

EDITION PL:

DOMINANT MAGI 'S GRIMOIRE

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INTRODUCTION

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HOW TO USE THIS BOOK

This book is intended to be a collection of guidelines and tools for the game's DM, as well as supplemental material that should be left under the DM's direct control. Wherever the abbreviation "DM" is used, it is meant as a reference to "Dominant Magi" - a term that is synonymous with "GM" for "Game Master" (but sounds cooler). "GM" is used as a generic reference for the directive player in any role-playing game, while "DM" refers to this same person in *Edition Pi* specifically. *PHB* refers to the *Edition Pi* "Persona Hoard Book". *MM* refers to the *Edition Pi* "Minions and Monsters". *DMG* refers to the *Edition Pi* "Dominant Magi's Grimoire", this very book you are holding.

The purpose of a GM is to serve as the interface between the player characters and the world they are in. He is a neutral referee of the events and consequences of the player characters' lives. He is supposed to help the players enjoy the experience of playing their characters, but also supposed to challenge those same characters so long as he does it fairly and within the rules of the game. He lives the world vicariously through the experiences of the other players and their characters, and expresses himself through the non-player characters and foes they face in the world.

This book is divided into several sections, meant to help the DM achieve a smooth and enjoyable gaming experience for everybody involved. The general purpose of each of these sections is outlined below.

One: Game Mastering

This chapter details the art of running a role-playing game. It contains general advice on how to augment enjoyment, as well as deal with commonly experienced problems.

Two: Ability Scores

This chapter covers the ability scores of characters in *Edition Pi*, as well as various methods of generating them some of which are also covered in the *PHB*.

Three: Characters

This chapter discusses the place of the characters in the world, and how to handle common character/player problems. It also goes over the different character archetypes, not classes, and discusses how to plan a character to best fit into each archetype.

Four: Races

This chapter discusses the social and psychological aspects of the various subraces that are briefly laid out in the *Edition Pi PHB*. It also contains a section on making up new races and subraces, as well as monsters from the *Edition Pi MM* as races.

Five: Base Classes

This chapter covers the various purposes of the base classes, provides alternative versions of the base classes, and discusses how to make new base classes.

Six: Prestige Classes

This chapter covers what a prestige class is and its role in the game, but also how they are made. In addition to this it presents several prestige classes usable in almost any setting.

Seven: Non-Player Characters

This chapter talks about running NPCs as a DM, and provides information on the NPC classes.

Eight: Running Combat

This chapter presents advice and examples of how to run combat situations, as well as some alternative combat rules.

Nine: Special Abilities

This chapter discusses abilities of all types, and how they fit in the game system.

Ten: Secondary Abilities

This chapter discusses the role of the various secondary abilities in the game, and provides information on maximizing them or overcoming them.

Eleven: Adventuring

This chapter discusses what an adventure is, how to make one, and how to run one. It also covers such things as random encounters while adventuring.

Twelve: Dungeons

This chapter discusses dungeon trappings such as traps and features, inhabitants and ecology, and layouts including random layouts of dungeons.

Thirteen: Campaigning

This chapter talks about how to design a campaign, and how to mix the various elements of the game and chosen setting into a coherent and enjoyable whole.

Fourteen: Making Worlds

This chapter goes into detail on what a campaign setting is, its various elements, and how to design one.

Fifteen: Rewarding Characters

This chapter provides the system for rewarding players materially, socially, and in gaining levels for their adventures.

Sixteen: Magical Items

This chapter provides random magic item tables, cursed items, intelligent items, artifacts, and rules on making your own magic items as both a player or DM.

Seventeen: Psionic Items

This chapter provides random psionic item tables, and rules on making your own psionic items as both a player or DM.

Appendix: Useful Tables

CHAPTER ONE: GAME MASTERING

BEING THE DOMINANT MAGI (DM)

Actually running the game, being the DM, is a big task but an important one. Like any skill it takes practice to get **really** good at it, but some people have a natural gift for it. The main traits of a good DM are:

- * Memory for details.
- * Ability to convey atmosphere with words.
- * Comprehensive familiarity with the rules, including knowing where to find them.
- * Creativity, including spontaneity.
- * Ability to cope with the unexpected, and run with it.

These traits are not ordered in any ranking, no one is of more importance than the others. A “good” DM can be very capable at some, and only passable at others, and **still** run a completely fascinating and fun game. It is only DMs who do not naturally have these traits, or are unable to learn them, that should not be DMs. For this reason, new DMs should be given leeway by their players for making mistakes, but should also listen to their players when they have something to say about how the game is being run. Even experienced DMs should listen to their player’s comments on their DMing style, since it is easiest to get **better** by trying to make up for your flaws.

Why is the person who runs the game called the “Dominant Magi”? Other than in order to make the acronym into the commonly used “DM”, that is. The reason is because the role requires weaving a world of magic and fascination for the experience of the players, and being able to control the aspects of that world as they interact with it. Weaving the nature and inhabitants of a world is reminiscent of the fantasy role of magi, and being able to control the world places the person running the game at the top of the “food chain” hence being dominant. A lot more inspiring terms than something which equates to “the guy who runs the monsters and traps in the dungeon”, and inspiring the person running the game is **always** a good idea.

Keeping the Details Straight

There are a lot of minute details to keep track of during a game. Fortunately much of this is handled by the players and the campaign or adventure setting material. What kinds of monsters are in the area of a town? What does the town look like? Who lives in the town? What are the races, classes, and abilities of the characters? What items do the characters have? How many spells and hit points do they still have? All of these have answers either in the prepared material, or on the in the character sheets the players have. It is the **other** details that can be hard to keep track of.

Character Deeds: The things the characters have done can come back to haunt them, or provide unexpected benefits to them, long after the deeds have been done. This kind of consistency of action and reaction is one of the things that helps make the world a believable place for the players - they **know** what their characters do will have an impact later on. This covers things like the relatives of a defeated villain seeking vengeance, and the child rescued from orcs years ago providing them with free transport on his sailing ship after he grew up years later.

Social Interactions: How the characters cope with the presence of other characters in the world they **do not** control, but are instead run by the DM, is important to the feel of the game. If all innkeepers look and act the same, then the players will get the feeling they are interchangeable and won’t form any sort of attachment to them. By varying the appearance and attitudes of the various NPCs the characters come across you can have the players (and thus their characters) develop likes and dislikes for them, just as people do in their day-to-day lives. By keeping these NPCs consistent, and noting their interactions with the characters, you can build a sense of continuity and familiarity into the game. It also makes a great starting point for future adventures: the gruff but kind village blacksmith might need new ore, but the mine was taken over by goblins that need clearing out...or at least he *thinks* they are goblins! Players are unlikely to care enough about some random NPC blacksmith to perform this task...but for their drinking buddy “Bart the Blacksmith”?

The Changing World: No setting is constant. People grow old and die, political relationships change, populations grow or shrink, institutions fall and others take their place. The sun moves through day and night, the seasons change, weather happens. A good DM needs to keep track of

these things, especially as they pertain to the characters or are caused by them. This will provide the starting points for new adventures, new problems (like moving a treasure-laden cart along a rain-muddied dirt road), and news to keep the players interested. Some of the most rewarding and fun game sessions happen **after** the adventure, when the characters are just coming to grips with the way the world has changed and trying to find their place in it.

In order to help keep track of all these details it is recommended the DM keep some note paper or a notebook handy for that purpose. A section on each category where they can write down the relevant information. Then as time passes they can alter or add to these notes, helping to keep track of the world. These “campaign notes” are very important, since they can eventually provide the basis of future adventures as the party attempts to solve problems which emerge due to information contained in the notes.

Conveying Atmosphere

Even the most well-built campaign setting will seem lackluster and flat to the players if all rivers are “wide and wet”, or all monsters “slobber and attack”. Simple changes of phrase and a little extra description can go far to enthrall the players with the variety and feel of the game they are playing. This usually involves longer times speaking these descriptions, but it is time well spent.

Towns: Most important places in a setting have an overview including a flavorful description, which should be read to the players when they reach the town. This description also helps the DM set and remember the overall tone of the town. But what about towns that are not important enough to have more than the briefest write-up, or no write-up at all? The DM should manufacture the basic description of such towns from the geography, and the descriptions of the closest other towns. After all, the definition of “important” in a game is essentially: wherever the players’ characters are. This description should not be dry and academic, things like “rustic small hamlet with masonry buildings and thatched roofs”. Instead it should have some description of the **emotions** the town’s architecture and inhabitants portray, the overall style of the architecture, and the feel of life in the town. The same village could be described as “quaint but friendly mining town at the base of a mountain cliff, the buildings conservatively made from the waste stone of the mines and the grass from the fields, a make-do attitude that seems to be shared by the townsfolk.”

Wilderness:

Dungeons:

People:

Monsters:

Loot:

Knowing the Rules

Creativity and Spontaneity

Expecting the Unexpected

RUNNING ADVENTURES

TEACHING NEW PLAYERS

SETTING UP THE WORLD

PLAYING STYLES

PLAYERS

ADJUDICATING PROBLEMS

KEEPING THE GAME ON-GAME

GAME BALANCE

HOUSE AND ALTERNATE RULES

CHAPTER TWO: ABILITY SCORES

The *PHB* shows two examples of methods for generating ability scores for characters: organic and array. Here are detailed several more ability score generation methods, as well as their merits and even an example. There is also a description of alternative rules for using secondary abilities.

Customized Average Method

This method is based on the organic method. The player rolls 3d6 six times, and records the results. He then places these totals into his ability scores. If the total of all ability score modifiers is -3 or less, or no ability score is at least 12, then he can re-roll his results.

Using this method creates characters that are closer to average, but rarely produces a character with an ability score modifier higher than +2 or lower than -2. This method is a good one to use for "hard core" campaigns, but be warned that it will most often result in characters much less powerful than normal.

Example: Bill rolls up a character using the customized average method, and gets the following scores: 14, 12, 12, 11, 8, 4. His ability score modifiers total out to +0, and he has at least one score of 12 or higher, so he has to keep it. Now he distributes them and decides on: Strength 8, Dexterity 12, Constitution 12, Intelligence 14, Wisdom 11, Charisma 4. He decides to play a wizard.

Random Average Method

Similar to the customized average method, the random average method is even harsher. The player rolls 3d6 six times, and places them *in order* as they are rolled (Strength, Dexterity, Constitution, Intelligence, Wisdom, then Charisma). If the total of all ability score modifiers is -3 or less, or no ability score is at least 12, then he can re-roll his results.

This method creates characters as average as the customized average method, but also makes them far more random. It is rarely used since it can all too easily result in characters that are not suited for the class that the player wishes to play. It is not really recommended, unless the players and game master are willing to accept a wide variety of character types, most of who will be very weak in relation to regular characters.

Example: Bill rolls up a character using the random average method, and gets the following scores: Strength 7, Dexterity 8, Constitution 6, Dexterity 10, Intelligence 12, Wisdom 6, Charisma 13. Even though he has a score of 12 or higher, his ability score modifiers total out to -4, so he has to re-roll. On his re-roll he gets: Strength 11, Dexterity 12, Constitution 14, Intelligence 12, Wisdom 7, Charisma 11. Since he has a score of 12 or higher and his ability score modifiers total out to +2, so he has to keep these scores. He decides to play a rogue, since its partial focus on combat will provide a use for his three highest ability scores.

High-Powered Method

This method is similar to the organic method presented in the *PHB*, but you roll more dice. Roll 5d6 and keep the highest three dice, then record the total of these three dice. Do this six times. Now place each recorded score in the ability score of your choice, one score per ability and one ability per score. If the total of all ability score modifiers is +1 or less, or no ability score is at least 15, then he can re-roll his results.

This method allows for stronger characters thanks to the larger pool of dice results to determine ability scores from. This larger pool also means that individual characters will tend to have about the same level of ability scores, leading to less friction between "strong" and "weak" characters within a single party. Having more good ability scores will also result in more characters of classes that are dependant on multiple ability scores such as bard, monk, paladin, and psionicist. However the higher average ability scores will also result in characters that find it easier than it should be to face challenges.

Example: Bill rolls up a character using the high-powered method, and gets the following scores: 16, 15, 14, 13, 13, 12. Since his ability score modifiers total out to +10, and he has a score of 15 or higher, he keeps these results. Now he distributes them and decides on: Strength 15, Dexterity 13, Constitution 14, Intelligence 12, Wisdom 13, Charisma 16. This looks like the basis of a pretty nice paladin.

Floating Re-Roll Method

This method is slightly more powerful than the organic method it is based on. You record all the die results of each of your six rolls, then chose one

and re-roll its lowest die. You get to re-roll that die until it comes out higher than it was, which if you are lucky can result in a score of 16 or more, or turn a result of 5 or less into something respectable. Unlike the organic method, you do not get to re-roll when using this method no matter what your final totals are.

This method usually results in characters with at least one ability score of 15 or higher, and sometimes in characters with no ability scores below 10. While it can be used to get a character with a single **really** high ability score, that same character having to accept at least one really low ability score usually balances this. The overall power of these characters is usually the same as the organic method.

Example: Bill rolls up a character using the floating re-roll method, and gets the following results:

Roll 1: 6, 6, 4, 2. *Total 16.*

Roll 2: 6, 4, 2, 1. *Total 12.*

Roll 3: 3, 2, 2, 2. *Total 7.*

Roll 4: 6, 5, 1, 1. *Total 12.*

Roll 5: 6, 6, 6, 1. *Total 18.*

Roll 6: 6, 5, 4, 4. *Total 15.*

Realizing that he got **very** lucky, Bill decides to re-roll the lowest die on roll 3. He hopes to turn that result of 7 into something at least average, so that he won't have any negative scores. His re-roll comes up as a 5, giving him scores of: 18, 16, 15, 12, 12, 10. Now he distributes them and decides on: Strength 18, Dexterity 15, Constitution 16, Intelligence 10, Wisdom 12, Charisma 12. He is taking his chance to play a totally over-the-top barbarian.

Point Buy Method

Instead of using random dice, this method uses generic "points" to buy their ability scores. Each ability score starts as an 8, and higher ability scores requires spending points as shown below:

Score: 9 10 11 12 13 14 15 16 17 18

Cost: 1 2 3 4 5 6 8 10 13 16

You must spend all your points; you cannot save any of them. The amount of points you get to spend on you ability scores determines the strength of the characters:

Points	Character Strength
15	low-powered
22	challenged
25	normal (this is the base-line)
28	tough
32	high-powered
35	studly

The best thing about this method is that it totally eliminates disparity in the party between character power. If enough points are given, it even allows characters of even the most ability score incompatibility to be made and made well. 25 points gives the same results as the elite array.

Example: Bill rolls up a character using the point buy method, in a campaign with tough characters (25 points). Now he distributes them and decides on: Strength 9 (1 points), Dexterity 10 (2 points), Constitution 15 (8 points), Intelligence 14 (6 points), Wisdom 14 (6 points), Charisma 10 (2 points). He is going to be playing a psionicist, focusing mainly on Psychokinesis and Psychometabolism.

VARIANT SECONDARY ABILITIES

This section presents several alternative rules for using various secondary abilities.

Initiative

Chaotic Initiative: Rather than using the same initiative totals from one round to the next, characters must re-roll their initiative at the beginning of each combat round. This makes combat more chaotic and less tactical, but slows it down significantly.

Skills and Ability Checks

Saving Throws

Fortitude (Negative Hit Points): Rather than have characters possess a flat amount they can go below 0 hit points before they die, you might want to instead stagger this amount according to the character's Fortitude save total. To do this reset the amount below 0 that a character dies at to 5 + Fortitude save total. This means that the less combat-oriented classes will die easier, but the more combat-oriented classes will be able to survive even at far lower amounts than -10.

Fortitude (Stabilization): Instead of requiring a 10% roll to stabilize when below 0 hit points, you might want to allow character's chance of stabilization to be based on their Fortitude save. This means that a character must pass a DC 20 Fortitude save to stabilize, instead of having a percentage chance.

Reflex (Dodge Roll): Rather than attackers rolling to hit a character's armor class, the defending character is allowed a Reflex save to dodge an attack. The character's AC bonus from everything but Dexterity is added to this saving throw as a circumstance bonus. If the defender *beats* the attacker's to-hit roll on his saving throw, then the attack misses. A flat-footed attack still allows for a dodge roll, but the defender uses *only* their AC bonuses without their Reflex save total. A touch attack still allows for a dodge roll, but the defender does not get to add AC bonuses from armor, shields, or natural armor to their dodge roll.

CHAPTER THREE: CHARACTERS

BUILDING A CHARACTER

The most important thing that you as a DM, or a player, can do is decide and build the players' characters. The DM should be included in this process for two very important reasons:

1 The DM knows what kind of campaign he is going to run, and should help to steer players away from character options that will not be useful in the campaign.

2 The players often have less knowledge of the game system, or role playing games in general, and will need a more knowledgeable person to help them design the type of character they want to play.

However it is also to be expected that many DMs are not terribly familiar with the *Edition Pi* system either, so this section is written as a kind of advanced character building guide in order to help out inexperienced DMs and players build characters. When reading this section, it is recommended that you have your copy of the *Edition Pi PHB* at hand for reference purposes.

Concepts and Archetypes

The first thing to do is to decide on what the concept of the character is. This is kind of a personal theme for the character, a one or two word summary that boils down the character's existence and place in the world. Something like "necromantic warrior" or "brutal warrior" would be appropriate. The concepts that could exist are virtually limitless, so they cannot be gone into in any exhaustive detail, but whatever concept is chosen should determine not only how the character is built but also how it is played. Fortunately, all characters of any type will fall into one or more broad categories called "archetypes", which are detailed below.

Mage: This is a character that focuses on some mixture of the accumulation of knowledge, and the application of spectacular magical effects. The base classes that best represent this are the sorcerer and the wizard, although the bard and psionicist are a capable mages in many respects.

Scoundrel: This is a character that uses deception, wits, and skill to get by in the world - being anything from a conman to a scout. The base classes that best represent this are the bard and the rogue, although of the two the rogue is more focused in this area, and somewhat ranger.

Support: This is a character that helps the rest of the party survive and recover from hardships, by means of anything from information to magical healing to helping out in specialized combat situations. The base classes that best represent this are the cleric and the druid, but the druid is more focused on combat and wilderness survival, and some types of psionicists.

Warrior: This is a character that uses weapons of some sort to defeat foes, and everything else is secondary. The base classes that best represent this are the barbarian, fighter, and paladin; although only the fighter is purely focused on combat. A special mention should be made for the unarmed monk, who is best in battle when **not** wearing armor or wielding a weapon, and for rangers.

Archetype Character Building

Now we will take a look at each of the four archetypes, and the various decisions that can be made for them during character creation or advancement. Each of the possible decisions are listed according to how much power they provide the character, and in what form this power is gained. Do not think of this as a "guide to power gaming", since often the most number-boosting option can be the wrong one for your concept. After all, being focused on getting the highest possible result of any one type at the expense of others (called "min/maxing") can leave a character with huge flaws that less focused opponents can take advantage of. This means in part that **versatility** is also a type of power, and should not be ignored in favor of higher to-hit bonuses or more spells.

Mage

Ability Scores: Mages only need to worry about one ability score, whichever ability score their spellcasting comes from (Intelligence or Charisma). Intelligence can be important for mages who are focused on being information providers, making a wizard character easy to manage since this is **also** their casting ability score. After that Dexterity is important, as it helps them to hit with ranged attack spells and more

importantly **avoid** being hit. Constitution is also valuable as it helps them with their low hit points and Concentration checks. Bards find Strength to be valuable as well since it helps them carry armor and wield weapons. Wisdom is almost worthless to a mage since they all get good Will saves anyway, but wizards find Charisma even **less** important. Wizards have the easiest time distributing ability scores since they do not need to care about three of them: Strength, Wisdom, Charisma. Sorcerers are the next most difficult to assign ability scores for, since they do not need Strength and Wisdom. Bards are the hardest to assign ability scores for, since the only ability score they do not need is Wisdom.

Race: This depends a lot on which of the base classes you choose to play. Dwarves have weaker spells as bards or sorcerers thanks to their -2 Charisma penalty, but half-orcs have weaker spells in any of the four mage classes since they **also** have a -2 Intelligence penalty. This doesn't mean that either can't be a viable option, since both races are notably more resilient than the rest of them. The half-elf and human each get bonus feats that can be useful, but only the human's bonus feat can be used on a Metamagic or Item Creation feat, while the half-elf gets sensory bonuses that will help them target their spells more effectively. Gnomes are almost as tough as dwarves, and their smaller size makes them harder to hit which is always a bonus for low-hit point characters. Kobolds have defensive benefits as mage characters thanks to their small size and natural armor, but their light sensitivity means that they will often be at penalties when they are in battles. Numbers wise the best option is surprisingly the halfling, since they are small-sized, their +2 Dexterity bonus gives them a better AC and to-hit with ranged attack spells, and they get some sneaking-around skill benefits that can serve to help when their spells run low - but if the mage is not focused on attack-roll spells then you will probably want half-elf or human for the bonus feat.

Base Class: Bards do not get many offensive abilities, and those they get are focused mainly on mind-affecting abilities, but they have more hit points and better general non-spell combat abilities as well as easier access to knowledge skills. Psionicists have weaker effects than spellcasters, but have more versatility in the effects they can use than sorcerers. Sorcerers get the most reduced of all the skill selections, and gain no bonus abilities besides spells, but they get the most spells per day of all the mages. Wizards must prepare their spells, and have the middle-range of spells per day, but can switch out spells outside of combat and have bonus feats that provide them with much greater versatility than the other two classes if given the time to prepare. Of the four mage base classes the bard makes the best "combat assist" mage for large adventuring groups, the sorcerer's high amount of spells/day makes them the best "artillery" spellcaster with damage-dealing spells, and the wizard makes the best "sage" spellcaster thanks to their mid-game ability to switch out spells for whatever is needed. A special consideration has to be made by wizard characters whether or not they want to specialize, since this increases their potency with one area of magic but costs them access to others that can be just as useful.

Skills: Really the only skills needed for a mage character is Concentration, Knowledge (arcana) (or KN: psionics for psionicists), and Spellcraft (or Psicraft for psionicists); but each of them is **absolutely necessary!** In addition to this most mages also require high ranks in other Knowledge skills to serve as information providers, but since the sorcerer does not get any Knowledge skill except arcana they often take ranks in other skills that they can use in situations they do not have spells for.

Feats: Feat selection is one area where your character's concept is truly the most important. While Toughness can provide you with the hit points you need to survive, the few hit points it provides become increasingly less important as you gain access to more and more powerful defensive spells at higher levels. Whatever feats you take at your early levels will shape the development of your character, and should be carefully chosen with the spells you want and desired prestige classes in mind (if any). The Adept Caster feat is almost always a good option for spellcasters since it provides you with more spells per day, but it is especially good if you plan on taking more than one spellcasting class, and similarly psionicist benefit from Inner Strength feats. Augment Summoning is a must-have for characters that plan on using the *summon* spells a lot. Combat Casting is a popular option because it permits the character to cast spells easier while distracted. Great Fortitude and Lightning Reflexes can help make up for poor saving throws. Spell Focus and Greater Spell Focus are **always** good ideas for characters that use a lot

of saving throw required spells from a single school of magic, such as artillery-style sorcerers, and similarly psionics find Psionic Focus useful for their powers. Spell Penetration and Greater Spell Penetration are also valuable to characters that use a lot of offensive spells, especially at higher levels when the chances of facing monsters with spell resistance is greater, but psionics get a similar effect from the Psionic Focus feat. The Point Blank Shot feat tree can be invaluable to mages that rely on a lot of ranged-attack spells such as the various *ray* spells and psionic powers. Sorcerers and wizards who opt to have a familiar will find the Familiar category feats to be very useful. Item Creation feat should be avoided by bards and sorcerers, since they will only be able to make items which produce effects they can already use, but wizards and their ability to continuously add spells to their repertoire will find the Craft Wand, Craft Wondrous item, and Scribe Scroll feats invaluable. Similarly both sorcerers and wizards can find the Metamagic feats useful as they advance in levels, making the choice of a Metamagic feat at 1st-level often a good one even if they cannot find it usable until later.

Spells: Mages should have a mixture of offensive, defensive, and utility spells in order to have something they can use in the widest variety of situations. Bards have access to better combat abilities and useful utility effects thanks to their Bardic Music, so they are not so pressed in these areas - good thing due to their weaker spell access of all three mages. The best defensive spells at low level are *mage armor* and *shield*, while the most usable offensive spell is *magic missile*. *Unseen servant* can be useful in a wide variety of situations, but *true strike* can make ranged attacks virtual guarantees. Bards should always choose healing spells both because they can be invaluable to the rest of the party, and because it is the only method they have of reliably harming the undead. The remaining spells can be valuable to different concept characters.

Psionic Powers: Since most mage archetype psionics are Intelligence based, they should invest in mainly *Ectocreation* and *Psychokinesis* powers. *Ectominion* can create useful cannon fodder. *Force Blast* can target almost anything to damage it, and you never have to worry about failed attack rolls. *Force Shell* provides a good method of defending against attacks. *Pyrogenesis* can be a very valuable area-effect damaging power. Other useful psionic powers (all Knacks) that can be used for secondary abilities are *Autorepair*, *Combat Precognition*, *Missive*, *Psionic Flesh*, and *Skipping*. Other regular Psionic feat powers could be useful, but depend a lot on having decent scores in abilities other than Intelligence.

Advancing: As a mage character gains levels they should choose spells to better round out their spell selection, and to fit into their concept. Their feats should be used to fill holes in their available effects, or provide increased usefulness to the spells they already possess. There are wide selections of prestige classes that can be taken, but the most all-around useful one is the Loremaster. Since you have to wait to take Loremaster levels until well after 5th-level, or even longer for sorcerers, you should consider either multiclassing or taking another prestige class before taking Loremaster. Characters of a narrower concept than a spellcasting information provider should choose another prestige class to better fit their concept, instead of taking Loremaster. In particular they might take dragon disciple if wanting more melee combat power, eldritch knight if trying for a "warrior/mage" concept, restricted wizard if they are specialist wizards, or true necromancer if they are trying to master arcane necromantic power. Since mage psionics will typically only focus on a few Psionic power feats they find the extra Power Points and discounts of the metamind prestige class to be very useful.

Multiclassing: Typically a mage never multiclass unless taking a spellcasting prestige class, since multiclassing delays their spell advancement. This is not always the best option however, since all of the mage classes have gaping flaws that a level or two of another class can help with invaluablely. Bards have weak spellcasting and combat ability, so a couple levels of almost any class can help steer them towards the desired concept that the other class is closer towards, but especially sorcerer for the greater number of low-level spells. Sorcerers have pitiful spell access and almost nonexistent combat ability, but two levels of paladin provides them with combat ability and a wide array of Charisma-based benefits including healing. Wizards are almost as bad off as sorcerers except that their skill selection is better, but a couple levels of ranger will provide them with better combat abilities and +3 in all of their weak saving throws. Both sorcerers and wizards can get some unexpectedly good use out of a couple levels in monk or rogue, thanks to the Evasion ability and wider access to class skills.

Scoundrel

Ability Scores: All scoundrels need Intelligence, since it determines their skill points and scoundrels are skill point based characters. Equally important is their Dexterity for sneaking-oriented scoundrels, or their Charisma for social-oriented scoundrels. Most scoundrels also find a high Dexterity useful for feat access, better AC since they cannot wear heavy armor, and for ranged attacks. Constitution and Wisdom can be valuable to prevent their saving throws from going to low. Scoundrels focused mainly on melee combat can also find a decent Strength to be a good thing to have. Bards focused on being a scoundrel rather than a mage will place a higher emphasis on Strength and Dexterity, than on Charisma for spellcasting. Rangers will place the more emphasis on Wisdom than on Constitution, since they get a good Fortitude save for their class levels and need a high Wisdom for their spells.

Race: All of the races are more-or-less useful as scoundrel archetype characters, except for the half-orc whose ability score adjustments are completely against the theme of a scoundrel. Dwarves gain a bonus when using scoundrel-centric skills on metal or stone items. Elves have bonuses to their sensory skills, including the ability to detect secret doors without trying. Half-elves have a wider set of skill bonuses than elves, and a feat that they can use to gain even more skill bonuses. Halflings get a +2 to Dexterity which is one of the most useful scoundrel ability scores, and bonuses to a wide variety of scoundrel-centric skills. Humans gain more skill points, always a good thing, and a bonus feat that can be used to take almost anything a scoundrel character could want. Kobolds are small in size and gain many of the same benefits as halflings, but also have darkvision which is very valuable when trying to sneak around.

Base Class: The most well-rounded scoundrel is the rogue with the greatest number of skill points, useful anti-trap abilities, and a special attack that can deal significant damage in surprise situations. The bard is almost as good, replacing the rogue's special attack and anti-trap abilities, with some spell access and information capacity. The lowest on the scoundrel tree is the ranger, who has only the ability to sneak and scout but none of the other focus areas of a scoundrel, and instead gets greatly improved combat skills and wilderness survival benefits - making them the best scout for outdoors settings or hazardous long-distance travel.

Skills: Skills are the most important thing to a scoundrel, they are **completely** skill-focused characters. Given that, the exact skills chosen can determine what **kind** of scoundrel a character is. "Anti-trap" scoundrels are the most common (sometimes called "trap monkeys" or "dungeoneers"), and focus on overcoming the physical challenges represented by traps that the rest of the party must face; and require high scores in Appraise, Disable Device, Open Lock, and Search. Almost as common are the "scout" scoundrels, who focus on finding and possibly sabotaging the enemy before the enemy knows the party is there; and need high scores in Hide, Listen, Move Silently, Sleight of Hand, and Spot. Least common but still viable are the "social" scoundrels, who are masters of manipulating the complex social situations in settled areas; and require high scores in Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive. All of these skills are on the rogue's skill list, and they get the most skill points of all scoundrel classes, which is one big reason why rogues tend to make the most versatile scoundrels. The scout-oriented skills are also on the ranger skill list, and some on the bard. The bard has all the skills on the social-oriented scoundrel skill list, as well as magical Bardic Music effects and mind-affecting spells that can make them a far more effective social scoundrel than a rogue.

Feats: Depending on the type of scoundrel, one or more of many of these skill bonus feats can come in very useful: Alertness, Deceitful, Deft Hands, Investigator, Negotiator, Nimble Fingers, Persuasive, or Stealthy - but Skill Focus is always useful if a point lower in the total bonus it provides. If a character is focusing on one skill in particular, they can't do better than to take a skill bonus feat that provides a +2 bonus in that skill **as well as** Skill Focus in the same skill. Combat-oriented scoundrels also do well to take either the Point Blank Shot or Two Weapon Fighting feat trees, in order to maximize their high Dexterity bonus. In either case the ranger has an advantage, since a ranger can get access to these trees from bonus feats. If they are engaging in a lot of melee combat it is recommended that they pick up Weapon Finesse as soon as possible, since they are mainly wielding light weapons and so would almost always get to use their higher Dexterity bonus for attack rolls rather than their Strength. The saving throw boosting feats can also be useful for shoring up poor saves, such as Great Fortitude for bards, Iron Will for rangers, or both for rogues. Rogues in particular can benefit from the Dodge feat tree, since it

permits them to more easily slip into and out of combat to use their Sneak Attack ability to its best advantage.

Advancing: As they level the character should keep their focused skills at the highest possible ranks, preferably their maximum skill ranks if at all possible. They should take the feats that permit them to maximize these skills whenever they can, if they do not plan on playing an active role in combat. If they intend to be active combat characters, they should instead take feats from the feat tree that will best suit their type of combat. Typically a combat-oriented scoundrel will only have enough feats to focus on **one** feat tree, and maybe pick up an extra feat or two to cover particular weaknesses. Rangers interested in expanding their abilities more than preserving their combat progression might look into taking the assassin prestige class. Very combat-focused scoundrels, particularly rangers and rogues, will find the Duelist prestige class to be a good character option at higher levels. Scout-oriented scoundrels, particularly bards and rogues, find the shadowdancer's special stealth abilities to be very valuable.

Multiclassing: Scoundrels are the only character archetype that benefits as much from multiclassing freely within its best-suited classes as it does from not multiclassing at all. Bard provides limited spellcasting and a decent Will save. Ranger provides higher combat ability, a decent Fortitude save, and useful bonus feats. Rogue provides great skill access, anti-trap capability, and the always-nice Evasion ability. Unless you are going for a more focused character, or trying to qualify for a particular prestige class, then multiclassing two or three of the classes is always just as good as sticking with one.

Support

Ability Scores: The main ability score support characters have to worry about is the one that their spellcasting is based on, which for *Edition Pi PHB* classes is Wisdom, which includes support psionicists. After that, **everything** else is secondary to the particular **type** of support they wish to do. If the character is supposed to engage in melee combat, then place a high priority on Strength and Constitution. If they are intended to engage in ranged combat, then prioritize Dexterity. If they are supposed to be anti-undead (clerics), anti-animals (druids), or anti-mind (psionicists), then they need a high Charisma. Intelligence is nice for the skill points, especially with the druid's wider range of skill selections, but not mandatory.

Race: The only races that make poor support characters from a special abilities standpoint are dwarves and half-orcs, both due to their -2 Charisma penalty. However each of them are better in combat support roles due to their racial benefits, so they are not any worse overall than the other races. Elves have better weapon proficiencies and a +2 Dexterity bonus to help their worst saving throw. Half-elves get some useful skill bonuses and a bonus feat that can be used to improve their skills or magical abilities. Halflings benefit from their improved attack abilities with thrown spells, and have a greater bonus to their worst save than even elves. Humans get more skill points and a bonus feat that can be used for anything. Kobolds are even harder to hit than halflings, have darkvision which helps with targeting spells, but their -4 Strength penalty makes it almost impossible for them to serve in the roll of combat support.

Base Class: Clerics are the classical example of a support character, and with their domains they can be focused onto the exact role that the player wants. Their spell list is full of protection, buffing, and healing effects that make them the best support option from a magical viewpoint. In addition to this they have decent melee capacity that lets them serve as capable combat support, often as good as a warrior for a short period if they use a buffing spell or two on themselves. Finally, their Turn/Rebuke Undead ability lets them defeat or fend off large numbers of undead, but only if they have a good Charisma otherwise it is too unreliable. In comparison druids have more wilderness and offensive oriented spells, slightly better weapon proficiency and worse armor proficiency, and special abilities focused entirely on wilderness survival or scouting. Their Animal Companion that can be used to help in specific types of support roles (wolf is best from an overall combat power standpoint), and their Wild Shape ability can let them assume the forms of animals for specific needs. Psionicists have slightly lower combat power than clerics or druids, and are no better at healing than druids, but have good access to travel, information, and mind-affecting abilities that can be invaluable when not facing constructs or undead. If a character is more intended to serve as artillery or wilderness survival support role, then druid is the better choice.

Skills: About the only skills support characters must have are Concentration for spellcasting, and the Knowledge skill appropriate to their class (nature for druids, religion for clerics). After that, everything is dependant on the base class and the type of support in question. Healers should have a high score in Heal so that their spells last longer or can be put to other uses. Wilderness guides should have high scores in handle Animal and Survival so that they can escort city-folk through hazardous terrain with little, or even no, preparation. Combat characters of either class should have ranks in Listen and Spot to better avoid ambushes. A special note should be made for the Spellcraft skill, since having a couple ranks in it will permit checks to identify scrolls without using up a spell, but the character's Intelligence is usually going to be too low to permit them finding this skill very useful in combat.

Feats: Combat support characters should invest in the Power Attack feat tree if they are melee oriented, or the Point Blank Shot feat tree if they are ranged oriented. Magical support characters will want feats that allow their spells to be more effective, such as Adept Caster, Augment Summoning, Extend Spell, and Quicken Spell. Artillery support characters (mainly druids) will want feats that let their spells have more impact, such as Spell Focus and Spell Penetration. Druids in particular will find the Point Blank Shot feat tree useful with their thrown spell effects, Eschew Materials and Natural Spell for when using *wildshape*. The Divine Companion feat is especially good for druids, since they have plenty of animal-boosting spells that can be cast on their familiar **and** animal companion. Clerics will find Improved Turning useful if they already have a halfway-decent Charisma, and Extra Turning if there are a lot of undead in the campaign. All support archetype characters will find item creation feats to be useful, since they can enchant almost every spell in their spell lists without hardly any restrictions.

Spells: Clerics can spontaneously switch out prepared spells for either *cure* or *inflict* spells, and druids for *summon nature's ally* spells, so these spells should not be prepared. Spell selection otherwise should mainly be dictated by the theme of the character and the needs of the situation. Clerics have a lot of anti-undead and group-boosting spells; particularly good ones being *bear's endurance*, *bless*, *bull's endurance*, *disrupting weapon*, *divine favor*, *divine power*, *eagle's splendor*, *greater magic weapon*, *heal*, *heroes' feast*, *hold person*, *magic stone*, *magic vestment*, *mass heal*, *planar ally* (lesser, normal, greater), *resurrection*, *raise dead*, *restoration* (lesser, normal, greater), *righteous might*, *searing light*, *shield of faith*, *silence*, *spell resistance*, *spiritual weapon*, and *true resurrection*. Druid spells focus on elemental energy attacks and animal boosters; particularly good ones being *animal growth*, *animate plants*, *barkskin*, *call lightning*, *call lightning storm*, *entangle*, *fire storm*, *flame strike*, *flaming weapon*, *greater magic fang*, *magic fang*, *magic stone*, *poison*, *produce flame*, *shambling*, *shillelagh*, *summon swarm*, and *whirlwind*.

Psionic Powers: Support archetype psionicists will have a high Wisdom, and often a high Charisma. As such they should focus on ESP and Psychoportation type powers, and possibly Telepathy and psionic combat powers as well. Useful Wisdom-linked support powers are *Distant Senses*, *Negative Manipulation* (especially against undead), and *Translocation*. Useful Charisma-linked powers are all the psionic combat attack modes, *Thought Projection*, and *Thought Sense*. Other useful Knack and non-Knack Psionic power feats for support psionicists are *Antipsi*, *Autorestoration*, *Blindsight*, and *Cell Stitch*. If making a combat-support psionicist you might want to instead choose *Biocontrol*, *Combat Precognition*, *Force Blade* (melee, requires Power Attack feat), *Psionic Fist* (unarmed melee), *Psionic Shot* (ranged), and *Psionic Weapon* (armed melee, can be used in conjunction with *Force Blade*).

Advancing: As a support character's level increases, they should continue taking feat trees to better suit their theme. Druids with the Divine Companion feat will find the Familiar feats to be particularly useful. All spellcasting support characters will find the Brew Potion and Craft Wand feats useful, since they allow them to store heavily used spells for later use. Support psionicists should take Knack feats as well as Psionic power feats, Practiced Power, and the Mental Adversary feat tree if they have a high Charisma. If a character is less interested in combat power than in spellcasting power and special abilities, they will find the hierophant and loremaster prestige classes as useful options. Clerics that focus on using the Augment Summoning feat might want to take the thaumaturgist prestige class, since they already have the requirements. Because of their high Wisdom score support psionicists find the Metamind prestige class to be a worthwhile investment. Combat support psionicists

with levels in a warrior base class find that the sensei prestige class permits them to increase their combat power without much of a loss in psionic ability.

Multiclassing: Support characters will usually only be useful in their particular theme if they do not multiclass, or multiclass only a couple levels. Melee combat-themed clerics will find a couple levels of fighter or paladin useful for the extra weapon proficiency, bonus feats, or Charisma-based special abilities - but not levels in barbarian since they cannot cast spells while using Rage. Melee combat-themed druids will find levels in ranger to be useful for the extra wilderness abilities and combat style feats, since druids are restricted in their usable weapons and armor for fear of losing their spellcasting abilities (Two-Weapon Fighting with *flameblade* or a quarterstaff *shillelagh* is particularly powerful). Ranged-combat support characters will find a couple levels of fighter or ranger to be useful for the extra Point Blank Shot tree feats. Anti-undead clerics cannot afford to multiclass at all, since it will result in the reduction of the strength of their Turn/Rebuke Undead ability. Anti-animal druids can find a couple levels of bard to be useful, for access to the *fascinate* Bardic Music (yes, music **does** soothe the savage beast). Psionicists find that taking a couple levels in rogue can help with skill access, fighter helps with combat support capacity, and paladin can provide an anti-mind psionicist with good healing and saving throws.

Warrior

Ability Scores: There are two types of warriors: melee and ranged. Melee warriors need high scores in Strength and Constitution, or Dexterity and mid-range amounts of Constitution and Dexterity if they are focused on using Two-Weapon Fighting. Ranged warriors need a high value in Dexterity, and at least mid-ranged values in Strength and Wisdom. Intelligence and Charisma are never important for warriors, unless it will fit into a particular theme or provide them access to special abilities. Paladins are especially hard to build since they are essentially melee warriors that need Wisdom for spellcasting **and** Charisma for special abilities.

Race: Dwarves and half-orcs make the most powerful melee single-weapon warriors thanks to their ability score bonuses. The most powerful Two-Weapon Fighting warrior is by far the elf, since they get +2 Dexterity and can use some Medium-size weapons as light weapons. The most powerful ranged warriors are halflings if using thrown weapons, elves and half-elves if using bows, or humans if trying to maximize the Point Blank Shot feat tree. The only races that make sub-standard warriors are gnomes and kobolds, due to their Strength penalties and smaller stature not allowing for the use of high-damage weapons, but both races get benefits in other areas that can make up for the slight lack in combat power.

Base Class: Barbarians make very good melee warriors thanks to their Rage and Damage Reduction abilities, particularly when using a two-handed weapon. Fighters can make good melee or ranged warriors, determined a lot by what bonus feats they take. Monks are “skirmish” melee warriors, useful mainly in a combat support role for other melee warriors. Paladins make good melee warriors, especially when facing undead, thanks to their Smite Evil and saving throw bonuses. Rangers can make decent melee Two-Weapon Fighting or ranged warriors, replacing their comparative lack of combat power with increased capacity as a “scout” scoundrel.

Skills: There are not many useful skills for warriors, except as they fit into specific character concepts. Bluff can be useful for high-Charisma warriors as a method of getting an easier attack, but the only warrior that usually invests in Charisma is the paladin and using Bluff would violate their restriction against dirty fighting. Intimidate can temporarily prevent large amounts of foes from attacking a character, but only works when used against large numbers of relatively weak foes that can probably be easily defeated anyway. Ride can be useful for mounted warriors, permitting them to attack when also using their mount in combat, but only really useful when also using the Mounted Combat feat tree. Tumble can help low-armor high-Dexterity warriors avoid attacks of opportunity when moving past enemies, but is really only useful to monks since the other warrior types typically have too much armor to use this skill reliably. Hide and Move Silently can help a low-armored warrior get attacks in on an unsuspecting foe, and as such is most useful to rangers who get access to both Two-Weapon Fighting feats and these skills as class skills. Listen and Spot are useful to all warriors to prevent being surprised, but are only class skills for monks and rangers.

Feats: Melee one-weapon warriors will find the Power Attack feat tree to be useful, since it permits them to maximize their melee damage and even get free attacks on easily defeated foes. Melee Two-Weapon Fighting warriors must use the feat tree of the same name to prevent huge combat penalties, but also tend to find the Weapon Finesse feat to be useful since they tend to have a higher Dexterity than Strength and also wield light weapons for the reduced attack penalties. Ranged warriors are most effective when taking the Point Blank Shot feat tree, and if using thrown weapons will also want to take the Quick Draw feat so that they can use the full attack action with thrown weapons. A particular note should be made that it is possible to combine the Point Blank Shot and Two-Weapon Fighting feat trees with thrown weapons and Quick Draw to allow for an extra off-hand attack with an additional -2 penalty, and is a particular favorite tactic for halflings to maximize their bonus with thrown weapons. The Iron Will and Lightning Reflexes saving throw boosting feats are particularly useful to fighters and rangers, since they can make up for their poor saving throws.

Spells: While only paladins and rangers have spellcasting abilities, and not very good spellcasting at that, their spell access can help them make up for their relatively low attack and damage capacity in comparison to barbarians and fighters. They also possess spells that can be situational useful. The best combat-bonus spells for paladins are *bless weapon*, *bulls' strength*, *divine favor*, *greater magic weapon*, and *holy sword*. The best combat-bonus spells for rangers are *barkskin*, *bear's endurance*, *cat's grace*, *cure wounds* (*light*, *moderate*, and *serious*), *entangle*, *freedom of movement*, and *longstrider*.

Advancing: The main thing that warrior characters should do when advancing their characters is to continue taking feats with the appropriate feat tree for their concept. This is particularly easy for rangers, who get pre-designated bonus feats for either the Point Blank Shot or Two-Weapon Fighting feat trees. Monks get bonus feats as well, but usually they are not associated with any of the usual feat trees. Barbarians do not get bonus feats, and so advance in their chosen feats tree much more slowly. Fighters have an odd problem, in that they tend to have **too many** feats, thanks to getting an extra feat every two class levels, and so will often take multiple feat trees or “Style” Combat feats in order to be more versatile. Elf and half-elf ranged warriors that use bows can take a couple levels in an arcane spellcasting class, then take levels of arcane archer for extra bow use abilities (a power-combo would be to have a half-elf ranger 5/assassin 2 that takes levels in arcane archer). Fighters looking for something new after maximizing the Power Attack feat tree, or paladins who have fallen from their code of honor, find blackguard to be a valuable prestige class. Rangers who have focused more on mobility than melee power, and have an Intelligence of at least 14, will find the duelist to be a viable choice in prestige classes. Dwarven fighters often take dwarven defender, for the extra defense. Melee oriented rangers often take horizon walker for the added attack and damage bonuses. All warriors that invest in the Power Attack feat tree can find the wailing thrasher prestige class to be a valuable addition to their party's melee strength, particularly barbarians.

Multiclassing: Warriors find that multiclassing is a very valuable method of expanding abilities without losing too much focus, or augmenting their focus. Melee warriors that use one weapon find that the Rage and extra speed of the barbarian is very compatible with the bonus feats from fighter. Melee Two-Weapon Fighting or ranged warriors find that the bonus feats from fighter can be used to take the feats not gained from levels as ranger, while taking ranger levels still helps provide a decent Reflex save and damage bonus to some types of foes. Skirmish warrior find that levels of rogue can add valuable mobility skills as well as Sneak Attack dice which can be very effective when combined with the high attack bonus of fighter and ranger. Paladins find that taking levels in cleric can provide access to valuable domain powers and spells they could not otherwise get, while retaining their increased combat and saving throw benefits. If a paladin focuses mainly in the benefits of having a high Charisma score, then they find that taking levels in sorcerer after 2-4 levels of paladin can provide them with spell access that can easily make up and supercede the loss of combat power from the missing paladin levels. A surprisingly powerful class combination is paladin 2/sorcerer 4 and then levels in dragon disciple for the ability score and AC bonuses, as well as extra spell slots.

CHAPTER FOUR: RACES

Characters have their outlook and abilities based on their race, so the character's race is **very** important to the overall character. Even more than their ability scores, a character's race sculpts their views and every action. The basic races in Chapter 2 of the *PHB* are not the only races that a person can play, merely the most common ones. This section gives social and psychological information on the subraces in chapter 2 of the *PHB*, and also discusses using monsters from the *MM* as player character races.

SUBRACES

Each of the main races in the *PHB* has several subraces, listed in Chapter 2 of the *PHB*. That chapter only lists their statistics adjustments, and gives no or little information on the subraces' physiology, psychology, or society. This information is very valuable to the game master, and to players, so it is included here.

Dwarf Subrace: Deep

Appearance: Deep dwarves are the same height as regular dwarves, but both thinner and less hairy. Their skin is pale with a slight reddish tinge. Their hair is lighter in color, typically a mixture of pale blond or bright red. They usually dress in muted grays and browns, to better blend in with their surroundings, which gives them an oddly contrasting appearance.

Mentality: Deep dwarves are a notoriously xenophobic offshoot of the dwarven race. They seek to establish fortresses in the deep underground that are incredibly difficult to lay siege to, resulting in convoluted settlements designed with multiple self-sustaining hardened areas being interlinked behind layers of mutual defenses. The outlook of the deep dwarves mimics their architecture, with layers of racial paranoia shielding a stubborn obsession with self-sufficiency. Deep dwarves will throw themselves into mob-ruled enterprises such as traitor hunts and vigilante justice, while at the same time trying their best to protect themselves from any sort of susceptibility to these same mobs.

Society: Deep dwarf society is formed from stable and reliable small clan chief government which sits in a council, formed of the heads of the clans which form the defended communities that form their settlements. This body establishes taxes, trade caravans, and resource management. This body is kept from holding absolute fascist power by the tradition of mob rule. Deep dwarves will routinely establish mobs to see to the address of even petty grievances, and the membership of the mobs will shift wildly as long as it lasts, encompassing representatives from all the clans in the settlement.

Magic: Because of its reliance on either external sources such as deities, or the need for privacy that arcane study requires, magic is viewed as an anti-social behavior. While this makes magic-users constant subjects of suspicion and mob paranoia, the survival benefits that magic offers causes many deep dwarves to develop magical power. Deep dwarves rarely have access to potent magical items thanks to their social paranoia against magic, but will happily trade for them.

Psionics: Deep dwarves have no true place in their society for psionics practitioners, unlike their deurgar cousins that they share much of the same territory with. This does not stop them from having psionic members of their communities, but such members have no special place within them. Psionic deep dwarves are usually afforded the same respect and social standing as sorcerers, which is to say they are regarded with suspicion and barely tolerated.

Dwarf Subrace: Deurgar

Appearance: These are the hairless evil cousins of the regular dwarven race. Their skin is faintly yellow and pale, often wrinkled and leathery as well. They usually dress in unadorned drab clothing in muted earth colors; sometimes wearing dulled jewelry when in private. Even when they wear metal armor or use metal weapons, they artificially dull them to remove their shine.

Mentality: Deurgar dwarves epitomize the concept of "mine", to the exclusion of all else. They view all things in relation to how much of it they themselves possess, from wealth to respect. Every action a deurgar takes is meant to increase their tangible and intangible possessions. This would normally lead to a less social race, but the deurgar view safety and

respect of their peers as possessions, so they congregate in large settlements in order to have a wider pool in which to acquire these intangible possessions.

Insane Deurgar: Most deurgar dwarves are completely insane, and as such they do not make good player characters. These insane dwarves get +2 to Charisma instead of the normal -4 that other deurgar get, and have a -6 penalty to their Wisdom score. They tend to be loners, sometimes banding together when caught in the grips of a mutual psychosis or hallucination.

Society: Deurgar are very social, forming convoluted interlinking guilds and associations in their search for respect. The constant competition between different organizations for basic social services leads to a surprising amount of efficiency. Unlike other dwarves, deurgar welcome innovation and new ideas since they can often lead to personal advancement.

Magic: Magic in deurgar society is a welcome facet of their everyday lives. Many deurgar have some levels in a spellcasting class, while those that focus on magic are given social status equivalent to respected doctors and highly skilled artists.

Psionics: The deurgar have a long and rich tradition of psionics practitioners. This is due mainly to their occupying the same geographical areas as many psionic foes, such as the brain-eating mindolons, whom they are in almost constant war with. As a direct result psionic members of their society are highly valued, being the only deurgar who can face such foes on even terms. Those deurgar who develop innate psionic powers instead of magical ones are often in the forefront of raids on Mindolon resources, using their ability to hide their presence the their best advantage.

Psionic Deurgar: Instead of developing spell-like abilities, deurgar can instead develop racial psionic powers. These characters gain a free Manifest Level, and the Masking psionic feat as a bonus feat. They lose their racial spell-like abilities.

Dwarf Subrace: Mountain

Appearance:

Mentality:

Society:

Magic:

Psionics: Mountain dwarves are slightly xenophobic, a condition that does not make them very comfortable with the strange abilities of psionics. Thus mountain dwarf psionics are treated with suspicion and mistrust, often exiled from their communities for the slightest, or even no, reason. This means that most mountain dwarf psionics practitioners either keep their abilities secret, or are found wandering the lands of other races. In either case they are typically suspicious and furtive, trying to avoid notice or hiding as members of another dwarven race.

Elf Subrace: Aquatic

Appearance:

Mentality:

Society:

Magic:

Psionics: Aquatic elves are some of the most martial and least mystical of the elves, due mainly to their environment being directly detrimental to most magical gear. Instead of fearing and hating those members of their race who have managed to develop mystical abilities, they revere them for their contributions to the community and the challenge of developing such powers. Due to this, those of them that manage to develop psionic abilities are very well respected and treasured members of aquatic elf society.

Elf Subrace: Drow

Appearance:

Mentality:

Society:

Magic:

Psionics: Psionics in drow society occupy an odd place. Most drow view clerical magic as a sign of the right to rule, and revere deception and guile as traits of rulers as well. Abilities that come from self-discipline, such as arcane magic and martial prowess, are viewed as being of

secondary importance...if that. Psionics, however, is an ability that is grown by diligent introspection and self-determination, yet lends itself easily to deception and hidden agendas. Due to this, those who evince psionic powers in drow society have a rare opportunity: the chance to carve for themselves a place at the top of the drow food chain, or any place else they would prefer. While they are treated with suspicion and often hatred by other drow, that is no different treatment than any drow could expect otherwise.

Psionic Drow: Drow elves that take psionics as their very first character level can choose to give up their racial spell-like abilities, in exchange for gaining the Blindsight knack and Masking psionic feats as bonus feats.

Elf Subrace: Gray

Appearance:

Mentality:

Society:

Magic:

Psionics: Psionics users in gray elf society are something of a rebel subculture. While they still revere the tenets of xenophobic secrecy and study that gray elves as a whole hold dear, they also believe that they should be allowed to explore this discipline that is so different from magic. This leads them to being treated as a kind of annoying hobby, and leads such practitioners to adorn themselves with psionic tattoos and crystals in order to better mark themselves for what they are.

Psionic Gray Elves: Gray elves whose first level is Psionicist can choose to replace the elven bonus to Listen, Search, and Spot, as well as their facility with finding secret doors, in order to develop keener psionic senses. Such gray elves gain a +2 racial bonus on their Psicraft checks, as well as the Psionic Aptitude feat as a bonus feat.

Elf Subrace: Wild

Appearance:

Mentality:

Society:

Magic:

Psionics: Wild elves live up to their name, they are capricious and very individualistic. Their society is more a loose organization of individuals who desire company, rather than tightly knit communities. Their obsession with self-expression and discovery leads them often to develop psionic abilities. Those of their society who do so are treated no differently than any other member of the community - after all, it must be right for them.

Psionic Wild Elves: Wild elf psionicists whose very first character level was psionicist can choose to replace their regular favored class with psionicist.

Elf Subrace: Wood

Appearance:

Mentality:

Society:

Magic:

Psionics: Wood elves are semi-paranoid dwellers of the deep forests, jealously protecting their communities from predators and curiosity seekers alike. Most of them who develop psionic abilities do so as a sideline to their regular woodsman-ship skills, neither becoming very good at psionics nor being treated differently for having them.

Gnome Subrace: Forest

Appearance:

Mentality:

Society:

Magic:

Psionics: Forest gnomes are far more in tune with nature and the natural world than other gnome races. They value finding one's place and balance with nature very highly. This leads them to an acceptance of psionic powers that other races rarely achieve. For forest gnomes, psionics is a mainstream phenomenon no more or less remarkable than being able to shoot well.

Gnome Subrace: Svirfneblin

Appearance:

Mentality:

Society:

Magic:

Psionics: Svirfneblin, also called deep gnomes, are xenophobic gem-hunters and craftsmen who dwell in the deepest recesses of the underground world. Their society values anything that can protect it from the hazards of their environment, or that can help in their constant pursuit of gemstones, two things that psionics does very well. This helps to make psionics relatively popular among them, to the point that every svirfneblin community of any appreciable size can boast one psionic member who helps with the communal defense or mining expeditions.

Psionic Svirfneblin: Svirfneblin that have their first class level in psionicist can choose to give up their spell-like abilities and permanent *nondetection* ability in favor of advanced psionic abilities. This provides them with their choice of one knack feat and either the Force Shell or Masking psionic feats as bonus feats. They also gain free Manifestor Levels equal to their class levels, up to a maximum of two free Manifestor Levels.

Half-Elf Subrace: Half-Drow

Appearance:

Mentality:

Society:

Magic:

Psionics: Drow as a rule detest half-breeds, so most half-drow appear on the surface following drow raids. Occasionally a renegade drow will beget half-breed children, and raise them for one purpose or another. Half-drow in either situation are faced with far more than the typical mistrust and disgust that normal half-elves have to endure, leading most of them to abandon polite society altogether. They typically do this by carving out a place for themselves on the fringes of society, and exacting revenge for a childhood filled with hatred and ridicule.

Halfling Subrace: Deep

Appearance:

Mentality:

Society:

Magic:

Psionics: Deep halflings dwell far underground, as the name implies. They tend to live in semi-nomadic communities that move about in order to trade with others, or due to environmental constraints. Due to the hardships inherent in their surroundings the community, including psionic ability, prizes anything that can give them a survival edge. Psionics-using members of deep halfling communities often are treated like prized craftsmen or warriors, and frequently even fill those roles.

Halfling Subrace: Tallfellow

Appearance:

Mentality:

Society:

Magic:

Psionics: Rarest of the halfling races, tallfellows are far more inquisitive than most halflings. They love the discovery of new things about the world around them, and even about themselves. Tallfellows respect the members of their race that develop psionic power, recognizing that it takes a great deal of introspection to do so.

Human Subrace: Aasimar

Appearance:

Mentality:

Society:

Magic:

Psionics: Aasimar dedication and personal magnetism often leads them to become psionic. When they do their society tends to treat them with respect and deference, even if they would normally be viewed with fear or mistrust.

Psionic Aasimar: Aasimar whose very first class level is psionicist can choose to give up their racial *daylight* spell-like ability in order to gain the Illumination knack feat as a bonus feat.

Human Subrace: Tiefling

Appearance:

Mentality:

Society:

Magic:

Psionics: Tieflings very rarely mix well into their society, taking the shadowy roads of the thief and swindler. Even in cultures that would normally tolerate psionics users, psionic tieflings are often hunted down and killed.

Psionic Tieflings: Tieflings whose very first class level is psionicist can choose to give up their racial *darkness* spell-like ability in order to gain the Chameleon knack as a bonus feat.

Kobold Subrace: Serpent-Kin**Appearance:****Mentality:****Society:****Magic:****Psionics:****MODIFYING RACES**

There are several ways to modify races to make them more suitable for your setting, game, or players. You can keep the mechanical aspects for the race the same, but change their appearance or culture. You can add on a subtype of new abilities, as if every member of that race had taken a template you designed for the race, which gives power-balanced additions. You can switch out an existing ability for a new one; making sure that the two abilities are just as useful (so there is no problem with power differences). You can add on whole new abilities, or increase the power of existing abilities, giving the race a level adjustment in the process. You can even do all of these.

Changing Appearance And Culture**Adding Subtypes**

Most subtypes are elemental or environmental changes to the race. Subspecies of the race, or even a subspecies of a subspecies, that developed in an extreme environment or allied to a particular element. Some subtypes are representatives of the race that developed on an outer plane, or closely allied with outer-planar forces. In all such cases the members of the race have a racial subtype related to their affinity, in the same manner as monsters. Since these added subtypes provide drawbacks as well as advantages, of equal worth, there is no level adjustment associated with having them. A race can only have one subtype, in order to prevent the benefits of one subtype canceling the drawbacks of the other.

Following this there is a listing of all the subtypes that can be added to a race, and the abilities they give. These abilities are added to those of the base race, and stack with them.

Air (Element)

Allied with the forces of the elemental plane of air, members of this subtype tend to be flighty and have poor attention span. They are often irreverent and jovial, but can be provoked into fits of unimaginably violent temper if given cause.

- * **Subtype:** Air. Races with this subtype gain the air monster subtype.
- * **Clerical Restriction:** Members of this race cannot take the Earth Domain, or become clerics or paladins of any deity that offers it.
- * **Elemental Enemy:** +1 racial bonus on attack rolls against creatures of the earth subtype, including extraplanar creatures from the Elemental Plane of Earth.
- * **Earth Weakness:** –2 penalty on all saving throws against spells, spell-like abilities, and supernatural abilities with the earth descriptor/subtype or used by creatures of the earth subtype, including extraplanar creatures from the Elemental Plane of Earth.
- * **Breathless (Ex):** Members of air races do not breathe, so they have immunity to drowning, suffocation, and attacks that require inhalation (such as some types of poison).

Aquatic (Environment)

These folk have adapted to life underwater so well, that they can no longer survive life in the open air. They tend to avoid items made from corrodible metals and requiring machinery, resulting in their society being apparently primitive, but with a high value places on intellectual and social development.

- * **Subtype:** Aquatic. Races with this subtype gain the aquatic monster subtype. It cannot also breathe air unless it also has the amphibious special quality. An aquatic creature can hold its breath outside the water for 2 rounds per point of Constitution. After that, it begins to suffocate.
- * **Swim Speed:** An aquatic creature always has a swim speed equal to its regular Speed. It can move through water at its swim speed without making Swim checks. It has a +8 racial bonus on any Swim check to perform some action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
- * **Bonus Language:** Aquan. Aquatic races are familiar with the language of water-based creatures.

Arctic (Environment)

- * **Subtype:** None.
- * **Cold Endurance:** Members of arctic races have a +4 racial bonus on saves made to resist the effects of cold weather, exposure, and effects with the cold descriptor.
- * **Heat Intolerance:** Members of arctic races have a –4 racial penalty on saves made to resist the effects of hot weather, environments, and effects with the fire descriptor.

Desert (Environment)

- * **Subtype:** None.
- * **Cold Intolerance:** Members of arctic races have a –4 racial penalty on saves made to resist the effects of cold weather, exposure, and effects with the cold descriptor.
- * **Heat Endurance:** Members of desert races gain a +4 racial bonus on saves made to resist the effects of hot weather, environments, and effects with the fire descriptor.

Diabolic (Outer Plane)

- * **Subtype:** Evil. Races with this subtype gain the evil monster subtype. Even if their alignment is not evil, it still is considered evil for purposes of spells and other effects.
- * **Alignment:** Any non-good.
- * **Clerical Restriction:** Members of this race cannot take the Good Domain, or become clerics or paladins of any deity that offers it.
- * **Good Weakness:** –2 penalty on all saving throws against spells, spell-like abilities, and supernatural abilities with the good descriptor/subtype or used by creatures of the good subtype.
- * **Skill Bonuses:** Diabolic races get a +2 racial bonus on their Bluff and Intimidate skill checks.
- * **Corrupted Attacks (Su):** Whenever a diabolic race deals damage to a living creature, one point of that damage can only be healed by means of regular rest. No amount of magical, psionic, or alchemical treatment can heal these wounds faster.

Disciplined (Outer Plane)

- * **Subtype:** Lawful. Races with this subtype gain the lawful monster subtype. Even if their alignment is not lawful, it still is considered lawful for purposes of spells and other effects.
- * **Alignment:** Any non-chaotic.
- * **Clerical Restriction:** Members of this race cannot take the Chaos Domain, or become clerics or paladins of any deity that offers it.
- * **Chaos Weakness:** –2 penalty on all saving throws against spells, spell-like abilities, and supernatural abilities with the chaotic descriptor/subtype or used by creatures of the chaotic subtype.
- * **Skill Bonuses:** Diabolic races get a +2 racial bonus on their Craft and Profession skill checks.
- * **Inviolate Aura (Su):** Disciplined races can generate an aura of protective power around themselves, offering everybody within 10 ft of them a bonus on all their saving throws equal to the disciplined character's Intelligence modifier. This ability lasts for up to their hit die in rounds, and moves with them. It is a free action to activate, but can only be activated while conscious and on their turn. They do not need to use it all at once, but can save some for later use.

Discordant (Outer Plane)

- * **Subtype:** Chaotic. Races with this subtype gain the chaotic monster subtype. Even if their alignment is not chaotic, it still is considered chaotic for purposes of spells and other effects.
- * **Alignment:** Any non-lawful.

- * **Clerical Restriction:** Members of this race cannot take the Law Domain, or become clerics or paladins of any deity that offers it.
- * **Law Weakness:** –2 penalty on all saving throws against spells, spell-like abilities, and supernatural abilities with the lawful descriptor/subtype or used by creatures of the lawful subtype.
- * **Skill Bonuses:** Diabolic races get a +2 racial bonus on their Gather Information and Perform skill checks.
- * **Violent Throws (Su):** Discordant races can add an amount of damage to their melee or thrown weapon attacks each day equal to their Charisma modifier (minimum 1) per hit die. This ability is a free action to use, but it must be used before the attack roll is made. They cannot add more damage to a single attack than they have hit dice. If the attack misses, the bonus damage is wasted. They do not need to use it all at once, but can save some for later use.

Divine (Outer Plane)

- * **Subtype:** Good. Races with this subtype gain the good monster subtype. Even if their alignment is not good, it still is considered good for purposes of spells and other effects.
- * **Alignment:** Any non-evil.
- * **Clerical Restriction:** Members of this race cannot take the Evil Domain, or become clerics or paladins of any deity that offers it.
- * **Evil Weakness:** –2 penalty on all saving throws against spells, spell-like abilities, and supernatural abilities with the evil descriptor/subtype or used by creatures of the evil subtype.
- * **Skill Bonuses:** Divine races get a +2 racial bonus on their Diplomacy and Heal skill checks.
- * **Blessed Healer (Su):** Divine creatures can heal hit point damage by touch, up to their Wisdom modifier (minimum 1) per hit die each day. They can use this ability simultaneously with other healing effects or touch attacks. They do not need to use it all at once, but can save some for later use.

Earth (Element)

- * **Subtype:** Earth. Races with this subtype gain the earth monster subtype.
- * **Clerical Restriction:** Members of this race cannot take the Air Domain, or become clerics or paladins of any deity that offers it.
- * **Elemental Enemy:** +1 racial bonus on attack rolls against creatures of the air subtype, including extraplanar creatures from the Elemental Plane of Air.
- * **Air Weakness:** –2 penalty on all saving throws against spells, spell-like abilities, and supernatural abilities with the air descriptor/subtype or used by creatures of the air subtype, including extraplanar creatures from the Elemental Plane of Air.
- * **Stability:** An earth creature gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground). If the standard race already has this ability, the bonuses stack.

Fire (Element)

- * **Subtype:** Fire. Races with this subtype gain the fire monster subtype. They do not have the regular modifications for this subtype.
- * **Clerical Restriction:** Members of this race cannot take the Water Domain, or become clerics or paladins of any deity that offers it.
- * **Elemental Enemy:** +1 racial bonus on attack rolls against creatures of the water subtype, including extraplanar creatures from the Elemental Plane of Water.
- * **Cold Weakness:** –2 penalty on all saving throws against spells, spell-like abilities, and supernatural abilities with the water or cold descriptor/subtype or used by creatures of the water or cold subtype, including extraplanar creatures from the Elemental Plane of Water.
- * **Fire Resistance:** Gains resistance to fire 5.

Water (Element)

- * **Subtype:** Water. Races with this subtype gain the water monster subtype. They do not have the regular modifications for this subtype.
- * **Clerical Restriction:** Members of this race cannot take the Fire Domain, or become clerics or paladins of any deity that offers it.
- * **Elemental Enemy:** +1 racial bonus on attack rolls against creatures of the fire subtype, including extraplanar creatures from the Elemental Plane of Fire.

- * **Fire Weakness:** –2 penalty on all saving throws against spells, spell-like abilities, and supernatural abilities with the fire descriptor/subtype or used by creatures of the fire subtype, including extraplanar creatures from the Elemental Plane of Fire.
- * **Natural Swimmers:** Members of water races have a swim speed equal to their base land speed. (If the creature already has a swim speed, it improves by 10 feet.) A water creature can move through water at its swim speed without making Swim checks. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. A water creature can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Changing Abilities

Adding New Abilities

Multiple Modifications

MONSTERS AS RACES

While every monster has the statistics that a player would need to play the creature as a character, most monsters are not suitable as PCs. Creatures who have an Intelligence score of 2 or lower, who have no way to communicate, or who are so different from other PCs that they disrupt the campaign should not be used. Some creatures have strange innate abilities or great physical power, and thus are questionable at best as characters (except in high-level campaigns).

Starting Level of a Monster PC: Monsters suitable for play have a level adjustment given in their statistics. Add a monster's level adjustment to its Hit Dice and class levels to get the creature's effective character level, or ECL. Effectively, monsters with a level adjustment become multiclass character when they take class levels. A creature's "monster class" is always a favored class, and the creature never takes XP penalties for having it.

Humanoids and Class Levels: Creatures with 1 or less HD replace their monster levels with their character levels. The monster loses the attack bonus, saving throw bonuses, skills, and feats granted by its 1 monster HD and gains the attack bonus, save bonuses, skills, feats, and other class abilities of a 1st-level character of the appropriate class.

Characters with more than 1 Hit Die because of their race do not get a feat for their first class level as members of the common races do, and they do not multiply the skill points for their first class level by four. Instead, they have already received a feat for their first Hit Die because of race, and they have already multiplied their racial skill points for their first Hit Die by four.

Level Adjustment and Effective Character Level: To determine the effective character level (ECL) of a monster character, add its level adjustment to its Hit Dice and character class levels.

Use ECL instead of character level to determine how many experience points a monster character needs to reach its next level. Also use ECL to determine starting wealth for a monster character.

Monster characters treat skills mentioned in their monster entry as class skills.

If a monster has 1 Hit Die or less, or if it is a template creature, it must start the game with one or more class levels, like a regular character. If a monster has 2 or more Hit Dice, it can start with no class levels (though it can gain them later).

Even if the creature is of a kind that normally advances by Hit Dice rather than class levels a PC can gain class levels rather than Hit Dice.

Hit Dice: The creature's Hit Dice equal the number of class levels it has plus its racial Hit Dice. Additional Hit Dice gained from taking levels in a character class never affect a creature's size like additional racial Hit Dice do.

Most monster Hit Dice do not provide enough power to make them equivalent to a level in a PC class. In these cases some of the monster's racial abilities or ability score adjustments are linked to their racial Hit Dice, as "class" abilities they gain for these Hit Dice. This means that characters with fewer Hit Dice than the amount given in the monster entry have weakened racial abilities. Use Table 4-1: Monster Hit Die Value and Abilities to see how much "value" a particular Hit Die type has, as well as its benefits.

In all respects treat a monster's Hit Dice as if they were character class levels. A character's class levels plus monster Hit Dice determines when they gain ability score bonuses, feats, and their maximum skill ranks.

TABLE 4-1: MONSTER HIT DIE VALUE AND ABILITIES

Hit Die Type	HD Value	HP	BAB	Fort	Ref	Will	Skills
Aberration	1 HD = 0.5	d8	+3/4	bad	bad	good	2 + Int
Animal	1 HD = 0.75	d8	+3/4	good	bad	good	2 + Int
Construct	1 HD = 0.5	d10	+3/4	bad	bad	bad	2 + Int
Dragon	1 HD = 1.5	d12	+1/1	good	good	good	6 + Int
Elemental	1 HD = 0.5	d8	+3/4	---	---	bad	2 + Int
"Air/Fire"	---	---	---	bad	good	---	---
"Earth/Water"	---	---	---	good	bad	---	---
Fey	1 HD = 0.5	d6	+1/2	bad	good	good	6 + Int
Giant	1 HD = 0.75	d8	+3/4	good	bad	bad	2 + Int
Humanoid	1 HD = 0.5	d8	+3/4	bad	good	bad	2 + Int
Magical Beast	1 HD = 1	d10	+1/1	good	good	bad	2 + Int
Monstrous							
"Humanoid"	1 HD = 0.75	d8	+1/1	bad	good	good	2 + Int
Outsider	1 HD = 1.25	d8	+1/1	good	good	good	8 + Int
Plant	1 HD = 0.5	d8	+3/4	good	bad	bad	2 + Int
Undead	1 HD = 0.75	d12	+1/2	bad	bad	good	4 + Int
Vermin	1 HD = 0.5	d8	+3/4	good	bad	bad	2 + Int

Ability Scores for Monster PCs: While a monster's statistics give the ability scores for a typical creature of a certain kind, any "monster" creature that becomes an adventurer is definitely not typical. Therefore, when creating a PC from a creature, check to see if the creature's entry has any ability scores of 10 or higher. If so, for each score, subtract 10 (if the score is even) or 11 (if the score is odd) to get the creature's modifier for that ability based on its race or kind. Generate the character's ability scores as normal, and then add the racial ability modifiers to get their ability scores. If the monster's entry lists ability score adjustments for characters, then use those instead.

Other Statistics for Monsters: Creatures with Hit Dice of 1 or less have normal, class-based Hit Dice and features. They get skills and feats appropriate to a 1st-level character (even if they have a level adjustment).

Those with 2 or more Hit Dice have statistics based on these Hit Dice plus Hit Dice for class levels (if any), unless the character chooses not to have all of their monster hit dice.

Experience for Monsters: A monster with Hit Dice of 1 or less, no level adjustment, and class levels uses the same tables as standard PC races when determining experience needed.

A monster with Hit Dice of 1 or less, a level adjustment, and class levels adds its class levels and level adjustment together when determining experience needed (class level + level adjustment).

A monster with more than one Hit Die, a level adjustment, and class levels adds its Hit Dice, class levels, and level adjustment together when determining experience needed (HD + level adjustment + class level).

RACIAL CLASSES

You might like to have characters of various races that gain class abilities more in line with their racial culture, rather than simply taking levels in their race's favored class. No race has the entirety of its concepts and desires reflected in the purposefully generic base classes, so to fill this void the concept of "racial classes" exists. Introducing racial classes into the game can be upsetting to the game's flavor, so if it is allowed at all it should be allowed with the GM's permission on a case-by-case basis.

A racial class is like a favored class in that the race never has to worry about multiclassing penalties for it. A character that takes levels in their racial class cannot also have levels in their race's normal favored class. Subraces can also take levels in the racial class of their main race.

Below is a listing of all the basic racial classes. Each one fits the "theme" of the race far better than the base classes in the *PHB* can. Given that the "theme" of humans is versatility, they do not have their own racial class.

Dwarf

Hit Die: d10.

TABLE 4-2: THE DWARF

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	Save bonus +1
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	Damage reduction 1/–
6th	+6	+5	+2	+2	Bonus feat
7th	+7	+5	+2	+2	
8th	+8	+6	+2	+2	Save bonus +2
9th	+9	+6	+3	+3	
10th	+10	+7	+3	+3	Bonus feat
11th	+11	+7	+3	+3	Damage reduction 2/–
12th	+12	+8	+4	+4	Bonus feat
13th	+13	+8	+4	+4	
14th	+14	+9	+4	+4	Save bonus +3
15th	+15	+9	+5	+5	
16th	+16	+10	+5	+5	Bonus feat
17th	+17	+10	+5	+5	Damage reduction 3/–
18th	+18	+11	+6	+6	Bonus feat
19th	+19	+11	+6	+6	
20th	+20	+12	+6	+6	Save bonus +4

Class Skills

The following are the class skills of the dwarf (and their key ability scores): Appraise (Int), Craft (Int), Intimidate (Cha), Knowledge (architecture and engineering) (Int), Knowledge (dungeoneering) (Int), Profession (Wis).

Skills at 1st-Level: (2 + Intelligence modifier) x 4.

Skills Each Additional Level: 2 + Intelligence modifier.

Class Abilities

Below are the class abilities of the dwarf.

Weapon and Armor Proficiency: The dwarf is proficient with all simple and martial weapons, as well as the dwarven waraxe; and is proficient with all armor and shields.

Bonus Feat: At 1st, 4th, 6th, 10th, 12th, 16th, and 18th level the dwarf gains an extra feat in addition to those he gains for his character level. This bonus feat can only be a Combat feat, or Skill Focus in a particular Craft skill.

Save Bonus (Ex): Due to an increasing awareness and practice with their natural resiliency, dwarves get to add this bonus as a competence bonus to all their saving throws against poison, spells, and spell-like abilities.

Damage Reduction (Ex): As the dwarf becomes more accustomed to hardships and the rigors of dwarven life, their skin becomes leathery and their bones harder to fracture. This gives them damage reduction of 1/– at 5th level, 2/– at 11th level, and 3/– at 17th level.

Elf

Hit Die: d6.

TABLE 4-3: THE ELF

Level	BAB	Fort	Ref	Will	Special	Spells Per Day/Known							
						0th	1st	2nd	3rd	4th	5th	6th	7th
1st	+0	+0	+2	+2	Weapon finesse	2/2	---	---	---	---	---	---	---
2nd	+1	+0	+3	+3	Skills of ages	3/2	2/1	---	---	---	---	---	---
3rd	+2	+1	+3	+3	Metamagic, nature sense	3/2	2/1	---	---	---	---	---	---
4th	+3	+1	+4	+4	Skills of ages	3/3	2/2	---	---	---	---	---	---
5th	+3	+1	+4	+4	Metamagic reduction –1	4/3	3/2	2/1	---	---	---	---	---
6th	+4	+2	+5	+5	Skills of ages	4/3	3/2	2/1	---	---	---	---	---
7th	+5	+2	+5	+5	Bonus feat	4/3	3/3	2/2	---	---	---	---	---
8th	+6	+2	+6	+6	Skills of ages	4/4	3/3	3/2	2/1	---	---	---	---
9th	+6	+3	+6	+6	Fast metamagic	4/4	4/3	3/2	2/1	---	---	---	---
10th	+7	+3	+7	+7	Skills of ages	5/4	4/3	3/3	2/2	---	---	---	---
11th	+8	+3	+7	+7	Woodland stride	5/4	4/4	3/3	3/2	2/1	---	---	---
12th	+9	+4	+8	+8	Skills of ages	5/4	4/4	4/3	3/2	2/1	---	---	---
13th	+9	+4	+8	+8	Metamagic	5/5	4/4	4/3	3/3	2/2	---	---	---
14th	+10	+4	+9	+9	Skills of ages	5/5	5/4	4/4	3/3	3/2	2/1	---	---
15th	+11	+5	+9	+9	Bonus feat	5/5	5/4	4/4	4/3	3/2	2/1	---	---
16th	+12	+5	+10	+10	Skills of ages	6/5	5/5	4/4	4/3	3/3	2/2	---	---
17th	+12	+5	+10	+10	Metamagic reduction –2	6/5	5/5	5/4	4/4	3/3	3/2	2/1	---
18th	+13	+6	+11	+11	Skills of ages	6/5	5/5	5/4	4/4	4/3	3/2	2/1	---
19th	+14	+6	+11	+11	Natural spell	6/6	5/5	5/5	4/4	4/3	3/3	2/2	---
20th	+15	+6	+12	+12	Skills of ages	6/6	6/5	5/5	5/4	4/4	3/3	3/2	2/1

Class Skills

The following are the class skills of the elf (and their key ability scores): Concentration (Con), Craft (Int), Knowledge (any) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Spellcraft (Int), and Spot (Wis).

Skills at 1st-Level: (6 + Intelligence modifier) x 4.

Skills Each Additional Level: 6 + Intelligence modifier.

Class Abilities

Below are the class abilities of the elf.

Weapon and Armor Proficiency: The elf is proficient with simple weapons and light armor, but must still contend with the arcane spell failure of wearing light armor.

Spellcasting: Elves are major spellcasters, with Intelligence as their spellcasting ability score, but use their own spellcasting table (see above). They cast spontaneous arcane spells selected from the sorcerer/wizard spell list.

Weapon Finesse: At 1st-level elves gain the Weapon finesse feat as a bonus feat, even if they do not meet the prerequisites for the feat.

Skills of Ages (Ex): Every even elf level the character gains a +2 competence bonus to a chosen skill. They must have at least one rank in the chosen skill, and cannot choose a given skill more than once.

Metamagic: At 3rd and 13th-level an elf gains a bonus Metamagic feat.

Nature Sense (Ex): At 3rd-level elves gain the Nature Sense ability of a druid.

Metamagic Reduction (Ex): At 5th-level elves reduce the effective total spell level increases of Metamagic feats used with their elf spells by one level. This reduction becomes –2 spell levels at 17th-level. This ability cannot reduce the total spell level increase for using Metamagic feats below +0.

Bonus Feat: At 7th and 15th-level elves gain a bonus feat in addition to any feats they gain from their character level or other sources. This feat can only be any Metamagic feat, or a Combat feat that has Dexterity as a prerequisite. They must meet all of the chosen feats prerequisites as normal.

Fast Metamagic (Ex): At 9th-level elves gain the ability to use Metamagic feats on their elf spells as a free action, without an increase in casting time.

Woodland Stride (Ex): At 11th-level elves gain the Woodland Stride ability of a druid.

Natural Spell (Sp): At 19th-level elves choose one 1st-level druid spell. They can cast this spell as a spell-like ability up to 3 + Wisdom modifier times per day (minimum 1). They cast the spell as if they were a druid of equal level, and the saving throw DC is 11 + Wisdom modifier.

Gnome

Hit Die: d8.

TABLE 4-4: THE GNOME

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+2	<i>Illusions 0th</i>
2nd	+1	+0	+3	+3	
3rd	+1	+1	+3	+3	<i>Illusions 1st</i>
4th	+2	+1	+4	+4	
5th	+2	+1	+4	+4	<i>Illusions 2nd</i>
6th	+3	+2	+5	+5	
7th	+3	+2	+5	+5	<i>Illusions 3rd</i>
8th	+4	+2	+6	+6	
9th	+4	+3	+6	+6	<i>Illusions 4th</i>
10th	+5	+3	+7	+7	
11th	+5	+3	+7	+7	<i>Illusions 5th</i>
12th	+6	+4	+8	+8	
13th	+6	+4	+8	+8	<i>Illusions 6th</i>
14th	+7	+4	+9	+9	
15th	+7	+5	+9	+9	<i>Illusions 7th</i>
16th	+8	+5	+10	+10	
17th	+8	+5	+10	+10	<i>Illusions 8th</i>
18th	+9	+6	+11	+11	
19th	+9	+6	+11	+11	<i>Illusions 9th</i>
20th	+10	+6	+12	+12	

Class Skills

The following are the class skills of the gnome (and their key ability scores): Alchemy (Int), Appraise (Int), Bluff (Cha), Concentration (Con), Knowledge (any) (Int), Perform (Cha), Profession (Cha), and Spellcraft (Int).

Skills at 1st-Level: (4 + Intelligence modifier) x 4.

Skills Each Additional Level: 4 + Intelligence modifier.

Class Abilities

Below are the class abilities of the gnome.

Weapon and Armor Proficiency: The gnome is proficient with all simple weapons, all martial melee weapons, and light armor.

Illusions (Sp): Gnomes can cast all the illusion spells on the sorcerer/wizard spell list of this level or lower as spell-like actions. The saving throws of these spells are Charisma-based. They can cast a number of spell levels a day with this ability equal to their gnome level. 0th-level illusions count as 1st-level illusions for purposes of how many they can cast in a day, but they gain an additional number of casting for 0th-level illusions equal to their Charisma score. Gnomes cannot use this ability if

they are wearing armor heavier than light, or using a shield (even a buckler).

Half-Elf

Must choose any base class, and give up access to that base class in order to gain access to the half-elf class.

Special: Half-elves who take levels in their racial class cannot have levels in bard or rogue.

Hit Die: d8.

TABLE 4-5: THE HALF-ELF

Level	BAB	Fort	Ref	Will	Special	Spells per Day/Known				
						0th	1st	2nd	3rd	4th
1st	+0	+0	+2	+0	Trapfinding	2/1	---	---	---	---
2nd	+1	+0	+2	+0	Evasion	2/1	---	---	---	---
3rd	+2	+1	+3	+1	Trapsense +1	3/2	2/1	---	---	---
4th	+3	+1	+3	+1	Intuition 0th	3/2	2/1	---	---	---
5th	+3	+1	+4	+1		3/2	3/2	---	---	---
6th	+4	+2	+4	+2	Trapsense +2	4/3	3/2	---	---	---
7th	+5	+2	+5	+2		4/3	3/2	2/1	---	---
8th	+6	+2	+5	+2	Intuition 1st	4/3	4/3	2/1	---	---
9th	+6	+3	+6	+3	Trapsense +3	4/3	4/3	3/2	---	---
10th	+7	+3	+6	+3		5/4	4/3	3/2	2/1	---
11th	+8	+3	+7	+3		5/4	4/3	3/2	2/1	---
12th	+9	+4	+7	+4	Trapsense +4	5/4	5/4	4/3	3/2	---
13th	+9	+4	+8	+4		5/4	5/4	4/3	3/2	---
14th	+10	+4	+8	+4		5/4	5/4	4/3	3/2	2/1
15th	+11	+5	+9	+5	Trapsense +5	6/5	5/4	4/3	4/3	2/1
16th	+12	+5	+9	+5	Intuition 2nd	6/5	5/4	5/4	4/3	3/2
17th	+12	+5	+10	+5		6/5	6/5	5/4	4/3	3/2
18th	+13	+6	+10	+6	Trapsense +6	6/5	6/5	5/4	4/3	3/2
19th	+14	+6	+11	+6		6/5	6/5	5/4	5/4	4/3
20th	+15	+6	+11	+6	Intuition 3rd	6/5	6/5	5/4	5/4	4/3

Class Skills

The following are the class skills of the half-elf (and their key ability scores): Concentration (Con), Craft (Int), Diplomacy (Cha), Disable Device (Int), Gather Information (Cha), Listen (Wis), Open Locks (Dex), Search (Int), Spellcraft (Int), and Spot (Wis).

Skills at 1st-Level: (4 + Intelligence Modifier) x 4.

Skills Each Additional Level: 4 + Intelligence modifier.

Class Abilities

Below are the class abilities of the half-elf.

Weapon and Armor Proficiency: The half-elf is proficient with simple weapons and any three martial weapons of their choice, light and medium armor, and shields.

Spellcasting: Half-elves are major spellcasters that use Table 4-5: The Half-Elf for their spells per day. They cast spontaneous arcane spells, the amount of which they know at a given level is shown on Table 4-5: The Half-Elf. Their casting ability score is Intelligence. Half-elves cast spells from the sorcerer/wizard spell list. They do not have any arcane spell failure for wearing light armor or using buckler shields.

Trapfinding (Ex): 1st-level half-elves have the Trapfinding ability of a rogue.

Intuition (Ex): At 4th-level half-elves learn an additional spell of 0th-level, but this spell must be from a spell list **other** than the sorcerer/wizard spell list. The chosen spell can be on the sorcerer/wizard spell list also, provided the new class has it at a lower spell level. It can only be a spell from the paladin spell list if the half-elf is of Lawful Good alignment, but they cannot cast it if they later stop being Lawful Good. It cannot be from a clerical domain. The spell learned becomes an arcane spell for the half-elf. At 8th-level the half-elf learns an additional spell of 1st-level, an additional 2nd-level spell at 16th-level, and an additional 3rd-level spell at 20th-level.

Evasion (Ex): At 2nd-level half-elves gain the Evasion ability of a rogue.

Trapsense (Ex): At 3rd level, and every three levels afterwards, a half-elf gains the Trapsense ability like a rogue.

Half-Orc

Hit Die: d12.

TABLE 4-6: THE HALF-ORC

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+0	+0	Natural armor +1
2nd	+2	+3	+0	+0	Strength +2
3rd	+3	+3	+1	+1	Unstoppable +1
4th	+4	+4	+1	+1	Never say die
5th	+5	+4	+1	+1	Damage reduction 1/–
6th	+6	+5	+2	+2	Natural armor +2
7th	+7	+5	+2	+2	Constitution +2
8th	+8	+6	+2	+2	Unstoppable +2
9th	+9	+6	+3	+3	Strength of prey 1/day
10th	+10	+7	+3	+3	Damage reduction 2/–
11th	+11	+7	+3	+3	Natural armor +3
12th	+12	+8	+4	+4	Strength +4
13th	+13	+8	+4	+4	Unstoppable +3
14th	+14	+9	+4	+4	Legendary weapon
15th	+15	+9	+5	+5	Damage reduction 3/–
16th	+16	+10	+5	+5	Natural armor +4
17th	+17	+10	+5	+5	Constitution +4
18th	+18	+11	+6	+6	Unstoppable +4
19th	+19	+11	+6	+6	Strength of prey 2/day
20th	+20	+12	+6	+6	Damage reduction 4/–

Class Skills

The following are the class skills of the half-orc (and their key ability scores): Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature), (Int), Listen (Wis), Perform (Cha), Spot (Wis), Survival (Wis).

Skills at 1st-Level: (4 + Intelligence modifier) x 4.

Skills Each Additional Level: 4 + Intelligence modifier.

Class Abilities

Below are the class abilities of the half-orc.

Weapon and Armor Proficiency: The half-orc is proficient with all simple and martial weapons, as well as light and medium armor but not shields.

Natural Armor (Ex): At 1st-level the half-orcs training and lifetime of hardships has caused them to develop a +1 natural armor bonus. This goes up to +2 at 6th-level, +3 at 11th-level, and +4 at 16th-level.

Ability Score Increases (Ex): At 2nd-level the half-orc's lifestyle of hardship and constant combat has resulted in them gaining a +2 competence bonus to Strength, which goes up to +4 at 12th-level. At 7th-level they also gain a +2 competence bonus to Constitution, which goes up to +4 at 17th-level.

Unstoppable (Ex): At 3rd-level the half-orc has been subjected to so many magical assaults that they have developed a partial immunity to them, gaining a +1 morale bonus on all their saving throws against spells and spell-like abilities. This bonus goes up to +2 at 8th-level, +3 at 13th-level, and +4 at 18th-level.

Never Say Die (Ex): At 4th-level the constant battles they have lived through causes the half-orc to add half their class level to the amount below 0 hit points they can go before they die, and adds 5% per two class levels to what they need to roll to stabilize when dying.

Strength of Prey (Ex): At 9th-level the half-orc gains the ability to gain some of the strength of their prey by eating its heart, a process that takes a full minute to complete. They prey in question must have been a living creature, and received its deathblow from the half-orc. Doing this restores them 1d6 hit points per Hit Die of the prey. This ability can only be used once per day, twice per day at 19th-level.

Legendary Weapon (Su): At 14th-level the half-orc's spirit bonds with a weapon they possess. The weapon now deals an additional 2d6 damage, which is not multiplied on a critical hit. If they lose or sell the weapon, they can choose a new one after 24 hours.

Damage Reduction (Ex): At 5th-level the half-orc's flesh has become accustomed to being battered, providing them with damage reduction of 1/–. This improves to 2/– at 10th-level, 3/– at 15th-level, and 4/– at 20th-level.

Halfling

Hit Die: d6.

TABLE 4-7: THE HALFLING

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+0	Luck +1, trapfinding
2nd	+1	+0	+3	+0	Evasion, hurl +1
3rd	+2	+1	+3	+1	Trapsense +1
4th	+3	+1	+4	+1	Dodge +1
5th	+3	+1	+4	+1	Hurl +2
6th	+4	+2	+5	+2	Trapsense +2
7th	+5	+2	+5	+2	Skill focus
8th	+6	+2	+6	+2	Hurl +3
9th	+6	+3	+6	+3	Luck +2, trapsense +3
10th	+7	+3	+7	+3	Dodge +2
11th	+8	+3	+7	+3	Hurl +4
12th	+9	+4	+8	+4	Trapsense +4
13th	+9	+4	+8	+4	Skill focus
14th	+10	+4	+9	+4	Hurl +5
15th	+11	+5	+9	+5	Trapsense +5
16th	+12	+5	+10	+5	Dodge +3
17th	+12	+5	+10	+5	Hurl +6, luck +3
18th	+13	+6	+11	+6	Trapsense +6
19th	+14	+6	+11	+6	Skill focus
20th	+15	+6	+12	+6	Hurl +7

Class Skills

The following are the class skills of the halfling (and their key ability scores): Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Perform (Cha), Profession (Wis), Search (Int), Spot (Wis, and Tumble (Dex).

Skills at 1st-Level: (8 + Intelligence modifier) x 4.

Skills Each Additional Level: 8 + Intelligence modifier.

Class Abilities

Below are the class abilities of the halfling.

Weapon and Armor Proficiency: The halfling is proficient with

Luck (Ex): At 1st-level the halfling gains a +1 luck bonus on all their saving throws. This bonus goes up to +2 at 9th-level, and +3 at 17th-level.

Trapfinding (Ex): 1st-level halflings have the Trapfinding ability of a rogue.

Evasion (Ex): At 2nd-level halflings gain the Evasion ability of a rogue.

Hurl (Ex): At 2nd-level the halfling gains a +1 morale damage bonus to all their thrown weapon attacks against targets within 30 ft. This bonus increases by +1 every three levels above 2nd.

Trapsense (Ex): At 3rd level, and every three levels afterwards, a halfling gains the Trapsense ability like a rogue.

Dodge (Ex): At 4th-level halflings gain a +1 dodge bonus to their armor class, which goes up to +2 at 10th-level and +3 at 16th-level. They lose this bonus if they are surprised, flat-footed, or otherwise denied their Dexterity bonus to AC.

Skill Focus (Ex): At 7th, 13th, and 19th-level the halfling gains a bonus Skill Focus feat.

Kobold

Hit Die: d6.

TABLE 4-8: THE KOBOLD

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+1	+2	Trapfinding
2nd	+1	+0	+1	+3	<i>Dragon spell</i> 0th
3rd	+1	+1	+2	+3	Dragon affinity
4th	+2	+1	+2	+4	Dragon scale +1
5th	+2	+1	+3	+4	Draconic weapons
6th	+3	+2	+3	+5	<i>Dragon spell</i> 1st
7th	+3	+2	+4	+5	Dragon wits
8th	+4	+2	+4	+6	Dragon scale +2
9th	+4	+3	+5	+6	Dragon breath
10th	+5	+3	+5	+7	<i>Dragon spell</i> 2nd
11th	+5	+3	+6	+7	Dragon blood
12th	+6	+4	+6	+8	Dragon scale +3
13th	+6	+4	+7	+8	Element immunity
14th	+7	+4	+7	+9	<i>Dragon spell</i> 3rd
15th	+7	+5	+8	+9	Spell resistance
16th	+8	+5	+8	+10	Dragon scale +4
17th	+8	+5	+9	+10	Dragon identity
18th	+9	+6	+9	+11	<i>Dragon spell</i> 4th
19th	+9	+6	+10	+11	Aura of fear
20th	+10	+6	+10	+12	Dragon scale +5

Class Skills

The following are the class skills of the kobold (and their key ability scores): Concentration (Con), Craft (trapmaking) (Int), Disable Device (Int), Knowledge (arcana/dungeoneering) (Int), Open Lock (Dex), Profession (miner) (Wis), Search (Int), Spellcraft (Int), and Use Magic Device (Cha).

Skills at 1st-Level: (2 + Intelligence modifier) x 4.

Skills Each Additional Level: 2 + Intelligence modifier.

Class Abilities

Below are the class abilities of the kobold.

Weapon and Armor Proficiency: The kobold is proficient with simple weapons and light armor. If they wear armor heavier than light, or use a shield, they cannot access their *dragon spell* ability.

Trapfinding (Ex): 1st-level kobolds have the Trapfinding ability of a rogue.

Dragon Spell (Sp): Starting at 2nd-level kobold gain additional dragon-oriented spell-like abilities. They gain a number of total spell levels for these extra spell-like abilities equal to their kobold class level + Charisma modifier. Each of these *dragon* spells requires they spend a number of these levels to cast it equal to the spell's level +1. They cannot cast a *dragon spell* if the spell's level is higher than their Charisma score – 10. The maximum level of *dragon spells* the kobold gains access to depends on their class level, as shown on Table 4-8: The Kobold. The *dragon spells* are listed below according to their spell level:

0th - *know direction, mage hand, message*

1st - *alarm, cause fear, comprehend languages, mage armor, magic fang*

2nd - *bear's endurance, bull's strength, gust of wind, scare, see invisibility*

3rd - *arcane sight, fly, greater magic fang, tongues, wind wall*

4th - *detect scrying, fear, polymorph* (self only, small-size dragon of Dragon Affinity species only)

Dragon Affinity (Su): At 3d-level the kobold chooses a dragon species, but the chosen species' usual alignment must match his actual alignment. If the kobold is neutral good or evil, he can choose any one chaotic or lawful species that also shares his evil/good alignment, but cannot later change his alignment to be chaotic if the dragon is lawful or lawful if it is chaotic. He gains an animal companion as if he were a druid of half his kobold level, but the companion animal is a newborn wyrmling of the chosen dragon species! The wyrmling has the statistics listed below, no matter its species, as its bond to the kobold alters it. This ability does not work in conjunction with the Animal Companion ability, you dragon companion **only** gains effective druid levels from kobold levels.

Dragon Scale (Ex): Every four kobold levels the kobold gets to increase his natural armor bonus by one point, as their scales take on the characteristics of dragon scales. Each time their natural armor bonus

increases they come to appear more and more like their chosen Dragon Affinity species, in color and scale configuration.

Draconic Weapons (Ex): At 5th-level the kobold gains a bit and claw attack as if he was a dragon. His primary attack is with the bite, dealing 1d6 + Strength modifier in damage. Claws are secondary attacks, being made at a –5 penalty (or –2 if he takes the Multiattack feat), and deal only 1d4 + half Strength bonus damage.

Dragon Wits (Su): At 7th-level the kobold gains a +2 enhancement bonus to Intelligence.

Dragon Breath (Su): At 9th-level the kobold gains a breath weapon in the same manner as his Dragon Affinity companion, with the same area and energy type.

Dragon Blood (Su): At 11th-level the kobold gains a +2 enhancement bonus to Constitution.

Element Immunity (Su): At 13th-level the kobold gains immunity to the same element as his Dragon Affinity species.

Spell Resistance (Su): At 15th level kobold gain spell resistance equal to their Wisdom modifier, plus half kobold level. If they gain spell resistance from some other source, they instead have total spell resistance equal to the highest amount, plus half the lowest.

Dragon Identity (Su): At 11th-level the kobold gains a +2 enhancement bonus to Charisma.

Aura of Fear (Su): At 19th-level the kobold starts exuding a magical aura that causes all creatures within a 30 ft radius emanation to make a Will save or be *panicked* for 2d6 rounds, then *shaken* for 1 round. Creatures that pass this save, or that have more than half the kobold's level in HD, are instead *shaken* for 1d4 rounds. If a creature has more than half the kobold's level in HD, and passes their Will save, then they are not affected by the Aura of Fear. The will save DC for this ability is 10 + Charisma modifier + 1/2 kobold level. This is a mind-affecting fear effect.

Species	Breath Area	Element	Special Ability
Black	line	acid	swim 60 ft, water breathing
Blue	line	electricity	burrow 20 ft, <i>create/destroy water</i>
Brass	line	fire	<i>speak with animals</i>
Bronze	line	electricity	swim 60 ft, water breathing
Copper	line	acid	spider climb
Gold	cone	fire	swim 60 ft, water breathing
Green	cone	acid	swim 40 ft, water breathing
Red	cone	fire	+2 Strength
Silver	cone	cold	cloudwalking
White	cone	cold	burrow 30 ft, swim 60 ft

Size Category:

Dragon Affinity Companion

Tiny Dragon [subtypes match species]

Hit Dice:	2d12+2 (15 hp) <16 hp>
Initiative:	+1
Speed:	40 ft (8 squares), fly 100 ft (average)
Armor Class:	14 (+2 size, +1 Dex, +1 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+2 / –6
Attack:	Bite +4 melee (1d4+1)
Full Attack:	Bite +4 melee (1d4+1) and 2 claws +2 melee (1d3)
Space/Reach:	2-1/2 ft x 2-1/2
Special Attacks:	Breath weapon
Special Qualities:	Darkvision 60 ft, low-light vision, immunity to breath weapon element, immunity to <i>sleep</i> and paralysis, link, share spells, species bonus
Saves:	Fort +4, Ref +4, Will +3
Abilities:	Str 11, Dex 13, Con 12, Int 10, Wis 10, Cha 6
Skills:	6+int
Feats:	Multiattack
Environment:	By dragon species type
Organization:	Solitary
Alignment:	Same as dragon species
Advancement:	3-5 HD (Tiny), 6-8 HD (Small)

Breath Weapon (Su): The dragon affinity companion has a breath weapon attack that deals 1d6 damage per two HD. A saving throw is allowed for half damage, with a DC of 10 + Constitution modifier + 1/2 HD. It takes 1d4 rounds to recharge after it is used, just like other breath weapons. The area of effect and type of damage for this breath weapon is determined by its species (see below).

Species Bonus: The particular species the dragon affinity companion belongs to determines what special additional ability it gains, breath weapon area, breath weapon element, and immunity element. All of these are shown below:

CHAPTER FIVE: BASE CLASSES

MODIFYING BASE CLASSES

Many players and game masters may not like some aspect of a base class as presented in the *PHB*, or might want to play a character that isn't quite represented by them. Maybe the game master wants a wider selection of choices for base classes. In these cases they should choose one or more of the base classes, and alter them so that they better fit what they want. The difficult part is to make sure that the new versions of the base classes are no more powerful, or weaker, than the original class.

The game master should decide when he makes a variant base class whether or not the new base class replaces the original version in their campaign. If both are present, then characters cannot take levels in both versions. Once they choose a version of a base class, they are stuck with only being able to take levels in that version of the base class, or take levels in other classes.

The end of this section presents two variant base classes for each of the base classes. These variants are balanced and perfectly suited to introduction to a campaign, but some campaigns would restrict the appropriateness of certain variants (low-tech campaigns would not be suitable for the Artificer variant, for example).

Things to Avoid

Each of the base classes has one area in which they excel, or two in which they are "pretty good", an area in which they are middling, and another in which they are lousy at. Each of the base classes is ranked so that they are never all-around "better" than any other base class. While a base class represents not all areas, those that are represented are carefully weighed against each other to prevent any one from being inherently more powerful than the other base classes. The main thing to avoid is altering this balance so that a base class gains more effectiveness in an area than it loses in others.

Below is a list of all the areas a base class can be rated in. Each area is described in detail, as well as having a representation of its greatest expression in a base class.

Arcane Magic: Spells that focus on harming or debilitating others, with a slightly lower emphasis on personal augmentation and generally useful spells. Sorcerers are the base class with the greatest amount of arcane magic, although wizards come in a close second.

Combat: The ability to hit opponents really hard, and to survive when they hit back. This includes armor and weapon proficiencies, hit dice, base attack bonus, and Fortitude saves. Fighters are the base class with the greatest amount of this, although barbarians and paladins come in close seconds.

Defense: Special abilities that make the character harder to hit or effect, such as high Reflex and Will saves, conditional saving throw modifiers, and AC bonuses unrelated to armor. Monks are the base class with the most of this, with bards coming in a distant second.

Divine Magic: Spells that focus on healing and group augmentation or enemy weakening, with a slightly lower focus on information gathering.

This includes access to granted powers and clerical domains, as well as spell slots. Clerics are the base class with the most of this, but druids come in a close second.

Psionics: The ability to use stores of mental energy to make customized offensive, defensive, and utility effects. Each of these effects are weaker than you could generate from arcane or divine magic, but the capacity to change from one to the other makes up for the slight lack of power. Psionists are the base class with the best access to this ability, but no other base class even touch on it.

Stealth: The ability to sneak around and deal extra damage to those you dislike. This includes access to stealth-oriented or larceny-oriented skills and the skill points to get them, as well as combat modifiers such as Sneak Attack and Favored Enemy. Rogues are the base class with the most of this, with rangers coming in second.

Utility: The possession of class abilities that are either very flexible in their application or useful in uncommon circumstances but are always available. This includes bonus feats, a wide selection of skills AND the points to buy them, and situation-specific class abilities. Bards, fighters, and rogues are the best at this, but neither is the absolute best a base class can be.

By ranking a base class's access to these abilities at anywhere from 0 (doesn't have any worth mentioning) to 5 (the absolute best possible), you can find the class's total power. When altering a base class you should reduce one or more categories by the amount you increase or gain in other categories. This process is very subjective, and not all areas will be equally valuable in all situations, but by referring to the base class descriptions in the *PHB* you can judge where your alteration fits in this numbering scheme. Under no circumstances should a class have a rating of 4 or 5 in more than one area, *never*. The rankings of all 12 base classes are shown below.

Some areas are more valuable than others, such as arcane magic; while others are less valuable, such as defense and stealth. If a character has a rating of 2 or more in arcane magic then add 1 to its total value, or add 2 if it is 4 or higher. This is because arcane magic can *replace* other abilities if it is of sufficient strength. Reduce the total value of the class's defense rating by 1 if it is 3 or more. This is because after a certain amount all having more defense does is make them miss/fail, which is achieved a lot at lower values. Reduce the total value of the class's stealth rating by 1 if it is 3 or more, or by 2 if it is 5. This is because sneaking around is rarely useful on its own, unless dealing with traps or ambushes.

Classes without a value of at least 4 will find themselves barely effective in any situation, resulting in a marked decline of the class' actual power. In these situations reduce the class' total value by 4 to reflect their inadequacy.

Character classes should have a total value of 8 or 9. Rogues have a total value of 10 mainly due to their versatility as a class, but individual characters cannot take full advantage of this versatility so their final rating is effectively 9. This is an example of the subjectivity of this rating system.

	Arcane Magic	Combat	Defense	Divine Magic	Psionics	Stealth	Utility	TOTAL
Barbarian	0	4	2	0	0	0	2	8
Bard	1	3	3 (2)	1	0	3 (2)	3	13 (8)
Cleric	0	2	1	5	0	0	0	8
Druid	1	2	1	3	0	1	1	9
Fighter	0	5	0	0	0	0	3	8
Monk	0	2	5 (4)	0	0	1	1	9
Paladin	0	4	2	1	0	0	1	8
Psionicist	0	1	1	0	5	0	2	9
Ranger	0	3	1	1	0	4 (3)	0	9 (8)
Rogue	0	2	2	0	0	5 (3)	3	10
Sorcerer	5 (7)	0	1	0	0	0	0	8
Wizard	4 (6)	0	1	0	0	0	1	8

New Spell Lists

The spell lists of spellcasting classes goes far to determine their effectiveness. Despite the type of magic they use, a character with access to a lot of damaging and debilitating spells or spell-like abilities has some rating in arcane magic, while those with a lot of access to restorative and

augmenting abilities have some rating in divine magic. This applies even if the spells are classified as divine but deal damage at a good rate or area, such as the damage-oriented spells on the druid's spell list.

