

Dungeons & Dragons 3.0 Edition Index – Misc. Magic Items

<http://www.crystalkeep.com/d20/rules>

Collected by Chet Erez (cerez@crystalkeep.com)

July 22, 2003

	Page
Table of Contents	
Staves	2
Rods	7
Wands.....	13
Potions, Salves, Oils, & Dusts	14
Creature Items	20
Large Items.....	23
Items Not Written Up	27
Major Artifacts	27
Minor Artifacts	27
Epic Items.....	27
Intelligent Items.....	28
Cursed Items.....	28
Items Missing Requirements	28
Magical Vehicle Augmentations	29
Misc. Skipped Items	29
Appendix	30
Revision History.....	30
Key to Sourcebooks	30

Staves

Sorted by price.

Staves	Effect	DC	Charges	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Staff of Size Alteration (DMG p205)	- <i>Enlarge</i> - <i>Reduce</i>	—	1 1	5	Craft Staff <i>Enlarge</i> <i>Reduce</i>	3,250	260	6,500
Staff of Charming (DMG p204)	- <i>Charm Person</i> - <i>Charm Monster</i>	11 16	1 2	7	Craft Staff <i>Charm Person</i> <i>Charm Monster</i>	6,000	480	12,000
Staff of Swarming Insects (DMG p205)	- <i>Summon Swarm</i> - <i>Insect Plague</i>	—	1 2	9	Craft Staff <i>Summon Swarm</i> <i>Insect Plague</i>	10,000	800	20,000
Assassin's Staff (A&E p127)	- <i>Obscuring Mist</i> - <i>Pass without Trace</i> - <i>Improved Invisibility</i> - <i>Poison</i>	— — — 16	1 1 2 2	7	Craft Staff <i>Improved Invisibility</i> <i>Obscuring Mist</i> <i>Pass without Trace</i> <i>Poison</i> Priced for an Assassin creator	12,000	960	24,000
Staff of Darkness (BoVD p114)	- <i>Damning Darkness</i> - <i>Darkbolt</i> (3d8 dmg) - <i>Darkness</i> - <i>Deeper Darkness</i>	16 13 — —	2 1 1 2	7	Craft Staff <i>Damning Darkness</i> <i>Darkbolt</i> <i>Darkness</i> <i>Deeper Darkness</i>	12,000	960	24,000
Staff of the Fallen (A&E p128)	- <i>Doom</i> - <i>Shatter</i> - <i>Contagion</i> - <i>Summon Monster IV (evil only)</i>	11 13 14 —	1 1 2 2	7	Craft Staff <i>Contagion</i> <i>Doom</i> <i>Shatter</i> <i>Summon Monster IV</i> Creator must be Evil Priced for a Blackguard creator	12,000	960	24,000
Staff of the Goblin Lord (A&E p128)	- <i>Protection from Law</i> - <i>Confusion</i> - <i>Unholy Blight</i> Goblin or Orc only: +2 Enhancement bonus to Charisma	— 16 16 —	1 1 1 —	12	Craft Staff <i>Confusion</i> <i>Protection from Law</i> <i>Unholy Blight</i>	13,313	1,065	26,625
Undying Staff (A&E p129)	- <i>Animate Dead</i> - <i>Create Undead</i>	—	1 2	12	Craft Staff <i>Animate Dead</i> <i>Create Undead</i>	13,688	1,095	27,375
Staff of Fire (DMG p205)	- <i>Burning Hands</i> - <i>Fireball</i> - <i>Wall of Fire</i>	—	1 1 2	8	Craft Staff <i>Burning Hands</i> <i>Fireball</i> <i>Wall of Fire</i>	1,4500	1,160	29,000
Staff of Night (MoF p150)	Wielder immune to the Confusion effect of Umber Hulks. - <i>Darkvision</i> - <i>Low-Light Vision</i> - <i>Dispel Magic</i> (against 'light' spells only) - <i>Darkness</i> - <i>Summon Monster VI</i> (Umber Hulk only) An Umber Hulk can only be summoned once per 10 days. If it is slain, the Staff is destroyed.	— — — — —	1 1 1 1 2	11	Craft Staff <i>Darkness</i> <i>Darkvision</i> <i>Dispel Magic</i> <i>Summon Monster VI</i>	15,000	1,200	30,000
Staff of Healing (DMG p204)	- <i>Lesser Restoration</i> - <i>Cure Serious Wounds</i> - <i>Remove Blindness / Deafness</i> - <i>Remove Disease</i>	—	1 1 1 1	7	Craft Staff <i>Lesser Restoration</i> <i>Cure Serious Wounds</i> <i>Remove Blindness / Deafness</i> <i>Remove Disease</i>	16,500	1,320	33,000
Staff of Righteousness (A&E p129)	- <i>Divine Favor</i> - <i>Prayer</i> - <i>Dispel Evil</i> - <i>Holy Sword</i>	—	1 1 1 2	7	Craft Staff <i>Dispel Evil</i> <i>Divine Favor</i> <i>Holy Sword</i> <i>Prayer</i>	17,000	1,360	34,000
Staff of Eyes (MoF p150)	- <i>Arcane Eye</i> - <i>Remove Blindness</i> - <i>See Invisibility</i>	—	1 1 1	7	Craft Staff <i>Arcane Eye</i> <i>Remove Blindness</i> <i>See Invisibility</i>	17,350	1,388	34,700
Staff of Entrapment (MoF p149)	- <i>Dimensional Anchor</i> - <i>Otiluke's Resilient Sphere</i>	16 16	1 1	7	Craft Staff <i>Dimensional Anchor</i> <i>Otiluke's Resilient Sphere</i>	18,375	1,470	36,750
Illivarra's Staff (DR296 p114)	- <i>Magic Missile</i> - <i>Melf's Acid Arrow</i> - <i>Fireball</i>	— 13 14	1 1 1	10	Craft Staff <i>Fireball</i> <i>Magic Missile</i> <i>Melf's Acid Arrow</i>	18,750	1,500	37,500

Staves	Effect	DC	Charges	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Staff of Skulls (MoF p151)	- <i>Animate Dead</i> - <i>Cure Light Wounds</i> - <i>Inflict Light Wounds</i> - <i>Circle of Doom</i>	— — 11 —	1 1 1 2	9	Craft Staff <i>Animate Dead</i> <i>Cure Light Wounds</i> <i>Circle of Doom</i> <i>Inflict Light Wounds</i>	20,850	1,468	39,200
Staff of Open Doors (MoF p150)	- <i>Knock</i> - <i>Open / Close</i> - <i>Passwall</i> - <i>Shatter</i>	— — — —	1 1 1 1	9	Craft Staff <i>Knock</i> <i>Open / Close</i> <i>Passwall</i> <i>Shatter</i>	21,100	1,688	42,200
Staff of the Spider (A&E p129)	- <i>Spider Climb</i> - <i>Web</i> - <i>Summon Swarm</i> (spiders only) - <i>Poison</i> - <i>Insect Plague</i>	— 13 — 16 17	1 1 1 1 2	12	Craft Staff <i>Insect Plague</i> <i>Poison</i> <i>Spider Climb</i> <i>Summon Swarm</i> <i>Web</i>	21,300	1,704	42,600
Staff of Vision (MoF p151)	- <i>See Invisibility</i> - <i>Darkvision</i> - <i>Remove Blindness</i> - <i>True Seeing</i> Each time the staff is used, the wielder must make a Will save vs. DC 12 or take 1 point of temporary Intelligence damage.	— — — —	1 1 1 2	12	Craft Staff <i>Darkvision</i> <i>See Invisibility</i> <i>Remove Blindness</i> <i>True Seeing</i>	27,650	1,212	42,800
Staff of Creation (A&E p128)	- <i>Create Form and Water</i> - <i>Minor Creation</i> - <i>Major Creation</i>	— — —	1 1 2	9	Craft Staff <i>Create Food and Water</i> <i>Minor Creation</i> <i>Major Creation</i>	22,500	1,800	45,000
Staff of Liberation (A&E p129)	- <i>Remove Fear</i> - <i>Remove Paralysis</i> - <i>Remove Curse</i> - <i>Freedom of Movement</i> - <i>Break Enchantment</i>	— — — — —	1 1 1 2 2	9	Craft Staff <i>Break Enchantment</i> <i>Freedom of Movement</i> <i>Remove Curse</i> <i>Remove Fear</i> <i>Remove Paralysis</i>	22,500	1,800	45,000
Staff of Illumination (T&B p76)	- <i>Dancing Lights</i> - <i>Flare</i> - <i>Daylight</i> - <i>Sunburst</i>	— 10 — 22	1 1 2 2	13	Craft Staff <i>Dancing Lights</i> <i>Flare</i> <i>Daylight</i> <i>Sunburst</i>	25,500	2,040	51,000
Staff of Scrivening (MoF p151)	- <i>Comprehend Languages</i> - <i>Erase</i> - <i>Amanuensis</i> - <i>Read Magic</i> - <i>Suppress Glyph</i>	— — — — —	1 1 1 1 2	11	Craft Staff <i>Comprehend Languages</i> <i>Erase</i> <i>Amanuensis</i> <i>Read Magic</i> <i>Suppress Glyph</i>	26,800	2,144	53,600
Staff of Ethereal Action (MoF p150)	+1 Ghost-Touch Quarterstaff - <i>Blink</i> - <i>Ethereal Jaunt</i>	— — —	1 1 1	9	Craft Staff Craft Arms & Armor <i>Blink</i> <i>Ethereal Jaunt</i> <i>Plane Shift</i>	28,800	2,280	57,300
Staff of Gluttony (Sav p54)	+2 / +2 Quarterstaff On a critical hit, +1d8 damage. - <i>Acid Fog</i> - <i>Summon Swarm</i> (vermin only, always lasts 8rds)	— — 19 —	— — 2 2	11	Craft Staff <i>Acid Fog</i> <i>Summon Swarm</i>	29,100	2,328	58,200
Staff of Cacophony (A&E p127)	- <i>Shatter</i> - <i>Sound Burst</i> - <i>Tasha's Hideous Laughter</i> - <i>Sculpt Sound</i> - <i>Shout</i>	13 13 13 14 16	1 1 1 1 1	10	Craft Staff <i>Shatter</i> <i>Sound Burst</i> <i>Tasha's Hideous Laughter</i> <i>Sculpt Sound</i> <i>Shout</i>	30,000	2,400	60,000
Staff of Sacred Fire (A&E p129)	- <i>Flame Strike</i> - <i>Fire Storm</i>	16 20	1 2	13	Craft Staff <i>Fire Storm</i> <i>Flame Strike</i> Priced for a Druid creator	30,000	2,400	60,000
Staff of Banishment (DR292 p71)	- <i>Dimensional Anchor</i> - <i>Dismissal</i> - <i>Banishment</i>	16 17 19	1 1 2	11	Craft Staff <i>Banishment</i> <i>Dimensional Anchor</i> <i>Dismissal</i>	31,763	2,541	63,525
Staff of Transportation (MoF p151)	- <i>Blink</i> - <i>Dimension Door</i> - <i>Teleport</i>	— — —	1 1 2	9	Craft Staff <i>Blink</i> <i>Dimension Door</i> <i>Teleport</i>	33,750	2,700	67,500

Staves	Effect	DC	Charges	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Staff of the Artisan (A&E p127)	- <i>Minor Creation</i> - <i>Major Creation</i> - <i>Fabricate</i> - <i>Mending</i>	— — — —	1 1 1 1	12	Craft Staff <i>Fabricate</i> <i>Mending</i> <i>Minor Creation</i> <i>Major Creation</i>	34,900	2,792	69,800
Staff of Frost (DMG p205)	- <i>Ice Storm</i> - <i>Wall of Ice</i> - <i>Cone of Cold</i>	— 16 17	1 1 1	10	Craft Staff <i>Ice Storm</i> <i>Wall of Ice</i> <i>Cone of Cold</i>	35,000	2,800	70,000
Staff of Pestilence (BoVD p114)	- <i>Contagion</i> - <i>Insect Plague</i> - <i>Pox</i>	16 17 19	1 1 2	11	Craft Staff <i>Contagion</i> <i>Insect Plague</i> <i>Pox</i>	35,000	2,800	70,000
Staff of Miracles (MoF p150)	- <i>Heal</i> - <i>Holy Aura</i> - <i>Rosemantle</i>	— — —	1 2 2	15	Craft Staff <i>Heal</i> <i>Holy Aura</i> <i>Rosemantle</i>	38,500	3,080	77,000
Staff of the Lich (Sav p54)	+1 Unholy / +2 Quarterstaff - <i>Negative Energy Wave</i> (7d6HD of undead get turn resist) - <i>Negative Energy Burst</i> (20' burst, 1d8+7 neg eng.) - <i>Negative Energy Ray</i> (4d6 neg. energy ray)	— — 15 —	— 2 2 1	11	Craft Staff <i>Negative Energy Protection</i> <i>Unholy Blight</i> Creator must be Evil	39,475	3,158	78,950
Staff of Defense (DMG p204)	- <i>Shield</i> - <i>Shield of Faith</i> - <i>Shield Other</i> - <i>Shield of Law</i>	— — — —	1 1 1 2	15	Craft Staff <i>Shield</i> <i>Shield of Faith</i> <i>Shield Other</i> <i>Shield of Law</i> Creator must be Lawful	40,000	3,200	80,000
Staff of Fellowship (A&E p128)	- <i>Calm Emotions</i> - <i>Shield Other</i> - <i>Status</i> - <i>Rary's Telepathic Bond</i> - <i>Heroes' Feast</i>	11 — — — —	1 1 1 1 2	11	Craft Staff <i>Calm Emotions</i> <i>Heroes' Feast</i> <i>Rary's Telepathic Bond</i> <i>Shield Other</i> <i>Status</i>	40,000	3,200	80,000
Staff of Glory (A&E p128)	- <i>Daylight</i> - <i>Searing Light</i> - <i>Holy Smite</i> - <i>Sunbeam</i>	— 14 16 20	1 1 1 2	13	Craft Staff <i>Daylight</i> <i>Holy Smite</i> <i>Searing Light</i> <i>Sunbeam</i>	40,000	3,200	80,000
Staff of Earth and Stone (DMG p205)	- <i>Passwall</i> - <i>Move Earth</i>	— —	1 1	11	Craft Staff <i>Passwall</i> <i>Move Earth</i>	42,500	3,400	85,000
Staff of Woodlands (DMG p206)	+2 Quarterstaff <i>Pass without Trace</i> , at will - <i>Animal Friendship</i> - <i>Barkskin</i> - <i>Speak with Animals</i> - <i>Wall of Thorns</i> - <i>Summon Nature's Ally VI</i>	— — — — — —	— — 1 1 1 2	9	Craft Staff Craft Arms & Armor <i>Pass without Trace</i> <i>Animal Friendship</i> <i>Barkskin</i> <i>Speak with Animals</i> <i>Wall of Thorns</i> <i>Summon Nature's Ally VI</i>	45,000	3,600	90,000
Staff of Fiendish Darkness (MoF p150)	- <i>Darkness</i> - <i>Summon Monster IX</i> (Nightmare only) - <i>Dispel Magic</i> - <i>Animate Dead</i> Good characters only: 1 <u>Persistent Negative Level</u> .	— — — —	1 2 2 2	17	Craft Staff <i>Animate Dead</i> <i>Darkness</i> <i>Dispel Magic</i> <i>Summon Monster IX</i> Creator must be Evil	50,350	3,828	98,200
Staff of Destruction (A&E p128)	- <i>Shatter</i> - <i>Disintegrate</i> - <i>Earthquake</i>	13 20 —	1 1 2	15	Craft Staff <i>Disintegrate</i> <i>Earthquake</i> <i>Shatter</i>	49,250	3,940	98,500
Staff of Abjuration (T&B p77)	- <i>Shield</i> - <i>Resist Elements</i> - <i>Dispel Magic</i> - <i>Minor Globe of Invulnerability</i> - <i>Dismissal</i> - <i>Repulsion</i>	— — — — 17 19	1 1 1 1 2 2	13	Craft Staff <i>Shield</i> <i>Resist Elements</i> <i>Dispel Magic</i> <i>Minor Globe of Invulnerability</i> <i>Dismissal</i> <i>Repulsion</i>	49,500	3,960	99,000
Staff of Evocation (T&B p77)	- <i>Magic Missile</i> - <i>Shatter</i> - <i>Fireball</i> - <i>Ice Storm</i> - <i>Wall of Force</i> - <i>Chain Lightning</i>	— 13 14 — — 19	1 1 1 1 2 2	13	Craft Staff <i>Magic Missile</i> <i>Shatter</i> <i>Fireball</i> <i>Ice Storm</i> <i>Wall of Force</i> <i>Chain Lightning</i>	50,500	4,040	101,000

