3 | 45 | 225 | <i>new item</i> | | | | |
| Arrow, Rock Piercing +4 | 55 | 275 | <i>new item</i> | | | | |
| Arrow, Rock Piercing +5 | 65 | 325 | DRAG135-24 | | | | |
| Arrow, Roping | 20 | 120 | DRAG135-24 | | | | |
| Arrow, Scent Detection | 20 | 120 | DRAG135-24 | | | | |
| Arrow, Screaming | 20 | 120 | DRAG135-24 | | | | |

Arrowhead



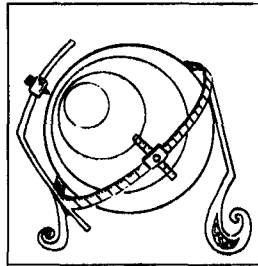
Arrowheads are the tips of arrows or crossbow bolts. Generally made from chipped pieces of rock, arrowheads can also be sculpted from smooth rock, hard wood, glass, or crystal. Magical arrowheads are generally good for one use. When used, an arrowhead keeps its enchantment and can be re-used only if it saves versus crushing blow.

| | | | |
|--------------------------|-----|-------|-----------------|
| Arrowhead, Accuracy +1 | 30 | 90 | <i>new item</i> |
| Arrowhead, Accuracy +2 | 60 | 180 | <i>new item</i> |
| Arrowhead, Accuracy +3 | 90 | 270 | <i>new item</i> |
| Arrowhead, Accuracy +4 | 120 | 360 | <i>new item</i> |
| Arrowhead, Accuracy +5 | 150 | 450 | <i>new item</i> |
| Arrowhead, Blinding | 200 | 800 | GDQ1-124 |
| Arrowhead, Blinding +1 | 300 | 1,000 | GDQ1-124 |
| Arrowhead, Flame Strike | 400 | 2,000 | <i>new item</i> |
| Arrowhead, Lightning | 200 | 1,200 | DRAG127-29 |
| Arrowhead, Long Distance | 50 | 150 | <i>new item</i> |
| Arrowhead, Marking | 25 | 50 | 1060-112 |
| Arrowhead, Obsidian +1 | 20 | 120 | 1066a-58 |
| Arrowhead, Obsidian +2 | 50 | 300 | 1066a-58 |

| Name | EP | Cost | Book/Page |
|------------------------|-----|-------|-----------------|
| Arrowhead, Obsidian +3 | 75 | 450 | 1066a-58 |
| Arrowhead, Obsidian +4 | 100 | 600 | 1066a-58 |
| Arrowhead, Obsidian +5 | 150 | 900 | 1066a-58 |
| Arrowhead, Seeking +1 | 50 | 250 | <i>new item</i> |
| Arrowhead, Seeking +2 | 100 | 500 | <i>new item</i> |
| Arrowhead, Seeking +3 | 200 | 1,000 | <i>new item</i> |
| Arrowhead, Seeking +4 | 300 | 1,500 | <i>new item</i> |
| Arrowhead, Seeking +5 | 500 | 2,500 | <i>new item</i> |
| Arrowhead, Stunning | 200 | 800 | GDQ1-124 |
| Arrowhead, Stunning +1 | 300 | 1,000 | <i>new item</i> |
| Arrowhead, Stunning +2 | 400 | 1,200 | <i>new item</i> |
| Arrowhead, Vapors | 200 | 800 | GDQ1-124 |

Astrolabe

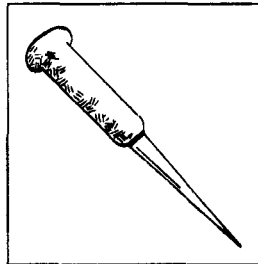
An astrolabe is an archaic device used to determine the placement of all astronomical bodies of Class A or larger. When used within a crystal sphere, the device creates a to-scale three-dimensional picture of the bodies it is aimed at. The astrolabe must be used in a dark room, or during night when no lights can disturb the picture.



| | | | |
|-----------|-------|-------|---------|
| Astrolabe | 2,000 | 8,000 | 1072-76 |
|-----------|-------|-------|---------|

Awl

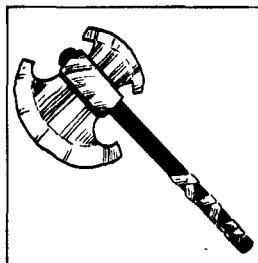
An awl is a common leatherworking tool. It is a metal spike three inches or more long with a wooden handle. The leatherworker uses the awl to bore holes into thick leather to create lacing holes to sew clothing, make boots, or construct armor. While normal awls are common and found in every city and town, magical awls are rare.



| | | | |
|----------------------------------------|-------|--------|-----------------|
| Awl, Above, of the | 1,000 | 5,000 | POLY023-22 |
| Awl, Full | 3,000 | 12,000 | AC04-010 |
| Awl, Hole-Punching | 3,000 | 20,000 | AC04-010 |
| Awl, Inn | 600 | 3,000 | POLY023-22 |
| Awl, Mess | 250 | 1,000 | AC04-010 |
| Awl, Metal Piercing | 3,000 | 20,000 | <i>new item</i> |
| Awl, Protection versus Puncture Wounds | | | |
| Awl, Out | 1,000 | 5,000 | POLY023-22 |

Axe

Axes are wood cutting instruments with sharpened metal or stone heads and wooden handles. Axes also commonly used as weapons of war. War axes come in all sizes, from small hand and throwing axes, to two-handed great axes; Many magically enchanted versions exist, particularly among dwarves.



| Name | EP | Cost | Book/Page |
|-------------------------|-------|--------|-----------------|
| Axe -1 | - | 900 | LNA3-18 |
| Axe +1 | 300 | 1,750 | 1011-42 |
| Axe +2 | 600 | 3,750 | 2011-125 |
| Axe +3 | 1,000 | 7,000 | 2011-125 |
| Axe +4 | 1,500 | 12,000 | 2011-125 |
| Axe +5 | 2,000 | 20,000 | 2011-125 |
| Axe, Battle +1 | 400 | 2,500 | 2011-125 |
| Axe, Battle +2 | 800 | 5,000 | <i>new item</i> |
| Axe, Battle +3 | 1,600 | 10,000 | <i>new item</i> |
| Axe, Battle +4 | 3,200 | 20,000 | <i>new item</i> |
| Axe, Battle +5 | 6,400 | 40,000 | <i>new item</i> |
| Axe, Breathing | 600 | 3,000 | 1013-58 |
| Axe, Brotherhood +1 | 1,000 | 4,000 | <i>new item</i> |
| Axe, Brotherhood +2 | 1,200 | 5,000 | 2021-099 |
| Axe, Brotherhood +3 | 1,400 | 6,000 | 2021-099 |
| Axe, Brotherhood +4 | 1,600 | 7,000 | 2021-099 |
| Axe, Brotherhood +5 | 1,800 | 8,000 | 2021-099 |
| Axe, Charming | 800 | 4,000 | 1013-58 |
| Axe, Cutting +1 | 1,000 | 4,000 | <i>new item</i> |
| Axe, Cutting +2 | 2,000 | 6,000 | 2006-37 |
| Axe, Cutting +3 | 3,000 | 8,000 | 2006-37 |
| Axe, Cutting +4 | 4,000 | 9,000 | 2006-37 |
| Axe, Cutting +5 | 5,000 | 10,000 | 2006-37 |
| Axe, Deceiving | 200 | 1,000 | 1013-58 |
| Axe, Defending | 800 | 4,000 | 1013-58 |
| Axe, Deflecting | 800 | 4,000 | 1013-58 |
| Axe, Draining | 1,000 | 5,000 | 1013-58 |
| Axe, Dwarven Lords | Relic | 55,000 | 2011-156 |
| Axe, Emperors | 2,000 | 20,000 | DLR2-55 |
| Axe, Extinguishing | 800 | 4,000 | 1013-58 |
| Axe, Finding | 2,000 | 10,000 | 1013-58 |
| Axe, Flaming +1 | 1,200 | 6,000 | 1013-58 |
| Axe, Flaming +2 | 2400 | 12,000 | 1013-58 |
| Axe, Flaming +3 | 3600 | 18,000 | 1013-58 |
| Axe, Flaming +4 | 4800 | 24,000 | 1013-58 |
| Axe, Flaming +5 | 6,000 | 30,000 | 1013-58 |
| Axe, Flying | 1,000 | 5,000 | 1013-58 |
| Axe, Frostreaver +4 | 4,000 | 20,000 | 2021-094 |
| Axe, Healing | 3,000 | 15,000 | 1013-58 |
| Axe, Hiding | 1,200 | 6,000 | 1013-58 |
| Axe, Holding | 1,000 | 5,000 | 1013-58 |
| Axe, Hurling +1 | 1,500 | 15,000 | 2017-105 |
| Axe, Hurling +2 | 3,000 | 30,000 | 2017-105 |
| Axe, Hurling +3 | 4,500 | 45,000 | 2100-083 |
| Axe, Hurling +4 | 6,000 | 60,000 | 2100-083 |
| Axe, Hurling +5 | 7,500 | 75,000 | 2100-083 |
| Axe, Lighting | 1,000 | 5,000 | 1013-58 |
| Axe, Lightning | 4,000 | 30,000 | 1013-58 |
| Axe, Sharpness +1 | 7,000 | 35,000 | <i>new item</i> |
| Axe, Silencing | 800 | 3,800 | 1013-58 |
| Axe, Slicing | 900 | 4,500 | 1013-58 |
| Axe, Slowing | 800 | 4,000 | 1013-58 |
| Axe, Speeding | 750 | 3,500 | 1013-58 |
| Axe, Speeding +1 | 1,000 | 5,000 | 1013-58 |
| Axe, Speeding +2 | 1,500 | 6,500 | <i>new item</i> |
| Axe, Speeding +3 | 2,000 | 8,000 | <i>new item</i> |
| Axe, Speeding +4 | 2,500 | 12,500 | <i>new item</i> |
| Axe, Speeding +5 | 3,000 | 15,000 | <i>new item</i> |
| Axe, Sulward +2 | 400 | 2,250 | 2023-088 |
| Axe, Throwing +1 | 600 | 3,500 | <i>new item</i> |
| Axe, Throwing +2 | 750 | 4,500 | 2100-083 |
| Axe, Throwing +3 | 1,000 | 5,000 | <i>new item</i> |
| Axe, Throwing +4 | 2,000 | 10,000 | <i>new item</i> |
| Axe, Throwing +5 | 3,000 | 12,000 | <i>new item</i> |
| Axe, Thumb Height's Man | 500 | 2,500 | 2006-39 |
| Axe, Torshorak +2/+3 | 1,000 | 5,000 | POLY043-21 |

| Name | EP | Cost | Book/Page |
|-----------------------|-------|--------|-----------------|
| Axe, Translating | 1,000 | 1,500 | 1013-58 |
| Axe, Vorpal +1 | 6,000 | 30,000 | <i>new item</i> |
| Axe, Vorpal +2 | 8,000 | 35,000 | <i>new item</i> |
| Axe, Watching | 1,000 | 2,000 | 1013-58 |
| Axe, Wishing | 1,200 | 12,000 | 1013-58 |
| Axe, Woodsman, of the | 800 | 4,000 | POLY057-12 |

| Name | EP | Cost | Book/Page |
|------|----|------|-----------|
|------|----|------|-----------|

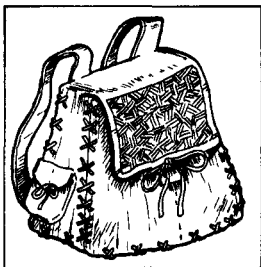
Bag

Bags are cloth or animal skin sacks with drawstrings or clasps to close their mouths. Bags can be attached to belt loops, the belt itself, saddle horns, looped over the arm, etc. A bag always should be kept as dry as possible to discourage rotting. Once rotted to the point where a hole appears, a bag is useless. Likewise, a sword or dagger carelessly stored in a magical bag, can puncture the bag, releasing all its contents and rendering the bag nonmagical.



Backpack

Backpacks are large sacks made of heavy cloth or leather. The sack has two wide straps attached to the front so it can be carried on the shoulders, leaving the hands free. Often, the sack has pockets on either side, and a large pocket on the back. A top flap with a tie can be secured to keep the pack's contents inside, and the weather's effects out.

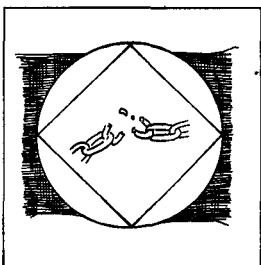


| | | | |
|------------------------------------|-------|--------|------------|
| Backpack, Heward's Handy Haversack | 3,000 | 30,000 | 2100-171 |
| Backpack, Spacious | 2,500 | 25,000 | DRAG073-37 |

| | | | |
|--------------------------|--------|--------|-----------------|
| Bag, Aeolus | Relic | P | 1021-d63 |
| Bag, Beans | 1,000 | 5,000 | 2100-159 |
| Bag, Beans | 1,000 | 5,000 | DRAG171-95 |
| Bag, Bones | 3,000 | 15,000 | 2121-133 |
| Bag, Demons, Pictish | 4,000 | 40,000 | 2006-51 |
| Bag, Devouring | — | 1,500 | 2100-159 |
| Bag, Holding, 50 lbs. | 1,000 | 5,000 | <i>new item</i> |
| Bag, Holding, 100 lbs. | 2,000 | 10,000 | <i>new item</i> |
| Bag, Holding, 150 lbs. | 3,000 | 15,000 | <i>new item</i> |
| Bag, Holding, 200 lbs. | 4,000 | 20,000 | <i>new item</i> |
| Bag, Holding, 250 lbs. | 5,000 | 25,000 | 2100-159 |
| Bag, Holding, 500 lbs. | 7,500 | 37,500 | 2100-159 |
| Bag, Holding, 1,000 lbs. | 10,000 | 50,000 | 2100-159 |
| Bag, Holding, 1,500 lbs. | 12,500 | 65,200 | 2100-159 |
| Bag, Holding, 2,000 lbs. | 15,000 | 70,000 | <i>new item</i> |
| Bag, Infinite Wealth | 5,000 | 50,000 | DRAG002-13 |
| Bag, Transmuting | — | 500 | 2100-160 |
| Bag, Tricks | 2,500 | 15,000 | 2100-160 |
| Bag, Useful Items | 1,500 | 15,000 | DRAG062-66 |
| Bag, Vanishing | 5,000 | 50,000 | PHBR2-106 |
| Bag, Weightlessness | 1,000 | 5,000 | <i>new item</i> |
| Bag, Wind, Aeolus | 4,000 | 20,000 | DRAG027-46 |
| Bag, Wind, Boreas | 1,400 | 7,000 | DRAG027-46 |
| Bag, Wind, Euros | 1,600 | 8,000 | DRAG027-46 |
| Bag, Wind, Notus | 1,300 | 6,500 | DRAG027-46 |
| Bag, Wind, Zephyrus | 1,200 | 6,000 | DRAG027-46 |

Badge

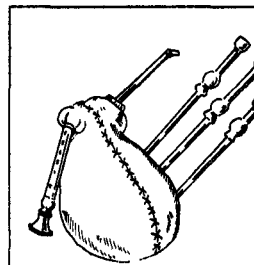
Badges are distinctive insignia, usually a metallic pin, but sometimes a cloth patch or other small item (assume a badge is a metallic pin unless otherwise stated in the item's description). Patches must be sewn or otherwise secured to an exposed piece of clothing to function. Metallic badges must be pinned to the outermost piece of clothing for their magic to be effective.



| | | | |
|---------------------------|-------|--------|-----------------|
| Badge, Control, Animal | 200 | 1,000 | <i>new item</i> |
| Badge, Control, Arachnid | 300 | 1,500 | <i>new item</i> |
| Badge, Control, Fish | 200 | 1,000 | <i>new item</i> |
| Badge, Control, Human | 300 | 3,000 | <i>new item</i> |
| Badge, Control, Marsupial | 200 | 1,000 | <i>new item</i> |
| Badge, Control, Monster | — | — | DUNG011-34 |
| Badge, Control, Plant | 200 | 1,000 | <i>new item</i> |
| Badge, Control, Reptile | 300 | 1,500 | <i>new item</i> |
| Badge, Freedom | 1,000 | 5,000 | 1060-112 |
| Badge, protection +1 | 2,000 | 10,000 | <i>new item</i> |
| Badge, Protection +2 | 2,500 | 12,500 | <i>new item</i> |
| Badge, Protection +3 | 3,000 | 15,000 | <i>new item</i> |
| Badge, Protection +4 | 3,500 | 17,500 | <i>new item</i> |
| Badge, Protection +5 | 4,000 | 20,000 | <i>new item</i> |

Bagpipe

This odd musical instrument consists of a cloth bag attached to several wooden pipes. One pipe has a mouthpiece and another has several holes. If the user blows into the mouthpiece, the pipes produce a reedy wailing. The pipe with holes may be manipulated with fingers or tentacles to produce different notes. The user moves at two-thirds normal rate while playing.

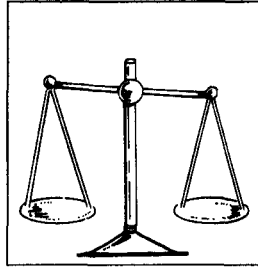


| | | | |
|----------------------------|-------|--------|-----------------|
| Bagpipe, Confusion | 4,000 | 20,000 | AC04-011 |
| Bagpipe, Droning | 4,500 | 22,500 | AC04-011 |
| Bagpipe, Fear | 5,000 | 25,000 | AC04-011 |
| Bagpipe, Feline Attraction | 4,750 | 23,250 | AC04-011 |
| Bagpipe, Rat Attraction | 4,000 | 20,000 | <i>new item</i> |
| Bagpipe, Headache | 5,500 | 26,000 | AC04-011 |
| Bagpipe, Shattering | 1,000 | 50,000 | AC04-011 |

Name EP Cost Book/Page

Balance

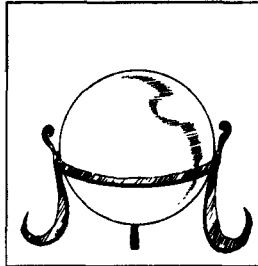
A balance is an instrument used to determine weight. The non-magical version uses a beam and counterweights to determine the exact weight of goods. Magical versions, however, are often used to create a balance, to establish an impartial verdict, or to create an even trade of one sort or another.



| | | | |
|---------------------|-------|--------|----------|
| Balance, Conversion | 5,000 | 50,000 | AC04-011 |
| Balance, Judgment | 1,000 | 5,000 | AC04-011 |
| Balance, Power | 6,000 | 30,000 | AC04-012 |

Ball

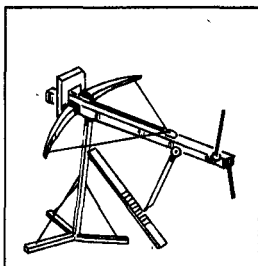
Balls are spherical (or at least roughly spherical) objects, constructed from a multitude of elements; from leather to rock, from sculpted wood to crystal. Balls are commonly used to divine answers beyond the user's usual senses; the well-known *crystal ball* is an outstanding example of the power and usefulness of magical balls.



| | | | |
|-----------------------------------|--------|---------|------------|
| Ball, Base | 1,800 | 15,000 | AC04-012 |
| Ball, Bowling | 1,800 | 12,500 | DRAG072-51 |
| Ball, Bowling, Damos's | 22,500 | 225,000 | AC11-026 |
| Ball, Ch'Thon's Astral | 1,200 | 12,000 | AC11-019 |
| Ball, Cosmetics | 1,000 | 5,000 | DRAG073-36 |
| Ball, Crystal | 1,000 | 5,000 | 2100-164 |
| Ball, Crystal, with Clairaudience | 2,000 | 10,000 | 2100-164 |
| Ball, Crystal, with ESP | 2,000 | 10,000 | 2100-164 |
| Ball, Crystal, Hypnosis | — | 3,000 | 2100-165 |
| Ball, Crystal, Normal | 1,000 | 5,000 | AC04-012 |
| Ball, Crystal, Sending | 2,000 | 10,000 | AC04-012 |
| Ball, Crystal, with Telepathy | 2,000 | 10,000 | 2100-164 |
| Ball, Cue | 1,200 | 6,000 | AC04-012 |
| Ball, Elemental, Air | 1,000 | 5,000 | AC04-012 |
| Ball, Elemental, Earth | 1,000 | 5,000 | AC04-012 |
| Ball, Elemental, Fire | 1,000 | 5,000 | AC04-012 |
| Ball, Elemental, Water | 1,000 | 5,000 | AC04-012 |
| Ball, Endless String | 1,200 | 6,000 | DRAG062-67 |
| Ball, Foot | 800 | 4,000 | POLY023-22 |
| Ball, Onyx | 1,000 | 5,000 | DRAG120-18 |
| Ball, Power | 500 | 800 | AC04-012 |

Ballista

A ballista is a siege engine that resembles a large crossbow. Magical versions are rare. A ballista can be placed onto a turret to allow for complete 360° movement if desired, otherwise they are positioned and remain stationary unless the weapon's crew spends a complete round turning the weapon.

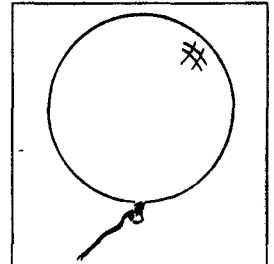


Name EP Cost Book/Page

| | | | |
|-----------------------------|-------|--------|----------|
| Ballista, Cursed Heavy -1 | — | 1,000 | new item |
| Ballista, Cursed Light -1 | — | 1,000 | new item |
| Ballista, Cursed Medium -1 | — | 1,000 | new item |
| Ballista, Doubling, Heavy | 2,000 | 10,000 | new item |
| Ballista, Doubling, Light | 3,000 | 15,000 | new item |
| Ballista, Doubling, Medium | 4,000 | 20,000 | new item |
| Ballista, Flame Strike | 5,000 | 50,000 | new item |
| Ballista, Heavy +1 | 800 | 8,000 | SJR2-72 |
| Ballista, Heavy +2 | 1,600 | 16,000 | SJR2-72 |
| Ballista, Heavy +3 | 3,200 | 32,000 | SJR2-72 |
| Ballista, Hunting | 40 | 400 | AC11-090 |
| Ballista, Light +1 | 400 | 4,000 | SJR2-72 |
| Ballista, Light +2 | 800 | 8,000 | SJR2-72 |
| Ballista, Light +3 | 1,600 | 16,000 | SJR2-72 |
| Ballista, Medium +1 | 600 | 6,000 | SJR2-72 |
| Ballista, Medium +2 | 1,200 | 12,000 | SJR2-72 |
| Ballista, Medium +3 | 2,400 | 24,000 | SJR2-72 |
| Ballista, Seeking +1 | 600 | 6,000 | new item |
| Ballista, Seeking +2 | 1,200 | 12,000 | new item |
| Ballista, Seeking +3 | 2,400 | 24,000 | new item |
| Ballista, Waterline Seeking | 1,000 | 5,000 | new item |

Balloon

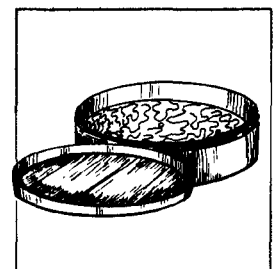
A magical balloon is a perfect sphere, usually transparent but sometimes tinted a single color. The sphere may be from two inches to 50 feet in diameter and is generally made entirely of magic rather than matter of any kind. It cannot be flattened, dented, distorted, or damaged by blunt weapons. If free-floating, a balloon is AC 7.



| | | | |
|----------------------|-------|--------|----------|
| Balloon, Air | 300 | 650 | AC04-013 |
| Balloon, Carnivorous | — | 200 | AC04-013 |
| Balloon, Containment | 200 | 400 | AC04-013 |
| Balloon, Hot Air | 4,200 | 10,000 | AC11-063 |
| Balloon, Poison | 200 | 400 | AC04-013 |
| Balloon, Rust | 300 | 500 | AC04-013 |
| Balloon, Soap | 100 | 200 | AC04-013 |
| Balloon, Traveling | 400 | 600 | AC04-013 |
| Balloon, Word | 400 | 600 | AC04-013 |

Balm

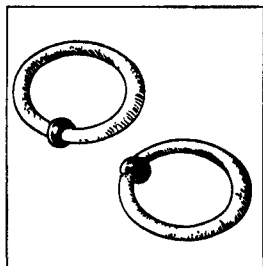
Balms are oily, resinous substances that are frequently used for medicinal purposes (and sometimes for less beneficent ends). Often oily and fragrant, the effects of balms come from either the balm's contact with the skin, or from the vapors rising from the substance. Magical balms generally have both a normal and a magical medicinal value.



| | | | |
|----------------------|-----|-------|------------|
| Balm, Burns | 200 | 300 | DRAG117-18 |
| Balm, Fear Banisher | 200 | 400 | DRAG117-18 |
| Balm, Healing | 200 | 400 | 2100-143 |
| Balm, Healing, Extra | 400 | 800 | DRAG130-40 |
| Balm, Healing, Super | 500 | 1,000 | CM2-29 |
| Balm, Poison & Venom | — | 150 | DRAG117-19 |
| Balm, XYZ | 300 | 500 | DRAG163-22 |

Name EP Cost Book/Page

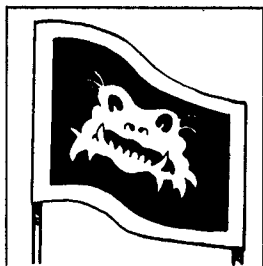
Band



Bands are thin, flat strips of metal or leather used to confine or bind something. However, they also can be used as decorative accessories. Bands have also been used as a statement of rank, designating an individual as a slave or someone in the servitude of a powerful individual. The rich often decorate their bands with gems, feathers, etc.

| | | | |
|------------------------|-------|--------|------------|
| Band, Bilarro's Iron | 750 | 5,000 | 2100-173 |
| Band, Bird Restraint | 100 | 500 | DRAG073-39 |
| Band, Denial | 4,000 | 20,000 | 1060-112 |
| Band, Might, Str 18.00 | 2,000 | 20,000 | 1066-80 |
| Band, Might, Str 19 | 2,500 | 25,000 | 1066-80 |
| Band, Might, Str 20 | 3,000 | 30,000 | 1066-80 |
| Band, Might, Str 21 | 3,500 | 35,000 | 1066-80 |
| Band, Might, Str 22 | 4,000 | 40,000 | 1066-80 |
| Band, Protection +1 | 2,000 | 10,000 | new item |
| Band, Protection +2 | 2,500 | 12,500 | new item |
| Band, Protection +3 | 3,000 | 15,000 | new item |
| Band, Protection +4 | 3,500 | 17,500 | new item |
| Band, Protection +5 | 4,000 | 20,000 | new item |

Banner

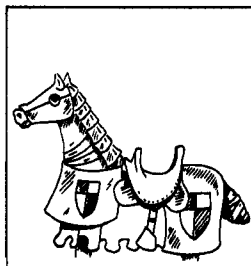


A magical banner appears much like a normal scarf or narrow blanket. No written words are visible upon it except to certain creatures, as given in its description. The words seen on a banner are always readable if the victim has greater than animal intelligence. Most magical banners must be displayed over or near an entrance of some type to have a magical effect, others must be carried in front of an armed party.

| | | | |
|-----------------------------------|--------|---------|------------|
| Banner, Attraction | 1,000 | 4,000 | AC04-014 |
| Banner, Bravery | 4,500 | 7,500 | AC04-014 |
| Banner, Cursed | — | 1,200 | AC04-014 |
| Banner, Ferocity | 4,000 | 20,000 | DRAG178-17 |
| Banner, Flying | 1,000 | 5,000 | AC04-014 |
| Banner, Friendship | 1,250 | 4,500 | AC04-014 |
| Banner, Holy | 6,000 | 30,000 | DRAG178-17 |
| Banner, Insults | — | 450 | AC04-014 |
| Banner, Law's | 5,000 | 25,000 | 2121-139 |
| Banner, Magic Shield | 5,000 | 25,000 | DRAG178-17 |
| Banner, Privacy | 1,500 | 5,000 | AC04-014 |
| Banner, Protection | 7,500 | 30,000 | 2018-134 |
| Banner, Protection +2 | 20,000 | 100,000 | new item |
| Banner, Protection, Cold | 3,000 | 15,000 | DRAG178-17 |
| Banner, Protection, Electricity | 3,000 | 15,000 | DRAG178-17 |
| Banner, Protection, Fire | 3,000 | 15,000 | DRAG178-17 |
| Banner, Protection, Gas | 3,000 | 15,000 | DRAG178-17 |
| Banner, Protection, Petrification | 3,000 | 15,000 | DRAG178-17 |
| Banner, Terror | 4,000 | 20,000 | DRAG178-17 |

Name EP Cost Book/Page

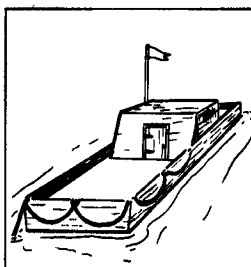
Barding



A war horse or any animal trained for combat is a considerable investment for the average warrior. Therefore it behooves the owner to see that his mount is as well protected as possible. Other than avoiding risks, the best protection is horse armor, or barding. Barding is simply some type of armor fitted to be worn by the mount.

| | | | |
|-------------------------------------------|-------|--------|----------|
| Barding, Deceptive Travel, Basilisk | 600 | 6,000 | AC04-014 |
| Barding, Deceptive Travel, Cave Bear | 600 | 6,000 | AC04-014 |
| Barding, Deceptive Travel, Giant Scorpion | 500 | 5,000 | AC04-014 |
| Barding, Deceptive Travel, Manticore | 600 | 6,000 | AC04-014 |
| Barding, Deceptive Travel, Rust Monster | 500 | 5,000 | AC04-014 |
| Barding, Deceptive Travel, Tuatara Lizard | 300 | 3,000 | AC04-014 |
| Barding, Easy Travel | 200 | 2,000 | AC04-014 |
| Barding, Magical, Banded +1 | 500 | 5,000 | PC2-39 |
| Barding, Magical, Banded +2 | 1,000 | 10,000 | PC2-39 |
| Barding, Magical, Banded +3 | 2,000 | 20,000 | PC2-39 |
| Barding, Magical, Banded +4 | 4,000 | 40,000 | PC2-39 |
| Barding, Magical, Banded +5 | 8,000 | 80,000 | PC2-39 |
| Barding, Magical, Chain +1 | 500 | 5,000 | PC2-39 |
| Barding, Magical, Chain +2 | 1,000 | 10,000 | PC2-39 |
| Barding, Magical, Chain +3 | 2,000 | 20,000 | PC2-39 |
| Barding, Magical, Chain +4 | 4,000 | 40,000 | PC2-39 |
| Barding, Magical, Chain +5 | 8,000 | 80,000 | PC2-39 |
| Barding, Magical, Field +1 | 500 | 5,000 | PC2-39 |
| Barding, Magical, Field +2 | 1,000 | 10,000 | PC2-39 |
| Barding, Magical, Field +3 | 2,000 | 20,000 | PC2-39 |
| Barding, Magical, Field +4 | 4,000 | 40,000 | PC2-39 |
| Barding, Magical, Field +5 | 8,000 | 80,000 | PC2-39 |
| Barding, Magical, Plate +1 | 500 | 5,000 | PC2-39 |
| Barding, Magical, Plate +2 | 1,000 | 10,000 | PC2-39 |
| Barding, Magical, Plate +3 | 2,000 | 20,000 | PC2-39 |
| Barding, Magical, Plate +4 | 4,000 | 40,000 | PC2-39 |
| Barding, Magical, Plate +5 | 8,000 | 80,000 | PC2-39 |
| Barding, Magical, Scale +1 | 500 | 5,000 | PC2-39 |
| Barding, Magical, Scale +2 | 1,000 | 10,000 | PC2-39 |
| Barding, Magical, Scale +3 | 2,000 | 20,000 | PC2-39 |
| Barding, Magical, Scale +4 | 4,000 | 40,000 | PC2-39 |
| Barding, Magical, Scale +5 | 8,000 | 80,000 | PC2-39 |

Barge

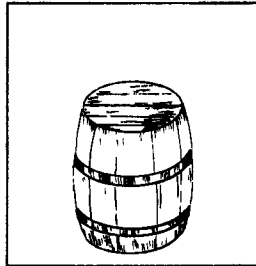


Barges are long, narrow vessels used for river travel. A typical barge measures 14 feet wide, and 35 feet long. Barges used to transport prominent dignitaries or valuable cargo, commonly carry up to four light ballista (or even more). These weapons are mounted and turreted, allowing the weapon to fire in any direction to protect the precious cargo.

| Name | EP | Cost | Book/Page |
|-----------------------|-------|--------|-----------|
| Barge, Hasty, Nyr Dyv | 2,500 | 30,000 | 2023-080 |

Barrel

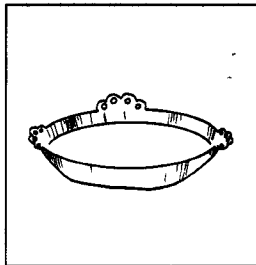
A barrel is a cylindrical container constructed of wooden slats (staves) held together by circular metal bands (hoops). It has flat, parallel ends; normally the base is mounted permanently and the top removable. Both the base and top can be permanent if one or more holes are cut into the barrel and sealed with plugs (bungs). A standard barrel holds 32 gallons of liquid, or 200 pounds of solid material, and weighs 100 pounds when empty.



| | | | |
|-------------------------------|-------|--------|----------|
| Barrel, Hiding | 2,500 | 10,000 | AC04-014 |
| Barrel, Monkeys | — | 500 | AC04-014 |
| Barrel, Neverending Grog | 500 | 500 | 1072-77 |
| Barrel, Neverending Salt Pork | 100 | 1,000 | 1072-77 |
| Barrel, Poverty | — | 1,500 | AC04-014 |
| Barrel, Preservation | 200 | 1,000 | new item |
| Barrel, Rolling | 500 | 1,500 | AC04-016 |

Basin

Basins are shallow, round containers crafted out of ceramics, pottery, or metal. Basins chiefly are used to hold water for bathing (washing hands, sponge bathing, oral hygiene, etc.). Enchanted basins generally have magical waters that perform a specific function.



| | | | |
|-----------------------|-------|--------|------------|
| Basin, Angel, of the | 4,000 | 20,000 | DRAG145-37 |
| Basin, Hidden Daggers | — | 1,200 | DRAG145-39 |

Basket

Baskets are constructed from various materials including wood (oak or mahogany), metal (bronze or iron), or wicker (pliant twigs, usually willow). Baskets have as many purposes as they have appearances. They can serve as rubbish containers, flower holders, egg carriers, baby transporters, or grocery haulers. All magical baskets have enchantments that either enhance their carrying capacities, or effect the contents themselves.