One way to alter a character class is to just change the spells they gain access to. Spellcasters should be able to choose between at least 10

spells/effects per spell level, or they cannot have a 4-5 rating in either arcane or divine magic. There is some “wiggle room” in this, since a wide range of effects or effects that can be used in multiple situations can fill the role of multiple similar spells/effects.

If a new spell list provides a spell that is normally of a different level than that spellcaster type (arcane or divine) would normally get it, then increase or decrease the spell’s value on the spell list appropriately. Be careful when altering the level a spell is available at, or you might end up with a “worthless” or “must have” spell for that spell level. In either situation it would be better to instead make the spell into a spell-like ability usable once or twice a day and reduce the spells/effects they can generate.

Barbarian Variant: Survivor

Not all barbarians are rage-fueled berserkers. Some are relatively peaceful folk who have had to survive the harsh wilderness of a fantasy world, without recourse to the powers of druids or skills of rangers. Those barbarian characters that take this option are called “Survivors”, and have developed an inherent resistance to supernatural powers in order to cope with the magical monsters that fill their home territories.

Loses: Survivors do not have any Rage abilities.

Gains: Survivors gain a +1 resistance bonus to all saves against psionic, spell-like, and supernatural effects at 1st level. This bonus goes up by one every two barbarian levels after 1st.

Bard Variant: Blademaster (non-casting)

Some bards are less concerned with magic and music, than they are with the glories of epic combat and the immortalizing of it in song. These combat-focused bards are called “Blademasters”.

Loses: Blademasters do not get access to bardic spellcasting.

Gains: Blademasters get d8 for hit dice. They also have Weapon Focus (choose a light melee weapon) and Weapon Finesse at 1st-level. They gain the Force of Personality ability described below:

* **Force of Personality (Su):** Blademasters get to add their positive Charisma modifier, plus 1/4th bard level, to their AC as a dodge bonus, and if using a light weapon also to their melee attack and damage rolls as an arcane bonus. This ability is only gained when they are wearing light or no armor, and not wielding a shield.

Bard Variant: Minstrel

Not all bards focus on a mélange of combat, stealth, magic, and music. Some are more focused on their musical abilities than others. Those bard characters that follow this path are called “Minstrels”.

Loses: Minstrels have a poor BAB progression (+1/2 levels, same as the sorcerer). They are proficient **only** with simple weapons.

Gains: Minstrels have Charisma modifier + twice their bard level in daily uses of Bardic Music, instead of the normal amount. They gain a special bonus Metamagic feat at 1st-level, and every fifth bard level, which applies **only** to their bard spells. They use these Metamagic feats by paying for the increased spell levels with an equal amount of Bardic Music daily uses, instead of increasing the spell level (i.e. Extend Spell costs one daily uses instead of raising the spell level by +1 levels), but cannot use these bonus Metamagic feats in **any** other manner. Only a number of Metamagic levels can be paid for in this way on a single spell equal to half the bard’s level, to a minimum of +1 spell level at 1st-level bard, and any spell modified with these special Metamagic bonus feats cannot also be modified with other Metamagic feats. It still increases the casting time to use Metamagic this way.

Cleric Variant: Priest

Not all clerics have even minor combat training; many are peaceful folk that try their best to spread their faith without resorting to violence, and to tend the faiths followers as best they can. Those characters that follow this path are called “Priests”.

Clerics of deities with the War domain cannot be Priests; their faith is centered around the conflict that Priest characters are ill suited for.

Loses: Priests have a poor BAB progression (+1/2 levels, same as a sorcerer). They only have light armor proficiency, and cannot cast clerical spells if wearing medium or heavy armor or using a shield.

Gains: Priests have an extra domain at 1st level, and also gain Extra Turning and Improved Turning as bonus feats.

Druid Variant: Nature Lord

Not all druids seek to emulate the natural world to such a degree that they become a part of it, some try to explore the forces that make it up in a great degree. These druids are driven by a need to understand the world around them, the primal forces of creation itself. Those druids that follow this path are called “Nature Lords”.

Special: Druids do not have to choose whether or not to be a nature lord until they reach 5th level, if nature lords are allowed in the campaign. After they make the decision however it cannot be changed later, even if they lose enough levels to drop below 5th level.

Loses: Nature lords do not have any *Wild Shape* abilities.

Gains: Nature Lords gain a clerical domain every five druid levels. They gain all the benefits from these domains that a cleric would, including the expanded spell list (but since most of these spells are already druid spells, this last isn’t much of a gain). The domains they can choose from are: Air, Animal, Earth, Fire, Plant, and Water.

Druid Variant: Shifter

Some druids are more introspective in their devotion to nature, seeking to better understand their place in it and the mutability of their own nature. Rather than focus on external animal influences, they have found new inner vistas in their flesh, and are known as “Shifters”.

Special: Shifters can *also* be nature lords.

Loses: Shifters do not have the druid Animal Companion ability.

Gains: Shifters have a pool of “shifting” points equal to their druid level, which refreshes when their spells refresh. As a spell-like ability they can use these points to pay for the spell levels of the following spells, casting them as a divine caster of equal level to their druid level but only on themselves. This can be done once per round as a free action, but does not count as your free action spell that round. They get to choose one of these spell-like abilities each odd druid level, of a spell level up to half their druid level rounding up, but can activate it as many times as they wish so long as they can pay its level in shifting points.

* **1st-Level:** *Enlarge person, reduce person, spider climb.*

* **2nd-Level:** *Alter self, bear’s endurance, bull’s strength, cat’s grace.*

* **3rd-Level:** *Gaseous form, meld into stone, water breathing.*

* **4th-Level:** *Polymorph, remove blindness/deafness.*

* **5th-Level:** *Restoration, spell immunity, stoneskin.*

* **6th-Level:** *Spell resistance.*

* **7th-Level:** *Transformation.*

* **8th-Level:** *Greater restoration, iron body.*

* **9th-Level:** *Regenerate, shapechange.*

Fighter Variant: Soldier

Many fighters come from the rank-and-file of the common soldier, having spent a few years in military service in order to acquire the skills of their trade. These characters are more confident than regular fighters, but lack the regular fighter’s range of proficiency. Those fighters that follow this path are called “Soldiers”.

Loses: Soldiers do not have the Armor Proficiency (heavy) and Tower Shield Proficiency feats that fighters usually get for free.

Gains: Soldiers gain free Weapon Focus feats with one martial weapon and two simple weapons.

Fighter Variant: Thug

“Thugs” are fighters who have not received much training, but have replaced this lack of expertise with the development of brute force combat techniques. A regular fighter is a trained combatant, accustomed to many styles of warfare; but a thug is an unsophisticated brute who relies on raw force to defeat foes.

Loses: Thugs do not have proficiency with ranged martial weapons, medium or heavy armor, or tower shields.

Gains: Thugs gain extra abilities as they gain fighter levels. Table 5-1: The Fighter Thug shows what a thug gains as they advance in levels, and the new abilities are detailed after the table.

TABLE 5-1: THE FIGHTER THUG

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+0	+0	Bonus feat, damage reduction 1/–
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	Brute Force 1/day
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	damage reduction 2/–
6th	+6	+5	+2	+2	Bonus feat
7th	+7	+5	+2	+2	Brute Force 2/day
8th	+8	+6	+2	+2	Bonus feat
9th	+9	+6	+3	+3	Mad Force
10th	+10	+7	+3	+3	Bonus feat, damage reduction 3/–
11th	+11	+7	+3	+3	Brute Force 3/day
12th	+12	+8	+4	+4	Bonus feat
13th	+13	+8	+4	+4	Overwhelming brute
14th	+14	+9	+4	+4	Bonus feat
15th	+15	+9	+5	+5	Damage reduction 4/–
16th	+16	+10	+5	+5	Bonus feat
17th	+17	+10	+5	+5	Brute Force 4/day
18th	+18	+11	+6	+6	Bonus feat
19th	+19	+11	+6	+6	Unstoppable Force
20th	+20	+12	+6	+6	Bonus feat, damage reduction 5/–

Damage Reduction (Ex): At 1st level fighter a thug gains damage reduction 1/– thanks to the scars and toughened bones that have resulted from surviving constant abuse. It goes up at 5th, 10th, 15th, and 20th level. This reduced damage applies only to physical attacks. This damage reduction does not stack with other forms of damage reduction; use the better of the applicable damage reductions.

Brute Force (Ex): At 3rd level fighter a thug can tap into reserves of determination and anger that give them a bonus to their melee combat abilities, but only once per day as a free action during their turn. This effect lasts for their fighter level in rounds, during which time they gain a +2 bonus to their melee attack and damage rolls. The thug can choose to end this effect prematurely at the beginning of any turn, but they do not get to use the remaining duration later if they end it prematurely. They can use this ability an extra time per day at 7th, 11th, and 17th level. Brute Force can only be used once in an encounter.

Mad Force (Ex): At 9th level fighter a thug can choose to give up control when using their Brute Force ability. If they do then the thug gains an additional +2 attack bonus, but suffer a –2 penalty to their armor class during their Brute Force duration. They must choose to use this ability when they activate Brute Force, and cannot drop Mad Force's effects while the Brute Force lasts.

Overwhelming Brute (Ex): At 13th level the thug gains the ability to apply their damage bonus from Brute Force to their Strength checks and Strength-linked skill checks, but not as an *additional* bonus to damage rolls. They must be using Brute Force to use this ability.

Unstoppable Force (Ex): At 19th level fighter a thug gains the ability to ignore lethal damage while using Brute Force. While the duration of their Brute Force lasts, they do not die no matter how much hit point damage they've taken. If they die from a death effect, massive damage effect, or ability score damage then they still die. Once the Brute Force duration is over, if they have not been brought up higher than –10 hit points, then they die instantly.

Monk Variant: Contemplative

Many monks seek spiritual enlightenment, rather than gross physical perfection. While all monks seek to become better through a mixture of physical and spiritual discipline, these monks place the spiritual aspect of their lives far ahead of the physical. Those monk characters who follow this path are called “Contemplatives”.

Losses: Contemplatives do not have the Flurry of Blows ability, loses all Ki Strike abilities, and their unarmed combat damage does not improve as they gain monk levels.

Gains: Contemplatives cast divine spells spontaneously, with a casting ability score of Wisdom. Contemplative spells are taken from the cleric spell list, and their divine focus is movement (so they cannot use spells with a divine focus component if wearing armor, using a shield, or bound in any way). They use Table 5-2: Contemplative Monk Spells to determine their base spell slots and spell known each level, instead of the normal method. They get access to the Spellcraft skill, and can choose to take their Monk Bonus Feats as Metamagic feats if they wish to.

TABLE 5-2: CONTEMPLATIVE MONK SPELLS

Monk	Spells per Day/Known						
Level	0th	1st	2nd	3rd	4th	5th	6th
1st	2/1	---	---	---	---	---	---
2nd	3/2	2/1	---	---	---	---	---
3rd	3/2	3/2	---	---	---	---	---
4th	4/3	3/2	2/1	---	---	---	---
5th	4/3	4/3	3/2	---	---	---	---
6th	4/3	4/3	3/2	2/1	---	---	---
7th	5/4	4/3	4/3	3/2	---	---	---
8th	5/4	5/4	4/3	3/2	2/1	---	---
9th	5/4	5/4	4/3	4/3	3/2	---	---
10th	5/4	5/4	5/4	4/3	3/2	2/1	---
11th	6/5	5/4	5/4	4/3	4/3	3/2	---
12th	6/5	6/5	5/4	5/4	4/3	3/2	2/1
13th	6/5	6/5	5/4	5/4	4/3	4/3	3/2
14th	6/5	6/5	6/5	5/4	5/4	4/3	3/2
15th	6/5	6/5	6/5	5/4	5/4	4/3	4/3
16th	6/5	6/5	6/5	6/5	5/4	5/4	4/3
17th	6/5	6/5	6/5	6/5	5/4	5/4	4/3
18th	6/5	6/5	6/5	6/5	6/5	5/4	5/4
19th	6/5	6/5	6/5	6/5	6/5	5/4	5/4
20th	6/5	6/5	6/5	6/5	6/5	6/5	5/4

Monk Variant: Iron Fist

Not all monks are spiritual warriors, some are far more interested in martial prowess than they are in physical and spiritual perfection. These combat-driven monks are called “Iron Fists”, and are fearsome as any fighter.

Losses: Iron Fists do not gain Still Mind, Slow Fall, Diamond Soul, Timeless Body, Tongue of Sun and Moon, Perfect Self, or any of the monk's supernatural or spell-like abilities other than *Ki Strike*. Even *Ki Strike* is altered for them.

Gains: Iron fists gain improved unarmed combat abilities and extra class abilities, as detailed below. Table 5-3: The Monk Iron Fist shows all the abilities the iron fist gains each level, including their regular monk abilities.

TABLE 5-3: THE MONK IRON FIST

Level	BAB	Fort	Ref	Will	Special	Boost	Unarmed Damage	Speed Bonus
1st	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike 1d6, DR 1/–	+0	1d6	+0 ft.
2nd	+1	+3	+3	+3	Bonus feat, evasion, disciplined strike	+0	1d6	+0 ft.
3rd	+2	+3	+3	+3	<i>Ki</i> strike (magic), armor trait	+0	1d6	+10 ft.
4th	+3	+4	+4	+4	Bonus feat	+0	1d8	+10 ft.
5th	+3	+4	+4	+4	Purity of body, DR 2/–	+1	1d8	+10 ft.
6th	+4	+5	+5	+5	Weapon trait, armor trait	+1	1d8	+20 ft.
7th	+5	+5	+5	+5	<i>Ki</i> strike (lawful), heavy heart	+1	1d8	+20 ft.
8th	+6	+6	+6	+6	Bonus feat	+1	1d10	+20 ft.
9th	+6	+6	+6	+6	Improved evasion	+1	1d10	+30 ft.
10th	+7	+7	+7	+7	Armor trait, DR 3/–	+2	1d10	+30 ft.
11th	+8	+7	+7	+7	<i>Ki</i> strike (adamantine)	+2	1d10	+30 ft.
12th	+9	+8	+8	+8	Weapon trait, armor trait	+2	2d6	+40 ft.
13th	+9	+8	+8	+8	Sealed wounds, shiver strike	+2	2d6	+40 ft.
14th	+10	+9	+9	+9	Supernatural resistance	+2	2d6	+40 ft.
15th	+11	+9	+9	+9	<i>Ki</i> strike (silver), DR 4/–	+3	2d6	+50 ft.
16th	+12	+10	+10	+10	Bonus feat	+3	2d8	+50 ft.
17th	+12	+10	+10	+10	Armor trait	+3	2d8	+50 ft.
18th	+13	+11	+11	+11	Weapon trait	+3	2d8	+60 ft.
19th	+14	+11	+11	+11	<i>Ki</i> strike (good or evil)	+3	2d8	+60 ft.
20th	+15	+12	+12	+12	DR 5/–	+4	2d10	+60 ft.

Wisdom AC (Ex): Iron fist monks get to add their Wisdom modifier (if positive) to their Armor Class in the same manner as other monks.

Boost (Ex): Every five levels an iron fist monk gains a bonus to their AC benefit from a high Wisdom score, as well as to their Unarmed Strike attack and damage rolls, equal to the total shown on Table 5-3: The Monk Iron Fist. This is an unnamed bonus.

Unarmed Strike (Ex): At 1st-level an iron fist monk get the Improved Unarmed Strike feat as a bonus feat, and can make unarmed attacks that deal damage as if from a weapon two sizes larger.

Flurry of Blows (Ex): At 1st-level an iron fist monk can make an additional unarmed combat attack when using a full attack action. This additional attack is made at their highest attack bonus, but using this option penalizes **all** their attacks by –2 until the beginning of their next action. If they get an additional attack from some other source, such as Two Weapon Fighting or *haste*, Flurry of Blows still provides only one additional attack.

Bonus Feat: At 1st, 2nd, 4th, 8th, and 16th level an iron fist monk gains a bonus Combat feat, which replaces the regular monk bonus feats. These bonus feats can only be Combat feats that they meet the prerequisites for.

Disciplined Strike (Ex): At 2nd-level an iron fist monk gets to add their Wisdom modifier (if positive) to their Unarmed Strike damage, as a morale bonus.

Ki Strike (Su): At 3rd level an iron fist monk treats all their unarmed or natural weapon attacks as if they were made by magical weapons, for purposes of overcoming damage reduction only. At 7th level, they also treat them as lawful weapons. At 11th level, they also treat them as adamantine weapons. At 15th level, they also treat them as silver weapons. At 19th level, they also treat them as either good or evil weapons. These benefits also apply to martial arts weapons.

The iron fist monk's ability to treat their unarmed and natural weapon attacks as if made by good or evil weapons is alignment restricted. Good aligned characters have good-aligned attacks, and evil characters have evil-aligned. Neutral characters must choose one or the other when they gain this ability. If the iron fist monk later changes their alignment, then the *Ki* Strike ability changes as appropriate if it is necessary.

Armor Trait (Su): At 3rd, 6th, 12th, and 17th level an iron fist monk gains a minor special ability, as if wearing magical armor. They choose one of these abilities to gain: *acid resistance*, *cold resistance*, *electricity resistance*, *fire resistance*, *fortification (light)*, *slick*, *shadow*, or *silent moves*, *sonic resistance*. Once they choose an armor power, it cannot be changed. They can suppress this ability and reactivate it at will, as a free action.

Weapon Trait (Su): At 6th, 12th, and 18th level an iron fist monk gains a minor weapon ability, as if wielding a magical weapon, but only when making unarmed attacks. They choose one of these abilities to gain: *bane* (can be taken multiple times, once per creature type), *ghost touch*, *keen*, *merciful*, *mighty cleaving*, *vicious*. Once they choose a weapon power, it cannot be changed. They can suppress this ability and reactivate it at will, as a free action.

Heavy Heart (Ex): At 7th-level an iron fist monk gains a +2 bonus to resist disarm, grapple, overbear, sunder, and trip attacks.

Sealed Wounds (Ex): The iron fist monk is immune to the *wounding* weapon ability, or similar effects, and does not suffer continual damage from attacks that cause it (such as the Infernal Wound monster ability).

Shiver Strike (Ex): At 13th-level whenever an iron fist monk makes a critical hit using his unarmed attack, his opponent must pass a DC 15 + 1/2 damage taken Fortitude save or be *stunned* for 1 minute.

Supernatural Resistance (Ex): The iron fist monk gains a +2 bonus to their saving throws against magical and psionic effects. If the effect allows a Fortitude or Will save for either partial or half effect, then a successful save results in no effect at all.

Paladin Variant: Crusader

Paladins that take up the call to smite those that most epitomize the opposite dictates of their faith are called “Crusaders”. These fanatical warriors forsake the companionship of a spiritual mount, in order to better channel their deity's wrath.

Paladins do not have to choose weather or not to be a crusader until they reach 5th level, if crusaders are allowed in the campaign. After they make the decision however it cannot be changed later, even if they lose enough levels to drop below 5th level.

Losses: Crusaders do not gain the *special mount* paladin ability at 5th level.

Gains: Crusaders gain the War domain at 5th paladin level, as if they were a cleric. They gain all the benefits from this domain that a cleric would have, and their martial weapon for it is always a long sword.

Paladin Variant: Templar (non-casting)

“Templars” are paladins who do not have any of the spell-like or spellcasting abilities, having received more combat than religious training. They are the holy soldiers of the faith, the ones who guard holy sites and watch over wanderers. When a holy war is called for, they are the ones who fill the ranks of the faith's armies.

Losses: Templars do not have the *detect evil*, *remove disease*, Special Mount, or paladin spellcasting abilities.

Gains: Templars gain Weapon Focus as a bonus feat at 1st level. At 2nd, 8th, 14th, and 16th level the templar gains a bonus general feat. At 4th level they gain Weapon Specialization as a bonus feat. At 6th, 9th, 12th, 15th, and 18th level they gain a bonus combat feat (despite having received Weapon Specialization as a bonus feat, they cannot take it with *these* feats).

Psionicist Variant: Psiologist

Some psionicists are more concerned with maximizing their range of psionic powers than with focusing on better-rounded psychic capacity. These mental scholars are called “Psiologists”.

Losses: Psiologists do not gain the Bonus Power Points ability that psionicists normally have.

Gains: At 1st level, and every two levels after first, psionist psionicists gain a bonus feat. This bonus feat can only be a knack category feat.

Psionicist Variant: Psychic Warrior

Some psionicists do not focus on developing a wide range of psychic powers, but instead expand their martial abilities on par with their psychic powers. These combat-oriented psionicists are called “Psychic Warriors”.

Psychic warriors replace the abilities of a psionicist with those listed below. If an ability a psionicist has is not listed below, then the psychic warrior has the original version of the ability.

Hit Die: d8.

TABLE 5-4: THE PSYCHIC WARRIOR

Level	BAB	Fort	Ref	Will	Special	ML
1st	+0	+1	+0	+2	Bonus feat, combat modes (3)	1st
2nd	+1	+1	+0	+3		2nd
3rd	+2	+2	+1	+3	Bonus feat	
4th	+3	+2	+1	+4	Extra combat mode	3rd
5th	+3	+3	+1	+4		4th
6th	+4	+3	+2	+5	Bonus feat	
7th	+5	+4	+2	+5		5th
8th	+6	+4	+2	+6	Extra combat mode	6th
9th	+6	+5	+3	+6	Bonus feat	
10th	+7	+5	+3	+7		7th
11th	+8	+6	+3	+7		8th
12th	+9	+6	+4	+8	Bonus feat, extra combat mode	
13th	+9	+7	+4	+8		9th
14th	+10	+7	+4	+9		10th
15th	+11	+8	+5	+9	Bonus feat	
16th	+12	+8	+5	+10	Extra combat mode	11th
17th	+12	+9	+5	+10		12th
18th	+13	+9	+6	+11	Bonus feat	
19th	+14	+10	+6	+11		13th
20th	+15	+10	+6	+12	Extra combat mode	14th

Skill Points at 1st-Level: (2 + Intelligence modifier) x 4

Skill Points Each Level: 2 + Intelligence modifier

Manifester Level: Psychic warriors gain one Manifester Level per class level, except for every third class level, as shown above.

Armor and Weapon Proficiencies: Psychic warriors have light armor, as well as simple and martial weapon proficiencies.

Bonus Feat: At 1st-level and every three class levels psychic warriors gain a bonus feat. These bonus feats can only be taken as Psionic Knack feats or Combat feats.

Combat Modes: At 1st-level psychic warriors know three psionic combat modes, and gain an additional one every four class levels.

Ranger Variant: Bandit (non-casting)

Some rangers focus less on spiritual growth, and more on traveling and skulduggery. These characters are called “Bandits”.

Losses: Bandits do not gain spellcasting levels.

Gains: Bandits gain a bonus general feat every two ranger levels.

Ranger Variant: Hunter

Some rangers are practiced in many different forms of combat, even if they do not excel in a particular one. They lose the focus of regular rangers, but these “Hunters” gain flexibility in exchange.

Losses: Hunt masters do not gain the Combat Style, Improved Combat Style, and Combat Style Mastery abilities that regular rangers gain.

Gains: Hunters gain a bonus feat at 2nd, 6th, and 11th ranger level. These bonus feats can only be selected from this list, and the ranger must meet the prerequisites of any of these bonus feats he gains: Greater Two-Weapon Fighting, Improved Critical (light weapons only), Improved Precise Shot, Improved Two-Weapon Fighting, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (light weapons and bows only).

Rogue Variant: Scout

These rogues specialize on finding dangers and targets and then reporting them to the rest of the group. They have increased mobility, but reduced combat ability.

Losses: Scouts gain only +1 BAB every 2 rogue levels, and are not proficient only with Simple Weapons and Light Armor.

Gains: Scouts gain several abilities based on their class level, as shown below. These are in addition to their normal rogue special abilities.

* **1st:** Gains a +10 competence bonus to Speed.

* **3rd:** No distance or height limits for Jump and Tumble checks.

* **7th:** Half penalties to Balance, Hide, and Move Silently for moving.

* **11th:** Permanent *pass without trace* ability.

* **15th:** Can take three move actions instead of a full action.

* **19th:** *Dimension door* once per day as a move action, as if cast by a sorcerer of equal level.

Rogue Variant: Skill Master

Not all rogues are happy sneaking up on foes, to take liberties with their bodily health. Some try to instead focus on becoming the best they possibly can at utilizing their wide range of skills. Those rogue characters that follow this path are called “Skill-Masters”.

Losses: Skill masters do not have the Sneak Attack ability.

Gains: At first level, and every two levels after first, skill masters gain a bonus feat. This bonus feat can only be selected from this list: Acrobatic, Agile, Alertness, Athletic, Deceitful, Deft Hands, Diligent, Investigator, Magical Aptitude, Negotiator, Nimble Fingers, Persuasive, Psionic Aptitude, Skill Focus (can be taken multiple times), and Stealthy. You also get to choose any two skills and make them rogue class skills for you.

Sorcerer Variant: Mentalist

Some sorcerers gain their powers from meditation and introspection, as well as their force of personality. These sorcerers are called “Mentalists”, and do not have powers as reliable as those of a regular sorcerer. Instead their magic is less noticeable, and more easily fit to their will.

Losses: Mentalists do not gain the Familiar ability. They must pass a Wisdom modifier + level check with a DC of 10 + twice spell level when they cast sorcerer spells, with a failed check resulting in the spell being lost. Mentalists cannot spontaneously add Metamagic to their sorcerer spells in the normal manner (see below).

Gains: Mentalists have all Knowledge skills as class skills. When they cast sorcerer spells, their spells do not have a verbal component. Mentalists gain the Still Spell feat as a bonus feat at 1st sorcerer level. They can spontaneously add Metamagic feats to their sorcerer spells without adding to their casting time, but are restricted to the total number of spell slots worth of Metamagic they can add to no more than their Intelligence modifier + sorcerer casting level per day. Spontaneously added Metamagic does not increase the spell slot the spell requires to cast, but *does* increase the DC for the Wisdom check to cast it successfully, as well as any needed Concentration checks.

Sorcerer Variant: Rapid Caster

Sorcerers can choose to forgo their Familiar special ability in order to become better at casting spells quickly. Such “Rapid Casters” are capable of casting spells as free actions a limited number of times per day. This counts towards their limit of one free action spell per turn.

Losses: Rapid casters do not have the Familiar ability.

Gains: Rapid casters can cast a limited number of spells as free actions, which still count towards the limit of one free action spell per round. Only spells with a standard action casting time can be cast in this way. They can rapid cast one 0th-level spell for every odd sorcerer level, and up to a total number of spell levels worth of spells equal to half their sorcerer level, in a day. They must still expend regular spell slots to cast these spells, this ability only allows them to cast a limited number of spells per day as free actions.

* **Example:** A 10th-level sorcerer can cast up to five 0th-level spells a day as free actions. They also have five spell levels of other sorcerer spells they can cast as free actions; which can be used for one 5th-level spell, five 1st-level spells, or any mixture of spell levels totaling no more than five.

Wizard Variant: Bonded

Wizards can choose to forgo their Scribe Scroll bonus feat in order to become more in tune with their familiar. Such “Bonded” must choose one type of familiar, which becomes the only kind they can ever have. They get a Familiar feat as a bonus feat. Bonded cannot also be scribes.

Losses: Bonded do not have the bonus Scribe Scroll feat.

Gains: Bonded get a free familiar category feat. They also contain their familiar's soul when their familiar dies, allowing the familiar to be returned to life (such as by a *raise dead* spell) without worrying about time constraints.

Wizard Variant: Scrivener

Wizards can choose to forgo their Familiar special ability in order to become more adept at manipulating magical writings. Such "Scriveners" are capable of recharging expended wizard spell slots by the absorbing the energy contained in an arcane magical scroll.

Losses: Scriveners do not have the Familiar ability.

Gains: When a scrivener casts a spell from an arcane spell scroll, he can choose to recharge a spell slot of the stored spell's level or less. If he does so then the spell stored in the scroll is expended, but has no effect. The spell that was last contained in that spell slot is also refreshed. (so a scrivener who casts *magic missile* can later use any arcane spell scroll of 1st level or higher to regain that spell slot, and the *magic missile* spell that was prepared in it).

NEW BASE CLASSES

When you decide what classes to base, or make available, in your setting you might come across a situation in which none of the base classes, even slightly modified, fit what exactly you need. At this point you are faced with the prospect of either creating a "make-do" alteration of one of the base classes, or creating your own base class to fill the role. If you do decide to make your own base class, this section should help you do so, and still keep it balanced. They system shown under "Modifying Base Classes" should help you with this as well.

First you need to decide exactly what the purpose of the new base class is. If the purpose is close to that of one of the *Edition Pi PHB* base classes, or a modified version of it shown above, then use the already existing version. This should prevent situations like "wizards of a different color", or some other similar mistake.

Now you need to decide what Hit Dice the class should have. Base classes that are more sedentary (bookish or not likely to engage in direct combat), have viable replacement combat abilities (such as arcane spells), or are of very non-combat oriented roles (like storytellers and socialites) should have a low Hit Die. Base classes that are very physical, have few replacement combat abilities, and are of very combat oriented roles should have a high Hit Die. The lowest a Hit Die should go is d4, while the highest is d12.

Now you need to decide on what Base Attack Bonus the class has. To a large amount this should be based partially on their Hit Dice. A class with a d4 Hit Dice should never have a better than +3/4 BAB. A class with a d8 Hit Dice should never have a worse than +3/4 BAB. A class with a d10 or d12 Hit Dice should always have a +1/1 BAB. The better a BAB a class has the weaker its saving throws, skill points, and special abilities should be.

Now for saving throws. A base class's saving throws should be based in large part on their combat ability, and their special abilities. If the base class has a high Hit Die, and especially if it has better than d6 Hit Dice, it should have a "good" Fortitude save. If the base class has lots of skill points and stealth abilities, it should have a "good" Reflex save. If the base class has better than "minor" spellcasting abilities, or access to psionic powers, it should have a "good" Will save. Sketch in what saving throws the class has at this point, but be willing to change them depending on later decisions.

Now you need to decide what weapon, armor, and skills the base class has access to. These are collected together into one step, since they are very closely related. If the class is intended to be very combat-oriented, it should have a wide range of weapon and armor proficiencies. If the class is intended to be more skill oriented, including social skills, it should have a large amount of skill points and a wide access to skills. Magical or psionic classes should have skills appropriate to those abilities, with more skill points for psionic classes than normal since many psionic abilities are directly skill-based. No class should get fewer than 2 + Intelligence modifier for skill points, or more than 8 + Intelligence modifier.

Now you need to decide on the hardest part of making a new base class: the allocation and description of special abilities. While in some cases, such as spellcasting and psionic powers, the relative power of these abilities are easy to ascertain, in the case of new abilities you will most

likely have to spent lots of time play-testing to determine how to adjust the class to balance it against the other classes. Some brief rules of thumb however can help balance out base classes that use standard *Edition Pi PHB* abilities, shown below.

Arcane Spellcasting: Classes with major arcane spellcasting levels should always have a "good" will save, or "medium" if they get fewer than one casting level per class level, or even "poor" if they are minor spellcasters. If they cast non-offensive spells, or have reduced spell access such as a bard, then their spellcasting ability should be ranked as if it was clerical for terms of "combat power". The smaller the class's spell list, and fewer offensive and defensive spells on it, in relation to the sorcerer/wizard spell list then the less powerful the class' arcane spellcasting abilities should be considered.

Bonus Feats: Providing bonus feats are a good way to describe the concept of a new class. By classifying the available bonus feats according to feat type, you allow for versatility within the core concept (such as Combat feats for fighters). You can also designate **specific** feats as bonus feats (such as the bonus Track and Endurance feats of rangers), or permit very restricted choices of thematically correct feats (such as the bonus feats of monks), in order to describe the specific concept of a class with a narrower focus. The power of a bonus feat is directly proportional to its usefulness with the class' primary role, and the versatility of the feats that can be chosen. A more combat oriented class that gains only specific General feats as bonus feats finds them to be of little value, but if the bonus feats where any Combat feat then they are very valuable indeed. If the class receives specific or highly restricted bonus feats, the prerequisites for these feats should be ignored, but access to the feats should have an additional requirement (such as the "light armor only" restriction on the ranger's Combat Style bonus feats).

Cleric Domains: Classes should not have access to clerical domains unless they also have access to clerical spellcasting. At most a class should get two cleric domains at 1st-level, or more as the class gains levels if they are paying for it with reduced spell access, weaker special abilities, or some other method. Classes can only have access to an alignment domain if they share that alignment.

Divine Spellcasting: Classes with major divine spellcasting levels should always have a "good" will save, or "medium" if they get fewer than one casting level per class level, or even "poor" if they are minor spellcasters. Clerical spells are either inefficient at offense (such as druid elemental spells), or rely on primarily group augmentation/enemy weakening (such as cleric spells), and cannot provide heavy long-term offense and defense augmentation to the caster. This means that classes with divine spellcasting abilities should have better Hit Dice, BAB, saving throws, skill points, special abilities, or some combination of them in order to make up for their relative lack of spellcasting-oriented combat power. If the spells the class has access to are of a narrower focus than the cleric spell list (such as the druid's spell list), then the narrower the spell list the less relative power the divine spellcasting levels the class has should also be reduced.

Familiar: The "familiar" ability provides a flawed feat when it is taken (conditional Alertness, with an added skill bonus), and another feat-like ability at 3rd-level (deliver touch spells), 7th-level (speak with animals of its kind), and 13th-level (speak with familiars). This ability should thus be treated as if it was a bonus feat at 1st-level, 3rd-level, 7th-level, and 13th-level. Classes with this ability should be able to cast at least 1st-level spells, but there is no hard-and-fast reason for them to be **arcane** spells, other than tradition.

Manifester Levels: Classes with Manifester Levels should always have a "good" Will save, or possibly "medium" if they get fewer than one Manifester Level per class level. Manifester Levels should be ranked halfway between arcane and divine spellcasting abilities in terms of "combat power" abilities.

Smite: This is a valuable ability for melee-oriented classes, but is typically usable only once per day. Classes who get this ability should either get a restricted version of it, such as it only applying to evil creatures or those of a monster type, or the more general version that can be used against any type of target. If they have the restricted version, they should get an additional daily use of it every five class levels. Only classes with at least +3/4 BAB should be allowed to have this ability.

Sneak Attack: This is a **very** powerful combat ability, about as powerful as an extra point of BAB for each 1d6 bonus damage. Classes with this ability should thusly never have a BAB of +1/1, unless they are "paying" for it in some manner such as lack of any other special abilities,

and even then only should get 1d6 Sneak Attack every three levels at most. No class should have more than 1d6 Sneak Attack at 1st-level, with an additional 1d6 every two levels afterwards.

Turn/Rebuke Undead: This is not often a useful ability for characters, since it is based on a rarely used ability score and is only applicable to a single subset of creatures. To make matters worse, the creatures it **does** apply to either have more Hit Dice than their Challenge Rating, have the “Turn Resistance” quality, or both - which makes successfully using Turn/Rebuke Undead on them even harder. But when this ability **does** work, it is very useful. It should only be given to classes that have some sort of divine spellcasting ability, or are focused on necromancy magic.

TABLE 5-5: THE ARTIFICER

Level	BAB	Fort	Ref	Will	Special	----- Gadget Effects per Day -----									
						0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+2	+0	Gadgets, trapfinding	1	1	---	---	---	---	---	---	---	---
2nd	+1	+0	+3	+0		2	1	---	---	---	---	---	---	---	---
3rd	+1	+1	+3	+1		2	2	1	---	---	---	---	---	---	---
4th	+2	+1	+4	+1	Trap sense +1	3	2	1	---	---	---	---	---	---	---
5th	+2	+1	+4	+1	Boost gadget	3	3	2	1	---	---	---	---	---	---
6th	+3	+2	+5	+2		3	3	2	1	---	---	---	---	---	---
7th	+3	+2	+5	+2	Trap sense +2	4	3	3	2	1	---	---	---	---	---
8th	+4	+2	+6	+2	Extend gadget	4	4	3	2	1	---	---	---	---	---
9th	+4	+3	+6	+3		4	4	3	3	2	1	---	---	---	---
10th	+5	+3	+7	+3	Trap sense +3	4	4	4	3	2	1	---	---	---	---
11th	+5	+3	+7	+3	Empower gadget	5	4	4	3	3	2	1	---	---	---
12th	+6	+4	+8	+4		5	5	4	4	3	2	1	---	---	---
13th	+6	+4	+8	+4	Trap sense +4	5	5	4	4	3	3	2	1	---	---
14th	+7	+4	+9	+4	Heighten gadget	5	5	5	4	4	3	2	1	---	---
15th	+7	+5	+9	+5		5	5	5	4	4	3	3	2	1	---
16th	+8	+5	+10	+5	Trap sense +5	6	5	5	5	4	4	3	2	1	---
17th	+8	+5	+10	+5	Maximize gadget	6	6	5	5	4	4	3	3	2	1
18th	+9	+6	+11	+6	Widen gadget	6	6	5	5	5	4	4	3	2	1
19th	+9	+6	+11	+6	Trap sense +6	6	6	6	5	5	4	4	3	3	2
20th	+10	+6	+12	+6	Quicken gadget	6	6	6	5	5	5	4	4	3	2

Class Skills

The artificer’s class skills (and the key ability for each skill) are Alchemy* (Int), Appraise (Int), Craft (Int), Decipher Script (Int), Disable Device* (Int), Forgery (Int), Intimidate (Cha), Knowledge (architecture and engineering)* (Int), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sleight of Hand (Dex), Use Magic Device (Cha), Use Psionic Device (Cha), and Use Rope (Dex).

* Characters must put **at least** one of their skill ranks at each artificer level into these skills.

Skill Points at 1st-Level: (6 + Intelligence Modifier) x 4.

Skill Points each Additional Level: 6 + Intelligence Modifier.

Class Features

All of the following are class features of the artificer.

Weapon and Armor Proficiency: Artificers are proficient with simple weapons, light armor, and shields. They are also able to use weapon gadgets without the usual –4 non-proficiency penalty.

Gadgets (Ex): The artificer can create devices called “gadgets” which mimic spell effects of the listed level or lower, called “plans”. They know one plan of the current highest-level gadget effect they can produce, as shown on Table 5-4: The Artificer, plus an additional plan of any level below the highest-level gadget effect they can produce (minimum 0th-level). These plans are recorded into a wizard’s spellbook in the same manner as spells, and can even be researched and traded between artificers as if they were spells.

Artificers can create pseudo-magical items that produce a spell effect based on the plans that they have in their spellbooks. The process for doing so is similar to that for magical items, only the artificer can create up to 1,000 gp worth of gadgets (or worth of gadget charges, see below) a day in any combination, and does not have to spend XP to create gadgets. Artificer gadgets are not magical or supernatural in nature, despite their being based on spell effects, so neither spell resistance nor effects such as *dispel magic* apply to them. They are susceptible to Disable Device checks with a DC of 10 + artificer level, which causes it to lose all its charges (see below), but not to Use Magic Device. The DC for saving

Artificer

Artificers focus on making gadgets of incredible complexity and power. These gadgets replicate spell effects, but without recourse to magic or any other supernatural ability.

The artificer class is included here for games with a more technological atmosphere, or that should have the option for such characters. If the firearms rules from Chapter 14: Making Worlds is also being used, then the artificer should also have access to firearms.

Gnomes: Gnomes can choose artificer to be their favored class.

Hit Die: d6.

throws against gadget effects is always 10 + plan level + 1/2 artificer level of the effect.

Making a gadget costs half the gadget’s value in raw materials, just like magical items. An artificer gadget has a market price of Plan Level x Artificer Level x Charges x 25 gp, plus the cost of the base item if it is applicable, and the cost of any focal component or material component for each charge. They cannot have more charges than twice the artificer’s level, but are fully charged when created. Any artificer who knows the plans for the gadget can recharge it at the cost of Plan Level x Artificer Level x 10 gp per charge, and the cost of any focal or material component for each charge, even if they are not of the same level as the gadget (but they must use the gadget’s level for the price). Gadgets have 1 hit point per 500 gp of value (minimum 1), their gadget level + 1 for hardness, and the *mending* spell restores 1 hit point to a gadget that has not been destroyed. Damaged gadgets have an effective –1 artificer level for each point of damage they have sustained, and cease functioning if this reduces their artificer level to below the plan level of the gadget or to 0th-level.

Only artificers can use gadgets without difficulty. Non-artificers who attempt to use an artificer gadget must pass an Intelligence check to do so, with a DC of 10 + gadget plan level. If they fail the check then nothing happens, and no charge is used, but if they roll a natural 1 then they suffer a mishap (see below). Non-artificers that try to use a weapon gadget suffer a –4 non-proficiency penalty, unless they have the Exotic Weapon Proficiency (gadgets) feat, and also suffer a mishap if they roll a natural 1 on their attack roll and do not have the feat. Activating a gadget is a standard action, unless the gadget was designed with the Quicken Gadget ability (see below), or the spell effect would normally be free action to cast, in which case it is a free action to activate the gadget. Only one free-action gadget effect can be used by a character each round.

* **Integrated Gadgets:** Gadgets plans marked with an “A” or “W” must be built into a suit of armor or weapon, respectively. The item in question cannot weight less than four times the plan level of all plans built into the item, due to space considerations, but the artificer gadget does not add to the item’s final weight. The item must exist on its own before the artificer gadget is built into it. Ammunition can be given these gadget effects, but

not projectile launchers like bows or crossbows, at 1/50th cost and only one charge per unit of ammunition.

* **Grenade-Like Gadgets:** These items are separate devices in their own right, a small container with an easily manipulated safety which makes it detonate upon sharp impact after being armed. The spell effects these plans are based on are indicated with a “G”. They produce the gadget plan effect after being thrown when armed, just like a grenade-like weapon. They weigh 0.5 x plan level x (1/2 item’s artificer level) lbs (0th-level is level 1/2), but can only have one charge each and are destroyed when used.

* **Slot Gadgets:** Most artificer gadgets fall into this category, being separate physical objects that occupy some of the user’s magical item “slots”. Each device occupies two slots, but the slots they occupy is up to the maker, chosen from this list: lens and helmet, amulet and cloak, amulet and shirt, cloak and belt, cloak and shirt, shirt and belt, gloves and both rings, or boots and cloak. No matter the form the gadget takes, it weighs 2 lbs per plan level (1 lb for 0th-level plans).

* **Weapon Gadgets:** These are artificer gadgets that are not built into weapons, but are themselves weapons. The spell effects these plans are based on are indicated with an “X”. Using them requires a successful attack roll, even if the spell effect would not normally require one in which case it now requires a touch attack. They weigh plan level x (1/2 item’s artificer level) lbs (0th-level is level 1/2), and are Tiny size or Small if above 5th-level (1/2 lb and Diminutive for 0th-level plans).

At every artificer level, including first, the character gains 100 gp x artificer level worth of gadgets. They only gain gadgets that they themselves could make. They do not have to pay for these gadgets; they represent projects that the character was working on during their spare time with miscellaneous materials.

Gadget Effects per Day (Ex): Artificers have the ability to activate their gadgets without causing them to use up a charge, so long as they have at least one charge left. They can do this for a number of gadget effects of a given level each day as indicated on Table 5-4: The Artificer, plus an amount of bonus activations for their Intelligence score in the same manner as bonus spell slots (although these are not spell slots). They do not have to designate these effects ahead of time, but do have to have the plan for the effect, and the device that they are using for it, handy. They use their own artificer level for the level of the effect, not that of the item, when using this ability. Using this ability does not cause the item to use up a charge, or cost any extra materials.

They can choose to use a higher-level gadget effect to activate a lower-level effect, and can use the difference in the two to pay for one of the “Metamagic” Gadget effects below. Doing so causes the activation of the gadget to require an additional move action, as well as the usual standard action.

Trapfinding: Artificers (like rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Trap Sense (Ex): At 4th level, an artificer gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the artificer reaches 7th level, to +3 when he reaches 10th level, to +4 when he reaches 13th level, to +5 when he reaches 16th level, and to +6 when he reaches 19th level.

Boost Gadget (Ex): At 5th level an artificer can make the random dice used for an effect’s characteristics increase in size by one die size (1d2, 1d3, 1d4, 1d6, 1d8, 1d10, 1d12 max). This applies to random dice involved in the effect itself, such as random damage amounts or durations. This raises the plan of the gadget by +1 level, but does not have any effect on the gadget’s saving throw DC or the highest-level plan the artificer can learn. This ability cannot be used more than once on a particular gadget.

Extended Gadget (Ex): At 8th level an artificer can make the duration of a gadget’s effect last twice as long. This does not apply to effects that have duration of instantaneous or permanent. This raises the plan of the gadget by +1 level, but does not have any effect on the gadget’s saving throw DC or the highest-level plan the artificer can learn. This ability cannot be used more than once on a particular gadget.

Empower Gadget (Ex): At 11th level an artificer can cause all of the random variables of a gadget effect to produce 50% more than their random total, rounded down [so 1d4+1 becomes (1d4+1) x 1.5]. This raises the plan of the gadget by +2 levels, but does not have any effect on

the gadget’s saving throw DC or the highest-level plan the artificer can learn. This ability cannot be used more than once on a particular gadget.

Heighten Gadget (Ex): At 14th level an artificer can increase the level of a gadget effect by an amount up to 1/5th of their artificer level. This increases the cost of the gadget, and the DC of its saving throw (if any), but has no other effect on the gadget’s effect. This raises the plan of the gadget by the amount the artificer wishes to increase the effect, including the gadget’s saving throw DC but not the highest level plan the artificer can learn. This ability cannot be used more than once on a particular gadget.

Maximize Gadget (Ex): At 17th level an artificer can cause a gadget effect’s randomized variables to always have the maximum possible value. This raises the plan of the gadget by +3 levels, but does not have any effect on the gadget’s saving throw DC or the highest-level plan the artificer can learn. This ability cannot be used more than once on a particular gadget.

Widen Gadget (Ex): At 18th level an artificer can make gadget areas cover much more area. All numerical measurements for the gadget’s area are increased by 100%. This raises the plan of the gadget by +3 levels, but does not have any effect on the gadget’s saving throw DC or the highest-level plan the artificer can learn. This ability cannot be used more than once on a particular gadget.

Quicken Gadget (Ex): At 20th level an artificer can make it a free action to activate a gadget, but a character can only use one free action gadget a round. This raises the plan of the gadget by +4 levels, but does not have any effect on the gadget’s saving throw DC or the highest-level plan the artificer can learn. This ability cannot be used more than once on a particular gadget.

Gadget Mishaps

When a non-artificer rolls a natural 1 on their Intelligence check to activate a gadget, or on their attack roll with a gadget weapon, they not only fail but also cause the device to misfire badly. The user rolls 1d10 to find out what exactly happens, consulting the table below. If the effect does not make sense for the effect the gadget generates, then the user instead takes damage equal to the gadget’s plan level.

1d10 Mishap Effect

1-3	Backfire: An effect that targets somebody else, or is used at range, instead affects the user.
4-6	Misfire: An effect that targets the user instead targets the closest creature within 15 ft, randomly chosen.
7-9	Reverse Modifiers: An effect that provides a bonus instead provides a penalty, and penalties instead become bonuses.
10	Explosion!: The gadget erupts in caustic flames, dealing 1d6/plan level (0th deals 1d4) damage to everything within a 5-ft-radius/artificer level. Half the damage is acid, and half is fire. The gadget itself is not harmed.

Gadget Plans

Plans are what artificers call the spell effects they have learned to create through completely mundane and alchemical methods. These effects may mimic spell effects, but nothing magical is used. This means that, unlike spells, spell resistance **does not apply** to gadget plans! Some effects are subtly altered, and the alterations are listed in parenthesis or in notes at the bottom of the list.

0th-Level: *Acid splash* ^X, *arcane mark*, *cure minor wounds* ^{DT}, *dancing lights*, *daze* ^{DW} (humanoids or any living creature up to 4 HD), *detect poison* ^T, *erase* ^T, *flare* ^X, *know direction*, *light* (the gadget glows), *mending* ^{DT} (restores 1 hit point to any object), *prestidigitation* (each effect is a separate plan), *virtue* ^{DT}.

1st-Level: *Alarm**, *bane* ^{DG}, *burning hands* ^X, *color spray* ^X, *comprehend languages* (head slot only), *cure light wounds* ^{DT}, *doom* ^{DG}, *expeditious retreat*, *feather fall*, *grease* ^G, *hold portal**, *jump*, *longstrider*, *mage armor* ^A (not a force effect, but duration is 2 hours/level), *magic missile* ^X (not a force effect, requires a ranged touch attack), *magic weapon* ^W (not actually magic, but duration is 10 min/level), *mount** (gadget becomes the mount and is obviously artificial, cannot attack), *obscuring mist** (the gadget is the source, the cloud remains centered on it even if it is not carried), *shocking grasp*, *sleep* ^{DG}, *sound burst* ^G, *spider climb*, *ventriloquism*.

2nd-Level: *Acid arrow* ^X, *arcane lock**, *barkskin* ^A, *bear’s endurance* ^D, *blur* ^A (only works in areas of normal light), *bull’s strength*, *cat’s grace* ^D, *cure moderate wounds* ^{DT}, *darkvision*, *daylight*, *delay*

poison^{DT}, flame blade^X, fog cloud^G, ghoul touch^D, glitterdust, gust of wind*, lesser restoration^{DT}, levitate, produce flame^X, pyrotechnics^T, scorching ray^X, see invisibility, shatter^X, web^G.

3rd-Level: Bestow curse^D (each type of curse is a separate gadget plan), cure serious wounds^{DT}, deep slumber^{DG}, fireball^G, flame arrow^W or^X (must be made into ammunition gadgets, or into gadget weapons, each of which is a separate plan), fly, greater magic weapon^W (not actually magic, but duration is 2 hours/level), haste^{DT}, keen edge^W, lightning bolt*, neutralize poison^{DT}, poison^{DX}, quench^G, stinking cloud^G, water breathing^T (one target only), water walk.

4th-Level: Fire trap*, restoration^{DT}, rusting grasp^X, shout^X, stonewall^A, wall of fire^G.

5th-Level: Cloudkill^{DG}, mind fog^{DG}, overland flight.

6th-Level: Acid fog^G, ironwood*, sympathetic vibration.

7th-Level: Fire storm^G, greater shout^X, sunbeam^X, sunburst^G.

8th-Level: Incendiary cloud^G, iron body^A, sunburst^G.

9th-Level: Meteor swarm^G, whirlwind^G.

* Gadgets made with this plan are not made into item slots, armor, or weapons.

A Can only be built into armor, shirt, or robe slot items.

D Based on drugs or poison, uses Fort save instead of Will.

G The gadget is the source of the effect, and the effect is centered on it (treat as a grenade-like weapon).

T Gadget must touch the target.

W Can only be built into a weapon, but is not a weapon in its own right.

X These gadgets are always Exotic Weapon Proficiency (gadget) weapons; they cannot be made into other weapons or item slots. Feats and effects (such as Far Shot, iterative attacks, and magical enhancement) that apply to a weapon attack also apply to the gadget.

Gadget Market Value Summary

Base Gadget: Plan Level x Artificer Level x Charges (2 x artificer level maximum) x 25 gp*, plus the cost of the base item if it is applicable.

Recharging Gadget: Plan Level x Artificer Level (item's) x 10 gp per charge*

* And the cost of any focal component or material component for each charge.

Save DC: 10 + Plan Level + 1/2 item's Artificer Level.

Hit Points: 1 per 500 gp (1 minimum).

Hardness: Plan level +1.

Weight: Plan level x (1/2 item's Artificer Level) lbs.

Boost Gadget: +1 plan level.

Extended Gadget: +1 plan level.

Empower Gadget: +2 plan level.

Heighten Gadget: + up to 1/5th artificer level to plan level.

Maximize Gadget: +3 plan level.

Widen Gadget: +3 plan level.

Quicken Gadget: +4 plan level.

Arcane Warrior

Arcane warriors are a secluded order of mystical warriors that have discovered how to unite arcane and magical disciplines into a potent whole. They are often compared to monks in that they have similar disciplines and outlooks on the world, but arcane warriors believe greatly in the path of the individual practitioner.

The arcane warrior is included in order to provide a method for having a "warrior mage" base class. It is also useful as a replacement for monks, if there is no tradition of martial arts in the setting.

Hit Die: d8.

TABLE 5-6: THE ARCANES WARRIOR

Level	BAB	Fort	Ref	Will	Special	Arcane Armor	----- Spells per Day / Known -----							
							0th	1st	2nd	3rd	4th	5th	6th	7th
1st	+0	+2	+0	+2	Arcane attack 1d6, magic sense	Int mod +0	1/2	---	---	---	---	---	---	---
2nd	+1	+3	+0	+3	Ablation	Int mod +0	2/3	0/1	---	---	---	---	---	---
3rd	+2	+3	+1	+3	Spell instinct 0th	Int mod +0	2/3	1/2	---	---	---	---	---	---
4th	+3	+4	+1	+4	Arcane attack 2d6	Int mod +1	3/4	2/3	---	---	---	---	---	---
5th	+3	+4	+1	+4	Evasion	Int mod +1	3/4	2/3	0/1	---	---	---	---	---
6th	+4	+5	+2	+5	Spell instinct 1st	Int mod +1	3/4	3/4	1/2	---	---	---	---	---
7th	+5	+5	+2	+5	Arcane attack 3d6	Int mod +2	4/5	3/4	2/3	---	---	---	---	---
8th	+6	+6	+2	+6	Unweave spells	Int mod +2	4/5	3/4	2/3	0/1	---	---	---	---
9th	+6	+6	+3	+6	Spell instinct 2nd	Int mod +2	4/5	4/5	3/4	1/2	---	---	---	---
10th	+7	+7	+3	+7	Arcane attack 4d6	Int mod +3	4/5	4/5	3/4	2/3	---	---	---	---
11th	+8	+7	+3	+7	Summon henchman	Int mod +3	5/6	4/5	3/4	2/3	0/1	---	---	---
12th	+9	+8	+4	+8	Spell instinct 3rd	Int mod +3	5/6	4/5	4/5	3/4	1/2	---	---	---
13th	+9	+8	+4	+8	Arcane attack 5d6	Int mod +4	5/6	5/6	4/5	3/4	2/3	---	---	---
14th	+10	+9	+4	+9	Instinctive cantrip	Int mod +4	5/6	5/6	4/5	3/4	2/3	0/1	---	---
15th	+11	+9	+5	+9	Spell instinct 4th	Int mod +4	5/6	5/6	4/5	4/5	3/4	1/2	---	---
16th	+12	+10	+5	+10	Arcane attack 6d6	Int mod +5	6/7	5/6	5/6	4/5	3/4	2/3	---	---
17th	+12	+10	+5	+10	Arcane critical	Int mod +5	6/7	5/6	5/6	4/5	3/4	2/3	0/1	---
18th	+13	+11	+6	+11	Spell instinct 5th	Int mod +5	6/7	6/7	5/6	4/5	4/5	3/4	1/2	---
19th	+14	+11	+6	+11	Arcane attack 7d6	Int mod +6	6/7	6/7	5/6	5/6	4/5	3/4	2/3	---
20th	+15	+12	+6	+12	Improved evasion	Int mod +6	6/7	6/7	5/6	5/6	4/5	3/4	2/3	0/1

Class Skills

The arcane warrior's class skills (and the key ability for each skill) are Alchemy (Int), Balance (Dex), Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Listen (Wis), Profession (Wis), Spellcraft (Int), Spot (Wis), and Tumble (Dex).

Skill Points at 1st-Level: (4 + Intelligence modifier) x 4.

Skill Points each Additional Level: 4 + Intelligence modifier.

Class Features

All of the following are class features of the arcane warrior.

Armor and Weapon Proficiency: Arcane warriors are proficient with no armor or shields, since using them would result in suffering from Arcane Spell Failure; they are proficient with all simple weapons and martial melee weapons.

Spellcasting: Arcane warriors cast spontaneous arcane spells, as shown on Table 5-5: The Arcane Warrior. Their casting ability score is Charisma, where 0 spells per day are listed the arcane warrior gets spells of that level only if they have bonus spells from a high casting ability

score. Arcane warriors cast spells from the sorcerer/wizard spell list, but only if they are of the abjuration or evocation schools.

Arcane Armor (Sp): Arcane warriors are perpetually surrounded by a field of force that they are trained to instinctively generate. This field provides them with a force-based armor bonus to their armor class in the same manner as the *mage armor* spell, only the AC bonus equals their Intelligence modifier (if positive). At 4th-level, and every three levels past that, this bonus goes up by +1. If this effect is dispelled or otherwise negated, it returns when their spell slots refresh.

Arcane Attack (Su): Starting at 1st-level arcane warriors can surround their hands in a field of force that deals force-based damage as listed on Table 5-5: The Arcane Warrior. They can attack with this field as if they were making armed melee attacks, with a to-hit circumstance bonus equal to their Intelligence modifier. If they cast a spell that requires an attack roll they can choose to discharge this force damage into the target of the spell, but only if the target is within 30 ft. This causes the target to take damage the force damage from Arcane Attack separately from the spell's damage. There is no saving throw to resist Arcane

Attack's damage, but if a creature with Spell Resistance is dealt this damage the arcane warrior must pass a caster level check to overcome the target's Spell Resistance, or else the creature does not take damage from Arcane Attack.

Magic Sense (Su): At 1st-level arcane warriors have developed this magical senses to the point where they are perpetually aware of magical forces around them. They automatically know when a magical aura is within 5 ft of them, and can use *detect magic* just by concentrating. They can also cast *identify* as a spell-like ability once per day.

Ablation (Su): At 2nd-level arcane warriors spontaneously generate a kind of cushion around themselves just inside their Arcane Armor. This provides them with temporary hit points equal to their class level. This cushion refreshes when their spell slots refresh, but is not cumulative from day to day.

Spell Instinct (Sp): Every three arcane warrior levels the character gets to choose a sorcerer/wizard spell that is not an abjuration or evocation spell, of the spell level listed on Table 5-5: The Arcane Warrior. He can cast the chosen spell as a spell-like ability once per day, using his arcane warrior level as the caster level, and his Intelligence modifier for any saving throw DCs. If the spell requires a costly material component then using the spell-like ability costs the arcane warrior 1/5th the gp value of the component in XP (minimum 1 XP), likewise he must spend the normal XP cost of the spell when he uses it if it has one.

Evasion (Ex): At 5th-level whenever the arcane warrior passes a Reflex save for half damage he instead takes no damage.

Unweave Spells (Sp): At 8th-level the arcane warrior gains the ability to dispel any single magical aura within Close range (25 ft. + 5 ft. / 2 levels), if they pass a 1d20 + arcane warrior level check with a DC of 11 + caster level. If successful then ongoing spell effects are ended immediately, or a magical item is rendered mundane for 1d6 + arcane warrior level in rounds.

Summon Henchman (Sp): At 11th-level an arcane warrior gains the ability to summon an outsider once per day whose Challenge Rating is no more than half their level, and that shares at least one alignment characteristic with the arcane warrior, as if with a summon monster spell. This creature must obey all the arcane warrior's telepathic commands, and cannot travel further than 100 ft from him without being banished. The creature remains in service to the arcane warrior until his spells refresh, it is destroyed, or it is banished.

Instinctive Cantrip (Ex): At 14th-level an arcane warrior can now use his 0th-level *Spell Instinct* an unlimited number of times per day.

Arcane Critical (Ex): At 17th-level an arcane warrior increases the threat range of his Arcane Attack and attack roll spells by one, after any multiplication (such as from the Improved Critical feat).

Improved Evasion (Ex): At 20th-level whenever the arcane warrior fails a Reflex save for half or no damage he instead takes half damage.

Arcane Weapons

Arcane warriors have the ability to channel their Arcane Attack damage through a magical melee weapon. This ability lets them discharge up to 1d6 Arcane Attack damage per +1 magical enhancement bonus though such a weapon, up to one die below their regular maximum Arcane Attack damage. This Arcane Attack damage is not multiplied on a critical hit.

Example: A 7th-level arcane warrior has 3d6 Arcane Attack damage. If they are attacking with a *greataxe* +1 then they deal 1d6 Arcane Attack damage when they hit, because the enhancement bonus is only +1. If they are attacking with a *greataxe* +4 then they deal 2d6 Arcane Attack damage, because even though the weapon has a +4 enhancement bonus they cannot deal more than 2d6 through a weapon.

CHAPTER SIX: PRESTIGE CLASSES

PRESTIGE CLASS KEY

Prestige classes offer a new form of multiclassing. Unlike the basic classes, characters must meet Requirements before they can take their first level of a prestige class. The rules for level advancement apply to this system, meaning the first step of advancement is always choosing a class. If a character does not meet the Requirements for a prestige class before that first step, that character cannot take the first level of that prestige class.

There are 18 prestige classes defined in this section. They are:

1. Arcane Archer: An elven master of the art of the bow, augmented by the power of elven magic.
2. Arcane Trickster: A rascal and arcanist that have learned to mix their magic with their roguish ways.
3. Archmage: A powerful student of arcanism who has decided to explore the limits of arcane power.
4. Assassin: A stealthy killer who uses guile, skill, and some small amount of magic to slay those whose deaths he can profit from.
5. Blackguard: The chosen champion of the powers of carnage and evil.
6. Dragon Disciple: A spontaneous arcanist who has developed a physiological fascination with a draconic species.
7. Duelist: An agile warrior that depends on wits and speed, instead of brawn and armor.
8. Dwarven Defender: A nearly immovable champion of dwarven ideals.
9. Eldritch Knight: An arcanist who has developed the disciplines of personal combat.
10. Hierophant: A divine spellcaster imbued with the personal power of their deity.
11. Horizon Walker: A far-wandering traveler that has learned to adapt to the hazards and dangers of the places they tread.
12. Loremaster: A student of the world's mundane and magical secrets.
13. Metamind: A psychic that has devoted themselves to developing their reserves of psychic power, rather than their scope.
14. Mystic Theurge: A scholar that mixes both arcane and divine spellcasting into a seamless whole.
15. Restricted Wizard: A specialist wizard that assumes extra spellcasting restrictions in order to focus more firmly on their specialization.
16. Sensei: A psychic that has learned to mix martial and mental powers into a potent combination.
17. Shadowdancer: A friend and lover of the soothing night.
18. Thaumaturgist: A practiced and powerful conjurer of other-planar beings.
19. True Necromancer: A student of the darker arts of necromancy, and its relationship to the undead.
20. Wailing Thrasher: A warrior that uses morale-boosting cries to increase battle capability.

Definitions of Terms

Here are definitions of some terms used in this section.

Base Class: One of the standard eleven classes.

Caster Level: Generally equal to the number of class levels (see below) in a spellcasting class. Some prestige classes add caster levels to an existing class.

Manifester Level: Generally equal to the number of class levels (see below) in the Psionicist class. Some prestige classes and monster hit dice add Manifester Levels to the character's existing amount.

Character Level: The total level of the character, which is the sum of all class levels held by that character.

Class Level: The level of a character in a particular class. For a character with levels in only one class, class level and character level are the same.

Creating New Prestige Classes

Description of the prestige class, and its role in the game.

Hit Die: How many hit points the prestige class gets each level.

Requirements

To qualify to become a member of this prestige class, a character must fulfill all the following criteria.

Race: What race or races they must be, if any.

Base Attack Bonus: What BAB they must have, if any.

Skills: What skill ranks they must have, if any.

Feats: What feats they must have, if any.

Spellcasting: What spells or spellcasting level they must have, if any.

Psionics: What psionic powers or Manifester Level they must have, if any.

Special: What other considerations they must have, if any.

TABLE 6-1: GENERIC PRESTIGE CLASS TABLE

Level	BAB	Fort	Ref	Will	Special	Spellcasting
1st	+	+	+	+		
2nd	+	+	+	+		
3rd	+	+	+	+		
4th	+	+	+	+		
5th	+	+	+	+		
6th	+	+	+	+		
7th	+	+	+	+		
8th	+	+	+	+		
9th	+	+	+	+		
10th	+	+	+	+		

Class Skills

The prestige class's class skills (and the key ability for each skill) are listed here.

Skill Points at Each Level: Given as a numeral + Intelligence modifier.

Class Features

All of the following are class features of the specific prestige class.

Weapon and Armor Proficiency: A member of the prestige class is proficient with these weapons and armors, in addition to any they had before.

Spellcasting: This column lists the levels at which the character gains an increase in their existing spellcasting ability, as well as what type of spellcasting they can apply it to; or forms a new spell slot table like the one in Chapter 4 of the *PHB*.

Special Abilities: Each of the prestige class's special abilities is listed in the order it is gained on the table. It's type is also indicated as either (Ex) exceptional, (Su) supernatural, (Sp) spell-like, or (Psi) psionic.

ARCANE ARCHER

An elven master of the art of the bow, augmented by the power of elven magic. These elves hunt the borders of elven domains, and seek out threats beyond them which might one day threaten the safety of their people.

Most arcane archers are multiclass wizards and either rangers or fighters. With this prestige class's emphasis on wandering, a not insignificant portion are bards.

Hit Die: d8.

Requirements

To qualify to become an arcane archer, a character must fulfill all the following criteria.

Race: Elf or half-elf.

Base Attack Bonus: +6.

Feats: Point Blank Shot, Precise Shot, Weapon Focus (longbow or shortbow).

Spells: Ability to cast 1st-level arcane spells.

TABLE 6-2: THE ARCANe ARCHER

Level	BAB	Fort	Ref	Will	Special	Spellcasting
1	+1	+2	+2	+0	Enhance arrow +1	---
2	+2	+3	+3	+0	Imbue arrow	+1 arcane level
3	+3	+3	+3	+1	Enhance arrow +2	---
4	+4	+4	+4	+1	Seeker arrow	+1 arcane level
5	+5	+4	+4	+1	Enhance arrow +3	---
6	+6	+5	+5	+2	Phase arrow	+1 arcane level
7	+7	+5	+5	+2	Enhance arrow +4	---
8	+8	+6	+6	+2	Hail of arrows	+1 arcane level
9	+9	+6	+6	+3	Enhance arrow +5	---
10	+10	+7	+7	+3	Arrow of death	+1 arcane level

Class Skills

The arcane archer's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), and Use Rope (Dex).

Skill Points at Each Level: 4 + Intelligence modifier.

Class Features

All of the following are class features of the arcane archer prestige class.

Weapon and Armor Proficiency: An arcane archer is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Spells per Day/Spells Known: When a new even arcane archer level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds half the level of arcane archer to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Enhance Arrow (Su): At 1st level, every nonmagical arrow an arcane archer nocks and lets fly becomes magical, gaining a +1 enhancement bonus. Unlike magic weapons created by normal means, the archer need not spend experience points or gold pieces to accomplish this task. However, an archer's magic arrows only function for him. For every two levels the character advances past 1st level in the prestige class, the magic arrows he creates gain +1 greater potency (+1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level).

Imbue Arrow (Sp): At 2nd level, an arcane archer gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered on where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the archer to use the bow's range rather than the spell's range. It takes a standard action to cast the spell and fire the arrow. The arrow must be fired in the round the spell is cast, or the spell is wasted.

Seeker Arrow (Sp): At 4th level, an arcane archer can launch an arrow once per day at a target known to his within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or

the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).

Phase Arrow (Sp): At 6th level, an arcane archer can launch an arrow once per day at a target known to his within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way. (Any magical barrier stops the arrow.) This ability negates cover, concealment, and even armor modifiers, but otherwise the attack is rolled normally.

Using this ability is a standard action (and shooting the arrow is part of the action).

Hail of Arrows (Sp): In lieu of his regular attacks, once per day an arcane archer of 8th level or higher can fire an arrow at each and every target within range, to a maximum of one target for every arcane archer level he has earned. Each attack uses the archer's primary attack bonus, and each enemy may only be targeted by a single arrow.

Arrow of Death (Sp): At 10th level, an arcane archer can create an arrow of death that forces the target, if damaged by the arrow's attack, to make a DC 20 Fortitude save or be slain immediately. It takes one day to make an arrow of death, and the arrow only functions for the arcane archer who created it. The arrow of death lasts no longer than one year, and the archer can only have one such arrow in existence at a time.

ARCANE TRICKSTER

A rapscallion and arcanist that has learned to mix their magic with their roguish ways. They use their magic to better get into places they should not be, and fight dirty; and their stealthy skills to gather more magical power. In the end they are not as good with either as they would be had they studied one or the other exclusively, but their mix of these two disparate disciplines gives them insights and abilities that neither could develop.

Almost all arcane tricksters are multiclass rogue wizards, since that allows entrance into this prestige class after only 8 levels. Oddly enough many are also bards that have taken up the assassin prestige class, using the skills of the arcane trickster for more nefarious purpose than mere petty theft and satiated curiosity.

Hit Die: d4.

Requirements

To qualify to become an arcane trickster, a character must fulfill all of the following criteria.

Alignment: Any nonlawful.

Skills: Decipher Script 7 ranks, Disable Device 7 ranks, Escape Artist 7 ranks, Knowledge (arcana) 4 ranks.

Spells: Ability to cast *mage hand* and at least one arcane spell of 3rd level or higher.

Special: Sneak attack +2d6.

TABLE 6-3: THE ARCANe TRICKSTER

Level	BAB	Fort	Ref	Will	Special	Spellcasting
1st	+0	+0	+1	+1	<i>Ranged legerdemain</i> 1/day	+1 arcane level
2nd	+1	+0	+1	+1	Sneak attack +1d6	---
3rd	+1	+1	+2	+2	Impromptu sneak attack 1/day	+1 arcane level
4th	+2	+1	+2	+2		+1 arcane level
5th	+2	+1	+3	+3	<i>Ranged legerdemain</i> 2/day	+1 arcane level
6th	+3	+2	+3	+3	Sneak attack +2d6	---
7th	+3	+2	+4	+4	Impromptu sneak attack 2/day	+1 arcane level
8th	+4	+2	+4	+4		+1 arcane level
9th	+4	+3	+5	+5	<i>Ranged legerdemain</i> 3/day	+1 arcane level
10th	+5	+3	+5	+5	Sneak attack +3d6	---

Class Skills

The arcane trickster's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Sense Motive (Wis), Search (Int), Sleight of Hand (Dex), Speak Language

(Int), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 4 + Intelligence modifier.

Class Features

All of the following are class features of the arcane trickster prestige class.

Weapon and Armor Proficiency: Arcane tricksters gain no proficiency with any weapon or armor.

Spells per Day: When a new arcane trickster level is gained, except at 2nd, 6th, and 10th level, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming an arcane trickster, he must decide to which class he adds the new level for purposes of determining spells per day.

Ranged Legerdemain (Sp): An arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

An arcane trickster can use ranged legerdemain once per day initially, twice per day upon attaining 5th level, and three times per day at 9th level or higher. He can make only one ranged legerdemain skill check each day, and only if he has at least 1 rank in the skill being used.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every four levels (2nd, 6th, and 10th). If an arcane trickster gets a sneak attack bonus from another source the bonuses on damage stack.

Impromptu Sneak Attack (Ex): Beginning at 3rd level, once per day an arcane trickster can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).

At 7th level, an arcane trickster can use this ability twice per day.

ARCHMAGE

A powerful student of arcanism who has decided to explore the limits of arcane power. They have devoted their lives to the difficult discipline of arcane spellcasting, and now seek to expand their learning into more varied areas of exploration. These are undoubtedly the most powerful type of arcane spellcasters, since they have sacrificed much of their versatility in their single-minded acquisition of magical power.

All archmages are either sorcerers or wizards, most of them without levels in any other class or prestige class. A small portion of wizards become archmages after taking a few levels of loremaster, being more focused on power through knowledge than large explosions and hoards of summoned minions.

Hit Die: d4.

Requirements

To qualify to become an archmage, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 15 ranks, Spellcraft 15 ranks.

Feats: Skill Focus (Spellcraft), Spell Focus in two schools of magic.

Spells: Ability to cast 7th-level arcane spells, knowledge of 5th-level or higher spells from at least five schools.

TABLE 6-4: THE ARCHMAGE

Level	BAB	Fort	Ref	Will	Special	Spellcasting
1st	+0	+0	+0	+2	High arcana	+1 arcane level
2nd	+1	+0	+0	+3	High arcana	+1 arcane level
3rd	+1	+1	+1	+3	High arcana	+1 arcane level
4th	+2	+1	+1	+4	High arcana	+1 arcane level
5th	+2	+1	+1	+4	High arcana	+1 arcane level

Class Skills

The archmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Intelligence modifier.

Class Features

All the following are class features of the archmage prestige class.

Weapon and Armor Proficiency: Archmages gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new archmage level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class in which he could cast 7th-level spells before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class in which he could cast 7th-level spells before he became an archmage, he must decide to which class he adds each level of archmage for the purpose of determining spells per day.

High Arcana: An archmage gains the opportunity to select a special ability from among those described below permanently. Each High Arcana can be taken multiple times, but their effects do not stack.

* **Favored Metamagic:** Choose a Metamagic feat you have, whose spell level increase is no more than your archmage level. Once per day as a free action you can add that Metamagic feat to a spell as you cast it, without increasing the spell's level. If you cast spells spontaneously, this does not increase your casting time for the spell.

* **School Bonus:** Choose a single school of magic. The archmage receives a +1 bonus to saving throw DCs and caster level checks for spells he casts from that school. This bonus stacks from bonuses from all other sources. Each additional time this High Arcana is taken, a new school must be chosen.

* **Signature Spell:** Choose any arcane spell that you can cast, of up to your archmage level. You can cast that spell as a spell-like ability once per day for every positive point of arcane casting ability score you have. You cannot choose the same spell multiple times, and cannot use metamagic versions of spells. If the spell requires a focus, you must have the focus. If the spell requires an XP component, you must pay it. If the spell requires an expensive material component you must either have it on hand, or spend 1 XP for every 5 gp of the component's value (rounding up the XP cost).

ASSASSIN

A stealthy killer who uses guile, skill, and some small amount of magic to slay those whose deaths he can profit from.

Hit Die: d6.

Requirements

To qualify to become an assassin, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks.

Special: The character must kill someone for no other reason than to join the assassins.

TABLE 6-5: THE ASSASSIN

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+0	Spellcasting, Sneak attack +1d6, death attack, poison use, trapfinding
2nd	+1	+0	+3	+0	+1 save against poison, uncanny dodge
3rd	+2	+1	+3	+1	Sneak attack +2d6
4th	+3	+1	+4	+1	+2 save against poison
5th	+3	+1	+4	+1	Improved uncanny dodge, sneak attack +3d6
6th	+4	+2	+5	+2	+3 save against poison
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6	+2	+6	+2	+4 save against poison, hide in plain sight
9th	+6	+3	+6	+3	Sneak attack +5d6
10th	+7	+3	+7	+3	+5 save against poison

Class Skills

The assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Psionic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 4 + Intelligence modifier.

Class Features

All of the following are class features of the assassin prestige class.

Weapon and Armor Proficiency: Assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Assassins are proficient with light armor but not with shields.

Spellcasting: Assassins are major spellcasters. They cast arcane spells spontaneously, and their casting ability score is Intelligence. They do not get the extra spells known typical for spontaneous spellcasters, instead gaining one more spell known for each spell level. The assassin's spell list appears below.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If an assassin gets a sneak attack bonus from another source the bonuses on damage stack.

Death Attack: If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, he dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes his save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Trapfinding: Same as a rogue.

Save Bonus against Poison: The assassin gains a natural saving throw bonus to all poisons gained at 2nd level that increases by +1 for every two additional levels the assassin gains.

Uncanny Dodge (Ex): Starting at 2nd level, an assassin retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or

struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class the character automatically gains improved uncanny dodge (see below).

Improved Uncanny Dodge (Ex): At 5th level, an assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Hide in Plain Sight (Su): At 8th level, an assassin can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind.

He cannot, however, hide in his own shadow.

Assassin Spell List

Assassins choose their spells from the following list:

0th Level: *daze, ghost sound, mage hand, message, open/close, touch of fatigue.*

1st Level: *animate rope, death knell, disguise self, expeditious retreat, feather fall, grease, jump, obscure object, obscuring mist, shadows, silent image, sleep, spider climb, true strike, ventriloquism.*

2nd Level: *alter self, blindness/deafness, cat's grace, darkness, daze monster, detect thoughts, fog cloud, fox's cunning, knock, illusory script, invisibility, levitate, locate object, minor image, misdirection, pass without trace, rope trick, see invisibility, touch of idiocy, undetectable alignment, whispering wind.*

3rd Level: *clairaudience/clairvoyance, deep slumber, deeper darkness, false life, fly, gaseous form, hold person, magic circle against good, major image, nondetection, shrink item, suggestion, vampiric touch.*

4th Level: *arcane eye, crushing despair, bestow curse, detect scrying, dimension door, dimensional anchor, enervation, freedom of movement, glibness, greater invisibility, locate creature, modify memory, poison, scrying, solid fog.*

5th Level: *false vision, feeblemind, hold monster, mind fog, overland flight, persistent image, phantasmal killer, prying eyes, sending, symbol of sleep, teleport.*

BLACKGUARD

The chosen champion of the powers of carnage and evil.

Hit Die: d10.

Requirements

To qualify to become a blackguard, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +6.

Skills: Hide 5 ranks, Knowledge (religion) 2 ranks.

Feats: Cleave, Improved Sunder, Power Attack.

Special: A character with 8+ ranks in Intimidate does not need the Improved Sunder feat.

Special: The character must have made peaceful contact with an evil outsider who was summoned by him or someone else.

TABLE 6-6: THE BLACKGUARD

Level	BAB	Fort	Ref	Will	Special	-- Spell Slots per Day --				
						0th	1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aura of evil, <i>detect good</i> , poison use	1	---	---	---	---
2nd	+2	+3	+0	+0	Dark blessing, smite good 1/day	2	---	---	---	---
3rd	+3	+3	+1	+1	Command undead, aura of despair	2	1	---	---	---
4th	+4	+4	+1	+1	Sneak attack +1d6	3	2	---	---	---
5th	+5	+4	+1	+1	Fiendish servant, smite good 2/day	3	2	1	---	---
6th	+6	+5	+2	+2		3	3	2	---	---
7th	+7	+5	+2	+2	Sneak attack +2d6	4	3	2	1	---
8th	+8	+6	+2	+2		4	3	3	2	---
9th	+9	+6	+3	+3		4	4	3	2	1
10th	+10	+7	+3	+3	Sneak attack +3d6, smite good 3/day	4	4	3	3	2

Class Skills

The blackguard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

Skill Points at Each Level: 2 + Intelligence modifier.

Class Features

All of the following are class features of the blackguard prestige class.

Weapon and Armor Proficiency: Blackguards are proficient with all simple and martial weapons, with all types of armor, and with shields.

Spellcasting: Blackguards are major spellcasters, but have their own spellcasting table as shown above. They cast prepared divine spells, and their casting ability score is Wisdom. The blackguard's spell list appears below. They can spontaneously switch out any prepared blackguard spell for an *inflict* spell of equal or lower level, as a move equivalent action.

Aura of Evil (Ex): The power of a blackguard's aura of evil (see the *detect evil* spell) is equal to his class level plus his cleric level, if any.

Detect Good (Sp): At will, a blackguard can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) as a bonus on all saving throws.

Smite Good (Su): Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack.

He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

At 5th level, and again at 10th level, a blackguard may smite good one additional time per day.

Aura of Despair (Su): Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to take a –2 penalty on all saving throws.

Command Undead (Su): When a blackguard reaches 3rd level, he gains the supernatural ability to command and rebuke undead. He commands undead as would a cleric of two levels lower.

Sneak Attack: This ability, gained at 4th level, is like the rogue ability of the same name. The extra damage increases by +1d6 every third level beyond 4th (7th and 10th). If a blackguard gets a sneak attack bonus from another source the bonuses on damage stack.

Blackguard Spell List

Blackguards choose their spells from the following list:

0th Level: *cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *inflict minor wounds*.

1st Level: *cause fear*, *corrupt weapon* (see below), *cure light wounds*, *doom*, *inflict light wounds*, *magic weapon*, *summon monster I**.

2nd Level: *bull's strength*, *cure moderate wounds*, *darkness*, *death knell*, *eagle's splendor*, *inflict moderate wounds*, *shatter*, *summon monster II**.

3rd Level: *contagion*, *cure serious wounds*, *deeper darkness*, *inflict serious wounds*, *protection from energy*, *summon monster III**.

4th Level: *cure critical wounds*, *freedom of movement*, *inflict critical wounds*, *poison*, *summon monster IV**.

* Evil creatures only.

Corrupt Weapon: Blackguards have access to a special spell, corrupt weapon, which is the opposing counterpart of the paladin spell *hallow*. Instead of improving a weapon's effectiveness against evil foes corrupt weapon makes a weapon more effective against good foes.

Fallen Paladins

Blackguards who have levels in the paladin class (that is to say, are now ex-paladins) gain extra abilities the more levels of paladin they have.

A fallen paladin who becomes a blackguard gains all of the following abilities that apply, according to the number of paladin levels the character has.

1-2: Smite good 1/day. (This is in addition to the ability granted to all blackguards at 2nd level.)

3-4: Lay on hands. Once per day, the blackguard can use this supernatural ability to cure himself or his fiendish servant of damage equal to his Charisma bonus x his level.

5-6: Sneak attack damage increased by +1d6. Smite good 2/day.

7-8: Fiendish summoning. Once per day, the blackguard can use a *summon monster I* spell to call forth an evil creature. For this spell, the caster level is double the blackguard's class level.

9-10: Undead companion. In addition to the fiendish servant, the blackguard gains (at 5th level) a Medium-size skeleton or zombie as a companion. This companion cannot be turned or rebuked and gains all special bonuses as a fiendish servant when the blackguard gains levels. Smite good 3/day.

11 or more: A fallen paladin of this stature immediately gains a blackguard level for each level of paladin he trades in.

The character level of the character does not change. With the loss of paladin levels, the character no longer gains as many extra abilities for being a fallen paladin.

The Blackguard's Fiendish Servant

Upon or after reaching 5th level, a blackguard can call a fiendish bat, cat, dire rat, horse, pony, raven, or toad to serve him. The blackguard's servant further gains HD and special abilities based on the blackguard's character level (see the table below).

A blackguard may have only one fiendish servant at a time.

Should the blackguard's servant die, he may call for another one after a year and a day. The new fiendish servant has all the accumulated abilities due a servant of the blackguard's current level.

Character Level	Bonus HD	Natural Armor	Str Adj.	Int	Special
12th or lower	+2	+1	+1	6	Empathic link, improved evasion, share saving throws, share spells
13th–15th	+4	+3	+2	7	Speak with blackguard
16th–18th	+6	+5	+3	8	Blood bond
19th–20th	+8	+7	+4	9	Spell resistance

Character Level: The character level of the blackguard (his blackguard level plus his original class level).

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the servant's base attack and base save bonuses, as normal.

Natural Armor: This is an improvement to the servant's existing natural armor bonus.

Str Adj.: Add this figure to the servant's Strength score.

Int: The servant's Intelligence score. (A fiendish servant is smarter than normal animals of its kind.)

The abilities mentioned in the "Special" column of the accompanying table are described below.

Empathic Link (Su): The blackguard has an empathic link with his servant out to a distance of up to 1 mile. The blackguard cannot see through the servant's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of the empathic link between the servant and the blackguard, the blackguard has the same connection to a place or an item that the servant does.

Improved Evasion (Ex): If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

Share Saving Throws: For each of its saving throws, the servant uses either its own base save bonus or the blackguard's, whichever is higher. The servant applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the blackguard might have.

Share Spells: At the blackguard's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his servant. The servant must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting the servant if it moves farther than 5 feet away and will not affect the servant again even if the servant returns to the blackguard before the duration expires. Additionally, the blackguard may cast a spell with a target of "You" on his servant (as a touch range spell) instead of on himself. A blackguard and his servant can share spells even if the spells normally do not affect creatures of the servant's type (magical beast).

Speak with Blackguard (Ex): If the blackguard's character level is 13th or higher, the blackguard and servant can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Blood Bond (Ex): If the blackguard's character level is 16th or higher, the servant gains a +2 bonus on all attack rolls, checks, and saves if it witnesses the blackguard being threatened or harmed.

This bonus lasts as long as the threat is immediate and apparent.

Spell Resistance (Ex): If the blackguard's character level is 19th or higher, the servant gains spell resistance equal to the blackguard's level + 5. To affect the servant with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the servant's spell resistance.

DRAGON DISCIPLE

A spontaneous arcanist who has developed a physiological fascination with a draconic species.

Hit Die: d12.

Requirements

To qualify to become a dragon disciple, a character must fulfill all the following criteria.

Race: Any nondragon (cannot already be a half-dragon).

Skills: Knowledge (arcana) 8 ranks.

Languages: Draconic.

Spellcasting: Ability to cast arcane spells without preparation.

Special: The player chooses a dragon variety when taking the first level in this prestige class.

TABLE 6-7: THE DRAGON DISCIPLE

Level	BAB	Fort	Ref	Will	Special	Bonus Spells
1st	+0	+2	+0	+2	Natural armor increase (+1)	1
2nd	+1	+3	+0	+3	Ability boost (Str +2), claws and bite	1
3rd	+2	+3	+1	+3	Breath weapon (2d8)	0
4th	+3	+4	+1	+4	Ability boost (Str +2), natural armor increase (+2)	1
5th	+3	+4	+1	+4	Blindsense 30 ft.	1
6th	+4	+5	+2	+5	Ability boost (Con +2)	1
7th	+5	+5	+2	+5	Breath weapon (4d8), natural armor increase (+3)	0
8th	+6	+6	+2	+6	Ability boost (Int +2)	1
9th	+6	+6	+3	+6	Wings	1
10th	+7	+7	+3	+7	Blindsense 60 ft., dragon apotheosis	0

Class Skills

The dragon disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Search (Int), Speak Language (Int), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Intelligence modifier.

Class Features

All of the following are class features of the dragon disciple prestige class.

Weapon and Armor Proficiency: Dragon disciples gain no proficiency with any weapon or armor.

Bonus Spells: Dragon disciples gain bonus spells as they gain levels in this prestige class. A bonus spell can be added to any level of spontaneous arcane spells the disciple already has the ability to cast. The bonus spell is both a bonus spell slot as if from a high ability score, and a spell known, of the same level.

If a character has more than one spontaneous arcane spellcasting class, he must decide to which class he adds each bonus spell as it is gained. Once a bonus spell has been applied, it cannot be shifted.

Dragon disciples also get to add half their class level to their effective caster level whenever they cast any arcane spell. This does not provide any additional spell slots or spells known.

Natural Armor Increase (Ex): At 1st, 4th, and 7th level, a gains an increase to the character's existing natural armor (if any), as indicated on Table: The Dragon Disciple (the numbers represent the total increase gained to that point). As his skin thickens, a dragon disciple takes on more and more of his progenitor's physical aspect.

Claws and Bite (Ex): At 2nd level, a dragon disciple gains claw and bite attacks if he does not already have them. Use the values below or the disciple's base claw and bite damage values, whichever are greater.

Size	Bite Damage	Claw Damage
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6

A dragon disciple is considered proficient with these attacks. When making a full attack, a dragon disciple uses his full base attack bonus with his bite attack but takes a –5 penalty on claw attacks. The Multiattack feat reduces this penalty to only –2.

Ability Boost (Ex): As a dragon disciple gains levels in this prestige class, his ability scores increase as noted on Table: The Dragon Disciple.

These increases stack and are gained as if through level advancement.

Breath Weapon (Su): At 3rd level, a dragon disciple gains a minor breath weapon. The type and shape depend on the dragon variety whose heritage he enjoys (see below). Regardless of the ancestor, the breath weapon deals 2d8 points of damage of the appropriate energy type.

At 7th level, the damage increases to 4d8, and when a disciple attains dragon apotheosis at 10th level it reaches its full power at 6d8. Regardless of its strength, the breath weapon can be used only once per day. Use all the rules for dragon breath weapons except as specified here.

The DC of the breath weapon is 10 + class level + Con modifier.

A line-shaped breath weapon is 5 feet high, 5 feet wide, and 60 feet long. A cone-shaped breath weapon is 30 feet long.

Dragon Variety*	Breath Weapon
Black	Line of acid
Blue	Line of lightning
Green	Cone of corrosive gas (acid)
Red	Cone of fire
White	Cone of cold
Brass	Line of fire
Bronze	Line of lightning
Copper	Line of acid
Gold	Cone of fire
Silver	Cone of cold

* Other varieties of dragon disciple are possible, using other dragon varieties as ancestors.

Blindsense (Ex): At 5th level, the dragon disciple gains blindsense with a range of 30 feet. Using nonvisual senses the dragon disciple notices things it cannot see. He usually does not need to make Spot or Listen checks to notice and pinpoint the location of creatures within range of his blindsense ability, provided that he has line of effect to that creature.

Any opponent the dragon disciple cannot see still has total concealment against him, and the dragon disciple still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. At 10th level, the range of this ability increases to 60 feet.

Wings (Ex): At 9th level, a dragon disciple grows a set of draconic wings. He may now fly at a speed equal to his normal land speed, with average maneuverability.

Dragon Apotheosis: At 10th level, a dragon disciple takes on the half-dragon template. His breath weapon reaches full strength (as noted above), and he gains +4 to Strength and +2 to Charisma. His natural armor bonus increases to +4, and he acquires low-light vision, 60-foot darkvision, immunity to sleep and paralysis effects, and immunity to the energy type used by his breath weapon (see above). No Level Adjustment is applied for this template, since most of its abilities were gained over the course of taking levels in dragon disciple.

DUELIST

An agile warrior that depends on wits and speed, instead of brawn and armor.

Hit Die: d10.

Requirements

To qualify to become a duelist, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Perform 3 ranks, Tumble 5 ranks.

Feats: Dodge, Mobility, Weapon Finesse.

TABLE 6-8: THE DUELIST

Level	BAB	Fort	Ref	Will	Special
1st	+1	+0	+2	+0	Canny defense
2nd	+2	+0	+3	+0	Improved reaction +2
3rd	+3	+1	+3	+1	Enhanced mobility
4th	+4	+1	+4	+1	Grace
5th	+5	+1	+4	+1	Precise strike +1d6
6th	+6	+2	+5	+2	Acrobatic charge
7th	+7	+2	+5	+2	Elaborate parry
8th	+8	+2	+6	+2	Improved reaction +4
9th	+9	+3	+6	+3	Deflect Arrows
10th	+10	+3	+7	+3	Precise strike +2d6

Class Skills

The duelist's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex), Jump (Str), Listen (Wis), Perform (Cha), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Intelligence modifier.

Class Features

All of the following are class features of the duelist prestige class.

Weapon and Armor Proficiency: The duelist is proficient with all simple and martial weapons, but no type of armor or shield.

Canny Defense (Ex): When not wearing armor or using a shield, a duelist adds their positive Intelligence bonus (if any), and half their Duelist level, to their Armor Class as a dodge bonus (minimum total of +1 to armor class). This ability is only gained when they are wielding a one-handed melee weapon. If a duelist is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus.

Improved Reaction (Ex): At 2nd level, a duelist gains a +2 bonus on initiative checks.

At 8th level, the bonus increases to +4. This bonus stacks with the benefit provided by the Improved Initiative feat.

Enhanced Mobility (Ex): When wearing no armor and not using a shield, a duelist gains an additional +4 bonus to AC against attacks of opportunity caused when he moves out of a threatened square.

Grace (Ex): At 4th level, a duelist gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for a duelist only when he is wearing no armor and not using a shield.

Precise Strike (Ex): At 5th level, a duelist gains the ability to strike precisely with a light or one-handed piercing weapon, gaining an extra 1d6 damage added to is normal damage roll.

When making a precise strike, a duelist cannot attack with a weapon in his other hand or use a shield. A duelist's precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike. At 10th level, the extra damage on a precise strike increases to +2d6.

Acrobatic Charge (Ex): At 6th level, a duelist gains the ability to charge in situations where others cannot. He may charge over difficult terrain that normally slows movement. Depending on the circumstance, he may still need to make appropriate checks to successfully move over the terrain.

Elaborate Parry (Ex): At 7th level and higher, if a duelist chooses to fight defensively or use total defense in melee combat, he gains an additional +1 dodge bonus to AC for each level of duelist he has.

Deflect Arrows: At 9th level, a duelist gains the benefit of the Deflect Arrows feat when using a light or one-handed piercing weapon.

DWARVEN DEFENDER

A nearly-immovable champion of dwarven ideals.

Hit Die: d12.

Requirements

To qualify to become a defender, a character must fulfill all the following criteria.

Race: Dwarf.

Alignment: Any lawful.

Base Attack Bonus: +7.

Feats: Dodge, Endurance, Toughness.

TABLE 6-9: THE DWARVEN DEFENDER

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+0	+2	AC Bonus +1, Defensive stance 1/day
2nd	+2	+3	+0	+3	Uncanny dodge
3rd	+3	+3	+1	+3	Defensive stance 2/day
4th	+4	+4	+1	+4	AC Bonus +2, Trap sense +1
5th	+5	+4	+1	+4	Defensive stance 3/day
6th	+6	+5	+2	+5	Damage reduction 3/–, improved uncanny dodge
7th	+7	+5	+2	+5	AC Bonus +3, Defensive stance 4/day
8th	+8	+6	+2	+6	Mobile defense, trap sense +2
9th	+9	+6	+3	+6	Defensive stance 5/day
10th	+10	+7	+3	+7	Ac Bonus +4, Damage reduction 6/–

Class Skills

The defender's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 2 + Intelligence modifier.

Class Features

All of the following are class features of the dwarven defender prestige class.

Weapon and Armor Proficiency: A dwarven defender is proficient with all simple and martial weapons, all types of armor, and shields.

Defensive Stance: When he adopts a defensive stance, a defender gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC. The increase in Constitution increases the defender's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points. These extra hit points are not lost first the way temporary hit points are. While in a defensive stance, a defender cannot use skills or abilities that would require him to shift his position. A defensive stance lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A defender may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the defender is winded and takes a -2 penalty to Strength for the duration of that encounter. A defender can only use his defensive stance a certain number of times per day as determined by his level (see Table: The Dwarven Defender). Using the defensive stance takes no time itself, but a defender can only do so during his action.

AC Bonus (Ex): The dwarven defender receives a dodge bonus to Armor Class that starts at +1 and improves as the defender gains levels, until it reaches +4 at 10th level.

Uncanny Dodge (Ex): Starting at 2nd level, a dwarven defender retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

Trap Sense (Ex): At 4th level, a dwarven defender gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 8th level, these bonuses rise to +2. These bonuses stack with trap sense bonuses gained from other classes.

Damage Reduction (Ex): At 6th level, a dwarven defender gains damage reduction. Subtract 3 points from the damage the dwarven defender takes each time he is dealt damage. At 10th level, this damage reduction rises to 6/-. Damage reduction can reduce damage to 0 but not below 0.

Improved Uncanny Dodge (Ex): At 6th level, a dwarven defender can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the dwarven defender.

The exception to this defense is that a rogue at least four levels higher than the dwarven defender can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Mobile Defense (Ex): At 8th level, a dwarven defender can adjust his position while maintaining a defensive stance. While in a defensive stance, he can take one 5-foot step each round without losing the benefit of the stance.

ELDRITCH KNIGHT

An arcanist who has developed the disciplines of personal combat.

Hit Die: d6.

Requirements

To qualify to become an eldritch knight, a character must fulfill all the following criteria.

Weapon Proficiency: Must be proficient with all martial weapons.

Spells: Able to cast 3rd-level arcane spells.

TABLE 6-10: THE ELDRITCH KNIGHT

Level	BAB	Fort	Ref	Will	Special	Spellcasting
1st	+0	+2	+0	+0	Somatic weapon	+1 arcane level
2nd	+1	+3	+0	+0		+1 arcane level
3rd	+2	+3	+1	+1	Battle spells 5%	+1 arcane level
4th	+3	+4	+1	+1	Bonus feat	---
5th	+3	+4	+1	+1		+1 arcane level
6th	+4	+5	+2	+2		+1 arcane level

7th	+5	+5	+2	+2	Battle spells 10%	+1 arcane level
8th	+6	+6	+2	+2	Bonus feat	---
9th	+6	+6	+3	+3		+1 arcane level
10th	+7	+7	+3	+3		+1 arcane level

Class Skills

The eldritch knight's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Jump (Str), Knowledge (arcana) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

Skill Points at Each Level: 2 + Intelligence modifier.

Class Features

All of the following are class features of the eldritch knight prestige class.

Weapon and Armor Proficiency: Eldritch knights gain no proficiency with any weapon or armor.

Somatic Weapons (Ex): At 1st-level an eldritch knight no longer needs a free hand to cast spells with a somatic component. To use this ability he must be wielding a weapon that he is proficient with.

Battle Spells (Ex): At 3rd-level an eldritch knight gets to reduce the total arcane spell failure for wearing armor and using a shield by 5%. At 7th-level this reduction goes up to 10%.

Bonus Feat: At 4th and 8th level, an eldritch knight may choose a bonus feat from the list of combat feats. This is in addition to the feats that a character of any class normally gets from advancing levels. The character must still meet any prerequisites for these bonus feats, including levels of fighter for the Weapon Specialization, Greater Weapon Focus, and Greater Weapon Specialization feats.

Spells per Day: At each new eldritch knight level is gained, except 4th and 8th, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds these levels of eldritch knight to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before he became an eldritch knight, he must decide to which class he adds each level of eldritch knight for the purpose of determining spells per day.

HIEROPHANT

A divine spellcaster imbued with the personal power of their deity.

Hit Die: d8.

Requirements

To qualify to become a hierophant, a character must fulfill all the following criteria.

Skills: Knowledge (religion) 15 ranks.

Feats: Any metamagic feat.

Spells: Able to cast 7th-level divine spells.

TABLE 6-11: THE HIEROPHANT

Level	BAB	Fort	Ref	Will	Special
1st	+0	+2	+0	+2	Special ability
2nd	+1	+3	+0	+3	Special ability
3rd	+1	+3	+1	+3	Special ability
4th	+2	+4	+1	+4	Special ability
5th	+2	+4	+1	+4	Special ability

Class Skills

The hierophant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Intelligence modifier.

Class Features

All the following are class features of the hierophant prestige class.

Weapon and Armor Proficiency: Hierophants gain no proficiency with any weapon or armor.

Spells and Caster Level: Levels in the hierophant prestige class, even though they do not advance spell progression in the character's base

class, still stack with the character's base spellcasting levels to determine caster level for level-based spell characteristics such as duration and spell resistance checks, however they gain no increase in their level on Table 3-3: Spellcasting Slots in the *PHB*.

Special Ability: Every level, a hierophant gains a special ability of his choice from among the following.

* **Blast Infidel (Su):** A hierophant can use negative energy spells to their maximum effect on creatures with an alignment opposed to the hierophant. (See the table below for a list of which alignments are opposed to each alignment.) Any spell with a description that involves inflicting or channeling negative energy cast on a creature of the opposed alignment works as if under the effect of a Maximize Spell feat (without using a higher-level spell slot). Undead affected by this ability heal the maximized amount of damage.

Hierophant

Alignment	Opposed Alignment
Lawful good	Chaotic evil
Neutral good	Neutral evil
Chaotic good	Lawful evil
Lawful neutral	Chaotic neutral
Neutral	Lawful good, chaotic good, lawful evil, chaotic evil ¹
Chaotic neutral	Lawful neutral
Lawful evil	Chaotic good
Neutral evil	Neutral good
Chaotic evil	Lawful good

¹ A neutral hierophant chooses one of these alignments to be the one that he opposes, for the purposes of this special ability.

* **Divine Reach (Su):** A hierophant with this ability can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the hierophant must make a ranged touch attack instead. Divine reach can be selected a second time as a special ability, in which case the range increases to 60 feet.

* **Faith Healing (Su):** A hierophant can use healing spells to their maximum effect on creatures of the same alignment as the hierophant (including the hierophant himself). Any spell with the healing descriptor cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot).

* **Gift of the Divine (Su):** Available only to hierophants with cleric levels, this ability allows a hierophant to transfer one or more uses of his turn undead ability to a willing creature. (Hierophants who rebuke undead transfer uses of rebuke undead instead.) The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to the hierophant is reduced by the number transferred. The recipient turns undead as a cleric of the hierophant's cleric level but uses his own Charisma modifier.

* **Mastery of Energy (Su):** Available only to hierophants with cleric levels, this ability allows a hierophant to channel positive or negative energy much more effectively, increasing his ability to affect undead. Add a +4 bonus to the hierophant's turning checks and turning damage rolls. This ability only affects undead, even if the hierophant can turn other creatures, such as with a granted power of a domain.

* **Metamagic Feat:** A hierophant can choose a metamagic feat in place of one of the special abilities described here if desired.

* **Power of Nature (Su):** Available only to hierophants with druid levels, this ability allows a hierophant to temporarily transfer one or more of his druid class features to a willing creature. The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the hierophant cannot use the transferred power. He can transfer any of his druid powers except spellcasting and the ability to have an animal companion.

The druid's wild shape ability can be partially or completely transferred. The hierophant chooses how many uses of wild shape per day to give to transfer and retains the rest of the uses for himself. If the hierophant can assume the form of Tiny or Huge animals, the recipient can as well.

As with the *imbue with spell ability* spell, the hierophant remains responsible to his deity for any use to which the recipient puts the transferred abilities.

* **Spell Power:** This special ability increases a hierophant's effective caster level by 1 for purposes of determining level-dependent spell variables and for caster level checks. This ability can be selected more

than once, and changes to effective caster level are cumulative. It stacks with the hierophant's increase to level-dependent spell variables for hierophant levels.

* **Spell-Like Ability:** A hierophant who selects this special ability can use one of his divine spell slots to permanently prepare one of his divine spells as a spell-like ability that can be used twice per day. The hierophant does not use any components when casting the spell, although a spell that costs XP to cast still does so, and a spell with a costly material component instead costs him 10 times that amount in XP.

The spell normally uses a spell slot of the spell's level (or higher, if the hierophant chooses to permanently attach a metamagic feat to the spell chosen). The hierophant can use an available higher-level spell slot to use the spell-like ability more than once per day. Allocating a slot three levels higher allows him to cast the spell four times per day, and a slot six levels higher lets him cast it six times per day. If selected more than one time as a special ability, this ability can apply to the same spell (increasing the number of times per day it can be used) or to a different spell.

HORIZON WALKER

A far-wandering traveler that has learned to adapt to the hazards and dangers of the places they tread.

Hit Die: d8.

Requirements

To qualify to become a horizon walker, a character must fulfill all the following criteria.

Skills: Knowledge (geography) 8 ranks.

Feats: Endurance.

TABLE 6-12: THE HORIZON WALKER

Level	BAB	Fort	Ref	Will	Special	Spellcasting
1st	+1	+2	+2	+0	Terrain mastery	+1 ranger level
2nd	+2	+3	+3	+0	Terrain mastery	+1 ranger level
3rd	+3	+3	+3	+1	Terrain mastery	+1 ranger level
4th	+4	+4	+4	+1	Terrain mastery	+1 ranger level
5th	+5	+4	+4	+1	Terrain mastery	+1 ranger level

Class Skills

The horizon walker's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (geography) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Speak Language (none), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Intelligence modifier.

Class Features

All of the following are class features of the horizon walker prestige class.

Weapon and Armor Proficiency: Horizon walkers gain no proficiency with any weapon or armor.

Spells: Levels in horizon walker count as levels in ranger for purposes of ranger spellcasting ability. This means the horizon walker gains spells as if they were a ranger whose total level equaled their horizon walker plus ranger level. Since rangers are a minor spellcasting class, they do not get as fast a spell progression as other spellcasting classes (their *actual* spellcasting level is only half their class level). Characters without any ranger levels before taking horizon walker are treated as rangers with a level equal to their horizon walker level for purposes of ranger spellcasting. No other benefits from ranger levels are gained.

Terrain Mastery: At each level, the Horizon Walker adds a new terrain environment to their repertoire from those given below. Terrain mastery gives a horizon walker a bonus on checks involving a skill useful in that terrain, or some other appropriate benefit. A horizon walker also knows how to fight dangerous creatures typically found in that terrain, gaining a +1 insight bonus on attack rolls and damage rolls against creatures with that terrain mentioned in the Environment entry of their descriptions. The horizon walker only gains the bonus if the creature description specifically lists the terrain type.

Horizon walkers take their terrain mastery with them wherever they go. They retain their terrain mastery bonuses on skill checks, attack rolls, and damage rolls whether they're actually in the relevant terrain or not.

Terrain Mastery Benefits

Aquatic: You gain a +4 competence bonus on Swim checks, or a +10-foot bonus to your swim speed if you have one. You gain a +1 insight bonus on attack and damage rolls against aquatic creatures.

Desert: You resist effects that tire you. You are immune to *fatigue* effects, and anything that would cause you to become *exhausted* makes you *fatigued* instead (but you are not immune to *fatigue* from this effect). You gain a +1 insight bonus on attack and damage rolls against desert creatures.

Forest: You have a +4 competence bonus on Hide checks. You gain a +1 insight bonus on attack and damage rolls against forest creatures.

Hills: You gain a +4 competence bonus on Listen checks. You gain a +1 insight bonus on attack and damage rolls against hills creatures.

Marsh: You have a +4 competence bonus on Move Silently checks. You gain a +1 insight bonus on attack and damage rolls against marsh creatures.

Mountains: You gain a +4 competence bonus on Climb checks, or a +10-foot bonus to your climb speed if you have one. You gain a +1 insight bonus on attack and damage rolls against mountain creatures.