Staves	Effect	DC	Charges	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Staff of Necromancy (T&B p77)	- <i>Cause Fear</i> - <i>Ghoul Touch</i> - <i>Halt Undead</i> - <i>Enervation</i> - <i>Animate Dead</i> - <i>Circle of Death</i>	11 13 14 16 — 19	1 1 1 1 2 2	13	Craft Staff <i>Cause Fear</i> <i>Ghoul Touch</i> <i>Halt Undead</i> <i>Enervation</i> <i>Animate Dead</i> <i>Circle of Death</i>	50,500	4,040	101,000
Staff of Transmutation (T&B p77)	- <i>Burning Hands</i> - <i>Alter Self</i> - <i>Blink</i> - <i>Polymorph Other</i> - <i>Passwall</i> - <i>Disintegrate</i>	11 — — 16 — 19	1 1 1 1 2 2	13	Craft Staff <i>Burning Hands</i> <i>Alter Self</i> <i>Blink</i> <i>Polymorph Other</i> <i>Passwall</i> <i>Disintegrate</i>	50,500	4,040	101,000
Staff of Conjuration (T&B p77)	- <i>Unseen Servant</i> - <i>Summon Swarm</i> - <i>Stinking Cloud</i> - <i>Minor Creation</i> - <i>Cloudkill</i> - <i>Summon Monster V</i>	— — 14 — 17 —	1 1 1 1 2 2	13	Craft Staff <i>Unseen Servant</i> <i>Summon Swarm</i> <i>Stinking Cloud</i> <i>Minor Creation</i> <i>Cloudkill</i> <i>Summon Monster V</i>	51,000	4,080	102,000
Staff of Divination (T&B p77)	- <i>Detect Secret Doors</i> - <i>Locate Object</i> - <i>Tongues</i> - <i>Locate Creature</i> - <i>Prying Eyes</i> - <i>True Seeing</i>	— — — — 17 —	1 1 1 1 2 2	13	Craft Staff <i>Detect Secret Doors</i> <i>Locate Object</i> <i>Tongues</i> <i>Locate Creature</i> <i>Prying Eyes</i> <i>True Seeing</i>	51,000	4,080	102,000
Staff of Illusion (T&B p77)	- <i>Change Self</i> - <i>Mirror Image</i> - <i>Major Image</i> - <i>Rainbow Pattern</i> - <i>Persistent Image</i> - <i>Project Image</i>	— — 14 16 17 19	1 1 1 1 2 2	13	Craft Staff <i>Change Self</i> <i>Mirror Image</i> <i>Major Image</i> <i>Rainbow Pattern</i> <i>Persistent Image</i> <i>Project Image</i>	51,000	4,080	102,000
Staff of Madness (A&E p129)	- <i>Random Action</i> - <i>Confusion</i> - <i>Insanity</i> - <i>Weird</i>	11 16 20 23	1 1 2 2	17	Craft Staff <i>Confusion</i> <i>Insanity</i> <i>Random Action</i> <i>Weird</i>	55,000	4,400	110,000
Staff of Life (DMG p205)	- <i>Heal</i> - <i>Resurrection</i>	— —	1 1	13	Craft Staff <i>Heal</i> <i>Resurrection</i>	65,000	5,200	130,000
Diviner's Staff (MoF p149)	+1 Competence bonus on all Knowledge checks. - <i>Identify</i> - <i>Locate Object</i> - <i>Locate Creature</i> - <i>Analyze Dweomer</i> - <i>Vision</i>	— — — — —	1 1 1 2 2	13	Craft Staff <i>Identify</i> <i>Locate Object</i> <i>Locate Creature</i> <i>Analyze Dweomer</i> <i>Vision</i>	68,88	5,495	137,375
Staff of Peace (MoF p150)	- <i>Sanctuary</i> (Heightened to 6 th) - <i>Hold Person</i> (Heightened to 6 th) - <i>Calm Emotions</i> (Heightened to 6 th) - <i>Greater Command</i> Follower of the Deity of Peace only: +10 Competence bonus on Diplomacy checks.	19 19 19 19	1 1 1 2	11	Craft Staff Heighten Spell <i>Sanctuary</i> <i>Hold Person</i> <i>Calm Emotions</i> <i>Greater Command</i>	87,125	6,970	174,250
Staff of Passage (DMG p205)	- <i>Dimension Door</i> - <i>Passwall</i> - <i>Phase Door</i> - <i>Teleport without Error</i> - <i>Astral Projection</i>	— — — — —	1 1 2 2 2	17	Craft Staff <i>Dimension Door</i> <i>Passwall</i> <i>Phase Door</i> <i>Teleport without Error</i> <i>Astral Projection</i>	90,000	7,200	180,000
Staff of Corruption (BoVD p114)	- <i>Befoul</i> - <i>Despoil</i> - <i>Morality Undone</i> - <i>Shriveling</i> (Heightened to 6 th) (10d4 dmg) - <i>Wither Limb</i> (Heightened to 6 th) (10d6 dmg)	— — 16 19 19	2 2 1 1 1	17	Craft Staff <i>Befoul</i> <i>Despoil</i> <i>Shriveling</i> <i>Morality Undone</i> <i>Wither Limb</i>	96,000	7,680	192,000

Staves	Effect	DC	Charges	Lvl	Requirements	Create in gp	Create in XP	Sell in GP	
Staff of Power (DMG p205)	+2 Quarterstaff								
	Double damage for 1 round — 1 charge								
	+2 Luck bonus to AC & saving throws								
	Can be broken for a Retributive Strike								
	- <i>Magic Missile</i>	—	1						
	- <i>Ray of Enfeeblement</i> (Heightened to 5 th)	17	1						
	- <i>Continual Flame</i>	—	1						
	- <i>Levitate</i>	—	1		15		100,000	8,000	200,000
	- <i>Lightning Bolt</i> (Heightened to 5 th)	17	1						
	- <i>Fireball</i> (Heightened to 5 th)	17	1						
	- <i>Cone of Cold</i>	15	2						
	- <i>Hold Monster</i>	14	2						
	- <i>Wall of Force</i> (10' radius hemisphere)	—	2						
- <i>Globe of Invulnerability</i>	—	2							

Rods

Those rods whose abilities are purely combat related, such as the Rod of Lordly Might, are listed in the Magic Weapons & Armor Index. Sorted by Price.

Rods	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Rod of Cooperation, Lesser (T&B p76)	Apply the <u>Metamagic Cooperative Spell</u> to a 0 th – 3 rd lvl spell, 3/day	17	Craft Rod Cooperative Spell	1,350	108	2,700
Rod of Energy Substitution, Lesser - Acid (T&B p76)	Apply the <u>Metamagic Energy Substitution - Acid</u> to a 0 th – 3 rd lvl spell, 3/day.	17	Craft Rod Energy Substitution - Acid	1,350	108	2,700
Rod of Energy Substitution, Lesser - Cold (T&B p76)	Apply the <u>Metamagic Energy Substitution - Cold</u> to a 0 th – 3 rd lvl spell, 3/day.	17	Craft Rod Energy Substitution - Cold	1,350	108	2,700
Rod of Energy Substitution, Lesser - Electricity (T&B p76)	Apply the <u>Metamagic Energy Substitution - Electricity</u> to a 0 th – 3 rd lvl spell, 3/day.	17	Craft Rod Energy Substitution - Electricity	1,350	108	2,700
Rod of Energy Substitution, Lesser - Fire (T&B p76)	Apply the <u>Metamagic Energy Substitution - Fire</u> to a 0 th – 3 rd lvl spell, 3/day.	17	Craft Rod Energy Substitution - Fire	1,350	108	2,700
Rod of Energy Substitution, Lesser - Sonic (T&B p76)	Apply the <u>Metamagic Energy Substitution - Sonic</u> to a 0 th – 3 rd lvl spell, 3/day.	17	Craft Rod Energy Substitution - Sonic	1,350	108	2,700
Rod of Spheres (MoF p148)	Three times per day, the wielder can create a floating, glowing 4' wide sphere that lasts for 2hrs. The sphere can be created anywhere within 30' of the caster & it floats 3' off the ground. Any object up to 200 pounds & up to 33 cubic feet can be placed in the sphere, which follows the wielder at a movement of 30'. As a Move-Equivalent action, the wielder can command the sphere to move at 60'. At the end of the sphere's duration, any object within it floats to the ground as slowly as a feather.	3	Craft Rod <i>Dancing Lights</i> <i>Feather Fall</i> <i>Tenser's Floating Disk</i>	1,620	130	3,240
Rod of Enlargement, Lesser (T&B p76)	Apply the <u>Metamagic Enlarge Spell</u> to a 0 th – 3 rd lvl spell, 3/day.	17	Craft Rod Enlarge Spell	2,700	216	5,400
Rod of Extension, Lesser (T&B p76)	Apply the <u>Metamagic Extend Spell</u> to a 0 th – 3 rd lvl spell, 3/day.	17	Craft Rod Extend Spell	2,700	216	5,400
Rod of Sculpting, Lesser (T&B p76)	Apply the <u>Metamagic Sculpt Spell</u> to a 0 th – 3 rd lvl spell, 3/day.	17	Craft Rod Sculpt Spell	2,700	216	5,400
Rod of Silence, Lesser (T&B p76)	Apply the <u>Metamagic Silent Spell</u> to a 0 th – 3 rd lvl spell, 3/day.	17	Craft Rod Silent Spell	2,700	216	5,400
Rod of Viscid Globbs (MoF p149) (DU84 p53)	Ranged touch attack to hit a Large-sized (or smaller) target with a glob of goo that <u>Entangles</u> it (50% chance of the target being stuck to a surface it is touching). The target becomes unstuck in 2d6 minutes, or the goo can be dissolved with alcohol. Usable 5/day.	9	Craft Rod <i>Entangle</i> <i>Grease</i>	3,000	240	6,000
Immovable Rod (DMG p197)	By pressing a button on one end of this rod, it becomes immobile, even in thin air. It can support 8,000 pound before it will dislodge.	10	Craft Rod <i>Levitate</i>	3,750	300	7,500
Rod of Cooperation, Normal (T&B p76)	Apply the <u>Metamagic Cooperative Spell</u> to a 0 th – 6 th level spell, 3/day.	17	Craft Rod Cooperative Spell	5,250	420	10,500
Rod of Energy Substitution, Normal - Acid (T&B p76)	Apply the <u>Metamagic Energy Substitution - Acid</u> to a 0 th – 6 th lvl spell, 3/day.	17	Craft Rod Energy Substitution - Acid	5,250	420	10,500
Rod of Energy Substitution, Normal - Cold (T&B p76)	Apply the <u>Metamagic Energy Substitution - Cold</u> to a 0 th – 6 th lvl spell, 3/day.	17	Craft Rod Energy Substitution - Cold	5,250	420	10,500
Rod of Energy Substitution, Normal - Electricity (T&B p76)	Apply the <u>Metamagic Energy Substitution - Electricity</u> to a 0 th – 6 th lvl spell, 3/day.	17	Craft Rod Energy Substitution - Electricity	5,250	420	10,500
Rod of Energy Substitution, Normal - Fire (T&B p76)	Apply the <u>Metamagic Energy Substitution - Fire</u> to a 0 th – 6 th lvl spell, 3/day.	17	Craft Rod Energy Substitution - Fire	5,250	420	10,500
Rod of Energy Substitution, Normal - Sonic (T&B p76)	Apply the <u>Metamagic Energy Substitution - Sonic</u> to a 0 th – 6 th lvl spell, 3/day.	17	Craft Rod Energy Substitution - Sonic	5,250	420	10,500
Rod of Metal & Mineral Detection (DMG p197)	Usable as a Full Round Action. The rod points at the largest mass of metal within 30'. The user may concentrate on a specific type of metal or gem, in which case the rod will point at the largest mass of that material within 30'.	9	Craft Rod <i>Locate Object</i>	5,250	420	10,500

Rods	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Rod of Cancellation (DMG p196)	If the magic item touched by this rod fails its saving throw vs. DC 19, its loses its magic forever. Single use.	15	Craft Rod <i>Dispel Magic</i>	5,500	440	11,000
Rod of Wonder (DMG p199)	As a Standard Action, this rod creates a random magical effect, which include <i>Fireball</i> , <i>Slow</i> , a cloud of butterflies, rain begins to fall, etc.	10	Craft Rod <i>Confusion</i> Creator must be Chaotic	6,000	480	12,000
Rod of Flame Extinguishing (DMG p197)	Extinguishing a flame requires a touch attack. Countering a spell requires a readied action & being within the area of effect. Continuous effects are extinguished for 6 rounds. The rod has 10 charges each day. 0 Charge – non-magical fires up to Large-size. 1 Charge – non-magical fires Huge-size or greater, magical fires up to Medium-size (<i>Burning Hands</i> , flaming weapon, etc.). 2 Charges – magical fires Large-size or greater (<i>Fireball</i> , <i>Wall of Fire</i> , etc.).	12	Craft Rod <i>Pyrotechnics</i>	7,500	600	15,000
Rod of Empowerment, Lesser (T&B p76)	Apply the <u>Metamagic Empower Spell</u> to a 0 th – 3 rd lvl spell, 3/day.	17	Craft Rod Empower Spell	8,100	648	16,200
Flesheater (BoVD p114)	Target takes 3d6 per round for 1d6+1 rounds (FortNeg DC18). Usable once per day.	5	Craft Rod <i>Summon Monster III</i>	9,000	720	18,000
Rod of Embassy (A&E p125)	Each rod is keyed to a specific plane of existence, such as the Abyss. An Outsider native to the rod's keyed plane only: While held, the Outsider is not considered 'Extraplanar', which renders it immune to spells like <i>Dismissal</i> and <i>Holy Word</i> . Also, the Outsider can cast spells like <i>Dismissal</i> on other Extraplanar creatures, forcing them back to their native plane of existence.	9	Craft Rod <i>Plane Shift</i>	10,000	800	20,000
Rod of Possession (BoVD p114)	On command, the wielder is possessed by the closest creature capable of doing a possession, whether it wants to or not.	9	Craft Rod <i>Imprison Soul</i> <i>Impotent Possessor</i>	10,000	800	20,000
Rod of Authority (DotF p25)	<i>Command</i> , 3/day. Channel energy (i.e., turn / rebuke undead, open divine wards, etc.) at +4 level.	9	Craft Rod <i>Command</i>	10,288	823	20,576
Rod of Enlargement, Normal (T&B p76)	Apply the <u>Metamagic Enlarge Spell</u> to a 0 th – 6 th lvl spell, 3/day.	17	Craft Rod Enlarge Spell	10,800	864	21,600
Rod of Extension, Normal (T&B p76)	Apply the <u>Metamagic Extend Spell</u> to a 0 th – 6 th lvl spell, 3/day.	17	Craft Rod Extend Spell	10,800	864	21,600
Rod of Sculpting, Normal (T&B p76)	Apply the <u>Metamagic Sculpt Spell</u> to a 0 th – 6 th lvl spell, 3/day.	17	Craft Rod Sculpt Spell	10,800	864	21,600
Rod of Silence, Normal (T&B p76)	Apply the <u>Metamagic Silent Spell</u> to a 0 th – 6 th lvl spell, 3/day.	17	Craft Rod Silent Spell	10,800	864	21,600
Rod of Paralysis (A&E p126)	Made from pink coral & topped with puffer fish spikes. Anyone struck by the rod is Paralyzed for 1d4 rounds (FortNeg DC25) due to poison. The following abilities use charges (50 when the rod is new): - <i>Hold Person</i> & <i>Hold Animal</i> – 1 charge (max 2 uses per day) - <i>Hold Monster</i> – 1 charge (max 1 use per day)	9	Craft Rod <i>Hold Monster</i> <i>Hold Person</i>	11,000	880	22,000
Rod of Thunder and Lightning (DMG p198)	+2 Light-Mace 'Thunder', 1/day. Activated as a Free Action. For 1 round, the rod acts as a +3 Light Mace & a hit opponent must make a Fortitude save vs. DC 13 or be Stunned for 1 round. 'Lightning', 1/day. Activated as a Free Action. For 1 round, the rod does an extra 2d6 of electrical damage. During this time, if an attack misses the target's normal AC, but would have hit its touch AC, the target takes 2d6 electrical damage anyway. <i>Shout</i> , 1/day. 2d6 sonic damage & Deafened for 2d6 rounds. DC 14 <i>Lightning Bolt</i> , 1/day. 5' wide by 200' long. 9d6 damage. Reflex save vs. DC 14 for ½ damage. <i>Shout</i> + <i>Lightning Bolt</i> , 1/week. Activated as a Standard Action.	9	Craft Rod Craft Arms & Armor <i>Lightning Bolt</i> <i>Shout</i>	11,500	920	23,000
Rod of Enemy Detection (DMG p197)	When activated, rod will point at the nearest creature hostile to user within 60', even if it is invisible, ethereal, hidden, disguised, etc. The rod can be used 3/day, with each use lasting for 10 minutes.	10	Craft Rod <i>Discern Lies</i>	11,750	940	23,500
Rod of Silence (MoF p148)	+4 Resistance bonus on Saving Throws vs. Sonic effects. <i>Silence</i> , 1/day. This effect is targeted on the wielder & does not effect anything else. It can be deactivated as a Free Action. <i>Shout</i> , 1/day. Cannot be used at the same time as <i>Silence</i> .	9	Craft Rod <i>Shout</i> <i>Silence</i> <i>Resistance</i>	12,100	968	24,200
Rod of Cooperation, Greater (T&B p76)	Apply the <u>Metamagic Cooperative Spell</u> to a 0 th – 9 th lvl spell, 3/day.	17	Craft Rod Cooperative Spell	12,150	972	24,300