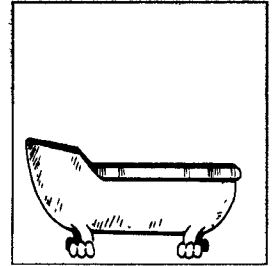


| | | | |
|-----------------------------|--------|--------|----------|
| Basket, Devouring | — | 1,500 | 1072-77 |
| Basket, Holding, 100 lbs. | 2,000 | 10,000 | new item |
| Basket, Holding, 150 lbs. | 3,000 | 15,000 | new item |
| Basket, Holding, 200 lbs. | 4,000 | 20,000 | new item |
| Basket, Holding, 250 lbs. | 5,000 | 25,000 | new item |
| Basket, Holding, 500 lbs. | 7,500 | 37,500 | new item |
| Basket, Holding, 1,000 lbs. | 10,000 | 50,000 | new item |

| Name | EP | Cost | Book/Page |
|------|----|------|-----------|
|------|----|------|-----------|

Bath

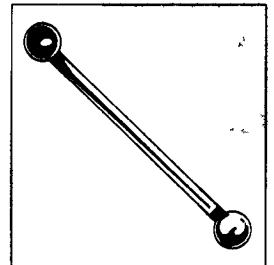
Baths come in two different forms. One kind of bath is a tub commonly used to bathe and cleanse the body; these are usually ceramic or wooden constructs that can hold water without leakage. A bath also can be a liquid preparation in which something is immersed or a watery liquid used to treat disease or injury.



| | | | |
|-------------------------|-----|-------|------------|
| Bath, Animate Zombie | 800 | 3,200 | DRAG076-17 |
| Bath, Curing, Leprosy | 200 | 1,000 | new item |
| Bath, Curing, Mummy Rot | 500 | 2,500 | new item |

Baton

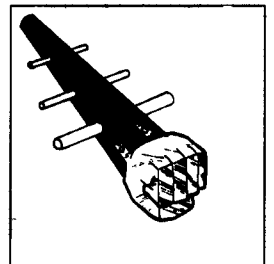
A baton is a club, staff, stave, or truncheon that often is used to denote an office of position of authority. They can be used as a weapons with the effectiveness of a staff. Magical batons usually are used by priest characters, as their magic often entails healing, curing, divining, and undead turning.



| | | | |
|------------------------|-------|-------|----------|
| Baton, Diviner of Life | 1,000 | 5,000 | 2021-091 |
|------------------------|-------|-------|----------|

Battering Ram

A battering ram is a long, heavy beam with a thick, sturdy head for smashing down walls and portals. A ram can be carried by a siege machine or by a group of six or more warriors. Simple battering rams often are constructed from nearby trees, but magical versions can be very ornate.



| | | | |
|------------------------|-------|--------|------------|
| Battering Ram, Bigby's | 2,500 | 25,000 | DRAG178-17 |
|------------------------|-------|--------|------------|

Bauble

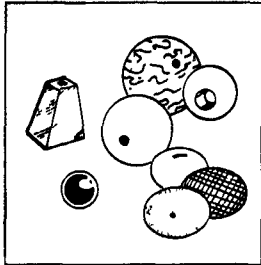
Baubles are cheap pieces of ornamentation (costume jewelry, plaster adornments, trinkets, and gewgaws) that generally have little or no gold piece value. This type of jewelry is often worn by people in the middle to lower classes who cannot afford the higher priced stones. Another form of the bauble is the infamous and highly adorned jester's staff.



| | | | |
|--------------------------------|-------|---------|------------|
| Bauble, Beauregard's Beautiful | 600 | 3,000 | POLY057-12 |
| Bauble, Heart of Tammuz | Relic | 125,000 | 7014-46 |

Name EP Cost Book/Page

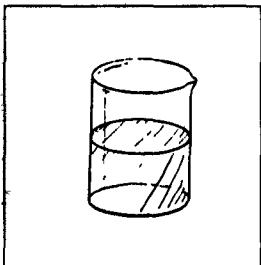
Bead



Magical beads are normally 1/4 to 1/2 inch in diameter and made of any colored glass, ceramic, or other material. Beads are fragile and should not be thrown; almost any impact shatters the bead, destroying it and its magic. When found, 1d4 + 1 beads are usually together, perhaps on a string, although they need not be all of the same type.

| | | | |
|----------------|-------|-------|------------|
| Bead, Accuracy | 150 | 1,500 | AC04-016 |
| Bead, Dew | 200 | 300 | AC04-016 |
| Bead, Eye | 150 | 1,500 | POLY023-12 |
| Bead, Force | 200 | 1,000 | 2100-160 |
| Bead, Glass | 250 | 400 | AC04-016 |
| Bead, Pearl | — | 5,000 | AC04-016 |
| Bead, Prayer | 200 | 300 | AC04-016 |
| Beady Eye | 2,000 | 6,000 | AC04-016 |

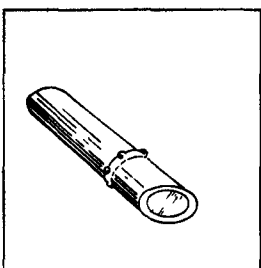
Beaker



Beakers are glass, crystal, ceramic, or thinly-hammered metal flasks that are used to hold liquids and plasma-like fluids. Alchemists use them to heat liquids, combine solutions, and dissolve aqueous compounds. These concoctions can either have magical temperaments, or they can be natural, nonmagical blends.

| | | | |
|---------------------------|-------|--------|----------|
| Beaker, Plentiful Potions | 1,500 | 12,500 | 2100-160 |
|---------------------------|-------|--------|----------|

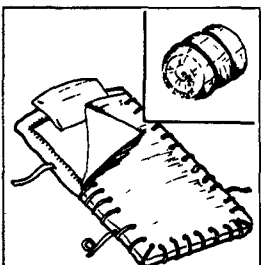
Beam



The *ever-glowing beam* is a short metal tube containing a series of tiny mirrors and lenses. The light coming from a *continual light* spell contained within is multiplied and shoots forth from the opening at the front of the tube. Any violent shock, direct strike during combat, or fall greater than five feet breaks the lenses and mirrors inside.

| | | | |
|-----------------------------|----|-----|----------|
| Beam, Teldon's Ever-Glowing | 50 | 500 | AC11-092 |
|-----------------------------|----|-----|----------|

Bedroll

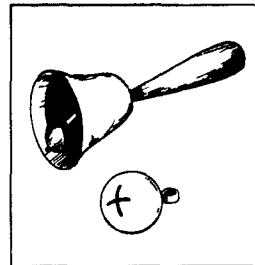


Bedrolls are an almost mandatory commodity for any adventurer. A bedroll helps keep its occupant dry, warm, and protected from common campsite nuisances like chipmunks, raccoons, and flying insects. Bedrolls commonly consist of a waterproofed sheet on the outside, and several wool or cotton blankets inside. Pillows and head supports can be included.

Name EP Cost Book/Page

| | | | |
|------------------|-----|-------|------------|
| Bedroll, Dryness | 500 | 1,500 | DRAG073-37 |
|------------------|-----|-------|------------|

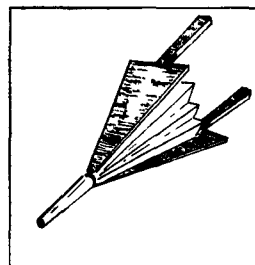
Bell



A bell usually is a cup-shaped metal item that produces a musical sound when struck. Many bells have a piece of material (the clapper) hanging within the cup that strikes the interior to produce sound. Some bells have no clappers and can be rung only when struck with another object. Most bells have a small handle or loop at the apex.

| | | | |
|-----------------------------|-------|--------|------------|
| Bell, Alarm | 1,500 | 15,000 | AC04-016 |
| Bell, Ball, of a | 400 | 1,200 | AC04-017 |
| Bell, Calling | 650 | 6,500 | AC04-017 |
| Bell, Choir | 3,500 | 15,000 | AC04-017 |
| Bell, Church | 4,000 | 50,000 | AC04-017 |
| Bell, Cow | 3,000 | 9,000 | AC04-017 |
| Bell, Diving, Postern | 8,000 | 40,000 | DUNG018-14 |
| Bell, Freedom | 4,000 | 25,000 | AC04-017 |
| Bell, Lacedon Summoning | 600 | 3,000 | LC4-58 |
| Bell, Pavlov | 1,000 | 3,500 | DRAG045-22 |
| Bell, Protection +1 | 2,000 | 10,000 | 2018-134 |
| Bell, Protection +2 | 2,500 | 12,500 | 2018-134 |
| Bell, Protection +3 | 3,000 | 15,000 | 2018-134 |
| Bell, Protection +4 | 3,500 | 17,500 | 2018-134 |
| Bell, Protection +5 | 4,000 | 20,000 | 2018-134 |
| Bell, Ringing | 3,000 | 20,000 | AC04-017 |
| Bell, Warning | 3,500 | 17,500 | 2018-134 |
| Bell, Warning, Spelljamming | 90 | 900 | 1072-78 |

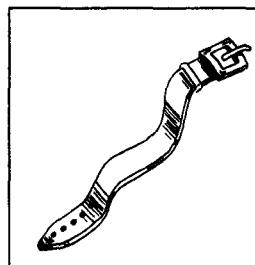
Bellows



A bellows is made of wood, leather, and metal. Two rounded boards, each with a handle at one end and tapered to a blunt tip at the other end, are attached to the sides of a leather bag; a metal tube covers the tips and is connected to the bag. When the handles are pressed together, air is forced from the bag through the tip.

| | | | |
|------------------|-------|-------|----------|
| Bellows, Breath | 1,000 | 5,000 | AC04-017 |
| Bellows, Breezes | 1,200 | 6,000 | AC04-017 |
| Bellows, Roaring | 1,500 | 7,500 | AC04-017 |

Belt

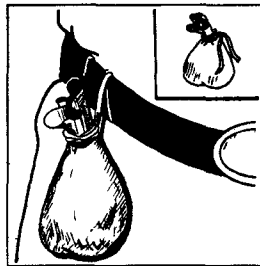


Belts are accessories worn on the waist. Pouches, scabbards, and other objects can be hung from a belt, allowing the wearer easy access to the contents. Belts also are used to hold up pants, hose, and dungarees that are too large. Magical belts can hold almost any type of enchantment, and their uses are as widely varied as those of magical rings or staves.

| Name | EP | Cost | Book/Page |
|-----------------------------|-------|--------|-----------------|
| Belt, Arcane, of the | 3,000 | 30,000 | SJR1-77 |
| Belt, Ceremonial, Black | 50 | 500 | GAZ14-60 |
| Belt, Ceremonial, Blue | 50 | 500 | GAZ14-60 |
| Belt, Ceremonial, Golden | 50 | 500 | GAZ14-60 |
| Belt, Ceremonial, Green | 50 | 500 | GAZ14-60 |
| Belt, Ceremonial, Red | 50 | 500 | GAZ14-60 |
| Belt, Ceremonial, White | 50 | 500 | GAZ14-60 |
| Belt, Golden Serpent | 1,800 | 18,000 | 2006-50 |
| Belt, Marcol | 6,000 | 30,000 | RS1-32 |
| Belt, Meginjarder | Relic | P | 2006-23 |
| Belt, Protection +1 | 1,000 | 10,000 | <i>new item</i> |
| Belt, Protection +2 | 2,000 | 20,000 | <i>new item</i> |
| Belt, Protection +3 | 3,000 | 30,000 | <i>new item</i> |
| Belt, Protection +4 | 4,000 | 40,000 | <i>new item</i> |
| Belt, Protection +5 | 5,000 | 50,000 | <i>new item</i> |
| Belt, Protection, Goblinoid | 2,000 | 20,000 | POLY058-07 |
| Belt, Serpent | 1,500 | 15,000 | DRAG005-08 |
| Belt, Shadow | Relic | 50,000 | M4-39 |
| Belt, Snake | 1,500 | 15,000 | DRAG005-09 |

Belt Bag

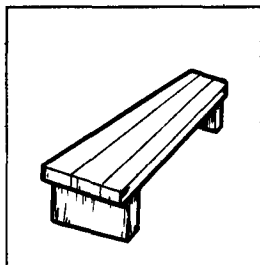
These leather or cloth bags have thick ties woven or sewn into their topmost hems. The ties close the bag to keep the contents secure from theft or accidental spillage. A belt bag also has one or two loops or hooks sewn onto the back so the bag can be hung from a belt. Having the belt bag so near the character's hands allows the character to carry items within easy reach.



| | | | |
|-----------------------------|-------|--------|-----------------|
| Belt Bag, Beans | 1,000 | 5,000 | DRAG171-95 |
| Belt Bag, Bones | 3,000 | 15,000 | 2121-133 |
| Belt Bag, Demons, Pictish | 4,000 | 40,000 | 2006-51 |
| Belt Bag, Devouring | — | 1,500 | 2100-159 |
| Belt Bag, Holding, 50 lbs. | 1,000 | 5,000 | 2100-159 |
| Belt Bag, Holding, 100 lbs. | 2,000 | 10,000 | 8118-039 |
| Belt Bag, Holding, 200 lbs. | 4,000 | 20,000 | 8118-039 |
| Belt Bag, Holding, 500 lbs. | 7,500 | 37,500 | 8118-039 |
| Belt Bag, Infinite Wealth | 5,000 | 50,000 | DRAG002-13 |
| Belt Bag, Transmuting | — | 500 | 2100-160 |
| Belt Bag, Tricks | 2,500 | 15,000 | 2100-160 |
| Belt Bag, Useful Items | 1,500 | 15,000 | DRAG062-66 |
| Belt Bag, Vanishing | 5,000 | 50,000 | PHBR2-106 |
| Belt Bag, Weightlessness | 1,000 | 5,000 | <i>new item</i> |

Bench

Benches are hand-crafted multi-seat chairs consisting of long, thick slats of wood nailed or bolted onto perpendicular "legs." The slats make up the seat and the back, while the perpendicular pieces keep the structure together. Finely crafted benches are called pews, but the latter are constructed from whole pieces of wood, shaped to conform to the occupant's shape.

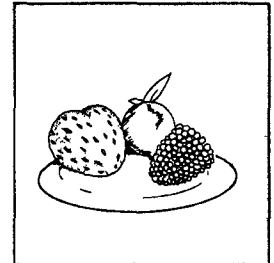


| | | | |
|--------------------|-------|-------|----------|
| Bench, Encumbrance | — | 1,800 | AC04-017 |
| Bench, Levitation | 1,200 | 6,000 | AC04-017 |
| Bench, Ramming | 1,500 | 7,500 | AC04-017 |

| Name | EP | Cost | Book/Page |
|------|----|------|-----------|
|------|----|------|-----------|

Berry

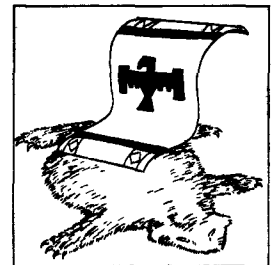
Berries are small fruits of flowering bushes, shrubs, and vines. Most varieties can be eaten without concern for harmful (or beneficial) side effects. Characters who consume magical berries with baneful effects can usually avoid harm by making a successful save vs. spells.



| | | | |
|-------------|-----|-------|--------|
| Berry, Fire | 600 | 1,200 | I13-91 |
|-------------|-----|-------|--------|

Blanket

Blankets are extremely common items that can be found in almost any climate, even in the deep equatorial regions. They are used primarily for warmth, especially during sleep. However, they also are used for decoration, ritual, or just to carry things. Many northern cultures use many layers of blankets and hides as their only clothing.



| | | | |
|------------------------|-------|--------|------------|
| Blanket, Comfort | 800 | 1,600 | DRAG073-38 |
| Blanket, Devouring | — | 1,200 | AC04-018 |
| Blanket, Protection +1 | 2,000 | 10,000 | AC04-018 |
| Blanket, Protection +2 | 2,500 | 12,500 | AC04-018 |
| Blanket, Protection +3 | 3,000 | 15,000 | AC04-018 |
| Blanket, Sleeping | 900 | 1,800 | AC04-018 |

Blouse

Blouses are long shirts or smocks that extend to the wearer's waist or hips. Hip-length blouses usually are gathered at the waist and secured with a chord or belt. Blouses usually have long sleeves and can be worn by men or women.



| | | | |
|-------------------------------------|-------|--------|------------|
| Blouse, Protection, Normal Missiles | 2,000 | 20,000 | POLY059-26 |
|-------------------------------------|-------|--------|------------|

Blowgun

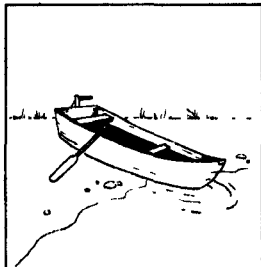
Blowguns are among the simplest of all missile weapons, thrown rocks are about the only simpler missile. A blowgun is a long hollow tube. The user inserts a projectile (usually a dart or stone) into the tube, puts it to his lips, points the far end at a target, and exhales. Magical blowguns impart an enchantment to their projectiles.



| | | | |
|------------------------|-----|-----|------------|
| Blowgun, Wild Emotions | 100 | 500 | DRAG134-42 |
|------------------------|-----|-----|------------|

Name EP Cost Book/Page

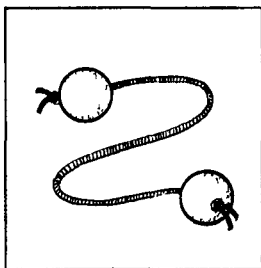
Boat



Boats are wooden craft used to traverse water. Generally the larger the boat, the longer a voyage the craft can make. Very small boats are used as pleasure craft or as vessels to cross narrow rivers. Varieties that allow occupants to travel through the air, through space, and over ice can be found as well; the watercraft variety are the most common.

| | | | |
|--------------------------------|--------|---------|------------|
| Boat, Air | 20,000 | 200,000 | PHBR4-125 |
| Boat, Desert | 1,500 | 7,500 | AC04-018 |
| Boat, Folding | 10,000 | 25,000 | 2100-160 |
| Boat, Freya's | Relic | P | 2006-26 |
| Boat, Frog | 400 | 4,000 | AC04-018 |
| Boat, Gnomish Submersible | 4,000 | 40,000 | AC11-049 |
| Boat, House | 600 | 3,000 | AC04-018 |
| Boat, Ice | 1,500 | 7,500 | AC04-018 |
| Boat, Keel, Hades | 2,000 | 6,000 | 2121-147 |
| Boat, Mist | 4,500 | 45,000 | POLY058-09 |
| Boat, Phaseships | 3,000 | 18,000 | M1-30 |
| Boat, Semekhtet-Barge | 1,500 | 9,000 | HWA2-62 |
| Boat, Skyfish | 1,000 | 5,000 | UK7-PS4 |
| Boat, Skyship | 3,000 | 18,000 | DRAG124-18 |
| Boat, Smuggler's | 2,000 | 10,000 | AC04-018 |
| Boat, Storm Rider, Gearnat Sea | 5,000 | 50,000 | 2023-084 |
| Boat, Undersea | 2,000 | 15,000 | AC04-018 |
| Boat, Undersea | 2,000 | 18,000 | LC4-14 |

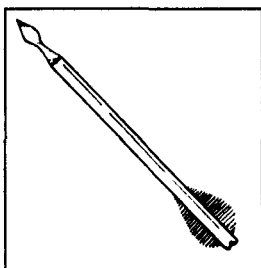
Bola



The bola is a primitive (but highly effective) weapon that consists of two or three heavy balls secured to the ends of thick cords. The user swings the weapon overhead to gain momentum, then hurls it toward a target's legs. When successfully cast, the bola wraps tightly around two or more legs, forcing the target to the ground.

| | | | |
|----------------|-------|-------|------------|
| Bola +1 | 500 | 1,500 | new item |
| Bola +2 | 1,000 | 3,000 | new item |
| Bola +3 | 1,500 | 4,500 | new item |
| Bola +4 | 2,000 | 6,000 | new item |
| Bola, Sunlight | 1,000 | 5,000 | DRAG155-55 |

Bolt

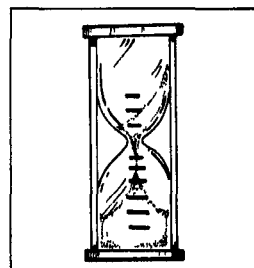


The bolt is often called an arrow, but this is a common mistake. Bolts are meant to be fired from crossbows and are shorter and thicker than arrows. Like an arrow, one end of a bolt is fitted with flight feathers. Extra weight is often added to the bolt's tip to increase the bolt's range and penetration power.

Name EP Cost Book/Page

| | | | |
|-----------------------|-----|-------|------------|
| Bolt +1 | 25 | 175 | 2011-125 |
| Bolt +2 | 50 | 350 | 2011-125 |
| Bolt +3 | 75 | 525 | 2011-125 |
| Bolt +4 | 100 | 700 | 2011-125 |
| Bolt +5 | 125 | 875 | 2011-125 |
| Bolt, Lightning | 200 | 1,200 | DRAG127-29 |
| Bolt, Power, Blinding | 200 | 800 | GDQ1-124 |
| Bolt, Power, Stunning | 200 | 800 | GDQ1-124 |
| Bolt, Power, Vapors | 200 | 800 | GDQ1-124 |
| Bolt, Stun | 200 | 2,000 | FR11-45 |

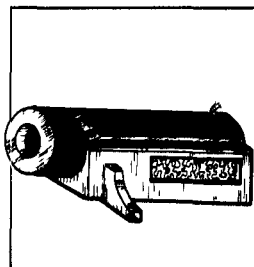
Bomb



The time bomb resembles an hourglass without sand. To set the bomb, the user removes one base from the hourglass and fills one end with an amount of sand of the user's choice (ranging from one minute's worth of sand to one hour's worth). When the hourglass is set on a flat surface so that the sand begins to trickle from one side to the other, the bomb is activated. If an activated time bomb is disturbed before the sands have fallen, the time bomb's magic is permanently negated.

| | | | |
|------------|-------|-------|----------|
| Bomb, Time | 1,000 | 5,000 | 2121-146 |
|------------|-------|-------|----------|

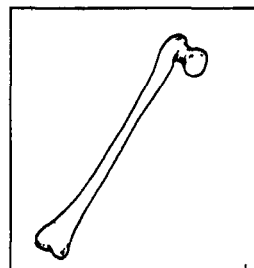
Bombard



Also called cannons, these items are very rare. They tend to be unreliable, as they tend to explode when used. More importantly, the chemical or magical reactions they depend on sometimes vary from one world to another, and from one crystal sphere to another. Bombards use magical smoke powder to function. One shot uses 10 charges of powder. The rarity of smoke powder is another reason for the bombards' impracticality.

| | | | |
|------------|--------|---------|---------|
| Bombard +1 | 5,000 | 50,000 | SJR2-72 |
| Bombard +2 | 10,000 | 100,000 | SJR2-72 |
| Bombard +3 | 20,000 | 200,000 | SJR2-72 |

Bone



A magical bone is a wand-sized object which looks like a human humerus or tibia. A magical bone cannot be destroyed except by acid, a *disintegrate* spell, or a *wish*, all of which cause the bone to crumble into dust. Magical bones can be turned as undead by priests and clerics as if the bone were a wraith. A successful clerical turning (no matter what the result's letter code is) causes the bone to become nonmagical for 1d4 + 2 rounds. If turned, the bone cannot be turned by the same priest

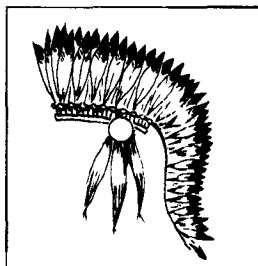
until an hour's time has passed.

| Name | EP | Cost | Book/Page |
|-----------------|-------|--------|-----------|
| Bone, Animation | 1,000 | 5,000 | AC04-018 |
| Bone, Bruising | 250 | 3,000 | AC04-019 |
| Bone, Clapper | 150 | 1,500 | AC04-019 |
| Bone, Slaying | 2,000 | 10,000 | AC04-019 |
| Bone, Turning | 1,000 | 5,000 | AC04-019 |

| Name | EP | Cost | Book/Page |
|----------------------------------------------------|--------|---------|-----------|
| Book, Trimia's Catalogue, Outer Plane Artifacts | 12,000 | 120,000 | 2121-146 |
| Book, Vile Darkness | 8,000 | 40,000 | 2011-139 |

Bonnet

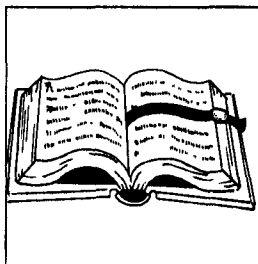
Bonnets, in agricultural and industrial cultures, are wide-brimmed, flimsy hats that are thick enough to shelter the wearer's face and neck from the sun. In tribal cultures, bonnets are headdresses consisting of the tribe's or the wearer's totem (be it feathers or the hide of a powerful and respected animal).



| | | | |
|--------------|-------|-------|------------|
| Bonnet, Horn | 1,000 | 5,000 | DUNG032-63 |
| Bonnet, War | 1,000 | 5,000 | DUNG032-63 |

Book

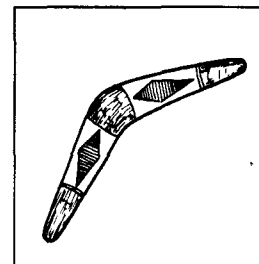
Books are an all-important commodity to cultures that have developed writing. Books aid in learning, allowing the literate to benefit from the deeds and writings of others. No one, however, benefits from the presence of books more than the spellcaster. Books are used by every mage—and many priests—as an indispensable aid to spellcraft.



| | | | |
|-------------------------------------------|-------|--------|-------------|
| Book, Bats | 2,000 | 2,000 | FR04-04 |
| Book, Black Circles | 4,000 | 40,000 | DRAG139-31 |
| Book, Blind | 600 | 4,000 | DRAG082-61 |
| Book, Blood | 1,000 | 10,000 | DUNG026-41 |
| Book, Boccob's Blessed | 4,500 | 35,000 | 2100-161 |
| Book, Bowgentle's | 4,000 | 30,000 | 1031-71 |
| Book, Bright Ages | 1,000 | 600 | DRAG082-61 |
| Book, Codex, Infinite Planes | Relic | 62,500 | 2011-156 |
| Book, Dark Ages | 1,000 | 600 | DRAG082-61 |
| Book, Exalted Deeds | 8,000 | 40,000 | 2011-138 |
| Book, Geomicon | — | 20,000 | SJR4-04 |
| Book, Grimoire of Archaic Alchemy | 4,000 | 40,000 | DRAG00 2-29 |
| Book, Heaven | 7,000 | 35,000 | 1032-036 |
| Book, Hopeful Deeds | 700 | 500 | DRAG082-61 |
| Book, Hopeless Deeds | 700 | 500 | DRAG082-61 |
| Book, Infinite Spells | 9,000 | 50,000 | 2011-138 |
| Book, Karso, Notebook of | 200 | 2,000 | LNR2-28 |
| Book, Laeyndar's Book of Metamorphosis | 1,000 | 5,000 | DRAG139-32 |
| Book, Lexicon of Spirits | 500 | 5,000 | DUNG033-72 |
| Book, No End, with | 2,000 | 10,000 | DUNG003-62 |
| Book, Num "The Mad" | 1,000 | 5,000 | 1031-74 |
| Book, Shangarar the Black | 4,000 | 40,000 | DRAG164-59 |
| Book, Sibylline | 700 | 7,000 | 1021d-63 |
| Book, Sighted | 600 | 400 | DRAG082-61 |
| Book, Silver Talon | 2,300 | 12,000 | DRAG062-17 |
| Book, Skelos | 1,800 | 9,000 | 2006-50 |
| Book, Thorns | 1,000 | 5,000 | FR04-06 |
| Book, Thoth, of | 3,000 | 15,000 | FR10-83 |

Boomerang

The boomerang is a curved or bent throwing club of tough wood. The boomerang is primarily used to knock out and immobilize an opponent from afar. One form of boomerang is so cleverly crafted that it can be thrown in such a way that it will return to the thrower. This return is only allowed when the attack misses.



| | | | |
|------------------------|-------|-------|------------|
| Boomerang, Tbnkk | 1,500 | 6,000 | DLE3-062 |
| Boomerang, Throwing +1 | 300 | 1,750 | POLY038-28 |
| Boomerang, Throwing +2 | 600 | 3,500 | POLY038-28 |
| Boomerang, Throwing +3 | 1,000 | 5,000 | POLY038-28 |
| Boomerang, Throwing +4 | 1,500 | 7,000 | POLY038-28 |
| Boomerang, Throwing +5 | 2,000 | 9,000 | POLY038-28 |

Boot

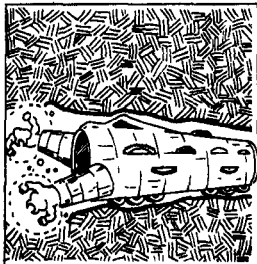
Magically enchanted boots are normally hand made by cobblers. Common boots are made by using a form (some cobblers have more than a dozen form sizes to choose from), but good boots are designed for the foot of an individual. Magical boots, however, enlarge or shrink to fit any humanoid foot; from that of a pixie to a giant.



| | | | |
|------------------------------|-------|--------|------------|
| Boot, Attraction | 1,000 | 3,500 | AC04-019 |
| Boot, Balance | 1,000 | 10,000 | PHBR2-106 |
| Boot, Carrying | 1,000 | 5,000 | AC04-019 |
| Boot, Cloudwalking | 1,000 | 7,000 | AC04-019 |
| Boot, Comfortableness | 500 | 2,500 | DRAG030-36 |
| Boot, Concealing | 2,000 | 15,000 | POLY043-23 |
| Boot, Dancing | — | 5,000 | 2100-161 |
| Boot, Elvenkind | 1,000 | 5,000 | 2100-161 |
| Boot, Featherweight | 1,000 | 7,000 | AC04-019 |
| Boot, Float Like a Butterfly | 500 | 5,000 | POLY056-16 |
| Boot, Jogging | 1,200 | 6,000 | DRAG072-51 |
| Boot, Levitation | 2,000 | 15,000 | 2100-161 |
| Boot, Loki's | Relic | P | 2006-26 |
| Boot, North, of the | 1,500 | 7,500 | 2100-161 |
| Boot, Permanent Shine | 600 | 1,800 | DRAG073-39 |
| Boot, Pinching | — | 1,800 | AC04-019 |
| Boot, Speed | 2,500 | 20,000 | 2100-162 |
| Boot, Star Striding | 3,000 | 20,000 | DRAG159-16 |
| Boot, Stomping | 900 | 1,800 | AC04-019 |
| Boot, Striding & Springing | 2,500 | 20,000 | 2100-162 |
| Boot, Tracks | 1,500 | 7,500 | AC04-019 |
| Boot, Traveling & Leaping | 2,500 | 20,000 | 1012-63 |
| Boot, Varied Tracks, Type A | 1,500 | 7,500 | 2100-162 |
| Boot, Varied Tracks, Type B | 1,500 | 7,500 | 2100-162 |
| Boot, Winged, 15 MC A | 2,000 | 20,000 | 2100-162 |
| Boot, Winged, 18 MC B | 2,000 | 20,000 | 2100-162 |
| Boot, Winged, 21 MC C | 2,000 | 50,000 | 2100-162 |
| Boot, Winged, 24 MC D | 2,000 | 20,000 | 2100-162 |

Name EP Cost Book/Page

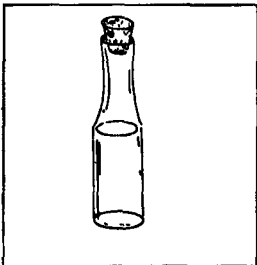
Borer



A borer looks like an open-ended tube. It is fashioned of adamantite or steel plate and covered all over with many thick, toothed metal wheels set in sockets in the body. There are three hinged, triangular projections at the open end. On the ends of these projections are shimmering globes of force, each containing a fearsome umber hulk.