Plains: You have a +4 competence bonus on Spot checks. You gain a +1 insight bonus on attack and damage rolls against plains creatures.

Underground: You have 60-foot darkvision, or 120-foot darkvision if you already had darkvision from another source. You gain a +1 insight bonus on attack and damage rolls against underground creatures.

LOREMASTER

A student of the world's mundane and magical secrets.

Hit Die: d4.

Requirements

To qualify to become a loremaster, a character must fulfill all the following criteria.

Skills: Knowledge (any two) 10 ranks in each.

Feats: Any three metamagic or item creation feats, plus Skill Focus (Knowledge [any individual Knowledge skill]).

Spells: Able to cast seven different divination spells, one of which must be 3rd level or higher.

TABLE 6-13: THE LOREMASTER

Level	BAB	Fort	Ref	Will	Special	Spellcasting
1st	+0	+0	+0	+2	Secret	+1 caster level
2nd	+1	+0	+0	+3	Lore	+1 caster level
3rd	+1	+1	+1	+3	Secret	+1 caster level
4th	+2	+1	+1	+4	Bonus language	+1 caster level
5th	+2	+1	+1	+4	Secret	+1 caster level
6th	+3	+2	+2	+5	Greater lore	+1 caster level
7th	+3	+2	+2	+5	Secret	+1 caster level
8th	+4	+2	+2	+6	Bonus language	+1 caster level
9th	+4	+3	+3	+6	Secret	+1 caster level
10th	+5	+3	+3	+7	True lore	+1 caster level

Class Skills

The loremaster's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (alchemy) (Int), Decipher Script (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Perform (Cha), Profession (Wis), Speak Language, Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Intelligence modifier.

TABLE 6-14: THE METAMIND

Level	BAB	Fort	Ref	Will	Special	Manifesting
1st	+0	+0	+0	+2	Inner Strength	+1 Level
2nd	+1	+0	+0	+3	Bonus Power Points	+1 Level
3rd	+1	+1	+1	+3	Apotheosis	+1 Level
4th	+2	+1	+1	+4	Bonus Power Points, combat mode	+1 Level
5th	+2	+1	+1	+4	Inner Strength	+1 Level
6th	+3	+2	+2	+5	Bonus Power Points	+1 Level
7th	+3	+2	+2	+5	Mental vampire	+1 Level
8th	+4	+2	+2	+6	Bonus Power Points, combat mode	+1 Level
9th	+4	+3	+3	+6	Inner Strength	+1 Level
10th	+5	+3	+3	+7	Bonus Power Points	+1 Level

Class Features

All of the following are class features of the loremaster prestige class.

Weapon and Armor Proficiency: Loremasters gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new loremaster level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of loremaster to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Secret: At 1st level and every two levels higher than 1st (3rd, 5th, 7th, and 9th), the loremaster chooses one secret from the table below. His level plus Intelligence modifier determines the total number of secrets he can choose. He can't choose the same secret twice.

Level+

Int	Secret	Effect
1	Instant mastery	4 ranks of a skill in which the character has no ranks
2	Secret health	+3 hit points
3	Secrets of inner strength	+2 bonus on Will saves
4	The lore of true stamina	+2 bonus on Fortitude saves
5	Secret knowledge of avoidance	+2 bonus on Reflex saves
6	Weapon trick	+1 bonus on attack rolls
7	Dodge trick	+1 dodge bonus to AC
8	Applicable knowledge	Any one feat
9	Newfound arcana	1 bonus 1st-level spell*
10	More newfound arcana	1 bonus 2nd-level spell*

* As if gained through having a high ability score.

Lore: At 2nd level, a loremaster gains the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge. The loremaster adds his level and his Intelligence modifier to the lore check, which functions otherwise exactly like a bardic knowledge check.

Bonus Languages: A loremaster can choose any new language at 4th and 8th level.

Greater Lore (Ex): At 6th level, a loremaster gains the ability to understand magic items, as with the identify spell.

True Lore (Ex): At 10th level, once per day a loremaster can use his knowledge to gain the effect of a *legend lore* spell or an *analyze dweomer* spell.

METAMIND

A psychic that has devoted themselves to developing their reserves of psychic power, rather than their scope.

Hit Die: d6.

Requirements

To qualify to become a metamind, a character must fulfill all the following criteria.

Skills: Autohypnosis 8+ ranks, Knowledge (psionics) 8+ ranks, Psicraft 8+ ranks.

Feats: Inner Strength.

Psionics: Manifest Level 4+, and at least two non-Knack Psionic feats.

Class Skills

The metamind's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (Int), Harness Subconscious (Wis), Knowledge (Int), Psicraft (Int), Twist (Int), and Use Psionic Device (Cha).

Skill Points Each Level: 4 + Intelligence modifier.

Class Features

All of the following are class features of the metamind.

Weapon and Armor Proficiency: A metamind is proficient with no new weapons or armors.

Manifester Levels: Metamind levels count as Manifester Levels (see Psionicist in Chapter 4 of the *PHB*).

Inner Strength: At 1st, 5th, and 9th level the Metamind gains the Inner Strength feat as a bonus feat.

Bonus Power Points: At every even Metamind level, the Metamind gains bonus power points equal to their Wisdom modifier.

Apotheosis (Ex): At 3rd-level the metamind gains the ability to manifest their powers from the ambient psychic energy in the world around them, instead of from their own personal store of Power Points. This ability allows them to reduce the cost of all their psionic powers by one Power Point, to a minimum of 1 Power Point. They are still limited to the maximum number of Power Points they can spend on a psionic power by their Manifester Level, this ability only provides a discount *after* the Power Points needed for the manifestation are determined.

Combat Mode: Every four levels a Metamind learns an additional psionic combat mode.

Mental Vampire (Psi): At 7th-level the metamind gains the ability to devour some of the mental strength of any creature they touch. This ability functions as free action a psionic power, but takes no Power Points to manifest. After they manifest it the next creature they touch takes 1d6 Wisdom damage unless they pass a Will save against a DC of 10 + Charisma modifier +1/2 Manifester Level, or the metamind fails to penetrate their spell resistance. If the character has Power Points then they can choose to lose 2 Power Points for every point of Wisdom damage they wish to offset. If the target took Wisdom damage, or offset it, then the Metamind gains a number of temporary Power Points equal to the amount of Wisdom damage they deals or was offset. These temporary Power Points vanish after one hour unless they are used before then, and cannot be stored or used to recharge the metamind's daily pool of Power Points.

MYSTIC THEURGE

A scholar that mixes both arcane and divine spellcasting into a seamless whole.

Hit Die: d4.

Requirements

To qualify to become a mystic theurge, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 6 ranks, Knowledge (religion) 6 ranks.

Spells: Able to cast 2nd-level divine spells and 2nd-level arcane spells.

Special: Either the Magic clerical domain, or the Skill Focus [Knowledge (arcana)] feat.

TABLE 6-15: THE MYSTIC THEURGE

----- Spells Slots -----													
Level	BAB	Fort	Ref	Will	0th	1st	2nd	3rd	4th	5th	6th	7th	8th
1st	+0	+0	+0	+2	1	1	1	1	---	---	---	---	---
2nd	+1	+0	+0	+3	2	2	2	2	1	---	---	---	---
3rd	+1	+1	+1	+3	2	2	2	2	2	---	---	---	---
4th	+2	+1	+1	+4	3	3	3	3	2	1	---	---	---
5th	+2	+1	+1	+4	3	3	3	3	3	2	---	---	---
6th	+3	+2	+2	+5	3	3	3	3	3	2	1	---	---
7th	+3	+2	+2	+5	4	4	4	4	3	3	2	---	---
8th	+4	+2	+2	+6	4	4	4	4	4	3	2	1	---
9th	+4	+3	+3	+6	4	4	4	4	4	3	3	2	---
10th	+5	+3	+3	+7	4	4	4	4	4	4	3	2	1

Class Skills

The mystic theurge's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Intelligence modifier.

Class Features

All of the following are class features of the mystic theurge prestige class.

Weapon and Armor Proficiency: Mystic theurges gain no proficiency with any weapon or armor.

Spells per Day: Choose one arcane spell list from which you can cast at least 2nd-level spells, and one divine spell list from which you can cast at least 2nd-level spells. You can now use the spell slots indicated for our level on Table 6-15: The Mystic Theurge for spells from those spell lists. You gain additional spell slots for those lists in accordance with your casting ability scores, but these bonus spell slots include those from your prior spellcasting classes and so do not stack with them. Bonus spell slots from a high casting ability score can only be used for spells from the spell lists they are gained for (i.e. you cannot use bonus spell slots from a high Wisdom to prepare spells from the sor/wiz spell list). The type of spell list the prepared spell is taken from determines the type of spell slot the spell is prepared for. Mystic theurge levels count as spellcasting levels for purposes of level-based spell characteristics and caster level checks.

Domains: If the character has clerical domains, then the bonus spell slot each level for those domains counts towards spell levels that can be cast due to levels in mystic theurge. The character is still restricted to only one domain spell of each spell level, these bonus slots *do not* stack with those from their regular clerical spellcasting ability.

Spontaneous Casters: If the mystic theurge has access to a spellcasting list thanks to levels in a spontaneous spellcasting class, then the effects of that class carry over to their mystic theurge spell slots. They gain spells known equal to the spell slots they receive from their levels in mystic theurge. They can cast two additional spontaneous spells of each level each day, which are not cumulative with those of the same spell level from the spontaneous spellcasting class in question. However they must designate any additional spell slots from Table 6-15: The Mystic Theurge as being spontaneous spellcasting slots for a single spontaneous spellcasting class when they prepare their spells, or they cannot use them for spontaneous spellcasting since the slot will already be taken up by a prepared spell.

Spontaneous Spells: If the character can spontaneously switch out prepared spells for other spells with a class they designated the spell list for, then they can also do the same for any spells prepared from that list using mystic theurge spell slots.

Example

This example assumes the character has an Wisdom and Charisma of 16, 3 levels in cleric, 4 levels in sorcerer, and 4 levels in mystic theurge.

Designated Lists: Cleric (with the plant and fire clerical domains), Sorcerer/wizard (as a sorcerer).

Clerical Spell Slots: 0th x3 (+3 Wis), 1st x2 (+1 Wis), 2nd x1 (+1 Wis), 3rd x0 (+1 Wis).

Sorcerer Spell Slots: 0th x5 (+3 Cha), 1st x4 (+1 Cha), 2nd x3 (+1 Cha), 3rd x2 (+1 Cha), 4th x2, 5th x2.

Mystic Theurge Spell Slots: 0th x3, 1st x3, 2nd x3, 3rd x3, 4th x2, 5th x1.

Total Caster Level: 11, but only for purposes of spell characteristics and caster level checks.

Domains Spell Slots: 1st x1, 2nd x1, 3rd x1, 4th x1, 5th x1.

Sorcerer Spells Known: 0th x3 (+3), 1st x2 (+3), 2nd x1 (+3), 3rd x0 (+3), 4th x0 (+2), 5th x0 (+1).

Spontaneous Spells: Can switch out any clerical spell for a *cure* spell of equal or lower level.

RESTRICTED WIZARD

Hit Die: d4.

Requirements

To qualify to become a restricted wizard, a character must fulfill all the following criteria.

Skills: Concentration 8+ ranks, Knowledge (arcana) 8+ ranks, and Spellcraft 8+ ranks.

Feats: Skill Focus (Spellcraft), any Metamagic feat, any magical Item Creation feat.

Spellcasting: Must be able to cast 3rd-level arcane spells.

Special: Must be a specialist wizard.

TABLE 6-16: THE RESTRICTED WIZARD

Level	BAB	Fort	Ref	Will	Special	Spellcasting
1st	+0	+0	+0	+2	Extra specialized	+1 +1 arcane level
2nd	+1	+0	+0	+3	Counter secrets	+1 arcane level
3rd	+1	+1	+1	+3	Extra specialized	+2 +1 arcane level
4th	+2	+1	+1	+4	<i>Negate dweomer</i>	+1 arcane level
5th	+2	+1	+1	+4	Extra specialized	+3 +1 arcane level
6th	+3	+2	+2	+5	Specialist items	+1 arcane level
7th	+3	+2	+2	+5	Extra specialized	+4 +1 arcane level
8th	+4	+2	+2	+6	Specialist slots	+1 arcane level
9th	+4	+3	+3	+6	Extra specialized	+5 +1 arcane level
10th	+5	+3	+3	+7	Rapid counter	+1 arcane level

Class Skills

The restricted wizard's class skills (and the key ability for each skill) are: Alchemy (Int), Bluff (Cha), concentration (Con), Crat (Int), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Intelligence modifier.

Class Features

All of the following are class features of the restricted wizard.

Weapon and Armor Proficiency: A restricted wizard gains no new proficiency with any weapons or armor.

Spells per Day/Spells Known: When a new restricted wizard level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of restricted wizard to the level of some other arcane spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Extra Specialized (Ex): The character must choose a school of magic he can cast, other than his specialization school. He can no longer learn spells from that school, but retains the knowledge of any spells in that school he already has. He can only use spell completion and spell trigger items from that school if he currently has the spell in question prepared, or knows it spontaneously. In exchange he gets to add a +1 competence to his effective spellcasting level for level-based characteristics to spells from his specialty school, as well as to his saving throws against effects from that same school. This bonus goes up by an additional +1 for every two levels past 1st.

Counter Secrets (Ex): At 2nd-level the character learns how to counter spells of his specialty school, using any spell of the same school that is at least one level higher.

Negate Dweomer (Sp): At 4th-level the character gains the ability to *greater dispel magic* a target spell from his specialty school. To use this ability the character must expend a spell from his specialty school of the same level as the targeted spell, or higher.

Specialist items (Ex): At 6th-level the character gains insights into item creation that are so profound, that they can enchant items from their

specialty school at a discount. They reduce the market price of any item that has the same type of aura as their specialty school that they create by 25%. For example: an evoker making a 2nd-level *wand of magic missile* would normally treat it as a 1,500 gp item, but with this ability they treat it as a 1,125 gp item.

Specialist Slots (Ex): At 8th-level the character gains an amount of bonus spell slots each day whose levels equal their restricted wizard level. Treat these bonus spell slots as being from a high casting ability score. They can change the levels of these slots each day, so long as they total to no more spell levels than their restricted wizard level. Only spells from their specialty school can be used with these slots, and the spell levels of these slots must be chosen at the start of each day. For purposes of this ability 0th-level spells count as 1/2 a spell level.

Rapid Counter (Ex): At 10th-level the character gains the ability to use their Counter Secrets ability as a free action. This counts as their one free-action spell for the round.

SENSEI

A psychic that has learned to mix martial and mental powers into a potent combination.

Hit Die: d8.

Requirements

To qualify to become a sensei, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Concentration 6+ ranks, Knowledge (psionics) 6+ ranks.

Feats: Improved Initiative; either Armor Proficiency (light) and Martial Weapon Proficiency, *or* Combat Expertise and Improved Unarmed Strike, *or* Dodge and Point Blank Shot.

Psionics: Manifestor Level 2+; and one of Biocontrol, Psionic Fist, Psionic Flesh, Psionic Shot, Psionic Weapon.

TABLE 6-17: THE SENSEI

Level	BAB	Fort	Ref	Will	Special	Manifesting
1st	+0	+2	+0	+0	<i>Intuitive assault</i>	+1 Level
2nd	+1	+3	+0	+0	Virtual effect	+1 Level
3rd	+2	+3	+1	+1	Psionic feat	---
4th	+3	+4	+1	+1	Combat mode	+1 Level
5th	+3	+4	+1	+1	<i>Ethereal assault</i>	+1 Level
6th	+4	+5	+2	+2	Combat feat	+1 Level
7th	+5	+5	+2	+2	Psionic feat	---
8th	+6	+6	+2	+2	Combat mode	+1 Level
9th	+6	+6	+3	+3		+1 Level
10th	+7	+7	+3	+3	Combat feat	+1 Level

Class Skills

The sensei's class skills (and the key ability for each skill) are Autohypnosis (Wis), Craft (Int), Diplomacy (Cha), Harness Subconscious (Wis), Intimidate (cha), Knowledge (psionics) (Int), Profession (Wis), Psicraft (Int), Sense Motive (Wis), Stabilize Self (Con), and Twist (Int).

Skill Points at Each Level: 4 + Intelligence modifier.

Class Features

All of the following are class features of the sensei.

Weapon and Armor Proficiency: A sensei is proficient with no additional weapons or armors.

Manifesting: At every sensei level except 3rd and 7th, the sensei gains an additional Manifestor Level.

Intuitive Assault (Psi): At 1st level as an unfettered free action psionic power the sensei can spend one Power Point in order to add his sensei level to his next attack roll as an insight bonus. This power can only be used immediately before the attack roll is made.

Virtual Effect (Ex): At 2nd level the sensei is always considered to have unlimited uses for his Psionic Fist, Psionic Flesh, Psionic Shot, and Psionic Weapon knack feats. He can always manifest a 1/2 sensei level Power Point cost Biocontrol effect, without actually spending any Power Points, even if he has no Power Points remaining.

Psionic Feat: At 3rd and 7th level the sensei gains a bonus psionic category feat.

Combat Mode: At 4th and 8th level the sensei learns an additional psionic combat mode.

Ethereal Assault (Psi): At 5th level as an unfettered free action psionic power the sensei can spend five Power Points in order to cause his next unarmed or weapon attack to pass into the ethereal plane. The attack strikes incorporeal creatures without any miss chance, but has a 50% chance of missing a target that is on the material plane. If the sensei is currently incorporeal, then this gives him the ability to ignore being ethereal for purposes of attacking the material plane instead. This power can only be used immediately before the attack roll is made.

Combat Feat: At 6th and 10th level the sensei gains a bonus combat category feat.

SHADOWDANCER

A friend and lover of the soothing night.

Hit Die: d8.

Requirements

To qualify to become a shadowdancer, a character must fulfill all the following criteria.

Skills: Move Silently 8 ranks, Hide 10 ranks, Perform (dance) 5 ranks.

Feats: Combat Reflexes, Dodge, Mobility.

TABLE 6-18: THE SHADOWDANCER

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+0	Hide in plain sight
2nd	+1	+0	+3	+0	Evasion, darkvision, uncanny dodge
3rd	+2	+1	+3	+1	Shadow illusion, summon shadow
4th	+3	+1	+4	+1	Shadow jump 20 ft.
5th	+3	+1	+4	+1	Defensive roll, improved uncanny dodge
6th	+4	+2	+5	+2	Shadow jump 40 ft., summon shadow
7th	+5	+2	+5	+2	Slippery mind
8th	+6	+2	+6	+2	Shadow jump 80 ft.
9th	+6	+3	+6	+3	Summon shadow
10th	+7	+3	+7	+3	Shadow jump 160 ft., improved evasion

Class Skills

The shadowdancer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Intelligence modifier.

Class Features

All of the following are class features of the shadowdancer prestige class.

Weapon and Armor Proficiency: Shadowdancers are proficient with the club, crossbow (hand, light, or heavy), dagger (any type), dart, mace, morningstar, quarterstaff, rapier, sap, shortbow (normal and composite), and short sword. Shadowdancers are proficient with light armor but not with shields.

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a shadowdancer can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow.

Evasion (Ex): At 2nd level, a shadowdancer gains evasion. If exposed to any effect that normally allows his to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw. The evasion ability can only be used if the shadowdancer is wearing light armor or no armor.

Darkvision (Su): At 2nd level, a shadowdancer can see in the dark as though he were permanently under the effect of a *darkvision* spell.

Uncanny Dodge (Ex): Starting at 2nd level, a shadowdancer retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

Shadow Illusion (Sp): When a shadowdancer reaches 3rd level, he can create visual illusions. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

Summon Shadow (Su): At 3rd level, a shadowdancer can summon a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer adds +2 HD (and the requisite base attack and base save bonus increases) to his shadow companion.

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a DC 15 Fortitude save. If the saving throw fails, the shadowdancer loses 200 experience points per shadowdancer level. A successful saving throw reduces the loss by half, to 100 XP per prestige class level. The shadowdancer's XP total can never go below 0 as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

Shadow Jump (Su): At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump up to a total of 20 feet at 4th-level, plus 20 feet every two levels after 4th, in one use of shadow jump. Using shadow jump is a move action, and the shadowdancer can take his standard action after the shadow jump despite the limitations on taking actions normally imposed by the *dimension door* spell.

Defensive Roll (Ex): Starting at 5th level, once per day, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. He makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. He must be aware of the attack and able to react to it in order to execute his defensive roll. If he is in a situation that would deny his any Dexterity bonus to AC, he can't attempt a defensive roll.

Improved Uncanny Dodge (Ex): At 5th level, a shadowdancer can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the shadowdancer. The exception to this defense is that a rogue at least four levels higher than the shadowdancer can flank his (and thus sneak attack his).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Slippery Mind (Ex): At 7th level, if a shadowdancer is affected by an enchantment and fails his saving throw, 1 round later he can attempt his saving throw again. He only gets this one extra chance to succeed at his saving throw. If it fails as well, the spell's effects occur normally.

Improved Evasion (Ex): This ability, gained at 10th level, works like evasion (see above). A shadowdancer takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage. What's more, he takes only half damage even if he fails his saving throw.

THAUMATURGIST

A practiced and powerful conjurer of other-planar beings.

Hit Die: d6.

Requirements

To qualify to become a thaumaturgist, a character must fulfill all the following criteria.

Feats: Spell Focus (conjuration).

Spells: Able to cast *lesser planar ally*.

TABLE 6-19: THE THAUMATURGIST

Level	BAB	Fort	Ref	Will	Special	Spellcasting
1st	+0	+0	+0	+2	Improved ally	+1 caster level
2nd	+1	+0	+0	+3	Augment Summoning	+1 caster level
3rd	+1	+1	+1	+3	Extended summoning	+1 caster level
4th	+2	+1	+1	+4	Contingent conjuration	+1 caster level
5th	+2	+1	+1	+4	Planar cohort	+1 caster level

Class Skills

The thaumaturgist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Sense Motive (Wis), Speak Language (none), and Spellcraft (Int).

Skill Points at Each Level: 4 + Intelligence modifier.

Class Features

All of the following are class features of the thaumaturgist prestige class.

Weapon and Armor Proficiency: Thaumaturgists gain no proficiency with any weapon or armor.

Spells per Day: When a new thaumaturgist level is gained, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of thaumaturgist to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before he became a thaumaturgist, he must decide to which class he adds each level of thaumaturgist for the purpose of determining spells per day.

Improved Ally (Ex): When a thaumaturgist casts a *planar ally* spell (including the *lesser* and *greater* versions), he makes a Diplomacy check to convince the creature to aid him for a reduced payment. If the thaumaturgist's Diplomacy check adjusts the creature's attitude to helpful the creature will work for 50% of the standard fee, as long as the task is one that is not against its nature.

The thaumaturgist's improved ally class feature only works when the planar ally shares at least one aspect of alignment with the thaumaturgist.

A thaumaturgist can have only one such ally at a time, but he may bargain for tasks from other planar allies normally.

Augment Summoning: At 2nd level, a thaumaturgist gains the Augment Summoning feat.

Extended Summoning (Ex): At 3rd level and higher, all spells from the summoning subschool that the thaumaturgist casts have their durations doubled, as if the Extend Spell feat had been applied to them. The levels of the summoning spells don't change, however. This ability stacks with the effect of the Extend Spell feat, which does change the spell's level.

Contingent Conjunction (Ex): A 4th-level thaumaturgist can prepare a summoning or calling spell ahead of time to be triggered by some other event. This functions as described for the contingency spell, including having the thaumaturgist cast the summoning or calling spell beforehand. The spell is cast instantly when the trigger event occurs.

The conditions needed to bring the spell into effect must be clear, although they can be general. If complicated or convoluted condition as are prescribed, the contingent conjunction may fail when triggered. The conjunction spell occurs based solely on the stated conditions, regardless of whether the thaumaturgist wants it to, although most conjunctions can be dismissed normally. A thaumaturgist can have only one contingent conjunction active at a time.

Planar Cohort (Ex): A 5th-level thaumaturgist can use any of the *planar ally* spells to call a creature to act as his cohort. The called creature serves loyally and well as long as the thaumaturgist continues to advance a cause important to the creature.

To call a planar cohort, the thaumaturgist must cast the relevant spell, paying the XP costs normally. It takes an offering of 1,000 gp x the HD of the creature to convince it to serve as a planar cohort, and the improved ally class feature can't be used to reduce or eliminate this cost. The planar cohort can't have more Hit Dice than the thaumaturgist has, and must have an ECL no higher than the thaumaturgist's character level -2.

A thaumaturgist can have only one planar cohort at a time, but he can continue to make agreements with other called creatures normally. A planar cohort replaces a thaumaturgist's existing cohort, if he has one by virtue of the Leadership feat.

TRUE NECROMANCER

A student of the darker arts of necromancy, and its relationship to the undead.

Hit Die: d4.

Requirements

To qualify to become a true necromancer, a character must fulfill all the following criteria.

Alignment: Any non-good.

Skills: Knowledge (arcana) 8+ ranks, Knowledge (religion) 8+ ranks, Heal 4+ ranks, Profession (mortician) 8+ ranks.

Feats: Great Fortitude, Spell Focus (necromancy).

Spellcasting: Must be able to cast *chill touch*, *command undead*, *detect undead*, and *vampiric touch* as arcane spells.

Special: Must have either the Undead clerical domain, or Skill Focus [Knowledge (religion)].

TABLE 6-20: THE TRUE NECROMANCER

Level	BAB	Fort	Ref	Will	Special	Spellcasting
1st	+0	+0	+0	+2	Rebuke Undead	+1 arcane level
2nd	+1	+0	+0	+3	Dead Lore +1	+1 arcane level
3rd	+1	+1	+1	+3	Dead Heart	+1 arcane level
4th	+2	+1	+1	+4	Animate Dead	+1 arcane level
5th	+2	+1	+1	+4	Grave Vision	+1 arcane level
6th	+3	+2	+2	+5	Dead Lore +2	+1 arcane level
7th	+3	+2	+2	+5	Hands of Doom	+1 arcane level
8th	+4	+2	+2	+6	Fear Aura	+1 arcane level
9th	+4	+3	+3	+6	Skin of Death	+1 arcane level
10th	+5	+3	+3	+7	Dead Lore +3	+1 arcane level

Class Skills

The true necromancer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Intelligence modifier.

Class Features

All of the following are class features of the specific prestige class.

Weapon and Armor Proficiency: A member of the prestige class is proficient with these weapons and armors, in addition to any they had before.

Spellcasting: When a new true necromancer level is gained, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a true necromancer, he must decide to which class he adds the new level for purposes of determining spells per day.

Rebuke Undead (Su): The true necromancer can Rebuke Undead as an level cleric of the same level. If they have the ability to Turn Undead from some other class, it instead becomes the ability to Rebuke Undead. Classes that provide the ability to Rebuke Undead stack for purposes of how strong the true necromancer's ability to Rebuke Undead is, but not for the total number of times each day it can be used.

Dead Lore (Ex): Whenever a true necromancer casts a necromancy spell, attempts to rebuke undead, or uses a skill related to the undead their studies in the foul arts of necromancy assist them in the endeavor. They get to add this value as a competence bonus to their necromancy spell saving throw DCs and caster level checks, to their total level for rebuke undead attempts, and to their skill checks when dealing with or inquiring about the undead.

Dead Heart (Su): At 3rd level the true necromancer has learned how to replace their own heart with one ripped from the chest of an animate corporeal undead creature. This foul act takes 24 hours to complete, requires a helpless corporeal undead creature and 1,000 gp in supplies (all of which is consumed), and requires a successful skill check with both Heal and Profession (mortician) at DC 25 (neither of which he can take 10 or 20 on). If either skill check fails then the character has horribly scarred their soul instead, and loses a level which not even *true restoration* can regain. If the process is successful then they become immune to ability score damage, ability score drain, and negative levels; but have a -4 racial penalty to their Sense Motive checks unless they are using it on the undead.

Animate Dead (Sp): At 4th level the true necromancer gains the ability to cast *animate dead* once per day as a spell-like ability.

Grave Vision (Su): At 5th level the true necromancer gains 60 ft Darkvision, or adds 60 ft to the range of any Darkvision they already have, and can always tell when any creature they see within 30 ft of them is undead. A *nondetection* spell or similar effect prevents them from noticing if a creature is undead.

Hands of Doom (Su): At 7th level the true necromancer can replace their own hands with those of a corporeal undead creature, in the same process as for Dead Heart. This procedure is more expensive and difficult, costing 5,000 gp and with a DC of 30. If the procedure is successful then the character can make touch attacks with his new hands, either paralyzing or imbuing the target with negative energy as he chooses. If he wishes to paralyze then the target gets a Fortitude save to avoid being *paralyzed* until freed with either *remove paralysis*, *remove curse*, or a similar effect is used. If they imbue the target with negative energy then the target takes $1d8 + 1/2$ true necromancer damage, or undead are healed for the same amount, with a Will save allowed for half damage. The DC for saving throws against this ability is $10 + 1/2$ true necromancer level + Charisma modifier. The skill penalty for Hands of Doom is -4 to Diplomacy. They do not have to have gone through with Dead Heart in order to use Hands of Doom.

Fear Aura (Su): At 8th level the foul taint of death has given the true necromancer a palpable aura of terror, which instills unease and outright fear in those around him. All creatures within a 60 ft radius of the true necromancer are affected. If they have hit dice no higher than half the true necromancer's level, they must pass a will save or be affected as if by the *fear* spell, but if they pass then they cannot be affected again by the aura for 24 hours. The Will save DC is $10 + 1/2$ true necromancer level + Charisma modifier. The aura prevents the true necromancer from interacting regularly with animals, all animals within the aura's radius are at a -4 morale penalty to all Handle Animal and Ride checks made for them, and none will allow the true necromancer to touch or mount them without mind-affecting intervention.

Skin of Death (Su): At 9th level the foulest abomination possible for a true necromancer is learned, the capability to replace the skin over most of their body with that taken from a corporeal undead creature. This process works like Dead Heart, only is both more expensive and dangerous. It costs 50,000 gp for the procedure, and the skill DC is 35. If it is successful then the true necromancer gains damage reduction of 5/magic, natural armor +3, cold resistance 15, electricity resistance 15, and immunity to polymorph effects. The skill penalty for Skin of Death is -4 to Disguise, unless they are trying to masquerade as undead in which case it becomes a +4 bonus. They do not have to have gone through with Dead Heart in order to use Skin of Death.

True Necromancer Liches

If a true necromancer gains the lich template, then the template is only +1 level adjustment for them. This only works provided they have attained 10th level in true necromancer.

WAILING THRASHER

Description of the prestige class, and its role in the game.

Hit Die: d10.

Requirements

To qualify to become a wailing thrasher, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Base Attack Bonus: +6.

Skills: Intimidate 8+ ranks, Spot 4+ ranks.

Feats: Cleave, Endurance, Power Attack.

TABLE 6-21: GENERIC PRESTIGE CLASS TABLE

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+0	+0	Battle cry
2nd	+2	+3	+0	+0	Charge!
3rd	+3	+3	+1	+1	Blowthru
4th	+4	+4	+1	+1	Screaming death
5th	+5	+4	+1	+1	Improved cry
6th	+6	+5	+2	+2	Ferocious scream
7th	+7	+5	+2	+2	Cry defiance
8th	+8	+6	+2	+2	Adrenal smite
9th	+9	+6	+3	+3	Screaming defiance
10th	+10	+7	+3	+3	True cry

Class Skills

The wailing thrasher's class skills (and the key ability for each skill) are: Climb (Str), Craft (Int), Intimidate (Cha), Perform (Cha), Profession (Wis), Ride (Dex), and Spot (Wis).

Skill Points at Each Level: 2 + Intelligence modifier.

Class Features

All of the following are class features of the wailing thrasher.

Weapon and Armor Proficiency: Wailing thrashers gain no new armor or weapon proficiencies.

Battle Cry (Ex): By unleashing a constant stream of unintelligible malice and fury the character can inspire himself and his allies. As long as they are screaming their battle cry they and their allies within 50 ft all receive a +1 morale bonus to melee hit and damage rolls. While using this ability they cannot speak, use verbal components, use any ability that requires concentration, or pass either a Listen or Move Silently skill check. A *silence* spell or similar effect prevents the character from using their Battle Cry. This ability can only be used for a number of rounds equal to the character's Constitution score, consecutive or nonconsecutive, before the character must rest their voice for at least one hour. While resting their voice they cannot shout or scream, but otherwise are unaffected.

Charge! (Ex): At 2nd-level anybody affected by the wailing thrasher's Battle Cry increases the morale bonus to melee damage to +3, but only when making charge attacks.

Blowthru (Ex): At 3rd-level a wailing thrasher can use Cleave, but not Great cleave, even if they do not drop a foe, so long as they deal more damage to that foe than the target's Hit Dice + Constitution modifier (or Strength modifier for constructs and corporeal undead). This ability can only be used while they are using their Battle Cry.

Screaming Death (Ex): At 4th-level the wailing thrasher can keep fighting when reduced to 0 or fewer hit points, but only when using their Battle Cry. During this time they do not lose additional hit points for being below 1 hit point, but still die when their hit point total reaches their death limit (usually -10 hit points).

Improved Cry (Ex): At 5th-level the character's Battle Cry bonus becomes +2.

Ferocious Scream (Ex): At 6th-level the character gains an additional +1d4 on all their melee attack rolls, but only when using their Battle Cry.

Cry Defiance (Ex): At 7th-level the wailing thrasher gains the ability to make an attack of opportunity whenever they are struck in melee, but at a -5 penalty to hit. This uses up an attack of opportunity for that round. They can only use this ability when using their Battle Cry.

Adrenal Smite (Ex): At 8th-level the wailing thrasher gains the ability to make a special smite-like attack as a full attack action. They only make one melee attack roll, but get to add +3d6 damage to the roll if it hits. This ability can only be used while they are using their Battle Cry ability.

Screaming Defiance (Ex): At 9th-level the character gains the ability to remain alive until their hit point total reaches -20, instead of -10. This ability only works as long as they are using their Battle Cry.

True Cry (Ex): At 10th-level the character's Battle Cry bonus becomes +3.

CHAPTER SEVEN: NON-PLAYER CHARACTERS

ADEPTS

Challenge Rating: 3/4 Adept level (minimum CR 1/2).
Starting Wealth: 2d4 x10 gp.

Hit Die: d6.

TABLE 7-1: THE ADEPT

Level	BAB	Fort	Ref	Will	Special	----- Spellcasting -----					
						0th	1st	2nd	3rd	4th	5th
1st	+0	+0	+0	+2		3	1	---	---	---	---
2nd	+1	+0	+0	+3	Summon familiar	3	1	---	---	---	---
3rd	+1	+1	+1	+3		3	2	---	---	---	---
4th	+2	+1	+1	+4		3	2	0	---	---	---
5th	+2	+1	+1	+4		3	2	1	---	---	---
6th	+3	+2	+2	+5		3	2	1	---	---	---
7th	+3	+2	+2	+5		3	3	2	---	---	---
8th	+4	+2	+2	+6		3	3	2	0	---	---
9th	+4	+3	+3	+6		3	3	2	1	---	---
10th	+5	+3	+3	+7		3	3	2	1	---	---
11th	+5	+3	+3	+7		3	3	3	2	---	---
12th	+6	+4	+4	+8		3	3	3	2	0	---
13th	+6	+4	+4	+8		3	3	3	2	1	---
14th	+7	+4	+4	+9		3	3	3	2	1	---
15th	+7	+5	+5	+9		3	3	3	3	2	---
16th	+8	+5	+5	+10		3	3	3	3	2	0
17th	+8	+5	+5	+10		3	3	3	3	2	1
18th	+9	+6	+6	+11		3	3	3	3	2	1
19th	+9	+6	+6	+11		3	3	3	3	3	2
20th	+10	+6	+6	+12		3	3	3	3	3	2

Player-Character Adepts

Somebody is bound to want to play an adept character at some point, but it is obvious that adepts are not strong enough to be a PC class. In order to make the class into a PC-worthy class, make these alterations:

- * Increase BAB to +3/4 levels, like a cleric.
- * Gains a bonus feat at 1st, 5th, 10th, 15th, and 20th levels. These bonus feats can only be any Metamagic or magical Item Creation feats.
- * Gains a pool of spell levels equal to their class level; which can only be used to pay for spontaneously added Metamagic feat effects (to a maximum of +1 spell level for each odd adept level), or to gain an effective caster level bonus for a single spellcasting (+ spell level maximum), but not both on the same spell. This pool refreshes when their daily spells refresh.
- * Increase skill points to 4 + Intelligence modifier, x4 at 1st-level.
- * Proficient with light armor, but not shields.

Class Skills

The adept's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points at Each Additional Level: 2 + Intelligence modifier.

Class Features

All of the following are class features of the adept NPC class.

Weapon and Armor Proficiency: Adepts are skilled with all simple weapons. Adepts are not proficient with any type of armor nor with shields.

Spellcasting: An adept casts divine spells, which are drawn from the adept spell list (see below). Like a cleric, an adept must choose and prepare spells in advance. Unlike a cleric, an adept cannot spontaneously cast *cure* or *inflict* spells.

To prepare or cast a spell, an adept must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an adept's spell is 10 + the spell level + the adept's Wisdom modifier.

Adepts, unlike wizards, do not acquire their spells from books or scrolls, nor do they prepare them through study. Instead, they meditate or pray for their spells, receiving them as divine inspiration or through their own strength of faith. Each adept must choose a time each day at which he must spend an hour in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether an adept can prepare spells.

Like other spellcasters, an adept can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 7-1: The Adept. In addition, he receives bonus spells per day if he has a high Wisdom score.

When Table 7-1: The Adept indicates that the adept gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

Each adept has a particular holy symbol (as a divine focus) depending on the adept's magical tradition, not religious affiliation.

Summon Familiar: At 2nd level, an adept can call a familiar, just as a sorcerer or wizard can.

0th Level: *create water, cure minor wounds, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic, touch of fatigue.*

1st Level: *bless, burning hands, cause fear, command, comprehend languages, cure light wounds, detect chaos, detect evil, detect good, detect law, endure elements, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, sleep.*

2nd Level: *aid, animal trance, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, invisibility, mirror image, resist energy, scorching ray, see invisibility, web.*

3rd Level: *animate dead, bestow curse, contagion, continual flame, cure serious wounds, daylight, deeper darkness, lightning bolt, neutralize poison, remove curse, remove disease, tongues.*

4th Level: *cure critical wounds, minor creation, polymorph, restoration, stoneskin, wall of fire.*

5th Level: *baleful polymorph, break enchantment, commune, heal, major creation, raise dead, true seeing, wall of stone.*

Adept Spell List

Adepts choose their spells from the following list.

ARISTOCRAT

Hit Die: d8.

Challenge Rating: 3/4 Aristocrat level (minimum CR 1/2).

Starting Wealth: 6d8 x10 gp.

TABLE 7-2: THE ARISTOCRAT

Level	BAB	Fort	Ref	Will
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6	+2	+2	+6
9th	+6	+3	+3	+6
10th	+7	+3	+3	+7
11th	+8	+3	+3	+7
12th	+9	+4	+4	+8
13th	+9	+4	+4	+8
14th	+10	+4	+4	+9
15th	+11	+5	+5	+9
16th	+12	+5	+5	+10
17th	+12	+5	+5	+10
18th	+13	+6	+6	+11
19th	+14	+6	+6	+11
20th	+15	+6	+6	+12

Class Skills

The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), and Survival (Wis).

Skill Points at 1st Level: (4 + Intelligence modifier) x 4.

Skill Points at Each Additional Level: 4 + Intelligence modifier.

Class Features

The following is a class feature of the aristocrat NPC class.

Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

COMMONER

Hit Die: d4.

Challenge Rating: 1/2 Commoner level (minimum CR 1/4).

Starting Wealth: 5d4 gp.

TABLE 7-3: THE COMMONER

Level	BAB	Fort	Ref	Will
1st	+0	+0	+0	+0
2nd	+1	+0	+0	+0
3rd	+1	+1	+1	+1
4th	+2	+1	+1	+1
5th	+2	+1	+1	+1
6th	+3	+2	+2	+2
7th	+3	+2	+2	+2
8th	+4	+2	+2	+2
9th	+4	+3	+3	+3
10th	+5	+3	+3	+3
11th	+5	+3	+3	+3
12th	+6	+4	+4	+4
13th	+6	+4	+4	+4
14th	+7	+4	+4	+4
15th	+7	+5	+5	+5
16th	+8	+5	+5	+5
17th	+8	+5	+5	+5
18th	+9	+6	+6	+6
19th	+9	+6	+6	+6
20th	+10	+6	+6	+6

Class Skills

The commoner's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points at Each Additional Level: 2 + Intelligence modifier.

Class Features

The following is a class feature of the commoner NPC class.

Weapon and Armor Proficiency: The commoner is proficient with one simple weapon. He is not proficient with any other weapons, nor is he proficient with any type of armor or shields.

EXPERT

Hit Die: d6.

Challenge Rating: 3/4 Expert level (minimum CR 1/2).

Starting Wealth: 3d4 x10 gp.

TABLE 7-4: THE EXPERT

Level	BAB	Fort	Ref	Will
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6	+2	+2	+6
9th	+6	+3	+3	+6
10th	+7	+3	+3	+7
11th	+8	+3	+3	+7
12th	+9	+4	+4	+8
13th	+9	+4	+4	+8
14th	+10	+4	+4	+9
15th	+11	+5	+5	+9
16th	+12	+5	+5	+10
17th	+12	+5	+5	+10
18th	+13	+6	+6	+11
19th	+14	+6	+6	+11
20th	+15	+6	+6	+12

Class Skills

The expert can choose any ten skills to be class skills, except for psionic skills.

Skill Points at 1st Level: (6 + Intelligence modifier) x 4.

Skill Points at Each Additional Level: 6 + Intelligence modifier.

Class Features

The following is a class feature of the expert NPC class.

Weapon and Armor Proficiency: The expert is proficient in the use of all simple weapons and with light armor but not shields.

WARRIOR

Hit Die: d8.

Challenge Rating: 3/4 Warrior level (minimum CR 1/2).

Starting Wealth: 3d4 x10 gp.

TABLE 7-5: THE WARRIOR

Level	BAB	Fort	Ref	Will
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6	+5	+2	+2
7th	+7	+5	+2	+2
8th	+8	+6	+2	+2
9th	+9	+6	+3	+3
10th	+10	+7	+3	+3
11th	+11	+7	+3	+3
12th	+12	+8	+4	+4
13th	+13	+8	+4	+4
14th	+14	+9	+4	+4
15th	+15	+9	+5	+5
16th	+16	+10	+5	+5
17th	+17	+10	+5	+5
18th	+18	+11	+6	+6
19th	+19	+11	+6	+6
20th	+20	+12	+6	+6

Class Skills

The warrior's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points at Each Additional Level: 2 + Intelligence modifier.

Class Features

The following is a class feature of the warrior NPC class.

Weapon and Armor Proficiency: The warrior is proficient in the use of all simple and martial weapons and all armor and shields.

NPC STATISTICS**TABLE 7-6: NPC WEALTH BY LEVEL**

Level	Wealth	Level	Wealth
1st	900 gp	11th	21,000 gp
2nd	2,000 gp	12th	27,000 gp
3rd	2,500 gp	13th	35,000 gp
4th	3,300 gp	14th	45,000 gp
5th	4,300 gp	15th	59,000 gp
6th	5,600 gp	16th	77,000 gp
7th	7,200 gp	17th	100,000 gp
8th	9,400 gp	18th	130,000 gp
9th	12,000 gp	19th	170,000 gp
10th	16,000 gp	20th	220,000 gp

Custom Made NPCs**Random NPCs****TABLE 7-X: RANDOM NPC LEVELS**

d%	PC Class Level	NPC Class Level
01-11	1d3	1d4
12-21	1d4	1d6
22-30	1d6	2d4
31-39	1d4+2	2d6
40-47	1d6+2	2d4+2
48-55	1d4+4	2d6+2
56-62	1d6+4	3d6
63-68	1d4+6	2d10
69-73	1d6+6	3d6+2
74-78	1d4+8	2d8+6
79-82	1d6+8	2d6+8
83-86	1d4+10	2d4+12
87-89	1d6+10	1d6+14
90-92	1d4+12	1d4+16
93-94	1d6+12	1d3+17
95	1d4+14	1d20
96	1d6+14	20

97	Multiclass 1*	re-roll
98	Multiclass 1d3*	re-roll
99	Multiclass 1d4*	re-roll
100	Multiclass 1d6*	re-roll

* Re-roll for primary class level. If multiclass results again, then the character has more than one multiclass.

TABLE 7-X: RANDOM NPC RACE

d%	Race (Subrace)	Ability Scores	Preferred Class	LA
01-12	Dwarf	+2 Con, -2 Cha	Fighter	+0
(76-85)	(Deep)	+2 Con, -2 Cha	Fighter	+0
(86-91)	(Duergar)	+2 Con, -4 Cha	Fighter	+1
(92-100)	(Mountain)	+2 Con, -2 Cha	Fighter	+0
13-24	Elf	+2 Dex, -2 Con	Wizard	+0
(78-83)	(Aquatic)	+2 Dex, -2 Int	Fighter	+0
(84-85)	(Drow)	+2 Dex, +2 Int, +2 Cha, -2 Con	Wiz/Clr	+2
(86-90)	(Gray)	+2 Dex, +2 Int, -2 Str, -2 Con	Wizard	+0
(91-95)	(Wild)	+2 Dex, -2 Int	Sorcerer	+0
(96-100)	(Wood)	+2 Str, +2 Dex, -2 Con, -2 Int	Ranger	+0
25-36	Gnome	+2 Con, -2 Str	Bard	+0
(85-95)	(Forest)	+2 Con, -2 Str	Druid	+1
(96-100)	(Svirfneblin)	+2 Dex, +2 Wis, -2 Str, -4 Cha	Rogue	+3
37-48	Half-Elf	No Adjustments	Any	+0
(76-100)	(Half-Drow)	No Adjustments	Any	+0
49-63	Half-Orc	+2 Str, -2 Int, -2 Cha	Barbarian	+0
64-75	Halfling	+2 Dex, -2 Str	Rogue	+0
(61-80)	(Deep)	+2 Dex, -2 Str	Rogue	+0
(81-100)	(Tallfellow)	+2 Dex, -2 Str	Rogue	+0
76-95	Human	No Adjustments	Any	+0
(81-90)	(Aasimar)	+2 Wis, +2 Cha	Paladin	+1
(91-100)	(Tiefling)	+2 Dex, +2 Int, -2 Cha	Rogue	+1
96-100	Kobold	+2 Dex, -4 Str, -2 Con	Sorcerer	+0
(76-100)	(Serpent-Kin)	+2Dex,+2Con,-4Str,-4Cha	Rogue	+0

TABLE 7-X: RANDOM NPC CLASS AND ALIGNMENT

d%	Base Class	Alignment (1d10)									
		LG	NG	CG	LN	TN	CN	LE	LN	CE	
01-08	Barbarian	---	1	2-3	---	4	5-7	---	8	9-10	
09-15	Bard	---	1-2	3-5	---	6	7-8	---	9	10	
16-22	Cleric	1	2	3	4	5-6	7	8	9	10	
23-29	Druid	---	1-2	---	3-4	5-6	7-8	---	9-10	---	
30-49	Fighter	1	2	3	4-5	6	7	8	9	10	
50-56	Monk	1-3	---	---	4-7	---	---	8-10	---	---	
57-61	Paladin	1-10	---	---	---	---	---	---	---	---	
62-68	Psionicist	1	2	3	4-5	6	7	8	9	10	
69-77	Ranger	1	2	3	4	5-6	7	8	9	10	
78-92	Rogue	1	2	3	4	5	6-7	8	9	10	
93-96	Sorcerer	1	2	3	4	5	6-7	8	9	10	
97-100	Wizard	1	2	3	4-5	6	7	8	9	10	

Pre-Made NPCs

TABLE 7-X: NPC BARBARIAN

Lvl	hp <heroic>	AC	Init	Speed	Greataxe (1d12)	Comp Longbow (1d8)	Saves			Intimidate		Class Features
							F/	R/	W		Survival	
1st	14 <18>	15	+1	40 ft.	+4 (+3)	+2 (+0)	+4/	+1/	+1	+4	+5	Rage 1/day
2nd	22 <22>	16	+1	40 ft.	+5 (+3)	+4 (+1)	+5/	+1/	+1	+5	+6	Uncanny dodge
3rd	31 <26>	16	+1	40 ft.	+6 (+3)	+5 (+2)	+5/	+2/	+2	+6	+7	Trap sense +1
4th	39 <30>	16	+1	40 ft.	+8 (+4)	+6 (+3)	+6/	+2/	+2	+7	+8	Rage 2/day
5th	48 <34>	16	+1	40 ft.	+9 (+4)	+7 (+3)	+7/	+3/	+3	+8	+9	Imp. Uncanny dodge
6th	56 <38>	16	+1	40 ft.	+10/+5 (+4)	+8/+3 (+3)	+8/	+6/	+4	+9	+10	Trap sense +2
7th	65 <42>	16	+1	40 ft.	+11/+6 (+4)	+9/+4 (+3)	+8/	+6/	+4	+10	+11	DR 1/–
8th	73 <46>	17	+2	40 ft.	+12/+7 (+5)	+11/+6 (+3)	+9/	+7/	+4	+11	+12	Rage 3/day
9th	82 <50>	18	+2	40 ft.	+13/+8 (+5)	+12/+7 (+3)	+9/	+8/	+7	+12	+13	Trap sense +3
10th	90 <54>	19	+2	40 ft.	+14/+9 (+5)	+13/+8 (+3)	+10/	+8/	+7	+13	+14	DR 2/–
11th	99 <58>	19	+2	40 ft.	+15/+10/+5 (+5)	+15/+10/+5 (+4)	+11/	+9/	+8	+14	+15	Greater rage
12th	111 <63>	20	+2	40 ft.	+17/+12/+7 (+7)	+16/+11/+6 (+4)	+12/+10/	+9	+15	+16		Rage 4/day, Trap sense +4
13th	116 <67>	22	+2	40 ft.	+18/+13/+8 (+7)	+17/+12/+7 (+5)	+12/+10/	+9	+16	+17		DR 3/–
14th	124 <71>	23	+2	40 ft.	+19/+14/+9 (+7)	+18/+13/+8 (+5)	+13/+10/	+9	+17	+18		Indomitable will
15th	133 <75>	24	+2	40 ft.	+20/+15/+10 (+7)	+20/+15/+10 (+6)	+14/+12/+11	+18	+19			Trap sense +5
16th	157 <80>	24	+2	40 ft.	+21/+16/+11/+6 (+7)	+21/+16/+11/+6 (+6)	+15/+12/+11	+19	+20			DR 4/–, rage 5/day
17th	167 <84>	26	+2	40 ft.	+22/+17/+12/+7 (+7)	+23/+18/+13/+8 (+6)	+16/+13/+12	+20	+21			Tireless rage
18th	176 <88>	27	+2	40 ft.	+24/+19/+14/+9 (+7)	+24/+19/+14/+9 (+6)	+17/+14/+13	+21	+22			Trap sense +6
19th	186 <92>	28	+2	40 ft.	+25/+20/+15/+10 (+7)	+25/+20/+15/+10 (+6)	+18/+15/+14	+23	+24			DR 5/–
20th	195 <96>	29	+2	40 ft.	+26/+21/+16/+11 (+7)	+26/+21/+16/+11 (+6)	+20/+15/+14	+24	+25			Mighty rage, Rage 6/day

NPC Barbarian

Ability Scores: Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10. 4th - Str 16, 8th - Dex 14, 12th - Con 15, 16th - Con 16, 20th - Str 17 (19). 13th - Str +2 (*gauntlets of ogre power*).

Feats: 1st - Power Attack, 3rd - Cleave, 6th - Lightning Reflexes, 9th - Iron Will, 12th - Combat Reflexes, 15th - Improved Critical (greataxe), 18th - Weapon Focus (greataxe). Human Bonus - Toughness.

Spare Coin Total: 1st - 30 gp, 6th - 130 gp, 7th - 230 gp, 13th - 2,130 gp, 15th - 3,130 gp, 16th - 5,130 gp, 17th - 7,130 gp, 18th - 11,130 gp.

Armor: 1st - Masterwork chain shirt. 2nd - +1. 10th - +2. 13th - +3. 15th - +4. 17th - +5.

Greataxe: 1st - Masterwork. 8th - +1. 16th - *anarchic*. 20th - - +5. *wounding*.

Composite Longbow: 2nd - Mighty +1 Str. 3rd - Masterwork, Mighty +2 Str. 4th - Mighty +3 Str. 11th - +1. 13th - Mighty +4. 15th - +2.

Potions: 1st - *cure light wounds* x4. 2nd - *bless weapon* x1. 4th - *resist electricity* (20) x1. 6th - *cure moderate wounds* x4. 7th - *protection from arrows* x1. 8th - *spider climb* x2. 9th - *cat's grace* x2. 10th - *cure serious wounds* x1, *enlarge person* x1.

Amulet of Natural Armor: 13th - +1. 17th - +2. 19th - +3.

Bracers of Archery: 17th - *lesser*.

Cloak of Resistance: 5th - +1. 11th - +2. 15th - +3. 17th - +4.

Gauntlets of Ogre Power: 13th - +2 Strength.

Ring of Protection: 9th - +1. 12th - +2. 14th - +3. 18th - +4. 20th

Ring of Fire Resistance: 18th - *minor* (10 resistance).

Other Items: 19th - *bag of holding IV*, *stone of good luck*.

TABLE 7-X: NPC BARD

Lvl	hp <heroic>	AC	Init	Speed	Rapier (1d6)	Whip (1d2S)	Saves			Concentration		Use M.	Class Features
							F/	R/	W		Perform	Device	
1st	7 <14>	16	+2	30 ft.	+0 (+0)	+2 (+0)	+1/	+4/	+1	+5	+6	+6	Bardic music (3+Cha)
2nd	11 <16>	16	+2	30 ft.	+1 (+0)	+3 (+0)	+1/	+5/	+2	+6	+7	+7	<i>Song of woe</i>
3rd	16 <15>	16	+2	30 ft.	+4 (+0)	+4 (+0)	+2/	+5/	+2	+7	+8	+8	Inspire competence
4th	20 <17>	16	+2	30 ft.	+5 (+0)	+5 (+0)	+2/	+6/	+3	+8	+10	+10	
5th	25 <18>	17	+2	30 ft.	+5 (+0)	+5 (+0)	+2/	+6/	+3	+9	+11	+11	<i>Song of discord</i>
6th	29 <20>	17	+2	30 ft.	+6 (+0)	+6 (+0)	+5/	+7/	+4	+10	+12	+12	<i>Suggestion</i>
7th	34 <21>	17	+2	30 ft.	+8 (+1)	+7 (+0)	+5/	+7/	+4	+11	+13	+13	
8th	46 <24>	18	+2	30 ft.	+9/+4 (+1)	+8/+3 (+0)	+6/	+8/	+5	+13	+14	+14	Inspire courage +2
9th	52 <25>	19	+2	30 ft.	+9/+4 (+1)	+8/+3 (+0)	+7/	+8/	+5	+14	+15	+15	Inspire greatness
10th	57 <27>	19	+2	30 ft.	+10/+5 (+1)	+9/+4 (+0)	+7/	+9/	+6	+15	+17	+17	
11th	63 <28>	20	+2	30 ft.	+12/+7 (+1)	+11/+6 (+0)	+7/+10/	+6	+16	+18	+18	+18	<i>Malefic song</i>
12th	68 <30>	20	+2	40 ft.	+13/+8 (+1)	+12/+7 (+0)	+8/+11/	+9	+17	+19	+19	+19	<i>Song of freedom</i>
13th	74 <33>	21	+2	40 ft.	+13/+8 (+1)	+12/+7 (+0)	+8/+11/	+9	+18	+20	+20	+20	
14th	79 <35>	21	+2	40 ft.	+14/+9 (+1*)	+13/+8 (+0)	+8/+12/+10	+19	+21	+21	+21	+21	Inspire courage +3
15th	85 <36>	21	+2	40 ft.	+15/+10/+5 (+1*)	+14/+9/+4 (+0)	+9/+12/+10	+23	+23	+23	+23	+23	Inspire heroics
16th	90 <38>	23	+2	40 ft.	+17/+12/+7 (+1*)	+16/+11/+6 (+0)	+9/+14/+12	+24	+24	+24	+24	+24	
17th	96 <39>	23	+2	40 ft.	+17/+12/+7 (+1*)	+16/+11/+6 (+0)	+9/+14/+12	+25	+26	+26	+26	+26	<i>Cacophony</i>
18th	101 <41>	23	+2	40 ft.	+18/+13/+8 (+1*)	+17/+12/+7 (+0)	+10/+15/+13	+26	+27	+27	+27	+27	<i>Mass suggestion</i>
19th	107 <42>	23	+2	40 ft.	+19/+14/+9 (+1*)	+18/+13/+8 (+0)	+10/+15/+13	+27	+28	+28	+28	+28	<i>Magnum opus</i>
20th	112 <44>	23	+2	40 ft.	+20/+15/+10 (+1*)	+19/+14/+9 (+0)	+10/+16/+14	+28	+29	+29	+29	+29	Inspire courage +4

* +1d6 electrical damage.

Level	Wealth	Items
1st		
2nd		
3rd		
4th		
5th		
6th		
7th		

8th	
9th	975
10th	
11th	1,000
12th	500
13th	1,000
14th	500
15th	2,000
16th	2,000
17th	3,000
18th	5,000
19th	5,000
20th	

NPC Bard

Ability Scores: Str 10, Dex 14, Con 13, Int 12, Wis 8, Cha 15. 4th - Cha 16, 8th - Con 14, 12th - Wis 9, 16th - Wis 10, 20th - Str 11. 10th - Cha +2 (*cloak of charisma* +2). 11th - Dex +2 (*gloves of dexterity* +2). 15th - Cha +2 (*cloak of charisma* +4). 16th - Dex +2 (*gloves of dexterity* +4). 17th - Cha +2 (*cloak of charisma* +6).

Feats: 1st - Spell Focus (Enchantment), 3rd - Weapon Finesse, 6th - Great Fortitude, 9th - Extend Spell, 12th - Iron Will, 15th - Combat Casting, 18th - Quick Draw. Human Bonus - Greater Spell Focus (Enchantment).

Armor: 1st - Chain shirt. 2nd - Masterwork. 5th - +1.

Rapier: 1st - Masterwork. 7th - +1. 14th - *shocking*.

Whip: 1st - Masterwork.

Scrolls:

Potions: 1st - *cure light wounds* x 3. 2nd - *spider climb*. 3rd - *bless weapon*. 4th - *cure moderate wounds*.

Wands: 2nd - *cure light wounds*. 3rd - *ray of frost* (Use Magic Device DC 20). 6th - *magic missile* (CL 1, Use Magic Device DC 20). 14th - *acid arrow* (Use Magic Device DC 20).

Amulet of Natural Armor: 9th - +1.

Cloak of Charisma: 11th - +2. 15th - +4. 17th - +6.

Gloves of Dexterity: 11th - +2. 16th - +4.

Ring of Evasion: 18th.

Ring of Protection: 8th - +1. 13th - +2. 16th - +3.

Other Items: 4th - *feather token (whip)*.

12th - *boots of striding and springing*.

13th - *handy haversack*.

19th - *lesser Quicken metamagic rod*.

20th - *horn of Valhalla (iron)*.

TABLE 7-X: NPC CLERIC

Lvl	hp <heroic>	AC	Init	Speed	Weapon 1 (dmg)	Weapon 2 (dmg)	F/R/W	Skill 1	Skill 2	Class Features
1st			+	ft.	+	+	+/+	+	+	
2nd			+	ft.	+	+	+/+	+	+	
3rd			+	ft.	+	+	+/+	+	+	
4th			+	ft.	+	+	+/+	+	+	
5th			+	ft.	+	+	+/+	+	+	
6th			+	ft.	+	+	+/+	+	+	
7th			+	ft.	+	+	+/+	+	+	
8th			+	ft.	+	+	+/+	+	+	
9th			+	ft.	+	+	+/+	+	+	
10th			+	ft.	+	+	+/+	+	+	
11th			+	ft.	+	+	+/+	+	+	
12th			+	ft.	+	+	+/+	+	+	
13th			+	ft.	+	+	+/+	+	+	
14th			+	ft.	+	+	+/+	+	+	
15th			+	ft.	+	+	+/+	+	+	
16th			+	ft.	+	+	+/+	+	+	
17th			+	ft.	+	+	+/+	+	+	
18th			+	ft.	+	+	+/+	+	+	
19th			+	ft.	+	+	+/+	+	+	
20th			+	ft.	+	+	+/+	+	+	

Level Wealth Items

1st	900
2nd	+1,100
3rd	+500
4th	+800
5th	+1,000
6th	+1,300
7th	+1,600
8th	+2,200
9th	+2,600
10th	+4,000
11th	+5,000
12th	+6,000
13th	+9,000
14th	+10,000
15th	+14,000
16th	+18,000
17th	+23,000
18th	+30,000
19th	+40,000
20th	+50,000

NPC Cleric

Ability Scores: Str 13, Dex 10, Con 8, Int 12, Wis 15, Cha 14. 4th Wis 16, 8th Str 14, 12th Wis 17, 16th Wis 18, 20th Wis 19.

Feats: 1st - Toughness, 3rd - Brew Potion, 4th - Improved Turning, 6th - Craft Wand, 8th - Great Fortitude, 9th - , 12th - Lightning Reflexes, 12th - , 15th - , 16th - , 18th - , 20th - . Human Bonus - Toughness.

Armor: Breastplate

Weapon 1: Light Mace

Weapon 2: Light Crossbow

Scrolls:

Potions:

Other Items:

TABLE 7-X: NPC DRUID

Lvl	hp <heroic>	AC	Init	Speed	Weapon 1 (dmg)	Weapon 2 (dmg)	F/R/W	Concentration	Kn (religion)	Class Features
1st	8-1+1	+0	20 ft.	+1 (+1)	+0 (+)	+0/+0/+4	+3	+5		Turn/Rebuke Undead
2nd	+4-1	+0	20 ft.	+2 (+1)	+1 (+)	+0/+0/+5	+4	+6		+2 Turn/Rebuke
3rd	+5-1+1	+0	20 ft.	+3 (+1)	+2 (+)	+1/+1/+5	+5	+7		
4th	+4-1	+0	20 ft.	+4 (+1)	+3 (+)	+1/+1/+7	+6	+8		Bonus Feat
5th	+5-1+1	+0	20 ft.	+4 (+1)	+3 (+)	+2/+1/+7	+7	+9		
6th	+4-1	+0	20 ft.	+5 (+1)	+4 (+)	+2/+2/+8	+8	+10		
7th	+5-1+1	+0	20 ft.	+6 (+1)	+5 (+)	+3/+2/+8	+9	+11		
8th	+4-1	+0	20 ft.	+8 (+2)	+6 (+)	+5/+2/+9	+10	+12		Bonus Feat
9th	+5-1+1	+0	20 ft.	+8 (+2)	+6 (+)	+6/+3/+9	+11	+13		
10th	+4-1	+0	20 ft.	+9 (+2)	+7 (+)	+6/+3/+10	+12	+14		
11th	+5-1+1	+0	20 ft.	+10 (+2)	+8 (+)	+7/+3/+10	+13	+15		
12th	+4-1	+0	20 ft.	+11 (+2)	+9 (+)	+7/+6/+11	+14	+16		Bonus Feat
13th	+5-1+1	+0	20 ft.	+11 (+2)	+9 (+)	+8/+6/+11	+15	+17		
14th	+4-1	+0	20 ft.	+12 (+2)	+10 (+)	+8/+6/+12	+16	+18		
15th	+5-1+1	+0	20 ft.	+13 (+2)	+11 (+)	+9/+7/+12	+17	+19		
16th	+4-1	+0	20 ft.	+14 (+2)	+12 (+)	+9/+7/+14	+18	+20		Bonus Feat
17th	+5-1+1	+0	20 ft.	+14 (+2)	+12 (+)	+10/+7/+15	+19	+21		
18th	+4-1	+0	20 ft.	+15 (+2)	+13 (+)	+10/+8/+16	+20	+22		
19th	+5-1+1	+0	20 ft.	+16 (+2)	+14 (+)	+11/+8/+16	+21	+23		
20th	+4-1	+0	20 ft.	+17 (+2)	+15 (+)	+11/+8/+17	+22	+24		Bonus Feat

Level Wealth Items

1st	900	
2nd	+1,100	
3rd	+500	
4th	+800	
5th	+1,000	
6th	+1,300	
7th	+1,600	
8th	+2,200	
9th	+2,600	
10th	+4,000	
11th	+5,000	
12th	+6,000	
13th	+9,000	
14th	+10,000	
15th	+14,000	
16th	+18,000	
17th	+23,000	
18th	+30,000	
19th	+40,000	
20th	+50,000	

NPC Druid

Ability Scores: Str , Dex , Con , Int , Wis , Cha . 4th , 8th , 12th , 16th , 20th .

15, 14, 13, 12, 10, 8

Feats: 1st - , 3rd - , 6th - , 9th - , 12th - , 15th - , 18th - . Human Bonus - .

Armor:

Weapon 1:

Weapon 2:

Scrolls:

Potions:

Other Items:

TABLE 7-X: NPC FIGHTER

Lvl	hp <heroic>	AC	Init	Speed	Weapon 1 (dmg)	Weapon 2 (dmg)	F/R/W	Skill 1	Skill 2	Class Features
1st		+	ft.	+	(+)	+	(+)	+/+/+	+	+
2nd		+	ft.	+	(+)	+	(+)	+/+/+	+	+
3rd		+	ft.	+	(+)	+	(+)	+/+/+	+	+
4th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
5th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
6th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
7th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
8th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
9th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
10th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
11th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
12th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
13th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
14th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
15th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
16th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
17th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
18th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
19th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
20th		+	ft.	+	(+)	+	(+)	+/+/+	+	+

Level Wealth Items

1st	900
2nd	+1,100
3rd	+500
4th	+800
5th	+1,000
6th	+1,300
7th	+1,600
8th	+2,200
9th	+2,600
10th	+4,000
11th	+5,000
12th	+6,000
13th	+9,000
14th	+10,000
15th	+14,000
16th	+18,000
17th	+23,000
18th	+30,000
19th	+40,000
20th	+50,000

NPC Fighter

Ability Scores: Str , Dex , Con , Int , Wis , Cha . 4th , 8th , 12th , 16th , 20th .

15, 14, 13, 12, 10, 8

Feats: 1st - , 3rd - , 6th - , 9th - , 12th - , 15th - , 18th -. Human Bonus - .

Armor:

Weapon 1:

Weapon 2:

Scrolls:

Potions:

Other Items:

TABLE 7-X: NPC MONK

Lvl	hp <heroic>	AC	Init	Speed	Weapon 1 (dmg)	Weapon 2 (dmg)	F/R/W	Skill 1	Skill 2	Class Features
1st		+	ft.	+	(+)	+	(+)	+/+/+	+	+
2nd		+	ft.	+	(+)	+	(+)	+/+/+	+	+
3rd		+	ft.	+	(+)	+	(+)	+/+/+	+	+
4th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
5th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
6th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
7th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
8th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
9th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
10th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
11th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
12th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
13th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
14th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
15th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
16th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
17th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
18th		+	ft.	+	(+)	+	(+)	+/+/+	+	+
19th		+	ft.	+	(+)	+	(+)	+/+/+	+	+

20th +50,000

NPC Paladin

Ability Scores: Str , Dex , Con , Int , Wis , Cha . 4th , 8th , 12th , 16th , 20th .

15, 14, 13, 12, 10, 8

Feats: 1st - , 3rd - , 6th - , 9th - , 12th - , 15th - , 18th - . Human Bonus - .

Armor:

Weapon 1:

Weapon 2:

Scrolls:

Potions:

Other Items:

TABLE 7-X: NPC PSIONICIST

Lvl	hp <heroic>	AC	Init	Speed	Weapon 1 (dmg)	Weapon 2 (dmg)	Concentration			Use P. Device	Power	
							F/ R/ W		Kn (psi)	Psicraft	Points	PCB
1st		+	ft.		+	(+)	+2/+0/ +4	+6	+6	+6	+5	4 +1
2nd		+	ft.		+	(+)	+2/+0/ +5	+7	+7	+7	+6	6 +2
3rd		+	ft.		+	(+)	+3/+1/ +5	+8	+8	+8	+7	11 +2
4th		+	ft.		+	(+)	+3/+1/ +7	+9	+9	+9	+8	15 +3
5th		+	ft.		+	(+)	+4/+1/ +7	+10	+10	+10	+9	25 +3
6th		+	ft.		+	(+)	+4/+2/ +8	+11	+11	+11	+10	31 +4
7th		+	ft.		+	(+)	+5/+2/ +8	+12	+12	+12	+11	41 +4
8th		+	ft.		+	(+)	+5/+2/ +9	+13	+13	+13	+13	49 +6
9th		+	ft.		+	(+)	+6/+3/ +9	+14	+14	+14	+14	51 +6
10th		+	ft.		+	(+)	+6/+3/ +10	+15	+15	+15	+15	71 +7
11th		+	ft.		+	(+)	+7/+3/ +10	+16	+16	+16	+16	85 +7
12th		+	ft.		+	(+)	+7/+4/ +11	+17	+17	+17	+17	100 +8
13th		+	ft.		+	(+)	+8/+4/ +11	+18	+18	+18	+18	116 +8
14th		+	ft.		+	(+)	+8/+4/ +12	+19	+19	+19	+19	130 +9
15th		+	ft.		+	(+)	+9/+5/ +12	+20	+20	+20	+20	153 +9
16th		+	ft.		+	(+)	+10/+5/ +13	+22	+21	+21	+21	169 +10
17th		+	ft.		+	(+)	+11/+5/ +13	+23	+22	+22	+22	189 +10
18th		+	ft.		+	(+)	+11/+6/ +14	+24	+23	+23	+23	214 +11
19th		+	ft.		+	(+)	+12/+6/ +14	+25	+24	+24	+24	236 +11
20th		+	ft.		+	(+)	+12/+6/ +15	+26	+25	+25	+25	256 +12

Level Wealth Items

1st	900
2nd	+1,100
3rd	+500
4th	+800
5th	+1,000
6th	+1,300
7th	+1,600
8th	+2,200
9th	+2,600
10th	+4,000
11th	+5,000
12th	+6,000
13th	+9,000
14th	+10,000
15th	+14,000
16th	+18,000
17th	+23,000
18th	+30,000
19th	+40,000
20th	+50,000

NPC Psionicist

Ability Scores: Str 8, Dex 10, Con 12, Int 14, Wis 15, Cha 13. 4th - Wis 16, 8th - Cha 14, 12th - Con 13, 16th - Con 14, 20th - Str 9.

Feats: 1st - Autorepair, 3rd - Practiced Power (*Force Blast*), 6th - Imbue Psionics, 9th - Psionic Focus (psychokinesis), 12th - Inner Strength, 15th - Inner Strength, 18th - Inner Strength. Human Bonus - Toughness.

Psionic Powers: 1st - *Force Shell*, 2nd - *Force Blast*, 4th - *Antipsi*, 6th - *Translocation*, 8th - *Negative Manipulation*, 10th - *Autorestoration*,

12th - *Distant Senses*, 14th - *Ectominion*, 16th - *Masking*, 18th - *Thought Projection*, 20th - *Thought Sense*.

Armor:

Weapon 1:

Weapon 2:

Scrolls:

Potions:

Other Items:

TABLE 7-X: NPC RANGER

Lvl	hp <heroic>	AC	Init	Speed	Weapon 1 (dmg)	Weapon 2 (dmg)	F/R/W	Skill 1	Skill 2	Class Features
1st		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
2nd		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
3rd		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
4th		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
5th		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
6th		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
7th		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
8th		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
9th		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
10th		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
11th		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
12th		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
13th		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
14th		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
15th		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
16th		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
17th		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
18th		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
19th		+	ft.	+	(+)	+	(+)	+ / + / +	+	+
20th		+	ft.	+	(+)	+	(+)	+ / + / +	+	+

Level Wealth Items

1st	900	
2nd	+1,100	
3rd	+500	
4th	+800	
5th	+1,000	
6th	+1,300	
7th	+1,600	
8th	+2,200	
9th	+2,600	
10th	+4,000	
11th	+5,000	
12th	+6,000	
13th	+9,000	
14th	+10,000	
15th	+14,000	
16th	+18,000	
17th	+23,000	
18th	+30,000	
19th	+40,000	
20th	+50,000	

NPC Ranger

Ability Scores: Str , Dex , Con , Int , Wis , Cha . 4th , 8th , 12th , 16th , 20th .

15, 14, 13, 12, 10, 8

Feats: 1st - , 3rd - , 6th - , 9th - , 12th - , 15th - , 18th -. Human Bonus - .

Armor:

Weapon 1:

Weapon 2:

Scrolls:

Potions:

Other Items:

TABLE 7-X: NPC ROGUE

Lvl	hp <heroic>	AC	Init	Speed	Weapon 1 (dmg)	Weapon 2 (dmg)	F/R/W	Skill 1	Skill 2	Class Features
1st		+	ft.	+	(+)	+	(+)	+/+/+	+	
2nd		+	ft.	+	(+)	+	(+)	+/+/+	+	
3rd		+	ft.	+	(+)	+	(+)	+/+/+	+	
4th		+	ft.	+	(+)	+	(+)	+/+/+	+	
5th		+	ft.	+	(+)	+	(+)	+/+/+	+	
6th		+	ft.	+	(+)	+	(+)	+/+/+	+	
7th		+	ft.	+	(+)	+	(+)	+/+/+	+	
8th		+	ft.	+	(+)	+	(+)	+/+/+	+	
9th		+	ft.	+	(+)	+	(+)	+/+/+	+	
10th		+	ft.	+	(+)	+	(+)	+/+/+	+	
11th		+	ft.	+	(+)	+	(+)	+/+/+	+	
12th		+	ft.	+	(+)	+	(+)	+/+/+	+	
13th		+	ft.	+	(+)	+	(+)	+/+/+	+	
14th		+	ft.	+	(+)	+	(+)	+/+/+	+	
15th		+	ft.	+	(+)	+	(+)	+/+/+	+	
16th		+	ft.	+	(+)	+	(+)	+/+/+	+	
17th		+	ft.	+	(+)	+	(+)	+/+/+	+	
18th		+	ft.	+	(+)	+	(+)	+/+/+	+	
19th		+	ft.	+	(+)	+	(+)	+/+/+	+	
20th		+	ft.	+	(+)	+	(+)	+/+/+	+	

Level Wealth Items

1st	900
2nd	+1,100
3rd	+500
4th	+800
5th	+1,000
6th	+1,300
7th	+1,600
8th	+2,200
9th	+2,600
10th	+4,000
11th	+5,000
12th	+6,000
13th	+9,000
14th	+10,000
15th	+14,000
16th	+18,000
17th	+23,000
18th	+30,000
19th	+40,000
20th	+50,000

NPC Rogue

Ability Scores: Str , Dex , Con , Int , Wis , Cha . 4th , 8th , 12th , 16th , 20th .

15, 14, 13, 12, 10, 8

Feats: 1st - , 3rd - , 6th - , 9th - , 12th - , 15th - , 18th -. Human Bonus - .

Armor:

Weapon 1:

Weapon 2:

Scrolls:

Potions:

Other Items:

16th	57 <29>	16	+2	30 ft.	+8/+3 (-2)	+7/+8/+12	+20	+25	+25	12	8	7	6	5	5	4	3	2	--
17th	61 <30>	16	+2	30 ft.	+8/+3 (-2)	+7/+8/+12	+21	+27	+27	13	8	7	7	6	5	5	4	2	1
18th	64 <31>	17	+2	30 ft.	+9/+4 (-2)	+8/+9/+13	+22	+28	+28	13	8	8	7	6	5	5	4	3	2
19th	68 <32>	17	+2	30 ft.	+9/+4 (-2)	+8/+9/+13	+23	+29	+29	13	8	8	7	6	6	5	5	3	2
20th	91 <34>	17	+2	30 ft.	+10/+5 (-2)	+9/+9/+14	+25	+30	+30	14	8	8	8	6	6	5	5	3	3

* +4 if using *mage armor* (available at 1st level), +4 is using *shield* (available at 2nd level), +8 if using both. These bonuses go up to +6/+6/+12 if using the Enhanced versions of *mage armor* or *shield*, which are available after 5th wizard level.

NPC Wizard

Ability Scores: Str 8, Dex 14, Con 13, Int 15, Wis 12, Cha 10. 4th - Int 16, 8th - Int 17, 12th - Int 18, 16th - Int 19, 20th - Con 14. 10th - Int +2, 15th - Int +2 (+4), 17th - Int +2 (+6).

Feats: 1st - Extend Spell, 3rd - Craft Wondrous Item, 6th - Enhance Spell, 9th - Quicken Spell, 12th - Spell Penetration, 15th - Craft Staff, 18th - Greater Spell Penetration. 1st - Scribe Scroll, 5th - Craft Wand, 10th - Craft Magic Arms and Armor, 15th - Forge Ring, 20th - Craft Staff. Human Bonus - Toughness.

Spare Coin Total: 1st - 190 gp, 2nd - 40 gp, 4th - 90 gp, 7th - 190 gp, 8th - 240 gp, 9th - 315 gp, 11th - 165 gp, 16th - 265 gp, 17th - 165 gp, 19th - 415 gp, 20th - 15 gp.

Dagger (melee): 1st - Masterwork Silvered Dagger

Scrolls: 3rd - *identify* x4, 8th - *knock* [glitterdust for abjurers], 9th - *daylight* [fireball for illusionists], 16th - *true seeing*.

Potions: 1st - *aid* x1, *cure light wounds* x2, 2nd - *cure moderate wounds* x1, 6th - *lesser restoration* x1, 7th - *potion of neutralize poison* x2, 11th - *remove disease* x1.

Wands: 1st - *magic missile* (CL 1) [ray of enfeeblement (CL 1) for illusionists], 4th - *color spray* [obscuring mist for conjurers and evokers], 19th - *magic missile* (CL 5) [ray of enfeeblement (CL 5) for illusionists].

Headband of Intellect: 10th - +2, 15th - +4, 17th - +6.

Pearls of Power: 6th - level 1, 11th - level 2, 13th - level 3, 16th - level 4, 18th - level 5, 19th - level 6, 20th - level 7.

Ring of Protection: 8th - +1, 12th - +2, 14th - +3.

Other Items: 5th - *cloak of resistance* +1, 9th - *amulet of natural armor* +1, 15th - *handy haversack*, 17th - *ring of sustenance*, 18th - *ioun stone* (dusty rose +1 AC).

Basic Wizard Spell List

0th-Level: 1st - *detect magic*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*.

1st-Level: 1st - *mage armor*, *magic missile*, *obscuring mist*, *shield*, *unseen servant*; 2nd - *feather fall*, *floating disk*, *magic weapon*.

2nd-Level: 3rd - *rope trick*, *web*; 4th - *false life*, *resist energy*; 11th - *scorching ray*.

3rd-Level: 5th - *dispel magic*, *fireball*; 6th - *fly*, *suggestion*; 17th - *vampiric touch*.

4th-Level: 7th - *dimension door*, *polymorph*; 8th - *arcane eye*, *wall of ice*.

5th-Level: 9th - *telekinesis*, *teleport*; 10th - *cone of cold*, *dismissal*.

6th-Level: 11th - *chain lightning*, *greater dispel magic*; 12th - *greater heroism*, *mage's lucubration*.

7th-Level: 13th - *banishment*, *spell turning*; 14th - *ethereal jaunt*, *greater teleport*; 20th - *mage's magnificent mansion*.

8th-Level: 15th - *iron body*, *polar ray*; 16th - *dimensional lock*, *moment of prescience*.

9th-Level: 17th - *meteor swarm*, *time stop*; 18th - *freedom*, *mage's disjunction*; 19th - *astral projection*, *gate*; 20th - *summon monster IX*, *wish*.

Abjurer Specialist Wizard Spell List

An extra spell slot every spell level, and +1 effective casting level, for abjuration spells only. Cannot access spells from the transmutation school.

0th-Level: 1st - *detect magic*, *prestidigitation*, *ray of frost*, *read magic*, *resistance* (abj).

1st-Level: 1st - *mage armor*, *magic missile*, *obscuring mist*, *shield* (abj), *unseen servant*; 2nd - *endure elements* (abj), *floating disk*, *protection from c/e/g/l* (abj).

2nd-Level: 3rd - *protection from arrows* (abj), *web*; 4th - *false life*, *resist energy* (abj); 11th - *scorching ray*.

3rd-Level: 5th - *dispel magic* (abj), *fireball*; 6th - *magic circle against c/e/g/l* (abj), *suggestion*; 17th - *vampiric touch*.

4th-Level: 7th - *dimension door*, *lesser globe of invulnerability* (abj); 8th - *remove curse* (abj), *wall of ice*.

5th-Level: 9th - *mage's private sanctum* (abj), *teleport*; 10th - *cone of cold*, *dismissal* (abj).

6th-Level: 11th - *chain lightning*, *greater dispel magic* (abj); 12th - *globe of invulnerability* (abj), *greater heroism*.

7th-Level: 13th - *banishment* (abj), *spell turning* (abj); 14th - *greater teleport*, *sequester* (abj); 20th - *mage's magnificent mansion*.

8th-Level: 15th - *mind blank* (abj), *polar ray*; 16th - *dimensional lock* (abj), *moment of prescience*.

9th-Level: 17th - *imprisonment* (abj), *meteor swarm*; 18th - *astral projection*, *mage's disjunction* (abj); 19th - *freedom* (abj), *gate*; 20th - *prismatic sphere* (abj), *wish*.

Conjurer Specialist Wizard Spell List

An extra spell slot every spell level, and +1 effective casting level, for conjuration spells only. Cannot access spells from the illusion and necromancy schools.

0th-Level: 1st - *acid splash* (conj), *detect magic*, *mage hand*, *prestidigitation*, *read magic*.

1st-Level: 1st - *mage armor* (conj), *magic missile*, *obscuring mist* (conj), *shield*, *unseen servant* (conj); 2nd - *floating disk*, *magic weapon*, *mount* (conj).

2nd-Level: 3rd - *rope trick*, *web* (conj); 4th - *acid arrow* (conj), *resist energy*; 11th - *scorching ray*.

3rd-Level: 5th - *dispel magic*, *summon monster III* (conj); 6th - *fly*, *sleet storm* (conj); 17th - *fireball*.

4th-Level: 7th - *dimension door* (conj), *polymorph*; 8th - *minor creation* (conj), *wall of ice*.

5th-Level: 9th - *telekinesis*, *teleport* (conj); 10th - *cloudkill* (conj), *dismissal*.

6th-Level: 11th - *acid fog* (conj), *greater dispel magic*; 12th - *greater heroism*, *summon monster VI* (conj).

7th-Level: 13th - *banishment*, *plane shift* (conj); 14th - *ethereal jaunt*, *greater teleport* (conj); 20th - *mage's magnificent mansion* (conj).

8th-Level: 15th - *incendiary cloud* (conj), *iron body*; 16th - *dimensional lock*, *maze* (conj).

9th-Level: 17th - *summon monster IX* (conj), *time stop*; 18th - *mage's disjunction*, *refuge* (conj); 19th - *freedom*, *gate* (conj); 20th - *summon monster IX* (conj), *wish*.

Diviner Specialist Wizard Spell List

An extra spell slot every spell level, and +1 effective casting level, for divination spells only. Cannot access spells from the conjuration school.

0th-Level: 1st - *detect magic* (div), *mage hand*, *prestidigitation*, *ray of frost*, *read magic*.

1st-Level: 1st - *burning hands*, *comprehend languages* (div), *floating disk*, *magic missile*, *shield*; 2nd - *feather fall*, *identify* (div), *magic weapon*.

2nd-Level: 3rd - *locate object* (div), *rope trick*; 4th - *resist energy*, *see invisibility* (div); 11th - *scorching ray*.

3rd-Level: 5th - *clairaudience/clairvoyance* (div), *dispel magic*; 6th - *arcane sight* (div), *fly*; 17th - *vampiric touch*.

4th-Level: 7th - *polymorph*, *scrying* (div); 8th - *arcane eye* (div), *wall of ice*.

5th-Level: 9th - *telekinesis*, *telepathic bond* (div); 10th - *cone of cold*, *contact other plane*.

6th-Level: 11th - *chain lightning*, *true seeing* (div); 12th - *analyze dweomer* (div), *mage's lucubration*.

7th-Level: 13th - *banishment*, *greater arcane sight* (div); 14th - *ethereal jaunt*, *greater scrying* (div); 20th - *spell turning*.

8th-Level: 15th - *discern location* (div), *polar ray*; 16th - *dimensional lock*, *moment of prescience* (div).

9th-Level: 17th - *foresight* (div), *time stop*; 18th - *meteor swarm*, *mage's disjunction*; 19th - *etherrealness*, *astral projection*; 20th - *mage's disjunction*, *wish*.

Enchanter Specialist Wizard Spell List

An extra spell slot every spell level, and +1 effective casting level, for enchanter spells only. Cannot access spells from the necromancy school.

0th-Level: 1st - *daze* (ench), *detect magic*, *mage hand*, *ray of frost*, *read magic*.

1st-Level: 1st - *mage armor*, *magic missile*, *shield*, *sleep* (ench), *unseen servant*; 2nd - *fascinate* (ench), *floating disk*, *magic weapon*.

2nd-Level: 3rd - *daze monster* (ench), *rope trick*; 4th - *hideous laughter* (ench), *resist energy*; 11th - *scorching ray*.

3rd-Level: 5th - *dispel magic*, *heroism* (ench); 6th - *fireball*, *suggestion* (ench); 17th - *fly*.

4th-Level: 7th - *crushing despair* (ench), *dimension door*; 8th - *arcane eye*, *charm monster* (ench).

5th-Level: 9th - *hold monster* (ench), *teleport*; 10th - *cone of cold*, *feeblemind* (ench).

6th-Level: 11th - *chain lightning*, *mass suggestion* (ench); 12th - *greater heroism* (ench), *mage's lucubration*.

7th-Level: 13th - *banishment*, *mass hold person* (ench); 14th - *greater teleport*, *power word blind* (ench); 20th - *mage's magnificent mansion*.

8th-Level: 15th - *mass charm monster* (ench), *polar ray*; 16th - *antipathy* (ench), *moment of prescience*.

9th-Level: 17th - *mass hold monster* (ench), *time stop*; 18th - *dominate monster* (ench), *freedom*; 19th - *gate*, *power word kill* (ench); 20th - *summon monster IX*, *wish*.

Evoker Specialist Wizard Spell List

An extra spell slot every spell level, and +1 effective casting level, for evocation spells only. Cannot access spells from the illusion school.

0th-Level: 1st - *detect magic*, *mage hand*, *prestidigitation* (uni), *ray of frost* (evoc), *read magic*.

1st-Level: 1st - *mage armor*, *magic missile* (evoc), *obscuring mist*, *shield*, *unseen servant*; 2nd - *feather fall*, *floating disk* (evoc), *magic weapon*.

2nd-Level: 3rd - *flaming sphere* (evoc), *rope trick*; 4th - *resist energy*, *scorching ray* (evoc); 11th - *false life*.

3rd-Level: 5th - *dispel magic*, *fireball* (evoc); 6th - *fly*, *lightning bolt* (evoc); 17th - *vampiric touch*.

4th-Level: 7th - *dimension door*, *fire shield* (evoc); 8th - *arcane eye*, *wall of ice* (evoc).

5th-Level: 9th - *interposing hand* (evoc), *teleport*; 10th - *cone of cold* (evoc), *dismissal*.

6th-Level: 11th - *chain lightning* (evoc), *greater dispel magic*; 12th - *freezing sphere* (evoc), *greater heroism*.

7th-Level: 13th - *banishment*, *prismatic spray* (evoc); 14th - *delayed blast fireball* (evoc), *greater teleport*; 20th - *mage's magnificent mansion*.

8th-Level: 15th - *iron body*, *polar ray* (evoc); 16th - *dimensional lock*, *sunburst* (evoc).

9th-Level: 17th - *meteor swarm* (evoc), *time stop*; 18th - *crushing hand* (evoc), *mage's disjunction*; 19th - *astral projection*, *gate*; 20th - *summon monster IX*, *wish*.

Illusionist Specialist Wizard Spell List

An extra spell slot every spell level, and +1 effective casting level, for illusion spells only. Cannot access spells from the evocation school.

0th-Level: 1st - *detect magic*, *ghost sound* (ill), *mage hand*, *prestidigitation*, *read magic*.

1st-Level: 1st - *color spray* (ill), *mage armor*, *obscuring mist*, *shield*, *unseen servant*; 2nd - *disguise self* (ill), *feather fall*, *magic weapon*.

2nd-Level: 3rd - *invisibility* (ill), *rope trick*; 4th - *minor image* (ill), *resist energy*; 11th - *web*.

3rd-Level: 5th - *dispel magic*, *major image* (ill); 6th - *fly*, *invisibility sphere* (ill); 17th - *vampiric touch*.

4th-Level: 7th - *dimension door*, *greater invisibility* (ill); 8th - *arcane eye*, *shadow conjuration* (ill).

5th-Level: 9th - *seeming* (ill), *teleport*; 10th - *dismissal*, *shadow evocation* (ill).

6th-Level: 11th - *greater dispel magic*, *mislead* (ill); 12th - *greater heroism*, *shadow walk* (ill).

7th-Level: 13th - *banishment*, *project image* (ill); 14th - *etherreal jaunt*, *greater shadow conjuration* (ill); 20th - *mage's magnificent mansion*.

8th-Level: 15th - *iron body*, *screen* (ill); 16th - *dimensional lock*, *greater shadow evocation* (ill).

9th-Level: 17th - *time stop*, *weird* (ill); 18th - *freedom*, *shades* (ill); 19th - *astral projection*, *gate*; 20th - *summon monster IX*, *wish*.

Necromancer Specialist Wizard Spell List

An extra spell slot every spell level, and +1 effective casting level, for necromancy spells only. Cannot access spells from the enchantment school.

0th-Level: 1st - *detect magic*, *disrupt undead* (nec), *mage hand*, *prestidigitation*, *read magic*.

1st-Level: 1st - *chill touch* (nec), *mage armor*, *magic missile*, *obscuring mist*, *shield*; 2nd - *feather fall*, *floating disk*, *magic weapon*.

2nd-Level: 3rd - *rope trick*, *spectral hand* (nec); 4th - *false life* (nec), *resist energy*; 11th - *scorching ray*.

3rd-Level: 5th - *dispel magic*, *vampiric touch* (nec); 6th - *fireball*, *halt undead* (nec); 17th - *fireball*.

4th-Level: 7th - *bestow curse* (nec), *dimension door*; 8th - *animate dead* (nec), *arcane eye*.

5th-Level: 9th - *teleport*, *waves of fatigue* (nec); 10th - *dismissal*, *magic jar* (nec).

6th-Level: 11th - *circle of death* (nec), *greater dispel magic*; 12th - *create undead* (nec), *mage's lucubration*.

7th-Level: 13th - *banishment*, *control undead* (nec); 14th - *etherreal jaunt*, *finger of death* (nec); 20th - *mage's magnificent mansion*.

8th-Level: 15th - *horrid wilting* (nec), *iron body*; 16th - *create greater undead* (nec), *dimensional lock*.

9th-Level: 17th - *time stop*, *wail of the banshee* (nec); 18th - *energy drain* (nec), *freedom*; 19th - *astral projection* (nec), *gate*; 20th - *soul bind* (nec), *wish*.

Transmuter Specialist Wizard Spell List

An extra spell slot every spell level, and +1 effective casting level, for transmutation spells only. Cannot access spells from the abjuration school.

0th-Level: 1st - *detect magic*, *mage hand* (tran), *prestidigitation*, *ray of frost*, *read magic*.

1st-Level: 1st - *expeditious retreat* (tran), *mage armor*, *magic missile*, *obscuring mist*, *unseen servant*; 2nd - *feather fall* (tran), *floating disk*, *magic weapon* (tran).

2nd-Level: 3rd - *rope trick* (tran), *web*; 4th - *alter self* (tran), *false life*; 11th - *scorching ray*.

3rd-Level: 5th - *fireball*, *haste* (tran); 6th - *fly* (tran), *suggestion*; 17th - *vampiric touch*.

4th-Level: 7th - *dimension door*, *polymorph* (tran); 8th - *arcane eye*, *stone shape* (tran).

5th-Level: 9th - *telekinesis* (tran), *teleport*; 10th - *cone of cold*, *fabricate* (tran).

6th-Level: 11th - *chain lightning*, *transformation* (tran); 12th - *greater heroism*, *mage's lucubration* (tran).

7th-Level: 13th - *control weather* (tran), *prismatic spray*; 14th - *etherreal jaunt* (tran), *greater teleport*; 20th - *mage's magnificent mansion*.

8th-Level: 15th - *iron body* (tran), *polar ray*; 16th - *moment of prescience*, *temporal stasis* (tran).

9th-Level: 17th - *meteor swarm*, *time stop* (tran); 18th - *gate*, *shapechange* (tran); 19th - *astral projection*, *etherrealness* (tran); 20th - *summon monster IX*, *wish*.

CHAPTER EIGHT: RUNNING A GAME

This chapter presents several alternative methods of running combat and other aspects of the game, as well as advice on what to do in regular situations.

MAGIC AND SPELLS

Describing Magical Effects

Divination in Game

New Spell Creation

Variant: Random DCs

Variant: Mystic Components

Variant: True Names and Summoning

Variant: Metamagic Pool

Metamagic is a useful tool for spellcasters, but the regular system for it fails to address the entire concept that it is supposed to represent. The concept of metamagic is that it is a system by which spellcasters can use their knowledge of the inner workings of magic in order to alter their spells in predictable ways, but only to a limited degree. The current metamagic system uses the requirement of feat selections to represent a character's knowledge of magic's inner workings, and in that way it succeeds at making metamagic a factor only practiced by those devoted to it. However it seeks to limit the amount of metamagic a character can use by imposing a spell level increase to affected spells, and in doing so it makes it so that metamagic is **almost always** less useful than a spell of the altered level.

The classic example of this is a 5th-level cleric casting an Empowered *cure light wounds*, as compared to a regular *cure serious wounds*. The empowered spell will heal a maximum of 19 hit points, while the regular 3rd-level spell will heal a maximum of 29 hit points, a 50% more effective spell. Even if Empower Spell was reduced to only +1 spell level, the *cure moderate wounds* spell at 2nd-level would still heal 21 hit points, two more than the Empowered spell. Yet the cleric has spent one of their very few feat selections for the privilege of, essentially, being ineffective. And this is only **one** example of some of the failings of the metamagic system,

Which is not to say that metamagic is without its benefits. Characters with a limited overall spell selection can benefit greatly from metamagic, since it in essence magnifies their overall spell effect selections. However the limitations on these extra effects usually results in metamagic only being used for some of the "optimal" spell/metamagic combinations. The primary example of this is the Enhanced *mage armor* spell, which provides a sorcerer or wizard with a +6 AC bonus for at least five hours as a 3rd-level spell. The down side here is that the +1 and +2 level increase metamagic feats become the preferred feats, used on a wide variety of a character's spells in order to both multiply their spell selection as well as giving them mostly maximized combination spells. So in this way metamagic can fail in its role as a limiter, since it can promote optimized spell/metamagic combinations.

Meta Pool: In this alternative system, all spellcasters gain a "Meta Pool" equal to their total spellcasting level. This pool refreshes every time their spell slots refresh. As a move-equivalent action a character can pull points from this pool to either pay for a Metamagic feat on a point-per-level increase basis. They can also spend these points instead to increase their casting level with a spell on a one-per-casting level basis. Thus a 3rd-level spellcaster has three points they can use to either add three to their casting level when they go to cast spells, or to pay for metamagic feats. Metamagic feats under this system cannot be powered except by this pool.

This limits the overall number of metamagic feat effects a character can use in a day, which helps to reduce the amount of optimum combinations they can use. It also produces a base effect that metamagic feats only provide a new way of affecting, which helps prevent the ineffectiveness issue. Since the level of the spell itself does not change, the cleric in the example **would** want to cast an Empowered *cure light*

wounds since it is still a 1st-level spell. A 5th-level wizard or sorcerer would think twice about casting an Enhanced *mage armor* spell since they could use those same spell levels to fuel a *fireball* as a 10th-level spellcaster.

Variant: Practiced Spellcasting

The basic d20 spellcasting rules require a prepare their spells every day, no matter the character's level or how often they have cast a particular spell. The problem with this is that eventually a person can learn by heart even the most complex sequence, in real life. Requiring high-level spellcasters, who make it the focus of their lives to perform magical acts, to constantly prepare even the simplest spells makes magic feel mechanical rather than fantastic. It gives the impression that magic is like a pistol, that all you need are the spell "bullets", but have to reload after firing.

Practiced Spellcasting: This system assumes that characters only need to "refresh" their spells when they want to change what they can cast every day. Prepared spellcasters record their spell slots twice, once for what spells they have prepared and again for how many spells of each level they can cast each day. When a character wishes to cast one of their prepared spells they can do so, but they do not lose the prepared spell slot and only use up one of their daily spell slots. In essence this makes all prepared spellcasters function like sorcerers, with "spells known" equal to their "spells per day", but also gives them the ability to change their "spells known" whenever they would prepare spells. To balance this increase in power from spell flexibility, prepared spellcasters have a (5% x spell level) – caster level of becoming *fatigued* when they cast a spell - or *exhausted* if already *fatigued*.

PSIONIC POWERS

Describing Manifestations

ESP in Game

Variant: Spell-Like Abilities

NAVAL COMBAT

Ship's Positions

Crew: Typical sailors that man the ship's weapons and handle its rigging. A crew member cannot serve as an officer at the same time, except as the helmsman, they are one or the other. Only crew on deck count towards the ship's crew rating, the rest count as Passengers.

Officer: These are positions that require individual characters to make rolls for the ship's management, or during Naval Combat. If there is nobody serving in that capacity on the ship, all associated rolls use the ship's Crew Quality as the bonus. Ships with a specific character serving as an officer, who is not already stated up, count as having skill checks and saving throws equal to double the Quality of the crew. Officers cannot also double as crew members, except the helmsman, but occupy room on the ship as either crew or passengers.

* **Captain:** The leader of the ship. In order to be effective during Naval Combat they can do nothing that prevents them from speaking or take standard actions (including full actions).

* **Gunner:** The person in charge of the ship's weapons, and the crew that handles them. A ship without a gunner can still make a Naval Combat Roll, but it gains no bonuses from the statistics of the gunner. A gunner can choose to take the place of a crew member allocated to attack, but then their bonus counts half as much.

* **Helmsman:** The person at the head of the ship's tiller, controlling the ship's rudder and giving orders to the crew members handling the rigging. Helmsmen are the only officers double as crew members at the same time, but they must be counted towards the ship's crew allocation for Defense.

* **Medic:** Somebody on board the ship whose sole purpose is seeing to the health of the crew members. They count as a passenger, not towards the ship's crew rating, and take individual actions during Naval Combat.

Passenger: Somebody who has no duties on the ship, cannot be allocated as a crew or an officer, but can still take individual actions.

Starting Naval Combat

The encounter distance for ships is based on nearby features and atmosphere conditions. On a flat ocean at midday the encounter distance is very high, whereas sailing through a chain of islands on a foggy night can result in not knowing another ship is nearby until you **hit** it! Table 8-X: Naval Engagements details the distances and modifiers for combats between ships. If the modified engagement distance is reduced to 0 or less, then the ships collide. Ships cannot start making Naval Combat Rolls until they are within 500 ft of each other.

TABLE 8-X: NAVAL ENGAGEMENTS

Terrain	Base Distance	Escape Distance
Open Ocean	(1d6+10) x 200 ft	4,800 ft
Nearby Island	(1d6+10) x 100 ft	2,400 ft
Coastal Ocean	(1d6+10) x 50 ft	1,200 ft
Island Chain	1d6 x 50 ft	450 ft
Lake	1d6 x 25 ft	225 ft
River	1d6 x 10 ft	90 ft
Conditions	Modifier to Both Distances	
Fog	-(1d6)x10%	
Nighttime	-30%	
"Full Moon"	+15%	
"Overcast"	-20%	
"Running Dark"	-(1d6)x10%	
Rainstorm	-30%	
Sunset/Sunrise	-(1d6)x5%	

* Only one of these two conditions applies.

Chasing: Once a ship locates another ship, each ship can decide to flee or pursue. The helmsman of each ship then makes a Profession (sailor) skill check, with a bonus equal to their ship's speed in miles per hour, every 10 minutes. Fleeing ships add the total to their engagement distance for each pursuing ship. Pursuing ships subtract the total from their engagement distance for a **single** ship they are pursuing (or all ships if they are on a river). Should a fleeing ship increase the distance to the Escape distance listed on Table 8-X: Naval Engagements, then they have managed to evade the pursuing ship. If two ships decide to flee or pursue one another, then they **both** add or subtract to the engagement distance, eventually guaranteeing their mutual escape or entering the 500 ft distance for Naval Combat Rolls.

Naval Combat Steps

- * **Allocate Crew**
- * **Captain's Check** (smaller ships might not have a captain)
- * **Maneuvering Roll**
- * **Defense Roll** (ships without a helmsman get a flat 1d20 only)
- * **Naval Combat Roll**
- * **Effects Roll**
- * **Individual Actions**

Allocate Crew: The amount of crew on deck is split between the ship's Attack and Defense rolls. The ship's helmsman counts as crew for this purpose, but can only be allocated towards the ship's Defense rating. This is also the step wherein the PCs decide if they want to act as crew members or take individual actions.

Captain's Check: The captain of the ship gets to make several skill checks every minute of naval combat, so long as they do not do anything other than lead the crew in battle. The points produced by these skill checks can then be distributed directly between the ship's Defense and Attack rolls for that minute. The skills checked against are Craft (shipwright), Diplomacy, Profession (sailor). Each check that passes DC 15 provides one point, or DC 30 for two points. If a majority of the crew is made up of the Captain's followers from the Leadership feat then he gains another point, or two points if they **all** are Leadership followers.

Maneuvering Roll: Each ship's helmsman make opposed Profession (sailor) checks with bonuses equal to their ship's speed in miles per hour, at the start of each minute of naval combat (i.e. just before the naval Combat Roll). The winner gets to do one of the following, but only one:

* **Board Enemy:** Once the distance between the ships is reduced to 10 ft or less the crew of your ship can hurl grappling hooks to try and lock onto the enemy ship. Each ship then makes an opposed Defense + Crew Quality check. If the boarding vessel succeeds then they ships are locked together and the crews can engage one another. If the defending vessel wins then they managed to cut the ropes or push off the grappling hooks before they bind. Only crew from either ship allocated towards Defense can be used to fight the crew of the other ship.

* **Close Distance:** The winning ship closes the distance to the other ship by 5 ft x the amount they won the opposed check by. This is necessary to use "Board Enemy" or "Ram" maneuvers.

* **Cross the "T":** The winning ship manages to evade the firing arc of most of the other ship's onboard weapons. It gets to add the amount it won by to their Defense Roll for that minute's Naval Combat Roll.

* **Ram:** As long as no more distance remains between the ships than the amount it won by x 5 ft you can force your ship bow-on into the enemy ship. Each ship then takes damage equal to the distance between the ships (in feet + 10% of the other ship's maximum hit points) x 1d20. If the ramming ship is equipped with a ram, then it takes 1/10th the damage it would have taken otherwise.

* **Widen Distance:** The winning ship increases the distance to the other ship by 5 ft x the amount they won the opposed check by. This is necessary to prevent the "Board Enemy" or "Ram" maneuvers. If this takes the two ships further apart than the 500 ft distance needed to engage in Naval Combat Rolls, then the two ships resume using the "Chasing" rules above.

Defense Roll: The helmsman of each ship makes a Profession (sailor) check, with bonuses equal to the current Defense value of the ship (including all modifiers).

Naval Combat Roll: The gunner for each ship makes a BAB check, with bonuses equal to the current Attack value of the ship (including all modifiers). The gunner can attack more than one ship, making a separate check for each ship but with all checks at a cumulative -2 penalty for each extra ship. If the Attack roll total is higher than the Defense roll total, multiply the difference by the attacking ship's Weapon Strength, and then subtract the defending ship's Attack Resistance. The result is the number of hit points the ship loses. Each 10% of the ship's maximum hit points the ship has lost causes a +1 to the Effects Roll, and another +1 for each 10% of the ship's maximum hit points that was lost **in that Naval Combat Roll**.

Effects Roll: For each ship damaged in that minute's Naval Combat the DM rolls 1d20 + the amount the Naval Combat Roll against the ship passed by. The result is compared to the chart below, and the effects are cumulative:

1d20	Effect	Notes
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1-2	No effect	No notable effects beyond hull damage
3-4	Rigging damage	Speed drops by 25% (-1d6 Defense)
5-6	Rigging damage*	Speed drops by 25% (-1d6 Defense)
7-8	Weapon damage	Attack Max drops by 1d6 (weapons lost)
9-10	Weapon damage*	Attack Max drops by 1d6 (weapons lost)
11-12	Passengers hit	Non-crew take damage as crew (below)
13-14	Passengers hit*	Non-crew take damage as crew (below)
15-16	Cargo hit	Lose 25% of each type of cargo carried
17-18	Cargo hit*	Lose 25% of each type of cargo carried
19-20	Holed!	Ship sinks in 2d6 minutes**
21+	Holed!*	Ship sinks in 2d6 minutes**

* **“Crew injuries”** result in the loss of 1/2 the Effects Roll result in crew members, which at +10 is also the DC of a Fortitude save each PC on the deck of the ship must make in order to avoid taking 1d20 damage. Half of these crew members are just too injured to fight, the rest are dead.