Rods	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Rod of Energy Substitution, Greater - Acid (T&B p76)	Apply the <u>Metamagic Energy Substitution - Acid</u> to a 0 th – 9 th lvl spell, 3/day.	17	Craft Rod Energy Substitution - Acid	12,150	972	24,300
Rod of Energy Substitution, Greater - Cold (T&B p76)	Apply the <u>Metamagic Energy Substitution - Cold</u> to a 0 th – 9 th lvl spell, 3/day.	17	Craft Rod Energy Substitution - Cold	12,150	972	24,300
Rod of Energy Substitution, Greater - Electricity (T&B p76)	Apply the <u>Metamagic Energy Substitution - Electricity</u> to a 0 th – 9 th lvl spell, 3/day.	17	Craft Rod Energy Substitution - Electricity	12,150	972	24,300
Rod of Energy Substitution, Greater - Fire (T&B p76)	Apply the <u>Metamagic Energy Substitution - Fire</u> to a 0 th – 9 th lvl spell, 3/day.	17	Craft Rod Energy Substitution - Fire	12,150	972	24,300
Rod of Energy Substitution, Greater - Sonic (T&B p76)	Apply the <u>Metamagic Energy Substitution - Sonic</u> to a 0 th – 9 th lvl spell, 3/day.	17	Craft Rod Energy Substitution - Sonic	12,150	972	24,300
Rod of Cats (MoF p147)	+1 Quarterstaff. Low-Light Vision, when held. +10 Competence bonus on Climb, Hide, & Move Silently Checks, when held. <i>Darkness</i> (centered on the rod), 1/day. Anyone touching the rod can see through the darkness. Contains a secret compartment large enough to hold thieves' tools, a scroll, etc. (Search check vs. DC 25 to find it).	5	Craft Rod Craft Arms & Armor <i>Cat's Grace</i> <i>Darkvision</i> <i>Spider Climb</i>	12,500	1,000	25,000
Rod of Splendor (DMG p198)	+4 Enhancement bonus to Charisma. Create noble garb, 1/day which lasts for 12 hours. The clothes, furs, & jewelry are worth up to 10,000 gp, but if they leave the wielder's possession (including giving them away), they vanish. Create pavilion tent, 1/week which lasts for 1 day. The silk tent is 60' across & contains food & furnishing for 100 guests.	12	Craft Rod <i>Fabricate</i> <i>Major Creation</i>	12,500	1,000	25,000
Rod of Fury +1 (MoF p147)	+1 Deflection bonus to AC. Apply the <u>Metamagic Empower Spell</u> to a 0 th – 6 th lvl spell, 1/day.	17	Craft Rod Empower Spell Spell Focus <i>Protection from (Chaos, Evil, Good, -or- Law)</i>	13,400	1,072	26,800
Rod of Chaining, Lesser (T&B p76)	Apply the <u>Metamagic Chain Spell</u> to a 0 th – 3 rd lvl spell, 3/day.	17	Craft Rod Chain Spell	13,600	1,088	27,200
Rod of Maximization, Lesser (T&B p76)	Apply the <u>Metamagic Maximize Spell</u> to a 0 th – 3 rd lvl spell, 3/day.	17	Craft Rod Maximize Spell	13,600	1,088	27,200
Rod of Mimicry (A&E p126)	The user can mimic any sound or voice he/she has heard. Identifying that the sound is a copy requires a Listen check vs. DC17. <i>Ventriloquism</i> , at will. +10 Competence bonus on Disguise, Forgery, & Use Magic Device checks.	6	Craft Rod <i>Change Self</i> <i>Ventriloquism</i>	15,000	1,200	30,000
Rod of Divergence – Acid (MoF p147)	Acid Resistance 5. <i>Spell Turning</i> on a spell that does 'acid' damage, 1/day. This effect is automatic & fully turns the targeted effect. <i>Faerie Fire</i> (on rod only), at will.	13	Craft Rod <i>Faerie Fire</i> <i>Resist Elements</i> <i>Spell Turning</i>	16,300	1,304	32,600
Rod of Divergence – Cold (MoF p147)	Cold Resistance 5. <i>Spell Turning</i> on a spell that does 'cold' damage, 1/day. This effect is automatic & fully turns the targeted effect. <i>Faerie Fire</i> (on rod only), at will.	13	Craft Rod <i>Faerie Fire</i> <i>Resist Elements</i> <i>Spell Turning</i>	16,300	1,304	32,600
Rod of Divergence – Electricity (MoF p147)	Electricity Resistance 5. <i>Spell Turning</i> on a spell that does 'electricity' damage, 1/day. This effect is automatic & fully turns the targeted effect. <i>Faerie Fire</i> (on rod only), at will.	13	Craft Rod <i>Faerie Fire</i> <i>Resist Elements</i> <i>Spell Turning</i>	16,300	1,304	32,600
Rod of Divergence – Fire (MoF p147)	Fire Resistance 5. <i>Spell Turning</i> on a spell that does 'fire' damage, 1/day. This effect is automatic & fully turns the targeted effect. <i>Faerie Fire</i> (on rod only), at will.	13	Craft Rod <i>Faerie Fire</i> <i>Resist Elements</i> <i>Spell Turning</i>	16,300	1,304	32,600
Rod of Divergence – Sonic (MoF p147)	Sonic Resistance 5. <i>Spell Turning</i> on a spell that does 'sonic' damage, 1/day. This effect is automatic & fully turns the targeted effect. <i>Faerie Fire</i> (on rod only), at will.	13	Craft Rod <i>Faerie Fire</i> <i>Resist Elements</i> <i>Spell Turning</i>	16,300	1,304	32,600
Rod of Quickening, Lesser (T&B p76)	Apply the <u>Metamagic Quicken Spell</u> to a 0 th – 3 rd lvl spell, 3/day.	17	Craft Rod Quicken Spell	18,900	1,512	37,800

Rods	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Rod of Tracking (A&E p127)	A pair of identical 1' long copper rods topped with crystal. Determine the distance & direction to the other rod as a Full Round Action. By spending a 2 nd Full Round Action, the user can determine if the other rod is being held & that creature's physical conditions (healthy, injured, dying, or unconscious).	9	Craft Rod <i>Location Creature Status</i>	18,900	1,512	37,800
Rod of Fury +2 (MoF p147)	+2 Deflection bonus to AC. Apply the <u>Metamagic Empower Spell</u> to a 0 th – 6 th lvl spell, 1/day.	17	Craft Rod Empower Spell Spell Focus <i>Protection from (Chaos, Evil, Good, –or– Law)</i>	19,400	1,552	38,800
Rod of Flailing (DMG p197)	As a Move-Equivalent action, transform the rod to a +3 Dire Flail. Returning the rod to its original form is also a Move-Equivalent action. Gain +4 Deflection bonus to AC & +4 Resistance bonus to saving throws. Usable 1/day as a Free Action with a 10 minute duration.	9	Craft Rod Craft Arms & Armor <i>Bless</i>	20,000	1,600	40,000
Spider Rod (MoF p148)	Touch attack inflicts poison, 1d10 Con / 1d10 Con, DC 16. Shoot web, 3/day. The wielder must make a ranged touch attack to hit the target (max range is 100'). If successful, the target must make a Reflex save vs. DC 20. If successful, the target is at half movement for 1 minute. On a failure, the target is Entangled for 1 minute. To become free, the target must make a Strength check vs. DC 25, an Escape Artist check vs. DC 20, or have the web cut away (no hardness, 15hp).	9	Craft Rod <i>Web Poison</i>	20,000	1,600	40,000
Rod of Mirrors (MoF p148)	Creates a 2' diameter mirror-like area at the top of the rod for 11 minutes, 1/day. The wielder looks through the "back" side of the mirror & gains <i>True Seeing</i> . The other side is reflective, protecting the wielder from Gaze attacks & Pattern-based Illusions that come from half the battle field.	11	Craft Rod <i>Obscuring Mist True Seeing</i>	13,850	1,108	40,200
Rod of Negation (DMG p197)	Generates a ray, up to 3 times per day. Any magic item touched by the ray has all its current active powers negated. Any powers that are not being used at the moment have a 75% chance of being inoperable for 2d4 rounds.	16	Craft Rod <i>Dispel Magic Limited Wish –or– Miracle</i>	22,300	1,784	44,600
Rod of Displacement (MoF p147)	20% miss chance, when held. <i>Jump</i> , 2/day. <i>Knock</i> , 2/day. Repels water in a 5' radius sphere for 10 minutes, 1/day. This effect is powerful enough to create an air bubble as the wielder walk along a river bed.	5	Craft Rod <i>Control Water Blur Jump Knock</i>	24,300	1,944	48,600
Rod of Enlargement, Greater (T&B p76)	Apply the <u>Metamagic Enlarge Spell</u> to a 0 th – 9 th lvl spell, 3/day.	17	Craft Rod Enlarge Spell	24,300	1,944	48,600
Rod of Extension, Greater (T&B p76)	Apply the <u>Metamagic Extend Spell</u> to a 0 th – 9 th lvl spell, 3/day.	17	Craft Rod Extend Spell	24,300	1,944	48,600
Rod of Sculpting, Greater (T&B p76)	Apply the <u>Metamagic Sculpt Spell</u> to a 0 th – 9 th lvl spell, 3/day.	17	Craft Rod Sculpt Spell	24,300	1,944	48,600
Rod of Silence, Greater (T&B p76)	Apply the <u>Metamagic Silent Spell</u> to a 0 th – 9 th lvl spell, 3/day.	17	Craft Rod Silent Spell	24,300	1,944	48,600
Ghost Rod (A&E p126)	Can make a touch attack against Incorporeal creatures which does 2d4 damage. The user can become Incorporeal for up to 15 rounds, 1/day.	15	Craft Rod <i>Plane Shift</i>	25,000	2,000	50,000
Rod of Absorption (DMG p196)	Automatically absorbs any ray or single target spell aimed at its carrier. Each spell level absorbed consumes one 'Absorption' charge & adds one 'Spell Energy' charge. By holding the rod while casting a spell, the user may deplete 1 'Spell Energy' charge per spell level in order to not use up any of his/her own daily allotment of Prepared or Impromptu spells. The rod empathically tells its holder the current number of 'Absorption' charges & 'Spell Energy' charges. Starts with 50 'Absorption' charge & 0 'Spell Energy' charges.	15	Craft Rod <i>Spell Turning</i>	25,000	2,000	50,000
Harrow Rod (BoVD p113)	Create a 30' Cone of Acid (9d6 Ref½ DC 17), 3/day.	7	Craft Rod <i>Cone of Cold Melf's Acid Arrow</i>	27,000	2,160	54,000
Celestial Bane Rod (BoVD p113)	All Celestials within 60' of this rod receive a –4 Profane penalty to attacks, damage, saves, & skill checks. No save & no SR.	13	Craft Rod <i>Bestow Curse Limited Wish</i> Creator must be an Evil Outsider	28,000	2,240	56,000

Rods	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Rod of Warning (A&E p127)	A 4' rod that can be disassembled into four 1' rods. When all 4 rods are placed halfway in the ground, the area encircled by the rods has an <i>Alarm</i> and <i>Detect Scrying</i> in effect. The <i>Alarm</i> goes off if anyone but that rod's planter is the one to unearth it. The user can also define an animal type that does not trigger the <i>Alarm</i> .	9	Craft Rod <i>Alarm</i> <i>Detect Scrying</i>	29,000	2,320	58,000
Rod of Fury +3 (MoF p147)	+3 Deflection bonus to AC. Apply the <u>Metamagic Empower Spell</u> to a 0 th – 6 th lvl spell, 1/day.	17	Craft Rod Empower Spell Spell Focus <i>Protection from (Chaos, Evil, Good, –or– Law)</i>	29,400	2,352	58,800
Rod of Rulership (DMG p198)	Royal scepter worth at least 5,000 gp. As a Standard Action, up to 300 HD of creatures within 120' will act as if the wielder is their sovereign. Only those with an Intelligence of 12 or higher are allowed a Will save vs. DC 16. The wielder may end to the effect at will. After a total use time of 500 minutes, the rod crumbles to dust.	20	Craft Rod <i>Mass Charm</i>	30,000	2,400	60,000
Rod of Security (DMG p198)	Transport the wielder and up to 199 other people into an extra-dimensional 'paradise', 1/week. The targets stay in the paradise for 200 days divided by the number of targets (rounded down). The wielder may dismiss the effect early. While in the paradise, targets do not age; heal at twice the normal rate; and have access to fresh fruits, vegetables, & water.	20	Craft Rod <i>Gate</i>	30,500	2,440	61,000
Rod of Empowerment, Normal (T&B p76)	Apply the <u>Metamagic Empower Spell</u> to a 0 th – 6 th lvl spell, 3/day.	17	Craft Rod Empower Spell	32,400	2,592	64,800
Rod of Construct Control (A&E p125)	The wielder overrides the commands to a Construct within 60' as if he/she was the Construct's creator. Only Constructs with an Intelligence score are allowed a Will save vs. DC 23 to negate (+4 bonus if the Construct's actual creator is within 60').	17	Craft Rod <i>Dominate Monster</i>	34,425	2,754	68,850
Rod of Alertness (DMG p196)	+1 Light Mace The wielder gains +1 bonus to Initiative. <i>Detect Evil</i> , as a Standard Action. <i>Detect Good</i> , as a Standard Action. <i>Detect Chaos</i> , as a Standard Action. <i>Detect Law</i> , as a Standard Action. <i>Detect Magic</i> , as a Standard Action. <i>Discern Lies</i> , as a Standard Action. <i>See Invisibility</i> , as a Standard Action. <i>Animate Objects</i> , 1/day for 10 minutes. Up to 8 objects within 5' of the rod are effected. 'Alert', 1/day for 10 minutes. This single power has the following effects: Detect any creatures that intend the harm the wielder within 120'. <i>Light</i> , in all 8 cardinal directions at a 60' range. <i>Prayer</i> , on all creatures in a 20' radius. All allies effected by this spell are mentally alerted to the creatures which intend to do harm.	14	Craft Rod <i>Light</i> <i>Detect Magic</i> <i>Alarm</i> <i>Detect Chaos</i> <i>Detect Evil</i> <i>Detect Good</i> <i>Detect Law</i> <i>Discern Lies</i> <i>See Invisibility</i> <i>Prayer</i> <i>Animate Objects</i>	36,000	2,880	72,000
Rod of Fury +4 (MoF p147)	+4 Deflection bonus to AC. Apply the <u>Metamagic Empower Spell</u> to a 0 th – 6 th lvl spell, 1/day.	17	Craft Rod Empower Spell Spell Focus <i>Protection from (Chaos, Evil, Good, –or– Law)</i>	38,800	3,104	77,600
Rod of Tuning (MoF p149)	When struck against a solid object, the rod can play any single desired note, which can be heard as far away as 120'. Can be used in place of the normal focus for any sonic or song-based spell. <i>Banishment</i> , 1/day. Effects up to 28 HD of outsiders within 30'. The rod has a +3 bonus on its roll to overcome any target's Spell Resistance & has a DC of 26. <i>Holy Word</i> , 1/day. DC 20.	14	Craft Rod <i>Banishment</i> <i>Holy Word</i>	42,200	3,376	84,400
Rod of Fury +5 (MoF p147)	+5 Deflection bonus to AC. Apply the <u>Metamagic Empower Spell</u> to a 0 th – 6 th lvl spell, 1/day.	17	Craft Rod Empower Spell Spell Focus <i>Protection from (Chaos, Evil, Good, –or– Law)</i>	48,300	3,864	96,600
Rod of Chaining, Normal (T&B p76)	Apply the <u>Metamagic Chain Spell</u> to a 0 th – 6 th lvl spell, 3/day.	17	Craft Rod Chain Spell	54,000	4,320	108,000