Borer, Beldane's Subterranean 7,600 75,000 AC11-009

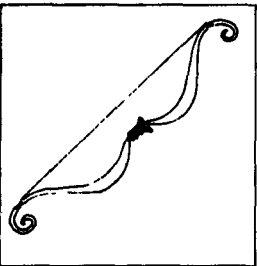
Bottle



A magical bottle is a plain-looking glass or ceramic container, with a long, narrow neck that helps keep the contents from gushing out too quickly when they are poured out. Magical bottles usually have cork or leather stoppers, and they always appear empty until opened. Bottles may be of any size and color; most are extremely fragile.

| | | | |
|---------------------------------|-------|--------|------------|
| Bottle, Boos | 600 | 1,800 | POLY023-22 |
| Bottle, Constant Temperature | 1,000 | 3,000 | DRAG073-36 |
| Bottle, Containment | 4,000 | 20,000 | AC04-019 |
| Bottle, Efreeti | 9,000 | 45,000 | 2100-168 |
| Bottle, Evaporation | 500 | 1,500 | AC04-019 |
| Bottle, Eversmoking | 500 | 2,500 | 2100-168 |
| Bottle, Fireflies | 600 | 3,000 | AC04-019 |
| Bottle, Graffiti | 500 | 2,500 | DRAG156-28 |
| Bottle, Pleasant Odors | 1,000 | 5,000 | DRAG030-36 |
| Bottle, Refreshment | 500 | 2,500 | POLY043-23 |
| Bottle, Safety | 1,600 | 8,000 | LC4-37 |
| Bottle, Thought | 1,000 | 5,000 | 2121-145 |
| Bottle, Undead, Ghost | 1,200 | 6,000 | DRAG054-69 |
| Bottle, Undead, Groaning Spirit | 1,200 | 6,000 | DRAG054-69 |
| Bottle, Undead, Spectre | 1,200 | 6,000 | DRAG054-69 |
| Bottle, Undead, Vampire | 1,200 | 6,000 | DRAG054-69 |
| Bottle, Undead, Wraith | 1,200 | 6,000 | DRAG054-69 |

Bow



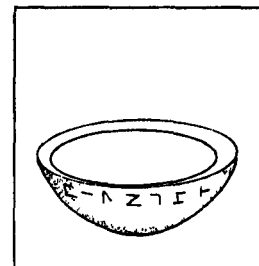
This is a piece of wood (or a composite of wood and other materials) bent into a curve; a taut string keeps the bow bent. It is used to launch arrows. The bow is a two-handed weapon; the wielder cannot use a shield. The bow comes in two forms: the long bow and the short bow. The long bow can be used by any race larger than size "S." Any race can use the short bow.

| | | | |
|---------|-------|--------|----------|
| Bow, +1 | 500 | 3,500 | 2018-132 |
| Bow, +2 | 1,000 | 7,000 | 2018-132 |
| Bow, +3 | 1,750 | 12,250 | 2018-132 |

Name EP Cost Book/Page

| | | | |
|-------------------------------|-------|--------|------------|
| Bow, +4 | 2,000 | 15,000 | 2018-132 |
| Bow, +5 | 2,750 | 18,000 | 2018-132 |
| Bow, Accuracy +3 | 2,500 | 15,000 | DRAG127-28 |
| Bow, Ajagava | Relic | P | 2006-08 |
| Bow, Composite +1 | 600 | 4,200 | 2100-083 |
| Bow, Cursed -1 | - | 1,000 | 2018-132 |
| Bow, Distance +1 | 1,500 | 10,000 | 2018-132 |
| Bow, Distance +2 | 2,000 | 12,000 | DRAG127-28 |
| Bow, Doubling | 1,000 | 6,000 | DRAG099-52 |
| Bow, Elven, Goblin Bane +2 | 1,000 | 6,000 | DRAG127-29 |
| Bow, Elven, Last Shot +3 | 1,200 | 8,000 | DRAG127-29 |
| Bow, Fire +1 | 4,000 | 22,500 | POLY047-27 |
| Bow, Fire Teeth | 750 | 5,000 | DRAG127-28 |
| Bow, Gem, Diamond +1 | 1,000 | 7,000 | DRAG127-28 |
| Bow, Gem, Ruby +1 | 1,000 | 7,000 | DRAG127-28 |
| Bow, Gem, Sapphire +1 | 1,000 | 7,000 | DRAG127-28 |
| Bow, Heartseeking +3 | 4,000 | 20,000 | DRAG127-28 |
| Bow, Heartseeking, Vampire +3 | 2,000 | 10,000 | DRAG127-28 |
| Bow, Ice Fangs | 600 | 3,500 | DRAG127-28 |
| Bow, Iron of Gesen | 750 | 5,000 | 1055-CARD |
| Bow, Long +1 | 700 | 4,200 | 2100-083 |
| Bow, Marksmanship +2 | 1,500 | 7,500 | DRAG127-28 |
| Bow, Odin's +3 | Relic | P | 2006-22 |
| Bow, Phantom | 1,500 | 10,000 | DRAG127-28 |
| Bow, Quality | 600 | 3,000 | 2018-132 |
| Bow, Sarge | 7,000 | 70,000 | 2006-08 |
| Bow, Short +1 | 500 | 3,500 | 2100-083 |
| Bow, Speed +1 | 2,000 | 12,000 | DRAG127-28 |
| Bow, Strength +1 16-17 | 100 | 1,000 | DRAG127-27 |
| Bow, Strength +2 18 | 200 | 2,000 | DRAG127-27 |
| Bow, Strength +3 18.01-75 | 300 | 3,000 | DRAG127-27 |
| Bow, Strength +4 18.76-90 | 400 | 4,000 | DRAG127-27 |
| Bow, Strength +5 18.91-99 | 500 | 5,000 | DRAG127-27 |
| Bow, Strength +6 18.00 | 600 | 6,000 | DRAG127-27 |
| Bow, Valis' | 8,000 | 80,000 | 2006-26 |
| Bow, Warning, Cursed | - | 500 | DRAG127-29 |

Bowl



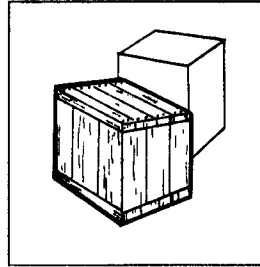
Bowls are items used to eat food in liquid form such as soups and stews. They can be crafted from wood, metal, ceramic, or even soft rock such as pumice. Magical bowls are generally used to summon or command elementals, or they are used to control, create, or divine through a magical fluid in the bowl's depths.

| | | | |
|-----------------------------------|-------|--------|------------|
| Bowl, Blood | 500 | 1,000 | FR04-40 |
| Bowl, Delicacies | 600 | 3,000 | DRAG073-40 |
| Bowl, Stars | 1,000 | 5,000 | CN2-029 |
| Bowl, Summoning, Elemental, Air | 2,000 | 15,000 | 1012-63 |
| Bowl, Summoning, Elemental, Earth | 2,000 | 15,000 | 1012-63 |
| Bowl, Summoning, Elemental, Fire | 2,000 | 15,000 | 1012-63 |
| Bowl, Summoning, Elemental, Water | 2,000 | 15,000 | 1012-63 |
| Bowl, Water | | | |
| Elemental Command | 4,000 | 25,000 | 2100-162 |
| Bowl, Watery Death | - | 1,000 | 2100-162 |

Name **EP** **Cost** **Book/Page**

Box

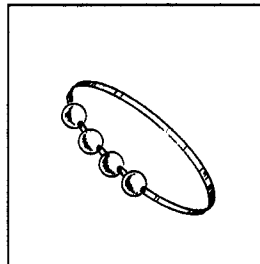
Boxes can be constructed of solid wood, metal, wooden slats, paper-board, paper, and on occasion, mysterious substances that resemble stone or rock. Magical boxes can be used to entrap vile (or even good) creatures. Overall, however, boxes have a multitude of possible functions making them a fairly safe item to find.



| | | | |
|----------------------------|-------|--------|-------------|
| Box, Brandon's Bard-in-a- | 6,000 | 60,000 | AC11-017 |
| Box, Bringer of Doom | Relic | P | MC08-Horde |
| Box, Cloning, Rudra | Relic | P | 2006-09 |
| Box, Dead | 300 | 3,000 | SJR1-77 |
| Box, Delightful Transports | 2,500 | 25,000 | PHBR2-107 |
| Box, Flat | 5,000 | 25,000 | 2121-137 |
| Box, Heating | 1,200 | 6,000 | DRAG073-37 |
| Box, Many Holdings | 3,500 | 16,000 | DRAG04 5-23 |
| Box, Message Sending | 5,000 | 25,000 | POLY043-23 |
| Box, Musical, Magical | 3,000 | 15,000 | DRAG073-38 |
| Box, Mystic Brown Coating | 1,000 | 5,000 | DRAG030-36 |
| Box, Noise | 1,000 | 5,000 | DRAG073-40 |
| Box, Preservation | 800 | 4,500 | 1072-78 |
| Box, Preservation | 6,000 | 30,000 | DRAG073-40 |
| Box, Weighing | 1,000 | 5,000 | DRAG073-38 |

Bracelet

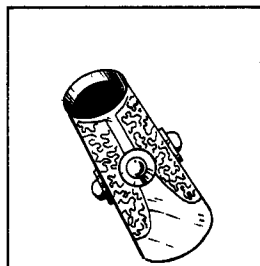
Bracelets are ornamental chains or straps that are worn on the wrist. Made of almost any conceivable material, bracelets can be adorned with etchings, gems or other precious stones, or metallic inlays. Like rings and other enchanted jewelry, magical bracelets have no limitations on what kind of magic they can hold.



| | | | |
|--------------------------------------|-------|--------|------------|
| Bracelet, Charms | 2,000 | 10,000 | PHBR1-113 |
| Bracelet, Dalamar's Magic Resistance | 3,000 | 15,000 | 2021-098 |
| Bracelet, Equus | 2,000 | 10,000 | DUNG022-34 |
| Bracelet, Ivy | 1,500 | 7,500 | DRAG005-09 |
| Bracelet, Lost Ships, Medegian | 1,500 | 15,000 | 2023-082 |
| Bracelet, Scaly Command | 2,500 | 25,000 | PHBR4-125 |
| Bracelet, Sir'San | 2,000 | 20,000 | CN1-027 |

Bracer

Bracers are thick metal or leather bands that are strapped, belted, or tied to a character's forearm. Generally, the magic that is placed on bracers is only good during times of combat, as most bracers help protect the wearer from harm, or improve the wearer's chance to strike at an opponent. Exceptions do exist, however, and more are found each day.

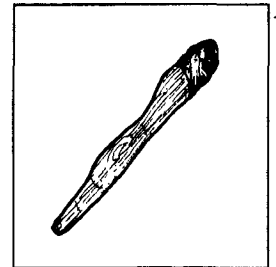


Name **EP** **Cost** **Book/Page**

| | | | |
|-------------------------|-------|--------|------------|
| Bracer, Archery | 1,000 | 10,000 | 2100-162 |
| Bracer, Attraction | — | 1,000 | DRAG091-57 |
| Bracer, Blinding Strike | 4,000 | 20,000 | FOR2-76 |
| Bracer, Brachiation | 100 | 10,000 | 2100-162 |
| Bracer, Brandishing | 3,000 | 15,000 | 2121-134 |
| Bracer, Cleanliness | 1,500 | 8,000 | DRAG030-36 |
| Bracer, Defense, AC 2 | 4,000 | 24,000 | 2100-162 |
| Bracer, Defense, AC 3 | 3,500 | 21,000 | 2100-162 |
| Bracer, Defense, AC 4 | 3,000 | 18,000 | 2100-162 |
| Bracer, Defense, AC 5 | 2,500 | 15,000 | 2100-162 |
| Bracer, Defense, AC 6 | 2,000 | 12,000 | 2100-162 |
| Bracer, Defense, AC 7 | 1,500 | 9,000 | 2100-162 |
| Bracer, Defense, AC 8 | 1,000 | 6,000 | 2100-162 |
| Bracer, Defenselessness | — | 2,000 | 2100-162 |
| Bracer, Deflection | 4,500 | 27,000 | DRAG099-50 |
| Bracer, Invulnerability | Relic | 30,000 | SJR2-70 |
| Bracer, Merman, of the | 2,000 | 4,500 | DRAG091-58 |

Brand

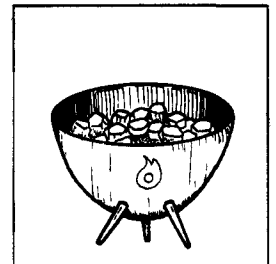
The fiery brand of Masauwu is a club-like torch four feet long. It is not normally burning when found. When commanded to light, it can only be extinguished when immersed in water. The artifact can be wielded as a club. Each time the user slays a creature, the brand reveals one of its additional functions.



Brand, Masauwu Fiery Relic 42,000 1021-58

Brazier

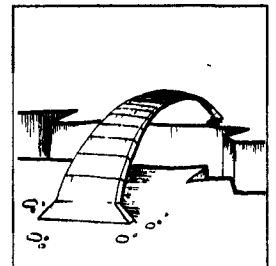
A brazier is a metallic receptacle used for holding burning coals. These are often used to heat rooms, but are commonly covered with a grill used to cook food. Magical braziers are commonly used to summon and control creatures, or to create magical effects that cover large areas.



| | | | |
|---------------------------------|-------|--------|----------|
| Brazier, Fire Elemental Command | 4,000 | 25,000 | 2100-163 |
| Brazier, Hu'i Wing | 600 | 1,200 | 1032-125 |
| Brazier, Sleep Smoke | — | 1,000 | 2100-163 |

Bridge

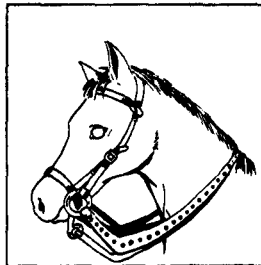
Bridges are man-made objects used to span distances too great for average humans to jump across. Generally, bridges are manufactured and remain in place until a catastrophe sends them crashing down into the depths of the chasms they once spanned. Magical bridges, on the other hand, tend to be portable; they can be folded and carried easily.



Bridge, Portable 10,000 50,000 PHBR4-109

Name EP Cost Book/Page

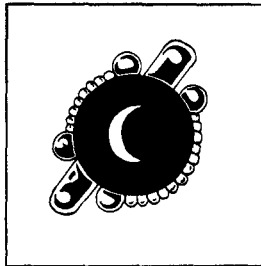
Bridle



This leather accouterment is placed about the head of a riding animal for control or guidance. Bridles include the headstall, bit, and reins. A horse or other mount can wear only one bridle at a time unless it possesses multiple heads. The rider controls and guides the beast by pulling on the reins, forcing the creature's head in a certain direction.

| | | | |
|-------------------|-------|--------|----------|
| Bridle, Control | 1,000 | 5,000 | AC04-020 |
| Bridle, Ginzani's | 7,000 | 35,000 | PC2-40 |
| Bridle, Listening | 1,000 | 5,000 | AC04-020 |
| Bridle, Soaring | 1,600 | 8,000 | AC04-020 |
| Bridle, Speaking | 1,400 | 7,000 | AC04-020 |
| Bridle, Taming | 1,200 | 6,000 | AC04-020 |
| Bridle, Wings | 1,500 | 7,500 | AC04-020 |

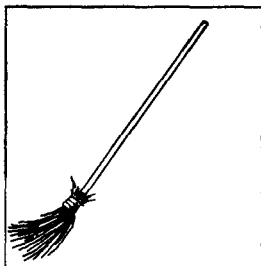
Brooch



A brooch is an ornamental piece of jewelry with a pin on the back to allow its owner to fasten the jewelry to a piece of clothing. Very expensive versions might be made from gold or platinum and decorated with gems. Brooches can contain any type of magic, but the most popular types protect the wearer from damage or theft.

| | | | |
|------------------------|-------|--------|------------|
| Brooch, Begoning | 4,000 | 16,000 | DUNG011-62 |
| Brooch, Bones | 800 | 4,000 | AC04-020 |
| Brooch, Equus | 3,000 | 30,000 | DUNG022-34 |
| Brooch, Imog | 1,200 | 12,000 | 2021-092 |
| Brooch, Lunar | 1,800 | 9,000 | AC04-020 |
| Brooch, Number Numbing | 4,000 | 20,000 | 2121-134 |
| Brooch, Protection +1 | 2,000 | 10,000 | new item |
| Brooch, Protection +2 | 2,500 | 12,500 | new item |
| Brooch, Protection +3 | 3,000 | 15,000 | new item |
| Brooch, Protection +4 | 3,500 | 17,500 | new item |
| Brooch, Shielding | 1,000 | 10,000 | 2100-163 |

Broom

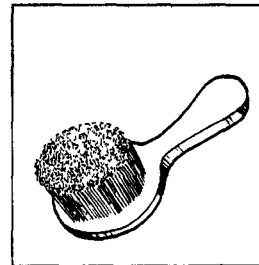


Brooms consist of a four to six foot long wooden pole that serves as the item's handle. A fan of straw or similar hair-like substance is attached to one end of the handle with a length of thread or a metal ring. When drawn across a floor or other firm surfaces, the straw gathers up loose dirt for easy removal.

| | | | |
|------------------------|-------|--------|------------|
| Broom, Animated Attack | — | 3,000 | 2100-163 |
| Broom, Blindness | 1,200 | 6,000 | AC04-020 |
| Broom, Flying | 2,000 | 10,000 | 2100-163 |
| Broom, Serving | 600 | 3,000 | AC04-020 |
| Broom, Sweeping | 1,200 | 6,000 | DRAG073-36 |

Name EP Cost Book/Page

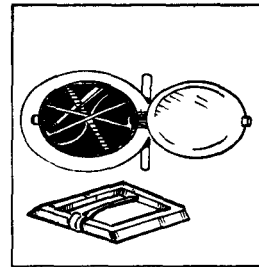
Brush



A brush consists of a wooden or ceramic piece, four to six inches long, that serves as the item's handle. One side of the handle is generally ornately decorated. The other side has several hundred thin pieces of wood or animal hair embedded in it. There are specialized brushes designed for all kinds of tasks from personal grooming to applying paint.

| | | | |
|-------------------|-------|-------|------------|
| Brush, Colors | 1,000 | 5,000 | DRAG030-36 |
| Brush, Grooming | 500 | 2,500 | DRAG073-36 |
| Brush, Untangling | 600 | 3,000 | DRAG073-39 |

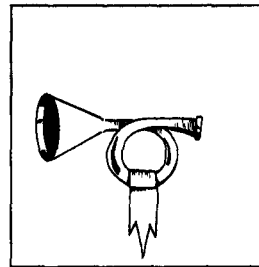
Buckle



Magical buckles are identical to a ordinary buckles used to fasten a belt around the waist, or to fasten shoes. An enchanted buckle is almost always made of metal (sometimes gold or platinum) and may be decorated with gems. If more than two buckles are worn at any one time, none have any effect.

| | | | |
|-------------------------------|-------|--------|----------|
| Buckle, Armor AC 0 | 5,000 | 30,000 | AC04-021 |
| Buckle, Armor AC 2 | 4,000 | 24,000 | AC04-021 |
| Buckle, Armor AC 3 | 3,500 | 21,000 | AC04-021 |
| Buckle, Faulty lockpicks -5% | — | 1,500 | AC04-021 |
| Buckle, Faulty lockpicks -10% | — | 2,000 | AC04-021 |
| Buckle, Faulty lockpicks -15% | — | 2,500 | AC04-021 |
| Buckle, Faulty lockpicks -20% | — | 3,000 | AC04-021 |
| Buckle, Lockpicks +5% | 1,000 | 7,000 | AC04-021 |
| Buckle, Lockpicks +10% | 1,250 | 7,500 | AC04-021 |
| Buckle, Lockpicks +15% | 1,500 | 8,000 | AC04-021 |
| Buckle, Lockpicks +20% | 1,750 | 8,500 | AC04-021 |
| Buckle, Opening | 1,000 | 5,000 | AC04-021 |
| Buckle, Protection +1 | 2,000 | 10,000 | AC04-021 |
| Buckle, Protection +2 | 2,500 | 12,500 | AC04-021 |
| Buckle, Protection +3 | 3,000 | 15,000 | AC04-021 |
| Buckle, Protection +4 | 3,500 | 17,500 | AC04-021 |
| Buckle, Weaponry | 3,000 | 15,000 | AC04-021 |

Bugle



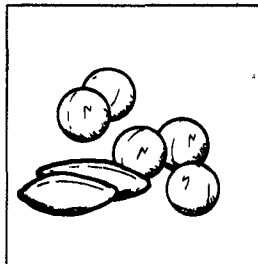
The bugle is a small musical horn made from metal tubing. Bugles do not have valves or keys, (such musical instruments are called trumpets). By pursing the lips and blowing through the mouthpiece, the user can create notes. The tighter the purse on the lips, the higher the pitch. Most magical bugles produce only normal music unless their command words are spoken.

| | | | |
|-----------------|-------|-------|----------|
| Bugle, Reviving | 1,000 | 5,000 | AC04-021 |
| Bugle, Sleeping | 700 | 3,500 | AC04-021 |
| Bugle, Walking | 600 | 3,000 | AC04-021 |

Name EP Cost Book/Page

Bullet, Sling

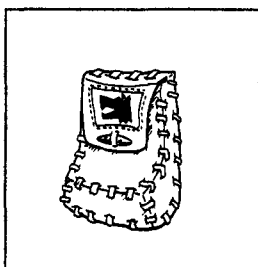
Magical sling bullets appear to be little more than well-cast normal sling bullets. Close examination reveals minute runes engraved upon these missiles. Like other enchanted missiles, a sling bullet's combat modifiers can be added to any modifiers from the weapon used to hurl it.



| | | | |
|--------------------------|-----|-----|----------|
| Bullet, Sling +1, Impact | 20 | 120 | 2017-105 |
| Bullet, Sling +2, Impact | 50 | 300 | 2017-105 |
| Bullet, Sling +3, Impact | 75 | 450 | 2017-105 |
| Bullet, Sling +4, Impact | 100 | 600 | 2017-105 |
| Bullet, Sling +5, Impact | 150 | 800 | 2017-105 |

Bundle

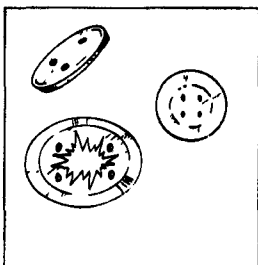
A sacred bundle is a collection of five to 10 totemic items placed together in a pouch for the purpose of granting magical protection to the wearer. If a sacred bundle is ever removed from the owner's body, all of its benefits permanently vanish, and the warrior can never get another. A sacred bundle never benefits anyone but the warrior who made it.



| | | | |
|----------------|---|----|----------|
| Bundle, Sacred | — | 30 | 2108-016 |
|----------------|---|----|----------|

Button

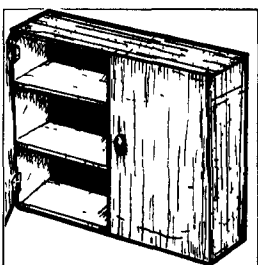
Buttons are small disk-shaped knobs that are attached to an article of clothing. They serve as fasteners when passed through a loop or button hole. Buttons are commonly made from bone, wood, coral, shells, metal, or ceramics. Magical buttons cannot be discerned from standard buttons without the use of detect magic spells.



| | | | |
|-------------------|-------|--------|----------|
| Button, Blasting | 1,000 | 10,000 | AC04-021 |
| Button, Confusion | 1,000 | 5,000 | AC04-021 |
| Button, Fastening | 600 | 3,000 | AC04-021 |

Cabinet

Cabinets are wooden constructs used to hold a variety of items. The size, shape, and overall dimensions of a cabinet depend upon what it is designed to hold. For example, a tall cabinet might hold long garments, weapons, farming tools, or other large objects. Locks can be easily installed onto cabinets to protect valuable contents.

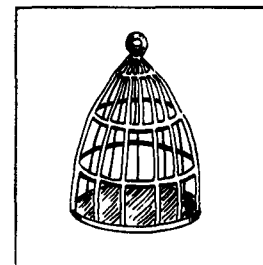


Name EP Cost Book/Page

| | | | |
|--------------------------|-------|--------|------------|
| Cabinet, Air Restoration | 600 | 6,000 | DRAG159-16 |
| Cabinet, Ministering | 1,000 | 5,000 | AC04-022 |
| Cabinet, Security | 2,000 | 10,000 | AC04-022 |

Cage

A cage is an enclosure used to keep a creature confined without the occupant's consent. Whether a cage is called a pen, menagerie, corral, coop, cell, bastille, jail, or brig, the end result is the same: something is trapped against its will. Magical cages tend to be small enough or light enough to be easily transported.



| | | | |
|------------------|-------|--------|-----------|
| Cage, Batting | 300 | 1,500 | AC04-022 |
| Cage, Carrying | 3,000 | 15,000 | AC04-022 |
| Cage, Entrapment | — | 1,500 | AC04-022 |
| Cage, Shelter | 1,500 | 7,500 | PHBR1-114 |

Cameo

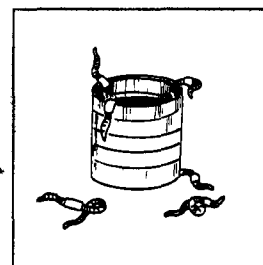
A cameo is a gem or stone carving showing a relief design in one color against a background of another, usually darker, hue. Stones with bands of color—such as onyx—make the best cameos. The designs on a cameo can be nearly anything, but the most common patterns are nature scenes and busts (portraits showing a silhouette of the head and neck).



| | | | |
|----------------------|-------|--------|------------|
| Cameo, Appearance | 1,000 | 5,000 | AC04-022 |
| Cameo, Equus | 1,300 | 6,500 | DUNG022-34 |
| Cameo, Incompetence | — | 1,200 | AC04-022 |
| Cameo, Protection +1 | 2,000 | 10,000 | new item |
| Cameo, Protection +2 | 2,500 | 12,500 | new item |
| Cameo, Protection +3 | 3,000 | 15,000 | new item |
| Cameo, Protection +4 | 3,500 | 17,500 | new item |
| Cameo, Protection +5 | 4,000 | 20,000 | new item |

Can/Canister

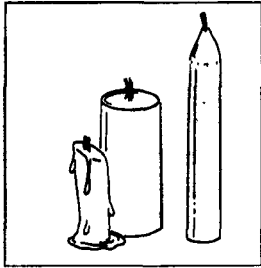
A can or canister is a cylindrical container. Each has two command words; one to open, causing the top to disappear, and one to close, causing the top to reappear. Cans may be from two to six inches in diameter, and two to 12 inches high. Some re-create their contents each time they are opened. Other cans can be emptied only once, but even these remain airtight and watertight.



| | | | |
|------------------------|-------|-------|------------|
| Can, Cant | 500 | 2,500 | AC04-023 |
| Can, Moonlight | 400 | 2,000 | AC04-023 |
| Can, Spinach | 300 | 1,500 | POLY023-22 |
| Can, Watering, Zwann's | 1,000 | 5,000 | 2121-148 |
| Can, Worms | 500 | 1,500 | AC04-023 |
| Canister, Curses | — | 1,000 | POLY023-22 |

Name EP Cost Book/Page

Candle



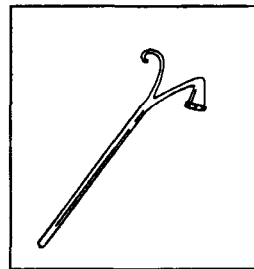
Candles are basically sections of string or yarn covered in several dozen layers of wax (or hundreds if the candle is three inches or greater in diameter). When lit, the flame boils the wax under the wick (the string) and the boiling wax burns, sustaining the flame. Magical candles generally are effective as long as the candle continues to burn.

| | | | |
|-----------------------------------|-------|-------|------------|
| Candle, Black, Clumsiness | 200 | 1,000 | DRAG114-12 |
| Candle, Black, Exhaustion | 200 | 1,000 | DRAG114-12 |
| Candle, Black, Feeble-mindedness | 200 | 1,000 | DRAG114-12 |
| Candle, Black, Foolishness | 200 | 1,000 | DRAG114-12 |
| Candle, Black, Weakness | 200 | 1,000 | DRAG114-12 |
| Candle, Black, Ugliness | 200 | 1,000 | DRAG114-12 |
| Candle, Blinking, Large | 400 | 2,000 | DRAG179-17 |
| Candle, Blinking, Small | 100 | 500 | DRAG179-17 |
| Candle, Blue | 200 | 1,000 | DRAG114-12 |
| Candle, Brilliance, Large | 400 | 2,000 | DRAG179-17 |
| Candle, Brilliance, Small | 100 | 500 | DRAG179-17 |
| Candle, Charming, Large | 400 | 2,000 | DRAG179-17 |
| Candle, Charming, Small | 100 | 500 | DRAG179-17 |
| Candle, Convocation | 800 | 8,000 | DRAG156-28 |
| Candle, Darkness, Large | 200 | 1,000 | DRAG179-17 |
| Candle, Darkness, Small | 50 | 250 | DRAG179-17 |
| Candle, Defense, Large | 600 | 3,000 | DRAG179-18 |
| Candle, Defense, Small | 150 | 750 | DRAG179-18 |
| Candle, Disruption, Large | 500 | 2,500 | DRAG179-18 |
| Candle, Disruption, Small | 125 | 625 | DRAG179-18 |
| Candle, Divination, Large | 800 | 4,000 | DRAG179-18 |
| Candle, Divination, Small | 200 | 1,000 | DRAG179-18 |
| Candle, Everburning | 300 | 3,000 | PHBR4-124 |
| Candle, Exploding, Large | 200 | 1,000 | DRAG179-18 |
| Candle, Exploding, Small | 50 | 250 | DRAG179-18 |
| Candle, Fireballs, Large | 500 | 2,500 | DRAG179-18 |
| Candle, Fireballs, Small | 125 | 625 | DRAG179-18 |
| Candle, Flame Arrows, Large | 400 | 2,000 | DRAG179-18 |
| Candle, Flame Arrows, Small | 100 | 500 | DRAG179-18 |
| Candle, Flame Blades, Large | 400 | 2,000 | DRAG179-18 |
| Candle, Flame Blades, Small | 100 | 500 | DRAG179-18 |
| Candle, Gold | 200 | 1,000 | DRAG043-09 |
| Candle, Improved Shielding, Large | 1,500 | 7,500 | DRAG179-18 |
| Candle, Improved Shielding, Small | 300 | 1,500 | DRAG179-18 |
| Candle, Improved Survival, Large | 300 | 1,500 | DRAG179-18 |
| Candle, Improved Survival, Small | 75 | 375 | DRAG179-18 |
| Candle, Invocation | 1,000 | 5,000 | 2100-163 |
| Candle, Methven | 800 | 8,000 | DRAG039-42 |
| Candle, Porpitousness | 750 | 4,000 | 2121-134 |
| Candle, Powerlessness | — | 250 | AC04-023 |
| Candle, Protection | 800 | 8,000 | AC04-023 |
| Candle, Protection, Large | 700 | 3,500 | DRAG179-18 |
| Candle, Protection, Small | 175 | 875 | DRAG179-18 |
| Candle, Purple | 200 | 1,000 | DRAG043-09 |
| Candle, Pyrotechnics, Large | 200 | 1,000 | DRAG179-18 |
| Candle, Pyrotechnics, Small | 50 | 250 | DRAG179-18 |
| Candle, Red | 200 | 1,000 | DRAG043-09 |
| Candle, Reflection, Large | 300 | 1,500 | DRAG179-18 |

Name EP Cost Book/Page

| | | | |
|-------------------------------------|-------|-------|------------|
| Candle, Reflection, Small | 75 | 375 | DRAG179-18 |
| Candle, Sanctuary, Large | 700 | 3,500 | DRAG179-18 |
| Candle, Sanctuary, Small | 175 | 875 | DRAG179-18 |
| Candle, Shielding, Large | 1,000 | 5,000 | DRAG179-18 |
| Candle, Shielding, Small | 200 | 1,000 | DRAG179-18 |
| Candle, Spells, Large | 800 | 4,000 | DRAG179-18 |
| Candle, Spells, Small | 200 | 1,000 | DRAG179-18 |
| Candle, Survival, Large | 200 | 1,000 | DRAG179-18 |
| Candle, Survival, Small | 50 | 250 | DRAG179-18 |
| Candle, Unfailing Light, Large | 100 | 500 | DRAG179-18 |
| Candle, Unfailing Light, Small | 25 | 125 | DRAG179-18 |
| Candle, Vapors, Insanity Gas, Large | 300 | 1,500 | DRAG179-19 |
| Candle, Vapors, Insanity Gas, Small | 75 | 375 | DRAG179-19 |
| Candle, Vapors, Poison, Large | 300 | 1,500 | DRAG179-19 |
| Candle, Vapors, Poison, Small | 75 | 375 | DRAG179-19 |
| Candle, Vapors, Sleep, Large | 300 | 1,500 | DRAG179-19 |
| Candle, Vapors, Sleep, Small | 75 | 375 | DRAG179-19 |
| Candle, Vapors, Smoke, Large | 300 | 1,500 | DRAG179-19 |
| Candle, Vapors, Smoke, Small | 75 | 375 | DRAG179-19 |
| Candle, Vapors, Sweet Smell, Large | 300 | 1,500 | DRAG179-19 |
| Candle, Vapors, Sweet Smell, Small | 75 | 375 | DRAG179-19 |
| Candle, Visibility, Large | 300 | 1,500 | DRAG179-19 |
| Candle, Visibility, Small | 75 | 375 | DRAG179-19 |
| Candle, Yellow | 200 | 1,000 | DRAG043-09 |

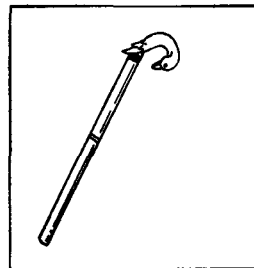
Candle Snuffer



Candle snuffers do exactly as their name suggests; they douse candle flames. Snuffers generally cannot put out fires larger than a candle flame, and they cannot douse magical flames. (A magical candle's enchantment is activated when it is lit, but the flame is not always itself magical. A snuffer may douse a magical candle unless otherwise stated in the candle's description.)