** Crew members must make a DC 15 Craft (shipwright) check each subsequent minute, once for each time the ship has been holed. If the check passes then that round does not count towards the ship sinking. If the check passes by 5, then that hole has been plugged and the timer stops. Each extra time the ship is holed but not fixed the timer until it sinks counts down an extra minute every minute of naval combat.

Individual Actions: Now that the results of that minute’s Naval Combat is determined, each character that did not allocate themselves as crew members can now take their own actions. The characters each get 10 full actions, and can take them in whatever order they want. Here are several full actions that can be taken that have special effects:

* **Healing the Crew:** A character using medical skills can make one dead crew member count as injured, or one injured crew member no longer injured, for every 5 Hit Points they heal or by passing a DC 15 Heal skill check. This only counts for crew members injured that minute of Naval Combat.

* **Sniping:** A crew member with a ranged weapon (or other ranged ability) can try and attack a specific target on the enemy ship provided the two ships are within range. If it requires an attack roll then they are penalized by the target’s Crew Quality rating (or Hit Dice if attacking a stated character). If it requires a saving throw then the target gets a bonus equal to the ship’s Attack Resistances. Damaging attacks that succeed result in the target becoming “injured”, or “dead” if already injured. Other effects have their usual results.

Statistics

Attack Resistance: This is the ship’s ability to ignore damage from the Naval Combat Roll. It is a mix of the ship’s material Hardness and defensive modifications, such as defensive spells that cover the ship. If the ship needs to make a Fortitude save, it uses this rating as the bonus.

Crew Points: This is the maximum number of points that can be allocated to the ship’s Defense or Attack for each minute of naval combat. It is a base rating equal to the ship’s crew compliment minus rowers, pilot, captain, and noncombatants. Characters that want to do something other than man the ship (such as cast spells or make their own attack rolls) do not count toward this rating. Ships can carry more sailors than its Crew Points, but only a number of sailors up to the ship’s **base** Crew Points can be allocated to this rating.

Defense Max: This is the highest number of Crew Points that can be allocated towards steering the ship to avoid damage, and mitigating damage taken by an enemy’s attacks. Such as clearing debris or putting out fires. This value is based on the vehicle’s size (smaller is better), maneuverability (quality of the rigging), and speed. It is the DC for the Naval Attack roll every minute of naval combat.

Attack Max: This is the highest number of Crew Points that can be allocated towards attacking another ship with this ship’s weapons, or just personal weapons. It is based on the number and power of weapons the ship is equipped with.

Ship Hit Points: This is the number of Hit Points the ship has, period.

Modifiers

Crew Health: A crew’s health from injuries carried from previous combats, and illness from disease or bad diet, directly affect the effectiveness of the crew. Most ships sail with more crew than are needed for the ship in order to have healthy crewmembers for battle. Crew health is a sliding scale: “crippled” quarters the ship’s **base** Attack Max and Defense Max, “unfit” halves them, and “healthy” has no effect.

Crew Morale: If the crew is happy or sad then they will fight more or less effectively. Crew morale depends mainly on the captain’s Charisma and the ship’s recent activities. Crew morale is a sliding scale: “high” provides a flat +2 to the ship’s Naval Combat Rolls, “good” provides +1, “blase” has no modifier, “poor” imposes a –2, and “mutinous” imposes a –5 as well as requiring the Captain make a Charisma check every minute of naval combat (or day of sailing) to avoid a mutiny.

Crew Quality: A crew of shanghaied effective slaves (or mindless undead) is damn near worthless, while a crew made up of class leveled professional sailors lets a ship be far more effective than it should. The Crew Quality rating is a flat modifier to the ship’s Attack and Defense during the Naval Combat Roll.

Ship Size: The size of the ship affects the ship’s other statistics, as well as providing an Armor Class for attacks against it outside of the Naval Combat Roll.

Siege Engines: If the ship is attacking with anything other than bows and crossbows then the crew requires Exotic Weapon Proficiency (siege) feats. Only crew allocated to attack that have this proficiency count towards the Naval Combat Roll. If the gunner has this feat, the ship gets a +4 bonus to the Naval Combat Roll.

Weapon Strength: The range and rate of fire of the ship’s equipped weapons acts as a multiplier for the effects of the Naval Combat Roll. Bows and crossbows have low damage and a high rate of fire, but very little effect to anything other than crew, so they have the lowest Weapon Strength multiple. Cannons (from Chapter 14) have the best damage and can be fired at least once a minute, so they have the highest Weapon Strength multiple.

TABLE 8-X: WEAPON STRENGTH

Weapon	Mult	Attack Max	Cost	Ammo	Cost/Minute
Bows & Crossbows	x1/2	30 gp	x Attack Max	5 sp	x Attack Max
Ballista	x1	500 gp	x Attack Max	2 gp	x Attack Max
Onager	x2	650 gp	x Attack Max	5 gp	x Attack Max
Cannons*	x5	100 gp	x Attack Max	10 gp	x Attack Max

* Renaissance technology only.

Ships on Fire!

Fire is the most dangerous thing to a ship, and as a result it is also the most potent weapon in naval combat. Ships have a Fire rating, which is analogous to the number of 5 ft squares that have caught fire. Each minute of naval combat that a ship’s Fire rating is above 0 it must make a Fortitude save against a DC of 20 + Fire rating. If it fails then it’s Fire rating increases by an amount equal to the amount it failed by, but no more than its current Fire rating. Each minute, but before it makes the save, it also takes (Fire rating)d6 x10 damage.

Crew on Fire: Each minute of naval combat the people on board a ship with a Fire rating above 0 must make Reflex saves to avoid being hurt by the fire. Each crewman manning his post makes a Quality save against a DC of 10 + Fire rating. Anybody on the ship **not** manning their post makes the same Reflex save, but gets a bonus equal to the ship’s Attack Resistance. If the save is failed then their Health rating is reduced by one step (a character takes 1d6+amount failed by in damage instead). If a ship has crew in a multiple of 5 then makes saving throws in units of 5, to save time.

Fire Weapons: Ammunition for weapons that deal fire damage costs twice as much. Fire ammunition reduces the range of the weapon, but also increases the damage, so there is no total adjustment to the weapon’s Weapon Strength multiplier. A ship damaged in naval combat with fire damage ammunition increases its Fire rating by the attacking ship’s Attack Max + Weapon Strength multiple (yes, that’s a **plus** not a **multiple**). Subsequent minutes of naval combat add to the target ship’s Fire rating.

Putting Out Fires: Each minute of naval combat points from a ship’s total Defense can be allocated to put out fires, instead of actually defending the ship. This allows the ship to make a special saving throw against a DC of 10 + Fire rating, with a bonus equal to the amount of Defense points allocated. If the save passes then the ship’s Fire rating goes down by 1d6 plus the amount the save was passed by.

Spells, Psionics, and Fire: Spells with the cold, fire, or water descriptors have special effects when used in naval combat. Cold and water descriptor spells targeting a ship (or whose area of effect includes the ship) automatically reduce the Fire rating for that ship by an amount equal to the spell’s level plus half the casting level - but still deal damage

to the ship. Fire descriptor spells that damage a ship automatically increase the Fire rating for that ship by an amount equal to the spell's level plus half the casting level, or half as much as the ship passes a Fortitude save against the spell's save DC. These effects apply for every round the spell is in effect, so spells with a duration higher than instantaneous are far more effective in naval combat. Psionics with these descriptors have the same effect as spells, only replacing the spell level with 1/2 the Power Point cost of the effect manifested. 0th-level spells (other than *create*

water), and psionic Knack effects, are too weak to have any effect on a ship's Fire rating.

Sea Legs [General]

Many long days spent at sea has made you at home upon the waves.

Prerequisites: Profession (sailor) 4+ ranks.

Benefit: You no longer suffer from the -2 penalty to attack rolls and armor class for fighting onboard a ship. You also do not have to make Concentration checks for casting spells onboard a ship.

TABLE 8-X: SHIP STATISTICS

	Rowboat	Longboat	Whaleboat	Cutter	Longship	Keelboat	Brig	Galleon	SotL
Price	50 gp	100 gp	200 gp	1,000 gp	3,000 gp	5,000 gp	10,000 gp	30,000 gp	25,000gp
Speed (mph)	3	4	5	10	15	12	12	15	10
Cargo/Psngrs	---	1/2	1/2	2/5	50/125	10/25	100/250	150/300	10/160
Size category	Medium	Medium	Large	Huge	Gargantuan	Gargantuan	Colossal	Colossal2	Colossal3
Hardness	5	5	5	5	5	5	5	5	10
Armor Class	10	10	9	8	6	6	2	1	0
Attack Res	5	5	5	5	5	5	5	5	10
Crew (min)	3 (1)	4 (1)	4 (2)	4 (1)	50 (15)	15 (8)	16 (12)	200(20)	80 (60)
Defense Max	3	3	3	5	10	10	15	20	40
Attack Max*	0	1	1	2	15	5	10	20	50
Hit Points	50	100	200	500	1,500	5,000	15,000	50,000	150,000

* Each +1 enhancement bonus the weapons have adds +1 to this value **after** assigning Crew Points, to a maximum of +1 per assigned Crew Point.

Ship Customization

Darkwood Hull: Double the cost of the ship from Table 8-X: Ship Statistics. Also double the ship's Hardness and Attack Resistance from the same table. The ship cannot also have Driftwood Hull.

Deck Guards: The sides of the ship are covered over with mobile heavy wooden metal banded shields which partially cover the deck of the ship. They take a minute to put in place or take down. When they are in place these shields increase the ship's total Defense by +2, reduce its total Attack by -1, and reduce the check for crew injuries (including passengers) to (1d6-2) x Weapon Strength. Deck guards cost 25% of the ship's price from Table 8-X: Ship Statistics. They also count as 1/2 ton of Cargo for Large ships, 1 ton for Huge, 2 tons for Gargantuan, 3 tons for Colossal, 5 tons for Colossal2, and 7 tons for Colossal3.

Driftwood Hull: Halve the cost of the ship from Table 8-X: Ship Statistics. Also halve the ship's Hardness and Attack Resistance from the same table. The DC of Craft (shipwright) checks made for the ship are reduced by 5. The ship cannot also have Driftwood Hull.

Enchanted Hull: A ship can be enchanted using the Craft Magic Arms and Armor feat, providing an enhancement bonus as if it was a suit of armor. Each +1 enhancement increases the ship's Armor Class, final Defense rating, Hardness, and Attack Resistance by +1! The cost to enchant a ship's hull is the same as for the equivalent bonus on a suit of armor, +100% for each size category above Small (Colossal2 is +600%, and Colossal3 is +700%).

Forecastle: A forecastle creates a covered crew area and a raised platform for two additional movable siege engine emplacements. This increases the ship's Attack Max and Attack Resistance by +2, but also reduces its Cargo by 3 tons. Forecastsles cost 5,000 gp each, and a ship can only have one for every Colossal size category (i.e. "Colossal3" means it can have three forecastsles).

Sand Bladders: The deck and mast of the ship has sand-filled canvas bags nailed to it in order to put out nearby fires should the ship catch fire. The ship itself gets a DC 20 Fortitude save each minute it burns, with a saving throw bonuses equal to its Attack Resistance, to automatically put out the fire. This takes up 1/2 ton of Cargo for every point of Attack Resistance from Table 8-X: Ship Statistics.

Cargo

Each type of ship has a rating for the cargo it can hold. If a ship has no more than half its load of cargo loaded then it's Speed and total Defense increases by +20%, due to increased mobility. If it has no cargo loaded at all, then it gains +50% instead. The weight of a ship's weapons and customizations counts towards its cargo weight for this purpose. A ship-of-the-line does not benefit from this rule, since so little of its weight is taken up by cargo room.

Loading Cargo: It takes two porters, or three crewmen, a full 10 hour day to move a ton of cargo on or off of a ship. There are usually 2d10 available porters at any given docks, modified based on how busy it

is. No matter if you are paying crew members for the extra duty or hiring professional porters, it costs 1 sp per ton to load or unload cargo from a ship. The speed at which you can fully load or unload your ship's cargo is based on how many people you pay to move it, but this does not change the cost of moving cargo - only the speed.

Provisions: A ton of provisions is made up of smoked and salted meat, preserved fruit, bread, and fresh water. Ten people will go through a ton of provisions in ten days' time. For example a ship with 15 people on it will go through 3 tons of provisions in 20 days. A ton of provisions costs 75 gp.

Weaponry: A ship's weaponry consists of both the weapons themselves, and their ammunition. A ship can never use more weapons at once than its Attack Max rating, but this does not prevent it from having more weapons than that **loaded**. A ship would want to load more weapons than it can use at once in order to have spare weapons should it lose some during naval combat.

Crew Management

Health: Fresh crews start with a health of "healthy". Each month it is at sea, and after every naval battle, the ship makes a 1d20 check to see if the health rating of the crew goes up or down. If the check is less than 15 then the health level goes down one step, if it is at least 20 then it improves one step. The check made after a naval battle cannot improve the level of the ship's crew health, just keep it from getting worse. Below is a list of modifiers to the crew's health check:

- * The ship's healer can cast *cure* spells (+2 x highest spell level).
- * Every 5 ranks of ship's healer's Heal skill (+1).
- * Each day the crew missed their rations (-1).
- * Minor disease on board the ship (-2).
- * Ate mostly conjured food last month, other than *goodberry* (-3).
- * No fruit for the crew last month (-5).
- * Influenza outbreak on board the ship (-7).
- * Plague-level disease on board the ship (-10).

Morale: Fresh crews start with a morale of "blasé". The Captain must make a Charisma check, with a +2 bonus for every 5 ranks in Diplomacy, periodically to see if the crew's morale improves or degrades. If the result is less than 15 then it degrades one step, if it is 20 or higher then it improves one step. Should the morale become "mutinous" then if it does not **improve** next week the crew mutinies, attacking the ship's officers and passengers! Below is a list of modifiers to the captain's check for crew morale:

- * Entire crew is mindless undead (no morale so no check).
- * PC Bard entertains the crew (+Bard level).
- * Crew won a naval battle in the past month (+5).
- * Crew has a daily liquor allowance (+3).
- * For every day of shore leave the previous week (+2).
- * Most of the crew are followers from Leadership (+2).
- * Crew's wage is up-to-date (+1).

- * For each **extra** (Quality)gp per crewman paid out that month (+1).
- * Crew's health rating is "unfit" (-2).
- * Per undead on board, unless whole crew is undead (-2).
- * For each week the crew's wage is in arrears (-3).
- * Crew lost or fled from a naval battle in the past month (-5).
- * Crew's health rating is "crippled" (-5).
- * Crew is in "haunted" area or ship (-10!).

Quality: Fresh crews start with a quality of 0 if mostly mindless undead (and never improves), 1 if savage undead (never improves) or shanghaied, 2 if hired laymen, or 3 if hired professional sailors. Sailors have a weekly wage cost of 1 sp per point of Quality. After each naval battle the ship wins the captain of the ship can make a DC 15 + (current Quality x 2) Charisma check, with no modifiers. If he passes then the quality of his crew improves one point. The captain of a ship can safely add half his Charisma score in fresh sailors to his ship's crew roster every month, adding more than that reduces the Quality of the ship's crew by one per extra crewman added (to the minimum determined by the type of crew the ship has).

* **Mindless Undead:** Exactly what it suggests, usually skeletons or zombies controlled by a necromancer, evil priest, or self-aware undead. Effectively has no ranks in any skills.

* **Savage Undead:** Usually lacedon ghouls or similar undead with a bestial nature that cooperate as a pack. They effectively have no ranks in any skills not in their monster entry, but can still make skill checks using ability score modifiers.

* **Shanghaied:** Unwilling sailors that were kidnapped on shore and woke up already at sea, they serve as crew because the alternative is at best a loooooong swim. They effectively have no ranks in any skills, and if hey do they refuse to use them, but can still make skill checks using ability score modifiers.

* **Laymen:** Non-sailors who have served as basic ship's labor before, and will do so again. They effectively have 2 ranks in Profession (sailor) and Swim, or what is listed in their NPC entry.

* **Professional:** Somebody who has been at sea since adolescence, and is perfectly at home there. They have at least 4 ranks in Profession (sailor) and Swim, as well as the Sea Legs feat.

Magic and Psionics in Naval Combat

Many supernatural effects and powers can affect naval combat. Since the engagement distance for naval combat is so high, this is usually only because it affects the characteristics of the ship or crew the user is on.

Bless: This spell adds +1 to the ship's Attack rating for its naval Combat roll, so long as a majority of the ship's crew is affected by it.

Damage-Dealing Spells/Psionics: If the two ships are close enough to trade ranged spells and psionics, the effects of the spells is based on the spell used and the opposing ship's crew quality. Single-target spells affect only one crewman, area-affect spells affect two crew men for every 5 ft radius of the spell effect. The effect user makes a spell level + caster level + 1d20 check (Power Points/2 + Manifest Level + 1d20 for psionics). If the result is higher than 10 + other ship's crew quality then those crew members have been killed, otherwise they are just injured (see the "crew injuries" entry below Table 8-X: Effects Roll).

Gust of Wind: Each time this spell is cast on the user's ship the ship gets to add 10 mph to its speed for that minute of naval combat, or 1 mph for the Chasing roll the ship makes that 10 minutes.

Inspire Courage: If a bard maintains this effect for the full minute of a Naval Combat Roll then their ship gets to add the song's bonus to its Attack rating for that Naval Combat Roll.

Magic Weapons: Each +1 enhancement bonus to one of the ship's weapons adds +1 to the ship's Attack rating.

HEXAGONAL COMBAT

THRESHOLD PSIONIC COMBAT

The standard psionic combat system is easy to use and beneficial to the overall game. However it requires that a character lose all their Power Points before they can be affected by psionic mind-affecting abilities, leaving them wide open not only mentally but physically as they lose their ability to use their psionic powers in regular combat. It also prevents a psionic character from using *any* psionic mind-affecting powers on a target for at least one round, and probably much longer. One of the concepts of “psionic combat” is that it opens the target’s mind to manipulation, but the standard system does not handle this very well.

The “Threshold” psionic combat system is an alteration to the regular psionic combat system that focuses more on opening up the target’s mind rather than eliminating their ability to use psionic powers. It is just as potent as the regular psionic combat system, but requires far more bookkeeping on the DMs part and so it is an optional system rather than the default system. If anything it is reminiscent of the old “tangents” system.

In the Threshold system a target that fails their Will save against a psionic combat attack mode does not lose Power Points. Instead they accumulate a Threshold equal to the amount of Power Point damage they would have taken using the regular psionic combat system. This Threshold becomes the maximum saving throw DC of all psionic mind-affecting powers the attacker uses against the target, but it does not apply to any other attackers. This means that a target being attacked by multiple psionic combatants would have multiple Threshold ratings, one for each combatant.

Once a target has some Threshold from an attacker’s psionic combat attacks, the attacker can choose to use later psionic combat attack modes for their secondary effects instead of dealing psionic damage. If a psionic combat attack mode is used to increase a target’s Threshold for the attacker, it has no secondary effect. If a psionic combat attack mode is used to increase Threshold against a target that has no remaining Power Points, then the attack mode’s secondary effects are used instead.

Every hour a psionic being reduces their Threshold rating by an amount equal to their Manifest Level. In addition to this a psionic being can spend Power Points as a move-equivalent action in order to reduce their Threshold rating, reducing them by an amount equal to what they spend. Characters subjected to a *break enchantment* spell, or the “Allow Will save to throw off mind-affecting ability” use of the *Edit Mind* power, completely eliminates the target’s current Threshold ratings.

A target that fails a Will save against a psionic mind-affecting effect is still affected by that effect even if their Threshold is later reduced. The character’s Threshold when they failed their save against the effect is considered to be their Threshold against any future saves against that particular effect.

CHAPTER NINE: SPECIAL ABILITIES AND CONDITIONS

SPECIAL ABILITIES

A special ability is either an extraordinary, psionic, spell-like, or supernatural in nature.

Extraordinary Abilities (Ex): Extraordinary abilities are nonmagical and mundane. They are, however, not something that just anyone can do or even learn to do without extensive training. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities.

Psionic Abilities (Psi): Psionic abilities function similarly to both spell-like and supernatural abilities. Psionic abilities are subject to spell resistance but not *dispel magic*, although they can be affected by *dispel psionics*. They do not function in areas where magic is suppressed or negated (such as an *antimagic field*), since they rely on the controlled release of mystical energy from the user to achieve their function - the same type of energies that are eliminated in such areas.

Spell-Like Abilities (Sp): Spell-like abilities, as the name implies, are spells and magical abilities that are very much like spells. Spell-like abilities are subject to spell resistance and *dispel magic*. They do not function in areas where magic is suppressed or negated (such as an *antimagic field*).

Supernatural Abilities (Su): Supernatural abilities are magical but not spell-like. Supernatural abilities are not subject to spell resistance and do not function in areas where magic is suppressed or negated (such as an *antimagic field*). A supernatural ability's effect cannot be dispelled and is not subject to counterspells.

See the table below for a summary of the types of special abilities.

TABLE 9-1: SPECIAL ABILITY TYPES

Condition	Ex	Psi	Sp	Su
Antimagic field	No	Yes	Yes	Yes
Attack of opportunity	No	Yes	Yes	No
Dispel magic	No	No	Yes	No
Spell resistance	No	Yes	Yes	No

Antimagic Field: Does an *antimagic field* or similar magic suppress the ability?

Attack of Opportunity: Does using the ability provoke attacks of opportunity the way that casting a spell does?

Dispel Magic: Can *dispel magic* and similar spells dispel the effects of abilities of that type?

Spell Resistance: Does spell resistance protect a creature from these abilities?

Ability Score Loss

Various attacks cause ability score loss, either ability damage or ability drain. Points lost to ability damage return at the rate of 1 point per day (or double that if the character gets complete bed rest) to each damaged ability, and the spells *lesser restoration* and *restoration* offset ability damage as well. Ability drain, however, is permanent, though restoration can restore even those lost ability score points.

While any loss is debilitating, losing all points in an ability score can be devastating.

- * Strength 0 means that the character cannot move at all. He lies helpless on the ground.
- * Dexterity 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.
- * Constitution 0 means that the character is dead.
- * Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.
- * Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
- * Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.

Having a score of 0 in an ability is different from having no ability score whatsoever.

Some spells or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value. If a character's Constitution score

drops, then he loses 1 hit point per Hit Die for every point by which his Constitution modifier drops. A hit point score can't be reduced by Constitution damage or drain to less than 1 hit point per Hit Die.

The ability that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

Antimagic

An *antimagic field* spell or effect cancels magic and psionics altogether, by eliminating all forms of mystical energy from the area. An antimagic effect has the following powers and characteristics.

- * No supernatural ability, spell-like ability, or spell works in an area of antimagic (but extraordinary abilities still work).

- * Antimagic does not dispel magic; it suppresses it. Once a magical effect is no longer affected by the antimagic (the antimagic fades, the center of the effect moves away, and so on), the magic returns. Spells that still have part of their duration left begin functioning again, magic items are once again useful, and so forth.

- * Spell areas that include both an antimagic area and a normal area, but are not centered in the antimagic area, still function in the normal area. If the spell's center is in the antimagic area, then the spell is suppressed.

- * Golems and other constructs, elementals, outsiders, and corporeal undead, still function in an antimagic area (though the antimagic area suppresses their spellcasting and their supernatural and spell-like abilities normally). If such creatures are summoned or conjured, however, see below.

- * Summoned or conjured creatures of any type, as well as incorporeal undead, wink out if they enter the area of an antimagic effect. They reappear in the same spot once the field goes away.

- * Magic items with continuous effects do not function in the area of an antimagic effect, but their effects are not canceled (so the contents of a *bag of holding* are unavailable, but neither spill out nor disappear forever).

- * Two antimagic areas in the same place do not cancel each other out, nor do they stack.

- * *Wall of force*, *prismatic wall*, and *prismatic sphere* are not affected by antimagic. *Break enchantment*, *dispel magic*, and *greater dispel magic* spells do not dispel antimagic. *Mage's disjunction* has a 1% chance per caster level of destroying an antimagic field. If the antimagic field survives the disjunction, no items within it are disjoined.

Blindsight and Blindsight

Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

- * Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.

- * Blindsight does not subject a creature to gaze attacks (even though darkvision does).

- * Blinding attacks do not penalize creatures using blindsight.

- * Deafening attacks thwart blindsight if it relies on hearing.

- * Blindsight works underwater but not in a vacuum.

- * Blindsight negates displacement and blur effects.

Blindsight: Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Breath Weapon

A creature attacking with a breath weapon is actually expelling something from its mouth (rather than conjuring it by means of a spell or some other magical effect). Most creatures with breath weapons are limited to a number of uses per day or by a minimum length of time that must pass between uses. Such creatures are usually smart enough to save their breath weapon until they really need it.

- * Using a breath weapon is typically a standard action.
- * No attack roll is necessary. The breath simply fills its stated area.
- * Any character caught in the area must make the appropriate saving throw or suffer the breath weapon's full effect. In many cases, a character who succeeds on his saving throw still takes half damage or some other reduced effect.
- * Breath weapons are supernatural abilities except where noted.
- * Creatures are immune to their own breath weapons.
- * Creatures unable to breathe can still use breath weapons. (The term is something of a misnomer.)

Charm And Compulsion

Many abilities and spells can cloud the minds of characters and monsters, leaving them unable to tell friend from foe - or worse yet, deceiving them into thinking that their former friends are now their worst enemies. Two general types of enchantments affect characters and creatures: charms and compulsions.

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Charms of this type include the various charm spells. Essentially, a charmed character retains free will but makes choices according to a skewed view of the world.

- * A charmed creature doesn't gain any magical ability to understand his new friend's language.
- * A charmed character retains his original alignment and allegiances, generally with the exception that he now regards the charming creature as a dear friend and will give great weight to his suggestions and directions.
- * A charmed character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success (just as he would in a fight between two actual friends).
- * A charmed character is entitled to an opposed Charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains charmed.
- * A charmed character never obeys a command that is obviously suicidal or grievously harmful to her.
- * If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether.
- * A charmed character who is openly attacked by the creature who charmed him or by that creature's apparent allies is automatically freed of the spell or effect.

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the caster; a compulsion makes the subject obey the caster.

Regardless of whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

Cold Immunity

A creature with cold immunity never takes cold damage. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Damage Reduction

Some magic creatures have the supernatural ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable.

The numerical part of a creature's damage reduction is the amount of hit points the creature ignores from normal attacks. Usually, a certain type of weapon can overcome this reduction. This information is separated from the damage reduction number by a slash. Damage reduction may be overcome by special materials, by magic weapons (any weapon with a +1

or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an alignment. If a dash follows the slash then the damage reduction is effective against any attack that does not ignore damage reduction.

Damage reduction that has multiple requirements to be bypassed fully is bypassed partially if the weapon used on it has less than the full material or type requirements. The amount of damage reduction bypassed is a fraction equal to the amount of requirements it fills. For example: a monster with DR 10/magic bludgeoning that is struck by a +1 *longsword* only gets to apply 5 points of their damage reduction to the attack.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison, a monk's stunning, and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

Attacks that deal no damage because of the target's damage reduction do not disrupt spells.

Spells, spell-like abilities, and energy attacks (even nonmagical fire) ignore damage reduction.

Sometimes damage reduction is instant healing. Sometimes damage reduction represents the creature's tough hide or body. In either case, characters can see that conventional attacks don't work.

If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

Darkvision

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise - invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Death Attacks

In most cases, a death attack allows the victim a Fortitude save to avoid the affect, but if the save fails, the character dies instantly.

- * *Raise dead* doesn't work on someone killed by a death attack.
- * Death attacks slay instantly. A victim cannot be made stable and thereby kept alive.
- * In case it matters, a dead character, no matter how she died, has -10 hit points.
- * The spell *death ward* protects a character against these attacks, but the psionic defense mode *intellect fortress* does not.

Disease

When a character is injured by a contaminated attack touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect - his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table 9-2: Diseases and defined below.

Disease: Diseases whose names are printed in italic in the table are supernatural in nature. The others are extraordinary.

Infection: The disease's method of delivery - ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be

transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

DC: The Difficulty Class for the Fortitude saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period: The time before damage begins.

Damage: The ability damage the character takes after incubation and each day afterward.

Types of Diseases: Typical diseases include the following:

TABLE 9-2: DISEASES

Disease	Infection	DC	Incubation	Damage
Blinding sickness	Ingested	16	1d3 days	1d4 Str ¹
Cackle fever	Inhaled	16	1 day	1d6 Wis
Demon fever	Injury	18	1 day	1d6 Con ²
Devil chills ³	Injury	14	1d4 days	1d4 Str
Filth fever	Injury	12	1d3 days	1d3 Dex, 1d3 Con
Mindfire	Inhaled	12	1 day	1d4 Int
Mummy rot ⁴	Contact	20	1 day	1d6 Con
Red ache	Injury	15	1d3 days	1d6 Str
Shakes	Contact	13	1 day	1d8 Dex
Slimy doom	Contact	14	1 day	1d4 Con ²

1 Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.

2 When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.

3 The victim must make three successful Fortitude saving throws in a row to recover from devil chills.

4 Successful saves do not allow the character to recover. Only magical healing can save the character.

Blinding Sickness: Spread in tainted water.

Cackle Fever: Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as “the shrieks.”

Demon Fever: Night hags spread it. Can cause permanent ability drain.

Devil Chills: Barbazu and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.

Filth Fever: Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it.

Mindfire: Feels like your brain is burning. Causes stupor.

Mummy Rot: Spread by mummies. Successful saving throws do not allow the character to recover (though they do prevent damage normally).

Red Ache: Skin turns red, bloated, and warm to the touch.

The Shakes: Causes involuntary twitches, tremors, and fits.

Slimy Doom: Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

Healing a Disease

Use of the Heal skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal check result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Energy Drain and Negative Levels

Some horrible creatures, especially undead monsters, possess a fearsome supernatural ability to drain levels from those they strike in combat. The creature making an energy drain attack draws a portion of its victim's life force from her. Most energy drain attacks require a successful melee attack roll - mere physical contact is not enough. Each successful energy drain attack bestows one or more negative levels on the opponent. A creature takes the following penalties for each negative level it has gained.

- * -1 on all skill checks and ability checks.
- * -1 on attack rolls and saving throws.
- * -5 hit points.
- * -1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level).

If the victim casts spells, she loses access to one spell as if she had cast her highest-level, currently available spell. (If she has more than one spell at her highest level, she chooses which she loses.) In addition, when she next prepares spells or regains spell slots, she gets one less spell slot at her highest spell level.

If the victim manifest psionic powers, she loses one effective Manifest Level and their current Power Points are reduced by the difference between the old and new amount for their Manifest Level.

Negative levels remain for 24 hours or until removed with a spell, such as restoration. After 24 hours, the afflicted creature must attempt a Fortitude save (DC 10 + 1/2 attacker's HD + attacker's Cha modifier). (The DC is provided in the attacker's description.) If the saving throw succeeds, the negative level goes away with no harm to the creature. The afflicted creature makes a separate saving throw for each negative level it has gained. If the save fails, the negative level goes away, but the creature's level is also reduced by one.

A character with negative levels at least equal to her current level, or drained below 1st level, is instantly slain. Depending on the creature that killed her, she may rise the next night as a monster of that kind. If not, she rises as a wight. A creature gains 5 temporary hit points for each negative level it bestows (though not if the negative level is caused by a spell or similar effect).

Etherealness

Phase spiders and certain other creatures can exist on the Ethereal Plane. While on the Ethereal Plane, a creature is called ethereal. Unlike incorporeal creatures, ethereal creatures are not present on the Material Plane.

Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. See *invisibility*, *true seeing*, and *Second Sight* reveal ethereal creatures.

An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) An ethereal creature inside an object on the Material Plane cannot see. Things on the Material Plane, however, look gray, indistinct, and ghostly. An ethereal creature can't affect the Material Plane, not even magically. An ethereal creature, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects.

Even if a creature on the Material Plane can see an ethereal creature the ethereal creature is on another plane. Only force effects can affect the ethereal creatures. If, on the other hand, both creatures are ethereal, they can affect each other normally. A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a wall of force blocks an ethereal creature, and a magic missile can strike one (provided the spellcaster can see the ethereal target). Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material).

Ghosts have a power called manifestation that allows them to appear on the Material Plane as incorporeal creatures. Still, they are on the Ethereal Plane, and another ethereal creature can interact normally with a manifesting ghost. Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or take falling damage.

Evasion and Improved Evasion

These extraordinary abilities allow the target of an area attack to leap or twist out of the way. Rogues and monks have evasion and improved evasion as class features, but certain other creatures have these abilities, too.

If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes no damage on a successful save.

As with a Reflex save for any creature, a character must have room to move in order to evade. A bound character or one squeezing through an area cannot use evasion.

As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Rogues and monks cannot use evasion in medium or heavy armor. Some creatures with the evasion ability as an innate quality do not have this limitation.

Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

Fast Healing

A creature with fast healing has the extraordinary ability to regain hit points at an exceptional rate. Except for what is noted here, fast healing is like natural healing.

At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).

Unlike regeneration, fast healing does not allow a creature to regrow or reattach lost body parts.

A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first.

Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

Fast healing does not increase the number of hit points regained when a creature polymorphs.

Fear

Spells, psionics, magic items, and certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked.

Shaken: Characters who are shaken take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Frightened: Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).

Panicked: Characters who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.

Becoming Even More Fearful: Fear effects are cumulative. A *shaken* character that is made *shaken* again becomes *frightened*, and a *shaken* character that is made *frightened* becomes *panicked* instead. A *frightened* character that is made *shaken* or *frightened* becomes *panicked* instead.

Fire Immunity

A creature with fire immunity never takes fire damage. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Gaseous Form

Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas.

Creatures in gaseous form can't run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as flow through the crack under a door. It can't, however, pass through solid matter. Gaseous creatures can't attack physically or cast spells with verbal, somatic, material, or focus components. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course).

Creatures in gaseous form have damage reduction 10/magic. Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity, deflection bonuses, and armor bonuses from force armor still apply.

Gaseous creatures do not need to breathe and are immune to attacks involving breathing (troglodyte stench, poison gas, and the like).

Gaseous creatures can't enter water or other liquid. They are not ethereal or incorporeal. They are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the

wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a DC 15 Spot check. Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

Gaze Attacks

While the medusa's gaze is well known, gaze attacks can also charm, curse, or even kill. Gaze attacks not produced by a spell are supernatural.

Each character within range of a gaze attack must attempt a saving throw (which can be a Fortitude or Will save) each round at the beginning of his turn.

An opponent can avert his eyes from the creature's face, looking at the creature's body, watching its shadow, or tracking the creature in a reflective surface. Each round, the opponent has a 50% chance of not having to make a saving throw. The creature with the gaze attack gains concealment relative to the opponent. An opponent can shut his eyes, turn his back on the creature, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. The creature with the gaze attack gains total concealment relative to the opponent.

A creature with a gaze attack can actively attempt to use its gaze as an attack action. The creature simply chooses a target within range, and that opponent must attempt a saving throw. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the saving throw (either 50% chance for averting eyes or 100% chance for shutting eyes). It is possible for an opponent to save against a creature's gaze twice during the same round, once before its own action and once during the creature's action.

Looking at the creature's image (such as in a mirror or as part of an illusion) does not subject the viewer to a gaze attack.

A creature is immune to its own gaze attack.

If visibility is limited (by dim lighting, a fog, or the like) so that it results in concealment, there is a percentage chance equal to the normal miss chance for that degree of concealment that a character won't need to make a saving throw in a given round. This chance is not cumulative with the chance for averting your eyes, but is rolled separately.

Invisible creatures cannot use gaze attacks.

Characters using darkvision in complete darkness are affected by a gaze attack normally.

Unless specified otherwise, a creature with a gaze attack can control its gaze attack and "turn it off" when so desired.

Incorporeality

Spectres, wraiths, and a few other creatures lack physical bodies. Such creatures are insubstantial and can't be touched by nonmagical and nonpsionic matter or energy. Likewise, they cannot manipulate objects or exert physical force on objects. However, incorporeal beings have a tangible presence that sometimes seems like a physical attack against a corporeal creature.

Incorporeal creatures are present on the same plane as the characters, and characters have some chance to affect them.

Incorporeal creatures can be harmed only by other incorporeal creatures, by magic weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all nonmagical/nonpsionic attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source - except for a force effect or damage dealt by a *ghost touch* weapon.

Incorporeal creatures are immune to critical hits, extra damage from being favored enemies, and from sneak attacks. They move in any direction (including up or down) at will. They do not need to walk on the ground. They can pass through solid objects at will, although they cannot see when their eyes are within solid matter.

Incorporeal creatures hiding inside solid objects get a +2 circumstance bonus on Listen checks, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents (see *Invisibility*, below).

Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, even magic and psionic armor, unless it is made of force (such as *mage armor*, *bracers of armor*, or *Force Shell*) or has the ghost touch ability.

Incorporeal creatures pass through and operate in water as easily as they do in air.

Incorporeal creatures cannot fall or take falling damage.

Corporeal creatures cannot trip or grapple incorporeal creatures.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

Invisibility

The ability to move about unseen is not foolproof. While they can't be seen, invisible creatures can be heard, smelled, or felt.

Invisibility makes a creature undetectable by vision, including darkvision.

Invisibility does not, by itself, make a creature immune to critical hits, but it does make the creature immune to extra damage from being a ranger's favored enemy and from sneak attacks.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check. The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, an un-living creature holding still, or a completely immobile creature is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a Dexterity check to which an armor check penalty applies.) A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the location of an invisible creature. A Listen check that beats the DC by 20 pinpoints the invisible creature's location.

Listen Check DCs to Detect Invisible Creatures

Invisible Creature Is . . .	DC
In combat or speaking	0
Moving at half speed	Move Silently check result
Moving at full speed	Move Silently check result –4
Running or charging	Move Silently check result –20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track

of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.

A creature with the scent ability can detect an invisible creature as it would a visible one.

A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.)

A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.

An invisible burning torch still gives off light, as does an invisible object with a light spell (or similar spell) cast upon it.

Ethereal creatures are invisible. Since ethereal creatures are not materially present, Spot checks, Listen checks, Scent, Blind-Fight, and blindsight don't help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help.

Invisible creatures cannot use gaze attacks.

Invisibility does not thwart detect spells.

Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

Level Loss

A character that loses a level instantly loses one Hit Die. The character's base attack bonus, base saving throw bonuses, and special class abilities are now reduced to the new, lower level. Likewise, the character loses any ability score gain, skill ranks, and any feat associated with the level (if applicable). If the exact ability score or skill ranks increased from a level now lost is unknown (or the player has forgotten), lose 1 point from the highest ability score or ranks from the highest-ranked skills. If a familiar or companion creature has abilities tied to a character who has lost a level, the creature's abilities are adjusted to fit the character's new level.

The victim's experience point total is immediately set to the midpoint of the previous level.

Low-Light Vision

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Paralysis

Some monsters and spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through magical means. (Paralysis from toxins is discussed in the Poison section below.)

A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components.

A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Poison

When a character takes damage from an attack with a poisoned weapon (including natural weapons), touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until

the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used.

Although supernatural and spell-like poisons are possible, poisonous effects are almost always extraordinary.
Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

TABLE 9-3: POISONS

Poison	Type	DC	Initial Damage	Secondary Damage	Price
Arsenic	Ingested	13	1 Con	1d8 Con	120 gp
Black adder venom	Injury	11	1d6 Con	1d6 Con	120 gp
Black lotus extract	Contact	20	3d6 Con	3d6 Con	4,500 gp
Bloodroot	Injury	12	0	1d4 Con + 1d3 Wis	100 gp
Blue whinnis	Injury	14	1 Con	Unconsciousness	120 gp
Burnt othur fumes	Inhaled	18	1 Con drain	3d6 Con	2,100 gp
Dark reaver powder	Ingested	18	2d6 Con	1d6 Con + 1d6 Str	300 gp
Deathblade	Injury	20	1d6 Con	2d6 Con	1,800 gp
Dragon bile	Contact	26	3d6 Str	0	1,500 gp
Drow poison	Injury	13	Unconsciousness	Unconsciousness for 2d4 hours	75 gp
Giant wasp poison	Injury	18	1d6 Dex	1d6 Dex	210 gp
Greenblood oil	Injury	13	1 Con	1d2 Con	100 gp
Id moss	Ingested	14	1d4 Int	2d6 Int	125 gp
Insanity mist	Inhaled	15	1d4 Wis	2d6 Wis	1,500 gp
Large scorpion venom	Injury	18	1d6 Str	1d6 Str	200 gp
Lich dust	Ingested	17	2d6 Str	1d6 Str	250 gp
Malyss root paste	Contact	16	1 Dex	2d4 Dex	500 gp
Medium spider venom	Injury	14	1d4 Str	1d4 Str	150 gp
Mindrot	Contact	16	2d6 Power Points*	2d6 Power Points*	400 gp
Nitharit	Contact	13	0	3d6 Con	650 gp
Oil of taggit	Ingested	15	0	Unconsciousness	90 gp
Purple worm poison	Injury	24	1d6 Str	2d6 Str	700 gp
Sassone leaf residue	Contact	16	2d12 hp	1d6 Con	300 gp
Shadow essence	Injury	17	1 Str drain	2d6 Str	250 gp
Small centipede poison	Injury	11	1d2 Dex	1d2 Dex	90 gp
Striped toadstool	Ingested	11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Terinav root	Contact	16	1d6 Dex	2d6 Dex	750 gp
Ungol dust	Inhaled	15	1 Cha	1d6 Cha + 1 Cha drain	1,000 gp
Witchweed	Inhaled	16	1 Int, 1 Wis, 1 Cha	1 spellcasting level**	500 gp
Wyvern poison	Injury	17	2d6 Con	2d6 Con	3,000 gp

* Lost Power Points are taken from the character’s current daily allotment, as if they had been spent on manifesting powers. This has no effect on characters without Power Points, or that have only Knack feat uses remaining.
**Lost spellcasting levels are applied to each spellcasting class the character has, and are recovered as if they were damaged ability scores.

Contact: Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

Ingested: Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

Inhaled: Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. (Holding one’s breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.)

DC: The Difficulty Class for the Fortitude saving throws to prevent the poison from dealing initial or secondary damage.

Injury: This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

Type: The poison’s method of delivery (contact, ingested, inhaled, or via an injury) and the Fortitude save DC to avoid the poison’s damage.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second

saving throw. Unconsciousness lasts for 1d3 hours. Ability damage marked with an asterisk is permanent drain instead of temporary damage.

Price: The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources.

The characteristics of poisons are summarized on Table 9-3: Poisons. Terms on the table are defined below.

Perils of Using Poison

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex save or accidentally poison himself with the weapon.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures (constructs and undead) and creatures without metabolisms (such as elementals) are always immune to poison. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

Polymorph

Magic can cause creatures and characters to change their shapes - sometimes against their will, but usually to gain an advantage. Polymorphed creatures retain their own minds but have new physical forms.

The *polymorph* spell defines the general polymorph effect.

Unless stated otherwise, creatures can polymorph into forms of the same type or into an aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin form. Most

spells and abilities that grant the ability to polymorph place a cap on the Hit Dice of the form taken.

Polymorphed creatures gain the Strength, Dexterity, and Constitution of their new forms, as well as size, extraordinary special attacks, movement capabilities (to a maximum of 120 feet for flying and 60 for non-flying movement), natural armor bonus, natural weapons, racial skill bonuses, and other gross physical qualities such as appearance and number of limbs. They retain their original class and level, Intelligence, Wisdom, Charisma, hit points, base attack bonus, base save bonuses, and alignment.

Creatures who polymorph keep their worn or held equipment if the new form is capable of wearing or holding it.

Otherwise, it melds with the new form and ceases to function for the duration of the polymorph.

Psionic Damage

This special type of damage only occurs as a result of a *closed mind* failing a Will save against a psionic combat attack mode. The target loses an amount of Power Points from their daily reserve equal to the random die value of the attack mode, multiplied by the amount of Power Points spent on the attack, plus the attacker's psionic combat bonus (Cha mod + 1/2 Manifester Level). He gets to reduce this total by an amount equal to the Mental Hardness of his psionic combat defense mode, if any.

At 0 Power Points the target becomes an *open mind*.

Psionics

Telepathy, mental combat and psychic powers - psionics is a catchall word that describes special mental abilities possessed by various creatures. These are psionic abilities that a creature generates from the power of its mind alone - no other outside magical force or ritual is needed. Each psionic creature's description contains details on its psionic abilities. Psionic powers cannot be dispelled, but otherwise function similarly to spell-like abilities.

Typically a psionic power requires that the creature spend Power Points to generate it, and the maximum amount any creature can spend is limited to their Manifester Level unless noted otherwise. A creature's Manifester Level also determines the base amount of Power Points they possess, as shown below:

Manifester Level	Power Points	Manifester Level	Power Points	Manifester Level	Power Points
1st	2	11th	67	21st	232
2nd	4	12th	79	22nd	254
3rd	7	13th	92	23rd	277
4th	11	14th	106	24th	301
5th	16	15th	121	25th	326
6th	22	16th	137	26th	352
7th	29	17th	154	27th	379
8th	37	18th	172	28th	407
9th	46	19th	191	29th	436
10th	56	20th	211	30th	466

Psionic mental attacks always allow Will saving throws to resist them. However, not all psionic attacks are mental attacks. Some psionic abilities allow the psionic creature to reshape its own body, heal its wounds, or teleport great distances. Some psionic creatures can see into the future, the past, and the present (in far-off locales) as well as read the minds of others.

Rays

All ray attacks require the attacker to make a successful ranged touch attack against the target. Rays have varying ranges, which are simple maximums. A ray's attack roll never takes a range penalty. Even if a ray hits, it usually allows the target to make a saving throw (Fortitude or Will). Rays never allow a Reflex saving throw, but if a character's Dexterity bonus to AC is high, it might be hard to hit her with the ray in the first place.

Regeneration

Creatures with this extraordinary ability recover from wounds quickly and can even re-grow or reattach severed body parts. Damage dealt to the creature is treated as nonlethal damage, and the creature automatically cures itself of nonlethal damage at a fixed rate.

Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage doesn't convert to nonlethal damage and so doesn't go away. The creature's description includes the details.

Creatures with regeneration can re-grow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.

Regeneration does not restore hit points lost from starvation, thirst, or suffocation.

Attack forms that don't deal hit point damage ignore regeneration.

An attack that can cause instant death only threatens the creature with death if it is delivered by weapons that deal it lethal damage.

Resistance to Energy

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type each round, but it does not have total immunity.

Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or magical source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell. This resistance does not stack with the resistance that a spell might provide.

Scent

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

Spell Resistance

Spell resistance is the extraordinary ability to avoid being affected by spells and other forms of directed mystical energy such as psionics. (Some spells also grant spell resistance.)

To affect a creature that has spell resistance, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance. (The defender's spell resistance is like an Armor Class against magical attacks.) If the caster fails the check, the spell doesn't affect the creature. The possessor does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its spell resistance to operate.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. A creature can have some abilities that are subject to spell resistance and some that are not. Even some spells ignore spell resistance; see When Spell Resistance Applies, below.

A creature can voluntarily lower its spell resistance. Doing so is a standard action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's spell resistance automatically returns unless the creature intentionally keeps it

down (also a standard action that does not provoke an attack of opportunity).

A creature's spell resistance never interferes with its own spells, items, or abilities.

A creature with spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow spell resistance upon another.

Spell resistance does not stack. It overlaps.

When Spell Resistance Applies

Each spell includes an entry that indicates whether spell resistance applies to the spell. In general, whether spell resistance applies depends on what the spell does:

Targeted Spells: Spell resistance applies if the spell is targeted at the creature. Some individually targeted spells can be directed at several creatures simultaneously. In such cases, a creature's spell resistance applies only to the portion of the spell actually targeted at that creature. If several different resistant creatures are subjected to such a spell, each checks its spell resistance separately.

Area Spells: Spell resistance applies if the resistant creature is within the spell's area. It protects the resistant creature without affecting the spell itself.

Effect Spells: Most effect spells summon or create something and are not subject to spell resistance. Sometimes, however, spell resistance applies to effect spells, usually to those that act upon a creature more or less directly, such as web.

Psionics: Any psionic effect that targets or affects a creature with spell resistance can have its effect negated by that creature's spell resistance. This functions in the same manner as with spells. For psionic powers you use the manifester's Manifester level in place of their caster level.

Spell resistance can protect a creature from a spell that's already been cast. Check spell resistance when the creature is first affected by the spell.

Check spell resistance only once for any particular casting of a spell or use of a spell-like ability. If spell resistance fails the first time, it fails each time the creature encounters that same casting of the spell. Likewise, if the spell resistance succeeds the first time, it always succeeds. If the creature has voluntarily lowered its spell resistance and is then subjected to a spell, the creature still has a single chance to resist that spell later, when its spell resistance is up.

Spell resistance has no effect unless the energy created or released by the spell actually goes to work on the resistant creature's mind or body. If the spell acts on anything else and the creature is affected as a consequence, no roll is required. Creatures can be harmed by a spell without being directly affected.

Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature.

Magic actually has to be working for spell resistance to apply. Spells that have instantaneous durations but lasting results aren't subject to spell resistance unless the resistant creature is exposed to the spell the instant it is cast.

When in doubt about whether a spell's effect is direct or indirect, consider the spell's school:

Abjuration: The target creature must be harmed, changed, or restricted in some manner for spell resistance to apply. Perception changes aren't subject to spell resistance.

Abjurations that block or negate attacks are not subject to an attacker's spell resistance - it is the protected creature that is affected by the spell (becoming immune or resistant to the attack).

Conjuration: These spells are usually not subject to spell resistance unless the spell conjures some form of energy. Spells that summon creatures or produce effects that function like creatures are not subject to spell resistance.

Divination: These spells do not affect creatures directly and are not subject to spell resistance, even though what they reveal about a creature might be very damaging.

Enchantment: Since enchantment spells affect creatures' minds, they are typically subject to spell resistance.

Evocation: If an evocation spell deals damage to the creature, it has a direct effect. If the spell damages something else, it has an indirect effect.

Illusion: These spells are almost never subject to spell resistance. Illusions that entail a direct attack are exceptions.

Necromancy: Most of these spells alter the target creature's life force and are subject to spell resistance. Unusual necromancy spells that don't affect other creatures directly are not subject to spell resistance.

Psionic Combat: Psionic combat attack modes are affected by spell resistance, as if they were enchantment spells.

Transmutation: These spells are subject to spell resistance if they transform the target creature. Transmutation spells are not subject to spell resistance if they are targeted on a point in space instead of on a creature. Some transmutations make objects harmful (or more harmful), such as magic stone. Even these spells are not generally subject to spell resistance because they affect the objects, not the creatures against which the objects are used. Spell resistance works against magic stone only if the creature with spell resistance is holding the stones when the cleric casts magic stone on them.

Successful Spell Resistance

Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell.

Against an ongoing spell that has already been cast, a failed check against spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

Tremorsense

A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range.

If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving.

As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Turn Resistance

Some creatures (usually undead) are less easily affected by the turning ability of clerics or paladins.

Turn resistance is an extraordinary ability.

When resolving a turn, rebuke, command, or bolster attempt, added the appropriate bonus to the creature's Hit Dice total.

CHARACTER CONDITIONS

The various types of conditional states that a character or creature can be affected by are categorized here. They are separated into common situations in which they apply. For an alphabetical list of all conditions, see the appendix of the *PHB*.

Combat Circumstances

These conditions are frequent occurrences in combat situations.

Entangled: The character is ensnared. Being *entangled* impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An *entangled* creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity. An *entangled* character that attempts to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.

Flat-Footed: A character that has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any) and cannot make attacks of opportunity.

Grappling: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any squares, and loses his Dexterity bonus to AC (if any) against opponents he isn't grappling.

Also see the grapple rules.

Pinned: Held immobile (but not *helpless*) in a grapple.

Prone: The character is on the ground. An attacker who is prone has a –4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a –4 penalty to AC against melee attacks.

Standing up is a move-equivalent action that provokes an attack of opportunity.

Damage Conditions

These conditions are typically the result of damage of one sort or another.

Ability Damaged: The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is *helpless*. A character with Dexterity 0 is *paralyzed*. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is *unconscious*. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Also see Ability Score Loss.

Ability Drained: The character has permanently lost 1 or more ability score points. The character can regain these points only through magical means. A character with Strength 0 falls to the ground and is *helpless*. A character with Dexterity 0 is *paralyzed*. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is *unconscious*.

Also see Ability Score Loss.

Dead: The character's hit points are reduced to –10, his Constitution drops to 0, or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Disabled: A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is *disabled*. A *disabled* character may take a single move action or standard action each round (but not both, nor can she take full-round actions). She moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act. Unless the action increased the *disabled* character's hit points, she is now in negative hit points and dying.

A *disabled* character with negative hit points recovers hit points naturally if she is being helped. Otherwise, each day she has a 10%

chance to start recovering hit points naturally (starting with that day); otherwise, she loses 1 hit point. Once an unaided character starts recovering hit points naturally, she is no longer in danger of losing hit points (even if her current hit points are negative).

Dying: A dying character is *unconscious* and near death. She has –1 to –9 current hit points. A dying character can take no actions and is *unconscious*. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether she becomes stable. She has a 10% chance to become stable. If she does not, she loses 1 hit point. If a dying character reaches –10 hit points, she is dead.

Energy Drained: The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: –1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and –1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell or spell slot from the highest spell level castable; and a manifester loses one Manifester Level.

Also see Energy Drain and Negative Levels.

Stable: A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still *unconscious*. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character no longer loses hit points. He has a 10% chance each hour of becoming conscious and *disabled* (even though his hit points are still negative).

If the character became stable on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance of becoming conscious and *disabled*. Otherwise he loses 1 hit point.

Staggered: A character whose nonlethal damage exactly equals his current hit points is *staggered*. A *staggered* character may take a single move action or standard action each round (but not both, nor can she take full-round actions).

A character whose current hit points exceed his nonlethal damage is no longer *staggered*; a character whose nonlethal damage exceeds his hit points becomes *unconscious*.

Fatigue and Exhaustion

These effects are cumulative. A *fatigued* character made *fatigued* or *exhausted* is instead made *unconscious*. An *exhausted* character made *fatigued* or *exhausted* is instead made *unconscious*.

Fatigued: A *fatigued* character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the *fatigued* character to become *exhausted*. After 8 hours of complete rest, *fatigued* characters are no longer *fatigued*.

Exhausted: An *exhausted* character moves at half speed and takes a –6 penalty to Strength and Dexterity. After 1 hour of complete rest, an *exhausted* character becomes *fatigued*. Doing something else that would normally cause *fatigue* instead *exhausts* a *fatigued* character.

Unconscious: Knocked out and *helpless*. Unconsciousness can result from having current hit points between –1 and –9, or from nonlethal damage in excess of current hit points.

Characters rendered *unconscious* from fatigue effects become *exhausted* after 4 hours of rest.

Fear Effects

Fear effects are cumulative. A *shaken* character that is made *shaken* again becomes *cowering*, and a *shaken* character that is made *cowering* becomes *frightened* instead. A *cowering* character that is made *shaken* becomes *frightened* instead, and one that is made *cowering* or *frightened* instead becomes *panicked*. A *frightened* character that is made *shaken*, *cowering*, or *frightened* becomes *panicked* instead.

Shaken: A *shaken* character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Cowering: The character is frozen in fear and can take no actions. A *cowering* character takes a –2 penalty to Armor Class and loses her Dexterity bonus (if any).

Frightened: A *frightened* creature flees from the source of its fear as best it can. If unable to flee, it may fight. A *frightened* creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A *frightened* creature can use special abilities, including spells, to flee;

indeed, the creature must use such means if they are the only way to escape.

Panicked: A *panicked* creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, a *panicked* creature cowers and does not attack, typically using the total defense action in combat. A *panicked* creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Other Conditions

Blinded: The character cannot see. He takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the *blinded* character. Characters who remain *blinded* for a long time grow accustomed to these drawbacks and can overcome some of them.

Blown Away: Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 x 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

Checked: Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Closed Mind: A creature with at least 1 Power Point left for the day has a closed mind, which means they are immune to mind-affecting psionics.

Confused: A *confused* character's actions are determined by rolling d% at the beginning of his turn: 01-10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11-20, act normally; 21-50, do nothing but babble incoherently; 51-70, flee away from caster at top possible speed; 71-100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A *confused* character that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character that is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. A *confused* character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Dazed: The creature is unable to act normally. A *dazed* creature can take no actions, but has no penalty to AC.

A *dazed* condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A *dazzled* creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

Deafened: A *deafened* character cannot hear. She takes a -4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain *deafened* for a long time grow accustomed to these drawbacks and can overcome some of them.

Fascinated: A *fascinated* creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the *fascinated* creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the *fascinated* creature, automatically breaks the effect. A *fascinated* creature's ally may shake it free of the spell as a standard action.

Helpless: A *helpless* character is *paralyzed*, held, bound, sleeping, *unconscious*, or otherwise completely at an opponent's mercy. A *helpless* target is treated as having a Dexterity of 0 (-5 modifier). Melee attacks against a *helpless* target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against *helpless* targets. Rogues can sneak attack *helpless* targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a *helpless* foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. (A rogue also gets her sneak attack damage bonus against a *helpless* foe when delivering a coup de grace.) If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity.

Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, psionics, spells, spell-like effects, or supernatural effects.

Also see Incorporeality above.

Invisible: Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any).

Also see Invisibility above.

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.

Nauseated: Experiencing stomach distress. *Nauseated* creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Open Mind: Any creature that has no Power Points available to it for the day has an open mind. This means that it can be affected by mind-affecting psionic powers, and suffers the secondary effects of any psionic combat attack modes used against it.

Paralyzed: A *paralyzed* character is frozen in place and unable to move or act. A *paralyzed* character has effective Dexterity and Strength scores of 0 and is *helpless*, but can take purely mental actions. A winged creature flying in the air at the time that it becomes *paralyzed* cannot flap its wings and falls. A *paralyzed* swimmer can't swim and may drown. A creature can move through a space occupied by a *paralyzed* creature - ally or not. Each square occupied by a *paralyzed* creature, however, counts as 2 squares.

Petrified: A *petrified* character has been turned to stone and is considered *unconscious*. If a *petrified* character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's *petrified* body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

Sickened: The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Stunned: A *stunned* creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC (if any).

Turned: Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.

CHAPTER TEN: ENVIRONMENT

CHAPTER ELEVEN: ADVENTURING

MONSTERS BY ENVIRONMENT

Random Dragons and CR

Random Age Category

d%	#	Age Category	Black	Blue	Green	Red	White	Brass	Bronze	Copper	Gold	Silver
01-25	1d4	Wyrmling	3	3	3	4	2	3	3	3	5	4
26-40	1d4	Very Young	4	4	4	5	3	4	5	5	7	5
41-50	1d4	Young	5	6	5	7	4	6	7	7	9	7
51-60	1d4	Juvenile	7	8	8	10	6	8	9	9	11	10
61-70	1d4	Young Adult	9	11	11	13	8	10	12	11	14	13
71-78	1d3-1	Adult	11	14	13	15	10	12	15	14	16	15
79-84	1d3-1	Mature Adult	14	16	16	18	12	15	17	16	19	18
85-90	1d3-1	Old	16	18	18	20	15	17	19	19	21	20
91-95	1d3-1	Very Old	18	19	19	21	17	19	20	20	22	21
96-98	1d3-1	Ancient	19	21	21	23	18	20	22	22	24	23
99	1d3-1	Wyrm	20	23	22	24	19	21	23	23	25	24
100	1d3-1	Great Wyrm	22	25	24	26	21	23	25	25	27	26

d%	Random Species
01-21	White
22-33	Black
34-45	Blue
46-57	Green
58-65	Brass
66-73	Bronze
74-81	Copper
82-88	Red
89-95	Silver
96-100	Gold

Any Land

Cold	Temp	Warm	CR	#	Creature
01	01	01	V	1d4	Ghost
02	02	02	V	1	Lich
03	03	03	V	1d4	Vampire
04	04	04	1/8	10d10	Animal (Rat)
05-07	05-07	05-07	1/3	1d20	Dire Rat
08-11	08-11	08-11	1/3	1d10	Skeleton, Human Warrior
12-15	12-15	12-15	1/2	4	Animated Object, Tiny
16-19	16-19	16-19	1/2	1d10	Zombie, Kobold
20-23	20-23	20-23	1/2	1d10	Zombie, Human Commoner
24-26	24-26	24-26	1	2	Animated Object, Small
27-29	27-29	27-29	1	1d4	Ghoul
30-32	30-32	30-32	1	1	Homunculus
33-35	33-35	33-35	1	1d10	Skeleton, Wolf
36-38	36-38	36-38	1	1d10	Zombie, Troglydte
39-41	39-41	39-41	2	1	Animated Object, Medium
42-44	42-44	42-44	2	1d10	Lycanthrope (Wererat)
45-47	45-47	45-47	2	1d10	Skeleton, Owlbear
48-50	48-50	48-50	2	1d10	Zombie, Bugbear
51-52	51-52	51-52	3	1	Allip
53-54	53-54	53-54	3	1	Animated Object, Large
55-56	55-56	55-56	3	1d6	Doppelganger
57-58	57-58	57-58	3	1d4	Ghoul (Ghast)
59-60	59-60	59-60	3	1d4	Shadow
61-62	61-62	61-62	3	1d10	Skeleton, Troll
63-64	63-64	63-64	3	1d10	Wight
---	---	65-66	3	1d8	Yviss, Servitor
65-66	65-66	67-68	3	1d10	Zombie, Ogre
67-68	67-68	69-70	4	1d2	Gargoyle
69-70	69-70	71-72	4	1d10	Skeleton, Chimera
71-72	71-72	73-74	4	1d4	Swarm (Rat)
73-74	73-74	75	4	1d4	Vampire Spawn
75-76	75-76	76	4	1d10	Zombie, Minotaur
77-78	77-78	77	4	1d10	Zombie, Wyvern
79-80	79-80	78	5	1	Animated Object, Huge
81	81	79	5	1d4	Mummy
82	82	80	5	1d10	Skeleton, Ettin
83	83	81	5	1d10	Wraith
---	---	82	5	1d8	Yviss, Hatched
84	84	83	6	1d10	Skeleton, Advanced Megaraptor
85	85	84	6	1d10	Zombie, Gray Render
86	86	85	7	1	Animated Object, Gargantuan
87	87	86	7	1d4	Golem, Flesh
88	88	87	7	1d10	Skeleton, Cloud Giant
89	89	88	7	1d4	Spectre
---	---	89	7	1d2	Yviss, Bred
90	90	90	8	1d4	Mohrg
91	91	91	8	1	Shield Guardian
92	92	92	8	1d10	Skeleton, Yng Adult Red Dragon
93	93	93	10	1	Animated Object, Colossal
94	94	94	10	1d4	Golem, Clay
95	95	95	11	1	Devourer

96	96	96	11	1d4	Golem, Stone
97	97	97	13	13	Behkshae
98	98	98	13	1d4	Golem, Iron
99	99	99	16	1d4	Golem, Stone (Greater)
100	100	100	20	1	Tarrasque

Random Terrain

d%	Terrain	Notes
01-14	Aquatic	Due to there being a lake or waterway nearby
15-26	Desert	
27-38	Forest	
39-50	Hill	
51-62	Marshes	Nearby oasis, swamp, or wetlands
63-74	Mountains	
75-86	Plains	
87-100	Underground	Entrance to a cavern system in the area

Aquatic

% Chance of Encounter Every 3 Hours: 5%

Cold	Temp	Warm	CR	#	Creature
---	01-12	---	1/2	1d20	Animal (Porpoise)
---	13-24	---	1/2	1d3+1	Elf (Aquatic)
---	25-36	---	1/2	1d3+1	Merfolk
---	---	01-25	1/2	1d3+1	Locathah
01-21	37-45	26-40	1	1d4	Ghoul (Lacedon)
22-42	---	---	1	1d10	Animal (Shark, Medium)
---	46-54	---	1	1	Animal (Squid)
---	55-63	---	1	1d3+1	Sprite (Nixie)
---	---	41-52	1	1d4	Animal (Manta Ray)
---	---	53-64	1	1	Animal (Octopus)
43-57	---	---	2	1d10	Animal (Shark, Large)
---	64-69	---	2	*	Kytillion
---	70-75	---	2	1d8+1	Triton
---	---	65-74	2	1d8	Sahuagin
---	76-81	---	3	1d8	Ogre (Marrow)
58-69	82-85	75-81	4	1d2	Gargoyle (Kapoacanth)
70-81	---	---	4	1d10	Animal (Shark, Huge)
---	86-89	---	4	1	Hag (Sea)
---	90-93	---	4	1d2	Sea Cat
82-88	---	---	5	1	Animal (Whale, Orca)
89-95	---	---	5	1d4	Troll (Scrag)
---	---	82-86	6	1	Animal (Whale, Baleen)
---	94	---	7	1d10	Animal (Whale, Cachelot)
---	95	---	7	1d4	Naga (Water)
---	---	87-89	7	1d8	Dinosaur (Elasmosaurus)
---	---	90-92	8	1	Animal (Octopus, Giant)
96-99	---	---	9	1d4	Dire Shark,
---	96	---	9	1	Animal (Squid, Giant)
---	97	---	9	1	Dragon Turtle
---	98	---	12	1	Kraken
---	99	93-100	Re-roll one climate colder		
100	100	---	Re-roll one climate warmer		

* 2d6, plus 1d4 3rd-level strikers (clerics).

Desert

% Chance of Encounter Every 3 Hours: 5%					
Cold	Temp	Warm	CR	#	Creature
---	01-03	---	---	---	Blue Dragon
---	---	01-03	V	1	Brass Dragon
---	04-21	---	1/10	10d4	Animal (Bat)
---	22-39	---	1/6	1	Animal (Donkey)
---	---	04-14	1/4	1d8+7	Vermin (Mnstr Scorpion, Tiny)
---	---	15-23	1/2	1d8+1	Vermin (Mnstr Scorpn, Small)
---	---	24-31	1	6d6	Animal (Camel)
---	---	32-39	1	1d2	Animal (Hyena)
---	---	40-47	1	1d4	Vermin (Mnstr Scrpn, Medium)
---	40-53	---	2	1d8	Dire Bat
---	---	48-54	3	1d4	Vermin (Mnstr Scorpn, Large)
---	---	55-61	4	1d12	Genie (Janni)
---	54-65	---	4	1d4	Swarm (Bat)
---	---	62-67	5	1d6	Basilisk
---	---	68-74	5	1d2	Sphinx (Hieracosphinx)
---	66-75	---	6	1d4	Lamia
01-85	---	---	7	1	Remorhaz
---	---	75-78	7	1	Sphinx (Criosphinx)
---	---	79-82	7	1d4	Vermin (Mnstr Scorpion,Huge)
---	76-81	---	8	1	Lammasu
---	---	83-85	8	1d4	Sphinx (Gynosphinx)
---	82-85	---	9	1d2	Dragonne
---	---	86-87	9	1	Sphinx (Androsphinx)
---	86-87	88-89	Re-roll one climate colder		
86-89	88-89	---	Re-roll one climate warmer		
90-95	90-95	90-95	Re-roll on a Random Terrain		
96-100	96-100	96-100	Re-roll on Any Land		

Forest

% Chance of Encounter Every 3 Hours: 15%					
Cold	Temp	Warm	CR	#	Creature
---	01-03	---	---	---	Green Dragon
---	---	01-08	1/6	1	Animal (Lizard)
---	---	09-16	1/6	10d4	Animal (Monkey)
---	04-07	---	1/6	1	Animal (Raven)
---	08-11	---	1/4	1	Animal (Owl)
---	12-15	---	1/4	1d6+3	Kobold
---	16-19	---	1/4	1d8+6	Vermin (Monst. Spider, Tiny)
---	20-22	---	1/3	1d2	Animal (Hawk)
---	23-25	---	1/2	1d4	Animal (Badger)
---	26-28	---	1/2	1d3+1	Elf
---	---	17-23	1/2	1d3+1	Elf (Wild)
---	29-31	---	1/2	1d3+1	Elf (Wood)
---	32-34	---	1/2	1d3+1	Gnome (Forest)
---	35-37	---	1/2	1d3+1	Halfling (Tallfellow)
---	38-40	---	1/2	1d8+1	Vermin (Monst. Spider, Small)
---	41-42	---	1	1d12	Animal (Wolf)
---	43-44	---	1	1d2	Krenshar
---	45-46	---	1	1d4	Pseudodragon
---	47-48	---	1	1d3+1	Sprite (Grig)
---	49-50	---	1	1d4	Vermin (Mnstr Spider, Medium)
---	---	24-28	2	1d4	Animal (Ape)
---	51-52	---	2	1d2	Animal (Bear, Black)
---	53-54	---	2	1d8	Animal (Boar)
---	---	29-33	2	1d2	Animal (Leopard)
---	---	34-38	2	1	Animal (Lizard, Monitor)
---	---	39-43	2	1	Animal (Snake, Constrictor)
01-23	---	---	2	1	Animal (Wolverine)
---	55-56	---	2	1d4	Dire Badger
---	57-58	---	2	1d4	Satyr
---	---	44-48	2	1d10	Vermin (Gnt Bombardier Beetle)
---	59-60	---	2	1d4	Vermin (Monst. Spider, Large)
---	61	---	3	1d4	Assassin Vine
---	62	---	3	1d8	Centaur
---	---	49-52	3	1d6	Dinosaur (Deinonychus)
---	---	53-56	3	1d8	Dire Ape
---	63	---	3	1d8	Dire Wolf
---	---	57-60	3	1	Dryad

---	---	61-64	3	1d2	Ettercap
---	64	---	3	1d2	Lycanthrope (Werewolf)
---	65	---	3	1d4	Owl, Giant
---	66	---	3	1d2	Pegasus
---	---	65-68	3	1d4	Swarm (Spider)
---	67	---	3	1	Vermin (Giant Praying Mantis)
---	68	---	3	1d4	Vermin (Giant Wasp)
24-40	---	---	4	1d2	Animal (Bear, Brown)
---	---	69-71	4	1	Animal (Tiger)
---	69	---	4	1d6	Aranea
---	70	---	4	1d8	Dire Boar
41-57	---	---	4	1d2	Dire Wolverine
---	71	---	4	1d4	Lycanthrope (Wereboar)
---	72	---	4	1d8	Owlbear
---	73	---	4	1d4	Satyr (with pipes)
---	74	---	4	1d3+1	Sprite (Pixie)
---	75	---	4	2d6	Vermin (Giant Stag Beetle)
---	---	72-73	5	1	Animal (Snake, Const., Giant)
58-70	---	---	5	1d4	Lycanthrope (Werebear)
---	---	74-75	5	1d2	Lycanthrope (Weretiger)
---	76	---	5	1	Spider Eater
---	77	---	5	1d3+1	Sprite (Pixie, irresistible dance)
---	78	---	5	1d4	Vermin (Monst. Spider, Huge)
71-79	---	---	5	1d4	Winter Wolf
---	---	76-77	6	1d6	Digester
---	---	78-79	6	1d6	Dinosaur (Megaraptor)
---	---	80-81	6	1	Girallon
---	79	---	6	1	Tendriculos
80-85	---	---	7	1d2	Dire Bear
---	80	---	7	1	Nymph
---	81	---	7	1d4	Unicorn
---	---	82	8	1d2	Dire Tiger
---	82	---	8	1	Treant
---	83	---	8	1	Vermin (Mnstr Spider, Gargant)
---	---	94	10	1d6	Couatl
---	84	---	11	1	Vermin (Mnstr Spider, Colossal)
---	85	---	14	1d2	Lycanthrope (Werewolf Lord)
---	86-87	88-89	Re-roll one climate colder		
86-89	88-89	---	Re-roll one climate warmer		
90-95	90-95	90-95	Re-roll on a Random Terrain		
96-100	96-100	96-100	Re-roll on Any Land		

Hills

% Chance of Encounter Every 3 Hours: 10%					
Cold	Temp	Warm	CR	#	Creature
---	01-03	---	---	---	Bronze Dragon
---	---	01-03	---	---	Copper Dragon
---	04-12	---	1/4	1	Animal (Weasel)
---	13-21	---	1/2	1d3+1	Gnome
---	---	04-17	1/2	1d3+1	Halfling (Deep)
---	---	18-31	1/2	1d6+3	Hobgoblin
---	---	32-45	1/2	1d3+1	Orc
---	22-29	---	2	1d2	Dire Weasel
---	30-37	---	2	1d2	Hippogriff
---	---	46-58	2	1	Orc (Shaman)
---	38-45	---	3	1d8	Ogre
---	46-52	---	4	1d2	Distortion Stalker
---	53-59	---	4	1d2	Griffon
---	---	59-69	(4)	*	Orc (Shaman)
---	---	70-77	5	1-4	Phase Spider
01-50	---	---	6	1d4	Ettin
---	---	78-83	6	1d6	Wyvern
---	60-64	---	7	1d2	Bulette
---	65-69	---	7	1d12	Chimera
---	70-74	---	7	1d4	Giant (Hill)
51-85	---	---	8	1d2	Ogre Mage
---	75-78	---	8	1d4	Athach
---	79-82	---	8	1d4	Naga (Dark)
---	---	84-87	8	1d2	Behir
---	83-85	---	11	1d4	Lycan. (Hill Giant Wereboar)
---	86-87	88-89	Re-roll one climate colder		
86-89	88-89	---	Re-roll one climate warmer		
90-95	90-95	90-95	Re-roll on a Random Terrain		

96-100 96-100 96-100 Re-roll on Any Land

* 1, plus 6 orcs; 4th-level encounter.

Marshes

% Chance of Encounter Every 3 Hours: 15%

Cold	Temp	Warm	CR	#	Creature
---	---	01-03	---	---	Black Dragon
---	01-08	---	1/3	1	Animal (Snake, Viper, Tiny)
---	09-15	---	1/2	1	Animal (Snake, Viper, Small)
---	---	04-14	1/2	2d8	Stirge
---	16-21	---	1	1	Animal (Snake, Viper, Medium)
---	---	15-24	1	1d2+1	Lizardfolk
---	---	25-33	2	1	Animal (Crocodile)
---	22-27	---	2	1	Animal (Snake, Viper, Large)
---	---	34-42	2	1d10	Shocker Lizard
---	28-32	---	3	1	Animal (Snake, Viper, Huge)
---	---	43-49	4	1	Animal (Crocodile, Giant)
---	33-37	---	4	1d12	Harpy
---	38-42	---	4	1	Hydra (5-Headed)
01-16	---	---	4	1	Ooze (Gray)
---	43-46	---	5	1	Hag (Green)
---	47-50	---	5	1	Hydra (6-Headed)
---	---	50-55	5	1d6	Manticore
---	51-54	---	5	1	Ooze (Ochre Jelly)
17-29	---	---	6	1	Hag (Annis)
---	55-58	---	6	1	Hydra (7-Headed)
30-42	---	---	6	1	Hydra (Cryo, 5-Headed)
---	---	56-60	6	1	Hydra (Pyro, 5-Headed)
---	59-62	---	6	1	Shambling Mound
---	---	61-65	6	1d4	Will-O'-Wisp
---	63-65	---	7	1d4	Chuul
---	66-68	---	7	1	Hydra (8-Headed)
43-52	---	---	7	1	Hydra (Cryo, 6-Headed)
---	---	66-69	7	1	Hydra (Pyro, 6-Headed)
---	69-71	---	7	1d4	Medusa
---	72-74	---	8	1	Gray Render
---	75-77	---	8	1	Hydra (9-Headed)
53-61	---	---	8	1	Hydra (Cryo, 7-Headed)
---	---	70-72	8	1	Hydra (Pyro, 7-Headed)
---	78-79	---	9	1	Hydra (10-Headed)
62-68	---	---	9	1	Hydra (Cryo, 8-Headed)
---	---	73-75	9	1	Hydra (Pyro, 8-Headed)
---	80-81	---	9	1d4	Naga (Spirit)
---	82-83	---	10	1	Hydra (11-Headed)
69-74	---	---	10	1	Hydra (Cryo, 9-Headed)
---	---	76-78	10	1	Hydra (Pyro, 9-Headed)
---	---	79-81	10	1	Rakshasas
---	84-85	---	11	1	Hydra (12-Headed)
75-79	---	---	11	1	Hydra (Cryo, 10-Headed)
---	---	82-83	11	1	Hydra (Pyro, 10-Headed)
80-83	---	---	12	1	Hydra (Cryo, 11-Headed)
---	---	84-85	12	1	Hydra (Pyro, 11-Headed)
84-85	---	---	13	1	Hydra (Cryo, 12-Headed)
---	---	86-87	13	1	Hydra (Pyro, 12-Headed)
---	86-87	88-89	Re-roll one climate colder		
86-89	88-89	---	Re-roll one climate warmer		
90-95	90-95	90-95	Re-roll on a Random Terrain		
96-100	96-100	96-100	Re-roll on Any Land		

Mountains

% Chance of Encounter Every 3 Hours: 5%

Cold	Temp	Warm	CR	#	Creature
---	---	01-10	---	---	Red Dragon
---	01-10	---	---	---	Silver Dragon
01-10	---	---	---	---	White Dragon
---	11-20	---	1/10	10d10	Animal (Toad)
---	21-29	---	1/2	1d2	Animal (Eagle)
---	30-38	---	1/2	1d3+1	Dwarf
---	39-47	---	1/2	1d3+1	Elf (Gray)
---	48-55	---	2	1d4	Bugbear
---	56-62	---	3	1d2	Eagle, Giant
11-50	---	---	5	1d4	Troll
---	63-68	---	8	1d4+1	Giant (Stone)

51-75	---	---	9	1d4	Giant (Frost)
---	---	11-40	9	1d2	Roc
---	69-72	---	9	1d4	Yrthak
---	---	41-60	10	1d4+1	Giant (Fire)
---	73-75	---	11	1d3+1	Giant (Cloud)
---	---	61-75	13	1	Giant (Storm)
---	76-77	76-80	Re-roll one climate colder		
76-80	78-79	---	Re-roll one climate warmer		
81-90	80-90	81-90	Re-roll on a Random Terrain		
91-100	91-100	91-100	Re-roll on Any Land		

Plains

% Chance of Encounter Every 3 Hours: 10%

Cold	Temp	Warm	CR	#	Creature
---	---	01-03	---	---	Gold Dragon
---	01-06	---	1/4	1	Animal (Cat)
---	07-12	---	1/4	1	Animal (Pony)
---	13-18	---	1/3	1d8+4	Animal (Dog)
---	19-24	---	1/3	1d6+3	Goblin
---	---	04-16	1/3	1d10	Vermin (Giant Fire Beetle)
---	---	17-28	1/2	1	Animal (Baboon)
---	---	29-40	1/2	1d3+1	Halfling
---	25-29	---	1/2	1d4	Planetouched (Aasimar)
---	30-34	---	1/2	1d4	Planetouched (Tiefling)
---	35-39	---	1	1d8+4	Animal (Dog, Riding)
---	40-44	---	1	5d6	Animal (Horse, Light)
---	---	41-50	1	*	Gnoll
---	45-49	---	1	1d4+1	Vermin (Giant Ant - Worker)
---	50-54	---	1	1d20	Vermin (Giant Bee)
---	55-59	---	2	6d6	Animal (Bison)
---	---	51-59	2	1d4	Animal (Cheetah)
---	60-63	---	2	1d2	Blink Dog
---	64-67	---	2	1d4	Vermin (Giant Ant - Soldier)
---	68-71	---	2	1d10	Worg
---	---	60-66	3	1d10	Animal (Lion)
---	---	67-73	3	1d4	Ankheg
---	72-75	---	3	1d12	Cockatrice
01-69	---	---	4	1d2	Animal (Bear, Polar)
---	---	74-78	4	1d12	Animal (Rhinoceros)
---	---	79-82	5	1d2	Dire Lion
---	76-78	---	5	1d20	Swarm (Locust)
---	---	83-85	7	6d6	Animal (Elephant)
---	---	86-87	8	1d2	Dinosaur (Tyrannosaurus)
---	79-81	---	8	1d4	Gorgon
---	82-83	---	9	1d2	Dinosaur (Triceratops)
---	94-85	---	10	1d4	Naga (Guardian)
70-75	---	---	12	1	Frost Worm
---	86-87	88-89	Re-roll one climate colder		
76-80	88-89	---	Re-roll one climate warmer		
81-90	90-95	90-95	Re-roll on a Random Terrain		
91-100	96-100	96-100	Re-roll on Any Land		

* 1d4+1 gnolls, and 1d2 hyenas.

Underground Level 1

d%	CR	#	Creature
01-04	1/8	1d8+7	Vermin (Monstrous Centipede, Tiny)
05-08	1/8	10d10	Animal (Rat)
09-12	1/4	2d6	Vermin (Monstrous Centipede, Small)
13-16	1/3	1d20	Dire Rat
17-20	1/3	1d10	Skeleton, Human Warrior
21-24	1/2	4	Animated Object, Tiny
25-28	1/2	1d3+1	Dwarf (Deep)
29-32	1/2	1d4	Vermin (Monstrous Centipede, Medium)
33-36	1/2	1d10	Zombie, Kobold
37-40	1/2	1d10	Zombie, Human Commoner
41-43	1	2	Animated Object, Small
44-46	1	1d12	Darkmantle
47-49	1	1d3+1	Dwarf (Duergar)
50-52	1	1d3+1	Elf (Drow)
53-55	1	1d4	Fungus (Shrieker)
56-58	1	1d3+1	Gnome (Svirfneblin)
59-61	1	1d3+1	Grimlock
62-64	1	1d4+1	Troglodyte

65-67	1	1d4	Vermin (Monstrous Centipede, Large)
68-73	1	1d4	Ghoul
74-76	1	1	Homunculus
77-79	1	1d10	Skeleton, Wolf
80-82	1	1d10	Zombie, Troglydte
83	V	1d4	Ghost
84	V	1	Lich
85	V	1d4	Vampire
86-87	V	V	Random Dragon Species (Wyrmling)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level up
95-100	---	---	Re-roll on above-ground terrain

Underground Level 2

d%	CR	#	Creature
01-04	1	2	Animated Object, Small
05-09	1	1d12	Darkmantle
10-14	1	1d3+1	Dwarf (Duergar)
15-19	1	1d3+1	Elf (Drow)
20-24	1	1d4	Fungus (Shrieker)
25-29	1	1d3+1	Gnome (Svirfneblin)
30-34	1	1d3+1	Grimlock
35-38	1	1d4+1	Troglydte
39-43	1	1d4	Vermin (Monstrous Centipede, Large)
44-48	1	1d4	Ghoul
49-53	1	1	Homunculus
54-57	1	1d10	Skeleton, Wolf
58-61	1	1d10	Zombie, Troglydte
62-65	2	1	Animated Object, Medium
66-70	2	1	Choker
71-73	2	2d6	Skum
74-76	2	1d4	Vermin (Monstrous Centipede, Huge)
77-79	2	1d10	Lycanthrope (Wererat)
80-82	2	1d10	Skeleton, Owlbear
83-85	2	1d10	Zombie, Bugbear
86-87	V	1	Random Dragon Species (Wyrmling)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 3

d%	CR	#	Creature
01-06	2	1	Animated Object, Medium
07-12	2	1	Choker
13-17	2	2d6	Skum
18-22	2	1d4	Vermin (Monstrous Centipede, Huge)
23-27	2	1d10	Lycanthrope (Wererat)
28-32	2	1d10	Skeleton, Owlbear
33-37	2	1d10	Zombie, Bugbear
38-41	3	1	Animated Object, Large
42-44	3	1d3+1	Derro
45-48	3	1	Ethereal Filcher
49-51	3	1d4	Fungus (Violet)
52-54	3	1d4	Grick
55-57	3	1	Ooze (Gelatinous Cube)
58-60	3	1	Phantom Fungus
61-63	3	1d2	Rust Monster
64-67	3	1	Allip
68-70	3	1d6	Doppelganger
71-73	3	1d4	Ghoul (Ghast)
74-76	3	1d4	Shadow
77-79	3	1d10	Skeleton, Troll
80-82	3	1d10	Wight
83-85	3	1d10	Zombie, Ogre
86-87	V	1	Random Dragon Species (V. Young)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 4

d%	CR	#	Creature
----	----	---	----------

01-04	3	1	Animated Object, Large
05-08	3	1d3+1	Derro
09-12	3	1	Ethereal Filcher
13-16	3	1d4	Fungus (Violet)
17-20	3	1d4	Grick
21-24	3	1	Ooze (Gelatinous Cube)
25-28	3	1	Phantom Fungus
29-32	3	1d2	Rust Monster
33-36	3	1	Allip
37-40	3	1d6	Doppelganger
41-44	3	1d4	Ghoul (Ghast)
45-48	3	1d4	Shadow
49-52	3	1d10	Skeleton, Troll
53-56	3	1d10	Wight
57-60	3	1d10	Zombie, Ogre
61-63	4	1d4	Catcher-In-Filth
64-66	4	1	Mimic
67-69	4	1d4	Minotaur
70-71	4	1d4	Otyugh
72-74	4	1d2	Gargoyle
75-76	4	1d10	Skeleton, Chimera
77-79	4	1d4	Swarm (Rat)
80-81	4	1d4	Vampire Spawn
82-83	4	1d10	Zombie, Minotaur
84-85	4	1d10	Zombie, Wyvern
86-87	V	1	Random Dragon Species (V. Young)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 5

d%	CR	#	Creature
01-06	4	1d4	Catcher-In-Filth
07-13	4	1	Mimic
14-19	4	1d4	Minotaur
20-25	4	1d4	Otyugh
26-31	4	1d2	Gargoyle
32-37	4	1d10	Skeleton, Chimera
38-43	4	1d4	Swarm (Rat)
44-49	4	1d4	Vampire Spawn
50-55	4	1d10	Zombie, Minotaur
56-61	4	1d10	Zombie, Wyvern
62-65	5	1	Animated Object, Huge
66-69	5	1d6	Cloaker
70-73	5	1	Gibbering Mouther
74-77	5	1d4	Mummy
78-81	5	1d10	Skeleton, Ettin
82-85	5	1d10	Wraith
86-87	V	1	Random Dragon Species (Juvenile)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 6

d%	CR	#	Creature
01-10	5	1	Animated Object, Huge
11-19	5	1d6	Cloaker
20-29	5	1	Gibbering Mouther
30-38	5	1d4	Mummy
39-47	5	1d10	Skeleton, Ettin
48-56	5	1d10	Wraith
57-63	6	1d4	Swarm (Centipede)
64-71	6	1	Vermin (Monstrous Centipede, Gargantuan)
72-78	6	1d10	Skeleton, Advanced Megaraptor
79-85	6	1d10	Zombie, Gray Render
86-87	V	1	Random Dragon Species (Juvenile)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 7

d%	CR	#	Creature
01-09	6	1d4	Swarm (Centipede)
10-19	6	1	Vermin (Monstrous Centipede, Gargantuan)
20-28	6	1d10	Skeleton, Advanced Megaraptor
29-37	6	1d10	Zombie, Gray Render
38-42	7	1d4	Aboleth
43-47	7	1	Animated Object, Gargantuan
48-52	7	1d2	Drider
53-57	7	1	Ooze (Black Pudding)
58-62	7	1	Phasm
63-67	7	1d4	Spectre
68-72	7	1d4	Underground Dweller
73-77	7	1d4	Golem, Flesh
78-82	7	1d10	Skeleton, Cloud Giant
83-84	7	1	Ghost (5th-Level Human Sorcerer)
85	7	1	Vampire (5th-Level Human Rogue)
86-87	V	1	Random Dragon Species (Young)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 8

d%	CR	#	Creature
01-06	7	1d4	Aboleth
07-12	7	1	Animated Object, Gargantuan
13-18	7	1d2	Drider
19-24	7	1	Ooze (Black Pudding)
25-30	7	1	Phasm
31-36	7	1d4	Spectre
37-42	7	1d4	Underground Dweller
43-48	7	1d4	Golem, Flesh
49-54	7	1d10	Skeleton, Cloud Giant
55-60	7	1d4	Spectre
61-65	8	1d4	Destrachan
66-67	8	1d4	Mindolon
68-72	8	1d4	Mohrg
73-77	8	1	Shield Guardian
78-82	8	1d10	Skeleton, Young Adult Red Dragon
83-84	7	1d2	Ghost (5th-Level Human Sorcerer)
85	7	1d2	Vampire (5th-Level Human Rogue)
86-87	V	1	Random Dragon Species (Young)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 9

d%	CR	#	Creature
01-13	8	1d4	Destrachan
14-26	8	1d4	Mindolon
27-39	8	1d4	Mohrg
40-52	8	1	Shield Guardian
53-65	8	1d10	Skeleton, Young Adult Red Dragon
66-73	9	1	Delver
74-82	9	1	Vermin (Monstrous Centipede, Colossal)
83-84	7	1d3	Ghost (5th-Level Human Sorcerer)
85	7	1d3	Vampire (5th-Level Human Rogue)
86-87	V	1	Random Dragon Species (Y. Adult)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 10

d%	CR	#	Creature
9		1	Delver
9		1	Vermin (Monstrous Centipede, Colossal)
10		1	Animated Object, Colossal
10		1d4	Golem, Clay
84	7	1d4	Ghost (5th-Level Human Sorcerer)
85	7	1d2*	Vampire (5th-Level Human Rogue)

86-87	V	1	Random Dragon Species (Y. Adult)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain
* Plus 1d4+1 Vampire Spawn			

Underground Level 11

d%	CR	#	Creature
	10	1	Animated Object, Colossal
	10	1d4	Golem, Clay
	11	1	Devourer
	11	1d4	Golem, Stone
86-87	V	1	Random Dragon Species (Adult)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 12

d%	CR	#	Creature
	10	1	Animated Object, Colossal
	10	1d4	Golem, Clay
	11	1	Devourer
	11	1d4	Golem, Stone
	12	1	Purple Worm
	12	1d6	Roper
86-87	V	1	Random Dragon Species (Adult)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 13

d%	CR	#	Creature
	13	1	Behkshae
	13	1d4	Golem, Iron
	84	13	Lich (11th-level Human Sorcerer)
86-87	V	1	Random Dragon Species (M. Adult)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 14

d%	CR	#	Creature
	84	13	Lich (11th-level Human Sorcerer)
86-87	V	1	Random Dragon Species (M. Adult)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 15

d%	CR	#	Creature
	84	13	Lich (11th-level Human Sorcerer)
86-87	V	1	Random Dragon Species (Old)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 16

d%	CR	#	Creature
	16	1d4	Golem, Stone (Greater)
	84	13	Lich (11th-level Human Sorcerer)
86-87	V	1	Random Dragon Species (Old)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 17

d%	CR	#	Creature
	84	13	Lich (11th-level Human Sorcerer)
86-87	V	1	Random Dragon Species (V. Old)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 18

d%	CR	#	Creature
	84	13	Lich (11th-level Human Sorcerer)
86-87	V	1	Random Dragon Species (V. Old)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 19

d%	CR	#	Creature
	84	13	Lich (11th-level Human Sorcerer)
86-87	V	1	Random Dragon Species (Ancient)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 20

d%	CR	#	Creature
	84	13	Lich (11th-level Human Sorcerer)
86-87	V	1	Random Dragon Species (Ancient)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 21

d%	CR	#	Creature
	83	7	1d4 Ghost (<u>5th-Level Human Sorcerer</u>)
	84	13	Lich (11th-level Human Sorcerer)
	85	7	1d4 Vampire (5th-Level Human Rogue)
86-87	V	1	Random Dragon Species (Wyrms)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 22

d%	CR	#	Creature
	84	13	Lich (11th-level Human Sorcerer)
86-87	V	1	Random Dragon Species (Wyrms)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 23

d%	CR	#	Creature
	84	13	Lich (11th-level Human Sorcerer)
86-87	V	1	Random Dragon Species (G. Wyrms)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

Underground Level 24

d%	CR	#	Creature
	84	13	Lich (11th-level Human Sorcerer)
86-87	V	1	Random Dragon Species (G. Wyrms)
88-89	---	---	Re-roll on Any Land (Temperate)
90-94	---	---	Re-roll level down
95-99	---	---	Re-roll level up
100	---	---	Re-roll on above-ground terrain

CHAPTER TWELVE: DUNGEONS

RANDOM LAYOUT

TABLE 12-1: RANDOM ROOMS

Building	Caverns	Dungeon	Area	Trap	Encounter
01-08	01	01-04	Corridor A	5%	None
09-15	02-03	05-10	Corridor B	10%	None
16-21	04-07	11-13	Corridor C	5%	None
22-26	08-14	14-17	Corridor D	15%	None
27-30	15-24	18-23	Corridor E	15%	5%
31-33	25-36	24-29	Corridor F	20%	10%
34-35	37-50	30-35	Corridor G	25%	15%
36	---	36-38	Corridor H	5%	None
37-46	51	39-45	Room A	-- Random Roll	--
47-55	52-55	46-55	Room B	-- Random Roll	--
56-63	56-61	56-65	Room C	-- Random Roll	--
64-70	62-69	66-72	Room D	-- Random Roll	--
71-76	70-79	73-77	Room E	-- Random Roll	--
77-82	80	78	Stair A	5%	None
83-85	81	79	Stair B	5%	None
86-89	82	80	Stair C	5%	None
90-91	83	81-82	Stair D	5%	None
92	84	83	Stair F	5%	None
---	---	84	Acid Bath	Listed	Listed
93	---	85	Binding Cell	None	Listed
---	85-86	86	Canyon	None	None
94	87-90	87	Cess Pit	None	Listed
---	---	88-89	Crypt	10%	Listed
---	91-92	---	Endangered Vault	15%	20%
---	93	90-91	Fire Barrier	Listed	None
95	---	92	Heavy Cell	15%	25%
96	---	93	Holding Cell	5%	35%
97	---	---	Indoor Pool	None	Listed
---	94	94	Inferno	Listed	Listed
---	95	95-96	Lightning Barrier	Listed	None
98	---	---	Magic Lab	25%	Listed
---	96-97	97-98	Oubliette	None	35%
99	---	---	Platform	15%	25%
---	98	---	Pool	None	35%
100	---	99-100	Reading Room	25%	5%
---	99-100	---	Undead Shrine	20%	Listed

Area (Connections): Dimensions (Squares), notes.

Corridor A (1): 5' wide, 5' long (1 sq x 1 sq).

Corridor B (1d3-1): 5' wide, 10' long (1 sq x 2 sq).

Corridor C (1d3-1): 5' wide, 10' long (1 sq x 2 sq), filled with rubble (unsteady footing, half speed, -2 circumstance penalty to AC and attacks).

Corridor D (1d4-1): 5' wide, 20' long (1 sq x 4 sq).

Corridor E (1d3-1): 10' wide, 10' long (2 sq x 2 sq).

Corridor F (1d4-1): 10' wide, 20' long (2 sq x 4 sq).

Corridor G (1d6-1): 10' wide, 40' long (2 sq x 8 sq).

Corridor H (1d2-1): 10' wide, 10' long, right triangle (2 sq x 2 sq, right triangle after 5 ft).

Room A (0): 10' wide, 10' long (2 sq x 2 sq), only entrance door.

Room B (1d4-1): 20' wide, 20' long (4 sq x 4 sq).

Room C (1d6-1): 20' wide, 40' long (4 sq x 8 sq).

Room D (1d6-1): 40' wide, 50' long (8 sq x 10 sq).

Room E (1d2-1): 20' wide, 20' long, right triangle (4 sq x 4 sq, right triangle after 1 sq)

Stair A: 5' wide, 20' long (1 sq x 4 sq).

Stair B: 10' sq at top, 10' wide by 20' long staircase, 10' sq at bottom (2 sq x 2 sq, 2 sq x 4 sq, 2 sq x 2 sq).

Stair C: 10' wide, 10' long (2 sq x 2 sq).

Stair D: 10' wide, 20' long (2 sq x 4 sq).

Stair F: 10' wide, 10' long, spiral (2 sq x 2 sq).

Special Areas

Name (Area based on): Notes.

Acid Bath (Corridor F): The floor is replaced with a deep bath of acid, starting just six inches below the level of the floor. Anything falling into the fluid takes 4d6 acid damage each round (CR 4). 50% chance of 1d4 acid mephit.

Binding Cell (Room B): This room is a holding cell for extra planar creatures, and has a permanent 5th caster level *magic circle* spell for the alignment of whatever type of creature it was intended to contain. It has a 50% chance of having a random outsider with a CR of the dungeon level trapped inside (effectively half normal CR due to being contained).

Canyon (Corridor G): The entire corridor has collapsed due to levels below it falling into themselves, and is 2d6 x 10 ft deep (CR of 1 per 10 ft depth). The loose earth at its edge makes climbing across difficult (-5 circumstance penalty to Climb checks), and a failed check causes the character to fall to the bottom.

Cess Pit (Room B): Entire floor covered in inches of filth (*filth fever* disease exposure just from breathing air near it). D% 2d4 rats (01-60), 1d4 rat swarms (61-90), 1d2 dire rats (91-100).

Crypt (Room D): 1d4 sarcophagi (5 ft wide x 10 ft long, 1,000 lbs each). 50% chance of random undead creature per sarcophagus (CR equals half dungeon level).

Endangered Vault (Room C): The two pillars holding up this room's ceiling have collapsed. Each round of combat within the room has a 10% chance of collapsing the ceiling on all inside (falling ceiling trap on everybody within the room).

Fire Barrier (Corridor F): Entire corridor is filled with a constant caster level 6 *fireball* effect (CR 6, Reflex save DC 13) generated with a modified *permanency* spell. Any creature entering the corridor must save against the spell when they enter, and again each round they remain within.

Heavy Cell (Room B): The outer edge of this room is solid 5 ft thick stone, except for a 10 ft wide and 5 ft deep area in the middle of one side. This area is blocked by a 10 ft wide locked good stone or metal door (50% chance of each).

Holding Cell (Room C): The outer edge of this room is solid 5 ft thick stone, except for a 10 ft wide and 5 ft deep area in the middle of one long side. This area is either blocked by 10 ft wide a portcullis or a locked good metal door (50% chance of each).

Indoor Pool (Room C): The middle of this room is replaced with a 5 ft deep pool of water, leaving only a 2-1/2 ft wide lip around the room's edge. D% 1d2 small water elementals (01-50), 1d2 medium water elementals (51-70), 1d2 water mephitis (71-90), 1d2 large water elementals (91-100).

Inferno (Room B): The entire room is flooded with flames that deal 3d6 fire damage per round to all creatures within it (no save!). And it is channeled from the elemental plane of fire (CR 4). D% 1d2 small fire elemental (01-50), 1d2 medium fire elemental (51-70), 1d2 fire mephit (71-90), 1d2 large fire elemental (91-100). No other contents (none could survive).

Lightning Barrier (Corridor G): Entire corridor is filled with a constant caster level 6 *lightning bolt* effect (CR 6, Reflex save DC 13) generated with a modified *permanency* spell. Any creature entering the corridor must save against the spell when they enter, and again each round they remain within.

Magic Lab (Room D): 1d2 tables, 1d3 magic circles, 1d2 cages (5 ft square each). 50% chance of random extra planar creature per circle and cage (CR equals half dungeon level). 100% chance of 1d3 minor scrolls, random treasure ECL equal to dungeon level.

Oubliette (Room B): The room is really a 20 ft deep pit with glassy-smooth solid stone walls. The rim of the pit is covered with 6 inch long razor-sharp steel daggers (1d4 piercing damage) that point down (Reflex DC 15 save to crawl over them, failure causes damage and results in falling back into the pit).

Platform (Room B): The middle 10 ft square of this room is 5 ft higher than the room's floor.

Pool (Room B): The middle 10 ft square of this room is filled with a shallow pool of water. There is a 10% chance the waters contain a magical effect leached from nearby deposits of mystical materials, allowing it to produce a minor potion effect on the first creature to drink from it each day (cannot be bottled for later use). The potion effect varies from day to day.

Reading Room (Room B): Has a table and a chair, and the room’s border is surrounded with a permanent caster level 5 *magic circle* spell (alignment determined by the DM). 50% chance of a medium scroll on the table.

Undead Shrine (Room B): The middle 10 ft square of this room is filled with a 10 ft high pyramid, made of stacked bones. The room is permanently affected by a *desecrate* spell. It contains 1d3 undead with a CR equal to half the dungeon level (increase their final CR by one due to the effects of the spell).

ROOM CONTENTS

TABLE 12-2: RANDOM ROOM CONTENTS

D%	Contents
01-15	Nothing
16-35	Monster
36-45	Features
46-50	Treasure
51-55	Hidden Treasure*
56-72	Monster and Features
73-79	Monster and Treasure
80-84	Monster and Hidden Treasure*
85-87	Features and Treasure
88-89	Features and Hidden Treasure*
90	Treasure and Hidden Treasure*
91-100	Trap! Roll again**

* Search DC is dungeon level +20.

** The trap’s CR is equal to the dungeon level +2 – 1d6 (minimum 1). If this is rolled multiple times, there are multiple traps.

Nothing: The room is empty, scoured almost clean. Other than dirt, dust, and some pebbles there is nothing here.

Monster: There is a random monster in this room. Roll on the Underground table for encounters in Chapter 11.

Features: There are some miscellaneous features in this room, based on its size. Small rooms have 1d3 features, medium rooms have 1d6 features, and large rooms have 2d6 features. Roll on Table 12-2: Random Features to find out what types of features are present.

Treasure: There is a pile of treasure in the room, either laying out in the open or in containers. The treasure’s level is equal to the level of the dungeon. If there is a trap in the room, it is linked to the treasure so as to protect it. If there is a monster in the room, it is aware of the treasure and ay traps on it.

Hidden Treasure: There is treasure in the room, secreted away and likely forgotten by previous dungeon residents. The level of the treasure is equal to *twice* the dungeon level. If there is a trap in the room, it is not linked to the hidden treasure to prevent giving away its location. Any monsters in the room are unaware of the treasure’s presence.

Trap!: There is a random trap in the room, roll on Table 12-5: Random Traps to determine which kind of trap it is. If a “room” trap is indicated but the trap is not in a small room, then re-roll the trap. Any monsters in the room are aware of the presence of the trap, typically from noticing its previous victims or having placed it there themselves. If the monster is intelligent, it will use the trap as part of its tactics. If kobolds are encountered in the room, increase the CR of the trap by 1.

TABLE 12-3: RANDOM FEATURES

d%	Random Feature
01	Adventurer’s corpse (looted)
02	Alchemical laboratory (functional)
03	Alcove
04	Altar
05	Animal pens along one wall
06	Arch
07	Balcony
08	Barrel
09	Bathing tub
10	Bed
11	Bench
12	Bloodstains on walls and floor
13	Bookcase
14	Books on the ground (1d3 regular, 1d3-1 spellbooks)
15	Brazier

16	Broken door
17	Broken furniture
18	Cage (5-ft square)
19	Cage (10-ft square)
20	Caldron
21	Carpet (rotted)
22	Carved walls
23	Casket
24	Catwalk
25	Chairs (1d6)
26	Chandelier
27	Charcoal bin
28	Chasm (1d3 x 5 ft wide, 1d6 x 20 ft deep)
29	Chest
30	Chute (down 1 level or up 1 level)
31	Coat rack
32	Collapsed wall
33	Crate
34	Cupboard
35	Curtain
36	Discarded weapons (1d3 random weapons)
37	Divan
38	Dome
39	Dresser
40	Dung heap
41	Evil religious symbol
42	Fallen stones
43	Fire pit
44	Fireplace
45	Font of water (70% chance dry)
46	Forge
47	Fountain (40% chance dry)
48	Fungus grows on the floor (50% luminescent)
49	Gong
50	Half of room sinks 5 ft
51	Hole (5 ft wide, 1d6 x 10 ft deep)
52	Hole in wall
53	Humanoid bones (25% chance small-size)
54	Idol to a random deity
55	Iron bars across middle of room
56	Iron maiden
57	Kiln
58	Ladder
59	Ledge along one wall
60	Loom
61	Loose masonry on walls (+5 Climb check)
62	Manacles on wall
63	Mirror (80% chance it is broken)
64	Monster’s corpse (looted)
65	Mosaic
66	Oven
67	Overhang
68	Painting (ruined)
69	Partially collapsed ceiling (in one corner of room)
70	Pedestal
71	Pile of Rubble in middle of room
72	Pillars (1d3 x1 small, x2 medium, x4 large)
73	Pit (1d3 x 5 ft wide, 5 ft deep)
74	Platform (1d3 x 5 ft wide, 5 ft high)
75	Pool (1d3 x 5 ft wide, 1d3 x 5 ft deep)
76	Portcullis in front of random door
77	Ramp to another door (up or down 1 dungeon level)
78	Recessed alcoves (1d3 5-ft square indentions)
79	River runs across room (1d4 x 5 ft wide, 1d3 x 5 ft deep)
80	Room filled with harmless insect scavengers
81	Runes cover the walls (50% chance intelligible)
82	Room is covered in a layer of water (1d6 +6 inches)
83	Shelves on one wall
84	Shrine to random deity
85	Spinning wheel
86	Stacks of stone blocks in room
87	Stalactites (hang from ceiling)
88	Stalagmites (rises from ground)

89	Statues (1d4, 50% chance toppled)
90	Stuffed random monster
91	Tables, 1d3 (1d3 x 5 ft wide, 1d4 x 5 ft long)
92	Tapestry (ruined)
93	Throne
94	Torture rack
95	Trash pile
96	Wardrobe
97	Water drips down one wall
98	Weapon rack (1d3 random weapons)
99	Well
100	Workbench on one wall

DOORS

TABLE 12-4: RANDOM DOORS

d%	Door (30% chance of trap)	Burst DC	HP	Hardness
01-08	Simple wooden	NA	10	5
09-16	Simple wooden, stuck	13	10	5
17-24	Simple wooden, locked	15	10	5
25-32	Good wooden	NA	15	5
33-40	Good wooden, stuck	16	15	5
41-48	Good wooden, locked	18	15	5
49-55	Strong wooden	NA	20	8
56-62	Strong wooden, stuck	23	20	8
63-69	Strong wooden, locked	25	20	8
70-74	Stone	NA	60	8
75-79	Stone, stuck or locked	28	60	8
80-84	Iron	NA	60	10
85-89	Iron, stuck or locked	28	60	10
90-93	Portcullis, wooden	25*	30	5
94-95	Portcullis, iron	25*	60	10
96-97	Barred door, re-roll	+5	+10	---
98-99	Sliding door, re-roll	+1	---	---
100	Magically reinforced, re-roll	+10	---	---

* DC to lift, if locked it must be unlocked first.