Rods	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Rod of Maximization, Normal (T&B p76)	Apply the <u>Metamagic Maximize Spell</u> to a 0 th – 6 th lvl spell, 3/day.	17	Craft Rod Maximize Spell	54,000	4,320	108,000
Rod of Empowerment, Greater (T&B p76)	Apply the <u>Metamagic Empower Spell</u> to a 0 th – 9 th lvl spell, 3/day.	17	Craft Rod Empower Spell	72,900	5,832	145,800
Rod of Quickening, Normal (T&B p76)	Apply the <u>Metamagic Quicken Spell</u> to a 0 th – 6 th lvl spell, 3/day.	17	Craft Rod Quicken Spell	75,600	6,048	151,200
Rod of Elemental Mastery (DU92 p103)	+2 Luck bonus to the DC of any spell cast on an elemental <i>Elemental Swarm</i> , 1/day <i>Dominate Monster</i> (on elementals only), 1/day <i>Protection from Elements</i> , 5/day	17	Craft Rod Spell Focus (any) <i>Dominate Monster</i> <i>Elemental Swarm</i> <i>Protection from Elements</i>	79,000	6,320	158,000
Rod of Chaining, Greater (T&B p76)	Apply the <u>Metamagic Chain Spell</u> to a 0 th – 9 th lvl spell, 3/day.	17	Craft Rod Chain Spell	121,500	9,720	243,000
Rod of Maximization, Greater (T&B p76)	Apply the <u>Metamagic Maximize Spell</u> to a 0 th – 9 th lvl spell, 3/day.	17	Craft Rod Maximize Spell	121,500	9,720	243,000
Rod of Quickening, Greater (T&B p76)	Apply the <u>Metamagic Quicken Spell</u> to a 0 th – 9 th lvl spell, 3/day.	17	Craft Rod Quicken Spell	170,100	13,608	340,200

Wands

Sorted by Price.

Wands	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Wand – 0 th lv spell @ 1 st lv caster (DMG p206)	Any spell 50 charges	1	Craft Wand <desired spell>	188	15	375
Wand – 1 st lv spell @ 1 st lv caster (DMG p206)	Any spell 50 charges	1	Craft Wand <desired spell>	375	30	750
Wand – 0 th lv spell @ 3 rd lv caster (DMG p206)	Any spell 50 charges	3	Craft Wand <desired spell>	563	45	1,125
Wand – 0 th lv spell @ 5 th lv caster (DMG p206)	Any spell 50 charges	5	Craft Wand <desired spell>	938	75	1,875
Wand – 1 st lv spell @ 3 rd lv caster (DMG p206)	Any spell 50 charges	3	Craft Wand <desired spell>	1,125	90	2,250
Wand – 0 th lv spell @ 7 th lv caster (DMG p206)	Any spell 50 charges	7	Craft Wand <desired spell>	1,313	105	2,625
Wand – 0 th lv spell @ 9 th lv caster (DMG p206)	Any spell 50 charges	9	Craft Wand <desired spell>	1,688	135	3,375
Wand – 1 st lv spell @ 5 th lv caster (DMG p206)	Any spell 50 charges	5	Craft Wand <desired spell>	1,875	150	3,750
Wand – 2 nd lv spell @ 3 rd lv caster (DMG p206)	Any spell 50 charges	3	Craft Wand <desired spell>	2,250	180	4,500
Wand – 1 st lv spell @ 7 th lv caster (DMG p206)	Any spell 50 charges	7	Craft Wand <desired spell>	2,625	210	5,250
Wand – 1 st lv spell @ 9 th lv caster (DMG p206)	Any spell 50 charges	9	Craft Wand <desired spell>	3,375	270	6,750
Wand – 2 nd lv spell @ 5 th lv caster (DMG p206)	Any spell 50 charges	5	Craft Wand <desired spell>	3,750	300	7,500
Wand – 2 nd lv spell @ 7 th lv caster (DMG p206)	Any spell 50 charges	7	Craft Wand <desired spell>	4,900	420	10,500
Wand – 3 rd lv spell @ 5 th lv caster (DMG p206)	Any spell 50 charges	5	Craft Wand <desired spell>	5,625	450	11,250
Wand – 2 nd lv spell @ 9 th lv caster (DMG p206)	Any spell 50 charges	9	Craft Wand <desired spell>	6,750	540	13,500
Wand – 3 rd lv spell @ 7 th lv caster (DMG p206)	Any spell 50 charges	7	Craft Wand <desired spell>	7,875	630	15,750
Wand – 3 rd lv spell @ 9 th lv caster (DMG p206)	Any spell 50 charges	9	Craft Wand <desired spell>	10,125	810	20,250
Wand – 4 th lv spell @ 7 th lv caster (DMG p206)	Any spell 50 charges	7	Craft Wand <desired spell>	10,500	840	21,000
Wand – 4 th lv spell @ 9 th lv caster (DMG p206)	Any spell 50 charges	9	Craft Wand <desired spell>	13,500	1,080	27,000

Potions, Salves, Oils, & Dusts

Sorted by Price.

Potions, etc.	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Potion – 0 th lv spell @ 1 st lv caster (DMG p190)	Any spell that targets a creature	1	Brew Potion	13	1	25
Dust of Slumber (DR283 p88)	<i>Sleep.</i>	3	Craft Wondrous <i>Sleep</i>	25	2	50
Liquid Armor (DR302 p74)	+4 Armor bonus to AC for 1 hour.	3	Brew Potion <i>Mage Armor</i>	25	2	50
Night Extract (FF p151)	Creates near-darkness in a 20' radius of its impact point for 10 minutes. The darkness counts as "non-magical", so magical light can negate it and Darkvision & Superior Low-Light Vision can see through it. Normal Low-Light Vision receives a -5 penalty on Spot checks & Normal Vision receives a -10 penalty on Spot checks.	1	Craft Wondrous <i>Light</i>	25	2	50
Potion – 1 st lv spell @ 1 st lv caster (DMG p190)	Any spell that targets a creature	1	Brew Potion	25	2	50
Potion – 0 th lv spell @ 3 rd lv caster (DMG p190)	Any spell that targets a creature	3	Brew Potion	38	3	75
Potion – 0 th lv spell @ 5 th lv caster (DMG p190)	Any spell that targets a creature	5	Brew Potion	63	5	125
Animal Logic (MotW p29)	+10 Circumstance bonus on Handle Animal checks for 1 hour. Drinker who has at least 1 rank in Animal Empathy only: +10 Circumstance bonus on Animal Empathy checks for 1 hour.	2	Brew Potion Creator must be a 12 th level caster	75	6	150
Natural Clarity (MotW p29)	+10 Circumstance bonus on Wilderness Lore checks for 1 hour.	2	Brew Potion Creator must be a 12 th level caster	75	6	150
Oil of Timelessness (DMG p191)	Enough oil to coat 8 Medium-sized objects. +1 Resistance bonus on all saving throws. Coated organic object ages only 1 day per year.	2	Brew Potion	75	6	150
Potion – 1 st lv spell @ 3 rd lv caster (DMG p190)	Any spell that targets a creature	3	Brew Potion	75	6	150
Potion of Hiding (DMG p191)	+10 Competence bonus on Hide checks for 1 hour.	2	Brew Potion Creator must be 6 th + level Spellcaster	75	6	150
Potion of Infertility (MoF p145)	Drinker becomes sterile for 1 month.	2	Brew Potion	75	6	150
Potion of Love (DMG p192)	<i>Charm Person</i> (DC 14) on the first creature seen after drinking. Wears off after 1d3 hours.	2	Brew Potion	75	6	150
Potion of Sneaking (DMG p192)	+10 Circumstance bonus on Hide checks for 1 hour.	2	Brew Potion Creator must be 6 th + level Spellcaster	75	6	150
Potion of Swimming (DMG p192)	+10 Circumstance bonus on Swim checks for 1 hour.	2	Brew Potion Creator must be 6 th + level Spellcaster	75	6	150
Potion of Vision (DMG p192)	+10 bonus on Search checks for 1 hour	2	Brew Potion Creator must be 6 th + level Spellcaster	75	6	150
Unerring Direction (MotW p29)	+10 Circumstance bonus on Intuit Direction checks for 1 hour.	2	Brew Potion Creator must be a 12 th level caster	75	6	150
Potion – 0 th lv spell @ 7 th lv caster (DMG p190)	Any spell that targets a creature	7	Brew Potion	88	7	175
Dust of Tracelessness (DMG p192)	If throw in the air, a room up to 1,000 square feet will be filled with dust & cobwebs, seeming unused. If poured on tracks of up to 12 people & horses, the trail will be erased back 1 mile with no left over magic aura (+20 DC to track).	3	Craft Wondrous Pass without Trace	125	10	250
Potion – 1 st lv spell @ 5 th lv caster (DMG p190)	Any spell that targets a creature	5	Brew Potion	125	10	250
Ointment of Barkskin (RoF p172)	<i>Barkskin.</i>	5	Brew Potion <i>Barkskin</i>	150	12	300
Potion - 2 nd lv spell @ 3 rd lv caster (DMG p190)	Any spell that targets a creature	3	Brew Potion	150	12	300
Potion of Watery Breath (A&E p124)	The drinker can exhale a geyser of water from his/her mouth, up to 3 times within 1 hour. The geyser is 1' wide by 20' long. The target takes 1d4 damage & is knocked down (Strength check vs. DC12 to negate). Each use generates 30 gallons of water & can be used to put out non-magical fires.	5	Brew Potion	150	12	300
Queen Pheromone Admixture (A&E p90)	1d6 Giant Ants within 60' become "slaves" to the drinker for 1 week (WillNeg DC13). Ants that make their save or who come in contact with the "Queen" at a later point will likely attack him/her.	3	Brew Potion	150	12	300

Potions, etc.	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Salve of Mirrored Eyes (DR305 p67)	<i>Mirror Eyes</i> , for 3 minutes.	3	Craft Wondrous <i>Mirror Eyes</i>	150	12	300
Reading Snuff (DR291 p51)	When sprinkled on something written, the powder has the effect of <i>Comprehend Languages</i> and <i>Read Magic</i> for 30 minutes. A total of 10 square feet of writing can be effected (i.e., 10 single sided spell book pages, etc.).	3	Craft Wondrous <i>Comprehend Languages</i> <i>Read Magic</i>	157	12	315
Potion – 1 st lv spell @ 7 th lv caster (DMG p190)	Any spell that targets a creature	7	Brew Potion	175	14	350
Potion of Animal Senses (A&E p124)	Drinker gains Low-Light Vision, the Scent ability, & +2 Circumstance bonus on Listen checks. Lasts 1 hour.	5	Brew Potion	190	15	380
Dust of Illusion (DMG p215)	<i>Change Self</i> , upon target. Reflex save vs. DC 11 if unwilling. Lasts for 1d6+6 hours.	2	Craft Wondrous <i>Change Self</i>	250	20	500
Potion - 2 nd lv spell @ 5 th lv caster (DMG p190)	Any spell that targets a creature	5	Brew Potion	250	20	500
Potion of Glibness (DMG p191)	+30 on Bluff checks for 1 hour. Immune to <i>Discern Lies</i> .	4	Brew Potion Creator must be 8 th + level Spellcaster	250	20	500
Potion of Truth (DMG p192)	For 10 minutes, the drinker speak the truth. For each question, the subject may attempt a Will save vs. DC 12 to not answer. This is a Mind-Affecting Compulsion Enchantment.	4	Brew Potion Creator must be 8 th + level Spellcaster	250	20	500
Potion - 2 nd lv spell @ 7 th lv caster (DMG p190)	Any spell that targets a creature	7	Brew Potion	350	140	700
Elixir of the Dark Speech (BoVD p114)	Gain <i>Feat: Dark Speech</i> for 10 minutes. The drinker takes 1 point of Strength damage.	5	Craft Wondrous <i>Dread Word</i>	375	30	750
Potion – 3 rd lv spell @ 5 th lv caster (DMG p190)	Any spell that targets a creature	5	Brew Potion	375	30	750
Dust of Dryness (DMG p215)	If poured on water, absorbs 1 cubic yard of water & becomes a small sphere. Water is released when the sphere is thrown. Water creatures must make a Fortitude save vs. DC 18 or be destroyed. 5d6 damage if save is successful. Single use.	11	Craft Wondrous <i>Control Water</i>	425	34	850
Oil of Slipperiness (DMG p191)	If applied to the body, +30 bonus to Escape Artist checks for 8 hrs. If poured on the floor, <i>Grease</i> with a duration of 8 hrs. This oil can be removed with alcohol.	6	Brew Potion <i>Grease</i>	450	36	900
Potion of Fire Breath (DMG p191)	The drinker can breath 3d6 fire damage, up to 3 times in 1 hour. Each breath can be aimed at a single target within 25'. Target gets a Reflex save vs. DC 12 for half damage.	3	Brew Potion Creator must be 8 th + level Spellcaster	450	36	900
Potion of Heroism (DMG p191)	+2 Competence bonus on attacks, saves, & skill checks for 1 hour.	4	Brew Potion Creator must be 8 th + level Spellcaster	450	36	900
Potion – 3 rd lv spell @ 7 th lv caster (DMG p190)	Any spell that targets a creature	7	Brew Potion	525	42	1,050
Dragon's Draught – Brass (MoF p157)	Dragon only: Single use breath weapon that must be used within 1 hour. 80' Line of Fire, 6d6 damage, DC 23.	12	Craft Wondrous	600	48	1,200
Dragon's Draught – White (MoF p157)	Dragon only: Single use breath weapon that must be used within 1 hour. 40' Cone of Cold, 6d6 damage, DC 23.	12	Craft Wondrous	600	48	1,200
Fire-Dominant Vial (DR306 p57)	To use, the vial must be broken at the feet of the target (grenade-like weapon with a 10' range increment). All targets in a 5' area are coated with 'Liquid Fire' unless each target makes a Reflex save vs. DC 18 (in which case it still takes 3d6 fire damage). Each target coated with 'Liquid Fire' is inflicted with the following effects: - 6d6 fire damage. - 1d6 fire damage per round for the following 3 rounds. - Any flammable material on the target catches fire. - Any metal carried or worn by the target is effected by <i>Heat Metal</i> for the full 7 round duration. 'Liquid Fire' cannot be scraped off or put out, only dispelled.	13	Craft Wondrous <i>Fireball</i> <i>Heat Metal</i>	613	49	1,225
Salve of Minor Spell Resistance (MoF p165)	Wearer gains 'Spell Resistance 17' for 5 minutes. Requires a Full Round Action to apply.	5	Craft Wondrous <i>Spell Resistance</i>	625	50	1,250
Psychic Poison – Darin-Tasith (BoVD p115)	If the <u>creature</u> coated with this oil is targeted with a Mind-Effecting or Divination spell, the spell's <u>caster</u> is poisoned (1d6 Intelligence / 1d6 Intelligence, DC 16).	7	Craft Wondrous <i>Psychic Poison</i> Creator must be 13 th + level	700	56	1,400
Psychic Poison – Karadrach (BoVD p115)	If the <u>creature</u> coated with this oil is targeted with a Mind-Effecting or Divination spell, the spell's <u>caster</u> is poisoned (1d6 Wisdom / 1d6 Wisdom, DC 16).	7	Craft Wondrous <i>Psychic Poison</i> Creator must be 13 th + level	700	56	1,400