Candle Snuffer, Remote 300 1,500 DRAG073-38

Cane



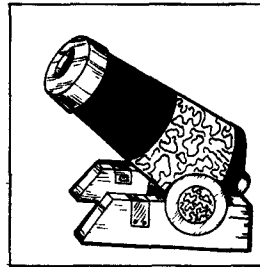
A cane is a wooden, metal, bone, or ivory stick normally used to aid walking. Magical canes may be found anywhere but most often near humans and humanoids. They may be straight or curved, plain or decorated. Some canes have one to 20 charges when found, and cannot be recharged.

| | | | |
|---------------------|-------|--------|----------|
| Cane, Age | — | 1,200 | AC04-023 |
| Cane, Armament | 2,000 | 10,000 | AC04-023 |
| Cane, Blindness | — | 1,000 | AC04-023 |
| Cane, Detection | 1,500 | 7,500 | AC04-023 |
| Cane, Protection +1 | 2,000 | 10,000 | new item |
| Cane, Protection +2 | 2,500 | 12,500 | new item |
| Cane, Protection +3 | 3,000 | 15,000 | new item |

| Name | EP | Cost | Book/Page |
|---------------------|-------|--------|-----------------|
| Cane, Protection +4 | 3,500 | 17,500 | <i>new item</i> |
| Cane, Protection +5 | 4,000 | 20,000 | <i>new item</i> |
| Cane, Stiffness | — | 1,200 | AC04-023 |

Cannon

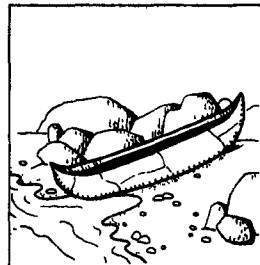
Cannons are very rare and tend to be unreliable, as they tend to explode when fired. More importantly, the chemical or magical reactions they depend on sometimes vary from one world to another. Cannons use magical smoke powder, one shot uses 10 charges. The rarity of smoke powder is another reason for the cannon's impracticality. (Very large cannons are called bombardars, see page 32 for more details and magical options.)



| | | | |
|----------------------|-------|--------|-----------------|
| Cannon +1 | 2,000 | 20,000 | <i>new item</i> |
| Cannon +2 | 4,000 | 40,000 | <i>new item</i> |
| Cannon +3 | 6,000 | 60,000 | <i>new item</i> |
| Cannon, Elmarin Call | 300 | 3,000 | SJR2-72 |
| Cannon, Water | 600 | 1,800 | SJR1-82 |

Canoe

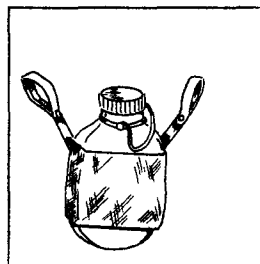
Canoes are river and lake boats that generally hold two to four passengers, but larger versions that carry up to 20 are available. In primitive areas, canoes are painstakingly constructed out of whole logs by alternately burning and chopping the wood until the log is completely hollowed out and the canoe is complete. More advanced techniques take less time and use less material.



| | | | |
|-----------------|-------|--------|----------|
| Canoe, Portable | 2,000 | 10,000 | 2121-142 |
| Canoe, Portage | 1,500 | 7,500 | AC04-023 |
| Canoe, Travel | 2,000 | 10,000 | AC04-023 |

Canteen

Canteens are metal, ceramic, or animal-skin containers for carrying water. All canteens have a cap of stopper to keep the water from evaporating or spilling as it is carried about. Canteens are useful in any location where drinkable water is not always available; however they tend to be very expensive anywhere they are necessities, and very cheap where they are merely convenient.

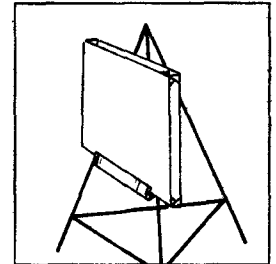


| | | | |
|-----------------------------|-----|-------|------------|
| Canteen, Coolness | 600 | 6,000 | DRAG030-37 |
| Canteen, Water Purification | 800 | 8,000 | DRAG073-37 |

| Name | EP | Cost | Book/Page |
|------|----|------|-----------|
|------|----|------|-----------|

Canvas

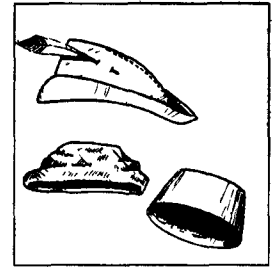
Canvases, the painter's most common medium (besides building ceilings or walls), are made from thick paper, thin wood, parchment, or animal hides. They are usually treated with an alcohol solution to help them receive and hold the colors the painter applies to them.



| | | | |
|------------------|-------|--------|------------|
| Canvas, Pictures | 1,000 | 15,000 | DRAG073-37 |
|------------------|-------|--------|------------|

Cap

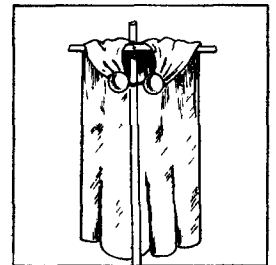
Caps are small hats that fit snugly onto the wearer's head. Very small and plain caps are called skull caps. Mages who live in seclusion or cloistered priests often wear skull caps. Since they are not very flattering, skull caps are almost never worn outside the work room or monastery, except by particularly frugal or ascetic individuals.



| | | | |
|------------------------------------|-------|--------|-----------------|
| Cap, Dream, Veluna | 1,500 | 7,500 | 2023-079 |
| Cap, Healing, Veluna | 4,000 | 22,500 | 2023-080 |
| Cap, Pileus | Relic | 55,000 | 1021-60 |
| Cap, Protection +1 | 2,000 | 10,000 | <i>new item</i> |
| Cap, Protection +2 | 2,500 | 12,500 | <i>new item</i> |
| Cap, Protection +3 | 3,000 | 15,000 | <i>new item</i> |
| Cap, Protection +4 | 3,500 | 17,500 | <i>new item</i> |
| Cap, Protection +5 | 4,000 | 20,000 | <i>new item</i> |
| Cap, School, Abjuration | 2,000 | 10,000 | 2121-144 |
| Cap, School, Alteration | 2,000 | 10,000 | 2121-144 |
| Cap, School, Conjunction/Summoning | 2,000 | 10,000 | 2121-144 |
| Cap, School, Enchantment/Charm | 2,000 | 10,000 | 2121-144 |
| Cap, School, Greater Divination | 2,000 | 10,000 | 2121-144 |
| Cap, School, Illusion/Phantasm | 2,000 | 10,000 | 2121-144 |
| Cap, School, Invocation/Evocation | 2,000 | 10,000 | 2121-144 |
| Cap, School, Necromancy | 2,000 | 10,000 | 2121-144 |
| Cap, Teleportation | 2,000 | 15,000 | PC1-60 |

Cape

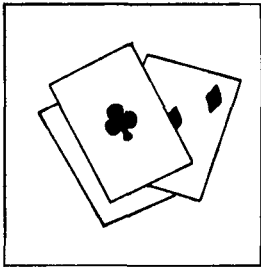
A cape is a sleeveless garment that falls loosely from the shoulders and is fastened about the neck with a cord or chain. A cape may be worn over armor or ordinary clothes, or even a coat. A magical cape is made of fine cloth, often with strands of gold or silver woven into the fabric.



| | | | |
|-----------------|-------|--------|----------|
| Cape, Disguise | 500 | 3,000 | AC04-023 |
| Cape, Good Hope | 1,000 | 15,000 | AC04-024 |

| Name | EP | Cost | Book/Page |
|---------------------|-------|--------|------------|
| Cape, Hornet | 800 | 2,400 | DRAG005-08 |
| Cape, Horns | 1,000 | 5,000 | AC04-024 |
| Cape, Protection +1 | 1,000 | 10,000 | AC04-024 |
| Cape, Protection +2 | 2,000 | 20,000 | AC04-024 |
| Cape, Protection +3 | 3,000 | 30,000 | AC04-024 |
| Cape, Protection +4 | 4,000 | 40,500 | AC04-024 |
| Cape, Protection +5 | 5,000 | 50,000 | AC04-024 |
| Cape, Reeking | — | 1,000 | AC04-024 |
| Cape, Shadow | 2,500 | 15,000 | AC04-024 |

Card



Cards are sets of colorful placards that bear sets of numbers and symbols. The most common form of cards has thirteen sets of numbers and four types of symbols, containing a total of 52 cards. For more information on cards and their magical counterparts, please see the following entries: Deck, Placard, and Tarot.

| | | | |
|-----------------------|-------|--------|--------|
| Card, Fortune Telling | 1,000 | 10,000 | LC2-23 |
|-----------------------|-------|--------|--------|

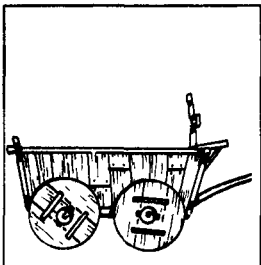
Carpet



Carpets, otherwise known as rugs, are floor coverings designed to make floors more comfortable places for the feet. Often, carpets are hung on the walls in to cover holes or open windows. (Such carpets are more properly called tapestries.) Magical carpets usually provide transport, issue warnings, or trap intruders.

| | | | |
|--------------------------|--------|--------|------------|
| Carpet, Fighting | 4,000 | 20,000 | DRAG179-72 |
| Carpet, Flying, 1 Person | 2,500 | 12,500 | 2100-163 |
| Carpet, Flying, 2 Person | 5,000 | 25,000 | 2100-163 |
| Carpet, Flying, 3 Person | 7,500 | 37,500 | 2100-163 |
| Carpet, Flying, 4 Person | 10,000 | 50,000 | 2100-163 |
| Carpet, Solomon's Magic | 6,000 | 20,000 | 1021-63 |

Cart

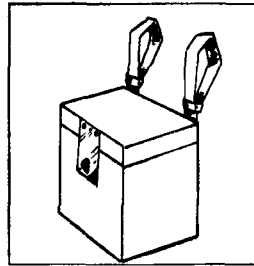


Carts are wooden vehicles with one or two pairs of wooden wheels. Each pair of wheels is connected by a wooden pole that serves as an axle. Carts are headed by a pole that is attached to a harness of a single draft animal or a team of animals. The bed of the cart occasionally has a framework that helps keep larger cargo in place.

| | | | |
|-------------------|-------|--------|------------|
| Cart, Bigwheel | 1,200 | 6,000 | DUNG022-43 |
| Cart, Convenience | 1,000 | 5,000 | AC04-024 |
| Cart, Decks | 1,100 | 5,500 | AC04-024 |
| Cart, Mouse | 3,500 | 17,500 | 2121-141 |

| Name | EP | Cost | Book/Page |
|------|----|------|-----------|
|------|----|------|-----------|

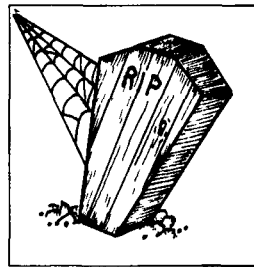
Case



Magical cases appear to be either normal belt pouches or as small wooden boxes with attached lids. Either type of case radiates a faint magic aura if such is detected for. Magical cases generally are enchanted to allow their users to simply reach into their interiors to grab an item without searching for it.

| | | | |
|---------------------------------------|--------|--------|-----------------|
| Case, Alphabetizing | 800 | 4,000 | DRAG073-40 |
| Case, Holding, 100 lbs. | 2,000 | 10,000 | <i>new item</i> |
| Case, Holding, 150 lbs. | 3,000 | 15,000 | <i>new item</i> |
| Case, Holding, 200 lbs. | 4,000 | 20,000 | <i>new item</i> |
| Case, Holding, 250 lbs. | 5,000 | 25,000 | <i>new item</i> |
| Case, Holding, 500 lbs. | 7,500 | 37,500 | <i>new item</i> |
| Case, Holding, 1,000 lbs. | 10,000 | 50,000 | <i>new item</i> |
| Case, Zagyg's Spell Component, 2x/day | 200 | 2,000 | 2017-104 |
| Case, Zagyg's Spell Component, 3x/day | 300 | 3,000 | 2017-104 |
| Case, Zagyg's Spell Component, 4x/day | 400 | 4,000 | 2017-104 |
| Case, Zagyg's Spell Component, 5x/day | 500 | 5,000 | 2017-104 |
| Case, Zagyg's Spell Component, 6x/day | 600 | 6,000 | 2017-104 |
| Case, Zagyg's Spell Component, 7x/day | 700 | 7,000 | 2017-104 |

Cask/Casket

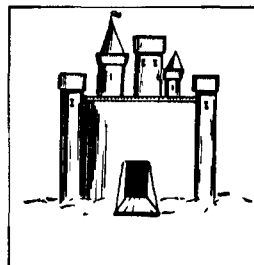


Casks are simply small barrels (see page 29). The word "cask" sometimes is used as a shortened form of "casket" (see below).

Caskets, are elaborate boxes intended to hold anything that is valuable or highly prized, such as jewelry, magical items, or even the remains of the dead (see Coffin, page 45).

| | | | |
|-----------------------------|--------|--------|-----------------|
| Cask, Everfull | 300 | 3,600 | DRAG159-17 |
| Cask, Wind Spy | 4,000 | 20,000 | DRAG178-17 |
| Casket, Furyondy | 2,500 | 27,500 | 2023-077 |
| Casket, Holding, 2,000 lbs. | 15,000 | 70,000 | <i>new item</i> |

Castle

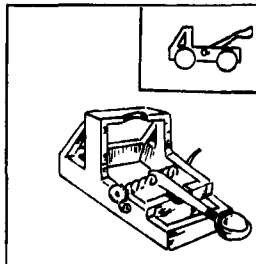


Through a long, arcane process, a complete castle sometimes can be built on a floating cloud. Such a castle is worth at least 30,000 gp and could be worth millions, see *The Complete Castle Guide*. Experience is never awarded for finding and using a cloud castle. The award for actually building one is up to the DM; 1 to10 xp per 100 gp spent on construction would suit most campaigns.

| Name | EP | Cost | Book/Page |
|-----------------------|--------|--------|-----------|
| Castle, Cloud, in the | varies | varies | AC11-021 |

Catapult

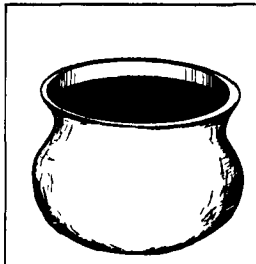
Catapults are large, stone-throwing siege machines operated by springs, cranks, or flywheels. Catapults can be mounted on wheels or fixed into position. Fixed catapults can fire in only one direction once installed. (This is a handicap, but a necessary one if the catapult is carried on a ship where it might fall overboard if not bolted down.) Catapults can be loaded with stone shot instead of large rocks.



| | | | |
|---------------------|-------|--------|---------|
| Catapult, Heavy +1 | 1,000 | 10,000 | SJR2-72 |
| Catapult, Heavy +2 | 2,000 | 20,000 | SJR2-72 |
| Catapult, Heavy +3 | 4,000 | 40,000 | SJR2-72 |
| Catapult, Light +1 | 500 | 5,000 | SJR2-72 |
| Catapult, Light +2 | 1,000 | 10,000 | SJR2-72 |
| Catapult, Light +3 | 2,000 | 20,000 | SJR2-72 |
| Catapult, Medium +1 | 700 | 7,000 | SJR2-72 |
| Catapult, Medium +2 | 1,400 | 14,000 | SJR2-72 |
| Catapult, Medium +3 | 2,800 | 28,000 | SJR2-72 |

Cauldron

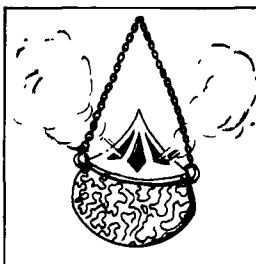
A large boiler or kettle, a cauldron is used, most often, to cook meals for a great number of people. Very large cauldrons can weigh as much as 40 tons. Magical versions assist the user by creating beneficial concoctions, malignant poisons, or simply extra large amounts of normal matter.



| | | | |
|----------------------------|-------|--------|------------|
| Cauldron, Air, Mordom's | 3,000 | 15,000 | 2121-141 |
| Cauldron, Daghdha | Relic | P | 2006-18 |
| Cauldron, Doom | 6,000 | 60,000 | FR02-61 |
| Cauldron, Heating | 1,000 | 5,000 | AC04-022 |
| Cauldron, Hymir's Steaming | Relic | 72,000 | 1021-59 |
| Cauldron, Plenty | 1,000 | 10,000 | DUNG021-14 |

Censer

A censer is a container used to burn incense. The censer has a base that allows the container to stand by itself, a central bowl that holds the smoldering incense, and an ornately carved lid. Three chains, arranged equidistantly around the upper lip of the central bowl allow the priest or wizard to hold the censer as it smokes, sending its magical aromas into the air.

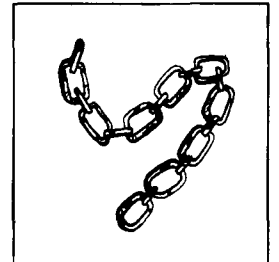


| | | | |
|------------------------------------------|-------|--------|------------|
| Censer, Conduct | 1,200 | 12,000 | POLY023-22 |
| Censer, Summoning Hostile Air Elementals | — | 2,500 | 2100-163 |
| Censer, Thaumaturgy | 2,500 | 12,000 | FR04-40 |
| Censer, Controlling, Air Elementals | 4,000 | 25,000 | DRAG156-28 |

| Name | EP | Cost | Book/Page |
|------|----|------|-----------|
|------|----|------|-----------|

Chain

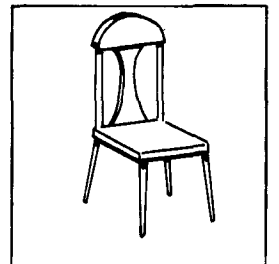
A chain is a series of interlocking metal rings that form a long string. Chains are commonly used to bind prisoners, haul cargo, or even as ornaments. Magical chains do not look or feel any different from nonmagical varieties. Most chains have at least one activating command word, but some chains function automatically.



| | | | |
|------------------------------------|-------|--------|------------|
| Chain, Ancient Slaver | 1,800 | 7,000 | CN2-029 |
| Chain, Dungeon, Danleor's Str 14 | 500 | 5,000 | new item |
| Chain, Dungeon, Danleor's Str 15 | 600 | 6,000 | new item |
| Chain, Dungeon, Danleor's Str 16 | 800 | 8,000 | new item |
| Chain, Dungeon, Danleor's Str 17 | 1,000 | 10,000 | DRAG145-39 |
| Chain, Dungeon, Danleor's Str 18 | 1,500 | 15,000 | DRAG145-39 |
| Chain, Dungeon, Danleor's Str 19 | 2,000 | 20,000 | DRAG145-39 |
| Chain, Dungeon, Danleor's Str 19 + | 2,500 | 22,500 | DRAG145-39 |
| Chain, Dungeon, Danleor's Str 20 | 2,500 | 25,000 | DRAG145-39 |
| Chain, Dungeon, Danleor's Str-21 | 3,000 | 30,000 | new item |
| Chain, Holding | 1,000 | 10,000 | new item |
| Chain, Teleportation | 2,000 | 15,000 | G123-08 |

Chair

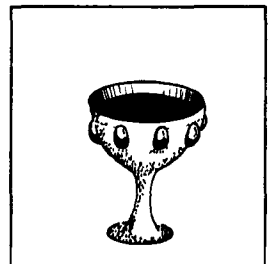
Chairs are wooden, metal, or wicker constructions with four legs and a back. Many chairs are padded with velvet or leather to make the occupant a bit more comfortable. Magical chairs tend to be very lavish (unless otherwise stated), but their magical nature is not apparent until the appropriate magics are used to detect it.



| | | | |
|--------------------------|-------|--------|------------|
| Chair, Ancestors, of the | 1,000 | 10,000 | POLY043-22 |
| Chair, Shrinking | 1,000 | 10,000 | DRAG073-36 |
| Chair, Sleep Prevention | 3,000 | 15,000 | DRAG073-39 |

Chalice

A chalice is an ornamental cup or goblet. It may be constructed of glass, crystal, metal, or even wood. A chalice may be long-stemmed, or it may have no stem at all. Every chalice is designed to stand on its own, either by virtue of its shape or because it is fitted with a base.

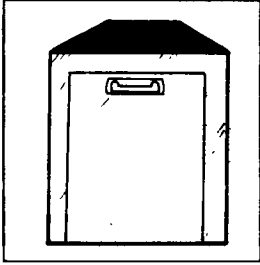


| | | | |
|----------------------------------------|-------|--------|----------|
| Chalice, Colors | 500 | 1,500 | AC04-024 |
| Chalice, Continual Water | 240 | 2,400 | SJR2-70 |
| Chalice, Detection | 1,000 | 5,000 | AC04-024 |
| Chalice, Eucharistic, Issek of the Jug | 1,500 | 25,000 | LNR1-93 |
| Chalice, Identification | 1,000 | 10,000 | AC04-024 |
| Chalice, Irreversibility | 2,000 | 12,000 | LNA3-53 |

| Name | EP | Cost | Book/Page |
|------------------------|-------|--------|------------|
| Chalice, Planar Travel | 1,000 | 10,000 | DUNG025-11 |
| Chalice, Poison | — | 1,500 | AC04-024 |
| Chalice, Shield Lands | 3,000 | 25,000 | 2023-077 |

| Name | EP | Cost | Book/Page |
|--------------------------------|-------|--------|------------|
| Chariot, Franklyn's Incredible | 3,000 | 15,000 | POLY043-23 |
| Chariot, Re | 4,000 | 20,000 | FR10-86 |
| Chariot, Silver, Olympus | 2,000 | 6,000 | 2121-47 |
| Chariot, Surya's | Relic | P | 2006-08 |

Chamber



Chambers are cubical or rectangular devices that produce magical effects within their hollow interiors. The object or objects to be affected must be placed inside and the chamber's door must be closed before a chamber will function. Generally, chambers have an activation stud, a small spherical gem, fastened to the outside, near the door.

| | | | |
|--------------------------------------|--------|--------|-----------------|
| Chamber, Disintegration, 1'x1'x1' | 500 | 2,500 | 2121-36 |
| Chamber, Disintegration, 2'x2'x3' | 1,000 | 5,000 | 2121-136 |
| Chamber, Disintegration, 3'x3'x6' | 1,500 | 7,500 | 2121-136 |
| Chamber, Disintegration, 3'x5'x6' | 2,000 | 10,000 | 2121-136 |
| Chamber, Disintegration, 5'x5'x10' | 3,000 | 15,000 | 2121-136 |
| Chamber, Disintegration, 10'x10'x10' | 5,000 | 25,000 | 2121-136 |
| Chamber, Teleportation, 1'x1'x1' | 500 | 5,000 | 2121-145 |
| Chamber, Teleportation, 2'x2'x3' | 1,000 | 10,000 | 2121-145 |
| Chamber, Teleportation, 3'x3'x6' | 1,500 | 15,000 | 2121-145 |
| Chamber, Teleportation, 5'x5'x5' | 2,000 | 20,000 | <i>new item</i> |
| Chamber, Teleportation, 5'x5'x10' | 3,000 | 30,000 | 2121-145 |
| Chamber, Teleportation, 10'x10'x10' | 10,000 | 50,000 | 2121-145 |

Chaplet

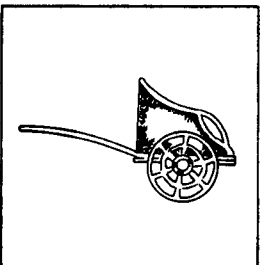


A chaplet is a wreath, garland, or string of beads used to garnish the head. Many chaplets look like garters; such chaplets often have a knitted or cloth rose or burgeon that lays across the wearer's forehead and the rose often has a gem attached to it.

The word "chaplet" also is used to describe a short a string of beads, used to count prayers.

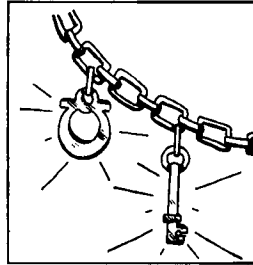
| | | | |
|-------------------------------|-----|-------|------------|
| Chaplet, Creature Recognition | 600 | 3,000 | POLY043-23 |
|-------------------------------|-----|-------|------------|

Chariot



A chariot is a light, fast open-backed vehicle. The driver—and sometimes the passengers—must stand. A chariot has two wheels and can be drawn by a single draft animal or team of animals (but seldomly more than four animals) War chariots can be armored (including the wheels), and fitted with sharp spikes or blades along the axle to injure or immobilize opponents.

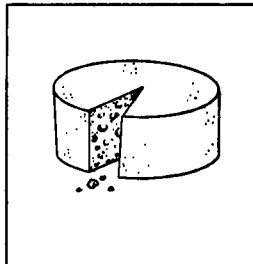
Charm



A charm is a small metallic trinket. Most charms are shaped like animals, symbols, letters, or the silhouettes of animals or people. Each trinket has a small loop on the uppermost section that allows the owner to place the trinket onto a necklace, bracelet, or anklet. Only two trinkets can be placed on a chain at once.

| | | | |
|-----------------------------|-------|--------|------------|
| Charm, Climbing | 2,500 | 7,500 | DRAG073-37 |
| Charm, Favor | 1,600 | 5,000 | PHBR1-114 |
| Charm, Fire Extinguishing | 1,500 | 7,500 | DRAG073-38 |
| Charm, Flattening | 100 | 1,000 | DRAG073-40 |
| Charm, Footwear Restoration | 200 | 2,000 | DRAG073-40 |
| Charm, Luck | 2,500 | 15,000 | DRAG005-09 |
| Charm, Opening | 2,000 | 10,000 | DRAG073-38 |
| Charm, Protection, Disease | 1,000 | 5,000 | 2018-134 |
| Charm, Protection, Fire | 1,000 | 5,000 | 2018-134 |
| Charm, Protection, Spirits | 1,000 | 5,000 | 2018-134 |
| Charm, Protection, Theft | 1,000 | 5,000 | 2018-134 |
| Charm, Rabbit's Foot | 2,500 | 25,000 | AC04-059 |
| Charm, Resource, Asp | 250 | 1,250 | HWR2-d34 |
| Charm, Resource, Bread | 250 | 1,250 | HWR2-d34 |
| Charm, Resource, Fennec | 250 | 1,250 | HWR2-d34 |
| Charm, Resource, Hawk | 250 | 1,250 | HWR2-d34 |
| Charm, Resource, Raindrop | 250 | 1,250 | HWR2-d34 |
| Charm, Smoke Detection | 500 | 5,000 | DRAG073-38 |
| Charm, Undisturbed Sleep | 600 | 6,000 | DRAG073-36 |

Cheese



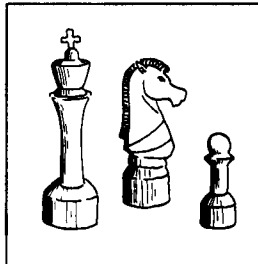
Cheese is form of preserved milk. The solid portion of curdled milk (the curds) is separated from the liquid (whey) and prepared in many different fashions. The different processes give cheeses their varied flavors, colors, marbling, and textures. The effect from a magical cheeses is activated either by placing a piece of cheese in the mouth, or by inhaling the bouquet.

| | | | |
|--------------------|-----|-------|------------|
| Cheese, Odors | 200 | 1,000 | POLY023-22 |
| Cheese, Vile Odors | — | 500 | POLY023-23 |

Name EP Cost Book/Page

Chess Set

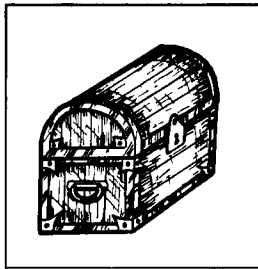
Chess is an ancient two-player game. The game is played on a board that has 64 squares of two different colors, one dark, one light. Each player controls a set of 16 pieces; one set light, the other dark, often the same colors as the board.



Chess Set, Challenge 600 3,000 DRAG073-40

Chest

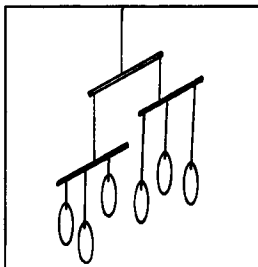
A chest is a box, usually an extraordinarily sturdy and durable wooden construct with an attached lid, several handles, and fitted with metallic bands to give it even more durability. Magical chests tend to have enchantments that involve storing extra contents or protecting the contents.



| | | | |
|----------------------------|--------|--------|-----------------|
| Chest, Drawers | 500 | 2,500 | AC04-025 |
| Chest, Float | 1,000 | 1,500 | FOR2-77 |
| Chest, Holding, 500 lbs. | 2,000 | 5,000 | <i>new item</i> |
| Chest, Holding, 1,000 lbs. | 4,000 | 20,000 | <i>new item</i> |
| Chest, Holding, 1,500 lbs. | 6,000 | 30,000 | <i>new item</i> |
| Chest, Holding, 2,000 lbs. | 8,000 | 40,000 | <i>new item</i> |
| Chest, Holding, 2,500 lbs. | 10,000 | 50,000 | <i>new item</i> |
| Chest, Oyster | 1,500 | 15,000 | DRAG099-51 |
| Chest, Quartermaster's | 2,500 | 7,500 | DRAG178-19 |
| Chest, Sieges | 1,000 | 5,000 | AC04-025 |
| Chest, Walking | 5,000 | 10,000 | FLR2-80 |
| Chest, Zorathus | Relic | P | 2006-49 |

Chime

Chimes can be one of two things: One kind of chime is a small hammer used to strike bells to produce a ringing sound. However, most chimes are sets of bells or slabs of wood, stone, shell, plaster or ceramic that are hung by strings under a ceiling or small holder. Chimes of this type often are left to blow and ring in the wind.

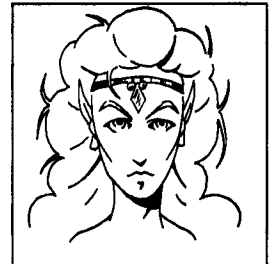


| | | | |
|---------------------|-------|--------|------------|
| Chime, Feather | 500 | 2,500 | PC2-40 |
| Chime, Hunger | — | 1,000 | 2100-163 |
| Chime, Interruption | 2,000 | 20,000 | 2100-163 |
| Chime, Opening | 3,500 | 20,000 | 2100-163 |
| Chime, Time | 400 | 2,000 | 1013-53 |
| Chime, Visitors | 200 | 1,000 | AC04-025 |
| Chime, Warning | 1,000 | 5,000 | DRAG028-31 |

Name EP Cost Book/Page

Circlet

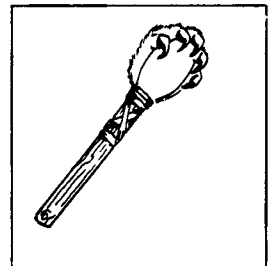
The circlet is an uncommon, ring-shaped ornament worn like a crown (see page 48) and used to adorn the forehead. A circlet often is studded with gems or inlaid with rare or precious materials such as gold or ivory.



| | | | |
|----------------------------|-------|--------|-----------------|
| Circlet, Dalvan's | — | 1,000 | DUNG013-40 |
| Circlet, Golden | 2,000 | 30,000 | 2021-092 |
| Circlet, Golden, Greyhawk | 2,000 | 30,000 | 2023-079 |
| Circlet, Protection +1 | 2,000 | 10,000 | <i>new item</i> |
| Circlet, Protection +2 | 2,500 | 12,500 | <i>new item</i> |
| Circlet, Protection +3 | 3,000 | 15,000 | <i>new item</i> |
| Circlet, Underwater Speech | 1,000 | 10,000 | DLR1-80 |

Claw

Claws are long, sharp, and curved nails found on the feet (or paws) of animals. Usually thought of as a predator's trait, many herbivores have claws for defense or for digging and climbing. Magical claws are usually attached to a handle or some other device that allows a humanoid user to use them as slashing weapons.