Add +25%, maximum of 100% to the roll for a random door if it is the front door of any sort of castle. Any building other than a tower or simple house has a 50% chance that its outer door is a double-door.

d%	Door Trap CR
01-10	Dungeon Level –2 (minimum CR 1)
11-30	Dungeon Level –1 (minimum CR 1)
31-55	Dungeon Level
56-65	Dungeon Level +1
66-70	Dungeon Level +2
71-75	CR 1 Trap
76-80	CR 2 Trap
81-84	CR 3 Trap
85-88	CR 4 Trap
89-91	CR 5 Trap
92-94	CR 6 Trap
95-96	CR 7 Trap
97-98	CR 8 Trap
99	CR 9 Trap
100	CR 10 Trap

d%	Lock	Open Lock DC	HP	Hardness
01-32	Simple	20	5	10
33-59	Average	25	10	10
60-81	Good	30	15	10
82-100	Amazing	40	20	10

TRAPS

Types of Traps: A trap can be either mechanical or magic in nature. Mechanical traps include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate. A mechanical trap can be constructed by a PC through successful use of the Craft (trapmaking) skill (see Designing a Trap, below, and the skill description).

Magic traps are further divided into spell traps and magic device traps. Magic device traps initiate spell effects when activated, just as

wands, rods, rings, and other magic items do. Creating a magic device trap requires the Craft Wondrous Item feat (see Designing a Trap and the feat description).

Spell traps are simply spells that themselves function as traps. Creating a spell trap requires the services of a character who can cast the needed spell or spells, who is usually either the character creating the trap or an NPC spellcaster hired for the purpose.

Mechanical Traps

Dungeons are frequently equipped with deadly mechanical (nonmagical) traps. A trap typically is defined by its location and triggering conditions, how hard it is to spot before it goes off, how much damage it deals, and whether or not the heroes receive a saving throw to mitigate its effects. Traps that attack with arrows, sweeping blades, and other types of weaponry make normal attack rolls, with a specific attack bonus dictated by the trap's design.

Creatures who succeed on a DC 20 Search check detect a simple mechanical trap before it is triggered. (A simple trap is a snare, a trap triggered by a tripwire, or a large trap such as a pit.)

A character with the trap sense class feature who succeeds on a DC 21 (or higher) Search check detects a well-hidden or complex mechanical trap before it is triggered. Complex traps are denoted by their triggering mechanisms and involve pressure plates, mechanisms linked to doors, changes in weight, disturbances in the air, vibrations, and other sorts of unusual triggers.

Magic Traps

Many spells can be used to create dangerous traps. Unless the spell or item description states otherwise, assume the following to be true.

* A successful Search check (DC 25 + spell level) made by a rogue (and only a rogue) detects a magic trap before it goes off. Other characters have no chance to find a magic trap with a Search check.

* Magic traps permit a saving throw in order to avoid the effect (DC 10 + spell level x 1.5).

* Magic traps may be disarmed by a rogue (and only a rogue) with a successful Disable Device check (DC 25 + spell level).

Elements Of A Trap

All traps - mechanical or magic - have the following elements: trigger, reset, Search DC, Disable Device DC, attack bonus (or saving throw or onset delay), damage/effect, and Challenge Rating. Some traps may also include optional elements, such as poison or a bypass. These characteristics are described below.

Trigger

A trap's trigger determines how it is sprung.

Location: A location trigger springs a trap when someone stands in a particular square.

Proximity: This trigger activates the trap when a creature approaches within a certain distance of it. A proximity trigger differs from a location trigger in that the creature need not be standing in a particular square. Creatures that are flying can spring a trap with a proximity trigger but not one with a location trigger. Mechanical proximity triggers are extremely sensitive to the slightest change in the air. This makes them useful only in places such as crypts, where the air is unusually still.

The proximity trigger used most often for magic device traps is the alarm spell. Unlike when the spell is cast, an alarm spell used as a trigger can have an area that's no larger than the area the trap is meant to protect.

Some magic device traps have special proximity triggers that activate only when certain kinds of creatures approach. For example, a detect good spell can serve as a proximity trigger on an evil altar, springing the attached trap only when someone of good alignment gets close enough to it.

Sound: This trigger springs a magic trap when it detects any sound. A sound trigger functions like an ear and has a +15 bonus on Listen checks. A successful Move Silently check, magical silence, and other effects that would negate hearing defeat it. A trap with a sound trigger requires the casting of clairaudience during its construction.

Visual: This trigger for magic traps works like an actual eye, springing the trap whenever it "sees" something. A trap with a visual trigger requires the casting of *arcane eye*, *clairvoyance*, or *true seeing* during its construction. Sight range and the Spot bonus conferred on the trap depend on the spell chosen, as shown.

Spell	Sight Range	Spot Bonus
<i>arcane eye</i>	Line of sight (unlimited range)	+20
<i>clairvoyance</i>	One preselected location	+15
<i>true seeing</i>	Line of sight (up to 120 ft.)	+30

If you want the trap to “see” in the dark, you must either choose the true seeing option or add darkvision to the trap as well. (Darkvision limits the trap’s sight range in the dark to 60 feet.) If invisibility, disguises, or illusions can fool the spell being used, they can fool the visual trigger as well.

Touch: A touch trigger, which springs the trap when touched, is one of the simplest kinds of trigger to construct. This trigger may be physically attached to the part of the mechanism that deals the damage or it may not. You can make a magic touch trigger by adding alarm to the trap and reducing the area of the effect to cover only the trigger spot.

Timed: This trigger periodically springs the trap after a certain duration has passed.

Spell: All spell traps have this kind of trigger. The appropriate spell descriptions explain the trigger conditions for traps that contain spell triggers.

Reset

A reset element is the set of conditions under which a trap becomes ready to trigger again.

No Reset: Short of completely rebuilding the trap, there’s no way to trigger it more than once. Spell traps have no reset element.

Repair: To get the trap functioning again, you must repair it.

Manual: Resetting the trap requires someone to move the parts back into place. This is the kind of reset element most mechanical traps have.

Automatic: The trap resets itself, either immediately or after a timed interval.

Repairing and Resetting Mechanical Traps

Repairing a mechanical trap requires a Craft (trapmaking) check against a DC equal to the one for building it. The cost for raw materials is one-fifth of the trap’s original market price. To calculate how long it takes to fix a trap, use the same calculations you would for building it, but use the cost of the raw materials required for repair in place of the market price.

Resetting a trap usually takes only a minute or so. For a trap with a more difficult reset method, you should set the time and labor required.

Bypass (Optional Element)

If the builder of a trap wants to be able to move past the trap after it is created or placed, it’s a good idea to build in a bypass mechanism - something that temporarily disarms the trap. Bypass elements are typically used only with mechanical traps; spell traps usually have built-in allowances for the caster to bypass them.

Lock: A lock bypass requires a DC 30 Open Lock check to open.

Hidden Switch: A hidden switch requires a DC 25 Search check to locate.

Hidden Lock: A hidden lock combines the features above, requiring a DC 25 Search check to locate and a DC 30 Open Lock check to open.

Search and Disable Device DCs

The builder sets the Search and Disable Device DCs for a mechanical trap. For a magic trap, the values depend on the highest-level spell used.

Mechanical Trap: The base DC for both Search and Disable Device checks is 20. Raising or lowering either of these DCs affects the base cost (Table: Cost Modifiers for Mechanical Traps) and possibly the CR (Table: CR Modifiers for Mechanical Traps).

Magic Trap: The DC for both Search and Disable Device checks is equal to 25 + the spell level of the highest-level spell used. Only characters with the trap sense class feature can attempt a Search check or a Disable Device check involving a magic trap. These DCs do not affect the trap’s cost or CR.

Attack Bonus/Saving Throw DC

A trap usually either makes an attack roll or forces a saving throw to avoid it. Occasionally a trap uses both of these options, or neither (see Never Miss).

Pits: These are holes (covered or not) that characters can fall into and take damage. A pit needs no attack roll, but a successful Reflex save (DC

set by the builder) avoids it. Other save-dependent mechanical traps also fall into this category.

Pits in dungeons come in three basic varieties: uncovered, covered, and chasms. Pits and chasms can be defeated by judicious application of the Climb skill, the Jump skill, or various magical means.

Uncovered pits serve mainly to discourage intruders from going a certain way, although they cause much grief to characters who stumble into them in the dark, and they can greatly complicate a melee taking place nearby.

Covered pits are much more dangerous. They can be detected with a DC 20 Search check, but only if the character is taking the time to carefully examine the area before walking across it. A character who fails to detect a covered pit is still entitled to a DC 20 Reflex save to avoid falling into it. However, if she was running or moving recklessly at the time, she gets no saving throw and falls automatically.

Trap coverings can be as simple as piled refuse (straw, leaves, sticks, garbage), a large rug, or an actual trapdoor concealed to appear as a normal part of the floor. Such a trapdoor usually swings open when enough weight (usually about 50 to 80 pounds) is placed upon it. Devious trap builders sometimes design trapdoors so that they spring back shut after they open. The trapdoor might lock once it’s back in place, leaving the stranded character well and truly trapped. Opening such a trapdoor is just as difficult as opening a regular door (assuming the trapped character can reach it), and a DC 13 Strength check is needed to keep a spring-loaded door open.

Pit traps often have something nastier than just a hard floor at the bottom. A trap designer may put spikes, monsters, or a pool of acid, lava, or even water at the bottom.

Spikes at the bottom of a pit deal damage as daggers with a +10 attack bonus and a +1 bonus on damage for every 10 feet of the fall (to a maximum bonus on damage of +5). If the pit has multiple spikes, a falling victim is attacked by 1d4 of them. This damage is in addition to any damage from the fall itself.

Monsters sometimes live in pits. Any monster that can fit into the pit might have been placed there by the dungeon’s designer, or might simply have fallen in and not been able to climb back out.

A secondary trap, mechanical or magical, at the bottom of a pit can be particularly deadly. Activated by a falling victim, the secondary trap attacks the already injured character when she’s least ready for it.

Ranged Attack Traps: These traps fling darts, arrows, spears, or the like at whoever activated the trap. The builder sets the attack bonus. A ranged attack trap can be configured to simulate the effect of a composite bow with a high strength rating which provides the trap with a bonus on damage equal to its strength rating.

Melee Attack Traps: These traps feature such obstacles as sharp blades that emerge from walls and stone blocks that fall from ceilings. Once again, the builder sets the attack bonus.

Damage/Effect

The effect of a trap is what happens to those who spring it. Usually this takes the form of either damage or a spell effect, but some traps have special effects.

Pits: Falling into a pit deals 1d6 points of damage per 10 feet of depth.

Ranged Attack Traps: These traps deal whatever damage their ammunition normally would. If a trap is constructed with a high strength rating, it has a corresponding bonus on damage.

Melee Attack Traps: These traps deal the same damage as the melee weapons they “wield.” In the case of a falling stone block, you can assign any amount of bludgeoning damage you like, but remember that whoever resets the trap has to lift that stone back into place.

A melee attack trap can be constructed with a built-in bonus on damage rolls, just as if the trap itself had a high Strength score.

Spell Traps: Spell traps produce the spell’s effect. Like all spells, a spell trap that allows a saving throw has a save DC of 10 + spell level + caster’s relevant ability modifier.

Magic Device Traps: These traps produce the effects of any spells included in their construction, as described in the appropriate entries. If the spell in a magic device trap allows a saving throw, its save DC is 10 + spell level x 1.5. Some spells make attack rolls instead.

Special: Some traps have miscellaneous features that produce special effects, such as drowning for a water trap or ability damage for poison.

Saving throws and damage depend on the poison or are set by the builder, as appropriate.

Miscellaneous Trap Features

Some traps include optional features that can make them considerably more deadly. The most common such features are discussed below.

Alchemical Item: Mechanical traps may incorporate alchemical devices or other special substances or items, such as tanglefoot bags, alchemist's fire, thunderstones, and the like. Some such items mimic spell effects. If the item mimics a spell effect, it increases the CR as shown on Table: CR Modifiers for Mechanical Traps.

Gas: With a gas trap, the danger is in the inhaled poison it delivers. Traps employing gas usually have the never miss and onset delay features (see below).

Liquid: Any trap that involves a danger of drowning is in this category. Traps employing liquid usually have the never miss and onset delay features (see below).

Multiple Target: Traps with this feature can affect more than one character.

Never Miss: When the entire dungeon wall moves to crush you, your quick reflexes won't help, since the wall can't possibly miss. A trap with this feature has neither an attack bonus nor a saving throw to avoid, but it does have an onset delay (see below). Most traps involving liquid or gas are of the never miss variety.

Onset Delay: An onset delay is the amount of time between when the trap is sprung and when it deals damage. A never miss trap always has an onset delay.

Poison: Traps that employ poison are deadlier than their nonpoisonous counterparts, so they have correspondingly higher CRs. To determine the CR modifier for a given poison, consult Table: CR Modifiers for Mechanical Traps. Only injury, contact, and inhaled poisons are suitable for traps; ingested types are not. Some traps simply deal the poison's damage. Others deal damage with ranged or melee attacks as well.

Pit Spikes: Treat spikes at the bottom of a pit as daggers, each with a +10 attack bonus. The damage bonus for each spike is +1 per 10 feet of pit depth (to a maximum of +5). Each character who falls into the pit is attacked by 1d4 spikes. Pit spikes do not add to the average damage of the trap (see Average Damage, below).

Pit Bottom: If something other than spikes waits at the bottom of a pit, it's best to treat that as a separate trap (see Multiple Traps, below) with a location trigger that activates on any significant impact, such as a falling character.

Touch Attack: This feature applies to any trap that needs only a successful touch attack (melee or ranged) to hit.

Sample Traps

The costs listed for mechanical traps are market prices; those for magic traps are raw material costs. Caster level and class for the spells used to produce the trap effects are provided in the entries for magic device traps and spell traps. For all other spells used (in triggers, for example), the caster level is assumed to be the minimum required.

TABLE 12-5: RANDOM TRAPS

d%	CR 1 Traps	Save or Attack	Damage	Search	Disable	Price
01-03	Basic Arrow Trap	+10 ranged	1d6/x3	20	20	2,000 gp
04-07	Camouflaged Pit Trap, 10 ft.	20 Ref	1d6 fall	24	20	1,800 gp
08-19	Fusillade of Darts	+10 rngd (1d4/2 targets)	1d4+1 piercing, multiple targets	14	20	500 gp
20-27	Pit Trap, 20 ft.	15 Ref (2 squares)	2d6 fall, multiple targets	20	23	1,300 gp
28-38	Poison Dart Trap	+8 ranged	1d4 piercing plus poison			
	“poison (bloodroot)”	12 Fort	0/1d4 Con plus 1d3 Wis	20	18	700 gp
39-46	Poison Needle Trap, Greenblood Oil	+8 ranged	1 plus greenblood oil poison			
	“poison (greenblood oil)”	13 Fort	1 Con/1d2 Con	22	20	1,300 gp
47-52	Portcullis Trap	+10 melee	3d6 piercing (blocks passage)	20	20	1,400 gp
53-65	Razor-Wire across Hallway	+10 melee (2 squares)	2d6 slashing, multiple targets	22	15	400 gp
66-71	Rolling Rock Trap	+10 melee	2d6 bludgeoning	20	22	1,400 gp
72-76	Scything Blade Trap	+8 melee	1d8/x3 slashing	21	20	1,700 gp
77-86	Spear Trap	+12 ranged (200 ft range)	1d8/x3 piercing	20	20	1,200 gp
87-98	Swinging Block Trap	+5 melee	4d6 bludgeoning	20	20	500 gp
99-100	Wall Blade Trap	+10 melee	2d4/x4 slashing	22	22	2,500 gp
d%	CR 2 Traps	Save or Attack	Damage	Search	Disable	Price
01-08	Box of Brown Mold	----- 5-ft. cold aura -----	3d6 cold nonlethal	22	16	3,000 gp
09-17	Bricks from Ceiling	+12 melee (2 sq)	2d6, multiple targets	20	20	2,400 gp
18-31	Burning Hands Trap, CL 1	11 Ref (5-ft radius)	1d4 fire (save for half)	26	26	500 gp, 40 XP
32-38	Camouflaged Pit Trap, 20 ft.	20 Ref (2 squares)	2d6 fall, multiple targets	24	19	3,400 gp
39-52	Inflict Light Wounds Trap, CL 1	11 Will	1d8+1 (save for half)	26	26	500 gp, 40 XP
53-55	Javelin Trap	+16 ranged	1d6+4 piercing	20	18	4,800 gp
56-63	Large Net Trap	+5 melee (10 ft sq)	Str 18 grapple (14 Ref avoids)	20	25	3,000 gp
64-73	Pit Trap, 40 ft.	20 Ref (2 squares)	4d6 fall, multiple targets	20	23	2,000 gp
74-77	Poison Needle Trap, Blue Whinnies	+17 melee	1 plus poison			
	“poison (blue whinnies)”	14 Fort	1 Con/unconsciousness	22	17	4,720 gp
78-89	Spiked Pit Trap, 20 ft.	20 Ref (2 squares)	2d6 fall plus spikes, multiple targets			
	“Pit Spikes”	+10 melee (1d4/target)	1d4+2 piercing each	18	15	1,600 gp
90-95	Tripping Chain	+15 melee touch	trip (+4 to attack if successful)			
	“Attack”	+15 melee	2d4+2 piercing	15	18	3,800 gp
96-100	Well-Camouflaged Pit Trap, 10 ft.	20 Ref	1d6 fall	27	20	4,400 gp
d%	CR 3 Traps	Save or Attack	Damage	Search	Disable	Price
01-10	Acid Arrow Trap, CL 3	+2 ranged touch	2d4 acid/round for 2 rounds	27	27	3,000 gp, 240 XP
11-23	Burning Hands Trap, CL 5	11 Ref (5-ft radius)	5d4 fire (save for half)	26	26	2,500 gp, 200 XP
24-28	Camouflaged Pit Trap, 30 ft.	20 Ref (2 squares)	3d6 fall, multiple targets	24	18	4,800 gp
29-31	Ceiling Pendulum	+15 melee	1d12+8/x3 slashing	15	27	14,100 gp
32-38	Extended Bane Trap, CL 3	13 Will (50-ft radius)	spell effect (extended bane)	27	27	3,500 gp, 280 XP
39-43	Fire Trap, CL 3	13 Ref (5-ft radius)	1d4+3 fire (save for half)	27	27	85 gp to hire NPC
44-53	Ghoul Touch Trap, CL 3	13 Fort	spell effect (ghoul touch)	27	27	3,000 gp, 240 XP
54-57	Hail of Needles	+20 ranged	2d4 piercing	22	22	5,400 gp
58-63	Improved Spiked Pit Trap, 20 ft.	20 Ref (2 squares)	2d6 fall plus spikes, multiple targets			
	“Pit Spikes”	+10 melee (1d4/target)	1d4+2 piercing (each)	21	20	3,600 gp

64-74	Pit Trap, 60 ft.	20 Ref (2 squares)	6d6 fall, multiple targets	20	23	3,000 gp
75-88	Stone Blocks from Ceiling	+10 melee	4d6 bludgeoning	25	20	5,400 gp
89-100	Poisoned Arrow Trap	+12 ranged	1d8 plus poison			
	“poison (Large monstrous scorpion)	14 Fort	1d4 Con/1d4 Con	19	15	2,900 gp

d%	CR 4 Traps	Save or Attack	Damage	Search	Disable	Price
01-07	<i>Bestow Curse</i> Trap, CL 5	----- spell effect (<i>bestow curse</i>) -----		28	28	8,000 gp, 640 XP
08-17	Camouflaged Pit Trap, 40 ft.	20 Ref (2 squares)	4d6 fall, multiple targets	25	17	6,800 gp
18-23	Collapsing Column	+15 melee	6d6 stone blocks	20	24	8,800 gp
24-37	<i>Glyph of Warding (Blast)</i> , CL 5	14 Ref (5-ft radius)	2d8 acid, multiple targets	28	28	350 gp to hire NPC
38-45	<i>Lightning Bolt</i> Trap, CL 5	14 Ref (5 ft wide line)	5d6 electricity (save for half)	28	28	7,500 gp, 600 XP
46-57	Pit Trap, 80 ft.	20 Ref (2 squares)	8d6 fall, multiple targets	20	23	4,000 gp
58-61	Poisoned Dart Trap	+15 ranged (1/10 ft sq)	1d4+4 piercing plus poison, multiple targets			
	“poison (Small monstrous centipede)	10 Fort	1d2 Dex/1d2 Dex	21	22	12,090 gp
62-72	Spiked Pit Trap, 60 ft.	20 Ref (2 squares)	6d6 fall plus spikes, multiple targets			
	“Pit Spikes	+10 melee (1d4/target)	1d4+5 piercing each	20	20	4,000 gp
73-85	<i>Sepia Snake Sigil</i> Trap, CL 5	14 Ref	spell effect (<i>sepia snake sigil</i>)	28	28	650 gp to hire NPC
86-87	Wall Scythe Trap	+20 melee	2d4+8/x4 slashing	21	18	17,200 gp
88-96	Wide-Mouth Pit Trap, 20 ft.	20 Ref (2 squares)	12d6 fall plus spikes, multiple targets			
	“Pit Spikes	+10 melee (1d4/target)	1d4+2 piercing each	18	25	7,200 gp
97-100	Water-Filled Room Trap	10 ft sq room, 5 rd delay	drowning	17	23	11,200 gp

d%	CR 5 Traps	Save or Attack	Damage	Search	Disable	Price
01-10	Camouflaged Pit Trap, 50 ft.	20 Ref (2 squares)	5d6 fall, multiple targets	25	17	8,500 gp
11-18	Doorknob Smeared w/ Contact Poison	15 Fort	0/3d6 Con (nitharit)	25	19	9,650 gp
19-22	Falling Block Trap	+15 melee (2 squares)	6d6 crush, multiple targets	20	25	15,000 gp
23-38	<i>Fire Trap</i> , CL 5	16 Ref (5-ft radius)	1d4+7 fire (save for half)	29	29	305 gp to hire NPC
39-45	<i>Fireball</i> Trap, CL 8	14 Ref (20-ft radius)	8d6 fire (save for half)	28	28	12,000 gp, 960 XP
46-48	Flooding Room Trap	all in room, 4 rd delay	flooded room (drowning)	20	25	17,500 gp
49-53	Improved Spiked Pit Trap, 40 ft.	25 Ref (2 squares)	4d6 fall plus spikes, multiple targets			
	“Pit Spikes	+10 melee (1d4/target)	1d4+4 piercing (each)	21	20	13,500 gp
54-55	Improved Fusillade of Darts	+18 rngd (1d8/10 ft sq)	1d4+1 piercing, multiple targets	19	25	18,000 gp
56-57	Moving Executioner Statue	+16 melee (2 targets)	1d12+8/x3 slash, mult targets	25	18	22,500 gp
58-62	<i>Phantasmal Killer</i> Trap, CL 7	16 Will then 16 Fort	3d6 (Fort passed) or death	29	29	14,000 gp, 1,120 XP
63-74	Pit Trap, 100 ft.	20 Ref (2 squares)	10d6 fall, multiple targets	20	23	5,000 gp
75-80	Poison Wall Spikes	+16 melee (2 squares)	1d8+4 plus poison, multiple targets			
	“poison (Medium monstrous spider)	12 Fort	1d4 Str/1d4 Str	17	21	12,650 gp
81-91	Spiked Pit Trap, 80 ft.	20 Ref (2 squares)	8d6 fall plus spikes, multiple targets			
	“Pit Spikes	+10 melee (1d4/target)	1d4+5 piercing each	20	20	5,000 gp
92-100	Ungol Dust Vapor Trap	all 10 ft sq, 2 rd delay	poison			
	“poison (ungol dust)	15 Fort	1 Cha/1d6 Cha plus 1 Cha drain	20	16	9,000 gp

d%	CR 6 Traps	Save or Attack	Damage	Search	Disable	Price
01-12	Built-to-Collapse Wall	+20 melee (10 ft sq)	8d6, multiple targets	14	16	15,000 gp
13-19	Compacting Room	all in 10-ft sq, 4 rd delay	12d6 crush, multiple targets	20	22	25,200 gp
20-27	<i>Flame Strike</i> Trap, CL 9	17 Ref (10-ft radius)	9d6 fire (save for half)	30	30	22,750 gp, 1,820 XP
28-31	Fusillade of Spears	+21 ranged (1d6/10 ft sq)	1d8 piercing, multiple targets	26	20	31,200 gp
32-46	<i>Glyph of Warding (Blast)</i> , CL 16	14 Ref (5-ft radius)	8d8 sonic, multiple targets	28	28	680 gp to hire NPC
47-57	<i>Lightning Bolt</i> Trap, CL 10	14 Ref (5 ft wide line)	10d6 electricity (save for half)	28	28	15,000 gp, 1,200 XP
58-70	Spiked Pit Trap, 100 ft.	20 Ref (2 squares)	10d6 fall plus spikes, multiple targets			
	“Pit Spikes	+10 melee (1d4/target)	1d4+5 piercing each	20	20	6,000 gp
71-79	Spiked Blocks from Ceiling	+20 melee (10 ft sq)	6d6 piercing, multiple targets	24	20	21,600 gp
80-85	Wide-Mouth Pit Trap, 40 ft.	25 Ref (10 ft sq)	4d6 fall, multiple targets	26	25	28,200 gp
86-90	Whirling Poison Blades	+10 melee (any 3 squares)	1d4+4/19-20 slashing plus poison, multiple targets			
	“poison (purple worm poison)	24 Fort	1d6 Str/2d6 Str	20	20	30,200 gp
91-100	Wyvern Arrow Trap	+14 ranged	1d8 piercing plus poison			
	“poison (wyvern poison)	17 Fort	2d6 Con/2d6 Con	20	16	17,400 gp

d%	CR 7 Traps	Save or Attack	Damage	Search	Disable	Price
01-06	<i>Acid Fog</i> Trap, CL 11	- spell effect (<i>acid fog</i>) -	2d6/round acid for 11 rounds	31	31	33,000 gp, 2,640 XP
07-25	<i>Black Tentacles</i> Trap, CL 7	1d4+7 tentacles, +7 melee	1d6+4, multiple targets (6 per)	29	29	1,400 gp, 112 XP
26-31	<i>Blade Barrier</i> Trap, CL 11	19 Ref	11d6 slashing (save for half)	31	31	33,000 gp, 2,640 XP
32-43	Burnt Othur Vapor Trap	18 Fort (10 ft sq) 3rd delay	1 Con drain/3d6 Con	21	21	17,500 gp
44-49	<i>Chain Lightning</i> Trap, CL 11	19 Ref (1 + 11 secondary)	11d6/5d6 elect (save for half)	31	31	33,000 gp, 2,640 XP
50-58	Improved Water-Filled Room	all in 10 ft sq, 3 rd delay	flooded room (drowning)	20	25	21,000 gp
59-65	Fusillade of Greenblood Oil Darts	+18 ranged (1d8/10 ft sq)	1d4+1 plus poison, multiple targets			
	“poison (greenblood oil)	13 Fort	1 Con/ 1d2 Con	25	25	33,000 gp
66-88	Lock Covered in Dragon Bile	26 Fort	3d6 Str/0	27	16	11,300 gp
89-92	<i>Summon Monster VI</i> Trap, CL 11	----- spell effect (<i>summon monster VI</i>) -----		31	31	3,300 gp, 264 XP
93-100	Well-Camouflaged Pit Trap, 70 ft.	25 Ref (2 squares)	7d6 fall, multiple targets	27	18	24,500 gp

d%	CR 8 Traps	Save or Attack	Damage	Search	Disable	Price
01-06	<i>Acid Arrow</i> Trap, CL 18	+9 ranged touch (2)	2d4 acid damage for 7 rds each	27	27	83,500 gp, 4,680 XP
07-15	<i>Destruction</i> Trap, CL 13	20 Fort	10d6 damage (save to negate)	32	32	45,500 gp, 3,640 XP

16-25	Deathblade Wall Scythe	+16 melee	2d4+8 slashing plus poison			
	“poison (deathblade)”	20 Fort	1d6 Con/2d6 Con	24	19	31,400 gp
26-34	Earthquake Trap, CL 13	15/20 Ref (65 ft radius)	spell effect (<i>earthquake</i>)	32	32	45,500 gp, 3,640 XP
35-46	Insanity Mist Vapor Trap	15 Fort, 1 rd delay (10 ft sq)	1d4 Wis/2d6 Wis	25	20	23,900 gp
47-61	Power Word Stun Trap, CL 13	-----	spell effect (<i>power word stun</i>) -----	32	32	4,550 gp, 364 XP
62-70	Prismatic Spray Trap, CL 13	20 Ref, Fort, or Will	spell effect (<i>prismatic spray</i>)	32	32	45,500 gp, 3,640 XP
71-79	Reverse Gravity Trap, CL 13	20 Ref	6d6 fall (twice)	32	32	45,500 gp, 3,640 XP
80-93	Well-Camouflaged Pit Trap, 100 ft.	20 Ref	10d6 fall	27	18	16,000 gp
94-100	Word of Chaos Trap, CL 13	-----	spell effect (<i>word of chaos</i>) -----	32	32	46,000 gp, 3,680 XP

d%	CR 9 Traps	Save or Attack	Damage	Search	Disable	Price
01-25	Dropping Ceiling	all in 10-ft sq, 1 rd delay	12d6 crush, multiple targets	20	16	12,600 gp
26-45	Drawer Handle Smrd w/ Cntct Psn	20 Fort	3d6 Con/3d6 Con	18	26	21,600 gp
46-55	Incendiary Cloud Trap, CL 15	22 Ref (20-ft radius)	4d6 fire/rd for 15 rd (save for half)	33	33	60,000 gp, 4,800 XP
56-70	Wide-Mouth Pit Trap, 100 ft.	25 Ref (10 ft sq)	10d6 fall, multiple targets	25	25	40,500 gp
71-100	Wide-Mouth Spkd Pit w/Psn Spks	20 Ref (10 ft sq)	7d6 fall plus spikes, multiple targets			
	“Pit Spikes”	+10 melee (1d4/target)	1d4+5 plus poison each			
	“poison (giant wasp poison)”	14 Fort	1d6 Dex/1d6 Dex	20	20	11,910 gp

d%	CR 10 Traps	Save or Attack	Damage	Search	Disable	Price
01-20	Crushing Room	all in 10-ft sq, 2 rd delay	16d6 crush, multiple targets	22	20	29,000 gp
21-45	Crushing Wall Trap	no attack roll required	18d6 crush	20	25	25,000 gp
46-50	Forcecage and Summon Monster	all in 20-ft cube	spell effect (<i>forcecage</i>), spell effect (<i>summon monster VII</i> , hamatula)			
	“VII Trap, CL 13”			32	32	241,000 gp, 7,280 XP
51-58	Energy Drain Trap, CL 17	+8 ranged touch	2d4 negative levels, DC 23 Fort	34	34	124,000 gp, 7,920 XP
59-88	Poisoned Spiked Pit Trap, 50 ft.	20 Ref (2 squares)	5d6 fall plus spikes, multiple targets			
	“Pit Spikes”	+10 melee (1d4/target)	1d4+5 plus poison each			
	“poison (purple worm poison)”	24 Fort	1d6 Str/2d6 Str	16	25	19,700 gp
89-100	Wail of the Banshee Trap, CL 17	23 Fort (85 ft radius)	death, multiple targets (17 max)	34	34	76,500 gp, 6,120 XP

Acid Arrow Trap, CL 3: CR 3; magic device; proximity trigger (*alarm*); automatic reset; Attack +2 ranged touch; spell effect (*acid arrow*, 3rd-level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27. Cost: 3,000 gp, 240 XP.

Acid Fog Trap, CL 11: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*acid fog*, 11th-level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31. Cost: 33,000 gp, 2,640 XP.

Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Attack +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20. Market Price: 2,000 gp.

Acid Arrow Trap, CL 18: CR 8; magic device; visual trigger (*true seeing*); automatic reset; multiple traps (two simultaneous *acid arrow* traps); Attack +9 ranged touch and +9 ranged touch; spell effect (*acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27. Cost: 83,500 gp, 4,680 XP. Note: This trap is really two CR 6 acid arrow traps that fire simultaneously, using the same trigger and reset.

Bestow Curse Trap, CL 5: CR 4; magic device; touch trigger (*detect chaos*); automatic reset; spell effect (*bestow curse*, 5th-level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28. Cost: 8,000 gp, 640 XP.

Black Tentacles Trap, CL 7: CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*black tentacles*, 7th-level wizard, 1d4+7 tentacles, Attack +7 melee [1d6+4, tentacle]); multiple targets (up to six tentacles per target in each of two adjacent 5-ft. squares); Search DC 29; Disable Device DC 29. Cost: 1,400 gp, 112 XP.

Blade Barrier Trap, CL 11: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*blade barrier*, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. Cost: 33,000 gp, 2,640 XP.

Box of Brown Mold: CR 2; mechanical; touch trigger (opening the box); automatic reset; 5-ft. cold aura (3d6, cold nonlethal); Search DC 22; Disable Device DC 16. Market Price: 3,000 gp.

Bricks from Ceiling: CR 2; mechanical; touch trigger; repair reset; Attack +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20. Market Price: 2,400 gp.

Built-to-Collapse Wall: CR 6; mechanical; proximity trigger; no reset; Attack +20 melee (8d6, stone blocks); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 14; Disable Device DC 16. Market Price: 15,000 gp.

Burning Hands Trap, CL 1: CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26. Cost: 500 gp, 40 XP.

Burning Hands Trap, CL 5: CR 3; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26. Cost: 2,500 gp, 200 XP.

Burnt Othur Vapor Trap: CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21. Market Price: 17,500 gp.

Camouflaged Pit Trap, 10 ft.: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20. Market Price: 1,800 gp.

Camouflaged Pit Trap, 20 ft.: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 19. Market Price: 3,400 gp.

Camouflaged Pit Trap, 30 ft.: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18. Market Price: 4,800 gp.

Camouflaged Pit Trap, 40 ft.: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17. Market Price: 6,800 gp.

Camouflaged Pit Trap, 50 ft.: CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17. Market Price: 8,500 gp.

Ceiling Pendulum: CR 3; mechanical; timed trigger; automatic reset; Attack +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27. Market Price: 14,100 gp.

Chain Lightning Trap, CL 11: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. Cost: 33,000 gp, 2,640 XP.

Collapsing Column: CR 4; mechanical; touch trigger (attached); no reset; Attack +15 melee (6d6, stone blocks); Search DC 20; Disable Device DC 24. Market Price: 8,800 gp.

Compacting Room: CR 6; mechanical; timed trigger; automatic reset; hidden switch bypass (Search DC 25); walls move together (12d6, crush); multiple targets (all targets in a 10-ft.-by- 10-ft. room); never miss; onset delay (4 rounds); Search DC 20; Disable Device DC 22. Market Price: 25,200 gp.

Crushing Room: CR 10; mechanical; location trigger; automatic reset; walls move together (16d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); Search DC 22; Disable Device DC 20. Market Price: 29,000 gp.

Crushing Wall Trap: CR 10; mechanical; location trigger; automatic reset; no attack roll required (18d6, crush); Search DC 20; Disable Device DC 25. Market Price: 25,000 gp.

Deathblade Wall Scythe: CR 8; mechanical; touch trigger; manual reset; Attack +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19. Market Price: 31,400 gp.

Destruction Trap, CL 13: CR 8; magic device; touch trigger (*alarm*); automatic reset; spell effect (*destruction*, 13th-level cleric, DC 20 Fortitude save for 10d6 damage); Search DC 32; Disable Device DC 32. Cost: 45,500 gp, 3,640 XP.

Doorknob Smeared with Contact Poison: CR 5; mechanical; touch trigger (attached); manual reset; poison (nitharit, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 19. Market Price: 9,650 gp.

Drawer Handle Smeared with Contact Poison: CR 9; mechanical; touch trigger (attached); manual reset; poison (black lotus extract, DC 20 Fortitude save resists, 3d6 Con/3d6 Con); Search DC 18; Disable Device DC 26. Market Price: 21,600 gp.

Dropping Ceiling: CR 9; mechanical; location trigger; repair reset; ceiling moves down (12d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (1 round); Search DC 20; Disable Device DC 16. Market Price: 12,600 gp.

Earthquake Trap, CL 13: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*earthquake*, 13th-level cleric, 65-ft. radius, DC 15 or 20 Reflex save, depending on terrain); Search DC 32; Disable Device DC 32. Cost: 45,500 gp, 3,640 XP.

Energy Drain Trap, CL 17: CR 10; magic device; visual trigger (*true seeing*); automatic reset; Attack +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34. Cost: 124,000 gp, 7,920 XP.

Extended Bane Trap, CL 3: CR 3; magic device; proximity trigger (*detect good*); automatic reset; spell effect (extended *bane*, 3rd-level cleric, DC 13 Will save negates); Search DC 27; Disable Device DC 27. Cost: 3,500 gp, 280 XP.

Falling Block Trap: CR 5; mechanical; location trigger; manual reset; Attack +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25. Market Price: 15,000 gp.

Fire Trap, CL 3: CR 3; spell; spell trigger; no reset; spell effect (*fire trap*, 3rd-level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27. Cost: 85 gp to hire NPC spellcaster.

Fire Trap, CL 5: CR 5; spell; spell trigger; no reset; spell effect (*fire trap*, 7th-level wizard, 1d4+7 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29. Cost: 305 gp to hire NPC spellcaster.

Fireball Trap, CL 8: CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. Cost: 12,000 gp, 960 XP.

Flame Strike Trap, CL 9: CR 6; magic device; proximity trigger (*detect magic*); automatic reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30. Cost: 22,750 gp, 1,820 XP.

Flooding Room Trap: CR 5; mechanical; proximity trigger; automatic reset; no attack roll necessary (see note below); Search DC 20; Disable Device DC 25. Note: Room floods in 4 rounds. Market Price: 17,500 gp.

Forceage and Summon Monster VII Trap, CL 13: CR 10; magic device; proximity trigger (*alarm*); automatic reset; multiple traps (one

forceage trap and one *summon monster VII* trap that summons a hamatula); spell effect (*forceage*, 13th-level wizard), spell effect (*summon monster VII*, 13th-level wizard, hamatula); Search DC 32; Disable Device DC 32. Cost: 241,000 gp, 7,280 XP. Note: This trap is really one CR 8 trap that creates a *forceage* and a second CR 8 trap that summons a hamatula in the same area. If both succeed, the hamatula appears inside the *forceage*. These effects are independent of each other.

Fusillade of Darts: CR 1; mechanical; location trigger; manual reset; Attack +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20. Market Price: 500 gp.

Fusillade of Greenblood Oil Darts: CR 7; mechanical; location trigger; manual reset; Attack +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/ 1d2 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25. Market Price: 33,000 gp.

Fusillade of Spears: CR 6; mechanical; proximity trigger; repair reset; Attack +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft.-by-10-ft. area); Search DC 26; Disable Device DC 20. Market Price: 31,200 gp.

Ghoul Touch Trap, CL 3: CR 3; magic device; touch trigger; automatic reset; spell effect (*ghoul touch*, 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27. Cost: 3,000 gp, 240 XP.

Glyph of Warding (Blast), CL 5: CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. Cost: 350 gp to hire NPC spellcaster.

Glyph of Warding (Blast), CL 16: CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. Cost: 680 gp to hire NPC spellcaster.

Hail of Needles: CR 3; mechanical; location trigger; manual reset; Attack +20 ranged (2d4); Search DC 22; Disable Device DC 22. Market Price: 5,400 gp.

Improved Fusillade of Darts: CR 5; mechanical; location trigger; manual reset; Attack +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device DC 25. Market Price: 18,000 gp.

Improved Spiked Pit Trap, 20 ft.: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Attack +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20. Market Price: 3,600 gp.

Improved Spiked Pit Trap, 40 ft.: CR 5; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Attack +10 melee, 1d4 spikes per target for 1d4+4 each); Search DC 21; Disable Device DC 20. Market Price: 13,500 gp.

Improved Water-Filled Room: CR 7; mechanical; location trigger; manual reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); water; Search DC 20; Disable Device DC 25. Market Price: 21,000 gp.

Incendiary Cloud Trap, CL 15: CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33. Cost: 60,000 gp, 4,800 XP.

Inflict Light Wounds Trap, CL 1: CR 2; magic device; touch trigger; automatic reset; spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26. Cost: 500 gp, 40 XP.

Insanity Mist Vapor Trap: CR 8; mechanical; location trigger; repair reset; gas; never miss; onset delay (1 round); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets (all targets in a 10-ft.-by-10-ft. room); Search DC 25; Disable Device DC 20. Market Price: 23,900 gp.

Javelin Trap: CR 2; mechanical; location trigger; manual reset; Attack +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18. Market Price: 4,800 gp.

Large Net Trap: CR 2; mechanical; location trigger; manual reset; Attack +5 melee (see note); Search DC 20; Disable Device DC 25. Note: Characters in 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save. Market Price: 3,000 gp.

Lightning Bolt Trap, CL 5: CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. Cost: 7,500 gp, 600 XP.

Lightning Bolt Trap, CL 10: CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. Cost: 15,000 gp, 1,200 XP.

Lock Covered in Dragon Bile: CR 7; mechanical; touch trigger (attached); no reset; poison (dragon bile, DC 26 Fortitude save resists, 3d6 Str/0); Search DC 27; Disable Device DC 16. Market Price: 11,300 gp.

Moving Executioner Statue: CR 5; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25); Attack +16 melee (1d12+8/x3, greataxe); multiple targets (both arms attack); Search DC 25; Disable Device DC 18. Market Price: 22,500 gp.

Phantasmal Killer Trap, CL 7: CR 5; magic device; proximity trigger (*alarm* covering the entire room); automatic reset; spell effect (*phantasmal killer*, 7th-level wizard, DC 16 Will save for disbelief and DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29. Cost: 14,000 gp, 1,120 XP.

Pit Trap, 20 ft.: CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 23. Market Price: 1,300 gp.

Pit Trap, 40 ft.: CR 2; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); Search DC 20; Disable Device DC 20. Market Price: 2,000 gp.

Pit Trap, 60 ft.: CR 3; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20. Market Price: 3,000 gp.

Pit Trap, 80 ft.: CR 4; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall); Search DC 20; Disable Device DC 20. Market Price: 4,000 gp.

Pit Trap, 100 ft.: CR 5; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 20; Disable Device DC 20. Market Price: 5,000 gp.

Poison Dart Trap: CR 1; mechanical; location trigger; manual reset; Attack +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18. Market Price: 700 gp.

Poisoned Dart Trap: CR 4; mechanical; location trigger; manual reset; Attack +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10-ft.-by-10-ft. area); poison (Small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 22. Market Price: 12,090 gp.

Poison Needle Trap, Blue Whinnis: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Attack +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17. Market Price: 4,720 gp.

Poison Needle Trap, Greenblood Oil: CR 1; mechanical; touch trigger; manual reset; Attack +8 ranged (1 plus greenblood oil poison); Search DC 22; Disable Device DC 20. Market Price: 1,300 gp.

Poison Wall Spikes: CR 5; mechanical; location trigger; manual reset; Attack +16 melee (1d8+4 plus poison, spike); multiple targets (closest target in each of two adjacent 5-ft. squares); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4 Str/1d4 Str); Search DC 17; Disable Device DC 21. Market Price: 12,650 gp.

Poisoned Arrow Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Attack +12 ranged (1d8 plus poison, arrow); poison (Large monstrous scorpion venom, DC 14 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 19; Disable Device DC 15. Market Price: 2,900 gp.

Poisoned Spiked Pit Trap, 50 ft.: CR 10; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Attack +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 16; Disable Device DC 25. Market Price: 19,700 gp.

Portcullis Trap: CR 1; mechanical; location trigger; manual reset; Attack +10 melee (3d6); Search DC 20; Disable Device DC 20. Note:

Damage applies only to those underneath the portcullis. Portcullis blocks passageway. Market Price: 1,400 gp.

Power Word Stun Trap, CL 13: CR 8; magic device; touch trigger; no reset; spell effect (*power word stun*, 13th-level wizard), Search DC 32; Disable Device DC 32. Cost: 4,550 gp, 364 XP.

Prismatic Spray Trap, CL 13: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*prismatic spray*, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32. Cost: 45,500 gp, 3,640 XP.

Razor-Wire across Hallway: CR 1; mechanical; location trigger; no reset; Attack +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 15. Market Price: 400 gp.

Reverse Gravity Trap, CL 13: CR 8; magic device; proximity trigger (*alarm*, 10-ft. area); automatic reset; spell effect (*reverse gravity*, 13th-level wizard, 6d6 fall [upon hitting the ceiling of the 60-ft.-high room], then 6d6 fall [upon falling 60 ft. to the floor when the spell ends], DC 20 Reflex save avoids damage); Search DC 32; Disable Device DC 32. Cost: 45,500 gp, 3,640 XP.

Rolling Rock Trap: CR 1; mechanical; location trigger; manual reset; Attack +10 melee (2d6, rock); Search DC 20; Disable Device DC 22. Market Price: 1,400 gp.

Scything Blade Trap: CR 1; mechanical; location trigger; automatic reset; Attack +8 melee (1d8/x3); Search DC 21; Disable Device DC 20. Market Price: 1,700 gp.

Sepia Snake Sigil Trap, CL 5: CR 4; spell; spell trigger; no reset; spell effect (*sepia snake sigil*, 5th-level wizard, DC 14 Reflex save negates); Search DC 28; Disable Device DC 28. Cost: 650 gp to hire NPC spellcaster.

Spear Trap: CR 1; mechanical; location trigger; manual reset; Attack +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20. Note: 200-ft. max range, target determined randomly from those in its path. Market Price: 1,200 gp.

Spiked Blocks from Ceiling: CR 6; mechanical; location trigger; repair reset; Attack +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 20. Market Price: 21,600 gp.

Spiked Pit Trap, 20 ft.: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Attack +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15. Market Price: 1,600 gp.

Spiked Pit Trap, 60 ft.: CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit spikes (Attack +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. Market Price: 4,000 gp.

Spiked Pit Trap, 80 ft.: CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall), pit spikes (Attack +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. Market Price: 5,000 gp.

Spiked Pit Trap, 100 ft.: CR 6; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); pit spikes (Attack +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. Market Price: 6,000 gp.

Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Attack +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20. Market Price: 5,400 gp.

Summon Monster VI Trap, CL 11: CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*summon monster VI*, 11th-level wizard), Search DC 31; Disable Device DC 31. Cost: 3,300 gp, 264 XP.

Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Attack +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20. Market Price: 500 gp.

Tripping Chain: CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Attack +15 melee touch (trip), Attack +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18. Market Price: 3,800 gp. Note: This trap is really one CR 1 trap that trips and a second CR 1 trap that attacks with a spiked chain. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone.

Ungol Dust Vapor Trap: CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude

save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16. Market Price: 9,000 gp.

Wail of the Banshee Trap, CL 17: CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34. Cost: 76,500 gp, 6,120 XP.

Wall Blade Trap: CR 1; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Attack +10 melee (2d4/x4, scythe); Search DC 22; Disable Device DC 22. Market Price: 2,500 gp.

Wall Scythe Trap: CR 4; mechanical; location trigger; automatic reset; Attack +20 melee (2d4+8/x4, scythe); Search DC 21; Disable Device DC 18. Market Price: 17,200 gp.

Water-Filled Room Trap: CR 4; mechanical; location trigger; automatic reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (5 rounds); liquid; Search DC 17; Disable Device DC 23. Market Price: 11,200 gp.

Well-Camouflaged Pit Trap, 10 ft.: CR 2; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 27; Disable Device DC 20. Market Price: 4,400 gp.

Well-Camouflaged Pit Trap, 70 ft.: CR 7; mechanical; location trigger; repair reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 27; Disable Device DC 18. Market Price: 24,500 gp.

Well-Camouflaged Pit Trap, 100 ft.: CR 8; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 18. Market Price: 16,000 gp.

Whirling Poison Blades: CR 6; mechanical; timed trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Attack +10 melee (1d4+4/19-20 plus poison, dagger); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); multiple targets (one target in each of three pre-selected 5-ft. squares); Search DC 20; Disable Device DC 20. Market Price: 30,200 gp.

Wide-Mouth Pit Trap, 40 ft.: CR 6; mechanical; location trigger, manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 26; Disable Device DC 25. Market Price: 28,200 gp.

Wide-Mouth Pit Trap, 100 ft.: CR 9; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25. Market Price: 40,500 gp.

Wide-Mouth Spiked Pit Trap, 20 ft.: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Attack +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 25. Market Price: 7,200 gp.

Wide-Mouth Spiked Pit with Poisoned Spikes: CR 9; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (Attack +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (giant wasp poison, DC 14 Fortitude save resists, 1d6 Dex/1d6 Dex); Search DC 20; Disable Device DC 20. Market Price: 11,910 gp.

Word of Chaos Trap, CL 13: CR 8; magic device; proximity trigger (*detect law*); automatic reset; spell effect (*word of chaos*, 13th-level cleric); Search DC 32; Disable Device DC 32. Cost: 46,000 gp, 3,680 XP.

Wyvern Arrow Trap: CR 6; mechanical; proximity trigger; manual reset; Attack +14 ranged (1d8 plus poison, arrow); poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 20; Disable Device DC 16. Market Price: 17,400 gp.

Designing a Trap

Mechanical Traps: Simply select the elements you want the trap to have and add up the adjustments to the trap's Challenge Rating that those elements require (see Table: CR Modifiers for Mechanical Traps) to arrive at the trap's final CR. From the CR you can derive the DC of the Craft (trapmaking) checks a character must make to construct the trap.

Magic Traps: As with mechanical traps, you don't have to do anything other than decide what elements you want and then determine the CR of the resulting trap (see Table: CR Modifiers for Magic Traps). If a player character wants to design and construct a magic trap, he must have the Craft Wondrous Item feat. In addition, he must be able to cast the spell or spells that the trap requires - or, failing that, he must be able to hire an NPC to cast the spells for him.

Challenge Rating of a Trap

To calculate the Challenge Rating of a trap, add all the CR modifiers (see the tables below) to the base CR for the trap type.

Mechanical Trap: The base CR for a mechanical trap is 0. If your final CR is 0 or lower, add features until you get a CR of 1 or higher.

Magic Trap: For a spell trap or magic device trap, the base CR is 1. The highest-level spell used modifies the CR (see Table: CR Modifiers for Magic Traps).

Average Damage: If a trap (either mechanical or magic) does hit point damage, calculate the average damage for a successful hit and round that value to the nearest multiple of 7. Use this value to adjust the Challenge Rating of the trap, as indicated on the tables below. Damage from poisons and pit spikes does not count toward this value, but damage from a high strength rating and extra damage from multiple attacks does.

For a magic trap, only one modifier applies to the CR - either the level of the highest-level spell used in the trap, or the average damage figure, whichever is larger.

Multiple Traps: If a trap is really two or more connected traps that affect approximately the same area, determine the CR of each one separately.

Multiple Dependent Traps: If one trap depends on the success of the other (that is, you can avoid the second trap altogether by not falling victim to the first), they must be treated as separate traps.

Multiple Independent Traps: If two or more traps act independently (that is, none depends on the success of another to activate), use their CRs to determine their combined Encounter Level as though they were monsters. The resulting Encounter Level is the CR for the combined traps.

TABLE 12-6: CR MODIFIERS FOR MECHANICAL TRAPS

Feature	CR Modifier
Search DC	
15 or lower	-1
25-29	+1
30 or higher	+2
Disable Device DC	
15 or lower	-1
25-29	+1
30 or higher	+2
Reflex Save DC (Pit or Other Save-Dependent Trap)	
15 or lower	-1
16-24	---
25-29	+1
30 or higher	+2
Attack Bonus (Melee or Ranged Attack Trap)	
+0 or lower	-2
+1 to +5	-1
+6 to +14	---
+15 to +19	+1
+20 to +24	+2
Damage/Effect	
Average damage	+1/7 points*
Miscellaneous Features	
Alchemical device	Level of spell mimicked
Liquid	+5
Multiple target	+1 (or 0 if never miss)
Onset delay 1 round	+3
Onset delay 2 rounds	+2
Onset delay 3 rounds	+1
Onset delay 4+ rounds	-1
Poison	CR of poison (see below)
Black adder venom	+1 Large scorpion venom +3
Black lotus extract	+8 Malyss root paste +3
Bloodroot	+1 Medium spider venom +2
Blue whinnis	+1 Nitharit +4
Burnt othur fumes	+6 Purple worm poison +4
Deathblade	+5 Sassone leaf residue +3
Dragon bile	+6 Shadow essence +3
Giant wasp poison	+3 Small centipede poison +1
Greenblood oil	+1 Terinav root +5
Insanity mist	+4 Ungol dust +3
Wyvern poison	+5
Pit spikes	+1
Touch attack	+1

* Rounded to the nearest multiple of 7 (round up for an average that lies exactly between two numbers).

TABLE 12-7: CR MODIFIERS FOR MAGIC TRAPS

Feature	CR Modifier
Highest-level spell	+ Spell level OR +1 per 7 points of average damage per round*

* See the note following Table: CR Modifiers for Mechanical Traps.

Mechanical Trap Cost

The base cost of a mechanical trap is 1,000 gp. Apply all the modifiers from Table: Cost Modifiers for Mechanical Traps for the various features you've added to the trap to get the modified base cost.

The final cost is equal to (modified base cost x Challenge Rating) + extra costs. The minimum cost for a mechanical trap is (CR x 100) gp.

After you've multiplied the modified base cost by the Challenge Rating, add the price of any alchemical items or poison you incorporated into the trap. If the trap uses one of these elements and has an automatic reset, multiply the poison or alchemical item cost by 20 to provide an adequate supply of doses.

Multiple Traps: If a trap is really two or more connected traps, determine the final cost of each separately, then add those values together. This holds for both multiple dependent and multiple independent traps (see the previous section).

TABLE 12-8: COST MODIFIERS FOR MECHANICAL TRAPS

Feature	Cost Modifier
Trigger Type	
Location	---
Proximity	+1,000 gp
Touch	---
Touch (attached)	-100 gp
Timed	+1,000 gp
Reset Type	
No reset	-500 gp
Repair	-200 gp
Manual	---
Automatic	+500 gp (or 0 if trap has timed trigger)
Bypass Type	
Lock	+100 gp (Open Lock DC 30)
Hidden switch	+200 gp (Search DC 25)
Hidden lock	+300 gp (Open Lock DC 30, Search DC 25)
Search DC	
19 or lower	-100 gp x (20 - DC)
20	---
21 or higher	+200 gp x (DC - 20)
Disable Device DC	
19 or lower	-100 gp x (20 - DC)
20	---
21 or higher	+200 gp x (DC - 20)
Reflex Save DC (Pit or Other Save-Dependent Trap)	
19 or lower	-100 gp x (20 - DC)
20	---
21 or higher	+300 gp x (DC - 20)
Attack Bonus (Melee or Ranged Attack Trap)	
+9 or lower	-100 gp x (10 - bonus)
+10	---
+11 or higher	+200 gp x (bonus - 10)
Damage Bonus for High Strength rating	
(ranged attack trap)	+100 gp x bonus (max +4)
(melee attack trap)	+100 gp x bonus (max +8)
Miscellaneous Features	
Never miss	+1,000 gp
Poison	Cost of poison*
Alchemical item	Cost of item*

* Multiply cost by 20 if trap features automatic reset.

Magic Device Trap Cost

Building a magic device trap involves the expenditure of experience points as well as gold pieces, and requires the services of a spellcaster. Table 12-9: Cost Modifiers for Magic Device Traps summarizes the cost information for magic device traps. If the trap uses more than one spell (for instance, a sound or visual trigger spell in addition to the main spell

effect), the builder must pay for them all (except alarm, which is free unless it must be cast by an NPC; see below).

The costs derived from Table: Cost Modifiers for Magic Device Traps assume that the builder is casting the necessary spells himself (or perhaps some other PC is providing the spells for free). If an NPC spellcaster must be hired to cast them those costs must be factored in as well.

A magic device trap takes one day to construct per 500 gp of its cost.

TABLE 12-9: COST MODIFIERS FOR MAGIC DEVICE TRAPS

Feature	Cost Modifier
Alarm spell used in trigger	---
One-Shot Trap	
Each spell used in trap	+50 gp x caster level x spell level, +4 XP x caster level x spell level
Material components	+Cost of all material components
XP components	+Total of XP components x 5 gp
Automatic Reset Trap	
Each spell used in trap	+500 gp x caster level x spell level, +40 XP x caster level x spell level
Material components	+Cost of all material components x 100 gp
XP components	+Total of XP components x 500 gp

Spell Trap Cost

A spell trap has a cost only if the builder must hire an NPC spellcaster to cast it.

Craft DCs for Mechanical Traps

Once you know the Challenge Rating of a trap determine the Craft (trapmaking) DC by referring to the table and the modifiers given below.

Craft	
Trap CR Base	(Trapmaking) DC
1-3	20
4-6	25
7-10	30

Modifier to Craft	
Additional Components	(Trapmaking) DC
Proximity trigger	+5
Automatic reset	+5

Making the Checks: To determine how much progress a character makes on building a trap each week, that character makes a Craft (trapmaking) check. See the Craft skill description for details on Craft checks and the circumstances that can affect them.

CHAPTER THIRTEEN: CAMPAIGNING

SETTLEMENT SIZE AND CHARACTERISTICS

TABLE 13-X: SETTLEMENTS

d%	Settlement	Adult Population	Shopping Cap
01-10	Thorp	2d4 x 10	Pop / 5 gp
11-28	Hamlet	100 + (3d10 x 10)	Pop / 4 gp
29-50	Village	300 + (1d6 x 100)	Pop / 3 gp
51-70	Small town	800 + (1d12 x 100)	Pop / 2 gp
71-85	Large town	1,000 + (1d4 x 1,000)	Pop x 1 gp
86-90	Small city	4,000 + (1d8 x 1,000)	Pop x 2 gp
91-94	Large city	10,000 + (2d8 x 1,000)	Pop x 3 gp
100	Metropolis	24,000 + (1d20 x 1,000)	Pop x 4 gp

CHAPTER FOURTEEN: MAKING WORLDS

SUPERNATURAL FORCES

The most labor-intensive task a DM can undertake is the creation of the setting in which the game takes place. This task is so large in scope, that pre-made settings are popularly used. The benefits of a pre-made setting is that the DM has a handy reference for political, social, history, and so on that is required to make a world believable and enjoyable. The drawbacks of a pre-made setting is that the DM must rely on the skill of the setting's creator, the players will have access to all of the same information, and cannot alter the setting to suit his own vision without causing major believability disruptions.

The two main methods of setting creation are “top down” and “bottom up”, each of which has its own perks. “Top down” entails having a finished area in mind, usually something no larger than a city and the immediate environs, then vaguely filling in the rest of the world's information to suit what is needed to make the chosen location believable. “Bottom up” means first answering the big questions of the world as a whole, from its creation through its history and the resulting cultures, until you have a large pool of information that can be used to make local areas consistent and believable. “Top down” is usually the quicker method, but of necessity restricts play to one location without much in the way of player-accessible background. “Bottom up” takes far more time and skill to be viable, but makes later introduction of new areas to the players quicker since everything has at least a skeletal make-up already in place.

For the purposes of this chapter we will be using a “bottom up” approach, since it is the more involved and complex method. To illustrate each step, an example setting called “After the Mind Wars” will be used as an example. At the end of the chapter we will create a single town and its immediate area for play in this setting, using the “top down” approach.

CONCEPT

Every well-made campaign setting has a central idea that it is built around. This is a one or two sentence description that it boils down to. Sticking to this central concept helps the DM maintain internal consistency in the setting, and gives it a distinct feel for the players that help them suspend their disbelief.

If the DM wants to make a gothic horror setting, complete with lots of mythological monsters such as vampires and frequent saves against fear effects, they might have a concept of “dark and foreboding domain of night-dwelling monsters that prey upon the humanoids in their midst, undetected by most as they do so.” Similar things can be done for psionics-heavy post-apocalyptic settings, high fantasy settings with heavy political themes, oriental settings that are undergoing invasion by supernatural forces, and so on.

A good idea is to expand this brief concept into a full paragraph, once you have gone through more of the setting creation steps and firmed up what the setting is like. This paragraph can then be given to the players as a method of introducing them to the setting, and used yourself as a reference for keeping new setting material in-theme.

REALISM VS FANTASY

Now you must decide how many fantastic elements you want in your setting, and how prevalent they are. A setting with few fantastic elements, but making those that exist very common, creates a world in which certain things are commonplace and accepted while others are unheard of - such as common access to arcane magic but no “monsters” or other types of magic. The inverse is also true, with the entire gamut of fantastic elements existing but uncommon you can create a setting in which typical mundane things are commonplace, but even the most ineffectual supernatural creature like a shocker lizard would be cause for major concern...and almost impossible to deal with except by specialists. Most settings fall somewhere between these two extremes.

“Fantastic elements” are things that are not found in the real world, in either modern or historical context. This means that knights in shining armor are **not** fantastic, since they really existed in the past, but **orcish** knights in shining armor **would be** fantastic. You don't need to specify what fantastic elements, or the frequency of them, at this point - just what general types and amounts you will have in the setting.

There are several types of supernatural forces that can be present in your setting, running the gamut from arcane magic to alchemical goods. It is up to you to decide what of these forces you want to have in your setting, how common they are, and if they are stronger or weaker than shown in the *Edition Pi PHB*. Just because the default system has all of these elements and a mutually viable power level is no reason your setting needs to.

Arcane Magic: The forces of magical study and reason, personified by the sorcerer and wizard classes. This is magic-as-science and magic-as-art, the dichotomy of the two approaches sets up a rivalry between their users that is often useful for DMs wanting to add a bit of flavor or in need of adventure hooks in urban settings. You must choose if you want to favor one of the two styles of arcane magic over the other in the setting. More common sorcerers mean magical scrolls and other items are less common, but most public functionaries will have at least some minor spellcasting ability. More common wizards mean magical scrolls and other items will be more common, typically cheaper by up to 25%, but the need for study and laboratory time means that public functionaries are actually **less** likely to have any arcane spellcasting powers. Settings without any arcane magic at all should also not have monsters that use arcane spell-like abilities, or at the very least should have those abilities altered to similar divine magic or psionic powers.

Divine Magic: The force of faith in the power of some higher force or being, be it nature or a deity. The two main “flavors” of divine magic are the natural forces personified by the druid, and the organized faiths personified by the cleric. The two often overlap where clerics of nature-oriented deities are concerned, but the main difference is that all types of cleric focus on faith as it pertains to the population, whereas druids focus on their personal reverence for the natural world and typically could care less about “civilization”. Whichever type of faith is more common usually depends on the area of the setting the game is taking place in, but there is nothing stopping you from restricting or enhancing one type of faith over the other. Settings without any divine magic at all should also not have monsters that use divine spell-like abilities, or at the very least should have those abilities altered to similar arcane magic or psionic powers.

Psionics: The power of personal will as filtered through learned applications, shaped by desire, personified by the psionist class. While the effects this discipline can generate are very similar to magic, sometimes so similar that the unlearned can easily mistake the two, the versatility of psionics and their relative lack of power make them functionally very different. A setting that has access to psionics does not necessarily need to have access to arcane or divine magic, and vice-versa. Even if all types of magic share the same setting as psionics, you have to decide how common psionics is in relation to magic. The default relative amount used in the *Edition Pi PHB* is 40% arcane magic, 40% divine magic, 20% psionics. Settings without any psionics at all should also not have monsters that use psionic powers, or at the very least should have those abilities altered to similar spell-like abilities (this is already done in the *Edition Pi MM*, for easy reference).

Alchemy: Most settings will have some amount of fantastic chemistry and elements, such as alchemist's fire flasks and mithral. What you have to decide is if you want these elements to have a major or minor place in your setting, or just be present as a kind of background filler like in the default *Edition Pi* rule book materials. If they are less present in your setting then you should eliminate some or even all such items. If they are more present in your setting then you should either make them more common by reducing their prices, or introduce more of them. You might want to make alchemy into a primary component of your setting's supernatural forces, in which case you should make the new “artificer” base class from Chapter 5 into a primary class for your setting. This class' “gadgets” use a combination of alchemy and mechanisms to create their effects, making it perfect for the role of a master alchemist. This would also require adding artificer gadgets to the random magic item tables.

TECHNOLOGY

The d20 *Edition Pi* rules assume that a campaign is at a level of technological development at about the point of the late middle ages. However this is not always the case. A campaign could have technology

as primitive as that of roman-era Europe, or as advanced as the late renaissance. Not that the setting needs to be exactly analogous to any age in history, but each era is hallmarked with specific examples of technological development that help to exemplify it.

By choosing the level of technology of your setting, you are restricting many of the choices that characters have in the types of gear they can use. In addition to this, since magic is always as powerful no matter the level of technology, less advanced settings necessarily cause spellcasting character to become more powerful in comparison to combat characters. The default “middle”-era technology level presented in the *PHB* is the balancing point at which combat and spellcasting characters, each unaltered, is neither more nor less powerful than the other. So if you want to place more importance on social and magical characters, reduce the technology level. But if you want spellcasters to be less “center stage” then set the default technology era to renaissance...or as already mentioned you can make magic weaker. Some settings both reduce technology **and** weaken magic, in order to make social characters more powerful than **both** combat and spellcasting characters.

Some worlds have specific cultures that are more technologically advanced than the default level of the rest of the world. Characters from these cultures, or that spend a significant time immersed in them, can take the feat to be able to make and use gear from the more advanced society.

Advanced Culture [General]

You are comfortable with the technology of a culture that is markedly more developed than most.

Prerequisites: Must be from the culture, or have spent at least 6 months living there.

Benefit: You can make and use armor, weapons, and chemicals from the more advanced culture. For every level of difference between the technology of the area you are in, and that of your Advanced Culture, the effective market price of the advanced items is increased by +100%.

Normal: People using weapons, including grenade-like weapons, from a more advanced era of technology have a –2 penalty to all their attack rolls. They also have a –2 penalty to all their saving throws if using armor from a more advanced era of technology. These penalties are cumulative for every level of difference between the campaign’s default technology, and the technology of the item(s) being used.

Special: If you take this feat at 1st-level, you can start play with Advanced Culture items without having to pay the increased cost. If a character takes it after 1st-level, but still during character creation, they must pay the cost increase for any Advanced Culture items they begin play with.

Special: If your campaign uses the new artificer base class from Chapter 5: Base Classes, all artificers are considered to have the Advanced Culture feat as a bonus feat at 1st-level. If you already have the Advanced Culture feat and later take the first level of artificer, you gain an additional two 0th-level Plans known.

Personalized Firearms [Combat]

By making your own firearms you have perfected their balance and fit in your hand, and are intimately aware of their idiosyncrasies - as well as how to compensate for them.

Prerequisites: Base Attack Bonus +1, Craft (firearms) 4+ ranks.

TABLE 14-2: FIREARMS

Weapon	Size	Proficiency	Cost	Damage	Critical	Range	Weight	Type	Notes	Craft	DC
Cappette	Tiny	Simple	2 gp	1d6	19-20/x3	10 ft	1 lb	B			12
“Cap (20)	---	---	2 gp	---	---	---	3 lb	---			10*
Pistol	Small	Simple	4 gp	2d6	19-20/x3	20 ft	3 lb	B			15
“Shell (10)	---	---	2 gp	---	---	---	3 lb	---			10*
Musket	Medium	Martial	12 gp	3d6	19-20/x3	40 ft	10 lb	B	Holds two shots, each reloaded separately		18
“Round (10)	---	---	3 gp	---	---	---	3 lb	---			10*
TwoPounder	Medium	Martial	8 gp	4d6	19-20/x3	20 ft	10 lb	B			18
“Load (1)	---	---	4 sp	---	---	---	2 lb	---			10*
Blunderbuss	Large	Exotic	12 gp	4d6	---	30 ft	15 lb	---			20
“Shot (5)	---	---	2 gp	---	Special	---	3 lb	S	5 ft-wide line, Ref for half DC of attack roll		10*
“Slug (5)	---	---	2 gp	---	19-20/x3	---	3 lb	B			10*
Cannon	Huge	Exotic	100 gp	10d6	---	100 ft	50 lb	---	Must be set down to fire (move action)		25
“Ball (1)	---	---	1 gp	---	17-20/x4	---	10 lb	B			10*
“Grape (1)	---	---	1 gp	---	Special	---	10 lb	S	10 ft-wide line, Ref for half DC of attack roll		10*

* Crafting firearms ammunition requires 1sp worth of black powder per damage die, which counts as half of the Crafting materials.

Benefits: When wielding a firearm that was Crafted **entirely by you** there are several bonuses that you gain. You increase the firearm’s range increment by x1.5 (x2 total if you have the Far Shot feat). You gain +1 damage per damage die (i.e. 2d6 becomes 2d6+2). The firearm never misfires for you, so long as you were the one to load it.

Special: If you take this feat at character creation then you can consider any of the firearms you start the game with to have been Crafted by you, so long as you have a Craft (firearms) skill total no lower than the firearm’s Craft DC –10.

TABLE 14-1: TECHNOLOGY BY ERA

	Savage	Roman	Middle	Renaissance
Chemicals	none	no mod	no mod	x2 effect
Crossbows	none	none	no mod	+1 die size
Firearms	none	none	none	no mod
Heavy Armor	none	none	no mod	+1 AC
Metal Weapons	none	–1 size	no mod	+1 die size

Chemicals: This includes all forms of alchemical items that have a measurable numeric effect, other than duration, random or not. Such items double the value of the effect; so acid flasks now deal 2d6 damage (2 point splash within 10 ft radius), antitoxin now provides a +10 save bonus, sunrods illuminate a 60 ft radius, and so on.

Crossbows: These weapons only exist starting at the middle age era of development, and their damage die goes up one size category, as if from being larger (see “Weapon Size and Damage” sidebar in the *pi PHB* chapter 7) if made using renaissance-era technology. Crossbows cannot be made earlier than the middle-era, since the metals needed for the crosspiece are not flexible enough.

Firearms: These devices are responsible for the falling form favor of worn armor come renaissance-era technology, despite their unreliability. All firearms at this level of technology take a minute to reload, have a 20% miss chance (10% if masterwork), deal damage to the wielder instead if they roll a natural 100 on their miss chance, and **make touch attacks** to deal damage thanks to their great velocity. They are made with the Craft (firearms) skill. Druids cannot use firearms without violating their weapons restriction.

Heavy Armor: This category includes all forms of heavy armor and tower shields, which are not available using materials and methods of the savage and roman eras. At renaissance-era technology such armors can be made from very high-quality steel at no additional cost, providing them with an extra +1 AC.

Metal Weapons: This includes all weapons made entirely or with a head from metal, which cannot be forged until the roman-era. Using roman-era technology all weapons are made from inferior metals such as bronze or low-grade iron, and cannot be made from special metals except cold iron, so their damage is reduced by one die size as if from being smaller (see “Weapon Size and Damage” sidebar in the *PHB* chapter 7). Using renaissance-era technology these weapons can now be made using easily refined metals that are much sturdier and keep a finer edge than before, including special metals, so their damage is increased by one die size as if from being larger (see “Weapon Size and Damage” sidebar in the *PHB* chapter 7). Savage-era long and short bows must use stone arrowheads, so their damage is instead reduced by two sizes.

Firearms are mundane weapons that use small amounts of explosive powder to hurl bits of metal at great speeds. They take one minute (10 full round actions) to reload, or half that time if you have the Rapid Reload feat. Rapid Reload is a separate feat for Cannons than it is for other firearms. Firearms **will not fire** when wet, which usually also means in the rain, or frozen by extreme cold. If the attacker rolls a natural 1 on his to-hit roll he must also pass a DC 15 Reflex save or the firearm “misfires” on the wielder due to being miss-loaded. This is instead of the rule for dropping a weapon (the weapon is dropped anyway if the Reflex save is failed).

Characters that are not from a renaissance technology level have a –2 penalty to their to-hit rolls with firearms for each technology level below renaissance.

Armor vs. Firearms: A character being fired at by a firearm gets half his total AC bonus from armor and natural armor, due to the high kinetic energy of the projectile. For example: a character with studded leather (+3 AC) and +1 AC natural armor from a magic item has a total AC bonus of +2 instead of +4, plus the full AC bonus from other sources.

Cappette: A small pistol that can be easily hidden in a boot or under a hat.

Pistol: A regular-size pistol used by most people.

Musket: A long-barreled pistol with two barrels, over and under, that is sturdy enough to fire slightly larger powder charges and projectiles. Each barrel still takes a minute to load, but a musket can hold up to two shots since it has two barrels.

TwoPounder: A grossly over-sized pistol that is designed as a “hand cannon”, to fire a two-pound metal ball.

Blunderbuss: A musket that has one wide barrel instead of two smaller barrels, and as a result can fire heavier loads. It is the only breach-loading firearm, capable of shooting either solid metal slugs or cloth beanbags full of metal shot. If firing shot it lays down a 5 ft-wide line that deals damage to all creatures out to the first range increment only, with each target getting a Reflex save for half damage using the attacker’s to-hit roll for the DC.

Cannon (Siege Engine): A two-man crew siege engine, loader and spotter. Only the spotter needs to be proficient with the Cannon, and the spotter makes the attack roll. Double the usual reloading time if only one person is loading the cannon. The loader actually fires the cannon, and is the one to make the Reflex save if necessary. If the cannon misfires then everything within 5 ft of the cannon takes damage from the cannon, DC 15 Reflex save for half, instead of just the loader.

TABLE 14-3: RENAISSANCE GEAR

Item	Price	Weight	Notes
Black Powder	10 gp	1 lb	1d6 damage, 5 ft radius/2 lbs, DC 10+lbs
Bomb	50 gp	5 lbs	Grenade, 4d6 damage 10 ft radius, DC 14
Flesh Glue	30 gp	1/2 lb	Heals 1d6 hit points
Snuff	2 gp	---	+1 to-hit and save for 10 minutes

Black Powder: This is the explosive powder that is used to discharge firearms, and explode bombs. Exposure to fire or electricity ignites black powder. Once ignited black powder explodes for 1d6 bludgeoning damage per pound, with a blast radius of 5 ft for every 2 lbs of black powder (so 1 lb only damages the square it is in). Creatures within that blast radius get a Reflex save with a DC of 10 + lbs of black powder for half damage. This is an Alchemy item with a crafting DC of 15.

Bomb: This is a small but fat wooden barrel covered in tar and roasted until the tar has cured hardened. A plug on one side is used to open it and fill it with 4 lbs of black powder, the same material used to discharge a firearm. The plug has a fuse in it that takes a full round to burn down, but can be cut short enough to detonate at the end of the user’s action in a combat round. When the fuse burns down the black powder is ignited, causing the bomb to explode in a 10 ft radius blast dealing 4d6 bludgeoning damage. Creatures in that area get to make a DC 14 Reflex save for half damage. A bomb cannot be used without a source of fire (such as a torch, lantern, or tindertwig), and cannot be ignited if wet, but neither ambient moisture or cold hinder it. This is an Alchemy item with a crafting DC of 15.

Flesh Glue: This is a waxed canvas tube filled with an oil-based glue that is created from rendered fats and medical herbs. When applied topically to a living creature’s wounds it replaces lost skin, soothes burns, and seals cuts - thus healing 1d6 hit points of damage. It has no effect on

dead or undead creatures. This is an Alchemy item with a crafting DC of 20.

Snuff: This is a small bit of powder that is inhaled through the nose into the lungs. It is a stimulant and energetic compound that imbues the user with confidence and a sense of well being. As a result the user gets a +1 morale bonus to their attack rolls and saving throws for the next 10 minutes. Snuff is a minor addictive material, requiring a DC 12 Fortitude save to avoid addiction (automatically failed if they were addicted in the past). Once addicted a user must take it daily, suffering a –1 morale penalty to attack and saving throws on days they miss a dose. The addicted user gets a DC 12 Fortitude save every day they go without a dose, and once they pass three of these saves they are no longer addicted. This is an Alchemy item with a crafting DC of 12.

COSMOLOGY

POPULATION

GEOGRAPHY

HISTORY

SOCIOLOGY

POLITICS

ADVENTURING AREAS

CHAPTER FIFTEEN: REWARDING CHARACTERS

EXPERIENCE POINTS

TABLE 15-1: XP AWARDS FOR CHALLENGES

Party --- Challenge Rating ---

Level	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6	CR 7	CR 8	CR 9	CR 10	CR 11	CR 12	CR 13	CR 14	CR 15	CR 16	CR 17	CR 18
1st-3rd	300	600	900	1,350	1,800	2,700	3,600	5,400	7,200	10,800	14,400	21,600	28,800	Dead	Dead	Dead	Dead	Dead
4	300	600	800	1,200	1,600	2,400	3,200	4,800	6,400	9,600	12,800	19,200	25,600	38,400	Dead	Dead	Dead	Dead
5	300	500	750	1,000	1,500	2,250	3,000	4,500	6,000	9,000	12,000	18,000	24,000	36,000	48,000	Dead	Dead	Dead
6	263	450	600	900	1,200	1,800	2,700	3,600	5,400	7,200	10,800	14,400	21,600	28,800	43,200	57,600	Dead	Dead
7	200	394	525	700	1,050	1,400	2,100	3,150	4,200	6,300	8,400	12,600	16,800	25,200	33,600	50,400	67,200	Dead
8	---	300	450	600	800	1,200	1,600	2,400	3,600	4,800	7,200	9,600	14,400	19,200	28,800	38,400	57,600	78,800
9	---	225	338	506	675	900	1,350	1,800	2,700	4,050	5,400	8,100	10,800	16,200	21,600	32,400	43,200	64,800
10	---	---	250	375	563	750	1,000	1,500	2,000	3,000	4,500	6,000	9,000	12,000	18,000	24,000	36,000	48,000
11	---	---	---	275	413	619	825	1,100	1,650	2,200	3,300	4,950	6,600	9,900	13,200	19,800	26,400	39,600
12	---	---	---	---	300	450	675	900	1,200	1,800	2,400	3,600	5,400	7,200	10,800	14,400	21,600	28,800
13	---	---	---	---	---	325	488	731	975	1,300	1,950	2,600	3,900	5,850	7,800	11,700	15,600	23,400
14	---	---	---	---	---	---	350	525	788	1,050	1,400	2,100	2,800	4,200	6,300	8,400	12,600	16,800
15	---	---	---	---	---	---	---	375	563	844	1,125	1,500	2,250	3,000	4,500	6,750	9,000	13,500
16	---	---	---	---	---	---	---	---	400	600	900	1,200	1,600	2,400	3,200	4,800	7,200	9,600
17	---	---	---	---	---	---	---	---	---	425	638	956	1,275	1,700	2,550	3,400	5,100	7,650
18	---	---	---	---	---	---	---	---	---	---	450	675	1,013	1,350	1,800	2,700	3,600	5,400
19	---	---	---	---	---	---	---	---	---	---	---	475	713	1,069	1,425	1,900	2,850	3,800
20	---	---	---	---	---	---	---	---	---	---	---	---	500	750	1,000	1,500	2,000	3,000
21	---	---	---	---	---	---	---	---	---	---	---	---	---	525	700	1,050	1,400	2,100
22	---	---	---	---	---	---	---	---	---	---	---	---	---	---	550	739	1,100	1,450
23	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	575	775	1,150
24	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	600	800
25	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	625

Party --- Challenge Rating ---

Level	CR 19	CR 20	CR 21	CR 22	CR 23	CR 24	CR 25	CR 26	CR 27	CR 28	CR 29	CR 30	CR 31	CR 32
9	86,400	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead
10	72,000	96,000	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead
11	52,800	79,200	105,600	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead
12	43,200	57,600	86,400	115,200	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead
13	31,200	46,800	62,400	93,600	124,800	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead
14	25,200	33,600	50,400	67,200	100,800	134,400	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Dead
15	18,000	27,000	36,000	54,000	72,000	108,000	144,000	Dead	Dead	Dead	Dead	Dead	Dead	Dead
16	14,400	19,200	28,800	38,400	57,600	76,800	115,200	153,600	Dead	Dead	Dead	Dead	Dead	Dead
17	10,200	15,300	20,400	30,600	40,800	61,200	81,600	122,400	163,200	Dead	Dead	Dead	Dead	Dead
18	8,100	10,800	16,200	21,600	32,400	43,200	64,800	86,400	129,600	172,800	Dead	Dead	Dead	Dead
19	5,700	8,550	11,400	17,100	22,800	34,200	45,600	68,400	91,200	136,800	182,400	Dead	Dead	Dead
20	4,000	6,000	9,000	12,000	18,000	24,000	36,000	48,000	72,000	96,000	144,000	192,000	Dead	Dead
21	3,150	4,200	6,300	9,450	12,600	18,900	25,200	37,800	50,400	75,600	100,800	151,200	201,600	Dead
22	2,200	3,300	4,400	6,600	9,900	13,200	19,800	26,400	39,600	52,800	79,200	105,600	158,400	211,200
23	1,525	2,300	3,450	4,600	6,900	10,350	13,800	20,700	27,600	41,400	55,200	82,800	110,400	165,600
24	1,200	1,600	2,400	3,600	4,800	7,200	10,800	14,400	21,600	28,800	43,200	57,600	86,400	115,200
25	845	1,250	1,675	2,500	3,750	5,000	7,500	11,250	15,000	22,500	30,000	45,000	60,000	90,000
26	650	880	1,300	1,750	2,600	3,900	5,200	7,800	11,700	15,600	23,400	31,200	46,800	62,400
27	---	675	915	1,350	1,825	2,700	4,050	5,400	8,100	12,150	16,200	24,300	32,400	48,600
28	---	---	700	950	1,400	1,900	2,800	4,200	5,600	8,400	12,600	16,800	25,200	33,600
29	---	---	---	725	986	1,450	1,975	2,900	4,350	5,800	8,700	13,050	17,400	26,100
30	---	---	---	---	750	1,021	1,500	2,050	3,000	4,500	6,000	9,000	13,500	18,000
31	---	---	---	---	---	775	1,050	1,550	2,125	3,100	4,650	6,200	9,300	13,950
32	---	---	---	---	---	---	800	1,100	1,600	2,200	3,200	4,800	6,400	9,600
33	---	---	---	---	---	---	---	825	1,125	1,650	2,275	3,300	4,950	6,600
34	---	---	---	---	---	---	---	---	850	1,162	1,700	2,350	3,400	5,100
35	---	---	---	---	---	---	---	---	---	875	1,200	1,750	2,425	3,500
36	---	---	---	---	---	---	---	---	---	---	900	1,232	1,800	2,500
37	---	---	---	---	---	---	---	---	---	---	---	925	1,267	1,850
38	---	---	---	---	---	---	---	---	---	---	---	---	950	1,300
39	---	---	---	---	---	---	---	---	---	---	---	---	---	975

Other rewards can be given for achieving adventure goals or role-playing in low-combat campaigns. See “Other XP Rewards” at the end of this chapter for details.

TREASURE

TABLE 15-2: ENCOUNTER LEVEL RANDOM TREASURE

1st Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-14 ---	01-90 ---	01-71 ---
15-29 1d6 x 100 cp	91-95 1 gem	72-95 1 mundane
30-52 1d8 x 50 sp	96-100 1 art	96-100 1 minor
53-95 2d8 x 10 gp		
96-100 1d4 x 20 pp		
2nd Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-13 ---	01-81 ---	01-65 ---
14-23 1d10 x 100 cp	82-95 1d3 gems	66-85 1 mundane
24-41 2d10 x 50 sp	96-100 1d3 art	86-100 1 minor
42-95 4d10 x 10 gp		
96-100 2d8 x 20 pp		
3rd Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-11 ---	01-77 ---	01-60 ---
12-21 2d8 x 100 cp	78-95 1d3 gems	61-89 1d4 mundane
22-41 4d8 x 50 sp	96-100 1d3 art	90-100 1 minor
42-95 1d4 x 100 gp		
96-100 1d10 x 20 pp		
4th Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-11 ---	01-70 ---	01-55 ---
12-21 2d10 x 100 cp	71-95 1d4 gems	56-62 1d4 mundane
22-41 4d12 x 100 sp	96-100 1d3 art	63-100 1 minor
42-95 1d6 x 100 gp		
96-100 1d8 x 20 pp		
5th Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-10 ---	01-60 ---	01-55 ---
11-19 1d4 x 1,000 cp	61-95 1d4 gems	56-67 1d4 mundane
20-38 1d6 x 50 sp	96-100 1d4 art	68-100 1d3 minor
39-95 1d8 x 100 gp		
96-100 1d10 x 20 pp		
6th Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-10 ---	01-56 ---	01-54 ---
11-18 1d6 x 1,000 cp	57-92 1d4 gems	55-59 1d4 mundane
19-37 1d8 x 500 sp	93-100 1d4 art	60-99 1d3 minor
38-95 1d10 x 100 gp		100 1 medium
96-100 1d12 x 20 pp		
7th Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-10 ---	01-48 ---	01-51 ---
11-18 1d10 x 1,000 cp	49-88 1d4 gems	52-97 1d3 minor
19-35 1d12 x 500 sp	89-100 1d4 art	98-100 1 medium
36-93 2d6 x 100 gp		
94-100 3d4 x 20 pp		
8th Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-10 ---	01-45 ---	01-48 ---
11-15 1d12 x 1,000 cp	46-85 1d6 gems	49-96 1d4 minor
16-29 2d6 x 500 sp	86-100 1d4 art	97-100 1 medium
30-87 2d8 x 100 gp		
88-100 3d6 x 20 pp		
9th Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-10 ---	01-40 ---	01-43 ---
11-15 2d6 x 1,000 cp	41-42 1d8 gems	44-91 1d4 minor
16-29 2d8 x 500 sp	81-100 1d4 art	92-100 1 medium
30-85 5d4 x 100 gp		
86-100 2d12 x 20 pp		
10th Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-10 ---	01-35 ---	01-40 ---
11-24 2d10 x 500 sp	36-79 1d8 gems	41-88 1d4 minor
25-79 6d4 x 100 gp	80-100 1d6 art	89-99 1 medium
80-100 5d6 x 20 pp		100 1 major

11th Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-08 ---	01-24 ---	01-31 ---
09-14 3d10 x 500 sp	25-74 1d10 gems	32-84 1d4 minor
15-75 4d8 x 1,000 gp	75-100 1d6 art	85-98 1 medium
76-100 4d10 x 20 pp		99-100 1 major
12th Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-08 ---	01-17 ---	01-27 ---
09-14 3d12 x 500 sp	18-70 1d10 gems	28-82 1d6 minor
15-75 1d4 x 1,000 gp	71-100 1d8 art	83-97 1 medium
76-100 1d4 x 200 pp		98-100 1 major
13th Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-08 ---	01-11 ---	01-19 ---
09-37 1d4 x 5,000 sp	12-66 1d12 gems	20-73 1d6 minor
38-75 1d4 x 1,000 gp	67-100 1d10 art	74-95 1 medium
76-100 1d10 x 200 pp		96-100 1 major
14th Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-08 ---	01-11 ---	01-19 ---
09-37 1d6 x 5,000 sp	12-66 2d8 gems	20-58 1d6 minor
38-75 1d6 x 1,000 gp	67-100 2d6 art	59-92 1 medium
76-100 1d12 x 200 pp		93-100 1 major
15th Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-08 ---	01-09 ---	01-11 ---
09-37 1d8 x 5,000 sp	10-65 2d10 gems	12-46 1d10 minor
38-74 1d8 x 1,000 gp	66-100 2d8 art	47-90 1 medium
75-100 3d4 x 200 pp		91-100 1 major
16th Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-03 ---	01-07 ---	01-11 ---
04-37 1d12 x 5,000 sp	08-64 4d6 gems	12-46 1d10 minor
38-74 1d12 x 1,000 gp	65-100 2d10 art	47-90 1d3 medium
75-100 3d4 x 200 pp		91-100 1 major
17th Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-03 ---	01-04 ---	01-10 ---
04-34 3d4 x 5,000 sp	05-63 4d8 gems	11-33 2d6 minor
35-68 3d4 x 1,000 gp	64-100 3d8 art	34-83 1d3 medium
69-100 2d10 x 200 pp		84-100 1 major
18th Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-02 ---	01-04 ---	01-09 ---
03-34 3d6 x 5,000 sp	05-54 3d12 gems	10-24 2d8 minor
35-65 3d6 x 1,000 gp	55-100 3d10 art	25-80 1d4 medium
66-100 5d4 x 200 pp		81-100 1 major
19th Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-02 ---	01-03 ---	01-04 ---
03-37 3d8 x 5,000 sp	04-50 6d6 gems	05-70 1d4 medium
38-65 3d8 x 1,000 gp	51-100 6d6 art	71-100 1 major
66-100 3d10 x 200 pp		
20th Encounter Level		
d% --- Coins ---	d% -- Goods --	d% --- Items ---
01-02 ---	01-02 ---	01-04 ---
03-32 4d8 x 5,000 sp	03-38 4d10 gems	05-65 1d4 medium
33-65 4d8 x 1,000 gp	39-100 7d6 art	66-100 1d3 major
66-100 4d10 x 200 pp		

For encounter levels beyond 20th, use the entry for 20th encounter level. Then add in a number of additional items equal to the amount beyond 20th encounter level. These items are major items, added to the amount of other items gained from the 20th-level encounter entry.

TABLE 15-3: AVERAGE TREASURE VALUES

Encounter Level	GP Value per Treasure	Encounter Level	GP Value per Treasure
1	300	11	7,500
2	600	12	9,800
3	900	13	13,000
4	1,200	14	17,000
5	1,600	15	22,000
6	2,000	16	28,000
7	2,600	17	36,000
8	3,400	18	47,000
9	4,500	19	61,000
10	5,800	20	80,000

TABLE 15-4: RANDOM GEMS

----- Value -----			
D%	Average	Random	Examples
01-25	10 gp	4d4 gp	agates, quartz, hematite, turquoise
26-50	50 gp	2d4 x 10 gp	bloodstone, clear quartz, zircon
51-70	100 gp	4d4 x 10 gp	amber, amethyst, white pearl
71-90	500 gp	2d4 x 100 gp	alexandrite, black pearl
91-99	1,000 gp	4d4 x 100 gp	emerald, opal, ruby, sapphire
100	5,000 gp	2d4 x 1,000 gp	clear emerald, diamonds, jacinth

TABLE 15-5: RANDOM ART

----- Value -----			
D%	Average	Random	Examples
01-10	55 gp	1d10 x 10 gp	small gold bracelet
11-25	105 gp	3d6 x 10 gp	gemmed silver chalice
26-40	350 gp	1d6 x 100 gp	well-made tapestry
41-50	550 gp	1d10 x 100 gp	sword with jeweled hilt
51-60	700 gp	2d6 x 100 gp	10 lb gold religious idol
61-70	1,050 gp	3d6 x 100 gp	ruby-pommel electrum dagger
71-80	1,400 gp	4d6 x 100 gp	jeweled gold pendant
81-85	1,750 gp	5d6 x 100 gp	sapphire gold pendant
86-90	2,500 gp	1d4 x 1,000 gp	gemmed gold music box
91-95	3,500 gp	1d6 x 1,000 gp	jeweled gold circlet
96-99	5,000 gp	2d4 x 1,000 gp	emerald-studded electrum ring
100	7,000 gp	2d6 x 1,000 gp	diamond electrum ring

Coins: This is the most basic type of treasure, a pile or container full of coins that can be used to buy whatever one wishes. Every 50 coins, of any type, weigh 1 pound. Rather than lugging around 200 lbs of copper pieces, a party can exchange one type of coinage into any other type at a settlement, but loses 10% of the value of the coins for the service.

Gems: These are popular with PCs since they allow for a large amount of wealth to be carried around as very little weight. The particular type of gem is often important for material component or aesthetic value, so some examples are given on Table 15-4: Random Gems. Unfortunately gems can only be “cashed in” for half their gp value, or full value if being used in exchange for magic or psionic items. This is because up to half the creation cost of a magical or psionic item can be paid for with gems, the enchanting process destroying them, so those who deal frequently in such goods find gems to be directly valuable instead of just aesthetically pleasing.

Art: Portable objects of great aesthetic value for their craftsmanship, with an emphasis on “portable”. A panorama painted on the wall of a throne room might be an incredible work of art, but you cannot pack it up and haul it to town to sell so it has no value as “art” treasure. Art objects are often made from valuable metals and/or imbedded with gemstones, but the value of these materials is only half the value of the object in total. While they are bulkier and harder to carry than gemstones, PCs like art objects since they can be “cashed in” for their full value in a settlement with little trouble taken to find an appropriate buyer. Since the size and form of an art object is important for encumbrance and selling purposes, some examples are given on Table 15-5: Random Art.

Mundane Items: While not magical these items are of great expense and/or usefulness to the typical adventurer, and are often taken from the corpses of previous adventuring parties by the foe defeated. While they can be easily sold in town for half their value, they are typically kept by PCs to be used later. Intelligent foes will usually use these items against attackers. Table 15-6: Random Mundane Items lists all of the items that fall into this category.

Minor, Medium and Major Enchanted Items: These are enchanted items, as detailed in the next two chapters. The amount of these items that are magical as opposed to psionic varies according to the amount of psionics in the campaign, or at least the area the treasure is found in, as detailed below:

Amount	Magical	Psionic
Only Magic	01-100	---
Rare Psionics	01-80	81-100
Common Psionics	01-50	51-100
Rare Magic	01-20	21-100
Only Psionics	---	01-100

TABLE 15-6: RANDOM MUNDANE ITEMS

D%	Mundane Item (Value)
01-30 Alchemical items	
01-15	Acid (10 gp) [1d8 flasks]
16-25	Alchemist's fire (20 gp) [1d8 flasks]
26-30	Antitoxin (50 gp) [1d8 vials]
31-40	Holy water (25 gp) [1d8 flasks]
41-50	Smokestick (20 gp) [1d8 sticks]
51-70	Sunrod (2 gp) [1d8 rods]
71-75	Tanglefoot bag (50 gp) [1d8 bags]
76-80	Thunderstone (30 gp) [1d8 stones]
81-100	Tindertwig (1 gp) [1d8 twigs]
31-60 Armor (roll d%: 01-10 is Small, 11-100 is Medium)	
01-40	Leather
01-10	Hide (15 gp)
11-35	Leather (10 gp)
36-85	Padded (5 gp)
86-90	Studded Leather (25 gp)
91-100	Masterwork, roll again (+150 gp)
41-90	Metal
01-03	Banded mail (250 gp)
04-07	Breastplate (200 gp)
08-22	Buckler (15 gp)
23-29	Chain shirt (100 gp)
30-35	Chainmail (150 gp)
36	Full plate (1,500 gp)
37-38	Half-plate (600 gp)
39-51	Heavy steel shield (20 gp)
52-70	Light steel shield (9 gp)
71-78	Scale mail (50 gp)
79-81	Splint mail (200 gp)
82-90	Tower shield (30 gp)
91-95	Masterwork, roll again (+150 gp)
96-98	Mithril, roll again (varies)
99-100	Adamantine, roll again (varies)
91-100	Wood
01-50	Light wooden shield (3 gp)
51-90	Heavy wooden shield (7 gp)
91-92	Darkwood, roll again (+10 gp/lb)
93-100	Masterwork, roll again (+150 gp)
61-65 Clothing (roll d%: 01-10 is Small, 11-100 is Medium)	
01-25	Bedroll (1 sp)
26-50	Backpack (2 gp)
51-70	Explorer's outfit (10 gp)
71-85	Courtier's outfit (30 gp)
86-95	Noble's outfit (75 gp)
96-100	Royal outfit (200 gp)
66-95 Weapons	
01-40	Common melee weapon
01-09	Dagger (2gp)
10-17	Greataxe (20gp)
18-25	Greatsword (50gp)
26-34	Longsword (15gp)
35-41	Mace, heavy (12gp)
42-48	Mace, light (5gp)
49-56	Quarterstaff* (---)
57-63	Rapier (20gp)
64-71	Scimitar (15gp)
72-79	Shortspear (2gp)
80-86	Sword, bastard (35gp)
87-93	Sword, short (10gp)

	94-100	Waraxe, dwarven (30gp)
41-70		Common ranged weapon
	01-03	Arrows x 50 (2gp, 5sp)
	04-08	Axe, throwing (8gp)
	09-12	Bolts x 50 (5gp)
	13-15	Bullets, sling x 50 (5sp)
	16-25	Crossbow, heavy (50gp)
	26-35	Crossbow, light (35gp)
	36-39	Dart (5sp)
	40-41	Javelin (1gp)
	42-46	Shortbow (30gp)
	47-51	Shortbow, composite (75gp)
	52-56	Shortbow, composite (+1 Str) (150gp)
	57-61	Shortbow, composite (+2 Str) (225gp)
	62-65	Sling (---)
	66-75	Longbow (75gp)
	76-80	Longbow, composite (100gp)
	81-85	Longbow, composite (+1 Str) (200gp)
	86-90	Longbow, composite (+2 Str) (300gp)
	91-95	Longbow, composite (+3 Str) (400gp)
	96-100	Longbow, composite (+4 Str) (500gp)
71-90		Uncommon weapon (table 16-12)
	01-02	Axe, orc double* (60gp)
	03-05	Battleaxe (10gp)
	06-07	Chain, spiked (25gp)
	08-10	Club (---)
	11-12	Crossbow, hand (100gp)
	13-14	Crossbow, repeating (250gp)
	15-16	Dagger, punching (2gp)
	17-19	Falchion (75gp)
	20-21	Flail, dire* (90gp)
	22-23	Flail, heavy (15gp)
	24-25	Flail, light (8gp)
	26-27	Gauntlet (2gp)
	28-29	Gauntlet, spiked (5gp)
	30-32	Glaive (8gp)
	33-35	Greatclub (5gp)
	36-38	Guisarme (9gp)
	39-41	Halberd (10gp)
	42-44	Halfspear (1gp)
	45-46	Hammer, gnome hooked* (20gp)
	47-49	Hammer, light (1gp)
	50-52	Handaxe (6gp)
	53-54	Kama (2gp)
	55-56	Kukri (8gp)
	57-59	Lance, heavy (10gp)
	60-62	Lance, light (6gp)
	63-65	Longspear (5gp)
	66-68	Morningstar (8gp)
	69-70	Net (20gp)
	71-72	Nunchaku (2gp)
	73-74	Pick, heavy (8gp)
	75-76	Pick, light (4gp)
	77-78	Ranseur (10gp)
	79-80	Sap (1gp)
	81-83	Scythe (18gp)
	84-85	Shuriken (1gp)
	86-87	Siangham (3gp)
	88-89	Sickle (6gp)
	90-91	Sword, two-bladed* (100gp)
	92-93	Trident (15gp)
	94-95	Urgrosh, dwarven* (50gp)
	96-97	Warhammer (12gp)
	98-99	Whip (1gp)
	100	Whip, spiked (10gp)
91		Adamantine, roll again (+varies by size)
92-98		Masterwork, roll again (+300gp)
99-100		Mithril, roll again (+varies by size)
96-100		Tools and class gear
	01-07	Alchemist's lab (500 gp)
	08-14	Arcane spell formula** (200gp) [2d4 pages]
	15-22	Arcane spell materials (100gp) [2d4 levels]
	23-29	Caltrops (1 gp) [2d4 bags]

30-36	Climber's kit (80 gp)
37-43	Disguise kit (50 gp)
44-50	Healer's kit (50 gp)
51-57	Holy symbol, silver (25 gp)
58-64	Ink (8 gp) [1d4 vials]
65-71	Magnifying glass (100 gp)
72-78	Mirror, small steel (10 gp)
79-85	Rope, silk (10 gp) [2d4 x 10 ft.]
86-93	Thieve's tools (30 gp)
94-100	Thieve's tools, masterwork (100 gp)

* Double weapon, the cost of masterwork versions is doubled to +600gp.

** Roll randomly for the level of the spell contained: 1d8–1, re-rolling if the result is higher than the amount of pages. If the result is lower than the amount of pages, roll again until all the space is filled. Use Table 16-23: Arcane Spell Scrolls for the actual spells recorded.

OTHER TYPES OF REWARDS

While money and valuables are easily provided rewards for a party's actions, there are other types of rewards that are just as valuable but less countable. These other rewards might be preferable at times to regular treasure, especially if the campaign is more focused on role-playing than combat.

Land: A party that accomplishes some beneficial goal for a community could be given a parcel of land by that community. Depending on the relative value of the service as opposed to the value of real estate in the area, this could be anything from a small 20-ft square parcel with nothing on it, up to a few acres complete with keep or tower. Frequently these rewards are along the lines of "clean it and keep it", with the deed to a monster-infested area going to whoever can clean out the current inhabitants. This is a popular reward for smaller communities, since it gives a proven powerful defender an incentive to stay and protect the area from further threats for free.

Lifestyle: In larger settlements such as cities the owner of a lot of real estate has magnified problems with burglars and other hazards, often needing adventurers to protect trade caravans or find and stop whoever is raiding their stores. In exchange for successfully completing such services, they will often put up the party for a given period of time at the proprietor's expense. This is beneficial to the proprietor since they are spending less on the room and board than they would in cash, and the presence of powerful adventurers will often prevent more attacks. It is also beneficial to the adventurers since word of their deeds will quickly travel around the proprietor's social circle, along with their location, making new jobs easier to get.

Reputation: By performing some needed function for a private individual or community, often celebrated with a party or feast once they are done, the adventurers may end up with no notable reward other than the feeling of a job well done for a good cause. Of course, this can be its own reward since word of their deeds will often travel ahead of them. This leads to the members of the adventuring party gaining a bonus to all their social skill and NPC reaction checks, which can be as valuable as cash in its own right when trying to sell loot or purchase valuable goods. This should be translated into a +1 to +5 bonus to such checks, which stacks for multiple good deeds, depending on the spectacular nature of the deed (add +1 if the party has a bard in the group). People's memories are short however, reduce the total bonus by one for every season (3 months) that passes. If according to the DM's judgment the party moves further than word of their deeds, he can reduce or even eliminate all of the party's accumulated reputation until it catches up to them.

Services: The party will often need somebody to cast a powerful spell on their behalf, or have a master artisan make a specific item. The time of such folk is valuable in its own right, due to the rarity of such individuals. After all, not *everybody* can cast *raise dead* or Craft an adamantine weapon, but people of lesser skills can also sell their services for lower-level challenges. This reward can be used to provide the party with needed effects for other adventures or goals, such as the *teleport* spell they need to get to a dungeon, or allow them to reduce the price of expensive items by providing only the materials for the item's Crafting.

Training: The character advancement rules use for the default that a character can take any level in any base class whenever they gain a new character level, without needing any training in it - and even many prestige classes. DMs will often use the optional training rule detailed in

“Multiclassing Restrictions” in Chapter 3 of the *PHB*, and this reward can be used to find a teacher who will train you for free no matter how long it takes. If this optional rule is not used, many Prestige Classes have a training restriction of their own that this reward can be used to get around.

OTHER XP REWARDS

For campaigns that involve a lot of adventures with specific non-combat goals, and focus on role-playing, characters will find that they advance in levels slower than in combat-focused campaigns. This is because the XP reward system focuses on combat rewards, but it does not have to be so. In order to make up for the loss of XP that less combat-intense campaigns suffer from, the DM is encouraged to provide an XP reward for achieving specific adventure goals and good role-playing.

Adventure Goals

An adventure should have several specific non-combat goals, or goals that involve locating and defeating a **specific** foe. At the **end** of an adventure each of the PCs should be rewarded for the goals they achieved. This reward should be an amount equal to 500 XP for each goal achieved, leading to rapid advancement at low levels but slower advancement at higher levels. An adventure should have no more than three goals, unless it is a highly involved adventure that takes several sessions to complete, with lower-level adventures favoring fewer adventure goals. Some example goals are given below.

- * Capturing or killing an infamous bandit.
- * Discovering the identity of a murderer.
- * Finding the lost deed to an estate.
- * Rescuing most of the kidnapped slaves.

Role-Playing

At the end of each play session players should be rewarded for how well they role-played the alignment and attitude of their character, and how much they managed to stay “in character” during the game. Players that consistently refer to game statistics when speaking for their character, or that constantly have their near brain-dead barbarian come up with brilliant plans, should get **no** role-playing rewards. Players that never refer to game statistics in character, and have their near brain-dead barbarian come up with plans no more convoluted than “thug smash orc skulls”, should conversely get a high amount of role-playing XP. Since role-playing XP is awarded each session rather than each adventure, at higher levels when adventures take longer and longer to complete these rewards become more and more important to advancing the character.

The base amount of role-playing reward that a character gets is a multiple of the party’s average character level x 50 XP. Players that at least **tried** should get that amount. Players that consistently role-played, even if they lapsed a few times, should get twice that amount. Players that kept the group enthralled for the whole game, and greatly added to the enjoyment of it, should get triple that amount.

The base amount that is rewarded should be modified by the number of combat encounters in the session. Since an average session takes place across two adventuring days (ignoring down-time), with an average of 3.5 encounters per adventuring day, this is a total of 7 encounters in a typical combat-intensive game. So the amount rewarded should be multiplied by the number of encounters *below* 7 in the session.

Example: A party with an average level of 4th has a game session with only three encounters. The base amount of XP for role-playing rewards is 800 XP (CL x 50 x 4 missed encounters).