Potions, etc.	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Psychic Poison – Nishita (BoVD p115)	If the <u>object</u> coated with this oil is targeted with a Mind-Effecting or Divination spell, the spell's <u>caster</u> is poisoned (1d6 Intelligence / 1d6 Intelligence, DC 16).	7	Craft Wondrous <i>Psychic Poison</i> Creator must be 13 th + level	700	56	1,400
Psychic Poison – Vashita (BoVD p115)	If the <u>object</u> coated with this oil is targeted with a Mind-Effecting or Divination spell, the spell's <u>caster</u> is poisoned (1d6 Wisdom / 1d6 Wisdom, DC 16).	7	Craft Wondrous <i>Psychic Poison</i> Creator must be 13 th + level	700	56	1,400
Draught of Fast Breath (DR308 p32)	Dragon only: The number of rounds between breath weapon uses is reduced by 1 for one hour. After that, the dragon cannot use its breath weapon for another hour. Non-Dragon only: Nauseated for 1d4 rounds (FortNeg DC15).	5	Brew Potion <i>Haste</i>	750	60	1,500
Draught of Improved Senses (DR308 p33)	Dragon only: For 1 hour, the drinker has Low-Light Vision, 4x vision in normal light, Darkvision of (200' x Age Category), & Blindsight of (50' x Age Category). Non-Dragon only: Poison (1d4 Wisdom / 1d4 Wisdom / DC15).	5	Brew Potion <i>Clairaudience / Clairvoyance Darkvision</i>	750	60	1,500
Moondraught (MoF p163)	Contains 4 doses, each of which cures 1d8+1. All 4 can be drunk at once for 4d8+4. A lycanthrope who drinks a Moondraught gets back maximum hp (i.e., an '8' on each die).	7	Craft Wondrous Maximize Spell <i>Cure Critical Wounds</i>	750	60	1,500
Oil of Animate Dead (MoF p145)	Animates one zombie or skeleton of Medium-size or less. The first creature the undead sees when animating becomes its master. A creature may only have 10HD of undead made from this potion at a time.	5	Brew Potion <i>Animate Dead</i>	800	60	1,550
Psychic Poison – Amber Unlyn (BoVD p115)	If <u>anything within the 25' radius area</u> coated with this oil is targeted with a Mind-Effecting or Divination spell, the spell's <u>caster</u> is poisoned (1d6 Charisma / 1d6 Charisma, DC 16).	8	Craft Wondrous <i>Psychic Poison</i> Creator must be 13 th + level	800	64	1,600
Psychic Poison – Blue Unlyn (BoVD p115)	If <u>anything within the 25' radius area</u> coated with this oil is targeted with a Mind-Effecting or Divination spell, the spell's <u>caster</u> is poisoned (1d6 Intelligence / 1d6 Intelligence, DC 16).	8	Craft Wondrous <i>Psychic Poison</i> Creator must be 13 th + level	800	64	1,600
Psychic Poison – Red Unlyn (BoVD p115)	If <u>anything within the 25' radius area</u> coated with this oil is targeted with a Mind-Effecting or Divination spell, the spell's <u>caster</u> is poisoned (1d6 Wisdom / 1d6 Wisdom, DC 16).	8	Craft Wondrous <i>Psychic Poison</i> Creator must be 13 th + level	800	64	1,600
Psychic Poison – Stradda (BoVD p115)	If the <u>creature or object</u> coated with this oil is targeted with a Mind-Effecting or Divination spell, the spell's <u>caster</u> is poisoned (1d6 Charisma / 1d6 Charisma, DC 16).	8	Craft Wondrous <i>Psychic Poison</i> Creator must be 13 th + level	800	64	1,600
Psychic Poison – Estadrach (BoVD p115)	If the <u>creature</u> coated with this oil is targeted with a Mind-Effecting or Divination spell, the spell's <u>caster</u> is poisoned (1d8 Wisdom / 1d8 Wisdom, DC 17).	9	Craft Wondrous <i>Psychic Poison</i> Creator must be 13 th + level	900	72	1,800
Gauntlet Potion – Blue (DR289 p121)	If the bottle is broken, 10d6 electrical damage in a 20' radius. Throwable as a grenade with 10' range increment. If drunk, <i>Resist Elements (electricity)</i> .	10	Craft Wondrous <i>Brew Potion Lightning Bolt Resist Elements</i>	1,000	80	2,000
Gauntlet Potion – Red (DR289 p121)	If the bottle is broken, <i>Fireball</i> . Throwable as a grenade with 10' range increment. If drunk, <i>Resist Elements (fire)</i> .	10	Craft Wondrous <i>Brew Potion Fireball Resist Elements</i>	1,000	80	2,000
Heart of the Beast (MoF p160)	Heart of a predator, smoked & cured. <i>Divine Power</i> , when eaten. If the eater has a Base Attack Bonus of 10+, it gains a +1 bonus on attack rolls.	10	Craft Wondrous <i>Divine Power</i>	1,000	80	2,000
Oil of the Lamia (BoVD p115)	Able to coat one item. When used to coat a magic item, the DC's of any effect generated by that item have a +2 bonus for 1 hour.	7	Craft Wondrous <i>Dispel Good</i>	1,000	80	2,000
Psychic Poison – Violet Unlyn (BoVD p115)	If <u>anything within the 25' radius area</u> coated with this oil is targeted with a Mind-Effecting or Divination spell, the spell's <u>caster</u> is poisoned (1d6 Intelligence / 2d6 Intelligence, DC 17).	10	Craft Wondrous <i>Psychic Poison</i> Creator must be 13 th + level	1,000	80	2,000
Universal Solvent (DMG p227)	An ounce covers 1 cubic foot. Any adhesive, including 'Sovereign Glue', is dissolved immediately. If distilled down to 1/3 rd its original volume, the liquid acts as a <i>Disintegrate</i> spell on any 1 cubic foot of material to which is applied (DC 19 to resist).	20	Craft Wondrous <i>Disintegrate</i>	1,000	80	2,000

Potions, etc.	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Electric Eel Elixir (A&E p124)	Drinker's skin becomes silvery. +1 Natural Armor bonus to AC. Gains a touch attack that does 1d8+1 electrical damage. Drinker has a +3 Circumstance bonus to attack opponents wearing metal armor. All effects lasts for 1 hour.	3	Brew Potion <i>Alter Self</i> <i>Shocking Grasp</i> Creator must have at least 1 rank in Alchemy	1,025	82	2,050
Dust of Appearance (DMG p215)	Reveals things are invisible, figments, mirror images, & projected images, negates <i>Blur</i> and <i>Displacement</i> . Lasts for 2d10 minutes.	5	Craft Wondrous <i>Glitterdust</i>	1,050	84	2,100
Dust of Dispersion (MoF p157)	When thrown in the air, the dust forms a 10' x 10' x 10' cloud. Any 'ray' passing through the cloud has a 50% chance of being negated the 1 st round, a 40% chance the 2 nd round, down to a 10% chance the 5 th round.	3	Craft Wondrous <i>Blur</i> <i>Glitterdust</i>	1,050	84	2,100
Psychic Poison – Lanshita (BoVD p115)	If the object coated with this oil is targeted with a Mind-Effecting or Divination spell, the spell's <u>caster</u> is poisoned (2d6 Charisma / 2d6 Charisma, DC 19).	11	Craft Wondrous <i>Psychic Poison</i> Creator must be 13 th + level	1,100	88	2,200
Dragon's Draught – Black (MoF p157)	Dragon only: Single use breath weapon that must be used within 1 hour. 80' Line of Acid, 12d4 damage, DC 23.	12	Craft Wondrous	1,150	92	2,300
Porcupine Elixir (A&E p124)	Drinker's skin sprouts quills, though Medium armor (or heavier) suppresses them. +1 Natural Armor bonus to AC. Drinker does 1d6 piercing damage when grappling. All effects lasts for 1 hour.	3	Brew Potion <i>Alter Self</i> Creator must have at least 1 rank in Alchemy	1,150	92	2,300
Dragon's Draught – Copper (MoF p157)	Dragon only: Single use breath weapon that must be used within 1 hour. 80' Line of Acid, 12d4 damage, DC 24.	12	Craft Wondrous	1,200	96	2,400
Sovereign Glue (DMG p226)	An ounce covers 1 square foot. Two object adhered with 'Sovereign Glue' are not separatable without destroying one of the objects, unless 'Universal Solvent' is used.	20	Craft Wondrous <i>Make Whole</i>	1,200	96	2,400
Moonfire Salve (MoF p163)	Thick, white salve can be used in 1 of many ways: <i>Cure Serious Wounds</i> , if eaten. <i>Fly</i> , if rubbed on feet. <i>Greater Mage Hand</i> , if rubbed on hand. <i>Darkvision</i> , if rubbed on eyelids. <i>Dispel Magic</i> , if rubbed on a person's forehead or on an object.	5	Craft Wondrous <i>Cure Serious Wounds</i> <i>Darkvision</i> <i>Dispel Magic</i> <i>Fly</i> <i>Greater Mage Hand</i>	1,250	100	2,500
Psychic Poison – Black Unlyn (BoVD p115)	If <u>anything within the 25' radius area</u> coated with this oil is targeted with a Mind-Effecting or Divination spell, the spell's <u>caster</u> is poisoned (1d6 Intelligence + 1d6 Wisdom + 1d6 Charisma / 1d6 Intelligence + 1d6 Wisdom + 1d6 Charisma, DC 20).	13	Craft Wondrous <i>Psychic Poison</i> Creator must be 13 th + level	1,300	104	2,600
Pixie Dust (A&E p135)	Tube of silvery dust. Either poured over a 5' area of ground –or– blown on a target within 5' as a ranged touch attack. The target shrinks to Tiny-size & is effected by <i>Charm Person</i> , with the dust's user being the new "friend". Both effects fade after 9 hours. Single Use.	9	Craft Wondrous <i>Reduce</i> <i>Charm Person</i> –or– Creator must be a Fey	1,350	108	2,700
Gauntlet Potion – Yellow (DR289 p121)	If the bottle is broken, <i>Circle of Doom</i> . Throwable as a grenade with 10' range increment. If drunk, <i>Protection from Evil</i> .	10	Craft Wondrous Brew Potion <i>Circle of Doom</i> <i>Protection from Evil</i>	1,375	110	2,750
Gauntlet Potion – Green (DR289 p121)	If the bottle is broken, <i>Cloudkill</i> . Throwable as a grenade with 10' range increment. If drunk, <i>Resist Elements (acid)</i> .	10	Craft Wondrous Brew Potion <i>Cloudkill</i> <i>Resist Elements</i>	1,500	120	3,000
Liquid Vortex (Sav p57)	When poured into a pool of liquid at least 10' deep, creates a whirlpool for 4 rounds. The whirlpool is 30' in diameter at the top and up to 40' deep. Creature up to Medium-size in the area of the whirlpool takes 2d6 damage (RefNeg DC19) and is trapped in the current (RefNeg DC19). Those caught in the whirlpool take damage until they swim out (Reflex save vs. DC 19).	11	Craft Wondrous <i>Summon Monster VI</i>	1,650	132	3,300
Dragon's Draught – Bronze (MoF p157)	Dragon only: Single use breath weapon that must be used within 1 hour. 100' Line of Electricity, 12d6 damage, DC 25.	12	Craft Wondrous	1,750	140	3,500
Dragon's Draught – Green (MoF p157)	Dragon only: Single use breath weapon that must be used within 1 hour. 50' Cone of Acid, 12d6 damage, DC 25.	12	Craft Wondrous	1,750	140	3,500

Potions, etc.	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Dust of Disappearance (DMG p215)	As <i>Improved Invisibility</i> , except is immune to <i>See Invisible</i> and <i>Invisibility Purge</i> . Lasts for 2d10 minutes (10+1d10 if applied carefully on an object). Single Use.	7	Craft Wondrous Improved Invisibility	1,750	140	3,500
Stone Salve (DMG p227)	If applied to a petrified creature, <i>Stone to Flesh</i> . Otherwise, <i>Stoneskin</i> .	13	Craft Wondrous <i>Flesh to Stone</i> <i>Stoneskin</i>	2,000	160	4,000
Water-Dominant Vial (DR306 p57)	To use, the vial must be broken at the feet of the subject. For 10 minutes, the subject is under the following effects: - Able to breath water. - Can move normally through normal and magical impediments, allowing the subject to fight underwater without penalty. - Can walk on air, and even “walk up” air at a 45 degree angle. - Able to swim at normal movement rate.	13	Craft Wondrous <i>Air Walk</i> <i>Water Breathing</i> <i>Freedom of Movement</i>	2,006	160	4,012
Dragon’s Draught – Blue (MoF p157)	Dragon only: Single use breath weapon that must be used within 1 hour. 100’ Line of Electricity, 12d8 damage, DC 25.	12	Craft Wondrous	2,250	180	4,500
Dragon’s Draught – Silver (MoF p157)	Dragon only: Single use breath weapon that must be used within 1 hour. 50’ Cone of Cold, 12d8 damage, DC 26.	12	Craft Wondrous	2,300	184	4,600
Meersalm Salve (DR294 p76)	Damage Reduction 10/+5 until 120 hp has been absorbed –or– 2 hours have elapsed. Applying the salve is a Full-Round action.	12	Craft Wondrous <i>Stoneskin</i>	2,400	192	4,800
Skin Paint (A&E p94)	When applied, the wearer gains a +5 Armor bonus to AC for 24 hours. This is considered Light Armor. It takes 10 minutes to apply ‘Skin Pain’ by yourself, or 5 minutes with someone’s help. It takes 1 minute to remove ‘Skin Paint’ or 30 seconds with someone’s help. Contains 3 uses.	15	Craft Wondrous Creator must have at least 5 ranks in Alchemy	2,500	200	5,000
Web Armor (DU84 p53)	+7 Armor bonus to AC for 24 hours. Applying this black liquid is a Full Round action.	7	Craft Arms & Armor <i>Web</i> Creator must be a <i>Arachnemancer</i>	2,500	200	5,000
Earth-Dominant Vial (DR306 p56)	To use, the vial must be broken at the feet of the target (grenade-like weapon with a 10’ range increment). Each target in a 5’ area is encased in a 5’ cube of solid earth unless each target makes a Reflex save vs. DC 18 to avoid it. Targets larger than Medium-size can not be trapped. If trapped, the target takes 6d6 crushing damage, is Helpless, and begins to suffocate. The earth cube has Hardness 5 and 60 hp. If destroyed, all targets are freed.	13	Craft Wondrous <i>Polymorph Other</i> <i>Wall of Stone</i>	2,513	202	5,026
Dragon’s Draught – Red (MoF p157)	Dragon only: Single use breath weapon that must be used within 1 hour. 50’ Cone of Fire, 12d10 damage, DC 25.	12	Craft Wondrous	2,750	220	5,500
Nolzur’s Marvelous Pigments (DMG p223)	Bottle of paint. Any objects drawn with the paint become real & permanent. The value of the objects cannot exceed 2,000 gp & are limited to 10’ x 10’ x 10’. In this way, entire rooms & be drawn & filled. Painting takes 10 minutes.	15	Craft Wondrous <i>Major Creation</i>	2,750	220	5,500
Air-Dominant Vial (DR306 p56)	To use, the vial must be broken at the feet of the subject. For 10 minutes, the subject is under the following effects: - Does not need to breath. - Immune to air-based effects, such as air elemental’s whirlwind. - Gains ‘subjective directional gravity’. At will, the subject can decide which direction is “down” for him/her. This allows walking on walls & ceiling, “falling” up, etc.	13	Craft Wondrous <i>Freedom of Movement</i> <i>Reverse Gravity</i>	2,800	224	5,600
Dragon’s Draught – Gold (MoF p157)	Dragon only: Single use breath weapon that must be used within 1 hour. 50’ Cone of Fire, 12d10 damage, DC 26.	12	Craft Wondrous	2,800	224	5,600
Elixir of Horus-Re (MoF p157)	<i>Daylight</i> , centered on the drinker. <i>Sunbeam</i> , single use only. This ends the <i>Daylight</i> effect.	13	Craft Wondrous <i>Daylight</i> <i>Sunbeam</i>	3,250	260	6,500
Beetle Elixir (A&E p124)	Drinker’s skin becomes darker & shiny, plus antennae grow on his/her forehead. +2 Natural bonus to AC Darkvision 60’. All effects lasts for 1 hour.	6	Brew Potion <i>Alter Self</i> <i>Darkvision</i> Creator must have at least 1 rank in Alchemy	4,150	332	8,300
Portal Dust (DR280 p71)	Creates a 5’ diameter <i>Gate</i> to a known location within 2 miles which remains open for 3 rounds.	17	Craft Wondrous <i>Gate</i> <i>Teleport without Error</i>	6,000	480	12,000