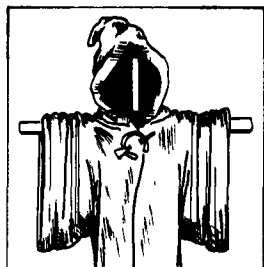
| | | | |
|---------------------------|-------|--------|-----------------|
| Claw +1 | 200 | 1,000 | <i>new item</i> |
| Claw +2 | 400 | 2,000 | <i>new item</i> |
| Claw +3 | 600 | 3,000 | <i>new item</i> |
| Claw +4 | 800 | 4,000 | <i>new item</i> |
| Claw +5 | 1,000 | 5,000 | <i>new item</i> |
| Claw, Clawrazor | 500 | 2,500 | DLE3-063 |
| Claw, Dragon | 1,000 | 5,000 | OA5-55 |
| Claw, Magic Stealing | 3,500 | 17,500 | 2121-134 |
| Claw, Mighty Simurgh | Relic | 65,000 | 1021-56 |
| Claw, Nergal | Relic | 85,000 | 2006-50 |
| Claw, Nezram | 3,750 | 35,000 | FR10-83 |
| Claw, Raking | 500 | 2,500 | AC04-025 |
| Claw, Razor of Chakyik +1 | 1,000 | 6,000 | 2023-088 |
| Claw, Razor of Chakyik +2 | 1,500 | 7,500 | 2023-088 |
| Claw, Twisted | 100 | 500 | 1060-120 |

Cleat

Cleats are metal or stone projections that are attached to the bottoms of hard-soled shoes or boots for increased traction. Soft-soled shoes and boots can never use cleats. Many shoes come with cleats installed, and those cleats cannot be removed. Often, however, cleats are constructed so that they can be screwed into place, allowing the user to choose whether to use them or not.



| Name | EP | Cost | Book/Page |
|-----------------|-------|-------|-----------|
| Cleat, Gripping | 1,000 | 6,000 | AC04-025 |



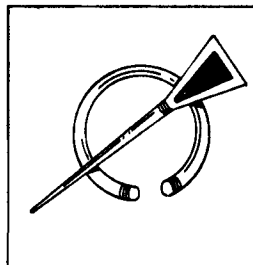
Cloak

Cloaks are loose, sleeveless outer garments used to ward off the effects of weather. Cloaks often are voluminous enough to allow the user to wear armor or heavy clothing underneath the cloak. A tie string or metal pin help secure the cloak to the user in high winds. Many cloaks also have attached hoods for better protection from the elements.

| | | | |
|-------------------------------|--------|---------|------------|
| Cloak, Arachnida | 3,000 | 25,000 | 2100-164 |
| Cloak, Atmosphere | 1,000 | 9,000 | DRAG159-16 |
| Cloak, Bat, of the | 1,500 | 15,000 | 2017-098 |
| Cloak, Battle | 2,000 | 12,000 | FR04-34 |
| Cloak, Bear, Sulhaut | 1,500 | 17,500 | 2023-077 |
| Cloak, Blackflame | 24,000 | 100,000 | GAZ08-19 |
| Cloak, Cheetah, Amedio | 1,500 | 15,000 | 2023-078 |
| Cloak, Clouds, of the | 1,200 | 12,000 | IMAG029-36 |
| Cloak, Cold | 1,000 | 1,000 | LNA2-87 |
| Cloak, Comfort | 1,500 | 7,500 | FR04-34 |
| Cloak, Delight | 3,000 | 35,000 | FR04-34 |
| Cloak, Displacement | 3,000 | 17,500 | 2100-164 |
| Cloak, Dryness | 1,000 | 10,000 | HR1-65 |
| Cloak, Echoes | 300 | 3,000 | FR04-34 |
| Cloak, Elvenkind | 1,000 | 6,000 | 2100-164 |
| Cloak, Etherealness | 2,600 | 15,500 | L2-31 |
| Cloak, Fangs | 1,500 | 10,000 | FR04-35 |
| Cloak, Flame | — | 1,500 | POLY019-30 |
| Cloak, Gargoyle | 1,000 | 6,000 | T1:4-126 |
| Cloak, Guarding | 1,500 | 10,000 | FR04-35 |
| Cloak, Hellfurnaces | 2,000 | 8,000 | 2023-078 |
| Cloak, Horned, Rhun's (Horn) | 2,000 | 7,000 | FR04-37 |
| Cloak, Horned, Rhun's (Tail) | 2,500 | 10,000 | FR04-37 |
| Cloak, Horned, Rhun's (Visor) | 2,200 | 7,500 | FR04-37 |
| Cloak, Lordliness | 650 | 6,250 | IMAG012-38 |
| Cloak, Lurker | 2,000 | 12,500 | GDQ1-124 |
| Cloak, Manta Ray, of the | 2,000 | 12,500 | 2100-164 |
| Cloak, Many Colors | 1,200 | 8,000 | FR04-35 |
| Cloak, Mummy | 3,000 | 12,000 | POLY047-27 |
| Cloak, Night | 1,000 | 5,000 | DRAG076-17 |
| Cloak, One Plume, of the | 4,000 | 40,000 | FMA1-60 |
| Cloak, Piwafwi | 1,000 | 6,000 | FOR2-69 |
| Cloak, Plenty | 1,000 | 6,000 | POLY65-09 |
| Cloak, Poisonousness | — | 2,500 | 2100-164 |
| Cloak, Protection, +1 | 1,000 | 10,000 | 2100-164 |
| Cloak, Protection, +2 | 2,000 | 20,000 | 2100-164 |
| Cloak, Protection, +3 | 3,000 | 30,000 | 2100-164 |
| Cloak, Protection, +4 | 4,000 | 40,000 | 2100-164 |
| Cloak, Protection, +5 | 5,000 | 50,000 | 2100-164 |
| Cloak, Protection, Symbiotic | 3,000 | 20,000 | DRAG112-31 |
| Cloak, Reflection | 1,500 | 10,000 | FR04-35 |
| Cloak, Shadow | 3,000 | 30,000 | PHBR2-106 |
| Cloak, Shield, of the | 1,500 | 10,000 | FR04-37 |
| Cloak, Slender Appearance | 800 | 4,000 | DRAG073-40 |
| Cloak, Stars | 1,200 | 7,500 | FR04-36 |
| Cloak, Survival | 1,000 | 6,000 | FR04-37 |
| Cloak, Symbiotic Protection | 3,000 | 20,000 | FR04-37 |
| Cloak, Tiger, Chakyik | 1,500 | 12,500 | 2023-084 |
| Cloak, Warmth | 1,000 | 7,500 | DLA1-057 |
| Cloak, Wolf, Wegiur | 2,000 | 15,000 | 2023-086 |

| Name | EP | Cost | Book/Page |
|------|----|------|-----------|
|------|----|------|-----------|

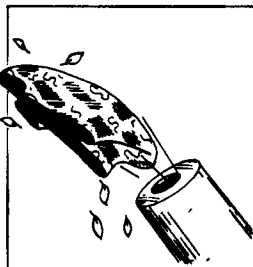
Cloak Clasp



Cloak clasps, are fancy, decorative pins used to secure a cloak to the user instead of the tie that comes with most cloaks. The string, after years of use and exposure to the elements can rot or break, and isn't very attractive. The pin is pushed through the hem of both sides of the cloak, and locked, holding the cloak snugly closed.

| | | | |
|----------------------|-----|-----|------------|
| Cloak Clasp, Dryness | 100 | 500 | new item |
| Cloak Clasp, Holding | 60 | 600 | DRAG030-37 |

Cloaking Device

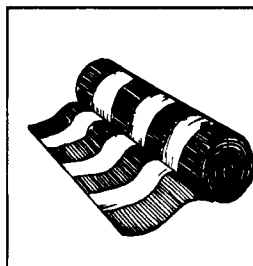


This device is made of a spring-loaded tube filled with a large camouflage net. When the spring is released, the net is launched upward, unrolls, and lands over a specific location. Other features may be added, like phony paper leaves. The net conceals a 10'x10' area from anyone standing 100' or more away. Anyone closer has a 50% chance of seeing the net.

| | | | |
|------------------------|----|-----|----------|
| Cloaking Device, Field | 20 | 200 | AC11-091 |
|------------------------|----|-----|----------|

Cloth

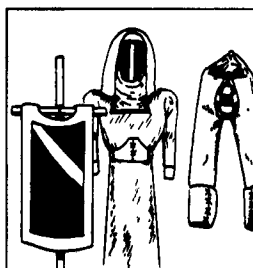
Cloth, fabric formed by weaving or felting, is a P commodity for those who prefer the luxuries of life or have delicate skin. Shirts, pants, vests, socks, and just about any other articles of clothing, can be made from cloth. Magical cloth can be sewn or otherwise manipulated into clothing that has the same magical traits as the original bolt of cloth (unless otherwise stated).



| | | | |
|---------------------|-------|-------|------------|
| Cloth, Black, Abyss | 2,000 | 6,000 | 2121-147 |
| Cloth, Merchant's | 700 | 7,000 | POLY058-31 |
| Cloth, Polishing | 500 | 1,500 | DRAG073-39 |
| Cloth, Steel | 750 | 5,500 | DRAG126-50 |

Clothing

Clothing is a general term used when referring to articles that are used to cover the body. In some areas (particularly in the rich districts of large cities), clothing is a term used exclusively to delineate wearables that are manufactured from cloth; as opposed to hides, knitted products, crocheted sweaters, etc.

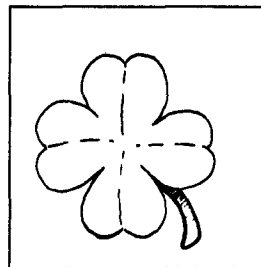


| | | | |
|-----------------------|-------|-------|------------|
| Clothing, Cleanliness | 1,000 | 1,500 | DRAG073-39 |
|-----------------------|-------|-------|------------|

| Name | EP | Cost | Book/Page |
|-------------------------|-------|--------|-----------------|
| Clothing, Perfect Fit | 1,000 | 5,000 | DRAG073-39 |
| Clothing, Protection +1 | 1,000 | 10,000 | <i>new item</i> |
| Clothing, Protection +2 | 2,000 | 20,000 | <i>new item</i> |
| Clothing, Protection +3 | 3,000 | 30,000 | <i>new item</i> |
| Clothing, Protection +4 | 4,000 | 40,000 | <i>new item</i> |
| Clothing, Protection +5 | 5,000 | 50,000 | <i>new item</i> |

Clover

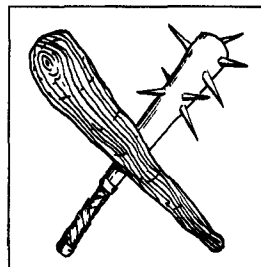
Clover is a small plant famous for bringing good luck. It is said that in every 100 or 1,000 clover stems, only one sports four leaves. By picking the leaf, it is said that the holder is granted good luck until the leaf begins to wilt (which takes about four minutes.)



| | | | |
|-------------------|-----|-------|----------|
| Clover, Four-Leaf | 100 | 1,000 | AC04-035 |
|-------------------|-----|-------|----------|

Club

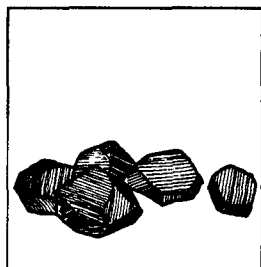
A club is a heavy stick that is usually thicker at one end than at the other. When grasped at the thin end, the club can be used as a bludgeoning weapon. Clubs are generally wooden, though metal ones do exist. The wooden clubs often have spikes inserted into the club's fat end to increase the damage the club can deliver.



| | | | |
|--------------------------|-------|--------|-----------------|
| Club +1 | 800 | 4,000 | <i>new item</i> |
| Club +2 | 1,300 | 8,000 | <i>new item</i> |
| Club +3 | 2,000 | 12,000 | <i>new item</i> |
| Club +4 | 3,000 | 16,000 | <i>new item</i> |
| Club +5 | 4,000 | 20,000 | <i>new item</i> |
| Club, Daghdha | Relic | P | 2006-18 |
| Club, Maca +1 | 800 | 4,000 | 1066a-58 |
| Club, Maca +2 | 1,300 | 8,000 | 1066a-58 |
| Club, Maca +3 | 2,000 | 12,000 | 1066a-58 |
| Club, Maca +4 | 3,000 | 16,000 | 1066a-58 |
| Club, Maca +5 | 4,000 | 20,000 | 1066a-58 |
| Club, Polymorphing, Ogre | 500 | 4,000 | DRAG062-66 |
| Club, Polymorphing, Orc | 400 | 3,000 | <i>new item</i> |
| Club, Polymorphing, Scro | 600 | 5,000 | <i>new item</i> |

Coal

Coal is the dark brown or black combustible mineral left over from the carbonization of ancient plant life. Anthracite, lignite, and bitumen are all types of coal. Magical coals are generally used to either create magical warmth, or to *gate* the owner to the plane of elemental fire or to the infernal planes.

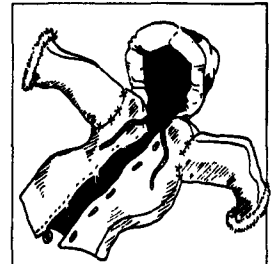


| | | | |
|------------------------|-------|-------|------------|
| Coal, Blood-Red, Hades | 2,000 | 6,000 | 2121-147 |
| Coal, Warmth | 1,000 | 7,500 | DRAG030-37 |

| Name | EP | Cost | Book/Page |
|------|----|------|-----------|
|------|----|------|-----------|

Coat

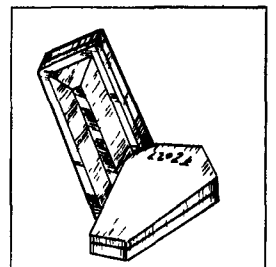
A coat is an outer garment with sleeves. A coat wraps all the way around its wearer and is secured with ties, hooks, or buttons. Coats often have hoods that can be pulled up over the head for extra warmth and protection from the elements. Coats are commonplace items, often made from animal hides, plant fiber, or cloth,



| | | | |
|---------------------------|-------|--------|-----------------|
| Coat, Arnd's Invulnerable | Relic | 47,500 | 2011-158 |
| Coat, Protection +1 | 1,000 | 10,000 | <i>new item</i> |
| Coat, Protection +2 | 2,000 | 20,000 | <i>new item</i> |
| Coat, Protection +3 | 3,000 | 30,000 | <i>new item</i> |
| Coat, Seas, of the | 400 | 2,000 | 1072-78 |

Coffin

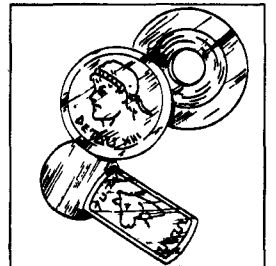
Coffins, are wooden or metal boxes measuring between three to nine feet long, and one to six feet wide. They are designed to house the dead when they return to the soil in their final resting place. Most non-magical coffins are intended to last for only a few years, and they do not to protect the body from the elements or from scavengers.



| | | | |
|------------------|--------|---------|------------|
| Coffin, Creation | 10,000 | 100,000 | DUNG021-36 |
|------------------|--------|---------|------------|

Coin

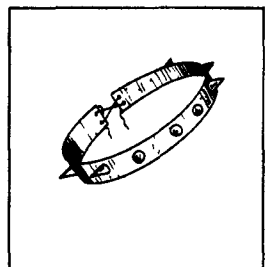
Coins are pieces of metal that are stamped or engraved with an official insignia (and often a face value) that certifies the metal piece is valuable and can be accepted in trade for goods and services. Coins are often stamped with intricate patterns to make counterfeiting very difficult. (Each country has its own coins and its own laws regarding counterfeiters.



| | | | |
|---------------------|-----|-------|------------|
| Coin, Almor | - | 500 | 2023-078 |
| Coin, Eight Diagram | 400 | 4,000 | 2018-134 |
| Coin, Equus | 600 | 6,000 | DUNG022-34 |

Collar

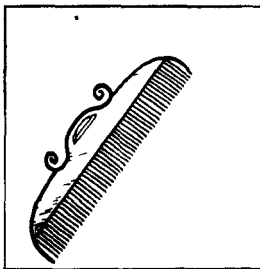
Collars usually are simple bands of leather or metal worn around the neck. Collars used as jewelry are ornate and often gem-studded. Many magical collars, however, are quite different. Each appears to be a simple rag, often dirty but never tattered. A collar must be tied about the neck to activate its magical effects.



| Name | EP | Cost | Book/Page |
|-----------------------|-------|--------|-----------------|
| Collar, Change | 4,000 | 20,000 | WGA3-57 |
| Collar, Charisma | 250 | 1,500 | AC04-025 |
| Collar, Disguise | 500 | 3,000 | AC04-025 |
| Collar, Displacement | 3,000 | 17,500 | <i>new item</i> |
| Collar, Poisonousness | — | 2,500 | <i>new item</i> |
| Collar, Protection +1 | 1,000 | 10,000 | <i>new item</i> |
| Collar, Protection +2 | 2,000 | 20,000 | <i>new item</i> |
| Collar, Protection +3 | 3,000 | 30,000 | <i>new item</i> |
| Collar, Protection +4 | 4,000 | 40,000 | <i>new item</i> |
| Collar, Protection +5 | 5,000 | 50,000 | <i>new item</i> |
| Collar, Shielding | 1,000 | 10,000 | <i>new item</i> |
| Collar, Stiffness | — | 1,000 | AC04-025 |
| Collar, Strangling | — | 1,200 | AC04-025 |
| Collar, Tusmit | 1,000 | 5,000 | 2023-078 |

Comb

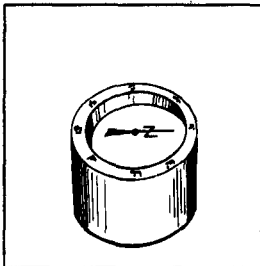
A comb is a small strip of bone, wood, or metal that has a row of teeth on one edge. When raked through the hair, the comb removes tangles, and can be used to rearrange the hair in whatever fashion is desired.



| | | | |
|-----------------|-------|--------|---------|
| Comb, Korrigans | Relic | 65,000 | 1021-57 |
|-----------------|-------|--------|---------|

Compass

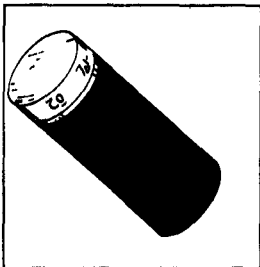
A normal compass is an instrument used to determine direction. A magnetized needle floats above a face plate which is usually marked in 4, 16, 64, or 360 segments. No matter how the compass is turned, the needle always points toward magnetic north. Magical compasses also unerringly point toward whatever object or force to which they are attuned, but they do not always have a plate and needle.



| | | | |
|---------------------------|--------|--------|------------|
| Compass, Elemental, Air | 10,000 | 50,000 | 2121-136 |
| Compass, Elemental, Earth | 10,000 | 50,000 | 2121-136 |
| Compass, Elemental, Fire | 10,000 | 50,000 | 2121-136 |
| Compass, Elemental, Water | 10,000 | 50,000 | 2121-136 |
| Compass, Magic | 1,000 | 10,000 | DRAG073-40 |

Container

A container is a scroll tube, box, or case designed to protect its contents from water or air. Watertight containers also tend to be very buoyant, so they will not sink and be lost if accidentally dropped into the water.

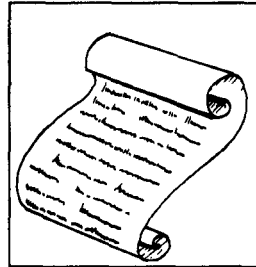


| | | | |
|-----------------------|---|--------|-----------------|
| Container, Airtight | — | 25-100 | <i>new item</i> |
| Container, Watertight | — | 25-100 | LC4-36 |

| Name | EP | Cost | Book/Page |
|------|----|------|-----------|
|------|----|------|-----------|

Contract

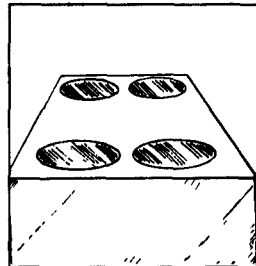
Magical contracts create magically enforced obligations between the creatures that sign or mark them. They are written in black ink on golden-brown vellum. They are usually stored in ivory tubes. Blank contracts can be filled out by anyone. A creature need not read or understand a contract to be bound by it. Enchanted contracts radiate magic if detected for, but carry no overt signs of their special nature.



| | | | |
|--------------------|-------|-------|----------|
| Contract, Nephthas | 1,000 | 5,000 | 2121-135 |
|--------------------|-------|-------|----------|

Cooker

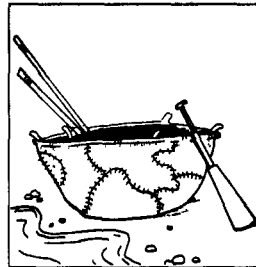
Cookers are devices for preparing hot foods in a controlled manner. The normal cooker has a cubic base, which houses the device's working parts, and four metal discs top where pots and pans are heated. The cooker is powered by a wand of lightning.



| | | | |
|------------------|-------|-------|----------|
| Cooker, Electric | 1,250 | 3,000 | AC11-040 |
|------------------|-------|-------|----------|

Coracle

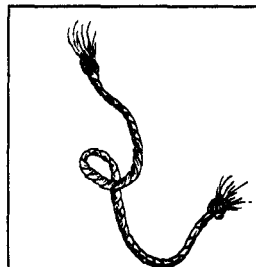
A coracle is a small, round boat constructed from a wicker frame covered with animal skins or canvas. This boat is most often used in the northern countries where coastal communities survive by fishing and farming. These boats are common sights in those cold, gray waters. Another name for a coracle is "currach," (see page 49).



| | | | |
|---------------------|-------|-------|---------|
| Coracle, Blue Fires | 300 | 1,500 | CB2-029 |
| Coracle, Folding | 1,200 | 5,000 | FR02-63 |

Cord

A cord is made of several braided and woven strands of fibers twisted together into one long piece. Basically nothing more than thick string, or strong yarn, cord sees the same uses as rope, but is generally weaker and is used in less demanding circumstances. See the Rope entry (page 120) for more information and more magical options.



| | | | |
|--------------------|-------|--------|----------|
| Cord, Climbing | 1,000 | 10,000 | 2100-178 |
| Cord, Constriction | — | 1,000 | 2100-178 |
| Cord, Ekbir +1 | 450 | 4,500 | 2023-088 |
| Cord, Entanglement | 1,250 | 12,000 | 2100-179 |
| Cord, Kybal's | 750 | 1,000 | FR04-44 |

Name EP Cost Book/Page

Cordial

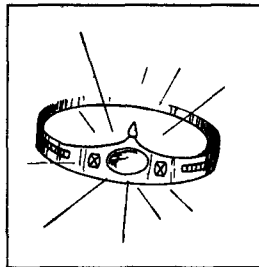
A cordial is a sweet, aromatic liqueur that is often used as an after-dinner draft. Sipped, not guzzled or quaffed, cordials are often used to invigorate. (This effect is especially desired, as eating a large meal tends to make some people drowsy.) Cordials, even non-magical varieties, give the drinker a brief feeling of warmth.



Cordial, Dryad, of the 100 1,000 POLY019-30

Coronet

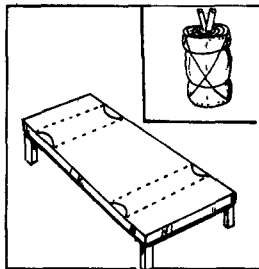
A coronet is a small crown (see page 48) that is worn by noblemen. Coronets often are adorned in jewels, gold, and other precious substances, however, coronets are never as lavish as the crowns worn by the great nobles, dukes, kings, and emperors.



Coronet, Communication 2,000 20,000 DRAG132-22
 Coronet, MacIntyre 1,500 15,000 LC1-16
 Coronet, Reviving 1,000 5,000 AC04-021
 Coronet, Walking 600 3,000 AC04-021

Cot

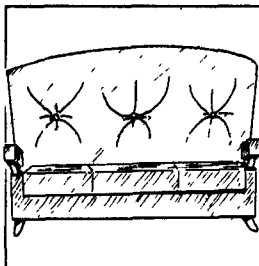
When rolled up and put away, cots look like a set of poles wrapped in a tough canvas or hide sheet. When unrolled and unfolded, the canvas spans the poles and forms a suspended bed. Not exactly comfortable by any standard, the cot does, however, suspend the user above the cold ground.



Cot, Entrapment — 1,200 AC04-025
 Cot, Restlessness — 1,000 AC04-026
 Cot, Suspension 1,000 10,000 AC04-026

Couch

A couch is a piece of furniture used to seat two to four individuals. Often styled in bright, lavish colors, couches have heavily padded arms at either end, a padded back and a series of padded seat cushions. The seat cushions can be removed to allow the owner to easily clean food crumbs or to retrieve articles lost under the cushions.

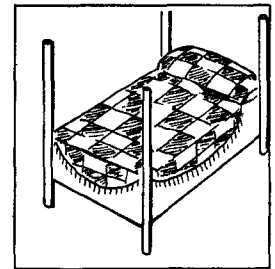


Couch, Shrinking — 1,200 DRAG073-36

Name EP Cost Book/Page

Coverlet

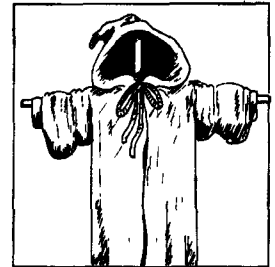
Coverlets are lacy, delicately designed covers for beds. Erroneously called bed spreads, there is a definite difference between the two articles. Bed spreads are articles that serve a dual function of beauty and warmth. Coverlets, on the other hand, are light articles used exclusively to improve the decor of the bedchamber.



Coverlet, Blending 3,500 35,000 2100-177
 Coverlet, Warmth, Silk 1,000 7,500 POLY043-22

Cowl

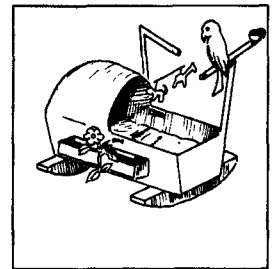
Cowls are loose outer garments used to protect the head and shoulders from the effects of weather; some cowls, however are as long as cloaks. Long cowls have wide, loose sleeves that leave enough room to wear armor underneath. Cowls are a favorite garment for monks, who prefer them for their simplicity and utility.



Cowl, Protection +1 1,000 10,000 new item
 Cowl, Protection +2 2,000 20,000 new item
 Cowl, Warding 9,000 50,000 1060-114

Cradle

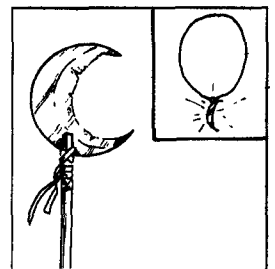
Cradles are small beds or cots built especially for infants. They often are built with rockers, so the parents can quietly swing the cradle back and forth to sway the baby to sleep. Many cradles have a framework of bars and supports to keep the child from falling out and injuring himself.



Cradle & Nursery, Blashpor's Ever-Vigilant Baby 1,500 12,000 AC11-012

Crescent

The battle crescent is a horrid tool of war banned in many countries. Often rusty, unoiled, and carrying the blood of age-old slaughters, a crescent looks something like a sickle, but serves no purpose except to massacre an enemy's army. The crescent's statistics are: Weight 12 lbs., Size L, Type S, Speed Factor 9, Damage 1d12/1d10.



Crescent, Battle, Sharpness 7,000 35,000 new item
 Crescent, Battle, Tusmit's 1,000 18,000 2023-086
 Crescent, Battle, Vorpall 10,000 50,000 new item

Name EP Cost Book/Page

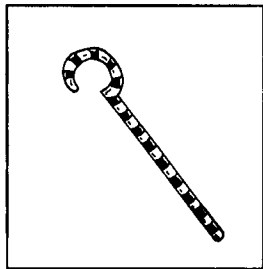
Crew



Magical crews increase the number of crew on a ship or spelljammer by 50% without increasing the need for food, water, or air. The crew are *unseen servants* that can perform jobs like manning sails, working rudders, or pulling oars. Note that crew-summoning magical items cannot be used on a spelljammer while the craft is in the phlogiston.

Crew, Unseen Ship 1,000 10,000 1072-89

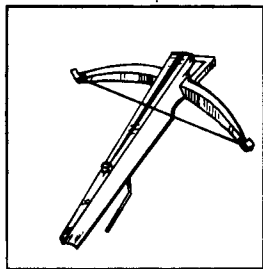
Crook



A crook is a staff with a hook-like curve at one end. In desert cultures, only the pharaoh and other very powerful nobles are allowed to possess such an item. In northern and non desert cultures, the crook can be used by anyone. See the Staff entry (page 133) for more information and for additional magical options.