CHAPTER SIXTEEN: MAGIC ITEMS

Magic items are divided into categories: armor, weapons, potions, rings, rods, scrolls, staves, wands, and wondrous items. In addition, some magic items are cursed or intelligent. Finally, a few magic items are of such rarity and power that they are considered to belong to a category of their own: artifacts. Artifacts are classified in turn as minor (extremely rare but not one-of-a-kind items) or major (each one unique and extremely potent).

Armor and Shields: Magic armor (including shields) offers improved, magical protection to the wearer. Some of these items confer abilities beyond a benefit to Armor Class.

Weapons: Magic weapons are created with a variety of combat powers and almost always improve the attack and damage rolls of the wielder as well.

Potions: A potion is an elixir concocted with a spell-like effect that affects only the drinker.

Rings: A ring is a circular metal band worn on the finger (no more than two rings per wearer) that has a spell-like power (often a constant effect that affects the wearer).

Rods: A rod is a scepter-like item with a special power unlike that of any known spell.

Scrolls: A scroll is a spell magically inscribed onto paper or parchment so that it can be used later.

Staves: A staff has a number of different (but often related) spell effects. A newly created staff has 50 charges, and each use of the staff depletes one or more of those charges.

Wands: A wand is a short stick imbued with the power to cast a specific spell. A newly created wand has 50 charges, and each use of the wand depletes one of those charges.

Wondrous Items: These objects include magic jewelry, tools, books, clothing, and much more.

Magic Items and Detect Magic

When *detect magic* identifies a magic item's school of magic, this information refers to the school of the spell placed within the potion, scroll, or wand, or the prerequisite given for the item. The description of each item provides its aura strength and the school it belongs to.

If more than one spell is given as a prerequisite, use the highest-level spell. If no spells are included in the prerequisites, use the following default guidelines.

Item Nature	School
Armor and protection items	Abjuration
Weapons or offensive items	Evocation
Bonus to ability score, on skill check, etc. Transmutation	

USING ITEMS

To use a magic item, it must be activated, although sometimes activation simply means putting a ring on your finger. Some items, once donned, function constantly. In most cases, using an item requires a standard action that does not provoke attacks of opportunity. By contrast, spell completion items are treated like spells in combat and do provoke attacks of opportunity.

Activating a magic item is a standard action unless the item description indicates otherwise. However, the casting time of a spell is the time required to activate the same power in an item, regardless of the type of magic item, unless the item description specifically states otherwise.

The four ways to activate magic items are described below.

Spell Completion: This is the activation method for scrolls. A scroll is a spell that is mostly finished. The preparation is done for the caster, so no preparation time is needed beforehand as with normal spellcasting. All that's left to do is perform the finishing parts of the spellcasting (the final gestures, words, and so on). To use a spell completion item safely, a character must be of high enough level in the right class to cast the spell already. If he can't already cast the spell, there's a chance he'll make a mistake. Activating a spell completion item is a standard action and provokes attacks of opportunity exactly as casting a spell does.

Spell Trigger: Spell trigger activation is similar to spell completion, but it's even simpler. No gestures or spell finishing is needed, just a special knowledge of spellcasting that an appropriate character would know, and a single word that must be spoken. Anyone with a spell on

their spell list knows how to use a spell trigger item that stores that spell. (This is the case even for a character that can't actually cast spells, such as a 3rd-level paladin.) The user must still determine what spell is stored in the item before he can activate it. Activating a spell trigger item is a standard action and does not provoke attacks of opportunity.

Command Word: If no activation method is suggested either in the magic item description or by the nature of the item, assume that a command word is needed to activate it. Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed.

A command word can be a real word, but when this is the case, the holder of the item runs the risk of activating the item accidentally by speaking the word in normal conversation. More often, the command word is some seemingly nonsensical word, or a word or phrase from an ancient language no longer in common use. Activating a command word magic item is a standard action and does not provoke attacks of opportunity.

Sometimes the command word to activate an item is written right on the item. Occasionally, it might be hidden within a pattern or design engraved on, carved into, or built into the item, or the item might bear a clue to the command word.

The Knowledge (arcana) and Knowledge (history) skills might be useful in helping to identify command words or deciphering clues regarding them. A successful check against DC 30 is needed to come up with the word itself. If that check is failed, succeeding on a second check (DC 25) might provide some insight into a clue.

The spells *identify* and *analyze dweomer* both reveal command words.

Use Activated: This type of item simply has to be used in order to activate it. A character has to drink a potion, swing a sword, interpose a shield to deflect a blow in combat, look through a lens, sprinkle dust, wear a ring, or don a hat. Use activation is generally straightforward and self-explanatory.

Many use-activated items are objects that a character wears. Continually functioning items are practically always items that one wears. A few must simply be in the character's possession (on his person). However, some items made for wearing must still be activated. Although this activation sometimes requires a command word (see above), usually it means mentally willing the activation to happen. The description of an item states whether a command word is needed in such a case.

Unless stated otherwise, activating a use-activated magic item is either a standard action or not an action at all and does not provoke attacks of opportunity, unless the use involves performing an action that provokes an attack of opportunity in itself. If the use of the item takes time before a magical effect occurs, then use activation is a standard action. If the item's activation is subsumed in its use and takes no extra time use activation is not an action at all.

Use activation doesn't mean that if you use an item, you automatically know what it can do. You must know (or at least guess) what the item can do and then use the item in order to activate it, unless the benefit of the item comes automatically, such from drinking a potion or swinging a sword.

Size and Magic Items

When an article of magic clothing or jewelry is discovered, most of the time size shouldn't be an issue. Many magic garments are made to be easily adjustable, or they adjust themselves magically to the wearer. Size should not keep characters of various kinds from using magic items.

There may be rare exceptions, especially with racial specific items.

Armor and Weapon Sizes: Armor and weapons that are found at random have a 30% chance of being Small (01-30), a 60% chance of being Medium (31-90), and a 10% chance of being any other size (91-100).

Magic Items on the Body

Many magic items need to be donned by a character that wants to employ them or benefit from their abilities. It's possible for a creature with a humanoid-shaped body to wear as many as twelve magic items at the same time. However, each of those items must be worn on (or over) a particular part of the body.

A humanoid-shaped body can be decked out in magic gear consisting of one item from each of the following groups, keyed to which place on the body the item is worn.

- * One headband, hat, helmet, or phylactery on the head
- * One pair of eye lenses or goggles on or over the eyes
- * One amulet, brooch, medallion, necklace, periapt, or scarab around the neck
- * One vest, vestment, or shirt on the torso
- * One robe or suit of armor on the body (over a vest, vestment, or shirt)
- * One belt around the waist (over a robe or suit of armor)
- * One cloak, cape, or mantle around the shoulders (over a robe or suit of armor)
- * One pair of bracers or bracelets on the arms or wrists
- * One glove, pair of gloves, or pair of gauntlets on the hands
- * One ring on each hand (or two rings on one hand)
- * One pair of boots or shoes on the feet

Of course, a character may carry or possess as many items of the same type as he wishes. However, additional items beyond those listed above have no effect.

Some items can be worn or carried without taking up space on a character's body. The description of an item indicates when an item has this property.

SAVING THROWS AGAINST MAGIC ITEM POWERS

Magic items produce spells or spell-like effects. For a saving throw against a spell or spell-like effect from a magic item, the DC is 10 + the level of the spell or effect + the ability modifier of the minimum ability score needed to cast that level of spell.

Staffs are an exception to the rule. Treat the saving throw as if the wielder cast the spell, including caster level and all modifiers to save DC.

Most item descriptions give saving throw DCs for various effects, particularly when the effect has no exact spell equivalent (making its level otherwise difficult to determine quickly).

DAMAGING MAGIC ITEMS

A magic item doesn't need to make a saving throw unless it is unattended, it is specifically targeted by the effect, or its wielder rolls a natural 1 on his save. Magic items should always get a saving throw against spells that might deal damage to them - even against attacks from which a nonmagical item would normally get no chance to save. Magic items use the same saving throw bonus for all saves, no matter what the type (Fortitude, Reflex, or Will). A magic item's saving throw bonus equals 2 + one-half its caster level (round down). The only exceptions to this are intelligent magic items, which make Will saves based on their own Wisdom scores.

Magic items, unless otherwise noted, take damage as nonmagical items of the same sort. A damaged magic item continues to function, but if it is destroyed, all its magical power is lost.

Repairing Magic Items

Some magic items take damage over the course of an adventure. It costs no more to repair a magic item with the Craft skill than it does to repair its nonmagical counterpart. The *make whole* spell also repairs a damaged - but not completely broken - magic item.

INTELLIGENT ITEMS

Some magic items, particularly weapons, have an intelligence all their own. Only permanent magic items (as opposed to those with a single use or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.)

In general, less than 1% of magic items have intelligence.

CURSED ITEMS

Some items are cursed - incorrectly made, or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature. Randomly generated items are cursed 5% of the time.

CHARGES, DOSES, AND MULTIPLE USES

Many items, particularly wands and staffs, are limited in power by the number of charges they hold. Normally, charged items have 50 charges at most. If such an item is found as a random part of a treasure, roll d% and divide by 2 to determine the number of charges left (round down, minimum 1). If the item has a maximum number of charges other than 50, roll randomly to determine how many charges are left.

Prices listed are always for fully charged items. (When an item is created, it is fully charged.) For an item that's worthless when its charges run out (which is the case for almost all charged items), the value of the partially used item is proportional to the number of charges left. For an item that has usefulness in addition to its charges, only part of the item's value is based on the number of charges left.

MAGIC ITEM DESCRIPTIONS

Each general type of magic item gets an overall description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other material. The AC, hardness, hit points, and break DC are given for typical examples of some magic items. The AC assumes that the item is unattended and includes a -5 penalty for the item's effective Dexterity of 0. If a creature holds the item, use the creature's Dexterity modifier in place of the -5 penalty.

Some individual items, notably those that simply store spells and nothing else, don't get full-blown descriptions. Reference the spell's description for details, modified by the form of the item (potion, scroll, wand, and so on). Assume that the spell is cast at the minimum level required to cast it.

Items with full descriptions have their powers detailed, and each of the following topics is covered in notational form at the end of the description.

Aura: Most of the time, a *detect magic* spell will reveal the school of magic associated with a magic item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item's notational entry. See the *detect magic* spell description for details.

Caster Level: The next item in a notational entry gives the caster level of the item, indicating its relative power. The caster level determines the item's saving throw bonus, as well as range or other level-dependent aspects of the powers of the item (if variable). It also determines the level that must be contended with should the item come under the effect of a *dispel magic* spell or similar situation. This information is given in the form "CL x," where "CL" is an abbreviation for caster level and "x" is an ordinal number representing the caster level itself.

For potions, scrolls, and wands, the creator can set the caster level of an item at any number high enough to cast the stored spell and not higher than his own caster level. For other magic items, the caster level is determined by the item itself. In this case, the creator's caster level must be as high as the item's caster level (and prerequisites may effectively put a higher minimum on the creator's level).

Prerequisites: Certain requirements must be met in order for a character to create a magic item. These include feats, spells, and miscellaneous requirements such as level, alignment, and race or kind. The prerequisites for creation of an item are given immediately following the item's caster level.

A spell prerequisite may be provided by a character that has prepared the spell (or who knows the spell, in the case of a sorcerer or bard), or through the use of a spell completion or spell trigger magic item or a spell-like ability that produces the desired spell effect. For each day that passes in the creation process, the creator must expend one spell completion item or one charge from a spell trigger item if either of those objects is used to supply a prerequisite.

It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary.

If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations where the creator's level must be known. The character designated as the creator pays the XP required to make the item.

Typically, a list of prerequisites includes one feat and one or more spells (or some other requirement in addition to the feat).

When two spells at the end of a list are separated by “or,” one of those spells is required in addition to every other spell mentioned prior to the last two.

Market Price: This gold piece value, given following the word “Price,” represents the price someone should expect to pay to buy the item. The market price for an item that can be constructed with an item creation feat is usually equal to the base price plus the price for any components (material or XP).

Cost to Create: The next part of a notational entry is the cost in gp and XP to create the item, given following the word

“Cost.” This information appears only for items with components (material or XP), which make their market prices higher than their base prices. The cost to create includes the costs derived from the base cost plus the costs of the components.

Items without components do not have a “Cost” entry. For them, the market price and the base price are the same. The cost in gp is 1/2 the market price, and the cost in XP is 1/25 the market price.

Weight: The notational entry for many wondrous items ends with a value for the item’s weight. When a weight figure is not given, the item has no weight worth noting (for purposes of determining how much of a load a character can carry).

TABLE 16-1: RANDOM MAGIC ITEM GENERATION

Minor	Medium	Major	Item
01-04	01-10	01-10	Armor and shields
05-09	11-20	11-20	Weapons
10-44	21-30	21-25	Potions
45-46	31-40	26-35	Rings
---	41-50	36-45	Rods
47-81	51-65	46-55	Scrolls
---	66-68	56-75	Staffs
82-91	69-83	76-80	Wands
92-100	84-100	81-100	Wondrous items

ARMOR

In general, magic armor protects the wearer to a greater extent than nonmagical armor. Magic armor bonuses are enhancement bonuses, never rise above +5, and stack with regular armor bonuses (and with shield and magic shield enhancement bonuses). All magic armor is also masterwork armor, reducing armor check penalties by 1.

In addition to an enhancement bonus, armor may have special abilities. Special abilities usually count as additional bonuses for determining the market value of an item, but do not improve AC. A suit of armor cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A suit of armor with a special ability must have at least a +1 enhancement bonus.

A suit of armor or a shield may be made of an unusual material. Roll d%: 01-95 indicates that the item is of a standard sort, and 96-100 indicates that it is made of a special material.

Armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets.

TABLE 16-2: ARMOR AND SHIELDS

Minor	Medium	Major	Item	Base Price
01-60	01-05	---	+1 shield	1,000 gp
61-80	06-10	---	+1 armor	1,000 gp
81-85	11-20	---	+2 shield	4,000 gp
86-87	21-30	---	+2 armor	4,000 gp
---	31-40	01-08	+3 shield	9,000 gp
---	41-50	09-16	+3 armor	9,000 gp
---	51-55	17-27	+4 shield	16,000 gp
---	56-57	28-38	+4 armor	16,000 gp
---	---	39-49	+5 shield	25,000 gp
---	---	50-57	+5 armor	25,000 gp
---	---	---	+6 armor/shield ¹	36,000 gp
---	---	---	+7 armor/shield ¹	49,000 gp
---	---	---	+8 armor/shield ¹	64,000 gp
---	---	---	+9 armor/shield ¹	81,000 gp
---	---	---	+10 armor/shield ¹	100,000 gp
88-89	58-60	58-60	Specific armor ²	---
90-91	61-63	61-63	Specific shield ³	---
92-100	64-100	64-100	Special ability and roll again ⁴	---

1 Armor and shields can’t actually have bonuses this high. Use these lines to determine price when special abilities are added in.

2 Roll on Table 16-7: Specific Armors.

3 Roll on Table 16-8: Specific Shields.

4 Roll on Table 16-5: Armor Special Abilities or Table 16-6: Shield Special Abilities.

TABLE 16-3: RANDOM ARMOR TYPE

d%	Armor	Armor Cost ¹
01	Padded	+155 gp
02	Leather	+160 gp
03-17	Studded leather	+175 gp
18-32	Chain shirt	+250 gp
33-42	Hide	+165 gp
43	Scale mail	+200 gp
44	Chainmail	+300 gp
45-57	Breastplate	+350 gp
58	Splint mail	+350 gp
59	Banded mail	+400 gp
60	Half-plate	+750 gp
61-100	Full plate	+1,650 gp

1 Add to enhancement bonus on Table 16-2: Armor And Shields to determine total market price.

All magic armor is masterwork armor (with an armor check penalty 1 less than normal).

TABLE 16-4: RANDOM SHIELD TYPE

d%	Shield	Shield Cost ¹
01-10	Buckler	+165 gp
11-15	Shield, light, wooden	+153 gp
16-20	Shield, light, steel	+159 gp
21-30	Shield, heavy, wooden	+157 gp
31-95	Shield, heavy, steel	+170 gp
96-100	Shield, tower	+180 gp

1 Add to enhancement bonus on Table 16-2: Armor And Shields to determine total market price.

All magic shields are masterwork shields (with an armor check penalty 1 less than normal).

Caster Level for Armor and Shields: The caster level of a magic armor or shield with a special ability is given in the item description. For an item with only an enhancement bonus and no other abilities, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Shields: Shield enhancement bonuses stack with armor enhancement bonuses. Shield enhancement bonuses do not act as attack or damage bonuses when the shield is used in a bash. The bashing special ability, however, does grant a +1 bonus on attack and damage rolls (see the special ability description).

A shield could be built that also acted as a magic weapon, but the cost of the enhancement bonus on attack rolls would need to be added into the cost of the shield and its enhancement bonus to AC.

As with armor, special abilities built into the shield add to the market value in the form of additions to the bonus of the shield, although they do not improve AC. A shield cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A shield with a special ability must have at least a +1 enhancement bonus.

Shield Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to a shield’s hardness and +10 to its hit points.

Activation: Usually a character benefits from magic armor and shields in exactly the way a character benefits from nonmagical armor and shields - by wearing them. If armor or a shield has a special ability that the user needs to activate then the user usually needs to utter the command word (a standard action).

Armor for Unusual Creatures: The cost of armor for non-humanoid creatures, as well as for creatures who are neither Small nor Medium, varies. The cost of the masterwork quality and any magical enhancement remains the same.

TABLE 16-5: ARMOR SPECIAL ABILITIES

Minor Med.	Major	Special Ability	Base Price Modifier
01-25	01-05	01-03 Glamered	+2,700 gp
26-32	06-08	04 Fortification, light	+1 bonus ¹
33-52	09-11	--- Slick	+3,750 gp
53-72	12-14	--- Shadow	+3,750 gp
73-92	15-17	--- Silent moves	+3,750 gp
93-96	18-19	--- Spell resistance (13)	+2 bonus ¹
97	20-29	05-07 Slick, improved	+15,000 gp
98	30-39	08-10 Shadow, improved	+15,000 gp
99	40-49	11-13 Silent moves, improved	+15,000 gp
---	50-54	14-16 Acid resistance	+18,000 gp
---	55-59	17-19 Cold resistance	+18,000 gp
---	60-64	20-22 Electricity resistance	+18,000 gp
---	65-69	23-25 Fire resistance	+18,000 gp
---	70-74	26-28 Sonic resistance	+18,000 gp
---	75-79	29-33 Ghost touch	+3 bonus ¹
---	80-84	34-35 Invulnerability	+3 bonus ¹
---	85-89	36-40 Fortification, moderate	+3 bonus ¹
---	90-94	41-42 Spell resistance (15)	+3 bonus ¹
---	95-99	43 Wild	+3 bonus ¹
---	---	44-48 Slick, greater	+33,750 gp
---	---	49-53 Shadow, greater	+33,750 gp
---	---	54-58 Silent moves, greater	+33,750 gp
---	---	59-63 Acid resistance, improved	+42,000 gp
---	---	64-68 Cold resistance, improved	+42,000 gp
---	---	69-73 Electricity resistance, improved	+42,000 gp
---	---	74-78 Fire resistance, improved	+42,000 gp
---	---	79-83 Sonic resistance, improved	+42,000 gp
---	---	84-88 Spell resistance (17)	+4 bonus ¹
---	---	89 Etherealness	+49,000 gp
---	---	90 Undead controlling	+49,000 gp
---	---	91-92 Fortification, heavy	+5 bonus ¹
---	---	93-94 Spell resistance (19)	+5 bonus ¹
---	---	95 Acid resistance, greater	+66,000 gp
---	---	96 Cold resistance, greater	+66,000 gp
---	---	97 Electricity resistance, greater	+66,000 gp
---	---	98 Fire resistance, greater	+66,000 gp
---	---	99 Sonic resistance, greater	+66,000 gp
100	100	100 Roll twice again ²	---

1 Add to enhancement bonus on Table 16-2: Armor And Shields to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

TABLE 16-6: SHIELD SPECIAL ABILITIES

Minor Med.	Major	Special Ability	Base Price Modifier
01-20	01-10	01-05 Arrow catching	+1 bonus ¹
21-40	11-20	06-08 Bashing	+1 bonus ¹
41-50	21-25	09-10 Blinding	+1 bonus ¹
51-75	26-40	11-15 Fortification, light	+1 bonus ¹
76-92	41-50	16-20 Arrow deflection	+2 bonus ¹
93-97	51-57	21-25 Animated	+2 bonus ¹
98-99	58-59	--- Spell resistance (13)	+2 bonus ¹
---	60-63	26-28 Acid resistance	+18,000 gp
---	64-67	29-31 Cold resistance	+18,000 gp
---	68-71	32-34 Electricity resistance	+18,000 gp
---	72-75	35-37 Fire resistance	+18,000 gp
---	76-79	38-40 Sonic resistance	+18,000 gp
---	80-85	41-46 Ghost touch	+3 bonus ¹
---	86-95	47-56 Fortification, moderate	+3 bonus ¹
---	96-98	57-58 Spell resistance (15)	+3 bonus ¹
---	99	59 Wild	+3 bonus ¹
---	---	60-64 Acid resistance, improved	+42,000 gp
---	---	65-69 Cold resistance, improved	+42,000 gp
---	---	70-74 Electricity resistance, improved	+42,000 gp
---	---	75-79 Fire resistance, improved	+42,000 gp
---	---	80-84 Sonic resistance, improved	+42,000 gp
---	---	85-86 Spell resistance (17)	+4 bonus ¹
---	---	87 Undead controlling	+49,000 gp
---	---	88-91 Fortification, heavy	+5 bonus ¹

---	---	92-93	Reflecting	+5 bonus ¹
---	---	94	Spell resistance (19)	+5 bonus ¹
---	---	95	Acid resistance, greater	+66,000 gp
---	---	96	Cold resistance, greater	+66,000 gp
---	---	97	Electricity resistance, greater	+66,000 gp
---	---	98	Fire resistance, greater	+66,000 gp
---	---	99	Sonic resistance, greater	+66,000 gp
100	100	100	Roll twice again ²	---

1 Add to enhancement bonus on Table 16-2: Armor And Shields to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Magic Armor and Shield Special Ability Descriptions

Most magic armor and shields only have enhancement bonuses. Such items can also have one or more of the special abilities detailed below. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Acid Resistance: A suit of armor or a shield with this property normally has a dull gray appearance. The armor absorbs the first 10 points of acid damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Acid Resistance, Improved: As acid resistance, except it absorbs the first 20 points of acid damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Acid Resistance, Greater: As acid resistance, except it absorbs the first 30 points of acid damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Animated: Upon command, an *animated* shield floats within 2 feet of the wielder, protecting him as if he were using it himself but freeing up both his hands. Only one shield can protect a character at a time. A character with an *animated* shield still takes any penalties associated with shield use, such as armor check penalty, arcane spell failure chance, and non-proficiency.

Strong transmutation; CL 12th; Craft Magic Arms and Armor, *animate objects* or *telekinesis*; Price +2 bonus.

Arrow Catching: A shield with this ability attracts ranged weapons to it. It has a deflection bonus of +1 against ranged weapons because projectiles and thrown weapons veer toward it. Additionally, any projectile or thrown weapon aimed at a target within 5 feet of the shield's wearer diverts from its original target and targets the shield's bearer instead. (If the wielder has total cover relative to the attacker, the projectile or thrown weapon is not diverted.) Additionally, those attacking the wearer with ranged weapons ignore any miss chances that would normally apply. Projectiles and thrown weapons that have an enhancement bonus higher than the shield's base AC bonus are not diverted to the wearer (but the shield's increased AC bonus still applies against these weapons). The wielder can activate or deactivate this ability with a command word.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *entropic shield*; Price +1 bonus.

Arrow Deflection: This shield protects the wielder as if he had the Deflect Arrows feat. Once per round when he would normally be struck by a ranged weapon, he can make a DC 20 Reflex save. If the ranged weapon has an enhancement bonus, the DC increases by that amount. If he succeeds, the shield deflects the weapon. He must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons, such as boulders hurled by giants or *acid arrows*, can't be deflected.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *shield*; Price +2 bonus.

Bashing: A shield with this special ability is designed to perform a shield bash. A *bashing* shield deals damage as if it were a weapon of two size categories larger (a Medium light shield thus deals 1d6 points of damage and a Medium heavy shield deals 1d8 points of damage). The shield acts as a +1 weapon when used to bash. (Only light and heavy shields can have this ability.)

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bull's strength*; Price +1 bonus.

Blinding: A shield with this ability flashes with a brilliant light up to twice per day upon command of the wielder. Anyone within 20 feet except the wielder must make a DC 14 Reflex save or be *blinded* for 1d4 rounds.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *searing light*; Price +1 bonus.

Cold Resistance: A suit of armor or a shield with this property normally has a bluish, icy hue or is adorned with furs and shaggy pelts. The armor absorbs the first 10 points of cold damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Cold Resistance, Improved: As *cold resistance*, except it absorbs the first 20 points of cold damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Cold Resistance, Greater: As *cold resistance*, except it absorbs the first 30 points of cold damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Electricity Resistance: A suit of armor or a shield with this property normally has a bluish hue and often bears a storm or lightning motif. The armor absorbs the first 10 points of electricity damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Electricity Resistance, Improved: As *electricity resistance*, except it absorbs the first 20 points of electricity damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Electricity Resistance, Greater: As *electricity resistance*, except it absorbs the first 30 points of electricity damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Etherealness: On command, this ability allows the wearer of the armor to become ethereal (as the *ethereal jaunt* spell) once per day. The character can remain ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day.

Strong transmutation; CL 13th; Craft Magic Arms and Armor, *ethereal jaunt*; Price +49,000 gp.

Fire Resistance: A suit of armor with this ability normally has a reddish hue and often is decorated with a draconic motif. The armor absorbs the first 10 points of fire damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Fire Resistance, Improved: As *fire resistance*, except it absorbs the first 20 points of fire damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Fire Resistance, Greater: As *fire resistance*, except it absorbs the first 30 points of fire damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Fortification: This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Fortification	Chance for Normal Damage	Base Price
Light	25%	+1 bonus
Moderate	75%	+3 bonus
Heavy	100%	+5 bonus

Strong abjuration; CL 13th; Craft Magic Arms and Armor, *limited wish* or *miracle*; Price varies (see above).

Ghost Touch: This armor or shield seems almost translucent. Both its enhancement bonus and its armor bonus count against the attacks of incorporeal creatures. It can be picked up, moved, and worn by incorporeal creatures at any time. Incorporeal creatures gain the armor or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *etherealness*; Price +3 bonus.

Glamerd: A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when *glamerd*. Only a *true seeing* spell or similar magic reveals the true nature of the armor when disguised.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *disguise self*; Price +2,700 gp.

Invulnerability: This suit of armor grants the wearer damage reduction of 5/magic.

Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Magic Arms and Armor, *stoneskin*, *miracle* or *wish*; Price +3 bonus.

Reflecting: This shield seems like a mirror. Its surface is completely reflective. Once per day, it can be called on to reflect a spell back at its caster exactly like the *spell turning* spell.

Strong abjuration; CL 14th; Craft Magic Arms and Armor, *spell turning*; Price +5 bonus.

Shadow: This armor is jet black and blurs the wearer whenever he tries to hide, granting a +5 competence bonus on Hide checks. (The armor's armor check penalty still applies normally.)

Faint illusion; CL 5th; Craft Magic Arms and Armor, *invisibility*; Price +3,750 gp.

Shadow, Improved: As *shadow*, except it grants a +10 competence bonus on Hide checks.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *invisibility*; Price +15,000 gp.

Shadow, Greater: As *shadow*, except it grants a +15 competence bonus on Hide checks.

Moderate illusion; CL 15th; Craft Magic Arms and Armor, *invisibility*; Price +33,750 gp.

Silent Moves: This armor is well oiled and magically constructed so that it not only makes little sound, but it dampens sound around it. It provides a +5 competence bonus on its wearer's Move Silently checks. (The armor's armor check penalty still applies normally.)

Faint illusion; CL 5th; Craft Magic Arms and Armor, *silence*; Price +3,750 gp.

Silent Moves, Improved: As *silent moves*, except it grants a +10 competence bonus on Move Silently checks.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *silence*; Price +15,000 gp.

Silent Moves, Greater: As *silent moves*, except it grants a +15 competence bonus on Move Silently checks.

Moderate illusion; CL 15th; Craft Magic Arms and Armor, *silence*; Price +33,750 gp.

Slick: *Slick* armor seems coated at all times with a slightly greasy oil. It provides a +5 competence bonus on its wearer's Escape Artist checks. (The armor's armor check penalty still applies normally.)

Faint conjuration; CL 4th; Craft Magic Arms and Armor, *grease*; Price +3,750 gp.

Slick, Improved: As *slick*, except it grants a +10 competence bonus on Escape Artist checks.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *grease*; Price +15,000 gp.

Slick, Greater: As *slick*, except it grants a +15 competence bonus on Escape Artist checks.

Moderate conjuration; CL 15th; Craft Magic Arms and Armor, *grease*; Price +33,750 gp.

Sonic Resistance: A suit of armor or a shield with this property normally has a glistening appearance. The armor absorbs the first 10 points of sonic damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Sonic Resistance, Improved: As *sonic resistance*, except it absorbs the first 20 points of sonic damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Sonic Resistance, Greater: As *sonic resistance*, except it absorbs the first 30 points of sonic damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Spell Resistance: This property grants the armor’s wearer spell resistance while the armor is worn. The spell resistance can be 13, 15, 17, or 19, depending on the armor.

Strong abjuration; CL 15th; Craft Magic Arms and Armor, *spell resistance*; Price +2 bonus (SR 13), +3 bonus (SR 15), +4 bonus (SR 17), or +5 bonus (SR 19).

Undead Controlling: The wearer of a suit of armor or a shield with this property may control up to 26 HD of undead per day, as the *control undead* spell. At dawn each day, the wearer loses control of any undead still under his sway. Armor or a shield with this ability appears to be made of bone; this feature is entirely decorative and has no other effect on the armor.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *control undead*; Price +49,000 gp.

Wild: The wearer of a suit of armor or a shield with this ability preserves his armor bonus (and any enhancement bonus) while in a *wild shape*. Armor and shields with this ability usually appear to be made covered in leaf patterns. While the wearer is in a *wild shape*, the armor cannot be seen.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *baleful polymorph*; Price +3 bonus.

TABLE 16-7: SPECIFIC ARMORS

Minor	Medium	Major	Specific Armor	Market Price
01-50	01-25	---	Mithral shirt	1,100 gp
51-80	26-45	---	Dragonhide plate	3,600 gp
81-100	46-57	---	Elven chain	4,150 gp
---	58-67	---	Rhino hide	5,165 gp
---	68-82	01-10	Adamantine breastplate	10,200 gp
---	83-97	11-20	Dwarven plate	16,500 gp
---	98-100	21-32	Banded mail of luck	18,900 gp
---	---	33-50	Celestial armor	22,400 gp
---	---	51-60	Plate armor of the deep	24,650 gp
---	---	61-75	Breastplate of command	25,400 gp
---	---	76-90	Mithral full plate of speed	26,500 gp
---	---	91-100	Demon armor	52,260 gp

Specific Armors

The following specific suits of armor usually are preconstructed with exactly the qualities described here.

Adamantine Breastplate: This nonmagical breastplate is made of adamantine, giving its wearer damage reduction of 2/–.

No aura (nonmagical); Price 10,200 gp; Weight 30 lbs.

Banded Mail of Luck: Ten 100-gp gems adorn this +3 *banded mail*. Once per week, the armor allows its wearer to require that an attack roll made against him be re-rolled. He must take whatever consequences come from the second roll. The wearer’s player must decide whether to have the attack roll re-rolled before damage is rolled.

Strong enchantment; CL 12th; Craft Magic Arms and Armor, *bless*; Price 18,900 gp; Cost 10,150 gp + 700 XP; Weight 35 lbs.

Breastplate of Command: This finely crafted +2 *breastplate* radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer gains a +2 competence bonus on all Charisma checks, including turning checks and Charisma-based skill checks. The wearer also gains a +2 competence bonus to his Leadership score. Friendly troops within 360 feet of the user become braver than normal. Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal himself in any way and still have the effect function.

Strong enchantment; CL 15th; Craft Magic Arms and Armor, *mass charm monster*; Price 25,400 gp; Cost 10,975 gp + 850 XP; Weight 30 lbs.

Celestial Armor: This bright silver or gold +3 *chainmail* is so fine and light that it can be worn under normal clothing without betraying its presence. It has a maximum Dexterity bonus of +8, an armor check penalty of –2, and an arcane spell failure chance of 15%. It is considered light armor, weighs 20 pounds, and it allows the wearer to use *fly* on command (as the spell) once per day.

Faint transmutation [good]; CL 5th; Craft Magic Arms and Armor, creator must be good, *fly*; Price 22,400 gp; Cost 12,550 gp + 1,004 XP; Weight 40 lbs.

Demon Armor: This plate armor is fashioned to make the wearer appear to be a demon. The helmet is shaped to look like a horned demon

head, and its wearer looks out of the open, tooth-filled mouth. This +4 *full plate* allows the wearer to make claw attacks that deal 1d10 points of damage, strike as +1 weapons, and afflict the target as if he had been struck by a *contagion* spell (Fortitude DC 14 negates). Use of *contagion* requires a normal melee attack with the claws. The “claws” are built into the armor’s vambraces and gauntlets.

The armor bestows one negative level on any non-evil creature wearing it. This negative level persists as long as the armor is worn and disappears when the armor is removed. The negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the armor is worn.

Strong necromancy [evil]; CL 13th; Craft Magic Arms and Armor, *contagion*; Price 52,260 gp; Cost 26,130 gp + 2,090 XP; Weight 50 lbs.

Dragonhide Plate: This suit of full plate is made of dragonhide, rather than metal, so druids can wear it. It provides 9 points of energy resistance to the same energy type the original dragon had immunity to. It is otherwise identical to masterwork full plate.

No aura (nonmagical); Price 3,600 gp; Weight 50 lbs.

Dwarven Plate: This full plate is made of adamantite, giving its wearer damage reduction of 3/–.

No aura (nonmagical); Price 16,500 gp; Weight 50 lbs.

Elven Chain: This extremely light chainmail is made of very fine mithral links. Speed while wearing *elven chain* is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of –2. It is considered light armor.

No aura (nonmagical); Price 4,150 gp; Weight 20 lbs.

Mithral Full Plate of Speed: As a free action, the wearer of this fine set of +1 *mithral full plate* can activate it, enabling him to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the *haste* effect need not be consecutive rounds. Speed while wearing a suit of mithral full plate is 20 feet for Medium creatures, or 15 feet for Small. The armor has an arcane spell failure chance of 25%, a maximum Dexterity bonus of +3, and an armor check penalty of –3. It is considered medium armor.

Faint transmutation; CL 10th; Craft Magic Arms and Armor, *haste*; Price 26,500 gp; Weight 25 lbs.

Mithral Shirt: This extremely light chain shirt is made of very fine mithral links. Speed while wearing a *mithral shirt* is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor check penalty. It is considered light armor.

No aura (nonmagical); Price 1,100 gp; Weight 12-1/2 lbs.

Plate Armor of the Deep: This +1 *full plate* is decorated with a wave and fish motif. The wearer of *plate armor of the deep* is treated as unarmored for purposes of Swim checks. The wearer can breathe underwater and can converse with any creature with a language that breathes water.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *freedom of movement*, *tongues*, *water breathing*; Price 24,650 gp; Cost 17,150 gp + 600 XP; Weight 50 lbs.

Rhino Hide: This +2 *hide* armor is made from rhinoceros hide. In addition to granting a +2 enhancement bonus to AC, it has a –1 armor check penalty and deals an additional 2d6 points of damage on any successful charge attack made by the wearer, including a mounted charge.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *bull’s strength*; Price 5,165 gp; Cost 2,665 gp + 200 XP; Weight 25 lbs.

TABLE 16-8: SPECIFIC SHIELDS

Minor	Medium	Major	Specific Shield	Market Price
01-30	01-20	---	Darkwood buckler	205 gp
31-80	21-45	---	Darkwood shield	257 gp
81-95	46-70	---	Mithral heavy shield	1,020 gp
96-100	71-85	01-20	Caster’s shield	3,153 gp
---	86-90	21-40	Spined shield	5,580 gp
---	91-95	41-60	Lion’s shield	9,170 gp
---	96-100	61-90	Winged shield	17,257 gp
---	---	91-100	Absorbing shield	50,170 gp

Specific Shields

The following specific shields usually are pre-constructed with exactly the qualities described here.

Absorbing Shield: This +1 *heavy steel shield* is flat black and seems to absorb light. Once every two days, on command, it can *disintegrate* an object that it touches, as the spell but requiring a melee touch attack.

Strong transmutation; CL 17th; Craft Magic Arms and Armor, *disintegrate*; Price 50,170 gp; Cost 25,170 gp + 2,000 XP; Weight 15 lbs.

Caster's Shield: This +1 *light wooden shield* has a small leather strip on the back on which a spellcaster can scribe a single spell as on a scroll. A spell so scribed has only half the base raw material cost. Experience point and component costs remain the same. The strip cannot accommodate spells of higher than 3rd level. The strip is reusable.

A random *caster's shield* has a 50% chance of having a single medium scroll spell on it. The spell is divine (01-80 on d%) or arcane (81-100).

A *caster's shield* has a 5% arcane spell failure chance.

Moderate abjuration; CL 6th; Craft Magic Arms and Armor, Scribe Scroll; Price 3,153 gp (plus the value of the scroll spell if one is currently scribed); Cost 1,653 gp + 120 XP; Weight 5 lbs.

Darkwood Buckler: This nonmagical light wooden shield is made out of darkwood. It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield. It weighs 2-1/2 pounds and has no armor check penalty.

No aura (nonmagical); Price 205 gp; Weight 5 lbs.

Darkwood Shield: This nonmagical heavy wooden shield is made out of darkwood. It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield.

It weighs 5 pounds and has no armor check penalty.

No aura (nonmagical); Price 257 gp; Weight 10 lbs.

Lion's Shield: This +2 *heavy steel shield* is fashioned to appear to be a roaring lion's head. Three times per day as a free action, the lion's head can be commanded to attack (independently of the shield wearer), biting with the wielder's base attack bonus (including multiple attacks, if the wielder has them) and dealing 2d6 points of damage. This attack is in addition to any actions performed by the wielder.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *summon nature's ally IV*; Price 9,170 gp; Cost 4,670 gp + 360 XP; Weight 15 lbs.

Mithral Heavy Shield: This heavy shield is made of mithral and thus is much lighter than a standard steel shield. It has a 5% arcane spell failure chance and no armor check penalty.

No aura (nonmagical); Price 1,020 gp; Weight 7-1/2 lbs.

Spined Shield: This +1 *heavy steel shield* is covered in spines. It acts as a normal spiked shield. On command up to three times per day, the shield's wearer can fire one of the shield's spines. A fired spine has a +1 enhancement bonus, a range increment of 120 feet, and deals 1d10 points of damage (19-20/x2). Fired spines regenerate each day.

Moderate evocation; CL 6th; Craft Magic Arms and Armor, *magic missile*; Price 5,580 gp; Cost 2,740 gp + 223 XP; Weight 15 lbs.

Winged Shield: This round heavy wooden shield has a +3 enhancement bonus. Small, feathered wings encircle the shield.

Once per day it can be commanded to *fly* (as the spell), carrying the wielder. The shield can carry up to 133 pounds and move at 60 feet per round, or up to 266 pounds and move at 40 feet per round.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *fly*; Price 17,257 gp; Cost 8,628 gp and 5 sp + 690 XP; Weight 10 lbs.

WEAPONS

Magic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls when used in combat. All magic weapons are also masterwork weapons, but their masterwork bonus on attack rolls does not stack with their enhancement bonus on attack rolls.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

In addition to an enhancement bonus, weapons may have special abilities. Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses (except where specifically noted). A single weapon cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +10. A weapon with a special ability must have at least a +1 enhancement bonus.

A weapon or a kind of ammunition may be made of an unusual material. Roll d%: 01-95 indicates that the item is of a standard sort, and 96-100 indicates that it is made of a special material.

Caster Level for Weapons: The caster level of a weapon with a special ability is given in the item description. For an item with only an enhancement bonus and no other abilities, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Additional Damage Dice: Some magic weapons deal additional dice of damage. Unlike other modifiers to damage, additional dice of damage are not multiplied when the attacker scores a critical hit.

Ranged Weapons and Ammunition: The enhancement bonus from a ranged weapon does not stack with the enhancement bonus from ammunition. Only the higher of the two enhancement bonuses applies.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Magic Ammunition and Breakage: When a magic arrow, crossbow bolt, or sling bullet misses its target, there is a 50% chance it breaks or otherwise is rendered useless. A magic arrow, bolt, or bullet that hits is destroyed.

Light Generation: Fully 30% of magic weapons shed light equivalent to a *light* spell (bright light in a 20-foot radius, shadowy light in a 40-foot radius). These glowing weapons are quite obviously magical. Such a weapon can't be concealed when drawn, nor can its light be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

Hardness and Hit Points: An attacker cannot damage a magic weapon that has an enhancement bonus unless his own weapon has at least as high an enhancement bonus as the weapon or shield struck. Each +1 of enhancement bonus also adds 1 to the weapon's or shield's hardness and hit points.

Activation: Usually a character benefits from a magic weapon in the same way a character benefits from a mundane weapon - by attacking with it. If a weapon has a special ability that the user needs to activate then the user usually needs to utter a command word (a standard action).

Magic Weapons and Critical Hits: Some weapon qualities and some specific weapons have an extra effect on a critical hit. This special effect functions against creatures not subject to critical hits, such as undead, elementals, and constructs. When fighting against such creatures, roll for critical hits as you would against humanoids or any other creature subject to critical hits. On a successful critical roll, apply the special effect, but do not multiply the weapon's regular damage.

TABLE 16-9: WEAPONS

Minor	Medium	Major	Weapon Bonus	Base Price ¹
01-70	01-10	---	+1	2,000 gp
71-85	11-29	---	+2	8,000 gp
---	30-58	01-20	+3	18,000 gp
---	59-62	21-38	+4	32,000 gp
---	---	39-49	+5	50,000 gp
---	---	---	+6 ²	72,000 gp
---	---	---	+7 ²	98,000 gp
---	---	---	+8 ²	128,000 gp
---	---	---	+9 ²	162,000 gp
---	---	---	+10 ²	200,000 gp
86-90	63-68	50-63	Specific weapon ³	---
91-100	69-100	64-100	Special ability and roll again ⁴	---

1 This price is for 50 arrows, crossbow bolts, or sling bullets.

2 A weapon can't actually have a bonus higher than +5. Use these lines to determine price when special abilities are added in.

3 See Table 16-16: Specific Weapons.

4 See Table 16-14: Melee Weapon Special Abilities for melee weapons or Table 16-15: Ranged Weapon Special Abilities for ranged weapons.

TABLE 16-10: WEAPON TYPE DETERMINATION

d%	Weapon Type
01-70	Common melee weapon
71-80	Uncommon weapon
81-100	Common ranged weapon

TABLE 16-11: COMMON MELEE WEAPONS

d%	Weapon	Weapon Cost ¹
01-09	Dagger	+302 gp
10-17	Greataxe	+320 gp
18-25	Greatsword	+350 gp
26-34	Longsword	+315 gp
35-41	Mace, light	+305 gp
42-48	Mace, heavy	+312 gp
49-56	Quarterstaff ²	+600 gp
57-63	Rapier	+320 gp
64-71	Scimitar	+315 gp
72-78	Shortspear	+302 gp
79-85	Sword, bastard	+335 gp
86-92	Sword, short	+310 gp
93-100	Waraxe, dwarven	+330 gp

1 Add to enhancement bonus on Table 16-9: Weapons to determine total market price.

2 Masterwork double weapons incur double the masterwork cost to account for each head (+300 gp masterwork cost per head for a total of +600 gp). Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01-50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51-100 on d%) and it has no special abilities. All magic weapons are masterwork weapons.

TABLE 16-12: UNCOMMON WEAPONS

d%	Weapon	Weapon Cost ¹
01	Axe, orc double ²	+660 gp
02-04	Battleaxe	+310 gp
05-06	Chain, spiked	+325 gp
07-08	Club	+300 gp
09-10	Crossbow, hand	+400 gp
11-12	Crossbow, repeating	+550 gp
13-14	Dagger, punching	+302 gp
15-17	Falchion	+375 gp
18-19	Flail, dire ²	+690 gp
20-21	Flail, heavy	+315 gp
22-23	Flail, light	+308 gp
24-25	Gauntlet	+302 gp
26-28	Gauntlet, spiked	+305 gp
29-30	Glaive	+308 gp
31-32	Greatclub	+305 gp
33-34	Guisarme	+309 gp
35-37	Halberd	+310 gp
38-40	Halfspear	+301 gp
41	Hammer, gnome hooked ²	+620 gp
42-44	Hammer, light	+301 gp
45-47	Handaxe	+306 gp
48-49	Kama	+302 gp
50-52	Katana	+800 gp
53-54	Kukri	+308 gp
55-57	Lance	+310 gp
58-60	Longspear	+305 gp
61-63	Morningstar	+308 gp
64-65	Net	+320 gp
66-67	Nunchaku	+302 gp
68-69	Pick, heavy	+308 gp
70-72	Pick, light	+304 gp
73-74	Ranseur	+310 gp
75-76	Sap	+301 gp
77-79	Scythe	+318 gp
80-81	Shuriken	+301 gp
82-84	Sickle	+306 gp
85-86	Siangham	+303 gp
87-88	Sword, two-bladed ²	+700 gp
89-91	Trident	+315 gp
92	Urgrosh, dwarven ²	+650 gp
93-95	Warhammer	+312 gp
96-98	Whip	+301 gp
99-100	Whip, spiked	+310 gp

1 Add to enhancement bonus on Table 16-9: Weapons to determine total market price.

2 Masterwork double weapons incur double the masterwork cost to account for each head (+300 gp masterwork cost per head for a total of +600 gp). Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01-50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51-100) and it has no special abilities. All magic weapons are masterwork weapons.

TABLE 16-13: COMMON RANGED WEAPONS

d%	Weapon	Weapon Cost ¹
01-10	Ammunition (roll again):	
01-50	Arrows (50)	+350 gp
51-80	Bolts, crossbow (50)	+350 gp
81-100	Bullets, sling (50)	+350 gp
11-15	Axe, throwing	+308 gp
16-25	Crossbow, heavy	+350 gp
26-35	Crossbow, light	+335 gp
36-39	Dart	+300 gp 5 sp
40-41	Javelin	+301 gp
42-46	Shortbow	+330 gp
47-51	Shortbow, composite (+0 Str bonus)	+375 gp
52-56	Shortbow, composite (+1 Str bonus)	+450 gp
57-61	Shortbow, composite (+2 Str bonus)	+525 gp
62-65	Sling	+300 gp
66-75	Longbow	+375 gp
76-80	Longbow, composite	+400 gp
81-85	Longbow, composite (+1 Str bonus)	+500 gp
86-90	Longbow, composite (+2 Str bonus)	+600 gp
91-95	Longbow, composite (+3 Str bonus)	+700 gp
96-100	Longbow, composite (+4 Str bonus)	+800 gp

1 Add to enhancement bonus on Table 16-9: Weapons to determine total market price.

All magic weapons are masterwork weapons.

TABLE 16-14: MELEE WEAPON SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Base Price Modifier ¹
01-10	01-06	01-03	Bane	+1 bonus
11-17	07-12	---	Defending	+1 bonus
18-27	13-19	04-06	Flaming	+1 bonus
28-37	20-26	07-09	Frost	+1 bonus
38-47	27-33	10-12	Shock	+1 bonus
48-56	34-38	13-15	Ghost touch	+1 bonus
57-67	39-44	---	Keen ²	+1 bonus
68-71	45-48	16-19	Ki Focus	+1 bonus
72-75	49-50	---	Merciful	+1 bonus
76-82	51-54	20-21	Mighty cleaving	+1 bonus
83-87	55-59	22-24	Spell storing	+1 bonus
88-91	60-63	25-28	Throwing	+1 bonus
92-95	64-65	29-32	Thundering	+1 bonus
96-99	66-69	33-36	Vicious	+1 bonus
---	70-72	37-41	Anarchic	+2 bonus
---	73-75	42-46	Axiomatic	+2 bonus
---	76-78	47-49	Disruption ³	+2 bonus
---	79-81	50-54	Flaming burst	+2 bonus
---	82-84	55-59	Icy burst	+2 bonus
---	85-87	60-64	Holy	+2 bonus
---	88-90	65-69	Shocking burst	+2 bonus
---	91-93	70-74	Unholy	+2 bonus
---	94-95	75-78	Wounding	+2 bonus
---	---	79-83	Speed	+3 bonus
---	---	84-86	Brilliant energy	+4 bonus
---	---	87-88	Dancing	+4 bonus
---	---	89-90	Vorpal ²	+5 bonus
100	96-100	91-100	Roll again twice ⁴	

1 Add to enhancement bonus on Table 16-9: Weapons to determine total market price.

2 Piercing or slashing weapons only. Re-roll if randomly generated for a bludgeoning weapon.

3 Bludgeoning weapons only. Re-roll if randomly generated for a piercing or slashing weapon.

4 Re-roll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

TABLE 16-15: RANGED WEAPON SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Base Price Modifier ¹
01-12	01-08	01-04	Bane	+1 bonus
13-25	09-16	05-08	Distance	+1 bonus
26-40	17-28	09-12	Flaming	+1 bonus
41-55	29-40	13-16	Frost	+1 bonus
56-60	41-42	---	Merciful	+1 bonus
61-68	43-47	17-21	Returning	+1 bonus
69-83	48-59	22-25	Shock	+1 bonus
84-93	60-64	26-27	Seeking	+1 bonus
94-99	65-68	28-29	Thundering	+1 bonus
---	69-71	30-34	Anarchic	+2 bonus
---	72-74	35-39	Axiomatic	+2 bonus
---	75-79	40-49	Flaming burst	+2 bonus
---	80-82	50-54	Holy	+2 bonus
---	83-87	55-64	Icy burst	+2 bonus
---	88-92	65-74	Shocking burst	+2 bonus
---	93-95	75-79	Unholy	+2 bonus
---	---	80-84	Speed	+3 bonus
---	---	85-90	Brilliant energy	+4 bonus
100	96-100	91-100	Roll again twice ²	

1 Add to enhancement bonus on Table 16-9: Weapons to determine total market price.

2 Re-roll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

Weapons for Unusually Sized Creatures: The cost of weapons for creatures who are neither Small nor Medium varies. The cost of the masterwork quality and any magical enhancement remains the same.

Special Qualities: Roll d%. If the item is a melee weapon, a 01-30 result indicates that the item sheds light, 31-45 indicates that something (a design, inscription, or the like) provides a clue to the weapon's function, and 46-100 indicates no special qualities.

If the item is a ranged weapon, a 01-15 result indicates that something (a design, inscription, or the like) provides a clue to the weapon's function, and 16-100 indicates no special qualities.

Magic Weapon Special Ability Descriptions

In addition to enhancement bonuses, weapons can have one or more of the special abilities detailed below. A weapon with a special ability must have at least a +1 enhancement bonus.

Anarchic: An *anarchic* weapon is chaotically aligned and infused with the power of chaos. It makes the weapon chaos-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of lawful alignment. It bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the chaotic power upon their ammunition.

Moderate evocation [chaotic]; CL 7th; Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic; Price +2 bonus.

Axiomatic: An *axiomatic* weapon is lawfully aligned and infused with the power of law. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of chaotic alignment. It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the lawful power upon their ammunition.

Moderate evocation [lawful]; CL 7th; Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; Price +2 bonus.

Bane: A *bane* weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition. To randomly determine a weapon's designated foe, roll on the following table.

d%	Designated Foe	d%	Designated Foe
01-05	Aberrations	58-60	Humanoids, orc
06-09	Animals	61-65	Magical beasts
10-16	Constructs	66-70	Monstrous humanoids
17-22	Dragons	71-72	Oozes
23-27	Elementals	73	Outsiders, air
28-32	Fey	74-76	Outsiders, chaotic
33-39	Giants	77	Outsiders, earth
40	Humanoids, aquatic	78-80	Outsiders, evil
41-42	Humanoids, dwarf	81	Outsiders, fire
43-44	Humanoids, elf	82-84	Outsiders, good
45	Humanoids, gnoll	85-87	Outsiders, lawful
46	Humanoids, gnome	88	Outsiders, water
47-49	Humanoids, goblinoid	89-90	Plants
50	Humanoids, halfling	91-98	Undead
51-54	Humanoids, human	99-100	Vermin
55-57	Humanoids, reptilian		

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *summon monster I*; Price +1 bonus.

Brilliant Energy: A *brilliant energy* weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (20-foot radius). A *brilliant energy* weapon ignores nonliving matter. Armor bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A *brilliant energy* weapon cannot harm undead, constructs, and objects. This property can only be applied to melee weapons, thrown weapons, and ammunition.

Strong transmutation; CL 16th; Craft Magic Arms and Armor, *gaseous form*, *continual flame*; Price +4 bonus.

Dancing: As a standard action, a *dancing* weapon can be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While dancing, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 10 feet away). The *dancing* weapon accompanies the person who activated it everywhere, whether he moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, he can grasp it while it is attacking on its own as a free action; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *animate objects* or *telekinesis*; Price +4 bonus.

Defending: A *defending* weapon allows the wielder to transfer some or all of the weapon's enhancement bonus to his AC as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect to AC lasts until his next turn.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *shield* or *shield of faith*; Price +1 bonus.

Disruption: A weapon of *disruption* is the bane of all undead. Any undead creature struck in combat must succeed on a DC 14 Will save or be destroyed. A weapon of *disruption* must be a bludgeoning weapon. (If you roll this property randomly for a piercing or slashing weapon, re-roll.)

Strong conjuration; CL 14th; Craft Magic Arms and Armor, *heal*; Price +2 bonus.

Distance: This property can only be placed on a ranged weapon. A weapon of *distance* has double the range increment of other weapons of its kind.

Moderate divination; CL 6th; Craft Magic Arms and Armor, *clairaudience*/*clairvoyance*; Price +1 bonus.

Flaming: Upon command, a *flaming* weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A *flaming* weapon deals an extra 1d6 points of fire damage on a

successful hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *flame blade, flame strike, or fireball*; Price +1 bonus.

Flaming Burst: A *flaming burst* weapon functions as a *flaming* weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the *flaming* ability (see above), a *flaming burst* weapon deals an extra 1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of fire damage instead, and if the multiplier is x4, add an extra 3d10 points of fire damage. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Even if the *flaming* ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

Strong evocation; CL 12th; Craft Magic Arms and Armor, *flame blade, flame strike, or fireball*; Price +2 bonus.

Frost: Upon command, a *frost* weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A *frost* weapon deals an extra 1d6 points of cold damage on a successful hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *chill metal or ice storm*; Price +1 bonus.

Ghost Touch: A *ghost touch* weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to attacks with ghost touch weapons.) The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a *ghost touch* weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *plane shift*; Price +1 bonus.

Holy: A *holy* weapon is imbued with holy power. This power makes the weapon good-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of evil alignment. It bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the *holy* power upon their ammunition.

Moderate evocation [good]; CL 7th; Craft Magic Arms and Armor, *holy smite*, creator must be good; Price +2 bonus.

Icy Burst: An *icy burst* weapon functions as a *frost* weapon that also explodes with frost upon striking a successful critical hit. The *frost* does not harm the wielder. In addition to the extra damage from the *frost* ability, an *icy burst* weapon deals an extra 1d10 points of cold damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of cold damage instead, and if the multiplier is x4, add an extra 3d10 points. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

Even if the *frost* ability is not active, the weapon still deals its extra cold damage on a successful critical hit.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *chill metal or ice storm*; Price +2 bonus.

Keen: This ability doubles the threat range of a weapon. Only piercing or slashing weapons can be *keen*. (If you roll this property randomly for an inappropriate weapon, re-roll.) This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the *keen edge* spell), but does with Improved Critical feat.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *keen edge*; Price +1 bonus.

Ki Focus: The magic weapon serves as a channel for the wielder's *ki*, allowing him to use his special *ki* attacks through the weapon as if they were unarmed attacks. These attacks include the monk's stunning attack, *ki* strike, and quivering palm, as well as the Stunning Fist feat. Only melee weapons can have the *ki* focus ability.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, creator must be a monk; Price +1 bonus.

Merciful: The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, and slings so crafted bestow the *merciful* effect upon their ammunition.

Faint conjuration; CL 5th; Craft Magic Arms and Armor, *cure light wounds*; Price +1 bonus.

Mighty Cleaving: A *mighty cleaving* weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *divine power*; Price +1 bonus.

Returning: This special ability can only be placed on a weapon that can be thrown. A *returning* weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a *returning* weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *telekinesis*; Price +1 bonus.

Seeking: Only ranged weapons can have the *seeking* ability. The weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. (The wielder still has to aim the weapon at the right square. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.)

Strong divination; CL 12th; Craft Magic Arms and Armor, *true seeing*; Price +1 bonus.

Shock: Upon command, a *shock* weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until another command is given. A *shock* weapon deals an extra 1d6 points of electricity damage on a successful hit. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *call lightning or lightning bolt*; Price +1 bonus.

Shocking Burst: A *shocking burst* weapon functions as a shock weapon that also explodes with electricity upon striking a successful critical hit. The electricity does not harm the wielder. In addition to the extra electricity damage from the *shock* ability, a *shocking burst* weapon deals an extra 1d10 points of electricity damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of electricity damage instead, and if the multiplier is x4, add an extra 3d10 points. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.

Even if the *shock* ability is not active, the weapon still deals its extra electricity damage on a successful critical hit.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *call lightning or lightning bolt*; Price +2 bonus.

Speed: When making an attack or full attack action, the wielder of a *speed* weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a *haste* spell.)

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *haste*; Price +3 bonus.

Spell Storing: A *spell storing* weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled *spell storing* weapon has a 50% chance to have a spell stored in it already.

Strong evocation (plus aura of stored spell); CL 12th; Craft Magic Arms and Armor; Price +1 bonus.

Thundering: A *thundering* weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. A *thundering* weapon deals an extra 1d8 points of sonic damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d8 points of sonic damage instead, and if the multiplier

is x4, add an extra 3d8 points of sonic damage. Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a thundering weapon must make a DC 14 Fortitude save or be *deafened* permanently.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *blindness/deafness*; Price +1 bonus.

Throwing: This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *magic stone*; Price +1 bonus.

Unholy: An *unholy* weapon is imbued with unholy power. This power makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the *unholy* power upon their ammunition.

Moderate evocation [evil]; CL 7th; Craft Magic Arms and Armor, *unholy blight*, creator must be evil; Price +2 bonus.

Vicious: When a *vicious* weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder. Only melee weapons can be *vicious*.

Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *enervation*; Price +1 bonus.

Vorpal: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. A *vorpal* weapon must be a slashing weapon. (If you roll this property randomly for an inappropriate weapon, re-roll.)

Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, *circle of death*, *keen edge*; Price +5 bonus.

Wounding: A *wounding* weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *mage's sword*; Price +2 bonus.

TABLE 16-16: SPECIFIC WEAPONS

Minor	Medium	Major	Specific Weapon	Market Price
01-15	---	---	<i>Sleep arrow</i>	132 gp
16-25	---	---	<i>Screaming bolt</i>	267 gp
26-45	---	---	Silver dagger, masterwork	322 gp
46-65	---	---	Cold iron longsword, masterwork	330 gp
66-75	01-09	---	<i>Javelin of lightning</i>	1,500 gp
76-80	10-15	---	<i>Slaying arrow</i>	2,282 gp
81-90	16-24	---	<i>Adamantine dagger</i>	3,002 gp
91-100	25-33	---	Adamantine battleaxe	3,010 gp
---	34-37	---	<i>Slaying arrow (greater)</i>	4,057 gp
---	38-40	---	<i>Shatterspike</i>	4,315 gp
---	41-46	---	<i>Dagger of venom</i>	8,302 gp
---	47-51	---	<i>Trident of warning</i>	10,115 gp
---	52-57	01-04	<i>Assassin's dagger</i>	10,302 gp
---	58-62	05-07	<i>Shifter's sorrow</i>	12,780 gp
---	63-66	08-09	<i>Trident of fish command</i>	18,650 gp
---	67-74	10-13	<i>Flame tongue</i>	20,715 gp
---	75-79	14-17	<i>Luck blade (0 wishes)</i>	22,060 gp
---	80-86	18-24	<i>Sword of subtlety</i>	22,310 gp
---	87-91	25-31	<i>Sword of the planes</i>	22,315 gp
---	92-95	32-37	<i>Nine lives stealer</i>	23,057 gp
---	96-98	38-42	<i>Sword of life stealing</i>	25,715 gp

---	99-100	43-46	<i>Oathbow</i>	25,600 gp
---	---	47-51	<i>Mace of terror</i>	38,552 gp
---	---	52-57	<i>Life-drinker</i>	40,320 gp
---	---	58-62	<i>Sylvan scimitar</i>	47,315 gp
---	---	63-67	<i>Rapier of puncturing</i>	50,320 gp
---	---	68-73	<i>Sun blade</i>	50,335 gp
---	---	74-79	<i>Frost brand</i>	54,475 gp
---	---	80-84	<i>Dwarven thrower</i>	60,312 gp
---	---	85-91	<i>Luck blade (1 wish)</i>	62,360 gp
---	---	92-95	<i>Mace of smiting</i>	75,312 gp
---	---	96-97	<i>Luck blade (2 wishes)</i>	102,660 gp
---	---	98-99	<i>Holy avenger</i>	120,630 gp
---	---	100	<i>Luck blade (3 wishes)</i>	142,960 gp

Specific Weapons

The following specific weapons usually are pre-constructed with exactly the qualities described here.

Adamantine Battleaxe: This nonmagical axe is made out of adamantine. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 3,010 gp; Weight 7 lbs.

Adamantine Dagger: This nonmagical dagger is made out of adamantine. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 3,002 gp; Weight 1 lb.

Assassin's Dagger: This wicked-looking, curved +2 *dagger* provides a +1 bonus to the DC of a Fortitude save forced by the death attack of an assassin.

Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *slay living*; Price 18,302 gp; Cost 9,302 gp + 720 XP; Weight 1 lb.

Dagger of Venom: This black +1 *dagger* has a serrated edge. It allows the wielder to use a *poison* effect (as the spell, save DC 14) upon a creature struck by the blade once per day. The wielder can decide to use the power after he has struck. Doing so is a free action, but the *poison* effect must be invoked in the same round that the dagger strikes.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *poison*; Price 8,302 gp; Cost 4,302 gp + 320 XP; Weight 1 lb.

Dwarven Thrower: This weapon commonly functions as a +2 *warhammer*. In the hands of a dwarf, the warhammer gains an additional +1 enhancement bonus (for a total enhancement bonus of +3) and gains the *returning* special ability. It can be hurled with a 30-foot range increment. When hurled, it deals an extra 2d8 points of damage against giants or an extra 1d8 points of damage against any other target.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, creator must be a dwarf; Price 60,312 gp; Cost 30,312 gp + 2,400 XP; Weight 12 lbs.

Flame Tongue: This is a +1 *flaming burst longsword*. Once per day, the sword can blast forth a fiery ray at any target within 30 feet as a ranged touch attack. The ray deals 4d6 points of fire damage on a successful hit.

Moderate evocation; CL 12th; Craft Magic Arms and Armor, *scorching ray*, one of *flame blade*, *flame strike*, or *fireball*; Price 20,715 gp; Cost 10,515 gp + 816 XP; Weight 4 lbs.

Frost Brand: This +3 *frost greatsword* sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire; the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise take.

A *frost brand* extinguishes all nonmagical fires in its area. As a standard action, it can also *dispel* lasting fire spells, but not instantaneous effects, though you must succeed on a *dispel* check (1d20 +14) against each spell to *dispel* it. The DC to *dispel* such spells is 11 + the caster level of the fire spell.

Strong evocation; CL 14th; Craft Magic Arms and Armor, *ice storm*, *dispel magic*, *protection from energy*; Price 54,475 gp; Cost 27,375 gp and 5 sp + 2179 XP; Weight 15 lbs.

Holy Avenger: This +2 *cold iron longsword* becomes a +5 *holy cold iron longsword* in the hands of a paladin. It provides spell resistance of 5 + the paladin's level to the wielder and anyone adjacent to him. It also enables the wielder to use *greater dispel magic* (once per round as a standard action) at the class level of the paladin. (Only the area *dispel* is possible, not the targeted *dispel* or counterspell versions of *greater dispel magic*.)

Strong abjuration; CL 18th; Craft Magic Arms and Armor, *holy aura*, creator must be good; Price 120,630 gp; Cost 60,630 gp + 4,800 XP; Weight 4 lb.

Javelin of Lightning: This javelin becomes a 5d6 *lightning bolt* when thrown (Reflex DC 14 half). It is consumed in the attack.

Faint evocation; CL 5th; Craft Magic Arms and Armor, *lightning bolt*; Price 1,500 gp; Cost 750 gp + 30 XP; Weight 2 lbs.

Life-Drinker: This +1 *greataxe* is favored by undead and constructs, who do not suffer its drawback. A *life-drinker* bestows two negative levels on its target whenever it deals damage, just as if its target had been struck by an undead creature. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.

Each time a *life-drinker* deals damage to a foe, it also bestows one negative level on the wielder. Any negative level gained by the wielder in this fashion lasts for 1 hour.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *enervation*; Price 40,320 gp; Cost 20,320 gp + 1,600 XP; Weight 20 lbs.

Luck Blade: This +2 *short sword* gives its possessor a +1 luck bonus on all saving throws. Its possessor also gains the power of *good fortune*, usable once per day. This extraordinary ability allows its possessor to re-roll one roll that he just made. He must take the result of the re-roll, even if it's worse than the original roll. In addition, a *luck blade* may contain up to three *wishes* (when randomly rolled, a *luck blade* holds 1d4-1 *wishes*, minimum 0). When the last *wish* is used, the sword remains a +2 *short sword*, still grants the +1 luck bonus, and still grants its re-roll power.

Strong evocation; CL 17th; Craft Magic Arms and Armor, *miracle* or *wish*; Price 22,060 gp (0 *wishes*), 62,360 gp (1 *wish*), 102,660 gp (2 *wishes*), 142,960 gp (3 *wishes*); Cost 11,030 gp + 882 XP (0 *wishes*), 31,180 gp + 2,494 XP (1 *wish*); 51,330 gp + 4,106 XP (2 *wishes*), 71,480 gp + 5,718 XP (3 *wishes*); Weight 3 lbs.

Mace of Smiting: This +3 *adamantine heavy mace* has a +5 enhancement bonus against constructs, and any critical hit dealt to a construct completely destroys it (no saving throw). A critical hit dealt to an outsider deals x4 damage rather than x2.

Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *disintegrate*; Price 75,312 gp; Cost 39,312 gp + 2,880 XP.

Mace of Terror: On command, this +2 *heavy mace* causes the wielder's clothes and appearance to transform into an illusion of darkest horror such that living creatures in a 30-foot cone become panicked as if by a *fear* spell (Will DC 16 partial). They take a -2 morale penalty on saving throws, and they flee from the wielder. The wielder may use this ability up to three times per day.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *fear*; Price 38,552 gp; Cost 19,276 gp + 1,542 XP; Weight 12 lbs.

Masterwork Cold Iron Longsword: This nonmagical longsword is crafted out of cold iron. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 330 gp; Weight 4 lbs.

Nine Lives Stealer: This longsword always performs as a +2 *longsword*, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. At that point, the sword becomes a simple +2 *longsword* (with a hint of evil about it). A critical hit must be dealt for the sword's death-dealing ability to function, and this weapon has no effect on creatures not subject to critical hits. The victim is entitled to a DC 20 Fortitude save to avoid death. If the save is successful, the sword's death-dealing ability does not function, no use of the ability is expended, and normal critical damage is determined. This sword is evil, and any good character attempting to wield it gains two negative levels. These negative levels remain as long as the sword is in hand and disappear when the sword is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the sword is wielded.

Strong necromancy [evil]; CL 13th; Craft Magic Arms and Armor, *finger of death*; Price 23,057 gp; Cost 11,528 gp 5 sp + 922 XP; Weight 4 lbs.

Oathbow: Of elven make, this white +2 *composite longbow* (+2 Strength bonus) whispers "Swift defeat to my enemies" in Elven when nocked and pulled. Once per day, if the firer swears aloud to slay his target (a free action), the bow's whisper becomes the low shout "Swift death to those who have wronged me." Against such a sworn enemy, the bow has a +5 enhancement bonus, and arrows launched from it deal an

additional 2d6 points of damage (and x4 on a critical hit instead of the normal x3). However, the bow is treated as only a masterwork weapon against all foes other than the sworn enemy, and the wielder takes a -1 penalty on attack rolls with any weapon other than the *oathbow*. These bonuses and penalties last for seven days or until the sworn enemy is slain or destroyed by the wielder of the *oathbow*, whichever comes first.

The *oathbow* may only have one sworn enemy at a time. Once the wielder swears to slay a target, he cannot make a new oath until he has slain that target or seven days have passed. Even if the wielder slays the sworn enemy on the same day that he makes the oath, he cannot activate the *oathbow*'s special power again until 24 hours have passed from the time he made the oath.

Strong evocation; CL 15th; Craft Magic Arms and Armor, creator must be an elf; Price 25,600 gp; Cost 13,100 gp + 1,000 XP; Weight 3 lbs.

Rapier of Puncturing: Three times per day, this +2 *wounding rapier* allows the wielder to make a touch attack with the weapon that deals 1d6 points of Constitution damage by draining blood. Creatures immune to critical hits are immune to the Constitution damage dealt by this weapon.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *harm*; Price 50,320 gp; Cost 25,320 gp + 2,000 XP; Weight 3 lbs.

Screaming Bolt: One of these +2 *bolts* screams when fired, forcing all enemies of the wielder within 20 feet of the path of the bolt to succeed on a DC 14 Will save or become *shaken*. This is a mind-affecting fear effect.

Faint enchantment; CL 5th; Craft Magic Arms and Armor, *doom*; Price 267gp; Cost 128 gp and 5 sp + 10 XP.

Shatterspike: Wielders without the Improved Sunder feat use *shatterspike* as a +1 *longsword* only; wielders with the Improved Sunder feat add a +4 bonus (including the sword's +1 enhancement bonus) to the opposed roll when attempting to strike a foe's weapon. If successful, *shatterspike* deals 1d8+4 points of damage plus the wielder's Strength modifier to the target weapon (the target weapon's hardness must still be overcome with each hit). *Shatterspike* can damage weapons with an enhancement bonus of +4 or lower.

Strong evocation; CL 13th; Str 13, Craft Arms and Armor, Power Attack, Improved Sunder, *shatter*; Price 4,315 gp; Cost 2,315 gp + 160 XP; Weight 4 lbs.

Shifter's Sorrow: This +1/+1 *two-bladed sword* has blades of alchemical silver. The weapon deals an extra 2d6 points of damage against any creature with the shapechanger subtype. When a shapechanger or a creature in an alternate form (such as a druid using *wild shape*) is struck by the weapon, it must make a DC 15 Will save or return to its natural form.

Strong transmutation; CL 15th; Craft Arms and Armor, *baleful polymorph*; Price 12,780 gp; Cost 6,780 gp + 480 XP; Weight 10 lbs.

Silver Dagger, Masterwork: This masterwork alchemical silver dagger is nonmagical. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 322 gp; Weight 1 lb.

Slaying Arrow: This +1 *arrow* is keyed to a particular type or subtype of creature. If it strikes such a creature, the target must make a DC 20 Fortitude save or die (or, in the case of un-living targets, be destroyed) instantly. Note that even creatures normally exempt from Fortitude saves (undead and constructs) are subject to this attack. When keyed to a living creature, this is a death effect (and thus *death ward* protects a target). To determine the type or subtype of creature the arrow is keyed to, roll on the table below.

A *greater slaying arrow* functions just like a normal *slaying arrow*, but the DC to avoid the death effect is 23.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *finger of death* (*slaying arrow*), plus Heighten Spell (*greater slaying arrow*); Price 2,282 gp (*slaying arrow*) or 4,057 gp (*greater slaying arrow*); Cost 1,144 gp 5 sp + 91 XP (*slaying arrow*) or 2,032 gp + 162 XP (*greater slaying arrow*).

d%	Type or Subtype	d%	Type or Subtype
01-05	A aberrations	58-60	Humanoids, orc
06-09	Animals	61-65	Magical beasts
10-16	Constructs	66-70	Monstrous humanoids
17-22	Dragons	71-72	Oozes
23-27	Elementals	73	Outsiders, air
28-32	Fey	74-76	Outsiders, chaotic
33-39	Giants	77	Outsiders, earth
40	Humanoids, aquatic	78-80	Outsiders, evil

41-42 Humanoids, dwarf	81 Outsiders, fire
43-44 Humanoids, elf	82-84 Outsiders, good
45 Humanoids, gnom	85-87 Outsiders, lawful
46 Humanoids, gnome	88 Outsiders, water
47-49 Humanoids, goblinoid	89-90 Plants
50 Humanoids, halfling	91-98 Undead
51-54 Humanoids, human	99-100 Vermin
55-57 Humanoids, reptilian	

Sleep Arrow: This +1 arrow is painted white and has white fletching. If it strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals nonlethal damage (in the same amount as would be lethal damage) and forces the target to make a DC 11 Will save or fall asleep.

Faint enchantment; CL 5th; Craft Magic Arms and Armor, *sleep*; Price 132 gp; Cost 69 gp 5 sp + 5 XP.

Sun Blade: This sword is the size of a bastard sword. However, a *sun blade* is wielded as if it were a short sword with respect to weight and ease of use. (In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword.) Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a *sun blade*. Likewise, Weapon Focus and Weapon Specialization in short sword and bastard sword apply equally, but the benefits of those feats do not stack.

In normal combat, the glowing golden blade of the weapon is equal to a +2 *bastard sword*. Against evil creatures, its enhancement bonus is +4. Against Negative Energy Plane creatures or undead creatures, the sword deals double damage (and x3 on a critical hit instead of the usual x2).

The blade also has a special *sunlight* power. Once per day, the wielder can swing the blade vigorously above his head while speaking a command word. The *sunblade* then sheds a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword wielder and extends outward at 5 feet per round for 10 rounds thereafter, to create a globe of light with a 60-foot radius. When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely. All *sun blades* are of good alignment, and any evil creature attempting to wield one gains one negative level. The negative level remains as long as the sword is in hand and disappears when the sword is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the sword is wielded.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *daylight*, creator must be good; Price 50,335 gp; Cost 25,335 gp + 2,000 XP; Weight 3 lbs.

Sword of Life Stealing: This black iron +2 *longsword* bestows a negative level when it deals a critical hit. The sword wielder gains 1d6 temporary hit points each time a negative level is bestowed on another. These temporary hit points last for 24 hours. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.

Strong necromancy; CL 17th; Craft Magic Arms and Armor, *enervation*; Price 25,715 gp; Cost 12,857 gp and 5 sp + 1,029 XP; Weight 4 lbs.

Sword of the Planes: This longsword has an enhancement bonus of +1 on the Material Plane, but on any Elemental Plane its enhancement bonus increases to +2. (The +2 enhancement bonus also applies on the Material Plane when the weapon is used against elementals.) It operates as a +3 *longsword* on the Astral Plane or the Ethereal Plane or when used against opponents native to either of those planes. On any other plane, or against any outsider, it functions as a +4 *longsword*.

Strong evocation; CL 15th; Craft Magic Arms and Armor, *plane shift*; Price 22,315 gp; Cost 11,157 gp and 5 sp + 893 XP; Weight 4 lbs.

Sword of Subtlety: A +1 *short sword* with a thin, dull gray blade, this weapon provides a +4 bonus on its wielder's attack and damage rolls when he is making a sneak attack with it.

Moderate illusion; CL 7th; Craft Magic Arms and Armor, *blur*; Price 22,310 gp; Cost 11,155 gp + 892 XP; Weight 4 lbs.

Sylvan Scimitar: This +3 *scimitar*, when used outdoors in a temperate climate, grants its wielder the use of the Cleave feat and deals an extra 1d6 points of damage.

Moderate evocation; CL 11th; Craft Magic Arms and Armor, *divine power* or creator must be a 7th-level druid; Price 47,315gp; Cost 23,657 gp and 5 sp + 1,893 XP; Weight 4 lbs.

Trident of Fish Command: The magical properties of this +1 *trident* with a 6-foot-long haft enable its wielder to *charm* up to 14 HD of aquatic animals (Will DC 16 negates, animals get a +5 bonus if currently under attack by the wielder or his allies), no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using the *speak with animals* spell. Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident. The trident can be used up to three times per day.

Moderate enchantment; CL 7th; Craft Magic Arms and Armor, *speak with animals*; Price 18,650 gp; Cost 9,325 gp + 746 XP; Weight 5 lbs.

Trident of Warning: A weapon of this type enables its wielder to determine the location, depth, kind, and number of aquatic predators within 680 feet. A *trident of warning* must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a hemisphere with a radius of 680 feet. The weapon is otherwise a +2 *trident*.

Moderate divination; CL 7th; Craft Magic Arms and Armor, *locate creature*; Price 10,115 gp; Cost 5,057 gp and 5 sp + 405 XP; Weight 5 lbs.

POTIONS AND OILS

A potion is a magic liquid that produces its effect when imbibed. Magic oils are similar to potions, except that oils are applied externally rather than imbibed. A potion or oil can be used only once. It can duplicate the effect of a spell of up to 3rd level that has a casting time of less than 1 minute.

Potions are like spells cast upon the imbiber. The character taking the potion doesn't get to make any decisions about the effect - the caster who brewed the potion has already done so. The drinker of a potion is both the effective target and the caster of the effect (though the potion indicates the caster level, the drinker still controls the effect).

The person applying an oil is the effective caster, but the object is the target.

Physical Description: A typical potion or oil consists of 1 ounce of liquid held in a ceramic or glass vial fitted with a tight stopper. The stoppered container is usually no more than 1 inch wide and 2 inches high. The vial has AC 13, 1 hit point, hardness 1, and a break DC of 12. Vials hold 1 ounce of liquid.

Identifying Potions: In addition to the standard methods of identification, PCs can sample from each container they find to attempt to determine the nature of the liquid inside. An experienced character learns to identify potions by memory.

Example: the last time he tasted a liquid that reminded him of almonds, it turned out to be a *potion of cure moderate wounds*.

Activation: Drinking a potion or applying an oil requires no special skill. The user merely removes the stopper and swallows the potion or smears on the oil. The following rules govern potion and oil use.

Drinking a potion or using an oil on an item of gear is a standard action. The potion or oil takes effect immediately. Using a potion or oil provokes attacks of opportunity. A successful attack (including grappling attacks) against the character forces a Concentration check (as for casting a spell). If the character fails this check, he cannot drink the potion. An enemy may direct an attack of opportunity against the potion or oil container rather than against the character. A successful attack of this sort can destroy the container.

A creature must be able to swallow a potion or smear on an oil. Because of this, incorporeal creatures cannot use potions or oils. Any corporeal creature can imbibe a potion. The potion must be swallowed. Any corporeal creature can use an oil.

A character can carefully administer a potion to an unconscious creature as a full-round action, trickling the liquid down the creature's throat. Likewise, it takes a full-round action to apply an oil to an unconscious creature.

The caster level for a standard potion is the minimum caster level needed to cast the spell (unless otherwise specified).

TABLE 16-17: POTIONS AND OILS

Minor	Medium	Major	Potion or Oil	Market Price
01-10	---	---	Cure light wounds (potion)	50 gp
11-13	---	---	Endure elements (potion)	50 gp
14-15	---	---	Hide from animals (potion)	50 gp
16-17	---	---	Hide from undead (potion)	50 gp
18-19	---	---	Jump (potion)	50 gp
20-22	---	---	Mage armor (potion)	50 gp
23-25	---	---	Magic fang (potion)	50 gp
26	---	---	Magic stone (oil)	50 gp
27-29	---	---	Magic weapon (oil)	50 gp
30	---	---	Pass without trace (potion)	50 gp
31-32	---	---	Prot from (alignment) (potion)	50 gp
33-34	---	---	Remove fear (potion)	50 gp
35	---	---	Sanctuary (potion)	50 gp
36-38	---	---	Shield of faith +2 (potion)	50 gp
39	---	---	Shillelagh (oil)	50 gp
40-41	01-02	---	Bless weapon (oil)	100 gp
42-43	03	---	Spider climb (potion)	100 gp
44-46	04-05	---	Enlarge person (potion)	250 gp
47	06	---	Reduce person (potion)	250 gp
48-49	07	---	Aid (potion)	300 gp
50-52	08	---	Barkskin +2 (potion)	300 gp
53-55	09-11	---	Bear's endurance (potion)	300 gp
56-58	12-14	01-02	Blur (potion)	300 gp
59-61	15-17	---	Bull's strength (potion)	300 gp
62-64	18-20	---	Cat's grace (potion)	300 gp
65-69	21-28	03-07	Cure moderate wounds (potion)	300 gp
70	29	---	Darkness (oil)	300 gp
71-73	30-31	08-09	Darkvision (potion)	300 gp
74-76	32	---	Delay poison (potion)	300 gp
77-78	33-34	---	Eagle's splendor (potion)	300 gp
79-80	35-36	---	Fox's cunning (potion)	300 gp
81-83	37-38	10-11	Invisibility (potion or oil)	300 gp
84-86	39	12	Lesser restoration (potion)	300 gp
87-88	40	---	Levitate (potion or oil)	300 gp
89	41	---	Misdirection (potion)	300 gp
90-91	42-43	---	Owl's wisdom (potion)	300 gp
92-93	44	---	Prot from arrows 10/magic (potion)	300 gp
94-95	45	13	Remove paralysis (potion)	300 gp
96-98	46-47	---	Resist energy (type) 10 (potion)	300 gp
99	48-49	14	Shield of faith +3 (potion)	300 gp
100	50	15	Undetectable alignment (potion)	300 gp
---	51	16	Barkskin +3 (potion)	600 gp
---	52	17-18	Shield of faith +4 (potion)	600 gp
---	53-55	19-20	Resist energy (type) 20 (potion)	700 gp
---	56-60	21-28	Cure serious wounds (potion)	750 gp
---	61	29	Daylight (oil)	750 gp
---	62-64	30-32	Displacement (potion)	750 gp
---	65	33	Flame arrow (oil)	750 gp
---	66-68	34-38	Fly (potion)	750 gp
---	69	39	Gaseous form (potion)	750 gp
---	70-71	---	Greater magic fang +1 (potion)	750 gp
---	72-73	---	Greater magic weapon +1 (oil)	750 gp
---	74-75	40-41	Haste (potion)	750 gp
---	76-78	42-44	Heroism (potion)	750 gp
---	79-80	45-46	Keen edge (oil)	750 gp
---	81	47	Mgc crcl agnst (algnmnt) (potion)	750 gp
---	82-83	---	Magic vestment +1 (oil)	750 gp
---	84-86	48-50	Neutralize poison (potion)	750 gp
---	87-88	51-52	Nondetection (potion)	750 gp
---	89-91	53-54	Prot from energy (type) (potion)	750 gp
---	92-93	55	Rage (potion)	750 gp
---	94	56	Remove blind/deaf (potion)	750 gp
---	95	57	Remove curse (potion)	750 gp
---	96	58	Remove disease (potion)	750 gp
---	97	59	Tongues (potion)	750 gp
---	98-99	60	Water breathing (potion)	750 gp
---	100	61	Water walk (potion)	750 gp
---	---	62-63	Barkskin +4 (potion)	900 gp
---	---	64	Shield of faith +5 (potion)	900 gp
---	---	65	Good hope (potion)	1,050 gp
---	---	66-68	Resist energy (type) 30 (potion)	1,100 gp

---	---	69	Barkskin +5 (potion)	1,200 gp
---	---	70-73	Greater magic fang +2 (potion)	1,200 gp
---	---	74-77	Greater magic weapon +2 (oil)	1,200 gp
---	---	78-81	Magic vestment +2 (oil)	1,200 gp
---	---	82	Prot from arrws 15/magic (potion)	1,500 gp
---	---	83-85	Greater magic fang +3 (potion)	1,800 gp
---	---	86-88	Greater magic weapon +3 (oil)	1,800 gp
---	---	89-91	Magic vestment +3 (oil)	1,800 gp
---	---	92-93	Greater magic fang +4 (potion)	2,400 gp
---	---	94-95	Greater magic weapon +4 (oil)	2,400 gp
---	---	96-97	Magic vestment +4 (oil)	2,400 gp
---	---	98	Greater magic fang +5 (potion)	3,000 gp
---	---	99	Greater magic weapon +5 (oil)	3,000 gp
---	---	100	Magic vestment +5 (oil)	3,000 gp

RINGS

Rings bestow magical powers upon their wearers. Only a rare few have charges. Anyone can use a ring.

A character can only effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings.

Physical Description: Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal - usually precious metals such as gold, silver, and platinum. A ring has AC 13, 2 hit points, hardness 10, and a break DC of 25.

Activation: Usually, a ring's ability is activated by a command word (a standard action that does not provoke attacks of opportunity) or it works continually. Some rings have exceptional activation methods, according to their descriptions.

Special Qualities: Roll d%. A result of 01 indicates the ring is intelligent, 02-31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32-100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Rings with charges can never be intelligent.

TABLE 16-18: RINGS

Minor	Med.	Major	Ring	Market Price
01-18	---	---	Protection +1	2,000 gp
19-28	---	---	Feather falling	2,200 gp
29-36	---	---	Sustenance	2,500 gp
37-44	---	---	Climbing	2,500 gp
45-52	---	---	Jumping	2,500 gp
53-60	---	---	Swimming	2,500 gp
61-70	01-05	---	Counterspells	4,000 gp
71-75	06-08	---	Mind shielding	8,000 gp
76-80	09-18	---	Protection +2	8,000 gp
81-85	19-23	---	Force shield	8,500 gp
86-87	24-28	---	Ram	8,600 gp
88-89	29-34	---	Climbing, improved	10,000 gp
90-91	35-40	---	Jumping, improved	10,000 gp
93-94	41-46	---	Swimming, improved	10,000 gp
95-96	47-51	---	Animal friendship	10,800 gp
97-98	50-56	01	Energy resistance, minor	12,000 gp
99	57-61	02	Chameleon power	12,700 gp
100	62-66	03	Water walking	15,000 gp
---	67-71	04-07	Protection +3	18,000 gp
---	72-76	08-10	Spell storing, minor	18,000 gp
---	77-81	11-15	Invisibility	20,000 gp
---	82-85	16-19	Wizardry (I)	20,000 gp
---	86-90	20-25	Evasion	25,000 gp
---	91-93	26-28	X-ray vision	25,000 gp
---	94-97	29-32	Blinking	27,000 gp
---	98-100	33-39	Energy resistance, major	28,000 gp
---	---	40-49	Protection +4	32,000 gp
---	---	50-55	Wizardry (II)	40,000 gp
---	---	56-60	Freedom of movement	40,000 gp
---	---	61-63	Energy resistance, greater	44,000 gp
---	---	64-65	Friend shield (pair)	50,000 gp
---	---	66-70	Protection +5	50,000 gp
---	---	71-74	Shooting stars	50,000 gp
---	---	75-79	Spell storing	50,000 gp

---	---	80-83	<i>Wizardry (III)</i>	70,000 gp
---	---	84-86	<i>Telekinesis</i>	75,000 gp
---	---	87-88	<i>Regeneration</i>	90,000 gp
---	---	89	<i>Three wishes</i>	97,950 gp
---	---	90-92	<i>Spell turning</i>	98,280 gp
---	---	93-94	<i>Wizardry (IV)</i>	100,000 gp
---	---	95	<i>Djinni calling</i>	125,000 gp
---	---	96	<i>Elemental command (air)</i>	200,000 gp
---	---	97	<i>Elemental command (earth)</i>	200,000 gp
---	---	98	<i>Elemental command (fire)</i>	200,000 gp
---	---	99	<i>Elemental command (water)</i>	200,000 gp
---	---	100	<i>Spell storing, major</i>	200,000 gp

Ring Descriptions

Standard rings are described below.

Animal Friendship: On command, this ring affects an animal as if the wearer had cast *charm animal*.

Faint enchantment; CL 3rd; Forge Ring, *charm animal*; Price 10,800 gp.

Blinking: On command, this ring makes the wearer blink, as with the *blink* spell.

Moderate transmutation; CL 7th; Forge Ring, *blink*; Price 27,000 gp.

Chameleon Power: As a free action, the wearer of this ring can gain the ability to magically blend in with the surroundings. This provides a +10 competence bonus on his Hide checks. As a standard action, he can also command the ring to utilize the spell *disguise self* as often as he wants.

Faint illusion; CL 3rd; Forge Ring, *disguise self*, *invisibility*; Price 12,700 gp.

Climbing: This ring is actually a magic leather cord that ties around a finger. It continually grants the wearer a +5 competence bonus on Climb checks.

Faint transmutation; CL 5th; Forge Ring, creator must have 5 ranks in the Climb skill; Price 2,500 gp.

Climbing, Improved: As climbing, except it grants a +10 competence bonus on its wearer's Climb checks.

Faint transmutation; CL 10th; Forge Ring, creator must have 10 ranks in the Climb skill; Price 10,000 gp.

Counterspells: This ring might seem to be a *ring of spell storing* upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed in it again.

Moderate evocation; CL 11th; Forge Ring, *imbue with spell ability*; Price 4,000 gp.

Djinni Calling: One of the many rings of fable, this "genie" ring is most useful indeed. It serves as a special *gate* by means of which a specific djinni can be called from the Elemental Plane of Air. When the ring is rubbed (a standard action), the call goes out, and the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes nonmagical and worthless.

Strong conjuration; CL 17th; Forge Ring, *gate*; Price 125,000 gp.

Elemental Command: All four kinds of *elemental command* rings are very powerful. Each appears to be nothing more than a lesser magic ring until fully activated (by meeting a special condition, such as single-handedly slaying an elemental of the appropriate type or exposure to a sacred material of the appropriate element), but each has certain other powers as well as the following common properties.

Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to *charm* the elemental (as *charm monster*, Will DC 17 negates). If the *charm* attempt fails, however, absolute protection is lost and no further attempt at *charming* can be made.

Creatures from the plane to which the ring is attuned who attack the wearer take a –1 penalty on their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 resistance bonus. He gains a +4 morale bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of

such creatures, regardless of any qualities the weapon may or may not have.

The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of a *ring of elemental command* takes a saving throw penalty as follows:

Element	Saving Throw Penalty
Air	–2 against earth-based effects
Earth	–2 against air- or electricity-based effects
Fire	–2 against water- or cold-based effects
Water	–2 against fire-based effects

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its kind.

Ring of Elemental Command (Air)

- * *Feather fall* (unlimited use, wearer only)
- * *Resist energy (electricity)* (unlimited use, wearer only)
- * *Gust of wind* (twice per day)
- * *Wind wall* (unlimited use)
- * *Air walk* (once per day, wearer only)
- * *Chain lightning* (once per week)

The ring appears to be a *ring of feather falling* until a certain condition is met to activate its full potential. It must be reactivated each time a new wearer acquires it.

Ring of Elemental Command (Earth)

- * *Meld into stone* (unlimited use, wearer only)
- * *Soften earth or stone* (unlimited use)
- * *Stone shape* (twice per day)
- * *Stoneskin* (once per week, wearer only)
- * *Passwall* (twice per week)
- * *Wall of stone* (once per day)

The ring appears to be a *ring of meld into stone* until the established condition is met.

Ring of Elemental Command (Fire)

- * *Resist energy (fire)* (as a *major ring of energy resistance [fire]*)
- * *Burning hands* (unlimited use)
- * *Flaming sphere* (twice per day)
- * *Pyrotechnics* (twice per day)
- * *Wall of fire* (once per day)
- * *Flame strike* (twice per week)

The ring appears to be a *major ring of energy resistance (fire)* until the established condition is met.

Ring of Elemental Command (Water)

- * *Water walk* (unlimited use)
- * *Create water* (unlimited use)
- * *Water breathing* (unlimited use)
- * *Wall of ice* (once per day)
- * *Ice storm* (twice per week)
- * *Control water* (twice per week)

The ring appears to be a *ring of water walking* until the established condition is met.

Strong conjuration; CL 15th; Forge Ring, *summon monster VI*, all appropriate spells; Price 200,000 gp.

Energy Resistance: This reddish iron ring continually protects the wearer from damage from one type of energy - acid, cold, electricity, fire, or sonic (chosen by the creator of the item; determine randomly if found as part of a treasure hoard). Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt.

A *minor ring of energy resistance* grants 10 points of resistance. A *major ring of energy resistance* grants 20 points of resistance. A *greater ring of energy resistance* grants 30 points of resistance.

Faint (minor or major) or moderate (greater) abjuration; CL 3rd (minor), 7th (major), or 11th (greater); Forge Ring, *resist energy*; Price 12,000 gp (minor), 28,000 gp (major), 44,000 gp (greater).

Evasion: This ring continually grants the wearer the ability to avoid damage as if he had evasion. Whenever he makes a Reflex saving throw to determine whether he takes half damage, a successful save results in no damage.

Moderate transmutation; CL 7th; Forge Ring, *jump*; Price 25,000 gp.

Feather Falling: This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.

Faint transmutation; CL 1st; Forge Ring, *feather fall*; Price 2,200 gp.

Force Shield: An iron band, this simple ring generates a shield-sized (and shield-shaped) *wall of force* that stays with the ring and can be wielded by the wearer as if it were a heavy shield (+2 AC). This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free. It can be activated and deactivated at will as a free action.

Moderate evocation; CL 9th; Forge Ring, *wall of force*; Price 8,500 gp.

Freedom of Movement: This gold ring allows the wearer to act as if continually under the effect of a *freedom of movement* spell.

Moderate abjuration; CL 7th; Forge Ring, *freedom of movement*; Price 40,000 gp.

Friend Shield: These curious rings always come in pairs. A *friend shield* ring without its mate is useless. Either wearer of one of a pair of the rings can, at any time, command their ring to cast a *shield other* spell with the wearer of the mated ring as the recipient. This effect has no range limitation.

Moderate abjuration; CL 10th; Forge Ring, *shield other*; Price 50,000 gp (for a pair).

Invisibility: By activating this simple silver ring, the wearer can benefit from *invisibility*, as the spell.

Faint illusion; CL 3rd; Forge Ring, *invisibility*; Price 20,000 gp.

Jumping: This ring continually allows the wearer to leap about, providing a +5 competence bonus on all his Jump checks.

Faint transmutation; CL 5th; Forge Ring, creator must have 5 ranks in the Jump skill; Price 2,500 gp.

Jumping, Improved: As jumping, except it grants a +10 competence bonus on its wearer's Jump check.

Moderate transmutation; CL 10th; Forge Ring, creator must have 10 ranks in the Jump skill; Price 10,000 gp.

Mind Shielding: This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to *detect thoughts*, *discern lies*, and any attempt to magically discern his alignment.

Faint abjuration; CL 3rd; Forge Ring, *nondetection*; Price 8,000 gp.

Protection: This ring offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC.

Faint (+1), moderate (+2), strong (+3, +4, +5) abjuration; CL 4th (+1), 8th (+2), 12th (+3), 16th (+4), 20th (+5); Forge Ring, *shield of faith*; Price 2,000 gp (*ring +1*); 8,000 gp (*ring +2*); 18,000 gp (*ring +3*); 32,000 gp (*ring +4*); 50,000 gp (*ring +5*).

Ram: The *ring of the ram* is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram as its device.

The wearer can command the ring to give forth a ram-like force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance.

The force of the blow is considerable, and those struck by the ring are subject to a bull rush if within 30 feet of the ring-wearer. (The ram has Strength 25 and is Large.) The ram gains a +1 bonus on the bull rush attempt if 2 charges are expended, or +2 if 3 charges are expended.

In addition to its attack mode, the *ring of the ram* also has the power to open doors as if it were a character with Strength 25. If 2 charges are expended, the effect is equivalent to a character with Strength 27. If 3 charges are expended, the effect is that of a character with Strength 29.

A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

Moderate transmutation; CL 9th; Forge Ring, *bull's strength, telekinesis*; Price 8,600 gp.

Regeneration: This white gold ring continually allows a living wearer to heal 1 point of damage per level every hour rather than every day. (This ability cannot be aided by the Heal skill.) Nonlethal damage heals at a rate of 1 point of damage per level every 5 minutes. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring *regenerates* it as the spell. In either case, only damage taken while wearing the ring is regenerated.

Strong conjuration; CL 15th; Forge Ring, *regenerate*; Price 90,000 gp.

Shooting Stars: This ring has two modes of operation, one for being in shadowy darkness or outdoors at night and a second one when the wearer is underground or indoors at night.

During the night under the open sky or in areas of shadow or darkness, the *ring of shooting stars* can perform the following functions on command.

* *Dancing lights* (once per hour)

* *Light* (twice per night)

* *Ball lightning* (special, once per night)

* *Shooting stars* (special, three per week)

The first special function, *ball lightning*, releases one to four balls of lightning (ring wearer's choice). These glowing globes resemble *dancing lights*, and the ring wearer controls them in the same fashion (see the *dancing lights* spell description). The spheres have a 120-foot range and a duration of 4 rounds. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature who comes within 5 feet of one causes its charge to dissipate, taking electricity damage in the process according to the number of balls created.

Number of Balls	Damage per Ball
4 lightning balls	1d6 points of damage each
3 lightning balls	2d6 points of damage each
2 lightning balls	3d6 points of damage each
1 lightning ball	4d6 points of damage

Once the *ball lightning* function is activated, the balls can be released at any time before the sun rises. (Multiple balls can be released in the same round.)

The second special function produces three *shooting stars* that can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and spread (as a *fireball*) in a 5-foot-radius sphere for 24 points of fire damage.

Any creature struck by a *shooting star* takes full damage from impact plus full fire damage from the spread unless it makes a DC 13 Reflex save. Creatures not struck but within the spread ignore the impact damage and take only half damage from the fire spread on a successful DC 13 Reflex save. Range is 70 feet, at the end of which the *shooting star* explodes, unless it strikes a creature or object before that. A *shooting star* always follows a straight line, and any creature in its path must make a save or be hit by the projectile.

Indoors at night, or underground, the *ring of shooting stars* has the following properties.

* *Faerie fire* (twice per day)

* *Spark shower* (special, once per day)

The *spark shower* is a flying cloud of sizzling purple sparks that fan out from the ring for a distance of 20 feet in an arc 10 feet wide. Creatures within this area take 2d8 points of damage each if not wearing metal armor or carrying a metal weapon. Those wearing metal armor and/or carrying a metal weapon take 4d8 points of damage.

Strong evocation; CL 12th; Forge Ring, *faerie fire, fireball, light, lightning bolt*; Price 50,000 gp.

Spell Storing, Minor: A *minor ring of spell storing* contains up to three levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor (because the ring wearer need not gesture). The activation time for the ring is same as the casting time for the relevant spell, with a minimum of 1 standard action.

For a randomly generated ring, treat it as a scroll to determine what spells are stored in it. If you roll a spell that would put the ring over the three-level limit, ignore that roll; the ring has no more spells in it. (Not every newly discovered ring need be fully charged.)

A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than three. Metamagic versions of spells take up storage space equal to their spell level modified by the metamagic feat. A spellcaster can use a scroll to put a spell into the *minor ring of spell storing*.

The ring magically imparts to the wearer the names of all spells currently stored within it.

Faint evocation; CL 5th; Forge Ring, *imbue with spell ability*; Price 18,000 gp.

Spell Storing: As the *minor ring of spell storing*, except it holds up to five levels of spells.

Moderate evocation; CL 9th; Forge Ring, *imbue with spell ability*; Price 50,000 gp.

Spell Storing, Major: As the *minor ring of spell storing*, except it holds up to ten levels of spells.

Strong evocation; CL 17th; Forge Ring, *imbue with spell ability*; Price 200,000 gp.

Spell Turning: Up to three times per day on command, this simple platinum band automatically reflects the next nine levels of spells cast at the wearer, exactly as if *spell turning* had been cast upon the wearer.

Strong abjuration; CL 13th; Forge Ring, *spell turning*; Price 98,280 gp.

Sustenance: This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to re-attune it to himself.

Faint conjuration; CL 5th; Forge Ring, *create food and water*; Price 2,500 gp.

Swimming: This silver ring has a wave pattern etched into the band. It continually grants the wearer a +5 competence bonus on Swim checks.

Faint transmutation; CL 5th; Forge Ring, creator must have 5 ranks in the Swim skill; Price 2,500 gp.

Swimming, Improved: As swimming, except it grants a +10 competence bonus on its wearer's Swim checks.

Moderate transmutation; CL 10th; Forge Ring, creator must have 10 ranks in the Swim skill; Price 10,000 gp.

Telekinesis: This ring allows the caster to use the spell *telekinesis* on command.

Moderate transmutation; CL 9th; Forge Ring, *telekinesis*; Price 75,000 gp.

Three Wishes: This ring is set with three rubies. Each ruby stores a *wish* spell, activated by the ring. When a *wish* is used, that ruby disappears. For a randomly generated ring, roll 1d3 to determine the remaining number of rubies. When all the *wishes* are used, the ring becomes a nonmagical item.

Strong evocation (if *miracle* is used); CL 20th; Forge Ring, *miracle* or *wish*; Price 97,950 gp; Cost 11,475 gp + 15,918 XP.

Water Walking: This ring, set with an opal, allows the wearer to continually utilize the effects of the spell *water walk*.

Moderate transmutation; CL 9th; Forge Ring, *water walk*; Price 15,000 gp.

Wizardry: This special ring comes in four kinds (*ring of wizardry I*, *ring of wizardry II*, *ring of wizardry III*, and *ring of wizardry IV*), all of them useful only to arcane spellcasters. The wearer's arcane spells per day are doubled for one specific spell level. A *ring of wizardry I* doubles 1st-level spells, a *ring of wizardry II* doubles 2nd-level spells, a *ring of wizardry III* doubles 3rd-level spells, and a *ring of wizardry IV* doubles 4th-level spells. Bonus spells from high ability scores or school specialization are not doubled.

Moderate (*wizardry I*) or strong (*wizardry II-IV*) (no school); CL 11th (*I*), 14th (*II*), 17th (*III*), 20th (*IV*); Forge Ring, *limited wish*; Price 20,000 gp (*I*), 40,000 gp (*II*), 70,000 gp (*III*), 100,000 gp (*IV*).

X-Ray Vision: On command, this ring gives its possessor the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision.

Using the ring is physically exhausting, causing the wearer 1 point of Constitution damage per minute after the first 10 minutes of use in a single day.

Moderate divination; CL 6th; Forge Ring, *true seeing*; Price 25,000 gp.

RODS

Rods are scepter-like devices that have unique magical powers and do not usually have charges. Anyone can use a rod.

Physical Description: Rods weigh approximately 5 pounds.

They range from 2 feet to 3 feet long and are usually made of iron or some other metal. (Many, as noted in their descriptions, can function as light maces or clubs due to their sturdy construction.)

These sturdy items have AC 9, 10 hit points, hardness 10, and a break DC of 27.

Activation: Details relating to rod use vary from item to item. See the individual descriptions for specifics.

Special Qualities: Roll d%. A 01 result indicates the rod is intelligent, 02-31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32-100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes.

Rods with charges can never be intelligent.

TABLE 16-19: RODS

Medium	Major	Rod	Market Price
01-07	---	Metamagic, <i>Enlarge, lesser</i>	3,000 gp
08-14	---	Metamagic, <i>Extend, lesser</i>	3,000 gp
15-21	---	Metamagic, <i>Silent, lesser</i>	3,000 gp
22-28	---	<i>Immovable</i>	5,000 gp
29-33	---	Metamagic, <i>Empower, lesser</i>	9,000 gp
34-37	---	Metamagic, <i>Enhance, lesser</i>	9,000 gp
38-42	---	<i>Metal and mineral detection</i>	10,500 gp
43-53	01-04	<i>Cancellation</i>	11,000 gp
54-57	05-06	Metamagic, <i>Enlarge</i>	11,000 gp
58-61	07-08	Metamagic, <i>Extend</i>	11,000 gp
62-65	09-10	Metamagic, <i>Silent</i>	11,000 gp
66-71	11-14	<i>Wonder</i>	12,000 gp
72-79	15-16	<i>Python</i>	13,000 gp
80-83	17-19	Metamagic, <i>Maximize, lesser</i>	14,000 gp
84-89	20-21	<i>Flame extinguishing</i>	15,000 gp
90	22-25	<i>Viper</i>	19,000 gp
91	26-30	<i>Enemy detection</i>	23,500 gp
92	31-36	Metamagic, <i>Enlarge, greater</i>	24,500 gp
93	37-42	Metamagic, <i>Extend, greater</i>	24,500 gp
94	43-48	Metamagic, <i>Silent, greater</i>	24,500 gp
95	49-53	<i>Splendor</i>	25,000 gp
96	54-58	<i>Withering</i>	25,000 gp
97	59-62	Metamagic, <i>Empower</i>	32,500 gp
98	63-65	Metamagic, <i>Enhance</i>	32,500 gp
99	66-69	<i>Thunder and lightning</i>	33,000 gp
100	70-73	Metamagic, <i>Quicken, lesser</i>	35,000 gp
---	74-77	<i>Negation</i>	37,000 gp
---	78-80	<i>Absorption</i>	50,000 gp
---	81-84	<i>Flailing</i>	50,000 gp
---	85-86	Metamagic, <i>Maximize</i>	54,000 gp
---	87-88	<i>Rulership</i>	60,000 gp
---	89-90	<i>Security</i>	61,000 gp
---	91-92	<i>Lordly might</i>	70,000 gp
---	93-94	Metamagic, <i>Empower, greater</i>	73,000 gp
---	95-96	Metamagic, <i>Enhance, greater</i>	73,000 gp
---	97	Metamagic, <i>Quicken</i>	75,500 gp
---	98	<i>Alertness</i>	85,000 gp
---	99	Metamagic, <i>Maximize, greater</i>	121,500 gp
---	100	Metamagic, <i>Quicken, greater</i>	170,000 gp

Rod Descriptions

Although all rods are generally scepter-like, their configurations and abilities run the magical gamut. Standard rods are described below.