Potions, etc.	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Rhino Elixir (A&E p125)	Drinker's skin toughens & turns gray. +3 Natural Armor bonus to AC. Drinker's vision is reduced to 30'. All effects lasts for 1 hour.	9	Brew Potion <i>Alter Self</i> Creator must have at least 1 rank in Alchemy	8,750	700	17,500

Creature Items

Sorted by Price.

Creature Items	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Collar of Resistance +1 (MotW p29)	+1 Resistance bonus on Saving Throws	5	Craft Wondrous <i>Resistance</i>	245	20	490
Bridle of Ease (A&E p79)	+5 Competence bonus on Handle Animal check to do training.	7	Craft Wondrous <i>Charm Monster</i>	250	20	500
Collar of Cleverness – 1 Trick (MotW p29)	Collar changes size to fit any animal. While wearing the collar, the animal can perform one 'Animal Trick', designated when the collar was created.	5	Craft Wondrous <i>Animal Trick</i>	350	28	700
Clever Bridle – 3 tricks (A&E p79)	Horse only: Able to learn 3 'tricks'. Must be worn 8 hours per day to be effective	5	Craft Wondrous <i>Animal Friendship</i>	500	40	1,000
Collar of Cleverness – 2 Tricks (MotW p29)	Collar changes size to fit any animal. While wearing the collar, the animal can perform two 'Animal Tricks', designated when the collar was created.	5	Craft Wondrous <i>Animal Trick</i>	700	56	1,400
Horseshoes of Speed (DMG p220)	Double the horse's movement	5	Craft Wondrous <i>Haste</i>	950	76	1,900
Collar of Resistance +2 (MotW p29)	+2 Resistance bonus on Saving Throws	5	Craft Wondrous <i>Resistance</i>	980	78	1,960
Equestrian's Saddle (A&E p79)	Military Saddle for a Horse +10 Circumstance bonus on Ride checks with horses.	5	Craft Wondrous	1,000	80	2,000
Whip of Obedience (A&E p80)	Masterwork Leather Riding Whip +10 Circumstance bonus on Handle Animal checks vs. creatures with Intelligence 2 or less.	5	Craft Wondrous <i>Animal Friendship</i>	1,000	80	2,000
Collar of Cleverness – 3 Tricks (MotW p29)	Collar changes size to fit any animal. While wearing the collar, the animal can perform two 'Animal Tricks', designated when the collar was created.	5	Craft Wondrous <i>Animal Trick</i>	1,500	84	2,100
Necklace of Natural Weapons – 1 Natural Weapon at +1 (Sav p58)	Changes 1 of the wearer's natural weapons into a +1 weapon. Magic Options for weapons may be applied, such as 'Flaming' or 'Keen'.	3	Craft Wondrous Craft Arms & Armor	1,300	104	2,600
Horseshoes of a Zephyr (DMG p220)	Horse runs 4" above the ground, allowing it to run over water, mud, etc., and not leave any tracks.	3	Craft Wondrous <i>Levitate</i>	1,500	120	3,000
Bridle of Burden-Bearing +2 (A&E p49)	+2 Enhancement bonus to Strength.	8	Craft Wondrous <i>Bull's Strength</i>	2,000	160	4,000
Clever Bridle – 6 tricks (A&E p79)	Horse only: Able to learn 6 'tricks'. Must be worn 8 hours per day to be effective	5	Craft Wondrous <i>Animal Friendship</i>	2,000	160	4,000
Collar of Resistance +3 (MotW p29)	+3 Resistance bonus on Saving Throws	5	Craft Wondrous <i>Resistance</i>	2,205	176	4,410
Saddlebags of Holding (A&E p79)	Two saddlebags. Each can hold up to 250 lbs. / 30 cubic feet, but only weigh 15 lbs.	9	Craft Wondrous <i>Leomund's Secret Chest</i>	2,500	200	5,000
Necklace of Natural Weapons – 2 Natural Weapons at +1 (Sav p58)	Changes 2 of the wearer's natural weapons into a +1 weapon. Magic Options for weapons may be applied, such as 'Flaming' or 'Keen'.	3	Craft Wondrous Craft Arms & Armor	2,600	208	5,200
Saddle of Weather Protection (A&E p136)	Mount & rider are not bother by temperatures from 0 degrees to 110 degrees Fahrenheit, plus remain dry. <i>Protection from Elements</i> (both mount & rider), 1/day.	5	Craft Wondrous <i>Protection from Elements</i>	2,700	216	5,400
Gorget of Frightful Presence (DR308 p34)	Spiked collar Dragon only: Range of the wearer's Frightful Presence is 60' x Age Category.	7	Craft Wondrous <i>Fear</i>	3,000	240	6,000
Collar of Resistance +4 (MotW p29)	+4 Resistance bonus on Saving Throws	5	Craft Wondrous <i>Resistance</i>	3,920	313	7,840
Saddlebags of Providing (A&E p79)	Two saddlebags that are always as light as if they were empty. 1 st saddlebag creates 1 day of food for the creature carrying it. 2 nd saddlebag contains a grooming kit for the creature carrying it, plus an extra 10 cubic feet of storage for the rider.	9	Craft Wondrous <i>Leomund's Secret Chest</i> <i>Create Food and Water</i>	4,000	320	8,000
Necklace of Natural Weapons – 1 Natural Weapon at +2 (Sav p58)	Changes 1 of the wearer's natural weapons into a +2 weapon. Magic Options for weapons may be applied, such as 'Flaming' or 'Keen'.	3	Craft Wondrous Craft Arms & Armor	4,300	344	8,600
Battle Bridle (MoF p154)	Rider gains Feat: Mounted Combat & a +10 Competence bonus on Ride checks. Riders that already have Feat: Mounted Combat only: Gains Feat: Ride-By Attack .	7	Craft Wondrous Mounted Combat Ride-By Attack <i>Calm Animals</i>	4,500	360	9,000
Clever Bridle – 9 tricks (A&E p79)	Horse only: Able to learn 9 'tricks'. Must be worn 8 hours per day to be effective	5	Craft Wondrous <i>Animal Friendship</i>	4,500	360	9,000

Creature Items	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Shrink Collar (A&E p80)	When put on, the wearer shrinks down to Small-size, weighing only 60 pounds & only 3' high. Unwilling subjects receives a Will save vs. DC 11 to negate (which destroys the collar if successful).	5	Craft Wondrous <i>Reduce</i>	5,000	400	10,000
Horseshoes of Thunder (A&E p79)	<i>Shout</i> , 1/day in a 20' radius around the mount. The mount, rider, & any passengers are not effected. The mount must be at a run to use this ability.	7	Craft Wondrous <i>Shout</i>	5,040	403	10,080
Shielding Blinders (A&E p80)	Horse only: The wearer is immune to gaze attacks.	3	Craft Wondrous <i>Darkness</i>	6,000	480	12,000
Collar of Resistance +5 (MotW p29)	+5 Resistance bonus on Saving Throws	5	Craft Wondrous <i>Resistance</i>	6,125	490	12,250
Everlasting Feedbag (A&E p132)	When worn by a horse, donkey, or other equine animal only: Produces unlimited feed, but owner must be careful that the animal does not overeat.	5	Craft Wondrous <i>Create Food and Water</i>	7,500	600	15,000
Bridle of Burden-Bearing +4 (A&E p49)	+4 Enhancement bonus to Strength.	8	Craft Wondrous <i>Bull's Strength</i>	8,000	640	16,000
Saddle of the Pegasus (A&E p136)	Exotic military saddle, fitted for a horse, mule, or donkey. <i>Fly</i> on the mount, up to 3/day. Maneuverability is Clumsy.	5	Craft Wondrous <i>Fly</i>	8,438	675	16,875
Necklace of Natural Weapons – 2 Natural Weapon at +2 (Sav p58)	Changes 2 of the wearer's natural weapons into a +2 weapon. Magic Options for weapons may be applied, such as 'Flaming' or 'Keen'.	3	Craft Wondrous Craft Arms & Armor	8,600	688	17,200
Membrane of Turning (DR308 p34)	Stretched over a Dragon's wings, leaving only a glossy sheen. Dragon only: Gain Feat: <i>Wingover</i> . If the dragon already has this feat, it can now turn 270 degrees per round.	5	Craft Wondrous <i>Fly</i> <i>Haste</i>	12,000	960	24,000
Membrane of Jaunting (DR308 p34)	Stretched over a Dragon's wings, leaving only a metallic sheen. <i>Ethereal Jaunt</i> , 1/day.	11	Craft Wondrous <i>Ethereal Jaunt</i>	13,200	1,025	26,400
Collar of Material Entrapment (A&E p74)	<i>Dimensional Anchor</i> , while worn. Break & Escape DC is 40.	7	Craft Wondrous <i>Dimensional Anchor</i>	15,000	1,200	30,000
Horseshoes of Flame (Sav p57)	On command, the horse wearing these horseshoes becomes like a Nightmare for up to 7 hours, 3/day. The rider can change his/her mount back to a horse with a 2 nd command. The horse gains: +2 Dexterity +10 Intelligence +6 Charisma Fly 90' (good) +1d4 fire damage to hoof attacks, plus target catches fire.	7	Craft Arms & Armor <i>Polymorph Other</i>	15,120	1,210	30,240
Bridle of Burden-Bearing +6 (A&E p49)	+6 Enhancement bonus to Strength.	8	Craft Wondrous <i>Bull's Strength</i>	18,000	1,440	36,000
Warfox Harness (DR291 p49)	Leather collar sized to fit a dog or fox. +1 Deflection bonus to AC when worn. <i>Polymorph Other</i> on the wearer into a Dire Fox(DR291 p48) on command. Collar becomes a Military Riding Saddle On command, the wearer returns to its normal form.	7	Craft Arms & Armor <i>Polymorph Other</i> <i>Shield of Faith</i>	18,140	1,451	36,280
Fallen Armor – Black (DR308 p33)	+3 Hide Barding for a Dragon made from Black Dragon skin. Acid Resistance 10.	5	Craft Arms & Armor <i>Protection from Energy</i>	18,150	1,452	36,300
Fallen Armor – Blue (DR308 p33)	+3 Hide Barding for a Dragon made from Blue Dragon skin. Electricity Resistance 10.	5	Craft Arms & Armor <i>Protection from Energy</i>	18,150	1,452	36,300
Fallen Armor – Brass (DR308 p33)	+3 Hide Barding for a Dragon made from Brass Dragon skin. Fire Resistance 5. <i>Suggestion</i> , 1/day.	9	Craft Arms & Armor <i>Protection from Energy</i> <i>Suggestion</i>	18,150	1,452	36,300
Fallen Armor – Bronze (DR308 p33)	+3 Hide Barding for a Dragon made from Bronze Dragon skin. Electricity Resistance 5. <i>Water Breathing</i> , 1/day.	9	Craft Arms & Armor <i>Protection from Energy</i> <i>Water Breathing</i>	18,150	1,452	36,300
Fallen Armor – Copper (DR308 p33)	+3 Hide Barding for a Dragon made from Copper Dragon skin. Acid Resistance 5. <i>Spider Climb</i> , 3/day.	9	Craft Arms & Armor <i>Protection from Energy</i> <i>Spider Climb</i>	18,150	1,452	36,300
Fallen Armor – Gold (DR308 p33)	+3 Hide Barding for a Dragon made from Green Dragon skin. Fire Resistance 5. <i>Bless</i> , 3/day.	9	Craft Arms & Armor <i>Protection from Energy</i> <i>Water Breathing</i>	18,150	1,452	36,300
Fallen Armor – Green (DR308 p33)	+3 Hide Barding for a Dragon made from Green Dragon skin. Acid Resistance 5. <i>Water Breathing</i> , 3/day.	9	Craft Arms & Armor <i>Protection from Energy</i> <i>Water Breathing</i>	18,150	1,452	36,300
Fallen Armor – Red (DR308 p33)	+3 Hide Barding for a Dragon made from Red Dragon skin. Fire Resistance 10.	5	Craft Arms & Armor <i>Protection from Energy</i>	18,150	1,452	36,300

Creature Items	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Fallen Armor – Silver (DR308 p33)	+3 Hide Barding for a Dragon made from Silver Dragon skin. Acid Resistance 5. Cold Resistance 5.	5	Craft Arms & Armor <i>Protection from Energy</i>	18,150	1,452	36,300
Fallen Armor – White (DR308 p33)	+3 Hide Barding for a Dragon made from White Dragon skin. Cold Resistance 10.	5	Craft Arms & Armor <i>Protection from Energy</i>	18,150	1,452	36,300
Saddle of Growth (A&E p136)	Horse, Mule, or Donkey only: Wearing creature grows by 1 size category, usable 3/day. Effect is ended on command.	9	Craft Wondrous <i>Animal Growth</i>	24,300	1,944	48,600

Large Items

Sorted by Price.