Crook, Pharaoh's Relic P HWR2-d38

Crossbow



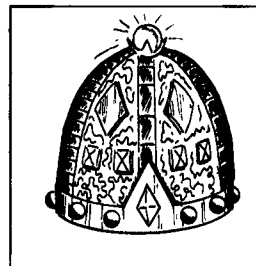
Crossbows are hand-held missile weapons consisting of a short metal bow attached to a wooden stock. Arrows cannot be fired from a crossbow. For information on crossbow missiles see the Bolt (page 32) and Quarrel (page 114) entries. Some crossbows are modified to work underwater. See the Bow entry for more magical options for the crossbow.

| | | | |
|-----------------------|-------|--------|-----------------|
| Crossbow, Accuracy +1 | 800 | 4,000 | 2100-083 |
| Crossbow, Accuracy +2 | 1,300 | 8,000 | 2011-125 |
| Crossbow, Accuracy +3 | 2,000 | 12,000 | 2011-125 |
| Crossbow, Accuracy +4 | 3,000 | 16,000 | 2011-125 |
| Crossbow, Angling | 750 | 7,500 | PHBR2-107 |
| Crossbow, Breathing | 2,500 | 12,500 | 1013-58 |
| Crossbow, Charming | 1,000 | 7,000 | 1013-58 |
| Crossbow, Cursed -1 | — | 1,000 | <i>new item</i> |
| Crossbow, Cursed -2 | — | 2,000 | <i>new item</i> |
| Crossbow, Cursed -3 | — | 3,000 | <i>new item</i> |
| Crossbow, Deceiving | 1,000 | 5,000 | 1013-58 |
| Crossbow, Defending | 2,000 | 10,000 | 1013-58 |
| Crossbow, Deflecting | 1,500 | 7,500 | 1013-58 |
| Crossbow, Distance +1 | 1,500 | 7,500 | 2100-083 |
| Crossbow, Distance +2 | 3,000 | 15,000 | 2003-47 |
| Crossbow, Distance +3 | 4,500 | 22,500 | <i>new item</i> |
| Crossbow, Distance +4 | 6,000 | 30,000 | <i>new item</i> |
| Crossbow, Distance +5 | 7,500 | 37,500 | <i>new item</i> |
| Crossbow, Draining | 1,500 | 7,500 | 1013-58 |
| Crossbow, Enchantment | 1,500 | 7,500 | DRAG127-29 |

Name EP Cost Book/Page

| | | | |
|--------------------------|-------|--------|-----------------|
| Crossbow, Extinguishing | 1,500 | 7,500 | 101 3-58 |
| Crossbow, Finding | 1,000 | 12,000 | 1013-58 |
| Crossbow, Flaming | 1,000 | 3,500 | 1013-58 |
| Crossbow, Flying | 1,000 | 7,500 | 1013-58 |
| Crossbow, Healing | 5,000 | 40,000 | 1013-58 |
| Crossbow, Hiding | 1,500 | 7,500 | 1013-58 |
| Crossbow, Holding | 2,000 | 10,000 | 1013-58 |
| Crossbow, Levitation +1 | 1,500 | 7,000 | DRAG127-29 |
| Crossbow, Lighting | 400 | 3,000 | 1013-58 |
| Crossbow, Lightning | 4,000 | 30,000 | 1013-58 |
| Crossbow, Lir +3 | 2,000 | 10,000 | DRAG127-29 |
| Crossbow, Pedal | 80 | 800 | AC11-090 |
| Crossbow, Silencing | 1,000 | 5,000 | 1013-58 |
| Crossbow, Slicing | 7,000 | 35,000 | 1013-58 |
| Crossbow, Slowing | 1,000 | 7,000 | 1013-58 |
| Crossbow, Speed +1 | 1,500 | 7,500 | 2100-083 |
| Crossbow, Speed +2 | 3,000 | 15,000 | 1013-58 |
| Crossbow, Speed +3 | 4,500 | 22,500 | 2003-47 |
| Crossbow, Speed +4 | 6,000 | 30,000 | <i>new item</i> |
| Crossbow, Speed +5 | 7,500 | 37,500 | <i>new item</i> |
| Crossbow, Summoning | 3,000 | 15,000 | 1013-58 |
| Crossbow, Translating | 1,000 | 10,000 | 1013-58 |
| Crossbow, Underwater | 1,000 | 10,000 | LC4-40 |
| Crossbow, Vainamoinen +3 | Relic | P | 2006-34 |
| Crossbow, Watching | 2,500 | 7,500 | 1013-58 |
| Crossbow, Wishing | 2,200 | 11,000 | 1013-58 |

Crown



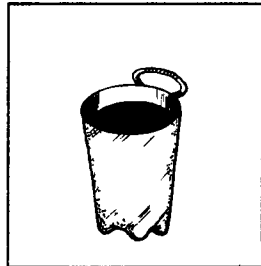
Crowns are symbolic headgear worn by the highest nobility in a country (such as the king, queen, emperor, pharaoh, etc.) A crown is usually made of the most expensive metal available in the land and adorned with the largest and finest gems and jewels. Unauthorized beings found wearing or possessing the kingdom's crown are killed on sight.

| | | | |
|------------------------------|--------|---------|-------------|
| Crown, Aery Black | — | 2,000 | 2023-077 |
| Crown, Blackmoor | — | 80,000 | 2023-078 |
| Crown, Cobra | 1,000 | 10,000 | 2006-50 |
| Crown, Corruption | 4,000 | 80,000 | GAZ1 3-63 |
| Crown, Dark | 2,000 | 20,000 | REF5-87 |
| Crown, Emperor's | 8,500 | 85,000 | 2108-141 |
| Crown, Imperium | 2,000 | 25,000 | IMAG 012-38 |
| Crown, Iron, Bandit Kingdoms | 3,000 | 35,000 | 2023-081 |
| Crown, Leadership | 1,500 | 15,000 | AC04-026 |
| Crown, Might, Evil | Relic | 50,000 | 2011-157 |
| Crown, Might, Good | Relic | 50,000 | 2011-157 |
| Crown, Might, Neutrality | Relic | 50,000 | 2011-157 |
| Crown, Naga | 6,000 | 45,000 | 1060-117 |
| Crown, Osiris | 1,200 | 12,000 | 2006-02 |
| Crown, Rulership | 1,500 | 15,000 | AC04-026 |
| Crown, Sorona | 12,000 | 120,000 | X13-61 |
| Crown, Souls | Relic | 75,000 | RA1-14 |
| Crown, Veluna, Silver | 2,000 | 22,500 | 2023-083 |
| Crown, Velvet | 2,500 | 10,000 | 1060-120 |
| Crown, Void, of the | 4,000 | 40,000 | SJR1-77 |
| Crown, Yarus | 1,000 | 5,000 | DL08-031 |

Name EP Cost Book/Page

Crucible

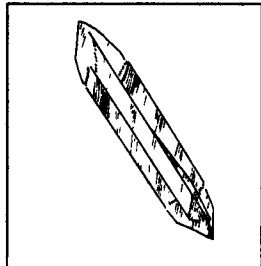
A crucible is a metallic or ceramic vessel used for heating substances to very high temperatures. They can be used to heat rooms, but braziers are more often used for this purpose, since crucibles can get too hot. Crucibles are most often used to melt metals.



| | | | |
|--------------------------|-------|-------|----------|
| Crucible, Al'Kir, Silver | 1,200 | 6,000 | CN3-037 |
| Crucible, Melting | 1,000 | 5,000 | 2121-135 |

Crystal

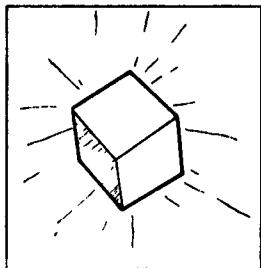
A crystal is a clear, transparent chunk of mineral or glass. Crystals can be any color, but soft, transparent colors are the most common types. Nonmagical crystals are believed to enhance a person's life by focusing personal energies. Magic crystals, however, serve to focus the magical abilities of wizards and priests.



| | | | |
|------------------------|-------|--------|------------|
| Crystal, Awareness | 2,500 | 20,000 | DRAG132-22 |
| Crystal, Death Scrying | 1,000 | 5,000 | CM8-027 |
| Crystal, Ebon Flame | Relic | 75,000 | 2011-157 |
| Crystal, Warning | 20 | 200 | POLY036-27 |

Cube

A magical cube is a small object from one-half to one inch across. It may be made of wood, stone, metal, glass, or bone. There are no markings on it. Magical effects are produced either by using a command word or by pushing on one of its six sides.

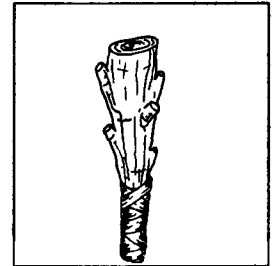


| | | | |
|--------------------------------------------|-------|--------|------------|
| Cube, Abilities | 1,000 | 5,000 | AC04-026 |
| Cube, Black Onyx, Acheron | 2,000 | 6,000 | 2121-148 |
| Cube, Bullion | 800 | 4,000 | AC04-026 |
| Cube, Cooling | 900 | 4,500 | DRAG073-36 |
| Cube, Cubic Foot | 1,000 | 5,000 | AC04-027 |
| Cube, Cubic Yard | 1,200 | 6,000 | AC04-027 |
| Cube, Disabilities | — | 700 | AC04-026 |
| Cube, Force | 3,000 | 20,000 | 2100-165 |
| Cube, Frost Resistance | 2,000 | 14,000 | 2100-165 |
| Cube, Glow | 800 | 8,000 | DRAG030-37 |
| Cube, Ice | 700 | 7,000 | AC04-027 |
| Cube, Luck | 1,500 | 15,000 | AC04-027 |
| Cube, Protection versus Normal Missiles +1 | 500 | 1,500 | new item |
| Cube, Silver, Twin Paradises | 2,000 | 6,000 | 2121-147 |
| Cube, Sounding | 1,000 | 5,000 | DRAG073-37 |
| Cube, Sweetness | 500 | 2,500 | AC04-027 |

Name EP Cost Book/Page

Cudgel

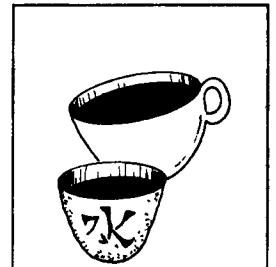
A cudgel is a heavy, stout, stick used in a manner much like a club. Cudgels often have a thin shaft with a round or hammer-shaped knot at one end. See the Club entry (page 45) for more magical versions of the cudgel.



| | | | |
|--------------------|-----|-------|----------|
| Cudgel +1 | 600 | 3,000 | new item |
| Cudgel +2 | 900 | 4,500 | new item |
| Cudgel, Druid's +1 | 750 | 7,500 | FR02-61 |

Cup

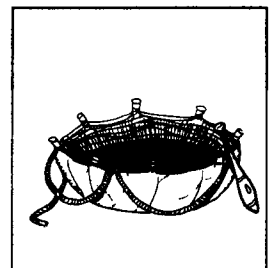
A cup is an open container, generally made of metal, glass, crystal, or china. A cup usually has one handle and is used to drink hot beverages—usually coffee or tea. A cup can be almost any size, but the usual capacity ranges from a few ounces to one pint. A Chalice (see page 41) is simply a metal cup without a handle.



| | | | |
|--------------------|-------|--------|------------|
| Cup, Al'Akbar | Relic | 85,000 | I9-20 |
| Cup, Leomund's | 1,800 | 18,000 | DRAG028-31 |
| Cup, Poisonousness | — | 1,000 | new item |

Currach

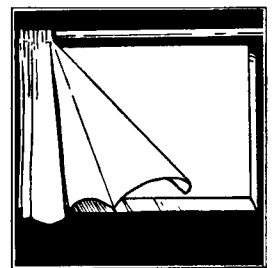
A currach is a small, round boat constructed from a wicker frame covered with animal skins or canvas. This boat is most often used in the northern countries where coastal communities survive by fishing and farming. These boats are common sights in those cold, gray waters. Another name for a currach is "coracle," (see page 46).



| | | | |
|------------------|-------|-------|----------|
| Currach, Elysium | 2,000 | 6,000 | 2121-147 |
|------------------|-------|-------|----------|

Curtain

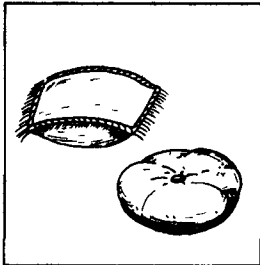
A curtain is a piece of fabric that is hung over a window to keep light and prying eyes out of a room. They are generally hung with a series of rings on a metal rod mounted on an interior wall. Curtains are also used to partition rooms, reduce drafts, and provide privacy.



| | | | |
|------------------|-------|--------|----------|
| Curtain, Scenery | 1,000 | 10,000 | AC04-027 |
| Curtain, Spying | 1,800 | 18,000 | AC04-027 |

Name EP Cost Book/Page

Cushion



A cushion is a soft pillow used for prolonged sitting, kneeling, or reclining. Cushions generally are made of cloth or leather and filled with feathers, felt, straw, or animal hair. They are placed on chairs and couches to make them more comfortable. Some cultures dispense with furniture and put cushions directly on the floor.

Cushion, Regeneration 4,000 40,000 POLY043-21

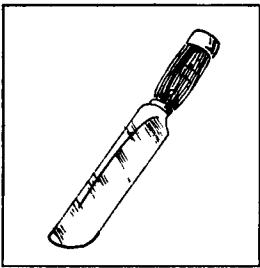
Cutlass



A cutlass is a heavy, narrow sword with a curved blade. The curved blade gives the sword more cutting power. Magical cutlasses are very rare and are highly prized. See the Dagger (this page), Scimitar (page 123) and Sword (page 137) entries for more information and magical options.

Cutlass +1 400 2,000 *new item*
 Cutlass +2 800 4,000 *new item*
 Cutlass +3 1,400 7,000 *new item*
 Cutlass +4 2,000 10,000 *new item*
 Cutlass, Blackjammer's 300 3,000 DRAG159-18
 Cutlass, Golden Gulf +1 800 4,000 DRAG179-67

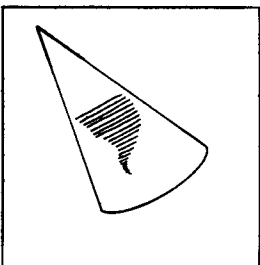
Cutlery



Cutlery refers to the knives used in preparing, serving, and eating food. Generally, cutlery is not used for fighting; however, their blades can be dangerous. Treat a piece of cutlery as a knife (1d3 points of damage), when used in combat. Magical cutlery never gives "to hit" bonuses in combat.

Cutlery, Courtly Manners 300 3,000 DRAG073-38

Cyclocone

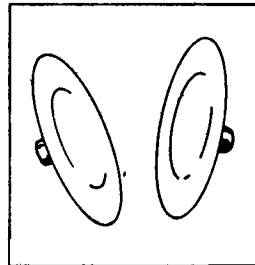


Appearing as an ordinary pointed hat, this magical device radiates a dim Evocation dweomer. Any mage possessing the item can cause its power to function by pointing the small end toward the ground and tossing the cyclocone forward with a spinning motion. This creates a magical whirlwind. The cyclocone is not reusable.

Cyclocone 300 1,500 2017-098

Name EP Cost Book/Page

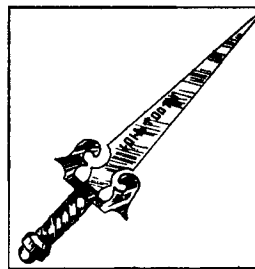
Cymbal



Cymbals are brass or bronze plates that produce a loud, sharp ringing sound (also known as a crash) when struck together. Cymbals have a handle in the center that enables the user to grasp the cymbal without dulling the sound. Constant use of cymbals (2d4 minutes) tends to irritate any creature within 50' of the user.

Cymbal, Crashing 1,000 10,000 AC04-027
 Cymbal, Symbols 1,200 12,000 AC04-027

Dagger



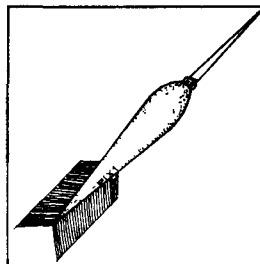
These small weapons resemble swords. The blade usually is six to 12 inches long, double edged, and intended for stabbing. Many dagger blades have blood grooves down their centers to help them penetrate flesh. Magical daggers often have runes inscribed along the blade, along with the encrypted name of its maker or original owner.

Dagger +1 150 750 1011-42
 Dagger +2 300 1,500 1011-42
 Dagger +3 450 2,250 1011-42
 Dagger +4 600 3,000 1011-42
 Dagger +5 750 3,750 1011-42
 Dagger, Alcoholic Beverage Detection +3 600 3,000 *new item*
 Dagger, Alignment Detection 100 600 DRAG091-62
 Dagger, Armor Piercing +1 750 7,000 POLY047-26
 Dagger, Armor Piercing +2 1,000 9,500 POLY047-26
 Dagger, Armor Piercing +3 1,500 12,000 *new item*
 Dagger, Banishing +1 2,500 12,500 DRAG169-88
 Dagger, Banishing +2 4,500 22,500 DRAG169-88
 Dagger, Blackflame +2 27,000 175,000 GAZ08-20
 Dagger, Breathing 2,500 12,500 1013-58
 Dagger, Charming 1,000 7,000 1013-58
 Dagger, Chill Blade 2,000 10,000 DRAG169-90
 Dagger, Deceiving 1,000 5,000 1013-58
 Dagger, Defending 2,000 10,000 1013-58
 Dagger, Defiance 3,500 17,500 DRAG169-90
 Dagger, Deflecting 1,500 7,500 1013-58
 Dagger, Dolphin +1/+2 800 10,000 DRAG048-85
 Dagger, Doomwarding +1 4,000 20,000 DRAG169-90
 Dagger, Dragonfang +1 3,000 15,000 DRAG169-90
 Dagger, Draining 1,500 7,500 1013-58
 Dagger, Elven +1 100 1,000 DUNG017-30
 Dagger, Elven +2 150 1,300 DUNG017-30
 Dagger, Elven +3 200 1,600 DUNG017-30
 Dagger, Evil Eye — 1,000 DRAG179-67
 Dagger, Extinguishing 1,500 7,500 1013-58
 Dagger, Fang 2,500 7,500 DRAG169-90
 Dagger, Finding 1,000 12,000 1013-58
 Dagger, Flaming 1,000 3,500 1013-58
 Dagger, Flying +1 1,500 7,500 1060-115
 Dagger, Flying +2 3,000 15,000 1060-115
 Dagger, Grimwald's +1 2,500 7,500 DRAG169-90

| Name | EP | Cost | Book/Page |
|--------------------------------------|-------|--------|-----------------|
| Dagger, Healing | 5,000 | 40,000 | 1013-58 |
| Dagger, Hiding | 1,500 | 7,500 | 1013-58 |
| Dagger, Holding | 2,000 | 10,000 | 1013-58 |
| Dagger, Hornblade +1 | 750 | 2,000 | 2017-105 |
| Dagger, Hornblade +2 | 1,500 | 4,000 | 2017-105 |
| Dagger, Hornblade +3 | 2,250 | 6,000 | 2017-105 |
| Dagger, Illusory Metal | 1,000 | 3,000 | LNA3-51 |
| Dagger, Impaling +1 | 150 | 1,500 | PHBR2-107 |
| Dagger, Impaling +2 | 300 | 3,000 | PHBR2-107 |
| Dagger, Impaling +3 | 450 | 4,000 | <i>new item</i> |
| Dagger, Invisible | 1,000 | 5,000 | DRAG169-90 |
| Dagger, Jump | 2,000 | 10,000 | DRAG169-90 |
| Dagger, Koalint +1/+3 | 100 | 1,000 | DRAG048-12 |
| Dagger, Larger than Man-Sized +1 | 250 | 2,000 | 2011-125 |
| Dagger, Lighting | 400 | 3,000 | 1013-58 |
| Dagger, Longtooth +2 | 250 | 2,500 | 2100-083 |
| Dagger, Magius +3 | 1,000 | 5,000 | 2021-097 |
| Dagger, Mervic's +2 | 900 | 4,000 | POLY043-20 |
| Dagger, Quickness +2 | 500 | 2,500 | DRAG179-67 |
| Dagger, Quickness +3 | 750 | 3,500 | <i>new item</i> |
| Dagger, Quickness +4 | 1,000 | 4,500 | <i>new item</i> |
| Dagger, Random-Target +2 | 200 | 1,000 | DRAG134-43 |
| Dagger, Resource +2 | 500 | 5,000 | PHBR2-107 |
| Dagger, Resource +3 | 500 | 5,000 | PHBR2-107 |
| Dagger, Resource +4 | 500 | 5,000 | PHBR2-107 |
| Dagger, Returning, Throwing | 500 | 2,000 | POLY047-26 |
| Dagger, Rust +1 | 1,000 | 5,000 | DRAG169-92 |
| Dagger, Set, of +2 | 2,000 | 10,000 | FR10-85 |
| Dagger, Silencing | 900 | 4,000 | 1013-58 |
| Dagger, Slicing | 900 | 40,000 | 1013-58 |
| Dagger, Slowing | 500 | 3,500 | 1013-58 |
| Dagger, Smaller than Man-Sized +1/+2 | 100 | 750 | 2011-125 |
| Dagger, Sounding +1 | 300 | 3,000 | PHBR2-108 |
| Dagger, Speaking +4 | 1,500 | 7,500 | DRAG169-92 |
| Dagger, Speeding | 1,500 | 7,500 | 1013-58 |
| Dagger, Spider Fang +1 | 1,000 | 5,000 | DRAG169-92 |
| Dagger, Spider Fang +2 | 1,500 | 7,500 | DRAG169-92 |
| Dagger, Spider Fang +3 | 2,000 | 10,000 | DRAG169-92 |
| Dagger, Throwing +1 | 250 | 2,500 | 2100-083 |
| Dagger, Throwing +2 | 350 | 3,500 | 2100-083 |
| Dagger, Throwing +3 | 450 | 4,500 | 2100-083 |
| Dagger, Throwing +4 | 550 | 5,500 | 2100-083 |
| Dagger, Throwing +5 | 650 | 6,500 | 2017-105 |
| Dagger, Translating | 900 | 7,000 | 1013-58 |
| Dagger, Venom +1 | 350 | 3,000 | 2100-083 |
| Dagger, Venom +2 | 700 | 6,000 | 2100-083 |
| Dagger, Venom +3 | 1,250 | 9,000 | 2100-083 |
| Dagger, Watching | 2,000 | 6,000 | 1013-58 |
| Dagger, Wishing | 2,200 | 11,000 | 1013-58 |

Dart

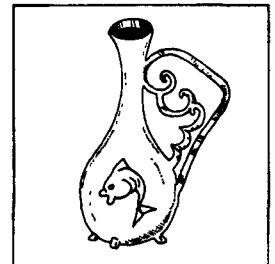
A dart is a small missile that either is hurled by hand or fired from a blowgun. Blowgun darts are tiny, usually no more than a few inches long; hand-hurled darts usually are nine to 14 inches long. Both types are equipped with feathers to keep them stable in flight, but they are not interchangeable.



| Name | EP | Cost | Book/Page |
|------------------------|-------|--------|-----------------|
| Dart +1 | 150 | 750 | <i>new item</i> |
| Dart +2 | 300 | 1,500 | <i>new item</i> |
| Dart +3 | 450 | 2,250 | <i>new item</i> |
| Dart +4 | 600 | 3,000 | <i>new item</i> |
| Dart +5 | 750 | 3,750 | <i>new item</i> |
| Dart, Accuracy +1 | 300 | 1,500 | <i>new item</i> |
| Dart, Accuracy +2 | 450 | 2,000 | <i>new item</i> |
| Dart, Blinding | 200 | 800 | FOR2-81 |
| Dart, Branding | 200 | 1,500 | FR04-61 |
| Dart, Death | 3,000 | 30,000 | CM8-027 |
| Dart, Homing +1 | 250 | 2,500 | 2100-083 |
| Dart, Homing +2 | 350 | 3,500 | 2100-083 |
| Dart, Homing +3 | 450 | 4,500 | 2100-083 |
| Dart, Homing +4 | 550 | 5,500 | <i>new item</i> |
| Dart, Homing +5 | 650 | 6,500 | <i>new item</i> |
| Dart, Hornets' Nest +1 | 750 | 7,500 | 2017-098 |
| Dart, Hornets' Nest +2 | 1,500 | 15,000 | 2017-098 |
| Dart, Hornets' Nest +3 | 2,250 | 22,500 | 2017-098 |
| Dart, Hornets' Nest +4 | 3,000 | 30,000 | 2017-098 |
| Dart, Hornets' Nest +5 | 3,750 | 37,500 | 2017-098 |
| Dart, Light | 20 | 75 | POLY047-26 |
| Dart, Screaming | 100 | 500 | FOR2-81 |
| Dart, Silencing | 300 | 1,000 | FOR2-81 |
| Dart, Spark | 60 | 230 | SJR1-81 |
| Dart, Spider | 400 | 1,200 | FOR2-82 |
| Dart, Stunning | 200 | 800 | FOR2-81 |
| Dart, Vapors | 200 | 800 | FOR2-82 |

Decanter

Decanters are decorative bottles used to serve fine drinks. Usually filled with wine, sparkling water, or other rare nectars, decanters are found in any rich home. They have richly-sculpted handles that are used to pour the drinks, as touching the decanter itself can warm the drink too much.



| | | | |
|-------------------------|-------|-------|----------|
| Decanter, Endless Water | 1,000 | 3,000 | 2100-166 |
|-------------------------|-------|-------|----------|

Deck

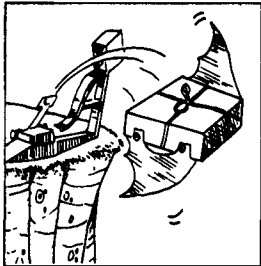
A magical deck is a pack of rectangular playing cards, either 10 (small) or 20 (large) in number. Each card is made of stiff parchment, inscribed with a number or letter and a picture of some sort. The cards may be as small as 1" x 2" or as large as 1' x 2'. All card decks are hand made and extremely rare in a medieval setting.



| | | | |
|----------------------|-------|--------|------------|
| Deck, Daffy | 600 | 1,800 | AC04-028 |
| Deck, Decking | 700 | 2100 | AC04-028 |
| Deck, Fate | 3,000 | 30,000 | DRAG026-24 |
| Deck, Illusions | 1,500 | 15,000 | EX1-30 |
| Deck, Many Things | — | 10,000 | 2100-166 |
| Deck, Quarter | 1,200 | 12,000 | AC04-028 |
| Deck, Sun | 1,500 | 15,000 | AC04-028 |
| Deck, Tracer | 2,000 | 20,000 | AC04-028 |
| Deck, Wondrous Power | 2,000 | 20,000 | AC04-028 |

Name EP Cost Book/Page

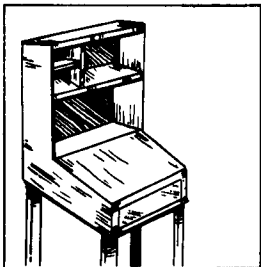
Delivery Service



This gnomish delivery system consists of small trading posts equipped with catapults, launching ramps, and square wooden wings. When a delivery is needed, the gnomes fasten the wings to the merchandise, load the whole thing on a catapult and launch it to the next trading post. Upon arrival, a large cloth opens above the merchandise and softens its fall.

Delivery Network, Express 1/mile 3/mile AC11-091

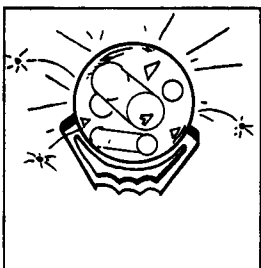
Desk



A desk is a piece of furniture, almost always made of wood, used for studying, working, writing, or reading. They have broad, level writing surfaces as well as drawers and compartments to store paper, writing utensils, books, and ink. Magical desks generally help their users read, study, gain spells, or use general skills and proficiencies related to the Intelligence attribute.

Desk, Restudying 700 7,000 AC04-029
 Desk, Studying 7,000 70,000 AC04-029

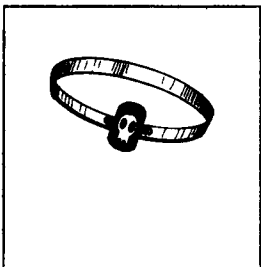
Device



The device described here is a creation of the arcane, who use it to create portals through the crystal shell between the phlogiston and wildspace. It functions in the exact same way as the wizard spell *create portal*, but does not require the presence of a mage.

Device, Passage 1,000 10,000 1049b-47

Diadem

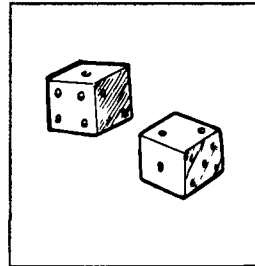


Diadems are symbolic headgear worn as a symbol of power or prestige. A diadem is usually made of metal or specially colored cloth. Those found wearing or possessing a special diadem without the proper authorization or title are arrested. For more information and magical options, see the Crown entry on page 48.

Diadem, Disenchantment 1,000 7,500 CM8-027
 Diadem, Doom's 7,500 15,000 DLR1-80

Name EP Cost Book/Page

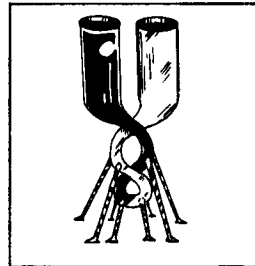
Dice



Dice are finely crafted ivory, bone, wood, or stone cubes. The sides generally are marked with numbers from one to six. Dice often are used in pairs for gambling; they are shaken in the hand or in a cup and thrown onto the floor or table. Many gambling establishments have wizards on staff to thwart the use of magical dice.

Dice, Chancelessness 500 5,000 FR10-83
 Dice, Gainful Gaming 1,000 5,000 DRAG073-39

Dicerion

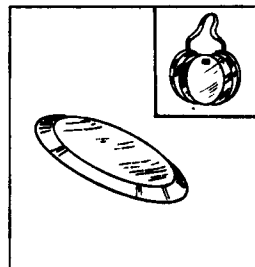


Dicerions are priestly and clerical candle holders with two branches made of specially alloyed metal. One branch is silver and mithril, the other is iron and adamantite, as dark and dead-looking as the first is bright and glittering. The branches intertwine to form a twisting stem of intermittent bright and dull bands. The base is likewise formed by alternating projections of the silver and ebon spreading to form eight legs. The dicerion is one foot tall, half as broad, and weighs four pounds. Although the

dicerion gives off a faint dweomer of its own, it must have special candles to function magically. These candles must be made from purest wax with finely powdered obsidian and crystal layered within, and then blessed and consecrated. When the candles are put within the sockets of the dicerion, the whole radiates a powerful magical aura. The candles burn for 1d4 + 4 turns.

Dicerion, Light & Darkness 2,500 25,000 2017-99

Disc/Discus



Discs are round, flat objects found singularly or in groups. Their enchantments often are unusual or unique.

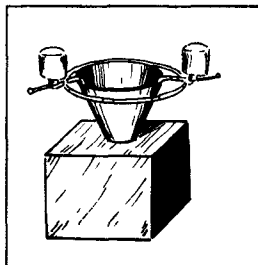
A discus is a circular disc constructed of wood, metal, or ivory. They have a rim that allows the discus to be thrown great distances and with extreme power. Magical discuses that are used in combat cause 1d4 points of damage.

Discus, Disenchantment 500 5,000 SJR 1-78
 Discus +1 100 500 *new item*
 Discus +2 200 1,000 *new item*
 Discus +3 300 1,500 *new item*
 Discus +4 400 2,000 *new item*
 Disc, Azure Sea 1,000 10,000 2023-078
 Disc Driftdisc 3,000 15,000 FOR2-76
 Disc, Mishakal 700 7,000 8446-071

Name EP Cost Book/Page

Disposal

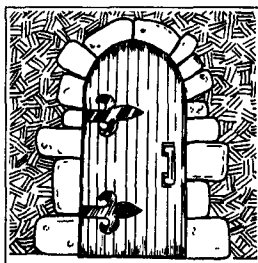
The disposal is a wooden box, three feet on a side, lined with stone and topped with a metal funnel. The funnel is made of a dull black metal; it is two feet across at the top and one foot in diameter at its base. The lip of the funnel is painted a bright red where it attaches to the box.



Disposal, Disterton's Dismal 80 8,000 AC11-033

Door

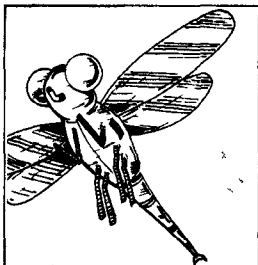
Doors are usually made of wood with metal or leather fittings. Some doors have locks; most have hinges (either metal or leather), door knobs or hasps, and occasionally brackets for supporting a heavy wooden bar. Magical doors might do nearly anything; some do not even look like doors.



| | | | |
|------------------------------|-------|--------|------------|
| Door, Back | 3,000 | 15,000 | AC04-029 |
| Door, Black Crystal | Relic | P | 2006-59 |
| Door, Disappearance | 3,000 | 15,000 | AC04-029 |
| Door, Displacement | 3,000 | 15,000 | AC04-029 |
| Door, Front | 3,000 | 15,000 | AC04-030 |
| Door, Guarding | 3,000 | 15,000 | AC04-030 |
| Door, Nadrun's Type #01 | 3,000 | 15,000 | DRAG106-23 |
| Door, Nadrun's Type #02 | 3,000 | 15,000 | DRAG106-23 |
| Door, Nadrun's Type #03 | 3,000 | 15,000 | DRAG106-23 |
| Door, Nadrun's Type #04 | 3,000 | 15,000 | DRAG106-23 |
| Door, Nadrun's Type #05 | 3,000 | 15,000 | DRAG106-23 |
| Door, Nadrun's Type #06 | 3,000 | 15,000 | DRAG106-23 |
| Door, Nadrun's Type #07 | 3,000 | 15,000 | DRAG106-23 |
| Door, Nadrun's Type #08 | 3,000 | 15,000 | DRAG106-23 |
| Door, Nadrun's Type #09 | 3,000 | 15,000 | DRAG106-23 |
| Door, Nadrun's Type #10 | 3,000 | 15,000 | DRAG106-23 |
| Door, Nadrun's Type #11 | 3,000 | 15,000 | DRAG106-23 |
| Door, Nadrun's Type #12 | 3,000 | 15,000 | DRAG106-23 |
| Door, Revolving | 3,000 | 15,000 | AC04-030 |
| Door, Teleportation, Greater | 4,500 | 22,500 | AC04-029 |
| Door, Teleportation, Lesser | 3,000 | 15,000 | AC04-029 |
| Door, Terror | 3,000 | 15,000 | AC04-030 |

Dragonfly

This invention looks like a giant metallic dragonfly. It has four large insect-like wings on the top, a large round body, a long tail, and six legs to support the whole. The construct's body is hollow and can be accessed through two large openings on each side. Two crystal semi-spherical canopies bulge out in the front at the location of the "eyes." A large metal tube sticks out of the mouth.