Absorption: This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod or his gear. The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells of his own. he can instantly detect a spell's level as the rod absorbs that spell's energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

A running total of absorbed (and used) spell levels should be kept. The wielder of the rod can use captured spell energy to cast any spell he has prepared, without expending the preparation itself. The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting. For casters such as bards or sorcerers who do not prepare spells, the rod's energy can be used to cast any spell of the appropriate level or levels that they know.

A *rod of absorption* absorbs a maximum of fifty spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

To determine the absorption potential remaining in a newly found rod, roll d% and divide the result by 2. Then roll d% again: On a result of 71-100, half the levels already absorbed by the rod are still stored within.

Strong abjuration; CL 15th; Craft Rod, *spell turning*; Price 50,000 gp.

Alertness: This rod is indistinguishable from a +1 *light mace*. It has eight flanges on its mace-like head. The rod bestows a +1 insight bonus on initiative checks. If grasped firmly, the rod enables the holder to use *detect evil*, *detect good*, *detect chaos*, *detect law*, *detect magic*, *discern lies*, *light*, or *see invisibility*. Each different use is a standard action.

If the head of a *rod of alertness* is planted in the ground, and the possessor wills it to alertness (a standard action), the rod senses any creature within 120 feet who intends to harm the possessor. At the same time, the rod creates the effect of a *prayer* spell upon all creatures friendly to the possessor in a 20-foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature or creatures within the 120-foot radius. These effects last for 10 minutes, and the rod can perform this function once per day. Last, the rod can be used to simulate the casting of an *animate objects* spell, utilizing any eleven (or fewer) Small objects located roughly around the perimeter of a 5-foot-radius circle centered on the rod when planted in the ground. Objects remain animated for 11 rounds. The rod can perform this function once per day.

Moderate abjuration, divination, enchantment, and evocation; CL 11th; Craft Rod, *alarm*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *discern lies*, *light*, *see invisibility*, *prayer*, *animate objects*; Price 85,000 gp.

Cancellation: This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. The item touched must make a DC 23 Will save to prevent the rod from draining it. If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better. In such cases, contact is made by making a melee touch attack roll. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by *wish* or *miracle*. (If a *sphere of annihilation* and a *rod of cancellation* negate each other, nothing can restore either of them.)

Strong abjuration; CL 17th; Craft Rod, *mage's disjunction*; Price 11,000 gp.

Enemy Detection: This device pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer of the device (nearest ones first). These creatures can be invisible, ethereal, hidden, disguised, or in plain sight. Detection range is 60 feet. If the bearer of the rod concentrates for a full round, the rod pinpoints the location of the nearest enemy and indicates how many enemies are within range. The rod can be used three times each day, each use lasting up to 10 minutes. Activating the rod is a standard action.

Moderate divination; CL 10th; Craft Rod, *true seeing*; Price 23,500 gp.

Flailing: Upon the command of its possessor, the rod activates, changing from a normal-seeming rod to a +3 *dire flail*. The dire flail is a double weapon, which means that each of the weapon's heads can be used to attack. The wielder can gain an extra attack (with the second head) at the cost of making all attacks at a -2 penalty (as if he had the Two-Weapon Fighting feat).

Once per day the wielder can use a free action to cause the rod to grant him a +4 deflection bonus to Armor Class and a +4 resistance bonus on saving throws for 10 minutes. The rod need not be in weapon form to grant this benefit.

Transforming it into a weapon or back into a rod is a move action.

Moderate enchantment; CL 9th; Craft Rod, Craft Magic Arms and Armor, *bless*; Price 50,000 gp.

Flame Extinguishing: This rod can extinguish Medium or smaller nonmagical fires with simply a touch (a standard action). For the rod to be effective against other sorts of fires, the wielder must expend 1 or more of the rod's charges.

Extinguishing a Large or larger nonmagical fire, or a magic fire of Medium or smaller (such as that of a flaming weapon or a *burning hands* spell), expends 1 charge. Continual magic flames, such as those of a weapon or a fire creature, are suppressed for 6 rounds and flare up again

after that time. To extinguish an instantaneous fire spell, the rod must be within the area of the effect and the wielder must have used a ready action, effectively countering the entire spell.

When applied to Large or larger magic fires, such as those caused by *fireball*, *flame strike*, or *wall of fire*, extinguishing the flames expends 2 charges from the rod.

If the device is used upon a fire creature (a melee touch attack), it deals 6d6 points of damage to the creature. This use requires 3 charges.

A *rod of flame extinguishing* has 10 charges when found. Spent charges are renewed every day, so that a wielder can expend up to 10 charges in any 24-hour period.

Strong transmutation; CL 12th; Craft Rod, *pyrotechnics*; Price 15,000 gp.

Immovable Rod: This rod is a flat iron bar with a small button on one end. When the button is pushed (a move action), the rod does not move from where it is, even if staying in place defies gravity. Thus, the owner can lift or place the rod wherever he wishes, push the button, and let go. Several *immovable rods* can even make a ladder when used together (although only two are needed). An *immovable rod* can support up to 8,000 pounds before falling to the ground. If a creature pushes against an *immovable rod*, it must make a DC 30 Strength check to move the rod up to 10 feet in a single round.

Moderate transmutation; CL 10th; Craft Rod, *levitate*; Price 5,000 gp.

Lordly Might: This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and six stud-like buttons along its length. (Pushing any of the rod's buttons is equivalent to drawing a weapon.) It weighs 10 pounds.

The following spell-like functions of the rod can each be used once per day.

* *Hold person* upon touch, if the wielder so commands (Will DC 14 negates). The wielder must choose to use this power and then succeed on a melee touch attack to activate the power. If the attack fails, the effect is lost.

* *Fear* upon all enemies viewing it, if the wielder so desires (10-foot maximum range, Will DC 16 partial). Invoking this power is a standard action.

* Deal 2d4 hit points of damage to an opponent on a successful touch attack (Will DC 17 half) and cure the wielder of a like amount of damage. The wielder must choose to use this power before attacking, as with *hold person*.

The following weapon functions of the rod have no limit on the number of times they can be employed.

* In its normal form, the rod can be used as a +2 *light mace*.

* When button 1 is pushed, the rod becomes a +1 *flaming longsword*. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 4 feet.

* When button 2 is pushed, the rod becomes a +4 *battleaxe*. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.

* When button 3 is pushed, the rod becomes a +3 *shortspear* or +3 *longspear*. The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet. At its 15-foot length, the rod is suitable for use as a lance.

The following other functions of the rod also have no limit on the number of times they can be employed.

* Climbing pole/ladder. When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.

* The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a Strength modifier of +12.

* When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.

Strong enchantment, evocation, necromancy, and transmutation; CL 19th; Craft Rod, Craft Magic Arms and Armor, *bull's strength*, *fear*, *flame blade*, *hold person*, *inflict light wounds*; Price 70,000 gp.

Metal and Mineral Detection: This rod pulses in the wielder's hand and points to the largest mass of metal within 30 feet. However, the wielder can concentrate on a specific metal or mineral. If the specific mineral is within 30 feet, the rod points to any places it is located, and the rod wielder knows the approximate quantity as well. If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first. Each operation requires a full-round action.

Moderate divination; CL 9th; Craft Rod, *locate object*; Price 10,500 gp.

Metamagic Rods: Metamagic rods hold the essence of a metamagic feat but do not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses.

Lesser and Greater Metamagic Rods: Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Metamagic, Empower: The wielder can cast up to three spells per day that are empowered as though using the Empower Spell feat.

Strong (no school); CL 17th; Craft Rod, Empower Spell; Price 9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater).

Metamagic, Enhance: The wielder can cast up to three spells per day that are empowered as though using the Enhance Spell feat.

Strong (no school); CL 17th; Craft Rod, Enhance Spell; Price 9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater).

Metamagic, Enlarge: The wielder can cast up to three spells per day that are enlarged as though using the Enlarge Spell feat.

Strong (no school); CL 17th; Craft Rod, Enlarge Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

Metamagic, Extend: The wielder can cast up to three spells per day that are extended as though using the Extend Spell feat.

Strong (no school); CL 17th; Craft Rod, Extend Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

Metamagic, Maximize: The wielder can cast up to three spells per day that are maximized as though using the Maximize Spell feat.

Strong (no school); CL 17th; Craft Rod, Maximize Spell feat; Price 14,000 gp (lesser), 54,000 gp (normal), 121,500 gp (greater).

Metamagic, Quicken: The wielder can cast up to three spells per day that are quickened as though using the Quicken Spell feat.

Strong (no school); CL 17th; Craft Rod, Quicken Spell; Price 35,000 gp (lesser), 75,500 gp (normal), 170,000 gp (greater).

Metamagic, Silent: The wielder can cast up to three spells per day without verbal components as though using the Silent Spell feat.

Strong (no school); CL 17th; Craft Rod, Silent Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

Negation: This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack). The ray functions as a *greater dispel magic* spell, except it only affects magic items. To negate instantaneous effects from an item, the rod wielder needs to have used a ready action. The dispel check uses the rod's caster level (15th). The target item gets no saving throw, although the rod can't negate artifacts (even minor artifacts). The rod can function three times per day.

Strong varied; CL 15th; Craft Rod, *dispel magic*, and *limited wish* or *miracle*; Price 37,000 gp.

Python: This rod is longer than normal rods. It is about 4 feet long and weighs 10 pounds. It strikes as a +1/+1 *quarterstaff*. If the user throws the rod to the ground (a standard action), it grows to become a giant constrictor snake by the end of the round. The python obeys all commands of the owner. (In animal form, it retains the +1 enhancement bonus on attacks and damage possessed by the rod form.) The serpent returns to rod form (a full-round action) whenever the wielder desires, or whenever it moves farther than 100 feet from the owner. If the snake form

is slain, it returns to rod form and cannot be activated again for three days. A *python rod* only functions if the possessor is good.

Moderate transmutation; CL 10th; Craft Rod, Craft Magic Arms and Armor, *baleful polymorph*, creator must be good; Price 13,000 gp.

Rulership: This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when he activates the device (a standard action). Creatures totaling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to a DC 16 Will save to negate the effect. Ruled creatures obey the wielder as if he were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 500 total minutes before crumbling to dust. This duration need not be continuous.

Strong enchantment; CL 20th; Craft Rod, *mass charm monster*; Price 60,000 gp; Cost 27,500 gp + 2,200 XP.

Security: This item creates a non-dimensional space, a pocket paradise. There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, up to 200 days divided by the number of creatures affected. All fractions are rounded down.

In this pocket paradise, creatures don't age, and natural healing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved.

Activating the rod (a standard action) causes the wielder and all creatures touching the rod to be transported instantaneously to the paradise. Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures in a circle or a chain to be affected by the rod. Unwilling creatures get a DC 17 Will save to negate the effect. If such a creature succeeds on its save, other creatures beyond that point in a chain can still be affected by the rod.

When the rod's effect expires or is dispelled, all the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for reentry. The rod's possessor can dismiss the effect whenever he wishes before the maximum time period expires, but the rod can only be activated once per week.

Strong conjuration; CL 20th; Craft Rod, *gate*; Price 61,000 gp.

Splendor: The possessor of this rod gains a +4 enhancement bonus to his Charisma score for as long as he holds or carries the item. Once per day, the rod creates and garbs him in clothing of the finest fabrics, plus adornments of furs and jewels.

Apparel created by the magic of the rod remains in existence for 12 hours. However, if the possessor attempts to sell or give away any part of it, to use it for a spell component, or the like, all the apparel immediately disappears. The same applies if any of it is forcibly taken from him.

The value of noble garb created by the rod ranges from 7,000 to 10,000 gp (1d4+6 x 1,000 gp); 1,000 gp for the fabric alone, 5,000 gp for the furs, and the rest for the jewel trim (maximum of twenty gems, maximum value 200 gp each).

In addition, the rod has a second special power, usable once per week. Upon command, it creates a palatial tent - a huge pavilion of silk 60 feet across. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and sufficient to entertain as many as one hundred persons. The tent and its trappings last for one day. At the end of that time, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.

Strong conjuration and transmutation; CL 12th; Craft Rod, *eagle's splendor*, *fabricate*, *major creation*; Price 25,000 gp.

Thunder and Lightning: Constructed of iron set with silver rivets, this rod has the properties of a +2 *light mace*. Its other magical powers are as follows.

* **Thunder:** Once per day, the rod can strike as a +3 *light mace*, and the opponent struck is stunned from the noise of the rod's impact (Fortitude DC 16 negates). Activating this power counts as a free action, and it works if the wielder strikes an opponent within 1 round.

* **Lightning:** Once per day, when the wielder desires, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a +2 *light mace* (1d6+2) and an extra 2d6 points of electricity damage. Even when the rod might not score a normal hit in combat, if the roll was good enough to count as a successful melee touch attack hit, then the 2d6 points of electricity damage still applies. The

wielder activates this power as a free action, and it works if he strikes an opponent within 1 round.

* *Thunderclap*: Once per day as a standard action, the wielder can cause the rod to give out a deafening noise, just as a *shout* spell (Fortitude DC 16 partial, 2d6 points of sonic damage, target deafened for 2d6 rounds).

* *Lightning Stroke*: Once per day as a standard action, the wielder can cause the rod to shoot out a 5-foot-wide *lightning bolt* (9d6 points of electricity damage, Reflex DC 16 half) to a range of 200 feet.

* *Thunder and Lightning*: Once per week as a standard action, the wielder of the rod can combine the *thunderclap* described above with a lightning bolt, as in the *lightning stroke*. The thunderclap affects all within 10 feet of the bolt. The *lightning stroke* deals 9d6 points of electricity damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), and the *thunderclap* deals 2d6 points of sonic damage. A single DC 16 Reflex save applies for both effects.

Moderate evocation; CL 9th; Craft Rod, Craft Magic Arms and Armor, *lightning bolt*, *shout*; Price 33,000 gp.

Viper: This rod strikes as a +2 *heavy mace*. Once per day, upon command, the head of the rod becomes that of an actual serpent for 10 minutes. During this period, any successful strike with the rod deals its usual damage and also poisons the creature hit. The poison deals 1d10 points of Constitution damage immediately (Fortitude DC 14 negates) and another 1d10 points of Constitution damage 1 minute later (Fortitude DC 14 negates). The rod only functions if its possessor is evil.

Moderate necromancy; CL 10th; Craft Rod, Craft Magic Arms and Armor, *poison*, creator must be evil; Price 19,000 gp.

Withering: A *rod of withering* acts as a +1 *light mace* that deals no hit point damage. Instead, the wielder deals 1d4 points of Strength damage and 1d4 points of Constitution damage to any creature he touches with the rod (by making a melee touch attack). If he scores a critical hit, the damage from that hit is permanent ability drain. In either case, the defender negates the effect with a DC 17 Fortitude save.

Strong necromancy; CL 13th; Craft Rod, Craft Magic Arms and Armor, *contagion*; Price 25,000 gp.

Wonder: A *rod of wonder* is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. (Activating the rod is a standard action.) Typical powers of the rod include the following.

d%	Wondrous Effect
01-05	<i>Slow</i> creature pointed at for 10 rounds (Will DC 15 negates)
06-10	<i>Faerie fire</i> surrounds the target
11-15	Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save)
16-20	<i>Gust of wind</i> , but at windstorm force (Fortitude DC 14 negates)
21-25	Wielder learns target's surface thoughts (as with <i>detect thoughts</i>) for 1d4 rounds (no save)
26-30	<i>Sinking cloud</i> at 30 ft range (Fortitude DC 15 negates)
31-33	Heavy rain falls for 1 rd in 60 ft radius centered on wielder
34-36	<i>Summon</i> an animal: a rhino (01-25 on d%), elephant (26-50), or mouse (51-100)
37-46	<i>Lightning bolt</i> (70 ft long, 5 ft wide), 6d6 damage (Reflex DC 15 half)
47-49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder) within 25 ft (Reflex DC 14 negates)
50-53	<i>Enlarge person</i> if within 60 ft of rod (Fort DC 13 negates)
54-58	<i>Darkness</i> , 30 ft diameter hemisphere, centered 30 ft away from rod
59-62	Grass grows in 160-sq. ft area before the rod, or grass existing there grows to ten times normal size
63-65	Turn ethereal any nonliving object of up to 1,000 lb. mass and up to 30 cu. ft in size
66-69	Reduce wielder to 1/12 height (no save)
70-79	<i>Fireball</i> at target or 100 ft straight ahead, 6d6 damage (Reflex DC 15 half)
80-84	<i>Invisibility</i> covers rod wielder
85-87	Leaves grow from target if within 60 ft of rod. These last 24 hours
88-90	10-40 gems, value 1 gp each, shoot forth in a 30 ft long stream. Each gem deals 1 point of damage to any creature in its path: Roll 5d4 for the number of hits and divide them among the available targets

91-95	Shimmering colors dance and play over a 40 ft by-30 ft area in front of rod. Creatures therein are blinded for 1d6 rounds (Fortitude DC 15 negates)
96-97	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save)
98-100	<i>Flesh to stone</i> (or <i>stone to flesh</i> if target is stone already) if target is within 60 ft (Fortitude DC 18 negates)
Moderate enchantment; CL 10th; Craft Rod, <i>confusion</i> , creator must be chaotic; Price 12,000 gp.	

SCROLLS

A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell.

Physical Description: A scroll is a heavy sheet of fine vellum or high-quality paper. An area about 8 1/2 inches wide and 11 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width (about 8 1/2 inches) but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather. A scroll has AC 9, 1 hit point, hardness 0, and a break DC of 8.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll is placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols which often identify the owner or the spells stored on the scrolls inside. The symbols often hide magic traps.

Activation: To activate a scroll, a spellcaster must read the spell written on it. Doing so involves several steps and conditions.

Decipher the Writing: The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a *read magic* spell or a successful Spellcraft check (DC 20 + spell level).

Deciphering a scroll to determine its contents does not activate its magic unless it is a specially prepared cursed scroll. A character can decipher the writing on a scroll in advance so that he or she can proceed directly to the next step when the time comes to use the scroll.

Activate the Spell: Activating a scroll requires reading the spell from the scroll. The character must be able to see and read the writing on the scroll. Activating a scroll spell requires no material components or focus. (The creator of the scroll provided these when scribing the scroll.) Note that some spells are effective only when cast on an item or items. In such a case, the scroll user must provide the item when activating the spell. Activating a scroll spell is subject to disruption just as casting a normally prepared spell would be. Using a scroll is like casting a spell for purposes of arcane spell failure chance.

To have any chance of activating a scroll spell, the scroll user must meet the following requirements.

- * The spell must be of the correct type (arcane or divine). Arcane spellcasters (wizards, sorcerers, and bards) can only use scrolls containing arcane spells, and divine spellcasters (clerics, druids, paladins, and rangers) can only use scrolls containing divine spells. (The type of scroll a character creates is also determined by their class.)
- * The user must have the spell on their class list.
- * The user must have the requisite ability score.

If the user meets all the requirements noted above, and his caster level is at least equal to the spell's caster level, he can automatically activate the spell without a check. If he meets all three requirements but his own caster level is lower than the scroll spell's caster level, then he has to make a caster level check (DC = scroll's caster level + 1) to cast the spell successfully. If he fails, he must make a DC 5 Wisdom check to avoid a mishap (see Scroll Mishaps, below). A natural roll of 1 always fails, whatever the modifiers.

Determine Effect: A spell successfully activated from a scroll works exactly like a spell prepared and cast the normal way. Assume the scroll spell's caster level is always the minimum level required to cast the spell for the character who scribed the scroll (usually twice the spell's level, minus 1), unless the caster specifically desires otherwise.

The writing for an activated spell disappears from the scroll.

Scroll Mishaps: When a mishap occurs, the spell on the scroll has a reversed or harmful effect. Possible mishaps are given below.

- * A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.
- * Spell strikes the scroll user or an ally instead of the intended target, or a random target nearby if the scroll user was the intended recipient.
- * Spell takes effect at some random location within spell range.
- * Spell's effect on the target is contrary to the spell's normal effect.
- * The scroll user suffers some minor but bizarre effect related to the spell in some way. Most such effects should last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.
- * Some innocuous item or items appear in the spell's area.
- * Spell has delayed effect. Sometime within the next 1d12 hours, the spell activates. If the scroll user was the intended recipient, the spell takes effect normally. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

Several arcane spells are different in level for sorcerers and wizards than they are for bards. Such spells appear on the table at the level appropriate to a sorcerer or wizard (considered the default because bards typically don't involve themselves in scribing scrolls).

Likewise, some divine spells are different in level for clerics and druids than they are for paladins and rangers. Such spells appear at the level appropriate to a cleric or druid (considered the default because paladins and rangers typically don't involve themselves in scribing scrolls).

If a divine spell is cast at different levels by clerics and druids, it appears at the level appropriate to a cleric (considered the default choice between clerics and druids).

Many spells are either arcane or divine, depending on the class of the caster. Such spells appear on both lists at the level appropriate to the class of the arcane or divine caster.

TABLE 16-20: SCROLL TYPES

d%	Type
01-70	Arcane
71-100	Divine

TABLE 16-21: NUMBER OF SPELLS ON A SCROLL

Scroll Type	Number of Spells
Minor scroll	1d3 spells
Medium scroll	1d4 spells
Major scroll	1d6 spells

TABLE 16-22: SCROLL SPELL LEVELS

Minor	Medium	Major	Spell Level	Caster Level ¹
01-05	---	---	0	1st
06-50	---	---	1st	1st
51-95	01-05	---	2nd	3rd
96-100	06-65	---	3rd	5th
---	66-95	01-05	4th	7th
---	96-100	06-50	5th	9th
---	---	51-70	6th	11th
---	---	71-85	7th	13th
---	---	86-95	8th	15th
---	---	95-100	9th	17th

¹ These numbers assume that the creator is a cleric, druid, or wizard.

TABLE 16-23: ARCANESPELL SCROLLS

0th-Level Arcane Spells

d%	Spell	Market Price
01-04	<i>acid splash</i>	12 gp 5 sp
05-08	<i>arcane mark</i>	12 gp 5 sp
09-13	<i>dancing lights</i>	12 gp 5 sp
14-17	<i>daze</i>	12 gp 5 sp
18-24	<i>detect magic</i>	12 gp 5 sp
25-28	<i>detect poison</i>	12 gp 5 sp
29-32	<i>disrupt undead</i>	12 gp 5 sp
33-37	<i>flare</i>	12 gp 5 sp
38-42	<i>ghost sound</i>	12 gp 5 sp
43-44	<i>know direction</i>	12 gp 5 sp
45-50	<i>light</i>	12 gp 5 sp
51-52	<i>lullaby</i>	12 gp 5 sp
53-57	<i>mage hand</i>	12 gp 5 sp
58-62	<i>mending</i>	12 gp 5 sp
63-67	<i>message</i>	12 gp 5 sp
68-72	<i>open/close</i>	12 gp 5 sp
73-77	<i>prestidigitation</i>	12 gp 5 sp
78-81	<i>ray of frost</i>	12 gp 5 sp
82-87	<i>read magic</i>	12 gp 5 sp
88-94	<i>resistance</i>	12 gp 5 sp
95-96	<i>summon instrument</i>	12 gp 5 sp
97-100	<i>touch of fatigue</i>	12 gp 5 sp

1st-Level Arcane Spells

d%	Spell	Market Price
01-03	<i>alarm</i>	25 gp
04-05	<i>animate rope</i>	25 gp
06-07	<i>burning hands</i>	25 gp
08-09	<i>cause fear</i>	25 gp
10-12	<i>charm person</i>	25 gp
13-14	<i>chill touch</i>	25 gp
15-16	<i>color spray</i>	25 gp
17-19	<i>comprehend languages</i>	25 gp
20	<i>confusion, lesser</i>	50 gp
21	<i>cure light wounds</i>	50 gp
22	<i>detect psionics</i>	25 gp
23-24	<i>detect secret doors</i>	25 gp
25-26	<i>detect undead</i>	25 gp
27-29	<i>disguise self</i>	25 gp
30-32	<i>endure elements</i>	25 gp

33-35	<i>enlarge person</i>	25 gp
36-37	<i>erase</i>	25 gp
38-40	<i>expeditious retreat</i>	25 gp
41	<i>feather fall</i>	25 gp
42-43	<i>grease</i>	25 gp
44-45	<i>hold portal</i>	25 gp
46-47	<i>hypnotism</i>	25 gp
48-49	<i>identify</i>	125 gp
50-51	<i>jump</i>	25 gp
52-54	<i>mage armor</i>	25 gp
55-56	<i>magic missile</i>	25 gp
57-59	<i>magic weapon</i>	25 gp
60-62	<i>mount</i>	25 gp
63-64	<i>magic aura</i>	25 gp
65-66	<i>obscuring mist</i>	25 gp
67-74	<i>protection from c/e/g/l</i>	25 gp
75-76	<i>ray of enfeeblement</i>	25 gp
77-78	<i>reduce person</i>	25 gp
79	<i>remove fear</i>	50 gp
80	<i>shadows</i>	25 gp
81-82	<i>shield</i>	25 gp
83-84	<i>shocking grasp</i>	25 gp
85-86	<i>silent image</i>	25 gp
87	<i>sleep</i>	25 gp
88	<i>spider climb</i>	25 gp
89-90	<i>summon monster I</i>	25 gp
91-93	<i>floating disk</i>	25 gp
94-95	<i>true strike</i>	25 gp
96	<i>undetectable alignment</i>	50 gp
97-98	<i>unseen servant</i>	25 gp
99-100	<i>ventriloquism</i>	25 gp

2nd-Level Arcane Spells

d%	Spell	Market Price
01	<i>animal messenger</i>	200 gp
02	<i>animal trance</i>	200 gp
03	<i>arcane lock</i>	175 gp
04-06	<i>bear's endurance</i>	150 gp
07-08	<i>blindness/deafness</i>	150 gp
09-10	<i>blur</i>	150 gp
11-13	<i>bull's strength</i>	150 gp
14	<i>calm emotions</i>	200 gp
15-17	<i>cat's grace</i>	150 gp

18-19	<i>command undead</i>	150 gp
20	<i>continual flame</i>	200 gp
21	<i>cure moderate wounds</i>	200 gp
22	<i>darkness</i>	150 gp
23-25	<i>darkvision</i>	150 gp
26	<i>daze monster</i>	150 gp
27	<i>delay poison</i>	200 gp
28-29	<i>detect thoughts</i>	150 gp
30-31	<i>disguise self</i>	150 gp
32-34	<i>eagle's splendor</i>	150 gp
35	<i>enthrall</i>	200 gp
36-37	<i>false life</i>	150 gp
38-39	<i>flaming sphere</i>	150 gp
40	<i>fog cloud</i>	150 gp
41-43	<i>fox's cunning</i>	150 gp
44	<i>ghoul touch</i>	150 gp
45-46	<i>glitterdust</i>	150 gp
47	<i>gust of wind</i>	150 gp
48-49	<i>hypnotic pattern</i>	150 gp
50-52	<i>invisibility</i>	150 gp
53-55	<i>knock</i>	150 gp
56	<i>phantom trap</i>	200 gp
57-58	<i>levitate</i>	150 gp
59	<i>locate object</i>	150 gp
60	<i>magic mouth</i>	160 gp
61-62	<i>acid arrow</i>	150 gp
63	<i>minor image</i>	150 gp
64-65	<i>mirror image</i>	150 gp
66	<i>misdirection</i>	150 gp
67	<i>obscure object</i>	150 gp
68-70	<i>owl's wisdom</i>	150 gp
71-73	<i>protection from arrows</i>	150 gp
74-75	<i>pyrotechnics</i>	150 gp
76-78	<i>resist energy</i>	150 gp
79	<i>rope trick</i>	150 gp
80	<i>scare</i>	150 gp
81-82	<i>scorching ray</i>	150 gp
83-85	<i>see invisibility</i>	150 gp
86	<i>shatter</i>	150 gp
87	<i>silence</i>	200 gp
88	<i>sound burst</i>	200 gp
89	<i>spectral hand</i>	150 gp
90-91	<i>summon monster II</i>	150 gp

92-93	<i>summon swarm</i>	150 gp
94-95	<i>suppression</i>	150 gp
96	<i>hideous laughter</i>	150 gp
97	<i>touch of idiocy</i>	150 gp
98-99	<i>web</i>	150 gp
100	<i>whispering wind</i>	150 gp

3rd-Level Arcane Spells

d%	Spell	Market Price
01-02	<i>arcane sight</i>	375 gp
03-04	<i>blink</i>	375 gp
05-06	<i>clairaudience/clairvoyance</i>	375 gp
07	<i>cure serious wounds</i>	525 gp
08-10	<i>daylight</i>	525 gp
11-12	<i>deep slumber</i>	375 gp
13-15	<i>dispel magic</i>	375 gp
16-17	<i>displacement</i>	375 gp
18	<i>explosive runes</i>	375 gp
19-20	<i>fireball</i>	375 gp
21-22	<i>flame arrow</i>	375 gp
23-25	<i>fly</i>	375 gp
26-27	<i>gaseous form</i>	375 gp
28-29	<i>gentle repose</i>	375 gp
30	<i>glibness</i>	525 gp
31	<i>good hope</i>	525 gp
32-33	<i>halt undead</i>	375 gp
34-36	<i>haste</i>	375 gp
37-38	<i>heroism</i>	375 gp
39-40	<i>hold person</i>	375 gp
41	<i>illusory script</i>	425 gp
42-44	<i>invisibility sphere</i>	375 gp
45-47	<i>keen edge</i>	375 gp
48-49	<i>tiny hut</i>	375 gp
50-51	<i>lightning bolt</i>	375 gp
52-59	<i>magic circle against c/e/g/l</i>	375 gp
60-62	<i>magic weapon, greater</i>	375 gp
63-64	<i>major image</i>	375 gp
65-66	<i>nondetection</i>	425 gp
67-68	<i>phantom steed</i>	375 gp
69-70	<i>protection from energy</i>	375 gp
71	<i>psi curse</i>	375 gp
72-73	<i>rage</i>	375 gp
74-75	<i>ray of exhaustion</i>	375 gp
76	<i>sculpt sound</i>	525 gp
77	<i>secret page</i>	375 gp
78	<i>sepia snake sigil</i>	875 gp
79	<i>shrink item</i>	375 gp
80-81	<i>sleet storm</i>	375 gp
82-83	<i>slow</i>	375 gp
84	<i>speak with animals</i>	525 gp
85-86	<i>stinking cloud</i>	375 gp
87-88	<i>suggestion</i>	375 gp
89-90	<i>summon monster III</i>	375 gp
91-93	<i>tongues</i>	375 gp
94-95	<i>vampiric touch</i>	375 gp
96-98	<i>water breathing</i>	375 gp
99-100	<i>wind wall</i>	375 gp

4th-Level Arcane Spells

d%	Spell	Market Price
01-02	<i>animate dead</i>	1,050 gp
03-05	<i>arcane eye</i>	700 gp
06-07	<i>bestow curse</i>	700 gp
08-10	<i>charm monster</i>	700 gp
11-13	<i>confusion</i>	700 gp
14-15	<i>contagion</i>	700 gp
16-17	<i>crushing despair</i>	700 gp
18	<i>cure critical wounds</i>	1,000 gp
19	<i>detect scrying</i>	700 gp
20-23	<i>dimension door</i>	700 gp
24-25	<i>dimensional anchor</i>	700 gp
26	<i>dispel psionics</i>	700 gp
27-28	<i>enervation</i>	700 gp

29-30	<i>enlarge person, mass</i>	700 gp
31-32	<i>black tentacles</i>	700 gp
33-34	<i>fear</i>	700 gp
35-37	<i>fire shield</i>	700 gp
38-39	<i>fire trap</i>	725 gp
40-42	<i>freedom of movement</i>	1,000 gp
43	<i>geas, lesser</i>	700 gp
44-46	<i>globe of invulnerability, lesser</i>	700 gp
47-48	<i>hallucinatory terrain</i>	700 gp
49-50	<i>ice storm</i>	700 gp
51-52	<i>illusory wall</i>	700 gp
53-55	<i>invisibility, greater</i>	700 gp
56-57	<i>secure shelter</i>	700 gp
58	<i>locate creature</i>	700 gp
59-60	<i>minor creation</i>	700 gp

61	<i>modify memory</i>	1,000 gp
62	<i>neutralize poison</i>	1,000 gp
63-64	<i>resilient sphere</i>	700 gp
65-66	<i>phantasmal killer</i>	700 gp
67-68	<i>polymorph</i>	700 gp
69-70	<i>rainbow pattern</i>	700 gp
71	<i>mnemonic enhancer</i>	700 gp
72-73	<i>reduce person, mass</i>	700 gp
74-76	<i>remove curse</i>	700 gp
77	<i>repel vermin</i>	1,000 gp
78-79	<i>scrying</i>	700 gp
80-81	<i>shadow conjuration</i>	700 gp
82-83	<i>shout</i>	700 gp
84-85	<i>solid fog</i>	700 gp
86	<i>speak with plants</i>	1,000 gp
87-88	<i>stone shape</i>	700 gp
89-91	<i>stoneskin</i>	950 gp
92-93	<i>summon monster IV</i>	700 gp
94-96	<i>wall of fire</i>	700 gp
97-99	<i>wall of ice</i>	700 gp
100	<i>zone of silence</i>	1,000 gp

5th-Level Arcane Spells

d%	Spell	Market Price
01-02	<i>animal growth</i>	1,125 gp
03-05	<i>baleful polymorph</i>	1,125 gp
06-07	<i>interposing hand</i>	1,125 gp
08-09	<i>blight</i>	1,125 gp
10-12	<i>break enchantment</i>	1,125 gp
13-14	<i>cloudkill</i>	1,125 gp
15-17	<i>cone of cold</i>	1,125 gp
18-19	<i>contact other plane</i>	1,125 gp
20	<i>cure light wounds, mass</i>	1,625 gp
21-23	<i>dismissal</i>	1,125 gp
24-26	<i>dispel magic, greater</i>	1,625 gp
27-28	<i>dominate person</i>	1,125 gp
29	<i>dream</i>	1,125 gp
30-31	<i>fabricate</i>	1,125 gp
32-33	<i>false vision</i>	1,375 gp
34-35	<i>feeblemind</i>	1,125 gp
36-39	<i>hold monster</i>	1,125 gp
40	<i>secret chest</i>	1,125 gp
41	<i>magic jar</i>	1,125 gp
42-43	<i>major creation</i>	1,125 gp
44-45	<i>mind fog</i>	1,125 gp
46-47	<i>mirage arcana</i>	1,125 gp
48-49	<i>mage's faithful hound</i>	1,125 gp
50-51	<i>mage's private sanctum</i>	1,125 gp
52-53	<i>nightmare</i>	1,125 gp
54-57	<i>overland flight</i>	1,125 gp
58-60	<i>passwall</i>	1,125 gp
61	<i>permanency</i>	10,125 gp ¹
62-63	<i>persistent image</i>	1,125 gp
64-65	<i>planar binding, lesser</i>	1,125 gp
66-67	<i>prying eyes</i>	1,125 gp
68-69	<i>telepathic bond</i>	1,125 gp
70-71	<i>seeming</i>	1,125 gp
72-74	<i>sending</i>	1,125 gp

75-76	<i>shadow evocation</i>	1,125 gp
77	<i>song of discord</i>	1,625 gp
78	<i>summon monster V</i>	1,125 gp
79	<i>suppression field</i>	1,125 gp
80	<i>symbol of pain</i>	2,125 gp
81	<i>symbol of sleep</i>	2,125 gp
82-83	<i>telekinesis</i>	1,125 gp
84-88	<i>teleport</i>	1,125 gp
89-90	<i>transmute mud to rock</i>	1,125 gp
91-92	<i>transmute rock to mud</i>	1,125 gp
93-95	<i>wall of force</i>	1,125 gp
96-98	<i>wall of stone</i>	1,125 gp
99-100	<i>waves of fatigue</i>	1,125 gp

1 Includes experience point cost up to 2,000 XP.

6th-Level Arcane Spells

d%	Spell	Market Price
01-02	<i>acid fog</i>	1,650 gp
03-05	<i>analyze dweomer</i>	1,650 gp
06	<i>animate objects</i>	2,400 gp
07-09	<i>antimagic field</i>	1,650 gp
10-12	<i>bear's endurance, mass</i>	1,650 gp
13-14	<i>forceful hand</i>	1,650 gp
15-17	<i>bull's strength, mass</i>	1,650 gp
18-20	<i>cat's grace, mass</i>	1,650 gp
21-23	<i>chain lightning</i>	1,650 gp
24-25	<i>circle of death</i>	2,150 gp
26	<i>contingency</i>	1,650 gp
27-28	<i>control water</i>	1,650 gp
29	<i>create undead</i>	2,350 gp
30	<i>cure moderate wounds, mass</i>	2,400 gp
31-33	<i>disintegrate</i>	1,650 gp
34-37	<i>dispel magic, greater</i>	1,650 gp
38-40	<i>eagle's splendor, mass</i>	1,650 gp
41-42	<i>eyebite</i>	1,650 gp
43	<i>find the path</i>	2,400 gp
44-45	<i>flesh to stone</i>	1,650 gp
46-48	<i>fox's cunning, mass</i>	1,650 gp
49	<i>geas/quest</i>	1,650 gp
50-52	<i>globe of invulnerability</i>	1,650 gp
53	<i>guards and wards</i>	1,650 gp
54	<i>heroes' feast</i>	2,400 gp
55-56	<i>heroism, greater</i>	1,650 gp
57	<i>legend lore</i>	1,900 gp
58-59	<i>mislead</i>	1,650 gp
60	<i>mage's lucubration</i>	1,650 gp
61-62	<i>move earth</i>	1,650 gp
63-64	<i>freezing sphere</i>	1,650 gp
65-67	<i>owl's wisdom, mass</i>	1,650 gp
68-69	<i>permanent image</i>	1,650 gp
70-71	<i>planar binding</i>	1,650 gp
72-73	<i>programmed image</i>	1,675 gp
74-75	<i>repulsion</i>	1,650 gp
76-78	<i>shadow walk</i>	1,650 gp
79-81	<i>stone to flesh</i>	1,650 gp
82-83	<i>suggestion, mass</i>	1,650 gp
84-85	<i>summon monster VI</i>	1,650 gp
86	<i>symbol of fear</i>	2,650 gp
87	<i>symbol of persuasion</i>	6,650 gp
88	<i>sympathetic vibration</i>	2,400 gp
89-90	<i>transformation</i>	1,950 gp
91-93	<i>true seeing</i>	1,900 gp
94-95	<i>undeath to death</i>	2,150 gp
96-97	<i>veil</i>	1,650 gp
98-100	<i>wall of iron</i>	1,700 gp

7th-Level Arcane Spells

d%	Spell	Market Price
01-03	<i>arcane sight, greater</i>	2,275 gp
04-07	<i>banishment</i>	2,275 gp
08-10	<i>grasping hand</i>	2,275 gp
11-13	<i>control undead</i>	2,275 gp
14-16	<i>control weather</i>	2,275 gp

17-18	<i>delayed blast fireball</i>	2,275 gp
19	<i>dispel psionics, greater</i>	2,275 gp
20-21	<i>instant summons</i>	3,275 gp
22-25	<i>ethereal jaunt</i>	2,275 gp
26-28	<i>finger of death</i>	2,275 gp
29-31	<i>forcecage</i>	23,775 gp
32-35	<i>hold person, mass</i>	2,275 gp
36-38	<i>insanity</i>	2,275 gp
39-42	<i>invisibility, mass</i>	2,275 gp
43	<i>limited wish</i>	3,775 gp ¹
44-45	<i>mage's magnificent mansion</i>	2,275 gp
46-48	<i>mage's sword</i>	2,275 gp
49-51	<i>phase door</i>	2,275 gp
52-54	<i>plane shift</i>	2,275 gp
55-57	<i>power word blind</i>	2,275 gp
58-61	<i>prismatic spray</i>	2,275 gp
62-64	<i>project image</i>	2,280 gp
65-67	<i>reverse gravity</i>	2,275 gp
68-70	<i>scrying, greater</i>	2,275 gp
71-73	<i>sequester</i>	2,275 gp
74-76	<i>shadow conjuration, greater</i>	2,275 gp
77	<i>simulacrum</i>	7,275 gp ²
78-80	<i>spell turning</i>	2,275 gp
81-82	<i>statue</i>	2,275 gp
83-85	<i>summon monster VII</i>	2,275 gp
86	<i>symbol of stunning</i>	7,275 gp
87	<i>symbol of weakness</i>	7,275 gp
88-90	<i>teleport object</i>	2,275 gp
91-95	<i>teleport, greater</i>	2,275 gp
96-97	<i>vision</i>	2,775 gp
98-100	<i>waves of exhaustion</i>	2,275 gp

1 Assumes no material component in excess of 1,000 gp and no XP cost in excess of 300 XP.

2 Assumes no XP cost in excess of 1,000 gp.

8th-Level Arcane Spells

d%	Spell	Market Price
01-02	<i>antipathy</i>	3,000 gp
03-05	<i>clenched fist</i>	3,000 gp
06-08	<i>binding</i>	8,500 gp ¹
09-12	<i>charm monster, mass</i>	3,000 gp
13	<i>clone</i>	4,000 gp
14-16	<i>create greater undead</i>	3,000 gp
17-19	<i>demand</i>	3,600 gp
20-22	<i>dimensional lock</i>	3,000 gp
23-26	<i>discern location</i>	3,000 gp
27-29	<i>horrid wilting</i>	3,000 gp
30-32	<i>incendiary cloud</i>	3,000 gp
33-35	<i>iron body</i>	3,000 gp
36-38	<i>maze</i>	3,000 gp
39-41	<i>mind blank</i>	3,000 gp
42-44	<i>moment of prescience</i>	3,000 gp
45-48	<i>telekinetic sphere</i>	3,000 gp
49-51	<i>irresistible dance</i>	3,000 gp
52-54	<i>planar binding, greater</i>	3,000 gp
55-57	<i>polar ray</i>	3,000 gp
58-60	<i>polymorph any object</i>	3,000 gp
61-63	<i>power word stun</i>	3,000 gp
64-66	<i>prismatic wall</i>	3,000 gp
67-70	<i>protection from spells</i>	3,500 gp
71-73	<i>prying eyes, greater</i>	3,000 gp
74-76	<i>scintillating pattern</i>	3,000 gp
77-78	<i>screen</i>	3,000 gp
79-81	<i>shadow evocation, greater</i>	3,000 gp
82-84	<i>shout, greater</i>	3,000 gp
85-87	<i>summon monster VIII</i>	3,000 gp
88-90	<i>sunburst</i>	3,000 gp
91	<i>symbol of death</i>	8,000 gp
92	<i>symbol of insanity</i>	8,000 gp
93-94	<i>sympathy</i>	4,500 gp
95-98	<i>temporal stasis</i>	3,500 gp
99-100	<i>trap the soul</i>	13,000 gp ¹

1 Assumes a creature of 10 HD or less.

9th-Level Arcane Spells

d%	Spell	Market Price
01-03	<i>astral projection</i>	4,870 gp
04-07	<i>crushing hand</i>	3,825 gp
08-12	<i>dominate monster</i>	3,825 gp
13-16	<i>energy drain</i>	3,825 gp
17-21	<i>etherealness</i>	3,825 gp
22-25	<i>foresight</i>	3,825 gp
26-31	<i>freedom</i>	3,825 gp
32-36	<i>gate</i>	8,825 gp
37-40	<i>hold monster, mass</i>	3,825 gp
41-44	<i>imprisonment</i>	3,825 gp
45-49	<i>meteor swarm</i>	3,825 gp
50-53	<i>mage's disjunction</i>	3,825 gp
54-58	<i>power word kill</i>	3,825 gp
59-62	<i>prismatic sphere</i>	3,825 gp
63-66	<i>refuge</i>	3,825 gp
67-70	<i>shades</i>	3,825 gp
71-76	<i>shapechange</i>	3,825 gp
77-79	<i>soul bind</i>	3,825 gp
80-83	<i>summon monster IX</i>	3,825 gp
84-86	<i>teleportation circle</i>	4,825 gp
87-91	<i>time stop</i>	3,825 gp
92-95	<i>wail of the banshee</i>	3,825 gp
96-99	<i>weird</i>	3,825 gp
100	<i>wish</i>	28,825 gp ¹

1 Assumes no material component cost in excess of 10,000 gp and no XP cost in excess of 5,000 XP.

TABLE 16-24: DIVINE SPELL SCROLLS

0-Level Divine Spells

d%	Spell	Market Price
01-07	<i>create water</i>	12 gp 5 sp
08-14	<i>cure minor wounds</i>	12 gp 5 sp
15-22	<i>detect magic</i>	12 gp 5 sp
23-29	<i>detect poison</i>	12 gp 5 sp
30-36	<i>flare</i>	12 gp 5 sp
37-43	<i>guidance</i>	12 gp 5 sp
44-50	<i>inflict minor wounds</i>	12 gp 5 sp
51-57	<i>know direction</i>	12 gp 5 sp
58-65	<i>light</i>	12 gp 5 sp
66-72	<i>mending</i>	12 gp 5 sp
73-79	<i>purify food and drink</i>	12 gp 5 sp
80-86	<i>read magic</i>	12 gp 5 sp
87-93	<i>resistance</i>	12 gp 5 sp
94-100	<i>virtue</i>	12 gp 5 sp

1st-Level Divine Spells

d%	Spell	Market Price
01	<i>alarm</i>	100 gp
02-03	<i>bane</i>	25 gp
04-06	<i>bless</i>	25 gp
07-09	<i>bless water</i>	50 gp
10	<i>bless weapon</i>	100 gp
11-12	<i>calm animals</i>	25 gp
13-14	<i>cause fear</i>	25 gp
15-16	<i>charm animal</i>	25 gp
17-19	<i>command</i>	25 gp
20-21	<i>comprehend languages</i>	25 gp
22-26	<i>cure light wounds</i>	25 gp
27-28	<i>curse water</i>	50 gp
29-30	<i>deathwatch</i>	25 gp
31-32	<i>detect animals or plants</i>	25 gp
33-35	<i>detect chaos/evil/good/law</i>	25 gp
36	<i>detect psionics</i>	25 gp
37	<i>detect snares and pits</i>	25 gp
38-39	<i>detect undead</i>	25 gp
40-41	<i>divine favor</i>	25 gp
42-43	<i>doom</i>	25 gp
44-48	<i>endure elements</i>	25 gp
49-50	<i>entangle</i>	25 gp
51-52	<i>entropic shield</i>	25 gp

53-54	<i>faerie fire</i>	25 gp
55-56	<i>goodberry</i>	25 gp
57-58	<i>hide from animals</i>	25 gp
59-60	<i>hide from undead</i>	25 gp
61-62	<i>inflict light wounds</i>	25 gp
63-64	<i>jump</i>	25 gp
65-66	<i>longstrider</i>	25 gp
67-68	<i>magic fang</i>	25 gp
69-72	<i>magic stone</i>	25 gp
73-74	<i>magic weapon</i>	25 gp
75-78	<i>obscuring mist</i>	25 gp
79-80	<i>pass without trace</i>	25 gp
81-82	<i>produce flame</i>	25 gp
83-86	<i>protection from c/e/g/l</i>	25 gp
87-88	<i>remove fear</i>	25 gp
89-90	<i>sanctuary</i>	25 gp
91-92	<i>shield of faith</i>	25 gp
93-94	<i>shillelagh</i>	25 gp
95-96	<i>speak with animals</i>	25 gp
97-98	<i>summon monster I</i>	25 gp
99-100	<i>summon nature's ally I</i>	25 gp

2nd-Level Divine Spells

d%	Spell	Market Price
01	<i>animal messenger</i>	150 gp
02	<i>animal trance</i>	150 gp
03-04	<i>augury</i>	175 gp
05-06	<i>barkskin</i>	150 gp
07-09	<i>bear's endurance</i>	150 gp
10-12	<i>bull's strength</i>	150 gp
13-14	<i>calm emotions</i>	150 gp
15-17	<i>cat's grace</i>	150 gp
18	<i>chill metal</i>	150 gp
19-20	<i>consecrate</i>	200 gp
21-24	<i>cure moderate wounds</i>	150 gp
25-26	<i>darkness</i>	150 gp
27	<i>death knell</i>	150 gp
28-30	<i>delay poison</i>	150 gp
31-32	<i>desecrate</i>	200 gp
33-35	<i>eagle's splendor</i>	150 gp
36-37	<i>enthrall</i>	150 gp
38-39	<i>find traps</i>	150 gp
40	<i>fire trap</i>	175 gp
41-42	<i>flame blade</i>	150 gp
43-44	<i>flaming sphere</i>	150 gp
45-46	<i>fog cloud</i>	150 gp
47	<i>gentle repose</i>	150 gp
48	<i>gust of wind</i>	150 gp
49	<i>heat metal</i>	150 gp
50-51	<i>hold animal</i>	150 gp
52-54	<i>hold person</i>	150 gp
55-56	<i>inflict moderate wounds</i>	150 gp
57-58	<i>make whole</i>	150 gp
59-61	<i>owl's wisdom</i>	150 gp
62	<i>reduce animal</i>	150 gp
63-64	<i>remove paralysis</i>	150 gp
65-67	<i>resist energy</i>	150 gp
68-70	<i>restoration, lesser</i>	150 gp
71-72	<i>shatter</i>	150 gp
73-74	<i>shield other</i>	150 gp
75-76	<i>silence</i>	150 gp
77	<i>snare</i>	150 gp
78	<i>soften earth and stone</i>	150 gp
79-80	<i>sound burst</i>	150 gp
81	<i>speak with plants</i>	150 gp
82-83	<i>spider climb</i>	150 gp
84-85	<i>spiritual weapon</i>	150 gp
86	<i>status</i>	150 gp
87-88	<i>summon monster II</i>	150 gp
89-90	<i>summon nature's ally II</i>	150 gp
91-92	<i>summon swarm</i>	150 gp
93	<i>tree shape</i>	150 gp
94-95	<i>undetectable alignment</i>	150 gp

96-97	<i>warp wood</i>	150 gp
98	<i>wood shape</i>	150 gp
99-100	<i>zone of truth</i>	150 gp

3rd-Level Divine Spells

d%	Spell	Market Price
01-02	<i>animate dead</i>	625 gp
03-04	<i>bestow curse</i>	375 gp
05-06	<i>blindness/deafness</i>	375 gp
07-08	<i>call lightning</i>	375 gp
09-10	<i>contagion</i>	375 gp
11-12	<i>continual flame</i>	425 gp
13-14	<i>create food and water</i>	375 gp
15-18	<i>cure serious wounds</i>	375 gp
19	<i>darkvision</i>	375 gp
20-21	<i>daylight</i>	375 gp
22-23	<i>deeper darkness</i>	375 gp
24-25	<i>diminish plants</i>	375 gp
26-27	<i>dispel magic</i>	375 gp
28-29	<i>dominate animal</i>	375 gp
30-31	<i>glyph of warding</i>	575 gp
32	<i>heal mount</i>	375 gp
33-34	<i>helping hand</i>	375 gp
35-36	<i>inflict serious wounds</i>	375 gp
37-38	<i>invisibility purge</i>	375 gp
39-40	<i>locate object</i>	375 gp
41-46	<i>magic circle against c/e/g/l</i>	375 gp
47-48	<i>magic fang, greater</i>	375 gp
49-50	<i>magic vestment</i>	375 gp
51-52	<i>meld into stone</i>	375 gp
53-55	<i>neutralize poison</i>	375 gp
56-57	<i>obscure object</i>	375 gp
58-59	<i>plant growth</i>	375 gp
60-62	<i>prayer</i>	375 gp
63-64	<i>protection from energy</i>	375 gp
65-66	<i>quench</i>	375 gp
67-69	<i>remove blindness/deafness</i>	375 gp
70-71	<i>remove curse</i>	375 gp
72-73	<i>remove disease</i>	375 gp
74-76	<i>searing light</i>	375 gp
77-78	<i>sleet storm</i>	375 gp
79-80	<i>snare</i>	375 gp
81-83	<i>speak with dead</i>	375 gp
84-85	<i>speak with plants</i>	375 gp
86-87	<i>spike growth</i>	375 gp
88-89	<i>stone shape</i>	375 gp
90-91	<i>summon monster III</i>	375 gp
92-93	<i>summon nature's ally III</i>	375 gp
94-96	<i>water breathing</i>	375 gp
97-98	<i>water walk</i>	375 gp
99-100	<i>wind wall</i>	375 gp

4th-Level Divine Spells

d%	Spell	Market Price
01-05	<i>air walk</i>	700 gp
06-07	<i>antiplant shell</i>	700 gp
08-09	<i>blight</i>	700 gp
10-11	<i>break enchantment</i>	700 gp
12-13	<i>command plants</i>	700 gp
14-15	<i>control water</i>	700 gp
16-21	<i>cure critical wounds</i>	700 gp
22-26	<i>death ward</i>	700 gp
27-31	<i>dimensional anchor</i>	700 gp
32-34	<i>discern lies</i>	700 gp
35-36	<i>dismissal</i>	700 gp
37	<i>dispel psionics</i>	700 gp
38-39	<i>divination</i>	725 gp
40-42	<i>divine power</i>	700 gp
43-47	<i>freedom of movement</i>	700 gp
48-49	<i>giant vermin</i>	700 gp
50-51	<i>holy sword</i>	700 gp
52-54	<i>imbue with spell ability</i>	700 gp
55-57	<i>inflict critical wounds</i>	700 gp

58-60	<i>magic weapon, greater</i>	700 gp
61-62	<i>nondetection</i>	750 gp
63-64	<i>planar ally, lesser</i>	1,200 gp
65-67	<i>poison</i>	700 gp
68-69	<i>reincarnate</i>	700 gp
70-71	<i>repel vermin</i>	700 gp
72-76	<i>restoration</i>	800 gp
77-78	<i>rusting grasp</i>	700 gp
79-81	<i>sending</i>	700 gp
82-85	<i>spell immunity</i>	700 gp
86-87	<i>spike stones</i>	700 gp
88-90	<i>summon monster IV</i>	700 gp
91-93	<i>summon nature's ally IV</i>	700 gp
94-98	<i>tongues</i>	700 gp
99-100	<i>tree stride</i>	700 gp

5th-Level Divine Spells

d%	Spell	Market Price
01-03	<i>animal growth</i>	1,125 gp
04-05	<i>atonement</i>	3,625 gp
06	<i>awaken</i>	2,375 gp
07-09	<i>baleful polymorph</i>	1,125 gp
10-13	<i>break enchantment</i>	1,125 gp
14-16	<i>call lightning storm</i>	1,125 gp
17-20	<i>command, greater</i>	1,125 gp
21	<i>commune</i>	1,625 gp
22	<i>commune with nature</i>	1,125 gp
23-24	<i>control winds</i>	1,125 gp
25-30	<i>cure light wounds, mass</i>	1,125 gp
31-34	<i>dispel chaos/evil/good/law</i>	1,125 gp
35-38	<i>disrupting weapon</i>	1,125 gp
39-41	<i>flame strike</i>	1,125 gp
42-43	<i>hallow</i>	6,125 gp ¹
44-46	<i>ice storm</i>	1,125 gp
47-49	<i>inflict light wounds, mass</i>	1,125 gp
50-52	<i>insect plague</i>	1,125 gp
53	<i>mark of justice</i>	1,125 gp
54-56	<i>plane shift</i>	1,125 gp
57-58	<i>raise dead</i>	6,125 gp
59-61	<i>righteous might</i>	1,125 gp
62-63	<i>scrying</i>	1,125 gp
64-66	<i>slay living</i>	1,125 gp
67-69	<i>spell resistance</i>	1,125 gp
70-71	<i>stoneskin</i>	1,375 gp
72-74	<i>summon monster V</i>	1,125 gp
75-77	<i>summon nature's ally V</i>	1,125 gp
78	<i>symbol of pain</i>	2,125 gp
79	<i>symbol of sleep</i>	2,125 gp
80-82	<i>transmute mud to rock</i>	1,125 gp
83-85	<i>transmute rock to mud</i>	1,125 gp
86-89	<i>true seeing</i>	1,375 gp
90-91	<i>unhallow</i>	6,125 gp ¹
92-94	<i>wall of fire</i>	1,125 gp
95-97	<i>wall of stone</i>	1,125 gp
98-100	<i>wall of thorns</i>	1,125 gp

¹ Allows for a spell of up to 4th level to be tied to the hallowed or unhallowed area.

6th-Level Divine Spells

d%	Spell	Market Price
01-03	<i>animate objects</i>	1,650 gp
04-06	<i>antilife shell</i>	1,650 gp
07-09	<i>banishment</i>	1,650 gp
10-13	<i>bear's endurance, mass</i>	1,650 gp
14-16	<i>blade barrier</i>	1,650 gp
17-20	<i>bull's strength, mass</i>	1,650 gp
21-24	<i>cat's grace, mass</i>	1,650 gp
25	<i>create undead</i>	1,650 gp
26-29	<i>cure moderate wounds, mass</i>	1,650 gp
30-33	<i>dispel magic, greater</i>	1,650 gp
34-37	<i>eagle's splendor, mass</i>	1,650 gp
38-40	<i>find the path</i>	1,650 gp
41-43	<i>fire seeds</i>	1,650 gp

44	<i>forbiddance</i>	4,650 gp ¹
45	<i>geas/quest</i>	1,650 gp
46	<i>glyph of warding, greater</i>	1,650 gp
47-49	<i>harm</i>	1,650 gp
50-52	<i>heal</i>	1,650 gp
53-55	<i>heroes' feast</i>	1,650 gp
56-58	<i>inflict mod wounds, mass</i>	1,650 gp
59-61	<i>ironwood</i>	1,650 gp
62	<i>liveoak</i>	1,650 gp
63-65	<i>move earth</i>	1,650 gp
66-69	<i>owl's wisdom, mass</i>	1,650 gp
70-71	<i>planar ally</i>	2,400 gp
72-74	<i>repel wood</i>	1,650 gp
75-77	<i>spellstaff</i>	1,650 gp
78-80	<i>stone tell</i>	1,650 gp
81-83	<i>summon monster VI</i>	1,650 gp
84-86	<i>summon nature's ally VI</i>	1,650 gp
87	<i>symbol of fear</i>	2,650 gp
88	<i>symbol of persuasion</i>	6,650 gp
89-91	<i>transport via plants</i>	1,650 gp
92-94	<i>undeath to death</i>	2,150 gp
95-97	<i>wind walk</i>	1,650 gp
98-100	<i>word of recall</i>	1,650 gp

¹ Assumes an area equivalent to one 60-foot cube.

7th-Level Divine Spells

d%	Spell	Market Price
01-05	<i>animate plants</i>	2,275 gp
06-09	<i>blasphemy</i>	2,275 gp
10-14	<i>changestaff</i>	2,275 gp
15-16	<i>control weather</i>	2,275 gp
17-21	<i>creeping doom</i>	2,275 gp
22-27	<i>cure serious wounds, mass</i>	2,275 gp
28-32	<i>destruction</i>	2,275 gp
33-36	<i>dictum</i>	2,275 gp
37-41	<i>ethereal jaunt</i>	2,275 gp
42-45	<i>holy word</i>	2,275 gp
46-50	<i>inflict serious wounds, mass</i>	2,275 gp
51-55	<i>refuge</i>	3,775 gp
56-60	<i>regenerate</i>	2,275 gp
61-65	<i>repulsion</i>	2,275 gp
66-69	<i>restoration, greater</i>	4,775 gp
70-71	<i>resurrection</i>	12,275 gp
72-76	<i>scrying, greater</i>	2,275 gp
77-81	<i>summon monster VII</i>	2,275 gp
82-85	<i>summon nature's ally VII</i>	2,275 gp
86-90	<i>sunbeam</i>	2,275 gp
91	<i>symbol of stunning</i>	7,275 gp
92	<i>symbol of weakness</i>	7,275 gp
93-97	<i>transmute metal to wood</i>	2,275 gp
98-100	<i>word of chaos</i>	2,275 gp

8th-Level Divine Spells

d%	Spell	Market Price
01-04	<i>animal shapes</i>	3,000 gp
05-10	<i>antimagic field</i>	3,000 gp
11-13	<i>cloak of chaos</i>	3,000 gp
14-17	<i>control plants</i>	3,000 gp
18-20	<i>create greater undead</i>	3,600 gp
21-27	<i>cure critical wounds, mass</i>	3,000 gp
28-32	<i>dimensional lock</i>	3,000 gp
33-36	<i>discern location</i>	3,000 gp
37-41	<i>earthquake</i>	3,000 gp
42-45	<i>finger of death</i>	3,000 gp
46-49	<i>fire storm</i>	3,000 gp
50-52	<i>holy aura</i>	3,000 gp
53-56	<i>inflict critical wounds, mass</i>	3,000 gp
57-60	<i>planar ally, greater</i>	5,500 gp
61-65	<i>repel metal or stone</i>	3,000 gp
66-69	<i>reverse gravity</i>	3,000 gp
70-72	<i>shield of law</i>	3,000 gp
73-76	<i>spell immunity, greater</i>	3,000 gp

77-80	<i>summon monster VIII</i>	3,000 gp
81-84	<i>summon nature's ally VIII</i>	3,000 gp
85-89	<i>sunburst</i>	3,000 gp
90-91	<i>symbol of death</i>	8,000 gp
92-93	<i>symbol of insanity</i>	8,000 gp
94-96	<i>unholy aura</i>	3,000 gp
97-100	<i>whirlwind</i>	3,000 gp

9th-Level Divine Spells

d%	Spell	Market Price
01-04	<i>antipathy</i>	3,825 gp

05-07	<i>astral projection</i>	4,870 gp
08-13	<i>elemental swarm</i>	3,825 gp
14-19	<i>energy drain</i>	3,825 gp
20-25	<i>etherealness</i>	3,825 gp
26-31	<i>foresight</i>	3,825 gp
32-37	<i>gate</i>	8,825 gp
38-46	<i>heal, mass</i>	3,825 gp
47-53	<i>implosion</i>	3,825 gp
54-55	<i>miracle</i>	28,825 gp ¹
56-61	<i>regenerate</i>	3,825 gp
62-66	<i>shambler</i>	3,825 gp

67-72	<i>shapechange</i>	3,825 gp
73-77	<i>soul bind</i>	3,825 gp
78-83	<i>storm of vengeance</i>	3,825 gp
84-89	<i>summon monster IX</i>	3,825 gp
90-95	<i>summon nature's ally IX</i>	3,825 gp
96-99	<i>sympathy</i>	5,325 gp
100	<i>true resurrection</i>	28,825 gp

¹ Assumes powerful request but no expensive material components in excess of 100 gp and no additional XP cost.

STAFFS

A staff is a long shaft of wood that stores several spells. Unlike wands, which can contain a wide variety of spells, each staff is of a certain kind and holds specific spells. A staff has 50 charges when created.

Physical Description: A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staffs are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staffs often have a gem or some device at their tip or are shod in metal at one or both ends. Staffs are often decorated with carvings or runes. A typical staff is like a walking stick, quarterstaff, or cudgel. It has AC 7, 10 hit points, hardness 5, and a break DC of 24.

Activation: Staffs use the spell trigger activation method, so casting a spell from a staff is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 standard action, it takes that long to cast the spell from a staff.) To activate a staff, a character must hold it forth in at least one hand (or whatever passes for a hand, for non-humanoid creatures).

Special Qualities: Roll d%. A 01-30 result indicates that something (a design, inscription, or the like) provides some clue to the staff's function, and 31-100 indicates no special qualities.

Random Charges: When found as the part of random treasure the charges remaining in a given staff are also randomly determined. The easiest way to handle this is to just roll 5d10, and the result becomes the amount of charges in the staff when it is found.

TABLE 16-25: STAFFS

Medium	Major	Staff	Market Price
01-15	01-03	<i>Charming</i>	16,500 gp
16-30	04-09	<i>Fire</i>	17,750 gp
31-40	10-11	<i>Swarming insects</i>	24,750 gp
41-60	12-17	<i>Healing</i>	27,750 gp
61-75	18-19	<i>Size alteration</i>	29,000 gp
76-90	20-24	<i>Illumination</i>	48,250 gp
91-95	25-31	<i>Frost</i>	56,250 gp
96-100	32-38	<i>Defense</i>	58,250 gp
---	39-43	<i>Abjuration</i>	65,000 gp
---	44-48	<i>Conjuration</i>	65,000 gp
---	49-53	<i>Enchantment</i>	65,000 gp
---	54-58	<i>Evocation</i>	65,000 gp
---	59-63	<i>Illusion</i>	65,000 gp
---	64-68	<i>Necromancy</i>	65,000 gp
---	69-73	<i>Transmutation</i>	65,000 gp
---	74-77	<i>Divination</i>	73,500 gp
---	78-82	<i>Earth and stone</i>	80,500 gp
---	83-87	<i>Woodlands</i>	101,250 gp
---	88-92	<i>Life</i>	155,750 gp
---	93-97	<i>Passage</i>	170,500 gp
---	98-100	<i>Power</i>	211,000 gp

Staff Descriptions

Staffs use the wielder's ability score and relevant feats to set the DC for saves against their spells. Unlike with other sorts of magic items, the wielder can use his caster level when activating the power of a staff if it's higher than the caster level of the staff.

This means that staffs are far more potent in the hands of a powerful spellcaster. Because they use the wielder's ability score to set the save DC for the spell, spells from a staff are often harder to resist than ones from other magic items, which use the minimum ability score required to cast the spell. Not only are aspects of the spell dependant on caster level (range, duration, and so on) potentially higher, but spells from a staff are

harder to dispel and have a better chance of overcoming a target's spell resistance.

Furthermore, a staff can hold a spell of any level, unlike a wand, which is limited to spells of 4th level or lower. The minimum caster level of a staff is 8th. Standard staffs are described below.

Abjuration: Usually carved from the heartwood of an ancient oak or other large tree, this staff allows use of the following spells:

- * *Shield* (1 charge)
- * *Resist energy* (1 charge)
- * *Dispel magic* (1 charge)
- * *Lesser globe of invulnerability* (2 charges)
- * *Dismissal* (2 charges)
- * *Repulsion* (3 charges)

Strong abjuration; CL 13th; Craft Staff, *dismissal*, *dispel magic*, *lesser globe of invulnerability*, *resist energy*, *repulsion*, *shield*; Price 65,000 gp.

Charming: Made of twisting wood ornately shaped and carved, this staff allows use of the following spells:

- * *Charm person* (1 charge)
- * *Charm monster* (2 charges)

Moderate enchantment; CL 8th; Craft Staff, *charm person*, *charm monster*; Price 16,500 gp.

Conjuration: This staff is usually made of ash or walnut and bears ornate carvings of many different kinds of creatures. It allows use of the following spells:

- * *Unseen servant* (1 charge)
- * *Summon swarm* (1 charge)
- * *Stinking cloud* (1 charge)
- * *Minor creation* (2 charges)
- * *Cloudkill* (2 charges)
- * *Summon monster VI* (3 charges)

Strong conjuration; CL 13th; Craft Staff, *cloudkill*, *stinking cloud*, *summon monster VI*, *summon swarm*, *unseen servant*; Price 65,000 gp.

Defense: The *staff of defense* is a simple-looking staff that throbs with power when held defensively. It allows use of the following spells:

- * *Shield* (1 charge)
- * *Shield of faith* (1 charge)
- * *Shield other* (1 charge)
- * *Shield of law* (3 charges)

Strong abjuration; CL 15th; Craft Staff, *shield*, *shield of faith*, *shield of law*, *shield other*, creator must be lawful; Price 58,250 gp.

Divination: Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells:

- * *Detect secret doors* (1 charge)
- * *Locate object* (1 charge)
- * *Tongues* (1 charge)
- * *Locate creature* (2 charges)
- * *Prying eyes* (2 charges)
- * *True seeing* (3 charges)

Strong divination; CL 13th; Craft Staff, *detect secret doors*, *locate creature*, *locate object*, *prying eyes*, *tongues*, *true seeing*; Price 73,500 gp.

Earth and Stone: This staff is topped with a fist-sized emerald that gleams with smoldering power. It allows the use of the following spells:

- * *Passwall* (1 charge)
- * *Move earth* (1 charge)

Moderate transmutation; CL 11th; Craft Staff, *move earth*, *passwall*; Price 80,500 gp.

Enchantment: Often made from applewood and topped with a clear crystal, this staff allows use of the following spells:

- * *Sleep* (1 charge)
- * *Hideous laughter* (1 charge)

- * *Suggestion* (1 charge)
- * *Crushing despair* (2 charges)
- * *Mind fog* (2 charges)
- * *Suggestion, mass* (3 charges)

Strong enchantment; CL 13th; Craft Staff, *crushing despair, mass suggestion, mind fog, sleep, suggestion, hideous laughter*; Price 65,000 gp.

Evocation: Usually very smooth and carved from hickory, willow, or yew, this staff allows use of the following spells:

- * *Magic missile* (1 charge)
- * *Shatter* (1 charge)
- * *Fireball* (1 charge)
- * *Ice storm* (2 charges)
- * *Wall of force* (2 charges)
- * *Chain lightning* (3 charges)

Strong evocation; CL 13th; Craft Staff, *chain lightning, fireball, ice storm, magic missile, shatter, wall of force*; Price 65,000 gp.

Fire: Crafted from bronzewood with brass bindings, this staff allows use of the following spells:

- * *Burning hands* (1 charge)
- * *Fireball* (1 charge)
- * *Wall of fire* (2 charges)

Moderate evocation; CL 8th; Craft Staff, *burning hands, fireball, wall of fire*; Price 17,750 gp.

Frost: Tipped on either end with a glistening diamond, this rune-covered staff allows use of the following spells:

- * *Ice storm* (1 charge)
- * *Wall of ice* (1 charge)
- * *Cone of cold* (2 charges)

Moderate evocation; CL 10th; Craft Staff, *cone of cold, ice storm, wall of ice*; Price 56,250 gp.

Healing: This white ash staff, with inlaid silver runes, allows use of the following spells:

- * *Lesser restoration* (1 charge)
- * *Cure serious wounds* (1 charge)
- * *Remove blindness/deafness* (2 charges)
- * *Remove disease* (3 charges)

Moderate conjuration; CL 8th; Craft Staff, *cure serious wounds, lesser restoration, remove blindness/deafness, remove disease*; Price 27,750 gp.

Illusion: This staff is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape. It allows use of the following spells:

- * *Disguise self* (1 charge)
- * *Mirror image* (1 charge)
- * *Major image* (1 charge)
- * *Rainbow pattern* (2 charges)
- * *Persistent image* (2 charges)
- * *Mislead* (3 charges)

Strong illusion; CL 13th; Craft Staff, *disguise self, major image, mirror image, persistent image, project image, rainbow pattern*; Price 65,000 gp.

Illumination: This staff is usually sheathed in silver and decorated with sunbursts. It allows use of the following spells:

- * *Dancing lights* (1 charge)
- * *Flare* (1 charge)
- * *Daylight* (2 charges)
- * *Sunburst* (3 charges)

Strong evocation; CL 15th; Craft Staff, *dancing lights, daylight, flare, sunburst*; Price 48,250 gp.

Life: Made of thick oak shod in gold, this staff allows use of the following spells:

- * *Heal* (1 charge)
- * *Raise dead* (5 charges)

Moderate conjuration; CL 11th; Craft Staff, *heal, resurrection*; Price 155,750 gp.

Necromancy: This staff is made from ebony or other dark wood and carved with the images of bones and skulls. It allows use of the following spells:

- * *Cause fear* (1 charge)
- * *Ghoul touch* (1 charge)
- * *Halt undead* (1 charge)
- * *Enervation* (2 charges)

- * *Waves of fatigue* (2 charges)
- * *Circle of death* (3 charges)

Strong necromancy; CL 13th; Craft Staff, *cause fear, circle of death, enervation, ghoulish touch, halt undead, waves of fatigue*; Price 65,000 gp.

Passage: This potent item allows use of the following spells:

- * *Dimension door* (1 charge)
- * *Passwall* (1 charge)
- * *Phase door* (2 charges)
- * *Greater teleport* (2 charges)
- * *Astral projection* (2 charges)

Strong varied; CL 17th; Craft Staff, *astral projection, dimension door, greater teleport, passwall, phase door*; Price 170,500 gp.

Power: The *staff of power* is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers:

- * *Magic missile* (1 charge)
- * *Ray of enfeeblement* (heightened to 5th level) (1 charge)
- * *Continual flame* (1 charge)
- * *Levitate* (1 charge)
- * *Lightning bolt* (heightened to 5th level) (1 charge)
- * *Fireball* (heightened to 5th level) (1 charge)
- * *Cone of cold* (2 charges)
- * *Hold monster* (2 charges)
- * *Wall of force* (in a 10 ft diameter hemisphere around the caster only) (2 charges)
- * *Globe of invulnerability* (2 charges)

The wielder of a *staff of power* gains a +2 luck bonus to AC and saving throws. The staff is also a +2 *quarterstaff*, and its wielder may use it to smite opponents. If 1 charge is expended (as a free action), the staff causes double damage (x3 on a critical hit) for 1 round.

A *staff of power* can be used for a retributive strike, requiring it to be broken by its wielder. (If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a standard action that does not require the wielder to make a Strength check.) All charges currently in the staff are instantly released in a 30-foot radius. All within 2 squares of the broken staff take points of damage equal to 8 x the number of charges in the staff, those 3 or 4 squares away take 6 x the number of charges in damage, and those 5 or 6 squares distant take 4 x the number of charges in damage. All those affected can make DC 17 Reflex saves to reduce the damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy destroys him. Only certain items, including the *staff of the magi* and the *staff of power*, are capable of being used for a retributive strike.

After all charges are used up from the staff, it remains a +2 *quarterstaff*. (Once empty of charges, it cannot be used for a retributive strike.)

Strong varied; CL 15th; Craft Staff, Craft Magic Arms and Armor, *magic missile, heightened ray of enfeeblement, continual flame, levitate, heightened fireball, heightened lightning bolt, cone of cold, hold monster, wall of force, globe of invulnerability*; Price 211,000 gp.

Size Alteration: Stout and sturdy, this staff of dark wood allows use of the following spells:

- * *Enlarge person* (1 charge)
- * *Reduce person* (1 charge)
- * *Shrink item* (1 charge)
- * *Enlarge person, mass* (1 charge)
- * *Reduce person, mass* (1 charge)

Faint conjuration; CL 8th; Craft Staff, *enlarge person, mass enlarge person, reduce person, mass reduce person, shrink item*; Price 29,000 gp.

Swarming Insects: Made of twisted dark wood with dark spots resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells:

- * *Summon swarm* (1 charge)
- * *Insect plague* (3 charges)

Moderate conjuration; CL 9th; Craft Staff, *insect plague, summon swarm*; Price 24,750 gp.

Transmutation: This staff is generally carved from or decorated with petrified wood and allows use of the following spells:

- * *Expeditious retreat* (1 charge)
- * *Alter self* (1 charge)
- * *Blink* (1 charge)
- * *Polymorph* (2 charges)

* *Baleful polymorph* (2 charges)

* *Disintegrate* (3 charges)

Strong transmutation; CL 13th; Craft Staff, *alter self*, *baleful polymorph*, *blink*, *disintegrate*, *expeditious retreat*, *polymorph*; Price 65,000 gp.

Woodlands: Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells:

* *Charm animal* (1 charge)

* *Speak with animals* (1 charge)

* *Barkskin* (2 charges)

* *Wall of thorns* (3 charges)

* *Summon nature's ally VI* (3 charges)

* *Animate plants* (4 charges)

The staff may be used as a weapon, functioning as a +2 quarterstaff. The staff of the woodlands also allows its wielder to *pass without trace* at will, with no charge cost. These two attributes continue to function after all the charges are expended.

Moderate varied; CL 13th; Craft Staff, Craft Magic Arms and Armor, *animate plants*, *barkskin*, *charm animal*, *pass without trace*, *speaking with animals*, *summon nature's ally VI*, *wall of thorns*; Price 101,250 gp.

WANDS

A wand is a thin baton that contains a single spell of 4th level or lower. Each wand has 50 charges when created, and each charge expended allows the user to use the wand's spell one time. A wand that runs out of charges is just a stick.

Physical Description: A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has AC 7, 5 hit points, hardness 5, and a break DC of 16.

Activation: Wands use the spell trigger activation method, so casting a spell from a wand is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 action, it takes that long to cast the spell from a wand.) To activate a wand, a character must hold it in hand (or whatever passes for a hand, for non-humanoid creatures) and point it in the general direction of the target or area. A wand may be used while grappling or while swallowed whole.

Special Qualities: Roll d%. A 01-30 result indicates that something (a design, inscription, or the like) provides some clue to the wand's function, and 31-100 indicates no special qualities.

Random Charges: When found as the part of random treasure the charges remaining in a given wand are also randomly determined. The easiest way to handle this is to just roll 5d10, and the result becomes the amount of charges in the wand when it is found. Alternatively it can be based on the rank of random treasure it was: 1d20+4 for minor, 2d20+10 for medium, and 3d10+20 for major. It is the GM's choice.

TABLE 16-26: WANDS

Minor Med.	Major	Wand	Market Price
01-02	---	<i>Detect magic</i>	375 gp
03-04	---	<i>Light</i>	375 gp
05-07	---	<i>Burning hands</i>	750 gp
08-10	---	<i>Charm animal</i>	750 gp
11-13	---	<i>Charm person</i>	750 gp
14-16	---	<i>Color spray</i>	750 gp
17-19	---	<i>Cure light wounds</i>	750 gp
20-22	---	<i>Detect secret doors</i>	750 gp
23-25	---	<i>Enlarge person</i>	750 gp
26-28	---	<i>Magic missile</i> (CL 1)	750 gp
29-31	---	<i>Shocking grasp</i>	750 gp
32-34	---	<i>Summon monster I</i>	750 gp
35-36	---	<i>Magic missile</i> (CL 3)	2,250 gp
37	01-03	<i>Magic missile</i> (CL 5)	3,750 gp
38-40	04-07	<i>Bear's endurance</i>	4,500 gp
41-43	08-11	<i>Bull's strength</i>	4,500 gp
44-46	12-15	<i>Cat's grace</i>	4,500 gp
47-49	16-20	<i>Cure moderate wounds</i>	4,500 gp
50-51	21-22	<i>Darkness</i>	4,500 gp
52-54	23-24	<i>Daylight</i>	4,500 gp

55-57	25-27	---	<i>Delay poison</i>	4,500 gp
58-60	28-31	---	<i>Eagle's splendor</i>	4,500 gp
61-63	32-33	---	<i>False life</i>	4,500 gp
64-66	34-37	---	<i>Fox's cunning</i>	4,500 gp
67-68	38	---	<i>Ghoul touch</i>	4,500 gp
69-71	39	---	<i>Hold person</i>	4,500 gp
72-74	40-42	---	<i>Invisibility</i>	4,500 gp
75-77	43-44	---	<i>Knock</i>	4,500 gp
78-80	45	---	<i>Levitate</i>	4,500 gp
81-83	46-47	---	<i>Acid arrow</i>	4,500 gp
84-86	48-49	---	<i>Mirror image</i>	4,500 gp
87-89	50-53	---	<i>Owl's wisdom</i>	4,500 gp
90-91	54	---	<i>Shatter</i>	4,500 gp
92-94	55-56	---	<i>Silence</i>	4,500 gp
95-97	57	---	<i>Summon monster II</i>	4,500 gp
98-100	58-59	---	<i>Web</i>	4,500 gp
---	60-62	01-02	<i>Magic missile</i> (CL 7)	5,250 gp
---	63-64	03-05	<i>Magic missile</i> (CL 9)	6,750 gp
---	65-67	06-07	<i>Call lightning</i> (CL 5)	11,250 gp
---	68	08	<i>Heightened</i> (3rd) <i>Charm person</i>	11,250 gp
---	69-70	09-10	<i>Contagion</i>	11,250 gp
---	71-74	11-13	<i>Cure serious wounds</i>	11,250 gp
---	75-77	14-15	<i>Dispel magic</i>	11,250 gp
---	78-81	16-17	<i>Fireball</i> (CL 5)	11,250 gp
---	82-83	18-19	<i>Keen edge</i>	11,250 gp
---	84-87	20-21	<i>Lightning bolt</i> (CL 5)	11,250 gp
---	88-89	22-23	<i>Major image</i>	11,250 gp
---	90-91	24-25	<i>Slow</i>	11,250 gp
---	92-94	26-27	<i>Suggestion</i>	11,250 gp
---	95-97	28-29	<i>Summon monster III</i>	11,250 gp
---	98	30-31	<i>Fireball</i> (CL 6)	13,500 gp
---	99	32-33	<i>Lightning bolt</i> (CL 6)	13,500 gp
---	100	34-35	<i>Searing light</i> (CL 6)	13,500 gp
---	---	36-37	<i>Call lightning</i> (CL 8)	18,000 gp
---	---	38-39	<i>Fireball</i> (CL 8)	18,000 gp
---	---	40-41	<i>Lightning bolt</i> (CL 8)	18,000 gp
---	---	42-45	<i>Charm monster</i>	21,000 gp
---	---	46-50	<i>Cure critical wounds</i>	21,000 gp
---	---	51-52	<i>Dimensional anchor</i>	21,000 gp
---	---	53-55	<i>Fear</i>	21,000 gp
---	---	56-59	<i>Greater invisibility</i>	21,000 gp
---	---	60	<i>Heightened</i> (4th) <i>Hold person</i>	21,000 gp
---	---	61-65	<i>Ice storm</i>	21,000 gp
---	---	66-68	<i>Inflict critical wounds</i>	21,000 gp
---	---	69-72	<i>Neutralize poison</i>	21,000 gp
---	---	73-74	<i>Poison</i>	21,000 gp
---	---	75-77	<i>Polymorph</i>	21,000 gp
---	---	78	<i>Maximized</i> (4th) <i>Ray of enfeeblement</i>	21,000 gp
---	---	79	<i>Heightened</i> (4th) <i>Suggestion</i>	21,000 gp
---	---	80-82	<i>Summon monster IV</i>	21,000 gp
---	---	83-86	<i>Wall of fire</i>	21,000 gp
---	---	87-90	<i>Wall of ice</i>	21,000 gp
---	---	91	<i>Dispel magic</i> (10th)	22,500 gp
---	---	92	<i>Fireball</i> (10th)	22,500 gp
---	---	93	<i>Lightning bolt</i> (10th)	22,500 gp
---	---	94	<i>Chaos hammer</i> (8th)	24,000 gp
---	---	95	<i>Holy smite</i> (8th)	24,000 gp
---	---	96	<i>Order's wrath</i> (8th)	24,000 gp
---	---	97	<i>Unholy blight</i> (8th)	24,000 gp
---	---	98-99	<i>Restoration</i> ¹	26,000 gp
---	---	100	<i>Stoneskin</i> ²	33,500 gp

1 The cost to create a wand of restoration is 10,500 gp, 840 XP, plus 5,000 gp for the material components.

2 The cost to create a wand of stoneskin is 10,500 gp, 840 XP, plus 12,500 gp for the material components.

Wand Descriptions

All wands are simply storage devices for spells and thus have no special descriptions. Refer to the spell descriptions for all pertinent details.

WONDROUS ITEMS

This is a catch-all category for anything that doesn't fall into the other groups. Anyone can use a wondrous item (unless specified otherwise in the description).

Physical Description: Varies.

Activation: Usually use activated or command word, but details vary from item to item.

Special Qualities: Roll d%. An 01 result indicates the wondrous item is intelligent, 02-31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32-100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes.

Wondrous items with charges can never be intelligent.

TABLE 16-27: MINOR WONDROUS ITEMS

d%	Item	Market Price
01	Feather token, anchor	50 gp
02	Universal solvent	50 gp
03	Elixir of love	150 gp
04	Unguent of timelessness	150 gp
05	Feather token, fan	200 gp
06	Dust of tracelessness	250 gp
07	Elixir of hiding	250 gp
08	Elixir of sneaking	250 gp
09	Elixir of swimming	250 gp
10	Elixir of vision	250 gp
11	Silversheen	250 gp
12	Feather token, bird	300 gp
13	Feather token, tree	400 gp
14	Feather token, swan boat	450 gp
15	Elixir of truth	500 gp
16	Feather token, whip	500 gp
17	Dust of dryness	850 gp
18	Bag of tricks, gray	900 gp
19	Hand of the mage	900 gp
20	Bracers of armor +1	1,000 gp
21	Cloak of resistance +1	1,000 gp
22	Pearl of power, 1st-level spell	1,000 gp
23	Phylactery of faithfulness	1,000 gp
24	Salve of slipperiness	1,000 gp
25	Elixir of fire breath	1,100 gp
26	Pipes of the sewers	1,150 gp
27	Dust of illusion	1,200 gp
28	Goggles of minute seeing	1,250 gp
29	Brooch of shielding	1,500 gp
30	Necklace of fireballs type I	1,650 gp
31	Dust of appearance	1,800 gp
32	Hat of disguise	1,800 gp
33	Pipes of sounding	1,800 gp
34	Efficient quiver	1,800 gp
35	Amulet of natural armor +1	2,000 gp
36	Handy haversack	2,000 gp
37	Horn of fog	2,000 gp
38	Elemental gem	2,250 gp
39	Robe of bones	2,400 gp
40	Sovereign glue	2,400 gp
41	Bag of holding type I	2,500 gp
42	Boots of elvenkind	2,500 gp
43	Boots of the winterlands	2,500 gp
44	Candle of truth	2,500 gp
45	Cloak of elvenkind	2,500 gp
46	Eyes of the eagle	2,500 gp
47	Scarab, golembane	2,500 gp
48	Necklace of fireballs type II	2,700 gp
49	Stone of alarm	2,700 gp
50	Bag of tricks, rust	3,000 gp
51	Bead of force	3,000 gp
52	Chime of opening	3,000 gp
53	Horseshoes of speed	3,000 gp
54	Rope of climbing	3,000 gp
55	Dust of disappearance	3,500 gp
56	Lens of detection	3,500 gp

57	Vestment, druid's	3,750 gp
58	Figurine of wondrous power, silver raven	3,800 gp
59	Amulet of health +2	4,000 gp
60	Bracers of armor +2	4,000 gp
61	Cloak of Charisma +2	4,000 gp
62	Cloak of resistance +2	4,000 gp
63	Gauntlets of ogre power	4,000 gp
64	Gloves of arrow snaring	4,000 gp
65	Gloves of Dexterity +2	4,000 gp
66	Headband of intellect +2	4,000 gp
67	Ioun stone, clear spindle	4,000 gp
68	Restorative ointment	4,000 gp
69	Marvelous pigments	4,000 gp
70	Pearl of power, 2nd-level spell	4,000 gp
71	Periapt of Wisdom +2	4,000 gp
72	Stone salve	4,000 gp
73	Necklace of fireballs type III	4,350 gp
74	Circlet of persuasion	4,500 gp
75	Slippers of spider climbing	4,800 gp
76	Incense of meditation	4,900 gp
77	Bag of holding type II	5,000 gp
78	Bracers of archery, lesser	5,000 gp
79	Ioun stone, dusty rose prism	5,000 gp
80	Helm of comprehend languages and read magic	5,200 gp
81	Vest of escape	5,200 gp
82	Eversmoking bottle	5,400 gp
83	Sustaining spoon	5,400 gp
84	Necklace of fireballs type IV	5,400 gp
85	Boots of striding and springing	5,500 gp
86	Wind fan	5,500 gp
87	Amulet of mighty fists +1	6,000 gp
88	Horseshoes of a zephyr	6,000 gp
89	Pipes of haunting	6,000 gp
90	Necklace of fireballs type V	6,150 gp
91	Gloves of swimming and climbing	6,250 gp
92	Bag of tricks, tan	6,300 gp
93	Circlet of blasting, minor	6,480 gp
94	Horn of goodness/evil	6,500 gp
95	Robe of useful items	7,000 gp
96	Boat, folding	7,200 gp
97	Cloak of the manta ray	7,200 gp
98	Bottle of air	7,250 gp
99	Bag of holding type III	7,400 gp
100	Periapt of health	7,400 gp

TABLE 16-28: MEDIUM WONDROUS ITEMS

d%	Item	Market Price
01	Boots of levitation	7,500 gp
02	Harp of charming	7,500 gp
03	Amulet of natural armor +2	8,000 gp
04	Golem manual, flesh	8,000 gp
05	Hand of glory	8,000 gp
06	Ioun stone, deep red sphere	8,000 gp
07	Ioun stone, incandescent blue sphere	8,000 gp
08	Ioun stone, pale blue rhomboid	8,000 gp
09	Ioun stone, pink and green sphere	8,000 gp
10	Ioun stone, pink rhomboid	8,000 gp
11	Ioun stone, scarlet and blue sphere	8,000 gp
12	Deck of illusions	8,100 gp
13	Necklace of fireballs type VI	8,100 gp
14	Candle of invocation	8,400 gp
15	Bracers of armor +3	9,000 gp
16	Cloak of resistance +3	9,000 gp
17	Decanter of endless water	9,000 gp
18	Necklace of adaptation	9,000 gp
19	Pearl of power, 3rd-level spell	9,000 gp
20	Talisman of the sphere	9,000 gp
21	Figurine of wondrous power, serpentine owl	9,100 gp
22	Necklace of fireballs type VII	9,150 gp
23	Strand of prayer beads, lesser	9,600 gp
24	Bag of holding type IV	10,000 gp
25	Figurine of wondrous power, bronze griffon	10,000 gp
26	Figurine of wondrous power, ebony fly	10,000 gp

27	<i>Glove of storing</i>	10,000 gp
28	<i>Ioun stone, dark blue rhomboid</i>	10,000 gp
29	<i>Stone horse, courser</i>	10,000 gp
30	<i>Cape of the mountebank</i>	10,080 gp
31	<i>Phylactery of undead turning</i>	11,000 gp
32	<i>Gauntlet of rust</i>	11,500 gp
33	<i>Boots of speed</i>	12,000 gp
34	<i>Goggles of night</i>	12,000 gp
35	<i>Golem manual, clay</i>	12,000 gp
36	<i>Medallion of thoughts</i>	12,000 gp
37	<i>Pipes of pain</i>	12,000 gp
38	<i>Blessed book</i>	12,500 gp
39	<i>Belt, monk's</i>	13,000 gp
40	<i>Gem of brightness</i>	13,000 gp
41	<i>Lyre of building</i>	13,000 gp
42	<i>Cloak of arachnida</i>	14,000 gp
43	<i>Stone horse, destrier</i>	14,800 gp
44	<i>Belt of dwarvenkind</i>	14,900 gp
45	<i>Periapt of wound closure</i>	15,000 gp
46	<i>Horn of the tritons</i>	15,100 gp
47	<i>Pearl of the sirines</i>	15,300 gp
48	<i>Figurine of wondrous power, onyx dog</i>	15,500 gp
49	<i>Amulet of health +4</i>	16,000 gp
50	<i>Belt of giant Strength +4</i>	16,000 gp
51	<i>Boots, winged</i>	16,000 gp
52	<i>Bracers of armor +4</i>	16,000 gp
53	<i>Cloak of Charisma +4</i>	16,000 gp
54	<i>Cloak of resistance +4</i>	16,000 gp
55	<i>Gloves of Dexterity +4</i>	16,000 gp
56	<i>Headband of intellect +4</i>	16,000 gp
57	<i>Pearl of power, 4th-level spell</i>	16,000 gp
58	<i>Periapt of Wisdom +4</i>	16,000 gp
59	<i>Scabbard of keen edges</i>	16,000 gp
60	<i>Figurine of wondrous power, golden lions</i>	16,500 gp
61	<i>Chime of interruption</i>	16,800 gp
62	<i>Broom of flying</i>	17,000 gp
63	<i>Figurine of wondrous power, marble elephant</i>	17,000 gp
64	<i>Amulet of natural armor +3</i>	18,000 gp
65	<i>Ioun stone, iridescent spindle</i>	18,000 gp
66	<i>Bracelet of friends</i>	19,000 gp
67	<i>Carpet of flying, 5 ft by 5 ft.</i>	20,000 gp
68	<i>Horn of blasting</i>	20,000 gp
69	<i>Ioun stone, pale lavender ellipsoid</i>	20,000 gp
70	<i>Ioun stone, pearly white spindle</i>	20,000 gp
71	<i>Portable hole</i>	20,000 gp
72	<i>Stone of good luck (luckstone)</i>	20,000 gp
73	<i>Figurine of wondrous power, ivory goats</i>	21,000 gp
74	<i>Rope of entanglement</i>	21,000 gp
75	<i>Golem manual, stone</i>	22,000 gp
76	<i>Mask of the skull</i>	22,000 gp
77	<i>Mattock of the titans</i>	23,348 gp
78	<i>Circlet of blasting, major</i>	23,760 gp
79	<i>Amulet of mighty fists +2</i>	24,000 gp
80	<i>Cloak of displacement, minor</i>	24,000 gp
81	<i>Helm of underwater action</i>	24,000 gp
82	<i>Bracers of archery, greater</i>	25,000 gp
83	<i>Bracers of armor +5</i>	25,000 gp
84	<i>Cloak of resistance +5</i>	25,000 gp
85	<i>Eyes of doom</i>	25,000 gp
86	<i>Pearl of power, 5th-level spell</i>	25,000 gp
87	<i>Maul of the titans</i>	25,305 gp
88	<i>Strand of prayer beads</i>	25,800 gp
89	<i>Cloak of the bat</i>	26,000 gp
90	<i>Iron bands of binding</i>	26,000 gp
91	<i>Cube of frost resistance</i>	27,000 gp
92	<i>Helm of telepathy</i>	27,000 gp
93	<i>Periapt of proof against poison</i>	27,000 gp
94	<i>Robe of scintillating colors</i>	27,000 gp
95	<i>Manual of bodily health +1</i>	27,500 gp
96	<i>Manual of gainful exercise +1</i>	27,500 gp
97	<i>Manual of quick action +1</i>	27,500 gp
98	<i>Tome of clear thought +1</i>	27,500 gp

99	<i>Tome of leaders and influence +1</i>	27,500 gp
100	<i>Tome of understanding +1</i>	27,500 gp

TABLE 16-29: MAJOR WONDROUS ITEMS

d%	Item	Market Price
01	<i>Dimensional shackles</i>	28,000 gp
02	<i>Figurine of wondrous power, obsidian steed</i>	28,500 gp
03	<i>Drums of panic</i>	30,000 gp
04	<i>Ioun stone, orange</i>	30,000 gp
05	<i>Ioun stone, pale green prism</i>	30,000 gp
06	<i>Lantern of revealing</i>	30,000 gp
07	<i>Robe of blending</i>	30,000 gp
08	<i>Amulet of natural armor +4</i>	32,000 gp
09	<i>Amulet of proof against detection and location</i>	35,000 gp
10	<i>Carpet of flying, 5 ft by 10 ft.</i>	35,000 gp
11	<i>Golem manual, iron</i>	35,000 gp
12	<i>Amulet of health +6</i>	36,000 gp
13	<i>Belt of giant Strength +6</i>	36,000 gp
14	<i>Bracers of armor +6</i>	36,000 gp
15	<i>Cloak of Charisma +6</i>	36,000 gp
16	<i>Gloves of Dexterity +6</i>	36,000 gp
17	<i>Headband of intellect +6</i>	36,000 gp
18	<i>Ioun stone, vibrant purple prism</i>	36,000 gp
19	<i>Pearl of power, 6th-level spell</i>	36,000 gp
20	<i>Periapt of Wisdom +6</i>	36,000 gp
21	<i>Scarab of protection</i>	38,000 gp
22	<i>Ioun stone, lavender and green ellipsoid</i>	40,000 gp
23	<i>Ring gates</i>	40,000 gp
24	<i>Crystal ball</i>	42,000 gp
25	<i>Golem manual, greater stone</i>	44,000 gp
26	<i>Orb of storms</i>	48,000 gp
27	<i>Boots of teleportation</i>	49,000 gp
28	<i>Bracers of armor +7</i>	49,000 gp
29	<i>Pearl of power, 7th-level spell</i>	49,000 gp
30	<i>Amulet of natural armor +5</i>	50,000 gp
31	<i>Cloak of displacement, major</i>	50,000 gp
32	<i>Crystal ball with see invisibility</i>	50,000 gp
33	<i>Horn of Valhalla</i>	50,000 gp
34	<i>Crystal ball with detect thoughts</i>	51,000 gp
35	<i>Carpet of flying, 6 ft by 9 ft.</i>	53,000 gp
36	<i>Amulet of mighty fists +3</i>	54,000 gp
37	<i>Wings of flying</i>	54,000 gp
38	<i>Cloak of etherealness</i>	55,000 gp
39	<i>Instant fortress</i>	55,000 gp
40	<i>Manual of bodily health +2</i>	55,000 gp
41	<i>Manual of gainful exercise +2</i>	55,000 gp
42	<i>Manual of quick action +2</i>	55,000 gp
43	<i>Tome of clear thought +2</i>	55,000 gp
44	<i>Tome of leaders and influence +2</i>	55,000 gp
45	<i>Tome of understanding +2</i>	55,000 gp
46	<i>Eyes of charming</i>	56,000 gp
47	<i>Robe of stars</i>	58,000 gp
48	<i>Carpet of flying, 10 ft by 10 ft.</i>	60,000 gp
49	<i>Darkskull</i>	60,000 gp
50	<i>Cube of force</i>	62,000 gp
51	<i>Bracers of armor +8</i>	64,000 gp
52	<i>Pearl of power, 8th-level spell</i>	64,000 gp
53	<i>Crystal ball with telepathy</i>	70,000 gp
54	<i>Horn of blasting, greater</i>	70,000 gp
55	<i>Pearl of power, two spells</i>	70,000 gp
56	<i>Helm of teleportation</i>	73,500 gp
57	<i>Gem of seeing</i>	75,000 gp
58	<i>Robe of the archmagi</i>	75,000 gp
59	<i>Mantle of faith</i>	76,000 gp
60	<i>Crystal ball with true seeing</i>	80,000 gp
61	<i>Pearl of power, 9th-level spell</i>	81,000 gp
62	<i>Well of many worlds</i>	82,000 gp
63	<i>Manual of bodily health +3</i>	82,500 gp
64	<i>Manual of gainful exercise +3</i>	82,500 gp
65	<i>Manual of quick action +3</i>	82,500 gp
66	<i>Tome of clear thought +3</i>	82,500 gp
67	<i>Tome of leaders and influence +3</i>	82,500 gp
68	<i>Tome of understanding +3</i>	82,500 gp

69	<i>Apparatus of the crab</i>	90,000 gp
70	<i>Mantle of spell resistance</i>	90,000 gp
71	<i>Mirror of opposition</i>	92,000 gp
72	<i>Strand of prayer beads, greater</i>	95,800 gp
73	<i>Amulet of mighty fists +4</i>	96,000 gp
74	<i>Eyes of petrification</i>	98,000 gp
75	<i>Bowl of commanding water elementals</i>	100,000 gp
76	<i>Brazier of commanding fire elementals</i>	100,000 gp
77	<i>Censer of controlling air elementals</i>	100,000 gp
78	<i>Stone of controlling earth elementals</i>	100,000 gp
79	<i>Manual of bodily health +4</i>	110,000 gp
80	<i>Manual of gainful exercise +4</i>	110,000 gp
81	<i>Manual of quick action +4</i>	110,000 gp
82	<i>Tome of clear thought +4</i>	110,000 gp
83	<i>Tome of leaders and influence +4</i>	110,000 gp
84	<i>Tome of understanding +4</i>	110,000 gp
85	<i>Amulet of the planes</i>	120,000 gp
86	<i>Robe of eyes</i>	120,000 gp
87	<i>Helm of brilliance</i>	125,000 gp
88	<i>Manual of bodily health +5</i>	137,500 gp
89	<i>Manual of gainful exercise +5</i>	137,500 gp
90	<i>Manual of quick action +5</i>	137,500 gp
91	<i>Tome of clear thought +5</i>	137,500 gp
92	<i>Tome of leaders and influence +5</i>	137,500 gp
93	<i>Tome of understanding +5</i>	137,500 gp
94	<i>Efreeti bottle</i>	145,000 gp
95	<i>Amulet of mighty fists +5</i>	150,000 gp
96	<i>Chaos diamond</i>	160,000 gp
97	<i>Cubic gate</i>	164,000 gp
98	<i>Iron flask</i>	170,000 gp
99	<i>Mirror of mental prowess</i>	175,000 gp
100	<i>Mirror of life trapping</i>	200,000 gp

Wondrous Item Descriptions

Standard wondrous items are described below.

Amulet of Health: This amulet is a golden disk on a chain. It usually bears the image of a lion or other powerful animal. The amulet grants the wearer an enhancement bonus to Constitution of +2, +4, or +6.

Faint (+2), moderate (+4), strong (+6) transmutation; CL 5th (+2), 9th (+4), 13th (+6); Craft Wondrous Item, *bear’s endurance*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Amulet of Mighty Fists: This amulet grants an enhancement bonus of +1 to +5 on attack and damage rolls with unarmed attacks and natural weapons.

Faint (+1), moderate (+2), strong (+3, +4, +5) evocation; CL 3rd (+1), 6th (+2), 9th (+3), 12th (+4), 15th (+5); Craft Wondrous Item, *greater magic fang*; Price 6,000 gp (+1), 24,000 gp (+2), 54,000 gp (+3), 96,000 gp (+4), 150,000 gp (+5).

Amulet of Natural Armor: This amulet, usually crafted from bone or beast scales, toughens the wearer’s body and flesh, giving him an enhancement bonus to his natural armor bonus of from +1 to +5, depending on the kind of amulet.

Faint (+1), moderate (+2), strong (+3, +4, +5) transmutation; CL 3rd (+1), 6th (+2), 9th (+3), 12th (+4), 15th (+5); Craft Wondrous Item, *barkskin*; Price 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), or 50,000 gp (+5).

Amulet of the Planes: This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to utilize *plane shift*. However, this is a difficult item to master. The user must make a DC 15 Intelligence check in order to get the amulet to take him to the plane (and the specific location on that plane) that he wants. If he fails, the amulet transports him and all those traveling with him to a random location on that plane (01-60 on d%) or to a random plane (61-100).

Strong conjuration; CL 15th; Craft Wondrous Item, *plane shift*; Price 120,000 gp.

Amulet of Proof against Detection and Location: This silver amulet protects the wearer from scrying and magical location just as a *nondetection* spell does. If a divination spell is attempted against the wearer, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 19 (as if the caster had cast *nondetection* on himself).

Moderate abjuration; CL 8th; Craft Wondrous Item, *nondetection*; Price 35,000 gp.

Apparatus of the Crab: This item appears to be a large, sealed iron barrel, but it has a secret catch (Search DC 20 to locate) that opens a hatch in one end. Anyone who crawls inside finds ten (unlabeled) levers: The device has the following characteristics: hp 200; hardness 15; Speed 20 ft., swim 20 ft.; AC 20 (–1 size, +11 natural); Attack +12 melee (2d8, 2 pincers).

Lever

(1d10)	Lever Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap pincers
6	Move forward/backward
7	Turn left/right
8	Open “eyes” with <i>continual flame</i> inside/close “eyes”
9	Rise/sink in water
10	Open/close hatch

Operating a lever is a full-round action, and no lever may be operated more than once per round. However, since two Medium characters can fit inside, the apparatus can move and attack in the same round. The device can function in water up to 900 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.

Strong evocation and transmutation; CL 19th; Craft Wondrous Item, *animate objects, continual flame*, creator must have 8 ranks in the Knowledge (architecture & engineering) skill; Price 90,000 gp; *Weight* 500 lb.

Bag of Holding: This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a non-dimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and volume of the bag’s contents, depend on the bag’s type, as shown on the table below.

Bag	Weight	Weight Limit	Volume Limit	Market Price
Type I	15 lb.	250 lb.	30 cu ft.	2,500 gp
Type II	25 lb.	500 lb.	70 cu ft.	5,000 gp
Type III	35 lb.	1,000 lb.	150 cu ft.	7,400 gp
Type IV	60 lb.	1,500 lb.	250 cu ft.	10,000 gp

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a *bag of holding* is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is a move action - unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.

If a *bag of holding* is placed within a *portable hole* a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*.

Bag of Tricks: This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character that drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the commands described in the Handle Animal skill. Each of the three kinds of a *bag of tricks* produces a different set of animals. Use the following tables to determine what animals can be drawn out of each.

The heavy warhorse appears with harness and tack and accepts the character that drew it from the bag as a rider.

Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week.

----- Gray -----	----- Rust -----	----- Tan -----
d% Animal	d% Animal	d% Animal
01-30 Bat	01-30 Wolverine	01-30 Brown bear
31-60 Rat	31-60 Wolf	31-60 Lion
61-75 Cat	61-85 Boar	61-80 Heavy warhorse
76-90 Weasel	86-100 Black bear	81-90 Tiger
91-100 Badger		91-100 Rhinoceros

Faint or moderate conjuration; CL 3rd (gray), 5th (rust), 9th (tan); Craft Wondrous Item, *summon nature's ally II* (gray), *summon nature's ally III* (rust), or *summon nature's ally V* (tan); Price 900 gp (gray); 3,000 gp (rust); 6,300 gp (tan).