Large Items	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Rack of Irresistible Torture (BoVD p116)	+10 bonus on Intimidate checks.	1	Craft Wondrous <i>Cause Fear</i>	1,500	120	3,000
Dwarven Stone Chest (DR304 p54)	Stone chest 2' long by 1' high by 1' deep. When locked, the chest 'fuses' with any stone it is touching, requiring a Strength check vs. DC 30 to pry it off. Anyone holding the key can command the chest to blend into the stone to which it is fused. A blended chest can only be found on a Search check vs. DC 20 or if a Dwarf comes within 10' & makes a Spot check vs. DC 20.	5	Craft Wondrous <i>Stone Shape</i> 5 ranks of Craft (stoneworking)	2,000	160	4,000
Buoy Barrel (DR304 p56)	Normal looking barrel. A secret compartment at the bottom of the barrel can hold one cubic foot (Search vs. DC 25 to locate it). The barrel can hold 1,000 pounds of payload and still float.	5	Craft Wondrous <i>Water Walk</i> Creator must have 5 ranks of Craft (woodworking)	2,500	200	5,000
Vanishing Chest (DR304 p55)	Normal wooden chest (Hardness 5, 25hp). If the chest takes 5 or more hp of damage, it teleports to either a) a preset location; or b) the overlapping location in the Ethereal plane. The chest's previous location will detect magic & it can be brought back with a <i>Dispel Magic</i> The teleport is Single Use.	15	Craft Wondrous <i>Vanish</i>	2,625	210	5,250
Iron Maiden of Preservation (BoVD p115)	500 pound coffin-sized box filled with spikes. Any creature locked within takes 1d6 damage per round <u>and</u> it healed 1d6 damage per round, though only damage done by the iron maiden.	11	Craft Wondrous <i>Heal</i>	3,500	280	7,000
Acidshard Chest (DR304 p55)	Iron-bound chest (Hardness 10, 50hp). If the chest takes more than 10 hp of damage in a single blow, everyone within a 10' radius takes 2d4 hp acid damage + 1hp normal damage (Reflex save vs. DC 13 to negate).	9	Craft Wondrous <i>Melf's Acid Arrow</i> 5 ranks of Craft (woodworking)	4,000	640	8,000
Stone Horse – Courser (DMG p227)	Animated statue of a heavy horse, which can carry 1,000 lbs, never rests or eats, & has hardness 10.	14	Craft Wondrous <i>Flesh to Stone</i> <i>Animate Objects</i>	5,000	400	10,000
Standing Stone – 0 th (MotW p30)	Druid only: Once the subject has made a specific sacrifice to the monolith, any time in the future, he/she may touch it while casting the 0 th level Druid spell associated with that monolith and have the spell effected by the Empower Spell, Enlarge Spell, & Extend Spell metamagic feats. The subject can learn the spell and the sacrifice by using <i>Meld into Stone</i> to enter the monolith	5	Craft Wondrous <i>Meld into Stone</i> <desired spell>	5,338	427	10,676
Standing Stone – 1 st (MotW p30)	Druid only: Once the subject has made a specific sacrifice to the monolith, any time in the future, he/she may touch it while casting the 1 st level Druid spell associated with that monolith and have the spell effected by the Empower Spell, Enlarge Spell, & Extend Spell metamagic feats. The subject can learn the spell and the sacrifice by using <i>Meld into Stone</i> to enter the monolith	5	Craft Wondrous <i>Meld into Stone</i> <desired spell>	5,425	434	10,850
Trollflesh Chest (DR304 p55)	Chest covered with green, warty leather which gives off an odor (Hardness 10, 25hp). Any damage done to the chest other than fire or acid is healed immediately.	11	Craft Wondrous <i>Major Creation</i>	6,000	480	12,000
Standing Stone – 2 nd (MotW p30)	Druid only: Once the subject has made a specific sacrifice to the monolith, any time in the future, he/she may touch it while casting the 2 nd level Druid spell associated with that monolith and have the spell effected by the Empower Spell, Enlarge Spell, & Extend Spell metamagic feats. The subject can learn the spell and the sacrifice by using <i>Meld into Stone</i> to enter the monolith	5	Craft Wondrous <i>Meld into Stone</i> <desired spell>	6,300	504	12,600
Stone Horse – Destrier (DMG p227)	Animated statue of a heavy warhorse, which can carry 1,000 lbs, never rests or eats, & has hardness 10.	14	Craft Wondrous <i>Flesh to Stone</i> <i>Animate Objects</i>	7,400	592	14,800

Large Items	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Standing Stone – 3 rd (MotW p30)	Druid only: Once the subject has made a specific sacrifice to the monolith, any time in the future, he/she may touch it while casting the 3 rd level Druid spell associated with that monolith and have the spell effected by the Empower Spell, Enlarge Spell, & Extend Spell metamagic feats. The subject can learn the spell and the sacrifice by using <i>Meld into Stone</i> to enter the monolith	5	Craft Wondrous <i>Meld into Stone</i> <desired spell>	7,875	630	15,750
Bottomless Toy Box (DR299 p62)	5' long x 2' wide x 2' deep box weighing 25 pounds. When a non-living object is placed in the box & the box is then closed, the object is gone when the box is reopened. Up to 1,000 cubic feet can be stored this way. By touching the lid of the box when it is closed, any can name an object that has been stored within it. When opened, the box will be holding that object.	9	Craft Wondrous <i>Plane Shift</i>	8,750	700	17,500
Witchboat (UE p57)	3 person rowboat that moves itself (upstream or downstream) at a rate of 30' by verbal command. It can also be directed to return to a previous location.	7	Craft Wondrous <i>Freedom of Movement</i> <i>Fly</i> <i>Permanency</i>	10,000	800	20,000
Standing Stone – 4 th (MotW p30)	Druid only: Once the subject has made a specific sacrifice to the monolith, any time in the future, he/she may touch it while casting the 4 th level Druid spell associated with that monolith and have the spell effected by the Empower Spell, Enlarge Spell, & Extend Spell metamagic feats. The subject can learn the spell and the sacrifice by using <i>Meld into Stone</i> to enter the monolith	7	Craft Wondrous <i>Meld into Stone</i> <desired spell>	10,150	812	20,300
Standing Stone – 5 th (MotW p30)	Druid only: Once the subject has made a specific sacrifice to the monolith, any time in the future, he/she may touch it while casting the 5 th level Druid spell associated with that monolith and have the spell effected by the Empower Spell, Enlarge Spell, & Extend Spell metamagic feats. The subject can learn the spell and the sacrifice by using <i>Meld into Stone</i> to enter the monolith	9	Craft Wondrous <i>Meld into Stone</i> <desired spell>	13,125	1,050	26,250
Standing Stone – 6 th (MotW p30)	Druid only: Once the subject has made a specific sacrifice to the monolith, any time in the future, he/she may touch it while casting the 6 th level Druid spell associated with that monolith and have the spell effected by the Empower Spell, Enlarge Spell, & Extend Spell metamagic feats. The subject can learn the spell and the sacrifice by using <i>Meld into Stone</i> to enter the monolith	11	Craft Wondrous <i>Meld into Stone</i> <desired spell>	16,800	1,344	33,600
Warboat (UE p57)	A two-masted sail boat that moves itself (upstream or downstream) at a rate of 20' by verbal command. It can also be directed to return to a previous location.	7	Craft Wondrous <i>Freedom of Movement</i> <i>Fly</i> <i>Permanency</i>	20,000	1,600	40,000
Standing Stone – 7 th (MotW p30)	Druid only: Once the subject has made a specific sacrifice to the monolith, any time in the future, he/she may touch it while casting the 7 th level Druid spell associated with that monolith and have the spell effected by the Empower Spell, Enlarge Spell, & Extend Spell metamagic feats. The subject can learn the spell and the sacrifice by using <i>Meld into Stone</i> to enter the monolith	13	Craft Wondrous <i>Meld into Stone</i> <desired spell>	21,175	1,694	42,350
Mirror of Answering (DR305 p65)	33" tall by 24" wide mirror weighing 15 lbs. The user may asked 1 question per day. The question can only be about the present & has an 80% chance of being answered. The answer can either be verbal or an image & is typically cryptic.	10	Craft Wondrous <i>Divination</i> <i>Magic Mouth</i>	22,400	1,792	44,800
Standing Stone – 8 th (MotW p30)	Druid only: Once the subject has made a specific sacrifice to the monolith, any time in the future, he/she may touch it while casting the 8 th level Druid spell associated with that monolith and have the spell effected by the Empower Spell, Enlarge Spell, & Extend Spell metamagic feats. The subject can learn the spell and the sacrifice by using <i>Meld into Stone</i> to enter the monolith	15	Craft Wondrous <i>Meld into Stone</i> <desired spell>	24,850	1,988	49,700

Large Items	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Idol of False Vision (A&E p133)	400 pound statue. If a <i>Scry</i> , <i>Arcane Eye</i> , <i>Clairaudience</i> / <i>Clairvoyance</i> , etc., spell is targeted within 50' of the statue, all 'attuned' creatures are hidden from view. Usable up to 3 times per day. A creature becomes 'attuned' to the statue by touching it and saying the command word.	10	Craft Wondrous <i>Detect Scrying</i> <i>False Vision</i>	33,500	1,680	54,500
Carnival Mirror (DR305 p65)	6 foot tall by 2 foot wide mirror. Any corporeal creature within 30' that looks at the mirror is targeted with <i>Polymorph Other</i> into an animal that represents a negative aspect of the viewer's personality. DC 16 to resist.	7	Craft Wondrous <i>Polymorph Other</i> <i>Detect Thoughts</i>	28,050	2,244	56,100
Standing Stone – 9 th (MotW p30)	Druid only: Once the subject has made a specific sacrifice to the monolith, any time in the future, he/she may touch it while casting the 9 th level Druid spell associated with that monolith and have the spell effected by the Empower Spell, Enlarge Spell, & Extend Spell metamagic feats. The subject can learn the spell and the sacrifice by using <i>Meld into Stone</i> to enter the monolith	17	Craft Wondrous <i>Meld into Stone</i> <desired spell>	28,875	2,310	57,750
Mirror of the Ages (DR305 p66)	6' tall by 2' wide mirror. Once per day, the mirror will replay the most recent event of great importance (effecting at least 100 people) that took place in its current location. If used again in the same spot, it shows the 2 nd most important event, etc. The event is shown & heard from the mirror's point of view.	10	Craft Wondrous <i>Legend Lore</i>	30,600	2,448	61,200
Stalagmite of Stasis (DU94 p86)	Any creature places in the 'cell' hollowed out of the stalagmite goes into suspended animation (no save). The creature feels 1 day go by for each decade, but doesn't need to eat or sleep & is unable to react. Only a creature on the outside can free it.	11	Craft Wondrous <i>Temporal Stasis</i> <i>Horrid Wilting</i>	33,000	2,640	66,000
Mirror of Truth (DR305 p66)	7' tall by 4' wide mirror. All reflections in the mirror show the true form of the reflected creature. The mirror can show reflections of creatures obscured by normal or magical darkness.	9	Craft Wondrous <i>True Seeing (divine)</i>	45,100	3,608	90,200
Mirror of Opposition (DMG p222)	4' x 3' mirror. Activated & deactivated with a command word. A creature seeing its reflection in the mirror will have a copy (with equipment) jump out of the mirror & attack him/her. Once either is defeated, the copy disappears with its equipment. Usable 4 times per day.	15	Craft Wondrous <i>Clone</i>	46,000	3,680	92,000
Apparatus of Kwalish (DMG p207)	2 person submarine	19	Craft Wondrous <i>Animate Object</i> <i>Continual Flame</i> Know (engineer): 8 ranks	65,000	5,200	130,000
Dark Altar Stone (BoVD p114)	When a sentient creature is sacrificed on this black granite altar, its soul can be stored in the stone for later use.	17	Craft Wondrous <i>Trap the Soul</i>	75,000	6,000	150,000
Mirror of Life Tapping (DMG p222)	4' x 4' mirror that must be attached to a surface & activated with a command word. Anyone looking into the mirror from within 30' must make a Will save vs. DC 19 or be pulled into it, leaving behind their clothing & possessions. Only living creatures can be trapped, so undead, constructs, etc. are immune. The mirror can hold from 13-18 prisoners at one time. If the number is exceeded, a random prisoner is released. Each cell has two command words of its own: one to bring the prisoner to the glass so it can be conversed with; and one to release it. Breaking the mirror releases all of its prisoners.	15	Craft Wondrous <i>Imprisonment</i>	76,000	6,000	152,000
Mirror of Translocation (DR305 p66)	Pair of matching mirrors at least 7 feet tall by 2 feet wide. Anyone touching one mirror can step through it & out the other one. The mirrors can even work across dimensions.	17	Craft Wondrous <i>Gate</i>	76,600	6,128	153,200
Mirror of Mental Prowess (DMG p222)	5' x 2' mirror. <i>Scry</i> , on command. If the owner is within 25' of the mirror, the thoughts of any creature reflected in the mirror can be read. The owner can step through the mirror to the location currently being scry'd upon. An invisible 5' x 2' opening remain until the owner steps back through, closes it with a command word, or 24 hrs go by. Other creatures may use the gate. Receive an accurate short answer about the creature shown in the mirror, usable once per week.	18	Craft Wondrous <i>Detect Thoughts</i> <i>Scrying</i> <i>Gate</i> <i>Commune</i> <i>Clairaudience</i> / <i>Clairvoyance</i>	87,500	7,000	175,000

Large Items	Effect	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Desiccator (DR298 p47)	Torture table with 4 shackles (Break vs. DC 30, Escape Artist vs. DC 35). After a full round on the table, victim must make a Will save vs. DC 23 or be dominated to stop struggling. Every 10 minutes, the victim must make a Fortitude save vs. DC 15 or take 1 Constitution damage & 1 Charisma damage. If the victim is killed, the Desiccator collects enough fluid to make one dose of Desiccator Poison, keyed to the race that was slain.	17	Craft Wondrous <i>Horrid Wilting</i> <i>Dominate Monster</i>	153,000	12,240	314,000
Halruaan Skyship (MoF p159)	Sailing ship that "sails" 100' off the ground & can carry 15 tons.	15	Craft Wondrous <i>Levitate</i> <i>Fly</i>	355,000	27,600	700,000

Items Not Written Up

Major Artifacts

Amulet of the Demonweb Pits(ELH p307)	Golem Armor(ELH p154)	Orbs of Dragonkind(DMG p240)
Angelwing Razor(BoVD p120)	Hand of Vecna(DMG p240)	Pelor's Pyre(DU96 p84)
Axe of the Dwarvish Lords(ELH p152)	Helltongue(A&E p150)	Ring of Gaxx(ELH p154)
Black Elfstone(DR286 p57)	Invulnerable Coat of Armd(ELH p154)	Ring of the Cat Lord(ELH p306)
Blade of Fiery Might(A&E p148)	Iron Flask of Tuerny the Merciless(BoVD p121)	Rod of Savrille(DR280 p69)
Chalice Everlasting(DR294 p94)	Iron Flask of Tuerny the Merciless' (A&E p150)	Rod of Seven Parts(A&E p154)
Codex of the Infinite Planes(ELH p153)	Iron Gauntlet of Hextor(ELH p154)	Royal Rod of Dragon Control(DR280 p71)
Crook of Rao(DR294 p94)	Jacinth of Inestimable Beauty(A&E p150)	Ruby Rod of Asmodeus(BoVD p121)
Crown of Corruption(DU100 p135)	Kuroth's Quill(DR294 p96)	Scepter of Ephelomon(DU100 p135)
Crown of Evil(BoVD p122)	Last Book(ELH p239)	Scepter of Evil(BoVD p122)
Crown of Evil' (A&E p151)	Lifestone(DR284 p122)	Scepter of Evil' (A&E p151)
Crown of Good(A&E p152)	Light of Reason(DU96 p70)	Scepter of Good(A&E p152)
Crown of Neutrality(A&E p153)	Mace of Cuthbert(DMG p240)	Scepter of Neutrality(A&E p153)
Crown of Horns(MoF p171)	Mask of Aberration(DR281 p87)	Shadar Pool(DU92 p93)
Crystal of the Ebon Flame(A&E p148)	Mask of Shum(DR281 p88)	Shade's Veil(DR281 p88)
Cup and Talisman of Al' Akbar(ELH p153)	Master's Face(DR281 p89)	Shadowstaff(DMG p241)
Daoud's Wondrous Lantern(A&E p149)	Mirrorshroud(DR286 p58)	Shield of Prator(DMG p241)
Death Rock(BoVD p120)	Moaning Diamond(DMG p240)	Shield of the Hidden Lord(LoD p181)
Despoiler of Flesh(BoVD p120)	Naga Crown (MoF p172)	Stiehl(DR286 p59)
Dhonas' Shroud(DR281 p87)	Orb of Dragonkind(DU86 p33)	Sword of Kas(DMG p241)
Dragonhammer(A&E p150)	Orb of Evil(BoVD p122)	Sword of Shannara(DR286 p56)
Druniazth(DR294 p95)	Orb of Evil' (A&E p151)	Turiew's Spear(DU83 p50)
Ebon Glaive(DR296 p101)	Orb of Good(A&E p152)	Wand of Orcus(BoVD p122)
Eye of Gruumsh(ELH p154)	Orb of Neutrality(A&E p153)	Ynaerv's Mask(DR281 p86)
Eye of Vecna(DMG p240)	Orb of Oblivion(RTEE p156)	
Facade(DR281 p89)	Orb of Silvery Death(RTEE p156)	