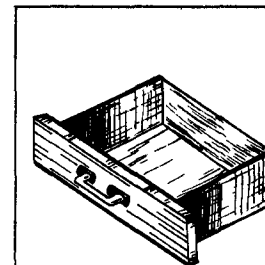


Name EP Cost Book/Page

Dragonfly of Doom, Volospin's 3,000 30,000 AC11-087

Drawer

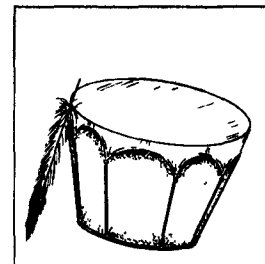
A drawer is a rectangular or square compartment. A handle is usually placed on the front of a drawer so that it can be easily slid out from its holder. Drawers are very useful for holding objects that one does not wish to display openly. Drawers are generally made out of wood, but metal or pressed paper varieties are also made.



| | | | |
|--------------------------|-------|--------|------------|
| Drawer, Easy Retrieval | 1,000 | 10,000 | DRAG073-37 |
| Drawer, Holding, 100 lbs | 2,000 | 10,000 | new item |
| Drawer, Holding, 200 lbs | 4,000 | 20,000 | new item |
| Drawer, Holding, 300 lbs | 6,000 | 30,000 | new item |

Drum

A drum is a musical percussion instrument that consists of a hollow body open at one or both ends. The openings are covered with a tightly stretched membrane, usually an animal skin. Sound is produced when the membrane is struck with the hand or a blunt object. The body may be made of nearly any material but is most often wood or metal.



| | | | |
|-----------------|-------|--------|------------|
| Drum, Bass | 3,000 | 30,000 | POLY023-23 |
| Drum, Deafening | — | 500 | 2100-167 |
| Drum, Native | 100 | 1,000 | AC04-030 |
| Drum, Panic | 6,500 | 35,000 | 2100-167 |
| Drum, Picnic | 650 | 3,500 | POLY056-16 |
| Drum, Silence | 700 | 7,000 | AC04-030 |
| Drum, Snare | 200 | 2,000 | POLY023-23 |
| Drum, Thunder | 1,300 | 13,000 | 2018-134 |

Dust

Magical dust is a dry, powdery substance. It is normally found in a metal, bone, or wooden tube, two to six inches long. The user blows into one end of the tube, aiming the other end at a target. The dust forms a cone 30 feet long and 10 feet wide at the far end. The dust also can be carefully shaken out to cover a particular creature or object.

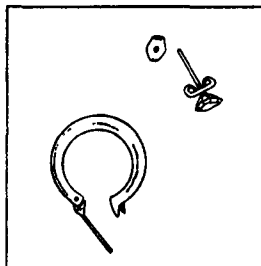


| | | | |
|-------------------|-------|-------|------------|
| Dust, Absorption | 250 | 1,500 | AC04-31 |
| Dust, Adhering | 200 | 1,000 | AC04-31 |
| Dust, Allergy | 100 | 500 | AC04-31 |
| Dust, Appearance | 1,000 | 4,000 | 2100-167 |
| Dust, Black Veil | 1,000 | 5,000 | 2121-137 |
| Dust, Blandness | 250 | 500 | LNA3-52 |
| Dust, Blending | 1,250 | 5,000 | DUNG017-30 |
| Dust, Blinding | 2,000 | 7,500 | 7014-45 |
| Dust, Coagulation | 500 | 2,500 | 2121-127 |

| Name | EP | Cost | Book/Page |
|------------------------------|-------|-------|------------|
| Dust, Comeliness | 500 | 900 | LNA3-52 |
| Dust, Cure Nausea | 100 | 200 | DRAG130-39 |
| Dust, Decoy | 1,000 | 8,000 | AC04-31 |
| Dust, Delousing | 100 | 200 | DRAG163-24 |
| Dust, Disappearance | 2,000 | 8,000 | 2100-167 |
| Dust, Dryness | 1,000 | 4,000 | 2100-167 |
| Dust, Dullness | 250 | 500 | WG5-25 |
| Dust, Faerie | 500 | 1,000 | POLY059-26 |
| Dust, Feather | 250 | 500 | AC04-31 |
| Dust, Fertilization | 1,000 | 5,000 | DRAG030-36 |
| Dust, Fire | 1,000 | 2,000 | 7014-46 |
| Dust, Flying | 500 | 750 | 2100-142 |
| Dust, Fodder (per pinch) | 200 | 1,000 | DRAG178-19 |
| Dust, Forgetfulness | 1,500 | 4,000 | DRAG099-50 |
| Dust, Friendship | 300 | 900 | DRAG130-39 |
| Dust, Illusion | 1,000 | 5,000 | 2100-167 |
| Dust, Itching | 100 | 200 | DRAG119-19 |
| Dust, Leech | 1,000 | 2,500 | DRAG005-07 |
| Dust, Lotus, Black | 500 | 2,500 | DRAG121-28 |
| Dust, Lotus, Blue | 500 | 2,500 | DRAG121-28 |
| Dust, Lotus, Brown | 500 | 2,500 | DRAG121-28 |
| Dust, Lotus, Gray | 500 | 2,500 | DRAG121-28 |
| Dust, Lotus, Green | 500 | 2,500 | DRAG121-28 |
| Dust, Lotus, Purple | 500 | 2,500 | DRAG121-28 |
| Dust, Lotus, Red | 500 | 2,500 | DRAG121-28 |
| Dust, Lotus, Yellow | 500 | 2,500 | DRAG121-28 |
| Dust, Magic Detection | 1,000 | 5,000 | 2121-127 |
| Dust, Mind Dulling | 1,000 | 5,000 | 2121-136 |
| Dust, Opposition | 100 | 500 | AC04-31 |
| Dust, Paralyzation | 500 | 2,500 | DRAG002-29 |
| Dust, Purification | 300 | 900 | DRAG002-29 |
| Dust, Repellent, Insect | 100 | 200 | DRAG130-39 |
| Dust, Repulsion, Small Birds | 100 | 500 | DRAG030-37 |
| Dust, Revealing | 1,000 | 4,000 | DRAG126-51 |
| Dust, Rust | 1,000 | 5,000 | DRAG086-26 |
| Dust, Sleeping | 800 | 1,600 | AC04-31 |
| Dust, Sleeping, Green | 800 | 1,600 | 1032-125 |
| Dust, Smoke | — | 750 | 2100-179 |
| Dust, Sneezing | — | 1,000 | AC04-31 |
| Dust, Sneezing & Choking | — | 1,000 | 2100-168 |
| Dust, Tracelessness | 500 | 200 | 2100-168 |
| Dust, Trail Dispersion | 500 | 5,000 | PHBR2-107 |
| Dust, Truth | 400 | 900 | DRAG130-39 |

Earring

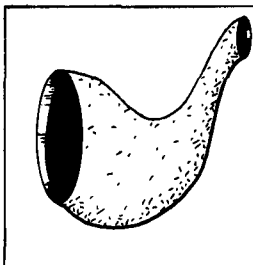
This is a general term for any piece of jewelry worn on or hanging from the ear, whether ring shaped or otherwise. Earrings are common types of jewelry, and magical earrings may be easily be mistaken for the normal sort. Earrings are most often made out of gold and silver, but other materials can be used.



| | | | |
|------------------------------|-------|--------|------------|
| Earring, Alignment Detection | 500 | 5,000 | DRAG080-30 |
| Earring, Burrowing | — | 2,000 | AC04-032 |
| Earring, Defense | 1,000 | 7,000 | AC04-032 |
| Earring, Equus | 2,000 | 10,000 | DUNG022-34 |
| Earring, Protection +1 | 2,000 | 10,000 | AC04-032 |
| Earring, Protection +2 | 2,500 | 12,500 | AC04-032 |
| Earring, Protection +3 | 3,000 | 15,000 | AC04-032 |
| Earring, Protection +4 | 3,500 | 17,500 | AC04-032 |

| Name | EP | Cost | Book/Page |
|------------------------|-------|--------|-----------|
| Earring, Protection +5 | 4,000 | 20,000 | AC04-032 |
| Earring, Sea, of the | 500 | 5,000 | LC1-18 |
| Earring, Seamanship | 500 | 5,000 | AC04-032 |

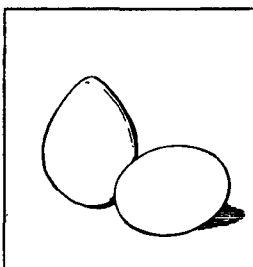
Eartrumpet



| | | | |
|--------------------|-------|--------|---------|
| Earrumpet, Magical | 3,000 | 15,000 | LNA1-68 |
|--------------------|-------|--------|---------|

An eartrumpet is a horn or trumpet shaped item that is held to the ear in to make the user's hearing more acute. People with defective or impaired hearing find these items most useful. Eartrumpets cannot be used while the character is fighting, spellcasting, or using any proficiency or secondary skill.

Egg



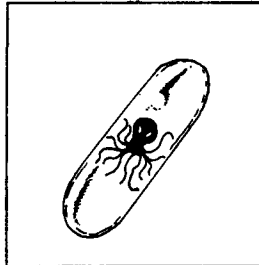
Magical eggs are ovoid spheres that are enchanted to produce an effect under specific circumstances. These circumstances can include the following: throwing the egg at a target, cracking the egg, placing the egg on end, spinning the egg, or other circumstances given in the item description or assigned by the DM. Magical eggs make their saving throws as pottery (ceramics).

| | | | |
|---------------------------------|-------|--------|------------|
| Egg, Anti-Magic | 4,000 | 40,000 | SJR1-75 |
| Egg, Cloudkill | 1,200 | 6,000 | EX2-20 |
| Egg, Crystal, True King | 1,000 | 5,000 | DRAG040-30 |
| Egg, Desire, Black | 500 | 5,000 | 2017-099 |
| Egg, Desire, Bone | 900 | 10,000 | 2017-099 |
| Egg, Desire, Crystal | 800 | 9,000 | 2017-099 |
| Egg, Desire, Golden | 600 | 4,000 | 2017-099 |
| Egg, Desire, Scarlet | 700 | 3,500 | 2017-099 |
| Egg, Disintegration | 2,000 | 10,000 | EX2-20 |
| Egg, Flame | 1,000 | 5,000 | 1032-062 |
| Egg, Fogcloud | 800 | 4,000 | EX2-20 |
| Egg, Golden of Ghastar | 1,000 | 5,000 | 1032-077 |
| Egg, Guardian | 500 | 2,500 | DRAG005-09 |
| Egg, Hard-Boiled | 300 | 600 | AC04-032 |
| Egg, Philosopher's | 1,000 | 5,000 | 2121-142 |
| Egg, Phoenix | Relic | P | I12-A3 |
| Egg, Reason | 250 | 2,500 | 2017-100 |
| Egg, Rotten | — | 500 | AC04-032 |
| Egg, Shattering | — | 500 | 2017-100 |
| Egg, Soft-Boiled | 300 | 600 | AC04-032 |
| Egg, Stinking Cloud | 200 | 500 | EX2-20 |
| Egg, Wonder, Baboon, Rock | 100 | 1,000 | 1013-53 |
| Egg, Wonder, Bat, Giant | 100 | 1,000 | 1013-53 |
| Egg, Wonder, Bear, Black | 300 | 3,000 | 1013-53 |
| Egg, Wonder, Bear, Grizzly | 600 | 6,000 | 1013-53 |
| Egg, Wonder, Boar | 300 | 3,000 | 1013-53 |
| Egg, Wonder, Cat, Mountain Lion | 500 | 5,000 | 1013-53 |
| Egg, Wonder, Cat, Panther | 500 | 5,000 | 1013-53 |
| Egg, Wonder, Ferret, Giant | 300 | 3,000 | 1013-53 |
| Egg, Wonder, Lizard, Draco | 800 | 8,000 | 1013-53 |
| Egg, Wonder, Lizard, Gecko | 600 | 6,000 | 1013-53 |
| Egg, Wonder, Snake, Racer | 600 | 6,000 | 1013-53 |
| Egg, Wonder, Wolf, Normal | 200 | 2,000 | 1013-53 |

Name EP Cost Book/Page

Eidolon

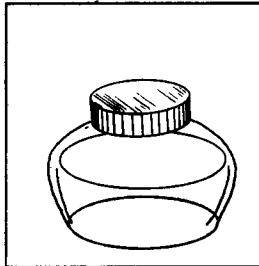
The eidolon is a translucent, yellow crystal lozenge about six inches by four inches by two inches. Within the crystal is the image of an octopus or squid with 12 tentacles. Only priests and mages may be affected by or possess the eidolon. Any mage or priest viewing the object for the first time, must save versus spell or attempt to steal it.



Eidolon, Khalk'Ru 5,000 10,000 DRAG045-22

Elixir

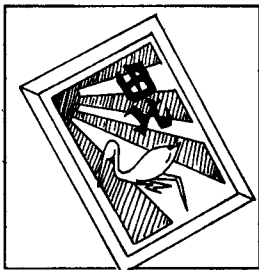
These magical fluids are typically found in ceramic, crystal, glass, or metal flasks or vials. A container generally holds enough fluid to provide one person with a single dose that will bestow the effects defined in the elixir's description. Sometimes a user can enjoy a diminished benefit or one of shorter duration by drinking a partial dose (saving the rest for later use).



| | | | |
|-------------------------------|-------|--------|------------|
| Elixir, Additional Weaponry | 100 | 1,000 | DRAG168-19 |
| Elixir, Golden | 1,000 | 10,000 | 7014-46 |
| Elixir, Health | 350 | 2,000 | 2100-142 |
| Elixir, Life | 250 | 2,500 | 2017-090 |
| Elixir, Madness | — | 500 | 2100-142 |
| Elixir, Rage | 250 | 400 | POLY065-17 |
| Elixir, Reduction | — | 250 | DRAG168-19 |
| Elixir, Truth | 400 | 1,200 | POLY065-19 |
| Elixir, Undead | 500 | 5,000 | DRAG076-17 |
| Elixir, Underground Awareness | 500 | 1,100 | POLY065-19 |
| Elixir, Vitality | 50 | 250 | POLY065-20 |
| Elixir, Youth | 500 | 1,000 | 2100-142 |

Ema

An ema is a plaque made from rare wood, with detailed art painted on its front. It radiates strong magic. If inscribed on the back with rare quality ink (minimum value 20 ch'ien/100 gp) using the calligraphy proficiency and hung near a shrine to the appropriate spirit or deity, that spirit will grant the user a wish. Only shukenja and wu jen, can use emas as they are extremely powerful items.



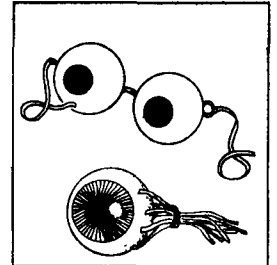
Ema, Wishing 1,000 10,000 DUNG033-70

Name EP Cost Book/Page

Eye

Some eyes are ovoid spheres carved from stone, crystal, metal, or bone. They usually must be worn or carried in a certain way to make them work.

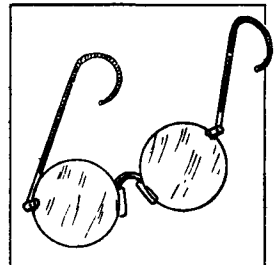
Other eyes are pairs of crystal lenses that fit over the user's eyes; their magic is activated when the user gazes through the lenses



| | | | |
|--------------------------------|-------|--------|------------|
| Eye, Accuracy | 200 | 500 | 1060-114 |
| Eye, Arik, of | 7,500 | 75,000 | B03-004 |
| Eye, Assassin's | 500 | 5,000 | DRAG005-07 |
| Eye, Black Opal | 3,000 | 20,000 | RPGA2-16 |
| Eye, Charming | 4,000 | 24,000 | 2100-168 |
| Eye, Dragon, Black | 3,000 | 20,000 | DRAG091-58 |
| Eye, Dragon, Blue | 3,000 | 20,000 | DRAG091-58 |
| Eye, Dragon, Brass | 3,000 | 20,000 | DRAG091-58 |
| Eye, Dragon, Bronze | 3,000 | 20,000 | DRAG091-58 |
| Eye, Dragon, Copper | 3,000 | 20,000 | DRAG091-58 |
| Eye, Dragon, Gold | 3,000 | 20,000 | DRAG091-58 |
| Eye, Dragon, Green | 3,000 | 20,000 | DRAG091-58 |
| Eye, Dragon, Platinum | 3,000 | 20,000 | new item |
| Eye, Dragon, Red | 3,000 | 20,000 | DRAG091-58 |
| Eye, Dragon, Silver | 3,000 | 20,000 | DRAG091-58 |
| Eye, Dragon, White | 3,000 | 20,000 | new item |
| Eye, Eagle, of the | 3,500 | 18,000 | 2100-168 |
| Eye, Fire, Avissar's | 4,000 | 35,000 | DRAG123-38 |
| Eye, Humbaba's Glaring | Relic | 70,000 | 1021-58 |
| Eye, Immortal | 1,500 | 15,000 | HWR2-434 |
| Eye, Infravision | 500 | 5,000 | POLY047-27 |
| Eye, Leviathan, of the | 2,000 | 12,500 | CA1-030 |
| Eye, Magic, Bowl-Lid Size | 500 | 5,000 | 1060-116 |
| Eye, Magic, Buckler Size | 400 | 4,000 | 1060-116 |
| Eye, Magic, Coin Size | 100 | 1,000 | 1060-116 |
| Eye, Magic, Saucer (Half) Size | 300 | 3,000 | 1060-116 |
| Eye, Magic, Trade-Token Size | 200 | 2,000 | 1060-116 |
| Eye, Minute Seeing | 2,000 | 12,500 | 2100-168 |
| Eye, Night Vision | 1,000 | 5,000 | DRAG073-40 |
| Eye, Petrification | 2,500 | 13,000 | 2100-168 |
| Eye, Petrification, Cursed | — | 1,800 | 2100-168 |
| Eye, Traldar, of | 2,000 | 20,000 | DDA3-31 |
| Eye, Undead, of the | 500 | 2,500 | DRAG076-16 |
| Eye, Underwater Vision | 250 | 1,250 | DRAG073-38 |
| Eye, Vecna | Relic | 35,000 | WGA4-69 |
| Eye, Winking | 4,000 | 35,000 | 1060-114 |

Eyeglasses

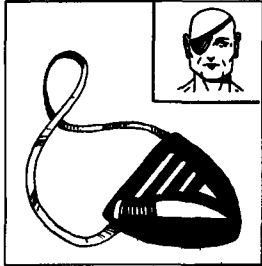
Eyeglasses are lenses or pairs of lenses surrounded by a metal or bone frame. The frame rests on the bridge of the wearer's nose. Some eyeglasses have bars (temples) that hook behind the ears, and hold the frame in place, others just sit on the wearer's nose. Creatures who do not possess human-like heads cannot wear eyeglasses.



Eyeglass, Jeweler, Lupe of Cormac 2,000 25,000 POLY61-21

Name EP Cost Book/Page

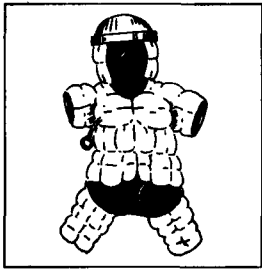
Eyepatch



Eyepatches are used to cover the unsightly effects of eye injuries. The patch allows the eye to heal, or (if the eye is completely lost) keeps dirt and other debris from entering the empty cavity. Magical eyepatches generally allow the character to see what he normally would not be able to.

Eyepatch, Tenh 2000 15,000 2023-79

Falling Softener

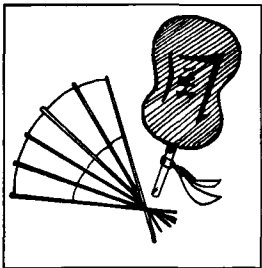


Gnomish investigators found that some alchemical substances produce air when mixed together. This discovery led to the falling softener, a safety device intended to limit falling damage. It looks like a thickly padded leather vest with a hood and leg protectors attached. When falling, the user pulls on a ring, releasing the two alchemical compounds. The device rapidly fills with air and forms a soft, protective cushion; falling damage is reduced to one tenth, unless falling on sharp objects. If this

happens, the vest is punctured and the user flies wildly through the area, bumping into nearby obstacles, until all the air escapes from the vest (2d4 minutes). If falling on a hard surface, the user keeps on bouncing for 2d4 minutes.

Falling Softener, Portable 100 200 AC11-091

Fan



A magical fan is a small item made of wood and paper, or sometimes feathers, with an ornate design painted across one face. It is easily damaged, especially by fire. War fans are lightweight metal items, usually non folding, used for defense; they provide as much protection as a small shield. A war fan also can be used to strike blows, its statistics are: Weight 1 lb., Size S, Type B, Speed Factor 2, Damage 1d3/1d2.

| | | | |
|-------------------------|-------|--------|------------|
| Fan +1 | 250 | 2,500 | new item |
| Fan +2 | 500 | 5,000 | new item |
| Fan +3 | 800 | 8,000 | new item |
| Fan +4 | 1,200 | 12,000 | new item |
| Fan +5 | 1,750 | 17,500 | new item |
| Fan, Charming | 1,000 | 5,000 | AC04-033 |
| Fan, Club | 500 | 2,500 | AC04-033 |
| Fan, Cooling | 600 | 3,000 | DRAG073-36 |
| Fan, Dancing | 1,200 | 6,000 | AC04-033 |
| Fan, Defending, | | | |
| Five Fire Seven Feather | Relic | P | 2006-67 |
| Fan, Fanfare | 500 | 2,500 | AC04-033 |
| Fan, Sorceress, of the | 1,000 | 5,000 | DRAG073-40 |
| Fan, Warmth | 200 | 1,000 | new item |

Name EP Cost Book/Page

Fan, Wind 500 2,500 2100-181

Feather



Feathers are often used in the making of arrows and bolts, but usually see no other use. They can be used to create the famous *Quaal's Feather Token* magical items, however. Feather tokens are small magical devices made to fulfill special needs. Many types of tokens are listed below, but others can be created as desired. Each token is usable once.

| | | | |
|--------------------------------|-------|-------|----------|
| Feather, Lapland | 800 | 4,000 | 2006-44 |
| Feather Token, Quaal's, Anchor | 500 | 2,000 | 2100-177 |
| Feather Token, Quaal's, Bird | 600 | 3,000 | 2100-177 |
| Feather Token, Quaal's, Fan | 700 | 4,000 | 2100-177 |
| Feather Token, Quaal's, | | | |
| Swan boat | 800 | 5,000 | 2100-177 |
| Feather Token, Quaal's, Tree | 900 | 6,000 | 2100-177 |
| Feather Token, Quaal's, Whip | 1,000 | 7,000 | 2100-177 |

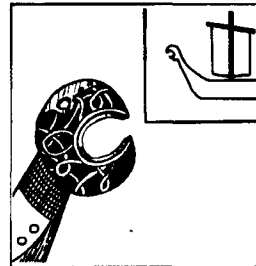
Feedbag



Feedbags are cloth or leather pouches designed to fit over an animal's mouth. A large strap long enough to fit over the animal's head is sewn onto the bag's hem, allowing the bag to fit snugly in place while the animal eats. This allows the owner to feed his animal without using a special trough and without wasting any food.

Feedbag, Plenty 500 2,500 DRAG073-38

Figurehead



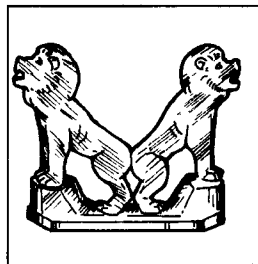
Figureheads are wooden ornaments placed on the bows of sailing ships or spelljammers. A figurehead usually is carved from one or more pieces of wood; common designs include the shapes of women, men, avian animals, or any other totems. Figureheads are often used to quell the superstitions of faint-hearted crews.

| | | | |
|-------------------------------------------------------------------------------------------------------------------------|----------|----------|----------|
| Figurehead, Armless* | 400 | 2,000 | 1072-79 |
| Figurehead, Blessing* | 400 | 4,000 | FR02-63 |
| Figurehead, Combinant | | | |
| (Any combination of any figurehead type that is followed by an asterisk can be combined into one more powerful version) | Additive | Additive | 1072-79 |
| Figurehead, Cursed* | — | 1,200 | AC04-033 |
| Figurehead, Eyes Closed +1* | 800 | 4,000 | 1072-79 |
| Figurehead, Eyes Closed +2* | 1,600 | 8,000 | 1072-79 |

| Name | EP | Cost | Book/Page |
|--------------------------------------|-------|--------|-----------------|
| Figurehead, Eyes Closed +3* | 3,200 | 16,000 | 1072-79 |
| Figurehead, Eyes Closed +4* | 6,400 | 32,000 | <i>new item</i> |
| Figurehead, Full-Bodied* | 300 | 1,500 | 1072-79 |
| Figurehead, Headgear Wearing* | 600 | 3,000 | 1072-79 |
| Figurehead, Protection | 800 | 8,000 | AC04-033 |
| Figurehead, Sideways Glancing* | 600 | 3,000 | 1072-79 |
| Figurehead, Smiling, Cursed +1* | — | 1,000 | 1072-79 |
| Figurehead, Smiling -1* | 400 | 2,000 | 1072-79 |
| Figurehead, Smiling -2* | 800 | 4,000 | 1072-79 |
| Figurehead, Smiling -3* | 1,600 | 8,000 | 1072-79 |
| Figurehead, Smiling -4* | 3,200 | 16,000 | <i>new item</i> |
| Figurehead, Wondrous Power, Attacks | 5,000 | 54,000 | DRAG159-17 |
| Figurehead, Wondrous Power, Disguise | 2,000 | 27,000 | DRAG159-17 |
| Figurehead, Wondrous Power, Speed | 3,000 | 36,000 | DRAG159-17 |

Figurine of Power

There are several kinds of *figurines of wondrous power*. Each appears to be a tiny statuette an inch or so high. When the figurine is tossed down and a command word spoken, it becomes a living animal of normal size (except when noted in the item description). The animal obeys and serves its owner. If a *figurine of wondrous power* is broken in its statuette form it is forever ruined, all magic is lost, and it has no power. If slain in animal form, it simply reverts to a statuette and can be used again at a later time.

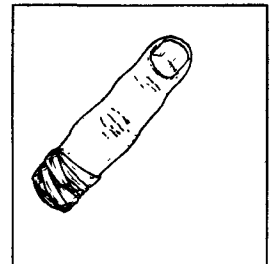


| | | | |
|-----------------------------------------------------|-------|--------|----------|
| Figurine, Wondrous Power, Ebony Fly | 400 | 4,000 | 2011-144 |
| Figurine, Wondrous Power, Golden Lion | 500 | 5,000 | 2011-144 |
| Figurine, Wondrous Power, Ivory Goat, Terror | 800 | 8,000 | 2011-144 |
| Figurine, Wondrous Power, Ivory Goat, Travail | 1,600 | 16,000 | 2011-144 |
| Figurine, Wondrous Power, Ivory Goat, Traveling | 400 | 4,000 | 2011-144 |
| Figurine, Wondrous Power, Marble Elephant, African | 1,100 | 11,000 | 2011-144 |
| Figurine, Wondrous Power, Marble Elephant, Asiatic | 1,000 | 10,000 | 2011-144 |
| Figurine, Wondrous Power, Marble Elephant, Mammoth | 1,300 | 13,000 | 2011-144 |
| Figurine, Wondrous Power, Marble Elephant, Mastodon | 1,200 | 12,000 | 2011-144 |
| Figurine, Wondrous Power, Obsidian Steed | 600 | 6,000 | 2100-144 |
| Figurine, Wondrous Power, Onyx Dog | 200 | 2,000 | 2100-144 |
| Figurine, Wondrous Power, Serpentine Owl | 400 | 4,000 | 2100-144 |

| Name | EP | Cost | Book/Page |
|------|----|------|-----------|
|------|----|------|-----------|

Finger

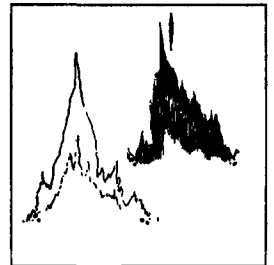
This item is actually a combination of five single pieces. Each piece is a single digit from one hand of Gryylph, a notorious rogue whose life remains cloaked in mystery. Some believe he once tried to overthrow the infamous Thieves' guild in Lankhmar and claim it as his own. Each finger grants a +2% bonus (cumulative) on all thieving skills. The thumb, however, grants a +2 to the thief's level.



| | | | |
|---------------------------|-------|--------|---------|
| Finger, Gryylph Discoon's | Relic | 20,000 | LNR1-93 |
| Thumb, Gryylph Discoon's | Relic | 45,000 | LNR1-93 |

Fire

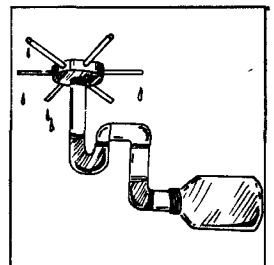
Magical fire is altered in some way, but has fire's basic form. Cold fire looks the same as normal fire but generates no heat. Cold fire is useful as a light source without danger of accidental fires. Dark fire generates heat as normal fire but it produces no light. Dark fire is useful for soldiers who want warmth, but do not wish to be spotted.



| | | | |
|------------|-----|-------|-----------|
| Fire, Cold | 500 | 2,500 | PHBR4-109 |
| Fire, Dark | 500 | 2,500 | PHBR4-109 |

Fire Extinguisher

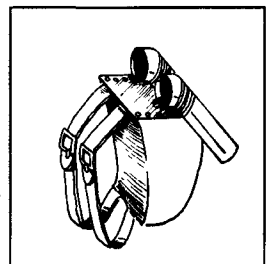
The heart of *Aldryk's Fire Quencher* is a *decanter of endless water*, unstopped and attached to a system of copper pipes which distribute the water throughout the area where it is installed. A small box for adding dry chemicals to the water is attached to the main pipe. Although the device is not invisible, most characters who enter a building where one is installed don't notice it unless they actually look for it.




| | | | |
|-------------------------|-----|-------|----------|
| Fire Quencher, Aldryk's | 300 | 3,000 | AC11-003 |
|-------------------------|-----|-------|----------|

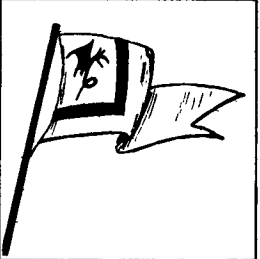
Firepack


This invention is named after a nefarious Karameikan wizard. The firepack consists of a thick leather backpack with two *wands of fireballs* firmly attached. The wands point 45° down and backward. The wand tips are stuck in metal tubes. Upon uttering the command word, the wands shoot *fireballs* into the tubes which channel the flames out with great force.