Minor Artifacts

Amulet of Lahm(BoVD p22)	Devil Blood(BoVD p118)	Olidammara's Dice(ELH p152)
Angel Blood(BoVD p117)	Dragonlance(DU86 p35)	Pain Pit(BoVD p120)
Angel Tears(BoVD p117)	Elemental Power Gems(RTEE p156)	Philosopher's Stone(DMG p238)
Arban's Sword of Agility(MoF p168)	Everfull Purse(ELH p151)	Rhapsody of Pain(BoVD p118)
Azureedge(MoF p168)	Eye of Night's Embrace(DU91 p47)	Ring of the Dread Emperor(BoVD p118)
Blast Scepter(MoF p168)	Glowstone(MoF p169)	Rod of Valmaxian(MoF p171)
Blue Elfstones(DR286 p57)	Great Druid's Staff(MoF p169)	Scythe of Orcus(DU89 p59)
Book of Exalted Deeds(DMG p236)	Greenstone Amulet(MoF p170)	Shimmarny(MoF p171)
Book of Infinite Spells(DMG p236)	Hammer of Thunderbolts(DMG p238)	Silver Key of Portals(ELH p309)
Book of Vile Darkness(DMG p236)	Jathiman Dagger(F&P p169)	Slave Stone(DU83 p28)
Borem's Quagheart(F&P p170)	Kython Armor(BoVD p118)	Sphere of Annihilation(DMG p238)
Cauldron of Desecration(DU90 p100)	Laveth's Power Receptacle(DU84 p53)	Staff of Malice(BoVD p118)
Cauldron of Zombie Spewing(BoVD p118)	Libram of Gainful Conjuraction(ELH p151)	Staff of the Magi(DMG p239)
Chardalyn(LoD p181)	Libram of Ineffable Damnation(ELH p151)	Storm Star(LoD p180)
Deathgate(DU89 p59)	Libram of Silver Magic(ELH p151)	Sword of Leah(DR286 p59)
Deck of Many Things(DMG p236)	Maguscepter(LoD p181)	Talisman of Pure Good(DMG p239)
Demogorgon's Bilious Sphere(DR291 p91)	Manual of Puissant Skill at Arms(ELH p152)	Talisman of Ultimate Evil(DMG p239)
Demon Blood(BoVD p117)	Manual of Stealthy Pilfering(ELH p152)	Talisman of Zagyg(DMG p239)
Demonblade(DU97 p113)	Melegaunt's Dark Dagger(DR281 p81)	Totentanz Gate(DU90 p48)
Demonic Graft Machine(BoVD p119)	Midnight Blade(BoVD p118)	Vala's Darksword(DR281 p83)
Demonstone(RTEE p155)	Moonblade(MoF p170)	Vasharan Crossbow(BoVD p118)
Demonstone' (BoVD p117)	Myrah's Crown(DR291 p96)	

Epic Items

These are in addition to those listed in the Epic Level Handbook pages 125 – 146.

Avebury Circle(DR297 p49)	Elminster's Eversmoking Pipe(ELH p292)	Stone of Destiny – The Stone of Scorne (DR297 p48)
Callanish Circle(DR297 p49)	English Regalia(DR297 p44)	Stonehenge(DR297 p48)
Codex Hammer(DR297 p41)	First Folio(DR297 p45)	Swinside Circle(DR297 p49)
Cornwall Healing Stone(DR297 p49)	Lamentation Stone of the Taj Mahal (DR297 p46)	Sword of the Solars(A&E p121)
Crocea Mors(DR297 p42)	Rabbi Loew's Golem(DR297 p46)	The Sphinx(DR297 p47)
Crown of the Storm Lord(DU93 p88)	Rosetta Stone(DR297 p47)	
Crystal Skulls of Doom(DR297 p43)	Stone of Destiny – The Blarney Stone (DR297 p48)	
Druids' Altar(DR297 p49)		

Intelligent Items

Magic items with their own personality & agenda.

<p>Blackrazor Base Item: +3 Greatsword Purpose: Eat Souls (A&E p141)</p> <p>Demoncleaver Base Item: +1 Holy Kukri Purpose: Fight Evil (A&E p141)</p> <p>Falconblade Base Item: +1 Reptile-Bane Short Sword Purpose: Kill Snakes & Yuan-Ti (A&E p141)</p> <p>Fiend Render Base Item: Adamantite Morningstar Purpose: Slay Lawful Evil Outsiders (DR292 p69)</p> <p>Ironwood Base Item: Staff made from Iron Purpose: unknown (UE p57)</p> <p>Mark of the Favored Base Item: Ring of Regeneration Purpose: Defend Wee Jas' Interests (A&E p142)</p> <p>Minion of the Serpent Lord Base Item: Rod of the Viper Purpose: get some respect (A&E p142)</p>	<p>Nimble Warder Base Item: +1 Light-Fortification Mithral Shirt Purpose: Protect Its Wearer (A&E p142)</p> <p>Pearl of Secrets Base Item: Pearl of Power – 8th lvl Purpose: Unearth Evil Secrets (A&E p142)</p> <p>Quenthel's Scourge Base Item: +5 Extending Scourge of Speed Purpose: Support Lolth's Interests (DR302 p85)</p> <p>Shard Base Item: +1 Chaotic Longsword Purpose: Chaos!!! (A&E p142)</p> <p>Shazzelurt Base Item: +3 Keen Dagger Purpose: Disintegrate Bards & Rogues (UE p58)</p> <p>Singing Sword Base Item: +2 Dancing Longsword Purpose: Fight & Sing (S&S p55)</p>	<p>Splinter, the Toy Sword Base Item: +1 Short Sword Purpose: Nurture Goodness (DR299 p65)</p> <p>Stormblade Base Item: +1 Shocking-Burst Bastard-Sword Purpose: Slay Evil (A&E p143)</p> <p>Wave Base Item: +3 Trident Purpose: Spread the Worship of the Sea God (A&E p143)</p> <p>Whelm Base Item: +3 Warhammer Purpose: Kill Goblinoids & Giants (A&E p143)</p> <p>Whisper Base Item: +3 Ghost-Touch Short Sword Purpose: Destroy Ghosts (A&E p143)</p>
---	--	--

Cursed Items

<p>-2 Sword, Cursed(DMG p235)</p> <p>Amulet of Inescapable Location(DMG p233)</p> <p>Armor of Arrow Attraction(DMG p233)</p> <p>Armor of Arrow Attraction(DMG p233)</p> <p>Armor of Rage(DMG p233)</p> <p>Armor of Vulnerability(A&E p146)</p> <p>Bracers of Defenselessness(DMG p233)</p> <p>Bag of Devouring(DMG p233)</p> <p>Belt of Cat's Strength(A&E p146)</p> <p>Boots of Dancing(DMG p233)</p> <p>Broom of Animated Attack(DMG p233)</p> <p>Cloak of Affront(A&E p147)</p> <p>Cloak of Poisonousness(DMG p234)</p>	<p>Dust of Sneezing and Choking(DMG p234)</p> <p>Fang Scarab(S&S p10)</p> <p>Flask of Curses(DMG p234)</p> <p>Gauntlets of Fumbling(DMG p234)</p> <p>Goggles of Nightblindness(A&E p147)</p> <p>Headband of Hostility(A&E p147)</p> <p>Headband of Simplemindedness(A&E p147)</p> <p>Helm of Opposite Alignment(DMG p234)</p> <p>Incense of Obsession(DMG p234)</p> <p>Mace of Blood(DMG p234)</p> <p>Medallion of Thought Projection(DMG p234)</p> <p>Necklace of Strangulation(DMG p234)</p> <p>Necklace of the Vampire(A&E p147)</p>	<p>Net of Snaring(DMG p235)</p> <p>Periap of Foul Rotting(DMG p235)</p> <p>Periap of Oblivion(A&E p147)</p> <p>Potion of Poison(A&E p146)</p> <p>Ring of Clumsiness(DMG p235)</p> <p>Robe of Powerlessness(DMG p235)</p> <p>Robe of Vermin(DMG p235)</p> <p>Scarab of Death(DMG p235)</p> <p>Spear, Cursed Backbiter(DMG p235)</p> <p>Stone of Weight(DMG p235)</p> <p>Sword, Berserking(DMG p235)</p> <p>Vacuous Grimoire(DMG p235)</p>
--	---	--

Items Missing Requirements

These items lack full creation instructions, but are not of Artifact power.

<p>+3 Black Mithral Dagger of Subtlety (DR278 p95)</p> <p>Benelux(DR290 p83)</p> <p>Black Thurible(RTEE p154)</p> <p>Chains of True Binding(DU85 p61)</p> <p>Children of Nassica(DR295 p98)</p> <p>Incense of Dreaming(RTEE p154)</p> <p>Ioun Stone – Bright Silver Cylinder(LoD p161)</p> <p>Ioun Stone – Cerulean Blue Rhomboid (LoD p161)</p> <p>Ioun Stone – Dark Green Ellipsoid(LoD p161)</p>	<p>Ioun Stone – Dark Orange Dodecahedron (LoD p161)</p> <p>Ioun Stone – Dark Purple Triangle(LoD p161)</p> <p>Ioun Stone – Dark Purple Pyramid(LoD p161)</p> <p>Ioun Stone – Dark Red Cube(LoD p162)</p> <p>Ioun Stone – Dull Orange Rhomboid(LoD p162)</p> <p>Ioun Stone – Mottled Gray Sphere(LoD p162)</p> <p>Ioun Stone – Pale White Sphere(LoD p162)</p> <p>Ioun Stone – Pearlized Brown Ellipsoid (LoD p162)</p> <p>Ioun Stone – Pearly Black Spindle(LoD p162)</p> <p>Ioun Stone – Rich Green Star(LoD p162)</p>	<p>Lifetaker(DU87 p101)</p> <p>Mark of Apostasy(DotF p26)</p> <p>Manshoon's Battle Gorget(ELH p302)</p> <p>Purple Robe of Tharizdun(RTEE p154)</p> <p>Ring of Stone(DR278 p95)</p> <p>Salinthine(DU96 p87)</p> <p>Sifkhu Tablets(DU85 p61)</p> <p>Staff of the Deathsong(DMG p173)</p> <p>Torch of Revealing(RTEE p155)</p> <p>Winterbok's Shield(DU82 p34)</p> <p>Yenejg Togan's Planar Syllabus(DU88 p104)</p>
---	---	--

Magical Vehicle Augmentations

Add “Ramming Speed – Vehicle Combat Rules” (DR294 p34)

Captain’s Table(A&E p49)

Catapult Stone of Becalming(A&E p49)

Charts of Certainty(A&E p49)

Cloud Keel(A&E p49)

Earth Keel(A&E p49)

Eldritch Exhaust – Fog Cloud(A&E p49)

Eldritch Exhaust – Cloudkill(A&E p49)

Eldritch Exhaust – Acid Cloud(A&E p49)

Fharlanghn’s Lines(A&E p50)

Lightning Turbine(A&E p50)

Nondimensional Trunk(A&E p50)

Planar Sails(A&E p50)

Self-Propelled Vehicle(A&E p50)

Skyrider’s Platform(A&E p50)

Smuggler’s Hold(A&E p50)

Speedy Wheels(A&E p50)

Summoner’s Bridle – Mount(A&E p51)

Summoner’s Bridle – Phantom Steed(A&E p51)

Veil of Obscurity(A&E p51)

Wind-Favored Sails(A&E p51)

Misc. Skipped Items

Wondrous Architecture

“Mortar & Stone – Magic Walls, Moats, and Repairing Your Fortress” (DR295 p52)

“Interlopers of Ruun-Khazai” (DU92 p15)

Table of Feasting (2, 6, & 8 person) (DU93 p88)

Sigil of Static (DU94 p86)

Sigil of Suppression (DU94 p86)

Magic Siege Weapons

“And the Walls Came Tumbling Down – New Siege Weapons and Ammunition” (DR295 p82)

Thanan Bombard(UE p55)

Traps

DMG p115

DR295 p58

DR306 p67

S&S p25

Leveled-up Magic Items

Breven’s Bulwark(DR289 p58)

Stormfang(DR289 p58)

Spellbook Enhancements

MoF p171

Appendix

Revision History

- March 15, 2003 – Initial Release.
Contains Dungeon Master's Guide, Sword and Fist, Defenders of the Faith, Tome and Blood, Song and Silence, Masters of the Wild, Monster Manual 2, Magic of Faerûn, Monsters of Faerûn, Return to the Temple of Elemental Evil, Manual of the Planes, Epic Level Handbook, Dragon Magazine #278 - #305, Dragon Annual #5, & Dungeon #82 - #97.
- July 22, 2003 – Moved the Magical Options sections for Weapons, Armor, & Shields to this document from the Equipment Index.
Added Book of Vile Darkness, Savage Species, Races of Faerûn, & Fiend Folio.
Added Arms & Equipment & Unapproachable East.
Added Dragon #306 - #308.
Added Dungeon #98 - #100.

Key to Sourcebooks

PH	– Player's Handbook	– TRS 11550
DMG	– Dungeon Master's Guide	– TSR 11551
DMGe	– Dungeon Master's Guide errata	– http://shadow.wizards.com/dnd/files/DMGErrata.pdf
MM	– Monster Manual	– TSR 11552
MM2	– Monster Manual II	– 882680000
MotP	– Manual of the Planes	– WTC11850
D&D	– Deities and Demigods	– 881650000
BoVD	– Book of Vile Darkness	– 881610000
Sav	– Savage Species	– 881580000
FF	– Fiend Folio	
A&E	– Arms & Equipment	
S&F	– Sword and Fist	– WTC 11829
S&Fe	– Sword and Fist Errata	– http://www.wizards.com/dnd/files/SnFEerrataV2.pdf
DotF	– Defenders of the Faith	– WTC 11840
T&B	– Tome and Blood	– WTC 11844
T&Be	– Tome and Blood errata	– http://www.wizards.com/dnd/files/TB_Enh.zip
S&S	– Song and Silence	– WTC 11857
MotW	– Masters of the Wild	– 881640000
FR	– Forgotten Realms Campaign Book	
FRe	– Forgotten Realms Campaign Book errata	– http://www.wizards.com/dnd/files/FRCSErrata.pdf
MMF	– Monster Compendium: Monsters of Faerûn	– WTC 11832
MoF	– Magic of Faerûn	
MoFe	– Magic of Faerûn errata	– http://www.wizards.com/dnd/files/MoFerrataV3012002.zip
F&P	– Faiths and Pantheons	
LoD	– Lords of Darkness	
SM	– Silver Marches	
SMw	– Silver Marches web enhancement	– http://www.wizards.com/dnd/files/WE_More_Marches.zip
RoF	– Races of Faerûn	– 885780000
UE	– Unapproachable East	– 176650000
RTEE	– Return to the Temple of Elemental Evil	– WTC 11843
DR###	– Dragon Magazine (with issue number)	
DR-A#	– Dragon Magazine Annual (with issue number)	
DU##	– Dungeon Magazine (with issue number)	

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