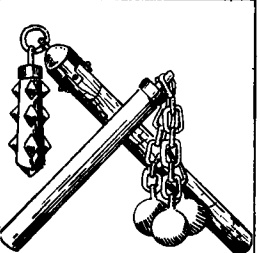


| | | | |
|-----------------------------|-------|--------|----------|
| Firepack, Bargle's Infamous | 1,500 | 15,000 | AC11-090 |
|-----------------------------|-------|--------|----------|

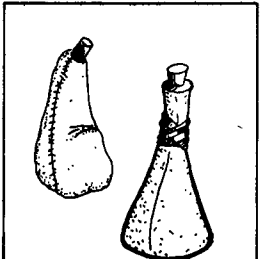
| Name | EP | Cost | Book/Page |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|--------|-----------------|
| Fist | | | |
| <p>The term "fist" is an all encompassing term that includes hammers, actual dried monkey fists, or metal gloves (gauntlets) with pointed knuckles of solid metal. Enchanted metal gauntlets, regardless of their other powers, make the wearer's fists into formidable weapons. See the Gauntlet entry, page 61 for more magical options.</p> | | | |
|  | | | |
| Fist | 900 | 9,000 | FR11-43 |
| Fist +1 | 1,000 | 10,000 | <i>new item</i> |
| Fist +2 | 1,500 | 15,000 | <i>new item</i> |
| Fist, Delzoun's | Relic | 95,000 | FR05-60 |
| Fist, Monkey of Ha'chao | 1,350 | 12,500 | 1032-064 |

| Name | EP | Cost | Book/Page |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|-------|------------|
| Flag | | | |
| <p>Flags (also known as colors, tricolors, etc.) are square, rectangular, or triangular pieces of cloth that are hung from the highest point of a ship, castle, fort, or building. Their colorful cloth is used to designate ownership or allegiance with a specific country, individual, or order.</p> | | | |
|  | | | |
| Flag, Dragon | 1,000 | 5,000 | SJQ1-87 |
| Flag, Untrue Colors | 500 | 2,500 | DRAG145-40 |

| Name | EP | Cost | Book/Page |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|--------|-----------|
| Flagon | | | |
| <p>Flagons are large containers used for storing and serving wine or other beverages. They usually are made from pottery or metal. Every flagon has a handle and a spout. Flagons often have covers as well. Expensive and enchanted flagons usually have richly sculpted handles and covers.</p> | | | |
|  | | | |
| Flagon, Dragons | 6,000 | 40,000 | FR04-40 |
| Flagon, Zagyg's Flowing | 750 | 3,500 | 2017-104 |

| Name | EP | Cost | Book/Page |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|------|-----------|
| Flail | | | |
| <p>Flails are agricultural tools used to thresh grain. A flail has a long, wooden handle with a free swinging bar attached to one end. Since the earliest days of war, farmers recruited to fight in wars have used this item as a weapon, and armorers have designed variations intended solely for fighting. Most magical flails are weapons, but some aid agricultural endeavors.</p> | | | |
|  | | | |

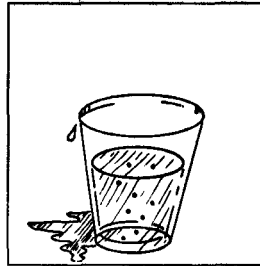
| Name | EP | Cost | Book/Page |
|----------------------------|-------|--------|-----------------|
| Flail | | | |
| Flail +1 | 450 | 4,000 | 2011-125 |
| Flail +2 | 900 | 8,000 | <i>new item</i> |
| Flail +3 | 1,350 | 12,000 | <i>new item</i> |
| Flail +4 | 1,800 | 16,000 | <i>new item</i> |
| Flail +5 | 2,250 | 4,000 | <i>new item</i> |
| Flail, Alignment Detection | 100 | 600 | <i>new item</i> |
| Flail, Armor Piercing +1 | 750 | 7,000 | POLY047-26 |
| Flail, Armor Piercing +2 | 1,000 | 9,500 | POLY047-26 |
| Flail, Banishing +1 | 2,500 | 12,500 | DRAG169-88 |
| Flail, Banishing +2 | 4,500 | 22,500 | DRAG169-88 |
| Flail, Breathing | 2,500 | 12,500 | 1013-58 |
| Flail, Charming | 1,000 | 7,000 | 1013-58 |
| Flail, Chill Blade | 2,000 | 10,000 | DRAG169-90 |
| Flail, Deceiving | 1,000 | 5,000 | 1013-58 |
| Flail, Defending | 2,000 | 10,000 | 1013-58 |
| Flail, Defiance | 3,500 | 17,500 | DRAG169-90 |
| Flail, Deflecting | 1,500 | 7,500 | 1013-58 |
| Flail, Doomwarding +1 | 4,000 | 20,000 | DRAG169-90 |
| Flail, Draining | 1,500 | 7,500 | 1013-58 |
| Flail, Extinguishing | 1,500 | 7,500 | 1013-58 |
| Flail, Finding | 1,000 | 12,000 | 1013-58 |
| Flail, Flaming | 1,000 | 3,500 | 1013-58 |
| Flail, Flying +1 | 1,500 | 7,500 | 1060-115 |
| Flail, Flying +2 | 3,000 | 15,000 | 1060-115 |
| Flail, Healing | 5,000 | 40,000 | 1013-58 |
| Flail, Hiding | 1,500 | 7,500 | 1013-58 |
| Flail, Holding | 2,000 | 10,000 | 1013-58 |
| Flail, Hornblade +1 | 750 | 2,000 | 2017-105 |
| Flail, Hornblade +2 | 1,500 | 4,000 | 2017-105 |
| Flail, Illusory Metal | 1,000 | 3,000 | LNA3-51 |
| Flail, Impaling +1 | 150 | 1,500 | PHBR2-107 |
| Flail, Impaling +2 | 300 | 3,000 | PHBR2-107 |
| Flail, Invisible | 1,000 | 5,000 | DRAG169-90 |
| Flail, Jump | 2,000 | 10,000 | DRAG169-90 |
| Flail, Lighting | 400 | 3,000 | 1013-58 |
| Flail, Random-Target +2 | 200 | 1,000 | DRAG134-43 |
| Flail, Rust +1 | 1,000 | 5,000 | DRAG169-92 |
| Flail, Silencing | 900 | 4,000 | 1013-58 |
| Flail, Slowing | 500 | 3,500 | 1013-58 |
| Flail, Speaking +4 | 1,500 | 7,500 | <i>new item</i> |
| Flail, Speeding | 1,500 | 7,500 | 1013-58 |
| Flail, Translating | 900 | 7,000 | 1013-58 |
| Flail, Watching | 2,000 | 6,000 | 1013-58 |
| Flail, Wishing | 2200 | 11,000 | 1013-58 |

| Name | EP | Cost | Book/Page |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|-------|-----------|
| Flask | | | |
| <p>Flasks are metal, ceramic or glass bottles with small necks and flat bases. Most flasks have caps, and many are contoured so they can be easily carried on the hip; such flasks usually hold beverages. Others are designed for alchemical use. Nevertheless, most enchanted flasks contain things not usually found in bottles or jars—anything from a terrible curse to an enraged extra-planer being might appear when a character unstoppers a magical flask. For more details, and magical options, see the Beaker entry on page 30 and the Bottle entry on page 34.</p> | | | |
|  | | | |
| Flask, Curses | — | 1,000 | 2100-169 |

| Name | EP | Cost | Book/Page |
|-----------------------------------|-------|--------|-----------|
| Flask, Iron | — | 2,000 | 2100-173 |
| Flask, Tuerny the Merciless, Iron | Relic | 50,000 | 2011-158 |

Fluid

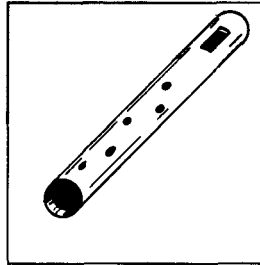
Fluids are typically found in ceramic, crystal, glass, or metal flasks or vials. Unless noted otherwise in the fluid's description, a container holds enough fluid for only one dose or application. See the Oil entry on page 99 for more details and magical options.



| | | | |
|------------------------|-----|-------|------------|
| Fluid, Mummy Embalming | 500 | 2,500 | DRAG076-17 |
|------------------------|-----|-------|------------|

Flute

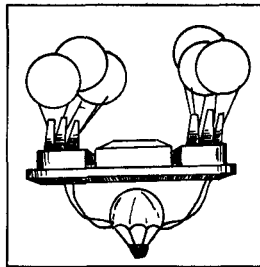
A flute is a wind instrument made from a hollow tube of wood, ceramics, or other materials. To produce notes, the musician blows into one end of the tube while manipulating keys arranged along the tube's length. Very simple flutes dispense with keys and just have holes in the tube. Flutes with keys, however, can produce much more complex music than the simple types can.



| | | | |
|---------------------------|-------|--------|-----------------|
| Flute, Bone | 500 | 2,500 | AC04-034 |
| Flute, Courage | 1,000 | 5,000 | AC04-034 |
| Flute, Danger | 1,200 | 6,000 | AC04-034 |
| Flute, Dismissing | 4,000 | 30,000 | DRAG047-18 |
| Flute, Faerie | 1,500 | 6,500 | AC04-034 |
| Flute, Hwal, Silver, of | 20 | 200 | LNR2-28 |
| Flute, Luck | 2,000 | 10,000 | AC04-034 |
| Flute, Playing | 700 | 2,100 | DRAG073-40 |
| Flute, Silver | 1,000 | 5,000 | AC04-034 |
| Flute, Wandering Monsters | 2,000 | 20,000 | <i>new item</i> |
| Flute, Wind Dancing | 1,000 | 5,000 | 2021-092 |

Flying Nightmare

The flying nightmare is a huge, two-level platform built from wood reinforced with steel bands. Six huge hot air balloons (three at either end) and fire towers keep the device aloft. Underneath the upper deck there is a large chamber fitted with parachutes. This can be released from the rest of the platform to deliver troops to the ground.



| | | | |
|---------------------------------|-------|--------|----------|
| Flying Nightmare, Rumblebotty's | 2,500 | 17,000 | AC11-077 |
|---------------------------------|-------|--------|----------|

| Name | EP | Cost | Book/Page |
|------|----|------|-----------|
|------|----|------|-----------|

Font

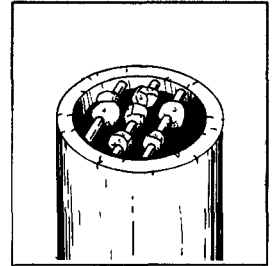
Little is known about this powerful relic except for what can be found in the *Unique Menageries*: "This was a pearl-white pool, contained in a milk-colored crystal that appeared in the eastern wastes. The waters were too bitter to drink, but if one looked into the font in the light of the full moon, one could see scenes of antiquity that one would swear were real."



| | | | |
|------------|-------|---|---------|
| Font, Time | Relic | P | FR10-86 |
|------------|-------|---|---------|

Forge

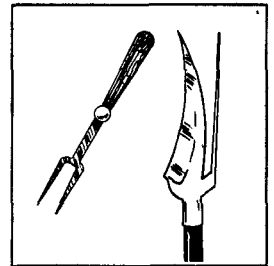
Magical forges are huge furnaces constructed of enchanted stones held together with a network of steel rods. When metal armor or weapons are placed in the furnace and heated to glowing red, the furnace enchants the metal. See the Anvil entry on page 21 for more information and magical options.



| | | | |
|---------------------------|--------|--------|------------|
| Forge, Iron of the Armies | 1,750 | 17,500 | DRAG178-19 |
| Forge, Metal Protection | 10,000 | 50,000 | 2121-137 |

Fork

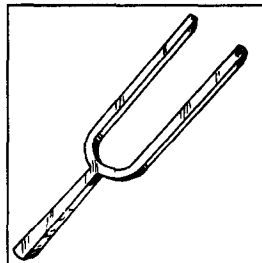
Forks come in various sizes. Some are small eating utensils. Others are farm tools designed for manipulating straw, or hay. Still others are weapons of war with long handles and wickedly sharp tines. Many types of polearms—particularly fauchards—have fork tines incorporated into their heads. See the Trident entry on page 145 for more magical options.



| | | | |
|-----------------------------------|-------|--------|----------|
| Fork, Fauchard, Mephistopheles +3 | Relic | P | 2016-48 |
| Fork, Fauchard, Wounding | 4,400 | 22,000 | 2016-47 |
| Fork, Jabbing | — | 600 | AC04-034 |
| Fork, Travel | 1,000 | 10,000 | AC04-034 |

Name EP Cost Book/Page

Fork, Planar



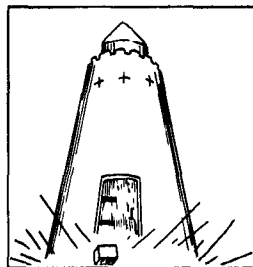
Planar forks are devices used in interplanar travel. The material and the pitch of the fork determines which plane the user has access to. The material is the substance from which the fork is made (usually but not always metal). Pitch is the tone played when the fork is struck against a hard surface.

| | | | |
|----------------------------------|-------|--------|------------|
| Fork, Planar, Brass A | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Bronze A | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Copper A | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Copper A-Flat | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Copper A-Sharp | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold C-Sharp | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold C-Sharp Major | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold C-Sharp Minor | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold D | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold D Major | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold D Minor | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold E | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold E Major | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold E Minor | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold E-Flat | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold E-Flat Major | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold F | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold F Major | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold F Minor | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold F-Sharp | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold F-Sharp Major | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold F-Sharp Minor | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold G | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold G Major | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Gold G Minor | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron C-Sharp | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron C-Sharp Major | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron C-Sharp Minor | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron D | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron E | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron E Major | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron E Minor | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron E-Flat | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron E-Flat Major | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron E-Flat Minor | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron F | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron F Major | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron F Minor | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron F-Sharp | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron F-Sharp Major | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron F-Sharp Minor | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron G | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron G Major | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Iron G Minor | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Lead A | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Lead A-Flat | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Nickel C | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Pewter A | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Platinum C | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Silver C | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Tin A | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Tin A-Flat | 1,000 | 10,000 | DRAG120-42 |

Name EP Cost Book/Page

| | | | |
|-------------------------------|-------|--------|------------|
| Fork, Planar, Tin A-Sharp | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Zinc A | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Zinc A-Flat | 1,000 | 10,000 | DRAG120-42 |
| Fork, Planar, Zinc lead-mix A | 1,000 | 10,000 | DRAG120-42 |

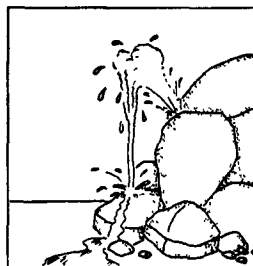
Fortress



Daern's instant fortress is a small metal cube, but when activated it becomes a tower 20' square and 30' high, with arrow slits on all sides and a machicolated battlement atop it. The metal walls extend 10' into the ground. The fortress has a small door which will open only at the command of the owner—even *knock* spells cannot open the door. The walls of the fortress are unaffected by normal weapons other than catapults. The tower can absorb 200 points of damage before collapsing.

| | | | |
|---------------------------|-------|--------|----------|
| Fortress, Daern's Instant | 7,000 | 27,500 | 2100-165 |
|---------------------------|-------|--------|----------|

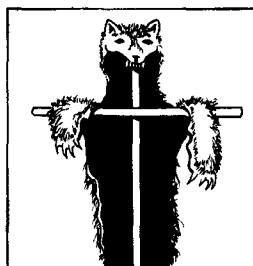
Fountain



A fountain is a small, bubbling torrent that gushes from a niche in a floor or wall. The waters appear to come from underground or from thin air. Magical fountains generally bestow their curses or their magical benefits upon characters who drink or bathe in the water. A *save vs. spells* sometimes negates a fountain's baneful effects.

| | | | |
|------------------------|--------|---------|------------|
| Fountain, Gods, of the | Relic | P | 1066b-26 |
| Fountain, Magic | 10,000 | 100,000 | DRAG034-41 |

Fur



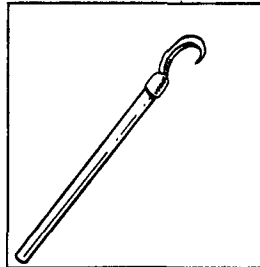
The *fur of warmth* is at least five feet wide and eight feet long. It is made from the pelt of some massive creature native to the Para-elemental plane of ice. One side of the fur has a soft pile—the creature's pelt. The inside is leather—the creature's tanned skin, but a soft cloth liner usually covers the leather.

| | | | |
|-------------|-------|--------|----------|
| Fur, Warmth | 5,000 | 25,000 | 2121-137 |
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Gaff

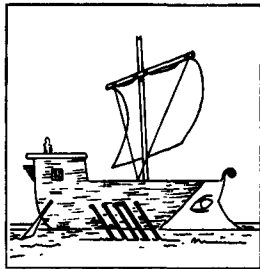
A gaff is a 10- to 20-foot-long pole that ends in a metal hook. Sailors use gaffs to pull their craft toward a dock or occasionally, another ship. Gaffs can also be used to bring men or cargo to safety if they fall overboard. Fisherman use gaffs with sharp hooks to help capture fish. Another type of gaff is a kind of overhead spar used to support a quadrilateral sail.



| | | | |
|---------------|-------|-------|----------|
| Gaff, Docking | 1,000 | 5,000 | AC04-035 |
| Gaff, Gaffes | — | 2,000 | AC04-035 |

Galley

Galleys are long, thin seagoing ships propelled by both sails and oars. The oars are the main source of power (the sails are useful only under the most favorable conditions). On merchant galleys, teams of slaves man the oars. War galleys, however, find slaves too undependable, and use sailors or marines as oarsmen.



| | | | |
|----------------------|--------|---------|---------|
| Galley, Gods, of the | 50,000 | 500,000 | FR10-86 |
| Galley, War, Ra | Relic | P | 2006-01 |

Gas

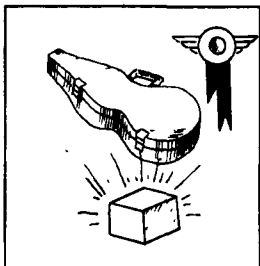
A vial of *spectre gas* releases a free-willed spectre when it is broken or opened. The vial's owner has no control over the monster; however, if he is a cleric or priest with the ability to turn or control undead he can attempt to use this power on the spectre. A *potion of undead control* or similar item also would be effective.



| | | | |
|--------------|-----|-------|------------|
| Gas, Spectre | 500 | 2,500 | DRAG076-17 |
|--------------|-----|-------|------------|

Gate

Gates open portals to other planes of existence. Most gates are ordinary-looking items, indistinguishable from mundane items of similar construction. Some gates can create portals to more than one location, although usually only one such portal can be opened at any given time.

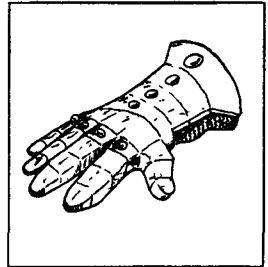


| | | | |
|-------------------------|-------|--------|----------|
| Gate, Alternate World | 5,000 | 10,000 | AC04-007 |
| Gate, Cubic | 5,000 | 17,500 | 2100-165 |
| Gate, Trans-Dimensional | 5,000 | 25,000 | CN2-030 |

Name EP Cost Book/Page

Gauntlet

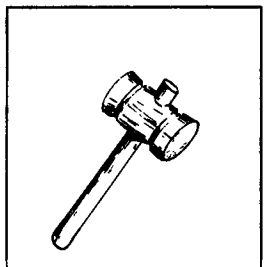
Gauntlets are armored gloves. They can be made of leather, metal plates, or chain mail. Every suit of armor is assumed to include gauntlets of an appropriate type. Magical gauntlets, tend to be finer, lighter and more easily worn than the normal variety. They automatically enlarge or shrink to fit any wearer from pixie- to giant-size.



| | | | |
|---------------------------------------|--------|--------|------------|
| Gauntlet, Dexterity | 1,000 | 10,000 | 2100-169 |
| Gauntlet, Entrapment | — | 1,200 | AC04-035 |
| Gauntlet, Fire Claw +5, Armor Class 0 | 10,000 | 50,000 | IMAG029-36 |
| Gauntlet, Fumbling | — | 1,000 | 2100-169 |
| Gauntlet, Ghoul, of the | 1,500 | 5,000 | DRAG076-17 |
| Gauntlet, Glim- | 1,000 | 4,000 | 1060-115 |
| Gauntlet, Heat | 1,000 | 10,000 | DRAG091-59 |
| Gauntlet, Holding | 1,000 | 10,000 | AC04-035 |
| Gauntlet, Iron of Urnst | 2,000 | 12,000 | 2023-088 |
| Gauntlet, Moander | 2,500 | 15,000 | FRC2-90 |
| Gauntlet, Ogre Power | 1,000 | 15,000 | 2100-169 |
| Gauntlet, Polishing | 370 | 3,700 | POLY043-22 |
| Gauntlet, Sticking | 100 | 1,000 | AC04-035 |
| Gauntlet, Super Strength | 3,000 | 30,000 | AC04-036 |
| Gauntlet, Swimming and Climbing | 1,000 | 10,000 | 2100-169 |
| Gauntlet, Tamus | 100 | 1,000 | DRAG159-18 |
| Gauntlet, The | Relic | 60,000 | UK3-28 |

Gavel

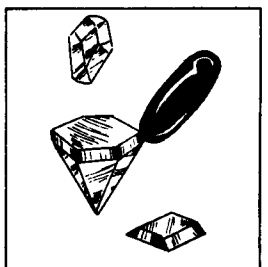
Gavels are small wooden mallets. One uses a gavel by rapping it sharply against a piece of wood. Gavels are used by justices of the peace and magistrates to call a court to order, to finish sentencing, or to quiet outbursts during court proceedings.



| | | | |
|------------------|-----|-------|----------|
| Gavel, Auctions | 400 | 2,000 | AC04-036 |
| Gavel, Authority | 600 | 3,000 | AC04-036 |
| Gavel, Order | 800 | 4,000 | AC04-036 |

Gem

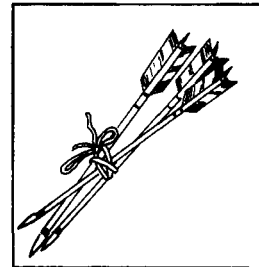
A magical gem appears identical to a normal gem of some type until checked for a dweomer. Upon command, the gem glows for a brief moment before it produces its magical effect. If a gem is dropped onto a hard surface it must save versus a fall or break upon impact, losing all its magical abilities instantly.



| Name | EP | Cost | Book/Page |
|----------------------------------|--------|---------|------------|
| Gem, Bloodstone, Fistandantilus | 1,000 | 5,000 | 2021-097 |
| Gem, Brightness | 2,000 | 17,500 | 2100-169 |
| Gem, Bupu's Emerald | 1,000 | 10,000 | 2021-097 |
| Gem, Crystal, Mirror | 700 | 35,000 | DRAG005-28 |
| Gem, Detection, Clear | 1,000 | 5,000 | DRAG145-40 |
| Gem, Detection, Deep Red | 1,000 | 5,000 | DRAG145-40 |
| Gem, Detection, Pale Blue | 1,000 | 5,000 | DRAG145-40 |
| Gem, Detection, Pale Green | 1,000 | 5,000 | DRAG145-40 |
| Gem, Detection, Pale Lavender | 1,000 | 5,000 | DRAG145-40 |
| Gem, Detection, Pearly White | 1,000 | 5,000 | DRAG145-40 |
| Gem, Detection, Pink | 1,000 | 5,000 | DRAG145-40 |
| Gem, Detection, Pink and Green | 1,000 | 5,000 | DRAG145-40 |
| Gem, Detection, Scarlet and Blue | 1,000 | 5,000 | DRAG145-40 |
| Gem, Detection, Vibrant Purple | 1,000 | 5,000 | DRAG145-40 |
| Gem, Drusion | 600 | 6,000 | AC04-036 |
| Gem, Elvenstar | Relic | 100,000 | X11-60 |
| Gem, Fire | 4,000 | 25,000 | 2013-037 |
| Gem, Fire Elemental | 5,000 | 30,000 | GDQ1-124 |
| Gem, Hand of Nergal | 12,000 | 60,000 | 7014-46 |
| Gem, Heart of Ahriman | 12,000 | 60,000 | 7014-46 |
| Gem, Ideas | 900 | 4,500 | AC04-036 |
| Gem, Income | 1,000 | 5,000 | AC04-036 |
| Gem, Insight | 3,000 | 30,000 | 2017-100 |
| Gem, Life | 5,000 | 50,000 | LNR1-94 |
| Gem, Magic Missile Protection | 1,000 | 7,500 | CM8-027 |
| Gem, Moolsh | 2,000 | 10,000 | LNR1-93 |
| Gem, Nightjewel | 500 | 2,500 | 2021-098 |
| Gem, Not-Too-Brightness | 500 | 2,500 | DRAG120-19 |
| Gem, Olfactory Illusion, Opal | 1,000 | 10,000 | WGA2-60 |
| Gem, Power, Elemental, Air | 1,200 | 12,000 | T1:4-128 |
| Gem, Power, Elemental, Earth | 1,200 | 12,000 | T1:4-128 |
| Gem, Power, Elemental, Fire | 1,200 | 12,000 | T1:4-128 |
| Gem, Power, Elemental, Water | 1,200 | 12,000 | T1:4-128 |
| Gem, Protection +1 | 2,000 | 10,000 | new item |
| Gem, Protection +2 | 3,000 | 15,000 | new item |
| Gem, Protection +3 | 4,000 | 20,000 | new item |
| Gem, Protection +4 | 5,000 | 25,000 | new item |
| Gem, Protection +5 | 6,000 | 30,000 | new item |
| Gem, Protection -1 Cursed | — | 1,000 | new item |
| Gem, Protection -2 Cursed | — | 2,000 | new item |
| Gem, Purple, Vesve Forest | 3,000 | 35,000 | 2023-083 |
| Gem, Retaliation | 2,000 | 10,000 | 2121-137 |
| Gem, Returning | 1,500 | 7,500 | AC04-036 |
| Gem, Scroll Reading | 3,500 | 17,000 | DRAG099-51 |
| Gem, Seeing | 2,000 | 25,000 | 2100-170 |
| Gem, Shielding, Clear | 500 | 8,000 | DRAG099-50 |
| Gem, Shielding, Pale Blue | 300 | 5,000 | DRAG099-50 |
| Gem, Shielding, Pale Green | 300 | 5,000 | DRAG099-50 |
| Gem, Shielding, Pale Orange | 300 | 5,000 | DRAG099-50 |
| Gem, Shielding, Pale Violet | 450 | 7,000 | DRAG099-50 |
| Gem, Shielding, Pale Yellow | 300 | 5,000 | DRAG099-50 |
| Gem, Star, Khan-Pelar | 1,000 | 10,000 | I4-32 |
| Gem, Star, Mo-Pelar | 1,000 | 10,000 | I4-32 |
| Gem, Star, Shah-Pelar | 1,000 | 10,000 | I4-32 |
| Gem, True Sight | 1,000 | 5,000 | LNR1-94 |
| Gem, Wishes | 2,200 | 11,000 | 2018-134 |
| Gem, Yara's | 1,000 | 10,000 | 2006-50 |

| Name | EP | Cost | Book/Page |
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Gift

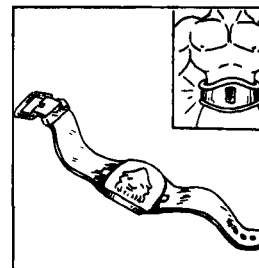


Gusir's gifts are magical arrows found in bundles of 1d3. They are fine looking examples of the fletcher's craft with golden feathers and wonderfully wrought shafts. If detections are made, they appear to be *arrows +1* and give this bonus to attacks. After hitting their target, the arrows magically streak back to their owner, returning to the quiver where they can be used again. Each arrow has only 1d4 charges, however. Each shot with the arrow costs a charge, and once spent, the arrows lose their magic.

Gift, Gusir's

| | | |
|-------|-------|--------|
| Relic | 2,500 | HR1-65 |
|-------|-------|--------|

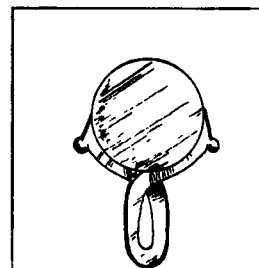
Girdle



Girdles generally are similar to belts (see page 30). Unlike belts, girdles are not used to hold up pants and dungarees, but to carry pouches, scabbards, and the like. It is possible to wear both a magical belt and girdle at the same time. However, if the two items have similar functions, only the most powerful grants the wearer any benefits.

| | | | |
|--------------------------------|-------|--------|----------|
| Girdle, Armida | Relic | 45,000 | 1021-58 |
| Girdle, De'Rah | Relic | 35,000 | M2-30 |
| Girdle, Dwarvenkind | 3,500 | 20,000 | 2100-170 |
| Girdle, Femininity/Masculinity | — | 1,000 | 2100-170 |
| Girdle, Freshness | 1,000 | 5,000 | PC2-40 |
| Girdle, Golden, Urnst | 500 | 3,000 | 2023-079 |
| Girdle, Lions | 2,000 | 8,000 | FR04-37 |
| Girdle, Many Pouches | 1,000 | 10,000 | 2100-170 |
| Girdle, Strength, Cloud Giant | 4,000 | 40,000 | 2100-170 |
| Girdle, Strength, Fire Giant | 3,500 | 35,000 | 2100-170 |
| Girdle, Strength, Frost Giant | 3,000 | 30,000 | 2100-170 |
| Girdle, Strength, Hill Giant | 2,000 | 20,000 | 2100-170 |
| Girdle, Strength, Ogre | 1,000 | 15,000 | new item |
| Girdle, Strength, Stone Giant | 2,500 | 25,000 | 2100-170 |
| Girdle, Strength, Storm Giant | 4,500 | 45,000 | 2100-170 |
| Girdle, Strength, Meginjarder | Relic | P | 2108-176 |

Glass



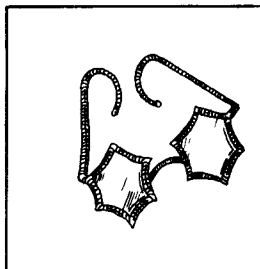
A glass is a magical lens that is secured to an ivory or wooden handle with a metal band. Peering through the lens makes illegible writings and insignias legible. The glass also makes items whose detail is too small for legibility larger so that the glass's user can make them out.

| | | | |
|------------------------|-------|--------|------------|
| Glass, Enlarging | 1,500 | 7,500 | DRAG030-36 |
| Glass, Preserved Words | 2,000 | 10,000 | 2121-138 |

Name EP Cost Book/Page

Glasses

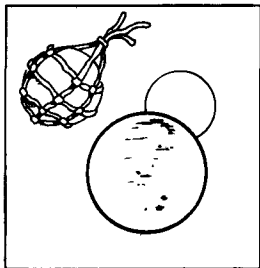
The *glasses of the Arcanist* are magical eyeglasses (see page 55) designed and built on the world of Krynn. The lenses are set in solid platinum frames which are so narrow that they will only fit on a kender, elf, or other small humanoid. The wearer can read all writings, and render a perfect translation of any topic in any language. Magical scrolls and spell books can also be read using these glasses. The glasses do not enable a non-spell caster to cast spells. However, they do enable a low-level caster to cast higher level spells from scrolls with no chance of failure.



Glasses, Arcanist 3,000 15,000 2021-092

Globe

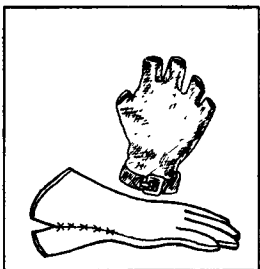
Globes are small, hollow, spherical vessels formed from clear glass. They usually contain sparkling liquids with shifting colors. When a globe is dropped or thrown, it automatically shatters, releasing a 10'x10'x10' cloud of colored gas. Some globes function as scrying devices, see the *Ball* entry on page 27 for details



| | | | |
|--------------------------|-------|-------|------------|
| Globe, Cirulon | 750 | 3,000 | DLE3-062 |
| Globe, Glow- | 10 | 100 | DUNG024-18 |
| Globe, Glowing | 100 | 200 | 1060-115 |
| Globe, Mervic's, Black | 50 | 150 | POLY047-26 |
| Globe, Mervic's, Blue | 50 | 150 | POLY047-26 |
| Globe, Mervic's, Gray | 50 | 150 | POLY047-26 |
| Globe, Mervic's, Green | 50 | 150 | POLY047-26 |
| Globe, Mervic's, Mottled | 50 | 150 | POLY047-26 |
| Globe, Mervic's, Purple | 50 | 150 | POLY047-26 |
| Globe, Mervic's, Red | 50 | 150 | POLY047-26 |
| Globe, Mervic's, White | 50 | 150 | POLY047-26 |
| Globe, Mervic's, Yellow | 50 | 150 | POLY047-26 |
| Globe, Purification | 500 | 2,500 | 2121-138 |
| Globe, Serenity | 500 | 2,500 | 2121-138 |
| Globe, Vision | 750 | 3,000 | DRAG091-60 |
| Globe, Yezud | 1,000 | 5,000 | 7014-46 |

Glove

Magical gloves usually are made from thick leather. Most gloves are sewn to tightly fit the hand and allow a firmer grip on a weapon. Gloves used in combat do not have decorative jewels or stitching on them, although exceptions like the *glove of lightning* do exist.



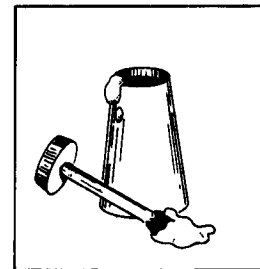
Glove, Evasion 1,000 10,000 PHBR2-106

Name EP Cost Book/Page

| | | | |
|--------------------------|-------|--------|------------|
| Glove, Freedom, Reglar's | 3,000 | 15,000 | 2121-143 |
| Glove, Lightning | 2,000 | 20,000 | FR10-84 |
| Glove, Missile Snaring | 1,500 | 10,000 | 2100-170 |
| Glove, Nail Painting | 1,000 | 5,000 | DRAG073-38 |
| Glove, Octopus, of the | 4,000 | 40,000 | POLY058-10 |
| Glove, Power, Thor's | Relic | P | 2006-24 |
| Glove, Sentinel | Relic | 24,500 | UK3-29 |
| Glove, Thievery | 1,000 | 5,000 | 2017-100 |

Glue

This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only within a flask coated with *oil of slipperiness*, and each time any glue is poured from the flask, a new application of the *oil of slipperiness* must be put on the flask within one round to prevent the remaining glue from adhering to the side of the container. One ounce of the adhesive will cover about one square foot of surface, bonding virtually any two substances together permanently. The glue takes one minute to set; if the objects are pulled apart before that time elapses, that application of the glue loses its stickiness and is worthless. A typical container of the substance holds 1d10 ounces of glue.



Glue, Sovereign 1,000 7,500 2100-180

Glyph

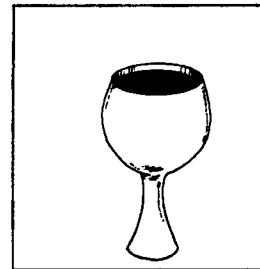
A glyph is short piece of magical writing or a magical diagram. A mad duke in Lankhmar accidentally created the one described here. He created this glyph to ward off death. The glyph consists of a large triangle, with many intricate patterns of birds, dragons, men, astral beings, and astrological signs.



Glyph, Danius' - 25,000 LNR1-94

Goblet

A goblet is an ornamental cup (page 49) or chalice (page 41). It may be constructed of glass, crystal, metal, or even wood. A goblet does not have a handle and usually has a long-stem ending in a circular base. A goblet is commonly used to sip after-dinner wines and cordials.



| | | | |
|-----------------------|-------|--------|------------|
| Goblet, Fine Drink | 500 | 2,500 | DRAG073-38 |
| Goblet, Glory | 1,250 | 12,000 | FR04-41 |
| Goblet, Great Kingdom | 1,200 | 8,000 | 2023-079 |
| Goblet, Manas | 1,500 | 7,500 | 2006-44 |

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