Bead of Force: This small black sphere appears to be a lusterless pearl. You can throw it up to 60 feet with no range penalties. Upon sharp impact, the bead explodes, sending forth a burst that deals 5d6 points of force damage to all creatures within a 10-foot radius.

It functions like a *resilient sphere* spell (Reflex DC 16 negates) with a radius of 10 feet and a duration of 10 minutes. A globe of shimmering force encloses a creature, provided the latter is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, *disintegrate*, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the globe cannot be physically moved either by people outside it or by the struggles of those within.

The explosion completely consumes the bead, making this a one-use item.

Moderate evocation; CL 10th; Craft Wondrous Item, *resilient sphere*; Price 3,000 gp.

Belt, Monk's: This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets him make one additional stunning attack per day. If the character is not a monk, he gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus.

Moderate transmutation; CL 10th; Craft Wondrous Item, *righteous might* or *transformation*; Price 13,000 gp; Weight 1 lb.

Belt of Dwarvenkind: This belt gives the wearer a +4 competence bonus on Charisma checks and Charisma-based skill checks as they relate to dealing with dwarves, a +2 competence bonus on similar checks when dealing with gnomes and halflings, and a -2 competence penalty on similar checks when dealing with anyone else. The wearer can understand, speak, and read Dwarven. If the wearer is not a dwarf, he gains 60-foot darkvision, dwarven stonecunning, +2 enhancement bonus to Constitution, and +2 resistance bonus on saves against poison, spells, or spell-like effects.

Moderate divination; CL 12th; Craft Wondrous Item, *tongues*, creator must be a dwarf; Price 14,900 gp; Weight 1 lb.

Belt of Giant Strength: This wide belt is made of thick leather and studded with iron. The belt adds to the wearer's Strength score in the form of an enhancement bonus of +4 or +6.

Moderate (+4), strong (+6) transmutation; CL 9th (+4), 13th (+6); Craft Wondrous Item, *bull's strength*; Price 16,000 gp (+4), 36,000 gp (+6); Weight 1 lb.

Blessed Book: This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked.

A wizard can fill the 1,000 pages of a *blessed book* with spells without paying the 25 gp per page material cost. This book is never found as randomly generated treasure with spells already inscribed in it.

Moderate transmutation; CL 7th; Craft Wondrous Item, *secret page*; Price 12,500 gp; Weight 1 lb.

Boat, Folding: A folding boat looks like a small wooden box - about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease.

A third word of command causes the boat or ship to fold itself into a box once again.

Faint transmutation; CL 6th; Craft Wondrous Item, *fabricate*, creator must have 2 ranks in the Craft (shipmaking) skill; Price 7,200 gp; Weight 4 lb.

Boots of Elvenkind: These soft boots enable the wearer to move quietly in virtually any surroundings, granting a +5 competence bonus on Move Silently checks.

Faint transmutation; CL 5th; Craft Wondrous Item, creator must be an elf; Price 2,500 gp; Weight 1 lb.

Boots of Levitation: On command, these leather boots allow the wearer to levitate as if he had cast *levitate* on himself.

Faint transmutation; CL 3rd; Craft Wondrous Item, *levitate*; Price 7,500 gp; Weight 1 lb.

Boots of Speed: As a free action, the wearer can click his boot heels together, enabling him to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the *haste* effect need not be consecutive rounds.

Moderate transmutation; CL 10th; Craft Wondrous Item, *haste*; Price 12,000 gp; Weight 1 lb.

Boots of Striding and Springing: These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. He can jump with a +5 competence bonus on Jump checks.

Faint transmutation; CL 3rd; Craft Wondrous Item, *longstrider*, creator must have 5 ranks in the Jump skill; Price 5,500 gp; Weight 1 lb.

Boots of Teleportation: Any character wearing this footwear may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Moderate conjuration; CL 9th; Craft Wondrous Item, *teleport*; Price 49,000 gp; Weight 3 lb.

Boots of the Winterlands: This footgear bestows many powers upon the wearer. First, he is able to travel across snow at his normal speed, leaving no tracks. The boots also enable him to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, *boots of the winterlands* warm the wearer, as if he were affected by an *endure elements* spell.

Faint abjuration and transmutation; CL 5th; Craft Wondrous Item, *cat's grace*, *endure elements*, *pass without trace*; Price 2,500 gp; Weight 1 lb.

Boots, Winged: These boots appear to be ordinary footgear. On command, the boots sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a *fly* spell. He can fly three times day for up to 5 minutes per flight.

Faint transmutation; CL 5th; Craft Wondrous Item, *fly*; Price 16,000 gp; Weight 1 lb.

Bottle of Air: This item appears to be a normal glass bottle with a cork. When taken to any airless environment it retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle to breathe. The bottle can even be shared by multiple characters who pass it around. Breathing out of the bottle is a standard action, but a character so doing can then act for as long as he can hold his breath.

Moderate transmutation; CL 7th; Craft Wondrous Item, *water breathing*; Price 7,250 gp; Weight 2 lb.

Bowl of Commanding Water Elementals: This large container is usually fashioned from blue or green semiprecious stone. It is about 1 foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh water, and certain words are spoken, a Large water elemental appears. The summoning words require 1 full round to speak. In all ways the bowl functions as the *summon monster VI* spell. Only one elemental can be called at a time. A new elemental requires the bowl to be filled with new water, which cannot happen until after the first elemental disappears (is dispelled, dismissed, or slain).

If salt water is used, the elemental is Huge rather than Large (as if *summon monster VII* had been cast).

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; Price 100,000 gp; Weight 3 lb.

Bracelet of Friends: This silver charm bracelet has four charms upon it when created. The owner may designate one person known to him to be keyed to one charm. (This designation takes a standard action, but once done it lasts forever or until changed.) When a charm is grasped and the name of the keyed individual is spoken, that person is called to the spot (a standard action) along with their gear, as long as the owner and the called person are on the same plane. The keyed individual knows who is calling, and the *bracelet of friends* only functions on willing travelers. Once a charm is activated, it disappears. Charms separated from the bracelet are worthless. A bracelet found with fewer than four charms is worth 25% less for each missing charm.

Strong conjuration; CL 15th; Craft Wondrous Item, *refuge*; Price 19,000 gp.

Bracers of Archery, Greater: These wristbands look like normal protective wear. The bracers empower the wearer to use any bow (not including crossbows) as if he were proficient in its use. If he already has proficiency with any type of bow, he gains a +2 competence bonus on attack rolls and a +1 competence bonus on damage rolls whenever using that type of bow. Both bracers must be worn for the magic to be effective.

Moderate transmutation; CL 8th; Craft Wondrous Item, Craft Magic Arms and Armor; Price 25,000 gp; Weight 1 lb.

Bracers of Archery, Lesser: These wristbands function as *greater bracers of archery*, except that they grant a +1 competence bonus on attack rolls and no bonus on damage rolls.

Faint transmutation; CL 4th; Craft Wondrous Item, Craft Magic Arms and Armor; Price 5,000 gp; Weight 1 lb.

Bracers of Armor: These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1 to +8, just as though he were wearing armor. Both bracers must be worn for the magic to be effective.

Faint (+1, +2), moderate (+3, +4, +5), strong (+6, +7, +8) conjuration; CL 3rd (+1), 5th (+2), 7th (+3), 9th (+4), 11th (+5), 13th (+6), 15th (+7), 17th (+8); Craft Wondrous Item, *mage armor*; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8); Weight 1 lb.

Brazier of Commanding Fire Elementals: This device appears to be a normal container for holding burning coals. When a fire is lit in the brazier and the proper summoning words are spoken, a Large fire elemental appears. The summoning words require 1 full round to speak. In all ways the brazier functions as the *summon monster VI* spell. If brimstone is added, the elemental is Huge instead of Large, and the brazier works as a *summon monster VII* spell. Only one elemental can be summoned at a time. A new elemental requires a new fire, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; Price 100,000 gp; Weight 5 lb.

Brooch of Shielding: This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb *magic missiles* of the sort generated by spell or spell-like ability. A brooch can absorb up to 101 points of damage from *magic missiles* before it melts and becomes useless.

Faint abjuration; CL 1st; Craft Wondrous Item, *shield*; Price 1,500 gp.

Broom of Flying: This broom is able to fly through the air as if affected by an *overland flight* spell (average maneuverability) for up to 9 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at a speed at 30 feet. In addition, the broom can travel alone to any destination named by the owner as long as he has a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when he speaks the command word. The *broom of flying* has a speed of 40 feet when it has no rider.

Moderate transmutation; CL 9th; Craft Wondrous Item, *overland flight*, *permanency*; Price 17,000 gp; Weight 3 lb.

Candle of Invocation: Each of these special tapers is dedicated to one of the nine alignments. Simply burning the candle generates a favorable aura for the individual so doing if the candle's alignment matches that of the character. Characters of the same alignment as the burning candle add a +2 morale bonus on attack rolls, saving throws, and skill checks while within 30 feet of the flame.

A cleric whose alignment matches the candle's operates as if two levels higher for purposes of determining spells per day if he burns the candle during or just prior to his spell preparation time. He can even cast spells normally unavailable to him, as if he were of that higher level, but only so long as the candle continues to burn. Except in special cases (see below), a candle burns for 4 hours.

In addition, burning a candle also allows the owner to cast a *gate* spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process. It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like. Doing this doesn't interfere with its magical properties.

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*, creator must be same alignment as candle created; Price 8,400 gp; Weight 1/2 lb.

Candle of Truth: This white tallow candle, when burned, calls into place a *zone of truth* spell (Will DC 13 negates) in a 5-foot radius centered on the candle. The zone lasts for 1 hour, as the candle burns. If the candle is snuffed before that time, the effect is canceled and the candle ruined.

Faint enchantment; CL 3rd; Craft Wondrous Item, *zone of truth*; Price 2,500 gp; Weight 1/2 lb.

Cape of the Mountebank: On command, this bright red and gold cape allows the wearer to use the magic of the *dimension door* spell once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination.

Moderate conjuration; CL 9th; Craft Wondrous Item, *dimension door*; Price 10,080 gp; Weight 1 lb.

Carpet of Flying: This rug is able to fly through the air as if affected by an *overland flight* spell of unlimited duration. The size, carrying capacity, and speed of the different *carpets of flying* are shown on the table below. Beautifully and intricately made, each carpet has its own command word to activate it - if the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions.

Size	Capacity	Speed	Weight	Market Price
5 ft by 5 ft.	200 lb.	40 ft.	8 lb.	20,000 gp
5 ft by 10 ft.	400 lb.	40 ft.	15 lb.	35,000 gp
10 ft by 10 ft.	800 lb.	40 ft.	10 lb.	60,000 gp

A *carpet of flying* can carry up to double its capacity, but doing so reduces its speed to 30 feet. It has average maneuverability, but a *carpet of flying* can still hover.

Moderate transmutation; CL 10th; Craft Wondrous Item, *overland flight*, *permanency*.

Censer of Controlling Air Elementals: This 6-inch-wide, 1-inch-high perforated golden vessel resembles a thurible found in a place of worship. If it is filled with incense and lit, summoning words spoken over it summon forth a Large air elemental. The summoning words require 1 full round to speak. In all ways the censer functions as the *summon monster VI* spell. If *incense of meditation* is burned within the censer, the air elemental is an elder air elemental instead (as if *summon monster IX* had just been cast). Only one elemental can be summoned at a time. A new elemental requires a new piece of incense, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Strong conjuration; CL 17th; Craft Wondrous Item, *summon monster VI*, *summon monster IX*; Price 100,000 gp; Weight 1 lb.

Chaos Diamond: This lustrous gemstone is uncut and about the size of a human fist. The gem grants its possessor the following powers:

- * *Confusion*, lesser
- * *Magic circle against law*
- * *Word of chaos*
- * *Cloak of chaos*

Each power is usable 1d4 times per day. This is rolled for each power individually and the character does not

A non-chaotic character who possesses a *chaos diamond* gains one negative level. Although this level never results in actual level loss, it remains as long as the diamond is in the character's possession and cannot be overcome in any way (including *restoration* spells).

Strong varied; CL 19th; Craft Wondrous Item, *cloak of chaos*, *magic circle against law*, *random action*, *word of chaos*, creator must be chaotic; Price 160,000 gp; Weight 1 lb.

Chime of Interruption: This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full minutes.

While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster can make a Concentration check (DC 15 + the spell's level).

Moderate evocation; CL 7th; Craft Wondrous Item, *shout*; Price 16,800 gp; Weight 1 lb.

Chime of Opening: A *chime of opening* is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A *chime of opening* also automatically dispels a *hold portal* spell or even an *arcane lock* cast by a wizard of lower than 15th level.

The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and *arcane locked*, it takes four uses of a *chime of opening* to get it open. A *silence* spell negates the power of the device. A brand-new chime can be used a total of ten times before it cracks and becomes useless.

Moderate transmutation; CL 11th; Craft Wondrous Item, *knock*; Price 3,000 gp; Weight 1 lb.

Circlet of Blasting, Minor: On command, this simple golden headband projects a blast of *searing light* (3d8 points of damage) once per day.

Faint evocation; CL 6th; Craft Wondrous Item, *searing light*; Price 6,480 gp.

Circlet of Blasting, Major: On command, this elaborate golden headband projects a blast of *searing light* (5d8 maximized for 40 points of damage) once per day.

Strong evocation; CL 17th; Craft Wondrous Item, Maximize Spell, *searing light*; Price 23,760 gp.

Circlet of Persuasion: This silver headband grants a +3 competence bonus on the wearer's Charisma-based checks.

Faint transmutation; CL 5th; Craft Wondrous Item, *eagle's splendor*; Price 4,500 gp.

Cloak of Arachnida: This black garment, embroidered with a web-like pattern in silk, gives the wearer the ability to climb as if a *spider climb* spell had been placed upon him. In addition, the cloak grants him immunity to entrapment by *web* spells or webs of any sort - he can actually move in webs at half his normal speed. Once per day, the wearer of this cloak can cast *web*. He also gains a +2 luck bonus on all Fortitude saves against poison from spiders.

Faint conjuration and transmutation; CL 6th; Craft Wondrous Item, *spider climb, web*; Price 14,000 gp; Weight 1 lb.

Cloak of the Bat: Fashioned of dark brown or black cloth, this cloak bestows a +5 competence bonus on Hide checks. The wearer is also able to hang upside down from the ceiling, like a bat.

By holding the edges of the garment, the wearer is able to *fly* as per the spell. If he desires, the wearer can actually polymorph himself into an ordinary bat and fly accordingly. (All possessions worn or carried are part of the transformation.) Flying, either with the cloak or in bat form, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to 7 minutes at a time, but after a flight of any duration the cloak cannot bestow any flying power for a like period of time.

Moderate transmutation; CL 7th; Craft Wondrous Item, *fly, polymorph*; Price 26,000 gp; Weight 1 lb.

Cloak of Charisma: This lightweight and fashionable cloak has a highly decorative silver trim. When in a character's possession, it adds a +2, +4, or +6 enhancement bonus to his Charisma score.

Faint transmutation (+2), moderate transmutation (+4), strong transmutation (+6); CL 5th (+2), 9th (+4), 13th (+6); Craft Wondrous Item, *eagle's splendor*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); Weight 1 lb.

Cloak of Displacement, Minor: This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves. This displacement works similar to the *displacement* spell except that it only grants a 20% miss chance on attacks against the wearer. It functions continually.

Faint illusion; CL 3rd; Craft Wondrous Item, *displacement*; Price 24,000 gp; Weight 1 lb.

Cloak of Displacement, Major: This item appears to be a normal cloak, but on command its magical properties distort and warp light waves. This displacement works just like the *displacement* spell and lasts for a total of 15 rounds per day, which the wearer can divide up as he sees fit.

Moderate illusion; CL 7th; Craft Wondrous Item, Extend Spell, *displacement*; Price 50,000 gp; Weight 1 lb.

Cloak of Elvenkind: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +5 competence bonus on Hide checks.

Faint illusion; CL 5th; Craft Wondrous Item, *invisibility*, creator must be an elf; Price 2,500 gp; Weight 1 lb.

Cloak of Etherealness: This silvery-gray cloak seems to absorb light rather than be illuminated by it. On command, the cloak makes its wearer ethereal (as the *ethereal jaunt* spell). The effect is dismissible. The cloak works for a total of up to 10 minutes per day. This duration need not be continuous.

Strong transmutation; CL 15th; Craft Wondrous Item, *ethereal jaunt*; Price 55,000 gp; Weight 1 lb.

Cloak of the Manta Ray: This cloak appears to be made of leather until the wearer enters salt water. At that time the *cloak of the manta ray* adheres to the individual, and he appears nearly identical to a manta ray (as the *polymorph* spell, except that it allows only manta ray form). He gains a +3 natural armor bonus, the ability to breathe underwater, and a swim speed of 60 feet, like a real manta ray.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that can be used to strike at opponents behind the wearer, dealing 1d6 points of damage. This attack can be used in addition to any other attack the character has, using his highest melee attack bonus. The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Moderate transmutation; CL 9th; Craft Wondrous Item, *polymorph, water breathing*; Price 7,200 gp; Weight 1 lb.

Cloak of Resistance: These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Faint (+1, +2), moderate (+3, +4), strong (+5) abjuration; CL 2nd (+1), 4th (+2), 6th (+3), 8th (+4), 10th (+5); Craft Wondrous Item, *resistance*; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

Crystal Ball: This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with the spell *scrying* (Will DC 16 negates).

Certain *crystal balls* have additional powers that can be used through the *crystal ball* on the target viewed.

<u>Crystal Ball Type</u>	<u>Market Price</u>
<i>Crystal ball</i>	42,000 gp
<i>Crystal ball with see invisibility</i>	50,000 gp
<i>Crystal ball with detect thoughts</i> (Will DC 13 negates)	51,000 gp
<i>Crystal ball with telepathy</i> ¹	70,000 gp
<i>Crystal ball with true seeing</i>	80,000 gp

¹ The viewer is able to send and receive silent mental messages with the person appearing in the crystal ball. Once per day the character may attempt to implant a *suggestion* (as the spell, Will DC 14 negates) as well.

Moderate divination; CL 10th; Craft Wondrous Item, *scrying* (plus any additional spells put into item); Weight 7 lb.

Cube of Force: This device is about 3/4 inch across and can be made of ivory, bone, or any hard mineral. It enables its possessor to put up a special *wall of force* 10 feet on a side around his person. This cubic screen moves with the character and is impervious to the attack forms mentioned on the table below. The cube has 36 charges, which are renewed each day. The possessor presses one face of the cube to activate a particular type of screen or to deactivate the device. Each effect costs a certain number of charges to maintain for every minute (or portion of a minute) it is in operation. Also, when an effect is active, the possessor's speed is limited to the maximum value given on the table.

When the *cube of force* is active, attacks dealing more than 30 points of damage drain 1 charge for every 10 points of damage beyond 30 that they deal. Spells that affect the integrity of the screen also drain extra charges. These spells (given in the list below) cannot be cast into or out of the cube:

Cube Face	Charge Cost per Minute	Maximum Speed	Effect
1	1	30 ft.	Keeps out gases, wind, etc.
2	2	20 ft.	Keeps out nonliving matter
3	3	15 ft.	Keeps out living matter
4	4	10 ft.	Keeps out magic
5	6	10 ft.	Keeps out all things
6	0	As normal	Deactivates
Attack Form	Extra Charges	Attack Form	Extra Charges
Disintegrate	6	Phase door	5
Horn of blasting	6	Prismatic spray	7
Passwall	3	Wall of fire	2

Moderate evocation; CL 10th; Craft Wondrous Item, *wall of force*; Price 62,000 gp.

Cube of Frost Resistance: This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a 10-round period, the cube is destroyed.

Faint abjuration; CL 5th; Craft Wondrous Item, *protection from energy*; Price 27,000 gp.

Cubic Gate: This item is fashioned from carnelian. Each of the six sides of the cube is keyed to a plane, one of which is the Material Plane. The character creating the item should choose the planes to which the other five sides are keyed.

If a side of the *cubic gate* is pressed once, it opens a *gate* to a random point on the plane keyed to that side. There is a 10% chance per minute that an outsider from that plane (determine randomly) comes through it looking for food, fun, or trouble. Pressing the side a second time closes the *gate*. It is impossible to open more than one *gate* at a time.

If a side is pressed twice in quick succession, the character so doing is transported to a random point on the other plane, along with all creatures in adjacent squares. (The other creatures may avoid this fate by succeeding on DC 23 Will saves).

Strong conjuration; CL 13th; Craft Wondrous Item, *plane shift*; Price 164,000 gp.

Darkskull: This skull, carved from ebony, is wholly evil. Wherever the skull goes, the area around it is treated as though an *unhallow* spell had been cast with the skull as the touched point of origin (except that no additional spell effect is tied or fixed to the *darkskull*).

Moderate evocation [evil]; CL 9th; Craft Wondrous Item, *unhallow*, creator must be evil; Price 60,000 gp; Weight 5 lb.

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type as well as the volume and velocity.

- * “Stream” pours out 1 gallon per round.
- * “Fountain” produces a 5-foot-long stream at 5 gallons per round.
- * “Geyser” produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round.

The geyser effect causes considerable back pressure, requiring the holder to make a DC 12 Strength check to avoid being knocked down. The force of the geyser deals 1d4 points of damage but can only affect one target per round. The command word must be spoken to stop it.

Moderate transmutation; CL 9th; Craft Wondrous Item, *control water*; Price 9,000 gp; Weight 2 lb.

Deck of Illusions: This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of thirty-four cards. When a card is drawn at random and thrown to the ground, a *major image* of a creature is formed. The figment lasts until dispelled. The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real. At all times it obeys the desires of the character who drew the card. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled. The cards in a deck and the illusions they bring forth are summarized on the following table. (Use one of the first two columns to simulate the contents of a full deck using either ordinary playing cards or tarot cards.)

Playing Card	Tarot Card	Creature
Ace of hearts	IV. The Emperor	Red dragon
King of hearts	Knight of swords	Male human fighter and four guards
Queen of hearts	Queen of staves	Female human wizard
Jack of hearts	King of staves	Male human druid
Ten of hearts	VII. The Chariot	Cloud giant
Nine of hearts	Page of staves	Ettin
Eight of hearts	Ace of cups	Bugbear
Two of hearts	Five of staves	Goblin

Playing Card	Tarot Card	Creature
Ace of diamonds	III. The Empress	Glabrezu (demon)
King of diamonds	Two of cups	Male elf wizard and female apprentice
Queen of diamonds	Queen of swords	Half-elf ranger (female)
Jack of diamonds	XIV. Temperance	Harpy
Ten of diamonds	Seven of staves	Male half-orc barbarian
Nine of diamonds	Four of pentacles	Ogre mage
Eight of diamonds	Ace of pentacles	Gnoll
Two of diamonds	Six of pentacles	Kobold

Playing Card	Tarot Card	Creature
Ace of spades	II. The High Priestess	Lich
King of spades	Three of staves	Three male human clerics
Queen of spades	Four of cups	Medusa
Jack of spades	Knight of pentacles	Male dwarf paladin
Ten of spades	Seven of swords	Frost giant
Nine of spades	Three of swords	Troll
Eight of spades	Ace of swords	Hobgoblin
Two of spades	Five of cups	Goblin

Playing Card	Tarot Card	Creature
Ace of clubs	VIII. Strength	Iron golem
King of clubs	Page of pentacles	Three male halfling rogues
Queen of clubs	Ten of cups	Pixies
Jack of clubs	Nine of pentacles	Female half-elf bard
Ten of clubs	Nine of staves	Hill giant
Nine of clubs	King of swords	Ogre
Eight of clubs	Ace of staves	Orc
Two of clubs	Five of cups	Kobold

Playing Card	Tarot Card	Creature
Joker	Two of pentacles	Illusion of deck’s owner
Joker	Two of staves	Illusion of deck’s owner (sex reversed)

A randomly generated deck is usually complete (11-100 on d%), but may be discovered (01-10) with 1d20 of its cards missing. If cards are missing, reduce the price by a corresponding amount.

Faint illusion; CL 6th; Craft Wondrous Item, *major image*; Price 8,100 gp; Weight 1/2 lb.

Dimensional Shackles: These shackles have golden runes traced across their cold iron surface. Any creature bound within them is affected as if a *dimensional anchor* spell were cast upon him (no save). They fit any Small to Large creature. The DC to break or slip out of the shackles is 30.

Moderate abjuration; CL 11th; Craft Wondrous Item, *dimensional anchor*; Price 28,000 gp; Weight 5 lb.

Drums of Panic: These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 120 feet (with the exception of those within a 20-foot-radius safe zone around the drums) are affected as by a *fear* spell (Will DC 16 partial). *Drums of panic* can be used once per day.

Moderate necromancy; CL 7th; Craft Wondrous Item, *fear*; Price 30,000 gp; Weight 10 lb. for the pair.

Dust of Appearance: This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats objects within a 10-foot radius, making them visible even if they are invisible. It likewise negates the effects of *blur* and *displacement*. (In this, it works just like the *faerie fire* spell). The dust also reveals figments, *mirror images*, and *projected images* for what they are. A creature coated with the dust takes a –30 penalty on its Hide checks. The dust’s effect lasts for 5 minutes.

Dust of appearance is typically stored in small silk packets or hollow bone tubes.

Faint conjuration; CL 5th; Craft Wondrous Item, *glitterdust*; Price 1,800 gp.

Dust of Disappearance: This dust looks just like *dust of appearance* and is typically stored in the same manner. A creature or object touched by it becomes invisible (as *greater invisibility*). Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including *see invisibility* or *invisibility purge*. *Dust of appearance*, however, does reveal people and objects made invisible by *dust of disappearance*. Other factors, such as sound and smell, also allow possible detection.

The *greater invisibility* bestowed by the dust lasts for 2d6 rounds. The invisible creature doesn't know when the duration will end.

Moderate illusion; CL 7th; Craft Wondrous Item, *greater invisibility*; Price 3,500 gp.

Dust of Dryness: This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed to nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled down, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

If the dust is employed against an elemental with the water subtype, the creature must make a DC 18 Fortitude save or be destroyed. The dust deals 5d6 points of damage to the creature even if its saving throw succeeds.

Moderate transmutation; CL 11th; Craft Wondrous Item, *control water*; Price 850 gp.

Dust of Illusion: This unremarkable powder resembles chalk dust or powdered graphite. Stare at it, however, and the dust changes color and form. Put *dust of illusion* on a creature, and that creature is affected as if by a *disguise self* glamor, with the individual who sprinkles the dust envisioning the illusion desired. An unwilling target is allowed a DC 11 Reflex save to avoid the dust. The glamor lasts for 2 hours.

Faint illusion; CL 6th; Craft Wondrous Item, *disguise self*; Price 1,200 gp.

Dust of Tracelessness: This normal-seeming dust is actually a magic powder that can conceal the passage of its possessor and his companions. Tossing a handful of this dust into the air causes a chamber of up to 100 square feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A handful of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for 250 feet back into the distance. The results of the dust are instantaneous, and no magical aura lingers afterward from this use of the dust. Survival checks made to track a quarry across an area affected by this dust have a DC 20 higher than normal.

Faint transmutation; CL 3rd; Craft Wondrous Item, *pass without trace*; Price 250 gp.

Efficient Quiver: This appears to be a typical arrow container capable of holding about twenty arrows. It has three distinct portions, each with a non-dimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to sixty objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to eighteen objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can produce any item he wishes, as if from a regular quiver or scabbard. The *efficient quiver* weighs the same no matter what's placed inside it.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*; Price 1,800 gp; Weight 2 lb.

Efreeti Bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly. There is a 10% chance (01-10 on d%) that the efreeti is insane and attacks immediately upon being released. There is also a 10% chance (91-100) that the efreeti of the bottle grants three *wishes*. In either case, the efreeti afterward disappears forever. The other 80% of the time (11-90), the inhabitant of the bottle loyally serves the character for up to 10 minutes per day (or until the efreeti's death), doing as he commands. Roll each day the bottle is opened for that day's effect.

Strong conjuration; CL 14th; Craft Wondrous Item, *summon monster VII*; Price 145,000 gp; Weight 1 lb.

Elemental Gem: This gem contains a conjuration spell attuned to a specific Elemental Plane (Air, Earth, Fire, or Water).

When the gem is crushed, smashed, or broken (a standard action), a Large elemental appears as if summoned by a *summon nature's ally* spell. The elemental is under the control of the creature that broke the gem.

The coloration of the gem varies with the type of elemental it summons. *Air elemental gems* are transparent, *earth elemental gems* are light brown, *fire elemental gems* are reddish orange, and *water elemental gems* are blue-green.

Moderate conjuration; CL 11th; Craft Wondrous Item, *summon nature's ally V*; Price 2,250 gp.

Elixir of Fire Breath: This strange elixir bestows upon the drinker the ability to spit goutts of flame. He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25 feet away. The victim can attempt a DC 13 Reflex save for half damage. Unused blasts dissipate 1 hour after the liquid is consumed.

Moderate evocation; CL 11th; Craft Wondrous Item, *scorching ray*; Price 1,100 gp.

Elixir of Hiding: A character drinking this liquid gains an intuitive ability to hide (+10 competence bonus on Hide checks for 1 hour).

Faint illusion; CL 5th; Craft Wondrous Item, *invisibility*; Price 250 gp.

Elixir of Love: This sweet-tasting liquid causes the character drinking it to become *charmed* with the first creature he sees after consuming the draft (as *charm person* - the drinker must be a humanoid of Medium or smaller size, Will DC 14 negates). The *charm* effects wear off in 1d3 hours.

Faint transmutation; CL 4th; Craft Wondrous Item, *charm person*; Price 150 gp.

Elixir of Sneaking: This draught of liquid grants the drinker the ability to walk softly and dampens sound around him slightly, granting a +10 competence bonus on Move Silently checks for 1 hour.

Faint illusion; CL 5th; Craft Wondrous Item, *silence*; Price 250 gp.

Elixir of Swimming: This elixir bestows swimming ability. An almost imperceptible magic sheath surrounds the drinker, allowing him to glide through the water easily (+10 competence bonus on Swim checks for 1 hour).

Faint illusion; CL 2nd; Craft Wondrous Item, creator must have 5 ranks in the Swim skill; Price 250 gp.

Elixir of Truth: This elixir forces the individual drinking it to say nothing but the truth for 10 minutes (Will DC 13 negates).

She is compelled to answer any questions put to him in that time, but with each question he is free to make a separate DC 13 Will save. If one of these secondary saves is successful, he doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question. No more than one question can be asked each round. This is a mind-affecting compulsion enchantment.

Faint enchantment; CL 5th; Craft Wondrous Item, *zone of truth*; Price 500 gp.

Elixir of Vision: Drinking this elixir grants the imbiber the ability to notice acute details with great accuracy (+10 competence bonus on Search checks for 1 hour).

Faint divination; CL 2nd; Craft Wondrous Item, *true seeing*; Price 250 gp.

Eversmoking Bottle: This metal urn is identical in appearance to an *efreeti bottle*, except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a 50-foot spread in 1 round. If the bottle is left unstoppered, the smoke billows out another 10 feet per round until it has covered a 100-foot radius. This area remains smoke-filled until the *eversmoking bottle* is stoppered.

The bottle must be resealed by a command word, after which the smoke dissipates normally. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round.

Faint transmutation; CL 3rd; Craft Wondrous Item, *pyrotechnics*; Price 5,400 gp; Weight 1 lb.

Eyes of Charming: These two crystal lenses fit over the user's eyes. The wearer is able to use *charm person* (one target per round) merely by meeting a target's gaze. Those failing a DC 16 Will save are *charmed* as

per the spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10.

Moderate enchantment; CL 7th; Craft Wondrous Item, Heighten Spell, *charm person*; Price 56,000 gp for a pair.

Eyes of Doom: These crystal lenses fit over the user's eyes, enabling him to cast *doom* upon those around him (one target per round) as a gaze attack, except that the wearer must take a standard action, and those merely looking at the wearer are not affected. Those failing a DC 11 Will save are affected as by the *doom* spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10. However, if the wearer has both lenses, he gains the additional power of a continual *deathwatch* effect and can use *fear* (Will DC 16 partial) as a normal gaze attack once per week.

Moderate necromancy; CL 11th; Craft Wondrous Item, *doom*, *deathwatch*, *fear*; Price 25,000 gp.

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. These lenses grant a +5 competence bonus on Spot checks. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as he covers his other eye. Of course, he can remove the single lens and see normally at any time, or wear both lenses to end or avoid the dizziness.

Faint divination; CL 3rd; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 2,500 gp.

Eyes of Petrification: These items are made of special crystal and fit over the eyes of the wearer. They allow him to use a petrification gaze attack (Fortitude DC 19 negates) for 10 rounds per day. Both lenses must be worn for the magic to be effective.

Moderate transmutation; CL 11th; Craft Wondrous Item, *flesh to stone*; Price 98,000 gp.

Feather Token: Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once.

Anchor: A token useful to moor a craft in water so as to render it immobile for up to one day.

Bird: A token that can be used to deliver a small written message unerringly to a designated target as would a carrier pigeon. The token lasts as long as it takes to carry the message.

Fan: A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph). This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to 8 hours. It does not function on land.

Swan Boat: A token that forms a swanlike boat capable of moving on water at a speed of 60 feet. It can carry eight horses and gear or thirty-two Medium characters or any equivalent combination. The boat lasts for one day.

Tree: A token that causes a great oak to spring into being (5-foot diameter trunk, 60-foot height, 40-foot top diameter). This is an instantaneous effect.

Whip: A token that forms into a huge leather whip and wields itself against any opponent desired just like a dancing weapon. The weapon has a +10 base attack bonus, does 1d6+1 points of damage, has a +1 enhancement bonus on attack and damage rolls, and makes a free grapple attack (with a +15 attack bonus) if it hits. The whip lasts no longer than 1 hour.

Moderate conjuration; CL 12th; Craft Wondrous Item, *major creation*; Price 50 gp (*anchor*), 300 gp (*bird*), 200 gp (*fan*), 450 gp (*swan boat*), 400 gp (*tree*), 500 gp (*whip*).

Figurines of Wondrous Power: Each of the several kinds of *figurines of wondrous power* appears to be a miniature statuette of a creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands Common but does not speak.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Bronze Griffon: When animated, a *bronze griffon* acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed

or when the command word is spoken, the *bronze griffon* once again becomes a tiny statuette.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 10,000 gp.

Ebony Fly: When animated, an *ebony fly* is the size of a pony and has all the statistics of a hippogriff but can make no attacks. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the *ebony fly* again becomes a tiny statuette.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 10,000 gp.

Golden Lions: These figurines come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from statuette form for one full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 16,500 gp.

Ivory Goats: These figurines come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

* **The Goat of Traveling:** This statuette provides a speedy and enduring mount equal to that of a heavy horse in every way except appearance. The goat can travel for a maximum of one day each week - continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used.

* **The Goat of Travail:** This statuette becomes an enormous creature, larger than a bull, with the statistics of a nightmare except for the addition of a pair of wicked horns of exceptional size (damage 1d8+4 for each horn). If it is charging to attack, it may only use its horns (but add 6 points of damage to each successful attack in that round). It can be called to life just once per month for up to 12 hours at a time.

* **The Goat of Terror:** When called upon with the proper command word, this statuette becomes a destrier-like mount, with the statistics of a light warhorse. However, its rider can employ the goat's horns as weapons (one horn as a +3 *heavy lance*, the other as a +5 *longsword*). When ridden in an attack against an opponent, the *goat of terror* radiates *fear* as the spell in a 30-foot radius (Will DC 16 partial). It can be used once every two weeks for up to 3 hours per use.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 21,000 gp.

Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a *marble elephant* grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant. The statuette can be used four times per month for up to 24 hours at a time.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 17,000 gp.

Obsidian Steed: This figurine appears to be a small, shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped. On command, the near-formless piece of obsidian becomes a fantastic mount. Treat it as a heavy warhorse with the following additional powers usable once per round at will: *overland flight*, *plane shift*, and *ethereal jaunt*. The steed allows itself to be ridden, but if the rider is of good alignment, the steed is 10% likely per use to carry him to the lower planes and then return to its statuette form. The statuette can be used once per week for one continuous period of up to 24 hours. Note that when an *obsidian steed* becomes ethereal or *plane shifts*, its rider and his gear follow suit.

Thus, the user can travel to other planes via this means.

Strong conjuration and transmutation; CL 15th; Craft Wondrous Item, *animate objects*, *etherealness*, *fly*, *plane shift*; Price 28,500 gp.

Onyx Dog: When commanded, this statuette changes into a creature with the same properties as a riding dog except that it is endowed with an Intelligence of 8, can communicate in Common, and has exceptional olfactory and visual abilities. (It has the scent ability and adds +4 to its Spot and Search checks.) It has 60-foot darkvision, and it can *see invisibility*. An *onyx dog* can be used once per week for up to 6 hours. It obeys only its owner.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 15,500 gp.

Serpentine Owl: This figurine becomes either a normal-sized horned owl or a giant owl according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl communicates with its owner by telepathic means, informing him of all it sees and hears. (Remember the limitations of its Intelligence.)

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 9,100 gp.

Silver Raven: This silver figurine turns into a raven on command (but it retains its metallic consistency, which gives it hardness 10). Another command sends it off into the air, bearing a message just like a creature affected by an *animal messenger* spell. If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic abilities. It can maintain its non-figurine status for only 24 hours per week, but the duration need not be continuous.

Faint enchantment and transmutation; CL 6th; Craft Wondrous Item, *animal messenger*, *animate objects*; Price 3,800 gp.

Gauntlets of Ogre Power: These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer great strength, adding a +2 enhancement bonus to his Strength score. Both gauntlets must be worn for the magic to be effective.

Faint transmutation; CL 5th; Craft Wondrous Item, *bull's strength*; Price 4,000 gp; Weight 4 lb.

Gauntlet of Rust: This single metal gauntlet looks rusted and pitted but is actually quite powerful. Once per day, it can affect an object as with the *rusting grasp* spell. It also completely protects the wearer and his gear from rust (magical or otherwise), including the attack of a rust monster.

Moderate transmutation; CL 7th; Craft Wondrous Item, *rusting grasp*; Price 11,500 gp (one glove); Weight 2 lb.

Gem of Brightness: This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits bright light of one of three sorts.

* One command word causes the gem to shed light as a hooded lantern. This use of the gem does not expend any charges.

* Another command word causes the *gem of brightness* to send out a bright ray 1 foot in diameter and 50 feet long. This strikes as a ranged touch attack, and any creature struck by this beam is blinded for 1d4 rounds unless it makes a DC 14 Fortitude save. This use of the gem expends 1 charge.

* The third command word causes the gem to flare in a blinding flash of light that fills a 30-foot cone. Although this glare lasts but a moment, any creature within the cone must make a DC 14 Fortitude save or be blinded for 1d4 rounds. This use expends 5 charges.

A newly created *gem of brightness* has 50 charges. When all its charges are expended, the gem becomes nonmagical.

Faint evocation; CL 6th; Craft Wondrous Item, *daylight*; Price 13,000 gp.

Gem of Seeing: This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a *gem of seeing* enables the user to see as though he were affected by the *true seeing* spell. A *gem of seeing* can be used for as much as 30 minutes a day, divided up into periods of minutes or rounds as the user sees fit.

Moderate divination; CL 10th; Craft Wondrous Item, *true seeing*; Price 75,000 gp.

Gloves of Arrow Snaring: Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible. Twice per day, the wearer can act as if he had the Snatch Arrows feat, even if he does not meet the prerequisites for it. Both gloves must be worn for the magic to be effective. At least one hand must be free to take advantage of the magic.

Faint abjuration; CL 3rd; Craft Wondrous Item, *shield*; Price 4,000 gp.

Gloves of Dexterity: These thin leather gloves are very flexible and allow for delicate manipulation. They add to the wearer's Dexterity score in the form of an enhancement bonus of +2, +4, or +6. Both gloves must be worn for the magic to be effective.

Faint transmutation (+2), moderate transmutation (+4), strong transmutation (+6); CL 5th (+2), 9th (+4), 13th (+6); Craft Wondrous Item, *cat's grace*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Glove of Storing: This device is a simple leather glove. On command, one item held in the hand wearing the glove disappears. The item can weigh no more than 20 pounds and must be able to be held in one hand. While stored, the item has negligible weight. With a snap of the fingers wearing the glove, the item reappears. A glove can only store one item at a time. Storing or retrieving the item is a free action. The item is held in stasis and shrunk down so small within the palm of the glove that it cannot be seen. Spell durations are not suppressed, but continue to expire. If an effect is suppressed or dispelled, the stored item appears instantly.

Faint transmutation; CL 6th; Craft Wondrous Item, *shrink item*; Price 10,000 gp (one glove); Weight 1/2 lb.

Gloves of Swimming and Climbing: These apparently normal lightweight gloves grant a +5 competence bonus on Swim checks and Climb checks. Both gloves must be worn for the magic to be effective.

Faint transmutation; CL 5th; Craft Wondrous Item, *bull's strength*, *cat's grace*; Price 6,250 gp.

Goggles of Minute Seeing: The lenses of this item are made of special crystal. When placed over the eyes of the wearer, the lenses enable him to see much better than normal at distances of 1 foot or less, granting him a +5 competence bonus on Search checks to find secret doors, traps, and similar concealed objects. Both lenses must be worn for the magic to be effective.

Faint divination; CL 3rd; Craft Wondrous Item, *true seeing*; Price 1,250 gp.

Goggles of Night: The lenses of this item are made of dark crystal. Even though the lenses are opaque, when placed over the eyes of the wearer they enable him to see normally and also grant him 60-foot darkvision. Both lenses must be worn for the magic to be effective.

Faint transmutation; CL 3rd; Craft Wondrous Item, *darkvision*; Price 12,000 gp.

Golem Manual: A *golem manual* contains information, incantations and magical power that help a character to craft a golem. The instructions therein grant a +5 competence bonus on skill checks made to craft the golem's body. Each manual also holds the prerequisite spells needed for a specific golem, effectively grants the builder use of the Craft Construct feat during the construction of the golem, and grants the character an increase to his caster level for the purpose of crafting a golem. Any golem built using a *golem manual* does not cost the creator any XP, since the requisite XP are "contained" in the book and "expended" by the book during the creation process.

The spells included in a *golem manual* require a spell trigger activation and can be activated only to assist in the construction of a golem. The cost of the book does not include the cost of constructing the golem's body. Once the golem is finished, the writing in the manual fades and the book is consumed in flames. When the book's ashes are sprinkled upon the golem, it becomes fully animated.

Clay Golem Manual: The book contains *animate objects*, *bleed*, *commune*, *prayer*, and *resurrection*. The reader may treat his caster level as two levels higher than normal for the purpose of crafting a clay golem. The book supplies 1,540 XP for the creation of a clay golem.

Moderate conjuration, divination, enchantment, and transmutation; CL 11th; Craft Construct, *animate objects*, *commune*, *prayer*, *resurrection*; Price 12,000 gp; Cost 2,150 gp + 1,712 XP; Weight 5 lb.

Flesh Golem Manual: The book contains *animate dead*, *bull's strength*, *geas/quest*, and *limited wish*. The reader may treat his caster level as one level higher than normal for the purpose of crafting a flesh golem. The book supplies 780 XP for the creation of a flesh golem.

Moderate enchantment, necromancy [evil], and transmutation; CL 8th; Craft Construct, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*; Price 8,000 gp; Cost 2,050 gp + 944 XP; Weight 5 lb.

Iron Golem Manual: The book contains *cloudkill*, *geas/quest*, *limited wish*, and *polymorph any object*. The reader may treat his caster level as four levels higher than normal for the purpose of crafting an iron golem. The book supplies 5,600 XP for the creation of an iron golem.

Strong conjuration, enchantment and transmutation; CL 16th; Craft Construct, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*; Price 35,000 gp; Cost 3,500 gp + 5,880 XP; Weight 5 lb.

Stone Golem Manual: The book contains *geas/quest*, *limited wish*, *polymorph any object*, and *slow*. The reader may treat his caster level as three levels higher than normal for the purpose of crafting a stone golem. The book supplies 3,400 XP for the creation of a stone golem.

Strong abjuration and enchantment; CL 14th; Craft Construct, *antimagic field*, *geas/quest*, *symbol of stunning*; Price 22,000 gp; Cost 2,500 gp + 3,600 XP; Weight 5 lb.

Stone Golem Manual, Greater: The book contains *geas/quest*, *limited wish*, *polymorph any object*, and *slow*. The reader may treat his caster level as three levels higher than normal for the purpose of crafting a stone golem. The book supplies 7,640 XP for the creation of a greater stone golem.

Strong abjuration and enchantment; CL 16th; Craft Magic Arms and Armor, Craft Wondrous Item, *antimagic field*, *geas/quest*, *symbol of stunning*; Price 44,000 gp; Cost 2,900 gp + 7,872 XP; Weight 5 lb.

Hand of Glory: This mummified human hand hangs by a leather cord around a character's neck (taking up space as a magic necklace would). If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it himself, and it does not count against his two-ring limit. The hand can wear only one ring at a time. Even without a ring, the hand itself allows its wearer to use *daylight* and *see invisibility* each once per day.

Faint varied; CL 5th; Craft Wondrous Item, *animate dead*; Price 8,000 gp; Weight 2 lb.

Hand of the Mage: This mummified elf hand hangs by a golden chain around a character's neck (taking up space as a magic necklace would). It allows the wearer to utilize the spell *mage hand* at will.

Faint transmutation; CL 2nd; Craft Wondrous Item, *mage hand*; Price 900 gp; Weight 2 lb.

Handy Haversack: A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*; Price 2,000 gp; Weight 5 lb.

Harp of Charming: This instrument is a golden, intricately carved harp. When played, it enables the performer to work one *suggestion* (as the spell, Will DC 14 negates) into the music for each 10 minutes of playing if he can succeed on a DC 14 Perform (string instruments) check. If the check fails, the audience cannot be affected by any further performances from the harpist for 24 hours.

Faint enchantment; CL 5th; Craft Wondrous Item, *suggestion*; Price 7,500 gp; Weight 5 lb.

Hat of Disguise: This apparently normal hat allows its wearer to alter his appearance as with a *disguise self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on.

Faint illusion; CL 1st; Craft Wondrous Item, *disguise self*; Price 1,800 gp; Weight 1 lb.

Headband of Intellect: This device is a light cord with a small gem set so that it rests upon the forehead of the wearer. The headband adds to the wearer's Intelligence score in the form of an enhancement bonus of +2, +4, or +6. This enhancement bonus does not earn the wearer extra skill points when a new level is attained; use the un-enhanced Intelligence bonus to determine skill points.

Faint transmutation (+2), moderate transmutation (+4), strong transmutation (+6); CL 5th (+2), 9th (+4), 13th (+6); Craft Wondrous Item, *fox's cunning*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Helm of Brilliance: This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word. Made of brilliant silver and polished steel, a newly created helm is set with large magic gems: ten diamonds, twenty rubies, thirty fire opals, and forty opals. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crown-like, gem-tipped spikes. The jewels' functions are as follows:

* Diamond: *Prismatic spray* (save DC 20)

* Ruby: *Wall of fire*

* Fire opal: *Fireball* (10d6, Reflex DC 20 half)

* Opal: *Daylight*

The helm may be used once per round, but each gem can perform its spell-like power just once. Until all its jewels are depleted, a *helm of brilliance* also has the following magical properties when activated.

* It emanates a bluish light when undead are within 30 feet. This light causes 1d6 points of damage per round to all such creatures within that range.

* The wearer may command any weapon he wields to become a flaming weapon. This is in addition to whatever abilities the weapon may already have (unless the weapon already is a flaming weapon). The command takes 1 round to take effect.

* The helm provides resistance to fire 30. This protection does not stack with similar protection from other sources.

Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.

If a creature wearing the helm is damaged by magical fire (after the fire protection is taken into account) and fails an additional DC 15 Will save, the remaining gems on the helm overload and detonate. Remaining diamonds become *prismatic sprays* that each randomly target a creature within range (possibly the wearer), rubies become straight-line *walls of fire* extending outward in a random direction from the helm wearer, and fire opals become *fireballs* centered on the helm wearer. The opals and the helm itself are destroyed.

Strong varied; CL 13th; Craft Wondrous Item, *detect undead*, *fireball*, *flame blade*, *light*, *prismatic spray*, *protection from energy*, *wall of fire*; Price 125,000 gp; Weight 3 lb.

Helm of Comprehend Languages and Read Magic: Appearing as a normal helmet, a *helm of comprehend languages and read magic* grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. The wearer gains a +5 competence bonus on Decipher Script checks to understand messages written in incomplete, archaic, or exotic forms. Note that understanding a magical text does not necessarily imply spell use.

Faint divination; CL 4th; Craft Wondrous Item, *comprehend languages*, *read magic*; Price 5,200 gp; Weight 3 lb.

Helm of Telepathy: The wearer can use *detect thoughts* at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Once per day, the wearer of the helm can implant a *suggestion* (as the spell, Will DC 14 negates) along with his telepathic message.

Faint divination and enchantment; CL 5th; Craft Wondrous Item, *detect thoughts*, *suggestion*; Price 27,000 gp; Weight 3 lb.

Helm of Teleportation: A character wearing this device may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Moderate conjuration; CL 9th; Craft Wondrous Item, *teleport*; Price 73,500 gp; Weight 3 lb.

Helm of Underwater Action: The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing him to see five times farther than water and light conditions would allow for normal human vision. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling him to breathe freely.

Faint transmutation; CL 5th; Craft Wondrous Item, *water breathing*; Price 57,000 gp; Weight 3 lb.

Horn of Blasting: This horn appears to be a normal trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 5d6 points of sonic damage to creatures within a 40-foot cone and causes them to be deafened for 2d6 rounds (a DC 16 Fortitude save reduces the damage by half and negates the deafening). Crystalline objects and creatures take 7d6 points of sonic damage, with no save unless they're held, worn, or carried by creatures (Will DC 16 negates).

If a *horn of blasting* is used magically more than once in a given day, there is a 20% cumulative chance with each extra use that it explodes and deals 10d6 points of damage to the person sounding it.

Moderate evocation; CL 7th; Craft Wondrous Item, *shout*; Price 20,000 gp; Weight 1 lb.

Horn of Blasting, Greater: This horn functions as a *horn of blasting*, except that it deals 10d6 points of sonic damage, stuns creatures for 1 round, and deafens them for 4d6 rounds (a DC 19 Fortitude reduces the damage by half and negates the stunning and deafening). Crystalline objects take 16d6 points of sonic damage as described for the *horn of blasting*. A *greater horn of blasting* also has a 20% cumulative chance of exploding.

Strong evocation; CL 16th; Craft Wondrous Item, *greater shout*; Price 70,000 gp; Weight 1 lb.

Horn of Fog: This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an *obscuring mist* spell. The fog covers a 10-foot square next to the horn blower each round that the user continues to blow the horn; fog clouds travel 10 feet each round in a straight line from the emanation point unless blocked by something substantial such as a wall. The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast. The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Faint conjuration; CL 3rd; Craft Wondrous Item, *obscuring mist*; Price 2,000 gp; Weight 1 lb.

Horn of Goodness/Evil: This trumpet adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment. If the owner is neither good nor evil, the horn has no power whatsoever. If he is good, then blowing the horn has the effect of a *magic circle against evil*. If he is evil, then blowing the horn has the effect of a *magic circle against good*. In either case, this ward lasts for 1 hour. The horn can be blown once per day.

Faint abjuration; CL 6th; Craft Wondrous Item, *magic circle against good*, *magic circle against evil*; Price 6,500 gp; Weight 1 lb.

Horn of the Tritons: This device is a conch shell that can be blown once per day except by a triton, which can sound it three times per day. A *horn of the tritons* can perform any one of the following functions when blown.

- * Calm rough waters in a 1-mile radius. This effect dispels a summoned water elemental if it fails a DC 16 Will save.

- * Attract 5d4 Large sharks (01-30 on d%), 5d6 Medium sharks (31-80), or 1d10 sea lions (81-100) if the character is in a body of water in which such creatures dwell. The creatures are friendly and obey, to the best of their ability, the one who sounded the horn.

- * Causes aquatic creatures with Intelligence scores of 1 or 2 within 500 feet to become panicked as if they had been targeted by a *fear* spell (Will DC 16 partial). Those who successfully save are shaken for 3d6 rounds.

Any sounding of a *horn of the tritons* can be heard by all tritons within a 3-mile radius.

Moderate conjuration and transmutation; CL 8th; Craft Wondrous Item, *fear*, *summon monster V*, *control water*, creator must be a triton or get construction aid from a triton; Price 15,100 gp; Weight 2 lb.

Horn of Valhalla: This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human barbarians to fight for the character who summoned them. Each horn can be blown just once every seven days. Roll d% and refer to the table below to see what type of horn is found. The horn's type determines what barbarians are summoned and what prerequisite is needed to use the horn. Any character who uses a *horn of Valhalla* but doesn't have the prerequisite is attacked by the barbarians he himself summoned.

Type of Barbarians			
d%	Horn	Summoned	Prerequisite
01-40	Silver	2d4+2, 2nd level	None
41-75	Brass	2d4+1, 3rd level	Spellcaster level 1st
76-90	Bronze	2d4, 4th level	Proficiency with all martial weapons or bardic music ability
91-100	Iron	1d4+1, 5th level	Proficiency with all martial weapons or bardic music ability

Summoned barbarians are constructs, not actual people (though they seem to be); they arrive with the starting equipment for barbarians. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*; Price 50,000 gp; Weight 2 lb.

Horseshoes of Speed: These iron shoes come in sets of four like ordinary horseshoes. When affixed to an animal's hooves, they increase

the animal's base land speed by 30 feet; this counts as an enhancement bonus. As with other effects that increase speed, jumping distances increase proportionally. All four shoes must be worn by the same animal for the magic to be effective.

Faint transmutation; CL 3rd; Craft Wondrous Item, *haste*; Price 3,000 gp; Weight 12 lb. (for four).

Horseshoes of a Zephyr: These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that nonsolid or unstable surfaces can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves at its normal base land speed. All four shoes must be worn by the same animal for the magic to be effective.

Faint transmutation; CL 3rd; Craft Wondrous Item, *levitate*; Price 6,000 gp; Weight 4 lb. (for four).

Incense of Meditation: This small rectangular block of sweet smelling incense is visually indistinguishable from nonmagical incense until lit. When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by anyone making a DC 15 Spellcraft check.

When a divine spellcaster lights a block of *incense of meditation* and then spends 8 hours praying and meditating nearby, the incense enables him to prepare all his spells as though affected by the Maximize Spell feat. However, all the spells prepared in this way are at their normal level, not at three levels higher (as with the regular metamagic feat).

Each block of incense burns for 8 hours, and the effects persist for 24 hours.

Moderate enchantment; CL 7th; Craft Wondrous Item, Maximize Spell, *bless*; Price 4,900 gp; Weight 1 lb.

Instant Fortress: This metal cube is small, but when activated by speaking a command word it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a crenellated battlement atop it. The metal walls extend 10 feet into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that opens only at the command of the owner of the fortress - even *knock* spells can't open the door.

The adamantine walls of *instant fortress* have 100 hit points and hardness 20. The fortress cannot be repaired except by a *wish* or a *miracle*, which restores 50 points of damage taken.

The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d10 points of damage (Reflex DC 19 half).

The fortress is deactivated by speaking a command word (different from the one used to activate it). It cannot be deactivated unless it is empty.

Strong conjuration; CL 13th; Craft Wondrous Item, *mage's magnificent mansion*; Price 55,000 gp.

Ioun Stones: These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, he must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from his head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while he is sleeping, for example), but he loses the benefits of the stone during that time. *Ioun stones* have AC 24, 10 hit points, and hardness 5.

Color	Shape	Effect
Clear	Spindle	Sustains creature without food or water <i>Market Price:</i> 4,000 gp
Dusty rose	Prism	+1 insight bonus to AC <i>Market Price:</i> 5,000 gp
Deep red	Sphere	+2 enhancement bonus to Dexterity <i>Market Price:</i> 8,000 gp
Incandescent blue	Sphere	+2 enhancement bonus to Wisdom <i>Market Price:</i> 8,000 gp
Pale blue	Rhomboid	+2 enhancement bonus to Strength <i>Market Price:</i> 8,000 gp
Pink	Rhomboid	+2 enhancement bonus to Constitution <i>Market Price:</i> 8,000 gp
Pink and green	Sphere	+2 enhancement bonus to Charisma <i>Market Price:</i> 8,000 gp

Scarlet and blue	Sphere	+2 enhancement bonus to Intelligence
<i>Market Price:</i> 8,000 gp		
Dark blue	Rhomboid	Alertness (as the feat)
<i>Market Price:</i> 10,000 gp		
Vibrant purple	Prism	Stores three levels of spells, as a <i>ring of spell storing</i>
<i>Market Price:</i> 36,000 gp		
Iridescent	Spindle	Sustains creature without air
<i>Market Price:</i> 18,000 gp		
Pale lavender	Ellipsoid	Absorbs spells of 4th level or lower ¹
<i>Market Price:</i> 20,000 gp		
Pearly white	Spindle	Regenerate 1 point of damage per hour
<i>Market Price:</i> 20,000 gp		
Pale green	Prism	+1 competence bonus on attack rolls, saves, skill checks, and ability checks
<i>Market Price:</i> 30,000 gp		
Orange	Prism	+1 caster level
<i>Market Price:</i> 30,000 gp		
Lavender and green	Ellipsoid	Absorbs spells of 8th level or lower ²
<i>Market Price:</i> 40,000 gp		

1 After absorbing twenty spell levels, the stone burns out and turns to dull gray, forever useless.

2 After absorbing fifty spell levels, the stone burns out and turns dull gray, forever useless.

Regeneration from the pearly white *ioun stone* works like a *ring of regeneration*. (It only cures damage taken while the character is using the stone.) The pale lavender and lavender and green stones work like a *rod of absorption*, but absorbing a spell requires a readied action, and these stones cannot be used to empower spells. Stored spells in the vibrant purple stone must be placed by a spellcaster but can be used by anyone (see *ring of minor spell storing*).

Moderate varied; CL 12th; Craft Wondrous Item.

Iron Bands of Binding: When initially discovered, this very potent item appears to be a 3-inch-diameter rusty iron sphere with bandings on the globe.

When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and then contract to bind the target creature on a successful ranged touch attack. A single Large or smaller creature can be captured thus and held immobile until the command word is spoken to bring the bands into spherical form again. The creature can break (and ruin) the bands with a DC 30 Strength check or escape them with a DC 30 Escape Artist check. *Iron bands of binding* are usable once per day.

Strong evocation; CL 13th; Craft Wondrous Item, *grasping hand*; Price 26,000 gp; Weight 1 lb.

Iron Flask: These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane into the container, provided that creature fails a DC 19 Will save. The range of this effect is 60 feet. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature.

The command word can be given only once per day.

If the individual freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour. If freed without the command word, the creature acts according to its natural inclinations. (It usually attacks the user, unless it perceives a good reason not to.) Any attempt to force the same creature into the flask a second time provides it a +2 bonus on its saving throw and makes it hostile. A newly discovered bottle might contain any of the following:

d% Contents	d% Contents
01-50 Empty	89 Demon (glabrezu)
51-54 Large air elemental	90 Demon (succubus)
55-58 Arrowhawk	91 Devil (osyluth)
59-62 Large earth elemental	92 Devil (barbazu)
63-66 Xorn	93 Devil (erinyes)
67-70 Large fire elemental	94 Devil (cornugon)
71-74 Salamander	95 Celestial (avoral)
75-78 Large water elemental	96 Celestial (ghaele)
79-82 Adult tojanida	97 Formian myrmarch
83-84 Chaos Beast	98 Arrowhawk, elder
85-86 Formian taskmaster	99 Rakshasa
87 Demon (vrock)	100 Demon (balor) or devil (pit

88 Demon (hezrou) fiend) - equal chance for either

Strong conjuration; CL 20th; Craft Wondrous Item, *trap the soul*; Price 170,000 gp (empty); Weight 1 lb.

Lantern of Revealing: This lantern operates as a normal hooded lantern. While it is lit, it also reveals all invisible creatures and objects within 25 feet of it, just like the spell *invisibility purge*.

Faint evocation; CL 5th; Craft Wondrous Item, *invisibility purge*; Price 30,000 gp; Weight 2 lb.

Lens of Detection: This circular prism enables its user to detect minute details, granting a +5 bonus on Search checks.

It also aids in following tracks, adding a +5 bonus on Survival checks when tracking. The lens is about 6 inches in diameter and set in a frame with a handle.

Moderate divination; CL 9th; Craft Wondrous Item, *true seeing*; Price 3,500 gp; Weight 1 lb.

Lyre of Building: If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300 feet. This includes the effects of a *horn of blasting*, a *disintegrate* spell, or an attack from a ram or similar siege weapon. The lyre can be used in this way once per day, with the protection lasting for 30 minutes.

The lyre is also useful with respect to building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 30 minutes of playing is equal to the work of 100 humans laboring for three days. Each hour after the first, a character playing the lyre must make a DC 18 Perform (string instruments) check. If it fails, he must stop and cannot play the lyre again for this purpose until a week has passed.

Faint transmutation; CL 6th; Craft Wondrous Item, *fabricate*; Price 13,000 gp; Weight 5 lb.

Mantle of Faith: This holy garment, worn over normal clothing, grants damage reduction 5/evil to the character wearing it.

Strong abjuration [good]; CL 20th; Craft Wondrous Item, *stoneskin*; Price 76,000 gp.

Mantle of Spell Resistance: This garment, worn over normal clothing or armor, grants the wearer spell resistance 21.

Moderate abjuration; CL 9th; Craft Wondrous Item, *spell resistance*; Price 90,000 gp.

Manual of Bodily Health: This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Constitution score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Manual of Gainful Exercise: This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Manual of Quick Action: This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Dexterity score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Marvelous Pigments: These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image. One pot of *marvelous pigments* is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface.

Only normal, inanimate objects can be created. Creatures can't be created. The pigments must be applied to a surface. It takes 10 minutes and a DC 15 Craft (painting) check to depict an object with the pigments. *Marvelous pigments* cannot create magic items. Objects of value depicted by the pigments - precious metals, gems, jewelry, ivory, and so on - appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials. The user can create normal weapons, armor, and any other mundane item (including foodstuffs) whose value does not exceed 2,000 gp.

Items created are not magical; the effect is instantaneous.

Strong conjuration; CL 15th; Craft Wondrous Item, *major creation*; Price 4,000 gp.

Mask of the Skull: This ivory mask has been fashioned into the likeness of a human skull. Once per day, after it has been worn for at least 1 hour, the mask can be loosed to fly from the wearer's face. It travels up to 50 feet away from the wearer and attacks a target assigned to it. The grinning skull mask makes a touch attack against the target based on the wearer's base attack bonus. If the attack succeeds, the target must make a DC 20 Fortitude save or be struck dead, as if affected by a *finger of death* spell. If the target succeeds on his saving throw, he nevertheless takes 3d6+13 points of damage. After attacking (whether successful or not), the mask flies back to its user. The mask has AC 16, 10 hit points, and hardness 6.

Strong necromancy and transmutation; CL 13th; Craft Wondrous Item, *animate objects*, *finger of death*, *fly*; Price 22,000 gp; Weight 3 lb.

Mattock of the Titans: This digging tool is 10 feet long. Any creature of at least Huge size can use it to loosen or tumble earth or earthen ramparts (a 10-foot cube every 10 minutes). It also smashes rock (a 10-foot cube per hour). If used as a weapon, it is the equivalent of a Gargantuan +3 *adamantine warhammer*, dealing 4d6 points of base damage.

Strong transmutation; CL 16th; Craft Wondrous Item, Craft Magic Arms and Armor, *move earth*; Price 23,348 gp; Cost 13,348 gp + 800 XP; Weight 120 lb.

Maul of the Titans: This mallet is 8 feet long. If used as a weapon, it is the equivalent of a +3 *greatclub* and deals triple damage against inanimate objects. However, the wielder must have a Strength of at least 18 to wield it properly. Otherwise, he takes a -4 penalty on attack rolls.

Strong evocation; CL 15th; Craft Wondrous Item, Craft Magic Arms and Armor, *clenched fist*; Price 25,305 gp; Cost 12,305 gp + 480 XP; Weight 160 lb.

Medallion of Thoughts: This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell *detect thoughts*.

Faint divination; CL 5th; Craft Wondrous Item, *detect thoughts*; Price 12,000 gp.

Mirror of Life Trapping: This crystal device is usually about 4 feet square and framed in metal or wood. It can be hung or placed on a surface and then activated by giving a command word. The same command word deactivates the mirror. A *mirror of life trapping* has fifteen non-spatial extradimensional compartments within it. Any creature coming within 30 feet of the device and looking at its own reflection must make a DC 23 Will save or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device always sees its own reflection. The probability of a creature seeing its reflection, and thus needing to make the saving throw, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it (treat as a gaze attack).

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs and undead are not trapped, nor are inanimate objects and other nonliving matter. A victim's equipment (including clothing and anything being carried) remains behind. If the mirror's owner knows the right command word, he can call the reflection of any creature trapped within to its surface and engage his powerless prisoner in conversation. Another command word frees the trapped creature. Each pair of command words is specific to each prisoner.

If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is broken, all victims currently trapped in it are freed.

Strong abjuration; CL 17th; Craft Wondrous Item, *imprisonment*; Price 200,000 gp; Weight 50 lb.

Mirror of Mental Prowess: This mirror resembles an ordinary looking glass 5 feet tall by 2 feet wide. The possessor who knows the proper commands can cause it to perform as follows.

* Read the thoughts of any creature reflected therein, as long as the owner is within 25 feet of the mirror, even if those thoughts are in an unknown language.

* View other places as if with *clairvoyance*, but vision extends even onto other planes if the viewer is sufficiently familiar with them.

* Use it as a portal to visit other places. The user first views the place with the *clairvoyance* function, then steps through the mirror to the place pictured. Others can follow him through the mirror if they like. An invisible portal remains on the other side where he arrives, and he can return through that portal. Once he returns, the portal closes. The portal closes on its own after 24 hours (trapping the user if he's still in the other place), and the user can also close it with a command word. Creatures with Intelligence of 12 or higher might notice the portal just as they might notice a magical sensor from a *scrying* spell. Any creature who steps through the portal appears in front of the mirror.

* Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface (giving answers similar to those from the *legend lore* spell).

Strong conjuration and divination; CL 17th; Craft Wondrous Item, *detect thoughts*, *clairaudience/clairvoyance*, *gate*, *legend lore*; Price 175,000 gp; Weight 40 lb.

Mirror of Opposition: This item resembles a normal mirror about 4 feet long and 3 feet wide. It can be hung or placed on a surface and then activated by speaking a command word. The same command word deactivates the mirror. If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and his items disappear completely. The mirror functions up to four times per day.

Strong necromancy; CL 15th; Craft Wondrous Item, *clone*; Price 92,000 gp; Weight 45 lb.

Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as *cloudkill* and *stinking cloud* effects, as well as inhaled poisons) and allowing him to breathe, even underwater or in a vacuum.

Moderate transmutation; CL 7th; Craft Wondrous Item, *alter self*; Price 9,000 gp.

Necklace of Fireballs: This device appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, all can see the strand as it really is - a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a *fireball* spell (Reflex DC 14 half).

Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6. The market price of a sphere is 150 gp for each die of damage it deals.

Each *necklace of fireballs* contains a combination of spheres of various strengths. Some traditional combinations, designated types I through VII, are detailed below.

	Market									
Necklace	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	Price
Type I	---	---	---	---	---	1	---	2	---	1,650 gp
Type II	---	---	---	---	1	---	2	---	2	2,700 gp
Type III	---	---	---	1	---	2	---	4	---	4,350 gp
Type IV	---	---	1	---	2	---	2	---	4	5,400 gp
Type V	---	1	---	2	---	2	---	2	---	5,850 gp
Type VI	1	---	2	---	2	---	4	---	---	8,100 gp
Type VII	1	2	---	2	---	2	---	2	---	8,700 gp

If the necklace is being worn or carried by a character who fails his saving throw against a magical fire attack, the item must make a saving throw as well (with a save bonus of +7). If the necklace fails to save, all its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.

Moderate evocation; CL 10th; Craft Wondrous Item, *fireball*.

Orb of Storms: This glass sphere is 8 inches in diameter. The possessor can call forth all manner of weather, even supernaturally destructive storms. Once per day he can call upon the orb to use a *control weather* spell, once per month, he can conjure a *storm of vengeance*. The possessor of the orb is continually protected by an *endure elements* effect.

Strong varied; CL 18th; Craft Wondrous Item, *control weather*, *endure elements*, *storm of vengeance*; Price 48,000 gp; Weight 6 lb.

Pearl of Power: This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a *pearl of power* enables the possessor to recall any one spell that he had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Strong transmutation; CL 17th; Craft Wondrous Item, creator must be able to cast spells of the spell level to be recalled; Price 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th), or 70,000 gp (two spells).

Pearl of the Sirines: This normal-seeming pearl is beautiful and worth at least 1,000 gp on that basis alone. If it is clasped firmly in hand or held to the breast while the possessor attempts actions related to the pearl's powers, he understands and is able to employ the item.

The pearl enables its possessor to breathe in water as if he were in clean, fresh air. His swim speed is 60 feet, and he can cast spells and act underwater without hindrance.

Moderate abjuration and transmutation; CL 8th; Craft Wondrous Item, *freedom of movement*, *water breathing*; Price 15,300 gp.

Periapt of Health: The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases.

Faint conjuration; CL 5th; Craft Wondrous Item, *remove disease*; Price 7,500 gp.

Periapt of Proof against Poison: This item is a brilliant-cut black gem on a delicate silver chain. The wearer is immune to poison, although poisons still active when the periapt is first donned still run their course.

Faint conjuration; CL 5th; Craft Wondrous Item, *neutralize poison*; Price 27,000 gp.

Periapt of Wisdom: Although it appears to be a normal pearl on a light chain, a *periapt of wisdom* actually increases the possessor's Wisdom score in the form of an enhancement bonus of +2, +4, or +6 (depending on the individual item).

Faint transmutation (+2), moderate transmutation (+4), strong transmutation (+6); CL 5th (+2), 9th (+4), 13th (+6); Craft Wondrous Item, *owl's wisdom*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Periapt of Wound Closure: This stone is bright red and dangles on a gold chain. The wearer of this periapt automatically becomes stable if his hit points drop to between -1 and -9 inclusive. The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage that involves bleeding is negated for the wearer of the periapt, but he is still susceptible to damage from bleeding that causes Constitution loss, such as that dealt by a wounding weapon.

Moderate conjuration; CL 10th; Craft Wondrous Item, *heal*; Price 15,000 gp.

Phylactery of Faithfulness: This item is a small box containing religious scripture affixed to a leather cord and tied around the forehead. There is no mundane way to determine what function this religious item performs until it is worn. The wearer of a *phylactery of faithfulness* is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects. He acquires this information prior to performing such an action or becoming associated with such an item if he takes a moment to contemplate the act.

Faint divination; CL 1st; Craft Wondrous Item, *detect chaos*, *detect evil*, *detect good*, *detect law*; Price 1,000 gp.

Phylactery of Undead Turning: This item is a boon to any character able to turn undead, allowing him to do so as if his class level were four levels higher than it actually is.

Moderate necromancy [good]; CL 10th; Craft Wondrous Item, 10th-level cleric; Price 11,000 gp.

Pipes of Haunting: This magic item appears to be a small set of pan pipes. When played by a person who succeeds on a DC 15 Perform (wind instruments) check, the pipes create an eerie, spellbinding tune. Those within 30 feet who hear the tune must succeed on a DC 13 Will save or become frightened for 4 rounds. Creatures with 6 or more Hit Dice are unaffected. *Pipes of haunting* can be sounded twice a day.

Faint necromancy; CL 4th; Craft Wondrous Item, *scare*; Price 6,000 gp; Weight 3 lb.

Pipes of Pain: These appear to be like any other standard set of pipes with nothing to reveal their true nature. When played by someone who succeeds on a DC 15 Perform (wind instruments) check, the pipes create a wondrous melody. All within 30 feet must make a DC 14 Will save or be fascinated by the sound. (This is a mind-affecting sonic compulsion.)

As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise. Unless a character is in a totally silent area, he takes 1d4 points of damage per round for 2d4 rounds. During this time, damage from sonic attacks is doubled. Thereafter, the least noise causes an affected character to become shaken (except when he is in a totally silent area). This hypersensitivity is a curse and therefore hard to remove (see the *bestow curse* spell).

Faint enchantment and evocation; CL 6th; Craft Wondrous Item, creator must have the bardic music class feature, *sound burst*; Price 12,000 gp; Weight 3 lb.

Pipes of the Sewers: These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 1d3 rat swarms if rats are within 400 feet. For each 50-foot distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a DC 10 Perform (wind instruments) check. Success means that they obey the piper's telepathic commands so long as he continues to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately. If they are called again within a day, the Perform check DC is 15.

If the rats are under the control of another creature, add the HD of the controller to the Perform check DC. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control.

Faint conjuration; CL 2nd; Craft Wondrous Item, *charm animal*, *summon nature's ally I*, wild empathy ability; Price 1,150 gp; Weight 3 lb.

Pipes of Sounding: When played by a character that has the Perform (wind instruments) skill, these pipes create a variety of sounds. The figment sounds are the equivalent of *ghost sound* (caster level 2nd).

Faint illusion; CL 2nd; Craft Wondrous Item, *ghost sound*; Price 1,800 gp; Weight 3 lb.

Portable Hole: A portable hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium creature or two Small creatures for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each *portable hole* opens on its own particular non-dimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process.

Moderate conjuration; CL 12th; Craft Wondrous Item, *plane shift*; Price 20,000 gp.

Restorative Ointment: A jar of this unguent is 3 inches in diameter and 1 inch deep and contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize poison*). Applied to a diseased area, it removes disease (as *remove*

disease). Rubbed on a wound, the ointment cures 1d8+5 points of damage (as *cure light wounds*).

Faint conjuration; CL 5th; Craft Wondrous Item, *cure light wounds*, *neutralize poison*, *remove disease*; Price 4,000 gp; Weight 1/2 lb.

Ring Gates: These always come in pairs - two iron rings, each about 18 inches in diameter. The rings must be on the same plane of existence and within 100 miles of each other to function. Whatever is put through one ring comes out the other, and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through and then retracted do not count.) This useful device allows for instantaneous transport of items or messages, and even attacks. A character can reach through to grab things near the other ring, or even stab a weapon through if so desired. Alternatively, a character could stick his head through to look around. A spellcaster could even cast a spell through a *ring gate*. A small character can make a DC 13 Escape Artist check to slip through. Creatures of Tiny, Diminutive, or Fine size can pass through easily. Each ring has a "entry side" and an "exit side," both marked with appropriate symbols.

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*; Price 40,000 gp; Weight 1 lb. each.

Robe of the Archmagi: This normal-appearing garment can be white (01-45 on d%, good alignment), gray (46-75, neither good nor evil alignment), or black (76-100, evil alignment). Its wearer, if an arcane spellcaster, gains the following powers.

- * +5 armor bonus to AC.
- * Spell resistance 18.
- * +4 resistance bonus on all saving throws.
- * +2 enhancement bonus on caster level checks made to overcome spell resistance.

If a white robe is donned by an evil character, he immediately gains three negative levels. The reverse is true with respect to a black robe donned by a good character. An evil or good character that puts on a gray robe, or a neutral character who dons either a white or black robe, gains two negative levels. While these negative levels never result in lost levels, they remain as long as the garment is worn and cannot be overcome in any way (including *restoration* spells).

Strong varied; CL 14th; Craft Wondrous Item, *antimagic field*, *mage armor* or *shield of faith*, creator must be of same alignment as robe; Price 75,000 gp; Weight 2 lbs.

Robe of Blending: When this robe is put on, the wearer intuitively knows that the garment has very special properties. A *robe of blending* enables its wearer to appear to be part of his surroundings. This allows him a +10 competence bonus on Hide checks. The wearer can adopt the appearance of another creature, as with the *disguise self* spell, at will. All creatures acquainted with and friendly to the wearer see him normally.

Moderate illusion; CL 10th; Craft Wondrous Item, *disguise self*; Price 30,000 gp; Weight 2 lbs.

Robe of Bones: This handy item functions much like a *robe of useful items* for the serious necromancer. It appears to be an unremarkable robe, but a character that dons it notes that it is adorned with small embroidered figures representing undead creatures. Only the wearer of the robe can see the embroidery and recognize them for the creatures they become, and detach them. One figure can be detached each round. Detaching a figure causes it to become an actual undead creature (see the list below). The skeleton or zombie is not under the control of the wearer of the robe, but may be subsequently commanded, rebuked, turned, or destroyed. A newly created *robe of bones* always has two embroidered figures of each of the following undead:

- * Small goblin skeleton
- * Medium human commoner skeleton
- * Medium wolf skeleton
- * Small goblin zombie
- * Medium human commoner zombie
- * Medium wolf zombie

Moderate necromancy [evil]; CL 6th; Craft Wondrous Item, *animate dead*; Price 2,400 gp; Weight 2 lbs.

Robe of Eyes: This valuable garment appears to be a normal robe until it is put on. Its wearer is able to see in all directions at the same moment due to scores of visible, magical eyelike patterns that adorn the robe. he also gains 120-foot darkvision.

The *robe of eyes* sees all forms of invisible or ethereal things within 120 feet.

The wearer of a *robe of eyes* gains a +10 competence bonus on Search checks and Spot checks. he retains his Dexterity bonus to AC even when flat-footed, and he can't be flanked. However, he is not able to avert his eyes or close his eyes when confronted by a creature with a gaze attack.

A *light* or *continual flame* spell cast directly on a *robe of eyes* causes it to be blinded for 1d3 minutes. A *daylight* spell blinds it for 2d4 minutes.

Moderate divination; CL 11th; Craft Wondrous Item, *true seeing*; Price 120,000 gp; Weight 2 lbs.

Robe of Scintillating Colors: The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors dazzle those near the wearer, conceal the wearer, and illuminate the surroundings. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe. The colors create the equivalent of a gaze attack with a 30-foot range. Those who look at the wearer are dazed for 1d4+1 rounds (Will DC 16 negates). This is a mind-affecting pattern effect.

Every round of continuous scintillation of the robe gives the wearer better concealment. The miss chance on attacks against the wearer starts at 10% and increases by 10% each round until it reaches 50% (total concealment).

The robe illuminates a 30-foot radius continuously.

The effect can be used no more than a total of 10 rounds per day.

Moderate illusion; CL 11th; Craft Wondrous Item, *blur*, *rainbow pattern*; Price 27,000 gp; Weight 2 lbs.

Robe of Stars: This garment is typically black or dark blue and embroidered with small white or silver stars. The robe has three magical powers.

- * It enables its wearer to travel physically to the Astral Plane, along with all that he is wearing or carrying.
- * It gives its wearer a +1 luck bonus on all saving throws.
- * Its wearer can use up to six of the embroidered stars on the chest portion of the robe as +5 *shuriken*. The robe grants its wearer proficiency with such weapons. Each *shuriken* disappears after it is used.

Strong varied; CL 15th; Craft Wondrous Item, *magic missile*, *astral projection* or *plane shift*; Price 58,000 gp; Weight 2 lbs.

Robe of Useful Items: This appears to be an unremarkable robe, but a character that dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created *robe of useful items* always has two each of the following patches:

- * Dagger
- * Bullseye lantern (filled and lit)
- * Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- * Pole (10-foot length)
- * Hempen rope (50-foot coil)
- * Sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature.

d%	Result
01-08	Bag of 100 gold pieces
09-15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp value
16-22	Door, iron (up to 10 ft wide and 10 ft high and barred on one side - must be placed upright, attaches and hinges itself)
23-30	Gems, 10 (100 gp value each)
31-44	Ladder, wooden (24 ft long)
45-51	Mule (with saddle bags)
52-59	Pit, open (10 ft by 10 ft by 10 ft.)
60-68	Potion of cure serious wounds
69-75	Rowboat (12 ft long)
76-83	Minor scroll of one randomly determined spell
84-90	War dogs, pair (treat as riding dogs)
91-96	Window (2 ft by 4 ft., up to 2 ft deep)
97-100	Portable ram

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

Moderate transmutation; CL 9th; Craft Wondrous Item, *fabricate*; Price 7,000 gp; Weight 2 lbs.

Rope of Climbing: A 60-foot-long *rope of climbing* is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A *rope of climbing* can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked.

Faint transmutation; CL 3rd; Craft Wondrous Item, *animate rope*; Price 3,000 gp; Weight 3 lb.

Rope of Entanglement: A *rope of entanglement* looks just like any other hempen rope about 30 feet long. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle a victim. An entangled creature can break free with a DC 20 Strength check or a DC 20 Escape Artist check.

The rope has AC 22, 12 hit points, and hardness 10, and it has damage reduction 5/slashing as well. The rope repairs damage to itself at a rate of 1 point per 5 minutes, but if a *rope of entanglement* is severed (all 12 hit points lost to damage), it is destroyed.

Moderate transmutation; CL 12th; Craft Wondrous Item, *animate objects* or *telekinesis*, *animate rope*, *entangle*; Price 21,000 gp; Weight 5 lb.

Salve of Slipperiness: This substance provides a +20 competence bonus on all Escape Artist checks, meaning that it is almost impossible to grapple such a character or to tie or chain him up. In addition, such obstructions as webs (magical or otherwise) do not affect an anointed individual. Magic ropes and the like do not avail against this salve. If it is smeared on a floor or on steps, the area should be treated as a long-lasting *grease* spell. The salve requires 8 hours to wear off normally, or it can be wiped off with an alcohol solution (even wine).

Salve of slipperiness is needed to coat the inside of a container that is meant to hold *sovereign glue* (see below).

Faint conjuration; CL 6th; Craft Wondrous Item, *grease*; Price 1,000 gp.

Scabbard of Keen Edges: This scabbard is fashioned from cured leather and fine silver. It can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a greatsword. Up to three times per day on command, the scabbard casts *keen edge* on any blade placed within it.

Faint transmutation; CL 5th; Craft Wondrous Item, *keen edge*; Price 16,000 gp; Weight 1 lb.

Scarab of Protection: This device appears to be a silver medallion in the shape of a beetle. If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device.

The scarab's possessor gains spell resistance 20. The scarab can also absorb energy-draining attacks, death effects, and negative energy effects. Upon absorbing twelve such attacks, the scarab turns to powder and is destroyed.

Strong abjuration and necromancy; CL 18th; Craft Wondrous Item, *death ward*, *spell resistance*; Price 38,000 gp.

Scarab, Golembane: This beetle-shaped pin enables its wearer to detect any golem within 60 feet, although he must concentrate (a standard action) in order for the detection to take place. A scarab enables its possessor to combat golems with weapons, unarmed attacks, or natural weapons as if those golems had no damage reduction.

Moderate divination; CL 8th; Craft Wondrous Item, *detect magic*, creator must be at least 10th level; Price 2,500 gp.

Shrouds of Disintegration: These burial wrappings look to be made of fine, embroidered materials. When a body is placed inside, a command word will turn it to dust. The magic of the shrouds is usable only once, after which the wrappings become ordinary, fine cloth.

Strong transmutation; CL 15th; Craft Wondrous Item, *disintegrate*; Price 6,600 gp; Weight 10 lb.

Silversheen: This substance can be applied to a weapon as a standard action. It will give the weapon the properties of alchemical silver for 1 hour, replacing the properties of any other special material it might have. One vial will coat a single melee weapon or 20 units of ammunition.

Faint transmutation; CL 5th; Craft Wondrous Item; Price 250 gp.

Slippers of Spider Climbing: When worn, a pair of these slippers enable movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. His speed is 20 feet. Severely slippery

surfaces - icy, oiled, or greased surfaces - make these slippers useless. The slippers can be used for 10 minutes per day, split up as the wearer chooses.

Faint transmutation; CL 4th; Craft Wondrous Item, *spider climb*; Price 4,800 gp; Weight 1/2 lb.

Sovereign Glue: This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only in a flask whose inside has been coated with 1 ounce of *salve of slipperiness*, and each time any of the bonding agent is poured from the flask, a new application of the *salve of slipperiness* must be put in the flask within 1 round to prevent the remaining glue from adhering to the side of the container. A flask of *sovereign glue*, when found, holds anywhere from 1 to 7 ounces of the stuff (1d8-1, minimum 1), with the other ounce of the flask's capacity taken up by the *salve of slipperiness*. One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes 1 round to set. If the objects are pulled apart (a move action) before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, then attempting to separate the two bonded objects has no effect, except when *universal solvent* is applied to the bond. (*Sovereign glue* is dissolved by *universal solvent*.)

Strong transmutation; CL 20th; Craft Wondrous Item, *make whole*; Price 2,400 gp (per ounce).

Stone of Alarm: This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).

Faint abjuration; CL 3rd; Craft Wondrous Item, *alarm*; Price 2,700 gp; Weight 2 lb.

Stone of Controlling Earth Elementals: A stone of this nature is typically an oddly shaped bit of roughly polished rock.

The possessor of such a stone need but utter a few words of summoning, and a Huge earth elemental comes to the summoner. The summoning words require 1 full round to speak, and in all ways the stone functions as the *summon monster VII* spell. (If sand or rough, unhewn stone is the summoning medium, the elemental that comes is Large instead, and the stone functions as the *summon monster VI* spell.) The elemental appears in 1d4 rounds. Only one elemental can be summoned at a time. A new elemental requires a new patch of earth or stone, which cannot be accessed until after the first elemental disappears (is dispelled, dismissed, or slain).

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; Price 100,000 gp; Weight 5 lb.

Stone of Good Luck (Luckstone): This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a +1 luck bonus on saving throws, ability checks, and skill checks.

Faint evocation; CL 5th; Craft Wondrous Item, *divine favor*; Price 20,000 gp.

Stone Horse: Each item of this nature appears to be a full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden and even to attack as if it were a real horse of the appropriate kind.

A *stone horse* can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage dealt to it can be repaired by first using a *stone to flesh* spell, thus causing the *stone horse* to become a normal horse that can be healed normally. When fully healed, it automatically reverts to its stone form. While in its stone form, it can be fed gems, healing 1 point of damage for each 50 gp worth of mineral it is given.

There are two sorts of *stone horses*.

Courser: This item has the statistics of a heavy horse as well as having hardness 10.

Destrier: This item has the statistics of a heavy warhorse as well as having hardness 10.

Strong transmutation; CL 14th; Craft Wondrous Item, *flesh to stone*, *animate objects*; Price 10,000 gp (*courser*) or 14,800 gp (*destrier*); Weight 6,000 lb.

Stone Salve: This ointment has two uses. If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh as the *stone to flesh* spell. If an ounce of it is applied to the flesh of a non-petrified creature, it protects the creature as a *stoneskin* spell.

Strong abjuration and transmutation; CL 13th; Craft Wondrous Item, *flesh to stone*, *stoneskin*; Price 4,000 gp per ounce.

Strand of Prayer Beads: This item appears to be a normal string of prayer beads until the owner casts a divine spell. Once that occurs, the owner instantly knows the powers of the prayer beads and how to activate them. Each strand includes two or more special beads, each with a different magic power.

* **Bead of Blessing:** Wearer can cast *bless*

* **Bead of Healing:** Wearer can cast his choice of *cure serious wounds*, *remove blindness/deafness*, or *remove disease*.

* **Bead of Karma:** Wearer casts his spells at +4 caster level. Effect lasts 10 minutes.

* **Bead of Smiting:** Wearer can cast chaos hammer, holy smite, order's wrath, or unholy blight (Will DC 17 partial).

* **Bead of Summons:** Summons a powerful creature of appropriate alignment from the Outer Planes (an angel, devil, etc.) to aid the wearer for one day. (If the wearer uses the *bead of summons* to summon a deity's emissary frivolously, the deity takes that character's items and places a *geas* upon him as punishment in the very least)

* **Bead of Wind Walking:** Wearer can cast *wind walk*.

A lesser strand of prayer beads has a *bead of blessing* and a *bead of healing*. A strand of prayer beads has a *bead of healing*, a *bead of karma*, and a *bead of smiting*. A greater strand of prayer beads has a *bead of healing*, a *bead of karma*, a *bead of summons*, and a *bead of wind walking*.

Each special bead can be used once per day, except for the *bead of summons*, which works only once and then becomes nonmagical. The *beads of blessing*, *smiting*, and *wind walking* function as spell trigger items; the *beads of karma* and *summons* can be activated by any character capable of casting divine spells. The owner need not hold or wear the strand of prayer beads in any specific location, as long as he carries it somewhere on his person.

The power of a special bead is lost if it is removed from the strand. Reduce the price of a strand of prayer beads that is missing one or more beads by the following amounts: *bead of blessing* 600 gp, *bead of healing* 9,000 gp, *bead of karma* 20,000 gp, *bead of smiting* 16,800 gp, *bead of summons* 20,000 gp, *bead of wind walking* 46,800 gp.

Faint, moderate or strong (many schools); CL 1st (*blessing*), 5th (*healing*), 7th (*smiting*), 9th (*karma*), 11th (*wind walking*), 17th (*summons*); Craft Wondrous Items and one of the following spells per bead, as appropriate: *bless* (*blessing*); *cure serious wounds*, *remove blindness/deafness*, or *remove disease* (*healing*); *righteous might* (*karma*); *gate* (*summons*); *chaos hammer*, *holy smite*, *order's wrath*, or *unholy blight* (*smiting*); *wind walk* (*wind walking*); Price 9,600 gp (lesser), 25,800 gp (standard), 95,800 gp (greater).

Sustaining Spoon: This unremarkable eating utensil is typically fashioned from horn. If the spoon is placed in an empty container the vessel fills with a thick, pasty gruel. Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans.

Faint conjuration; CL 5th; Craft Wondrous Item, *create food and water*; Price 5,400 gp.

Tome of Clear Thought: This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Because the *tome of clear thought* provides an inherent bonus, the reader will earn extra skill points when he attains a new level.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Tome of Leaders and Influence: This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his Charisma score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Tome of Understanding: This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his Wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Unguent of Timelessness: When applied to any matter that was once alive this ointment allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object gains a +1 resistance bonus on all saving throws. The unguent never wears off, although it can be magically removed (by dispelling the effect, for instance). One flask contains enough material to coat eight Medium or smaller objects. A Large object counts as two Medium objects, and a Huge object counts as two Large objects.

Faint transmutation; CL 3rd; Prerequisite: Craft Wondrous Item; Price 150 gp.

Universal Solvent: This substance has the unique property of being able to dissolve *sovereign glue* and tanglefoot bags. Applying the solvent is a standard action.

Strong transmutation; CL 20th; Craft Wondrous Item, *disintegrate*; Price 50 gp.

Vest of Escape: Hidden within secret pockets of this simple silk vest are lockpicks that provide a +4 competence bonus on Open Lock checks. The vest also grants its wearer a +6 competence bonus on Escape Artist checks.

Faint conjuration and transmutation; CL 4th; Craft Wondrous Item, *knock*, *grease*; Price 5,200 gp; Weight 1 lb.

Vestment, Druid's: This light garment is worn over normal clothing or armor like a cloak. Most such vestments are green, embroidered with plant or animal motifs. When this item is worn by a character with the wild shape ability, the character can use that ability one additional time each day.

Moderate transmutation; CL 10th; Craft Wondrous Item, *polymorph* or wild shape ability; Price 10,000 gp; Weight 1 lb.

Well of Many Worlds: This strange, inter-dimensional device looks just like a *portable hole*. Anything placed within it is immediately cast to another world - a parallel world, another planet, or a different plane (chosen randomly). If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just as a *portable hole* can be. Objects from the world the well touches can come through the opening just as easily as from the initiating place. (It is a two-way portal.)

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*; Price 82,000 gp.

Wind Fan: A *wind fan* appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. By uttering the command word, its possessor causes the fan to generate air movement duplicating a *gust of wind* spell. The fan can be used once per day with no risk. If it is used more frequently, there is a 20% cumulative chance per usage during that day that the device tears into useless, nonmagical tatters.

Faint evocation; CL 5th; Craft Wondrous Item, *gust of wind*; Price 5,500 gp.

Wings of Flying: A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower him to fly with a speed of 60 feet (good maneuverability).

Moderate transmutation; CL 10th; Craft Wondrous Item, *fly*; Price 54,000 gp; Weight 2 lb.

INTELLIGENT ITEMS

Magic items sometimes have intelligence of their own. Magically imbued with sentience, these items think and feel the same way characters do and should be treated as NPCs. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Only permanent magic items (as opposed to single-use items or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.) In general, less than 1% of magic items have intelligence.

Intelligent items can actually be considered creatures because they have Intelligence, Wisdom, and Charisma scores. Treat them as constructs. Intelligent items often have the ability to illuminate their surroundings at will (as magic weapons do); many cannot see otherwise.

Unlike most magic items, intelligent items can activate their own powers without waiting for a command word from their owner. Intelligent items act during their owner's turn in the initiative order.

TABLE 16-30: ITEM INTELLIGENCE, WISDOM, CHARISMA, AND CAPABILITIES

d%	Mental Ability Scores	Communication	Capabilities	Senses	Base Price Modifier
01-34	Two at 12, one at 10	Empathy ¹	One lesser power	30 ft vision and hearing	+1,000 gp
35-59	Two at 13, one at 10	Empathy ¹	Two lesser powers	60 ft vision and hearing	+2,000 gp
60-79	Two at 14, one at 10	Speech ²	Two lesser powers	120 ft vision and hearing	+4,000 gp
80-91	Two at 15, one at 10	Speech ²	Three lesser powers	60 ft darkvision and hearing	+5,000 gp
92-97	Two at 16, one at 10	Speech ^{2,3}	Three lesser powers	60 ft darkvision and hearing	+6,000 gp
98	Two at 17, one at 10	Speech, telepathy ^{3,4}	Three lesser powers and one greater power ⁶	120 ft darkvision and hearing	+9,000 gp
99	Two at 18, one at 10	Speech, telepathy ^{4,5}	Three lesser powers and two greater powers ⁶	120 ft darkvision, blindsense, and hearing	+12,000 gp
100	Two at 19, one at 10	Speech, telepathy ^{4,5}	Four lesser powers and three greater powers ⁶	120 ft darkvision, blindsense, and hearing	+15,000 gp

¹ The possessor feels urges and sometimes emotions from the item that encourage or discourage certain courses of action.

² Like a character, an intelligent item speaks Common plus one language per point of Intelligence bonus. It can communicate telepathically with the wielder.

³ The item can also read any languages it can speak.

⁴ The item can use either communication mode at will, with language use as any speaking item. It can communicate telepathically with the wielder.

⁵ The item can read all languages as well as use *read magic*.

⁶ The intelligent item can have a special purpose (and corresponding dedicated power) rather than a greater power, if appropriate.

Intelligent Item Alignment

Any item with intelligence has an alignment. Note that intelligent weapons already have alignments, either stated or by implication. If you're generating a random intelligent weapon, that weapon's alignment must fit with any alignment-oriented special abilities it has.

Intelligent Item Alignment

d%	Alignment of Item
01-05	Chaotic good
06-15	Chaotic neutral*
16-20	Chaotic evil
21-25	Neutral evil*
26-30	Lawful evil
31-55	Lawful good
56-60	Lawful neutral*
61-80	Neutral good*
81-100	Neutral

* The item can also be used by any character whose alignment corresponds to the non-neutral portion of the item's alignment.

Any character whose alignment does not correspond to that of the item (except as noted by the asterisks on the table) gains one negative level if he or she so much as picks up the item. Although this negative level never results in actual level loss, it remains as long as the item is in hand and cannot be overcome in any way (including *restoration* spells). This negative level is cumulative with any other penalties the item might already place on inappropriate wielders. Items with Ego scores (see below) of 20 to 29 bestow two negative levels. Items with Ego scores of 30 or higher bestow three negative levels.

Languages Spoken By Item

Like a character, an intelligent item speaks Common plus one additional language per point of Intelligence bonus. Choose appropriate languages, taking into account the item's origin and purposes.

Intelligent Item Powers

The table above determines how many lesser and greater powers an intelligent item has. To find the item's specific powers, choose or roll on the appropriate tables below.

TABLE 16-31: INTELLIGENT ITEM LESSER POWERS

d%	Lesser Power	Base Price Modifier
01-05	Item can <i>bless</i> its allies 3/day	+1,000 gp
06-10	Item can use <i>faerie fire</i> 3/day	+1,100 gp
11-13	Item can cast <i>minor image</i> 1/day	+2,200 gp
14-20	Item has <i>deathwatch</i> continually active	+2,700 gp
21-25	Item can use <i>detect magic</i> at will	+3,600 gp
26-31	Item has 10 ranks in Intimidate	+5,000 gp
32-33	Item has 10 ranks in Decipher Script	+5,000 gp
34-36	Item has 10 ranks in Knowledge(choose category)	+5,000 gp
37-40	Item has 10 ranks in Search	+5,000 gp
41-45	Item has 10 ranks in Spot	+5,000 gp
46-50	Item has 10 ranks in Listen	+5,000 gp
51-54	Item has 10 ranks in Spellcraft	+5,000 gp
55-60	Item has 10 ranks in Sense Motive	+5,000 gp
61-66	Item has 10 ranks in Bluff	+5,000 gp
67-72	Item has 10 ranks in Diplomacy	+5,000 gp
73-77	Item can cast <i>major image</i> 1/day	+5,400 gp
78-80	Item can cast <i>darkness</i> 3/day	+6,500 gp
81-83	Item can use <i>hold person</i> on an enemy 3/day	+6,500 gp
84-86	Item can activate <i>zone of truth</i> 3/day	+6,500 gp
87-89	Item can use <i>daze monster</i> 3/day	+6,500 gp
90-95	Item can use <i>locate object</i> 3/day	+6,500 gp
96-100	Item can use <i>cure moderate wounds</i> (2d8+3) on wielder 3/day	+6,500 gp

All powers function at the direction of the item, although intelligent items generally follow the wishes of their owner. Activating a power or concentrating on an active one is a standard action the item takes.

TABLE 16-32: INTELLIGENT ITEM GREATER POWERS

d%	Greater Power*	Base Price Modifier
01-06	Item can detect opposing alignment at will	+7,200 gp
07-10	Item can <i>detect undead</i> at will	+7,200 gp
11-13	Item can <i>cause fear</i> in an enemy at will	+7,200 gp
14-18	Item can use <i>dimensional anchor</i> on a foe 1/day	+10,000 gp
19-23	Item can use <i>dismissal</i> on a foe 1/day	+10,000 gp
24-28	Item can use <i>lesser globe of invulnerability</i> 1/day	+10,000 gp
29-33	Item can use <i>arcane eye</i> 1/day	+10,000 gp
34-37	Item has continuous <i>detect scrying</i> effect	+10,000 gp
38-41	Item creates <i>wall of fire</i> in a ring with the wielder " at the center 1/day	+10,000 gp

42-45	Item can use <i>quench</i> on fires 3/day	+16,000 gp
46-50	Item has <i>status</i> effect, usable at will	+11,000 gp
51-54	Item can use <i>gust of wind</i> 3/day	+11,000 gp
55-59	Item can use <i>clairvoyance</i> 3/day	+16,000 gp
60-64	Item can create <i>magic circle</i> against opposing “alignment at will”	+16,000 gp
65-68	Item can use <i>haste</i> on its owner 3/day	+16,000 gp
69-73	Item can create <i>daylight</i> 3/day	+16,000 gp
74-76	Item can create <i>deeper darkness</i> 3/day	+16,000 gp
77-80	Item can use <i>invisibility purge</i> (30 ft range) 3/day	+16,000 gp
81-85	Item can use <i>slow</i> on its enemies 3/day	+16,000 gp
86-91	Item can <i>locate creature</i> 3/day	+30,000 gp
91-97	Item can use <i>fear</i> against foes 3/day	+30,000 gp
98-100	Item can use <i>detect thoughts</i> at will	+44,000 gp

* If the same power is rolled twice, roll again.

Special Purpose Items

TABLE 16-33: INTELLIGENT ITEM PURPOSE

d%	Purpose
01-20	Defeat/slay diametrically opposed alignment*
21-30	Defeat/slay arcane spellcasters (including spellcasting monsters and those that use spell-like abilities)
31-40	Defeat/slay divine spellcasters (including divine entities and servitors)
41-50	Defeat/slay non-spellcasters
51-55	Defeat/slay a particular creature type (see the bane special ability for choices)
56-60	Defeat/slay a particular race or kind of creature
61-70	Defend a particular race or kind of creature
71-80	Defeat/slay the servants of a specific deity
81-90	Defend the servants and interests of a specific deity
91-95	Defeat/slay all (other than the item and the wielder)
96-100	Choose one

* The purpose of the neutral (N) version of this item is to preserve the balance by defeating/slaying powerful beings of the extreme alignments (LG, LE, CG, CE).

Purpose

An item's purpose must suit the type and alignment of the item and should always be treated reasonably. A purpose of “defeat/slay arcane spellcasters” doesn't mean that the sword forces the wielder to kill every wizard he sees. Nor does it mean that the sword believes it is possible to kill every wizard, sorcerer, and bard in the world. It does mean that the item hates arcane spellcasters and wants to bring the local wizard's cabal to ruin, as well as end the rule of a sorceress-queen in a nearby land. Likewise, a purpose of “defend elves” doesn't mean that if the wielder is an elf, he only wants to help himself. It means that the item wants to be used in furthering the cause of elves, stamping out their enemies and aiding their leaders. A purpose of “defeat/slay all” isn't just a matter of self-preservation. It means that the item won't rest (or let its wielder rest) until it places itself above all others.

Dedicated Power

A dedicated power operates only when an intelligent item is in pursuit of its special purpose. This determination is always made by the item. It should always be easy and straightforward to see how the ends justify the means. Unlike its other powers, an intelligent item can refuse to use its dedicated power even if the owner is dominant (see Items against Characters, below).

TABLE 16-34: SPECIAL PURPOSE ITEM DEDICATED POWERS

d%	Dedicated Power	Base Price Modifier
01-06	Item can use <i>ice storm</i>	+50,000 gp
07-12	Item can use <i>confusion</i>	+50,000 gp
13-17	Item can use <i>phantasmal killer</i>	+50,000 gp
18-24	Item can use <i>crushing despair</i>	+50,000 gp
25-31	Item can use <i>dimension door</i> on itself and wielder	+50,000 gp
32-36	Item can use <i>contagion</i> (heightened to 4th level) “as touch attack”	+56,000 gp
37-43	Item can use <i>poison</i> (Heightened to 4th level) as “touch attack”	+56,000 gp
44-50	Item can use <i>rusting grasp</i> as touch attack	+56,000 gp

51-56	Item can cast 10d6 <i>lightning bolt</i>	+60,000 gp
57-62	Item can cast 10d6 <i>fireball</i>	+60,000 gp
63-68	Wielder gets +2 luck bonus on attacks, saves, “and checks”	+80,000 gp
69-74	Item can use <i>mass inflict light wounds</i>	+81,000 gp
75-81	Item can use <i>song of discord</i>	+81,000 gp
82-87	Item can use <i>prying eyes</i>	+81,000 gp
88-92	Item can cast 15d6 <i>greater shout</i> 3/day	+130,000 gp
93-98	Item can use <i>waves of exhaustion</i>	+164,000 gp
99-100	Item can use <i>true resurrection</i> on wielder, “once per month”	+200,000 gp

Item Ego

Ego is a measure of the total power and force of personality that an item possesses. Only after all aspects of an item have been generated can its Ego score be calculated. An item's Ego score helps determine whether the item or the character is dominant in their relationship, as detailed below.

Item Ego

Attribute of Item	Ego Points
Each +1 of item's enhancement bonus	1
Each +1 of bonus for special abilities	1
Each lesser power	1
Each greater power	2
Special purpose (and dedicated power)	4
Telepathic ability	1
Read languages ability	1
Read magic ability	1
Each +1 of Intelligence bonus	1
Each +1 of Wisdom bonus	1
Each +1 of Charisma bonus	1

Items Against Characters

When an item has an Ego of its own, it has a will of its own. The item is, of course, absolutely true to its alignment. If the character who possesses the item is not true to that alignment's goals or the item's special purpose, personality conflict - item against character - results. Similarly, any item with an Ego score of 20 or higher always considers itself superior to any character, and a personality conflict results if the possessor does not always agree with the item.

When a personality conflict occurs, the possessor must make a Will saving throw (DC = item's Ego). If the possessor succeeds, he is dominant. If he fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character, and so on). Should an item gain dominance, it resists the character's desires and demands concessions such as any of the following.

- * Removal of associates or items whose alignment or personality is distasteful to the item.
- * The character divesting himself of all other magic items or items of a certain type.
- * Obedience from the character so the item can direct where they go for its own purposes.
- * Immediate seeking out and slaying of creatures hateful to the item.
- * Magical protections and devices to protect the item from molestation when it is not in use.
- * That the character carry the item with him on all occasions.
- * That the character relinquish the item in favor of a more suitable possessor due to alignment differences or conduct.

In extreme circumstances, the item can resort to even harsher measures, such as the following acts:

- * Force its possessor into combat.
- * Refuse to strike opponents.
- * Strike at its wielder or his associates.
- * Force its possessor to surrender to an opponent.
- * Cause itself to drop from the character's grasp.

Naturally, such actions are unlikely when harmony reigns between the character's and item's alignments or when their purposes and personalities are well matched. Even so, an item might wish to have a lesser character possess it in order to easily establish and maintain dominance over him, or a higher-level possessor so as to better accomplish its goals.

All magic items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are rivals of each other, even if they are of the same alignment. No intelligent item wants to share its wielder with others. An intelligent item is aware of the presence of any other intelligent item within 60 feet, and most intelligent items try their best to mislead or distract their host so that he ignores or destroys the rival. Of course, alignment might change this sort of behavior.

Items with personalities are never totally controlled or silenced by the characters that possess them, even though they may never successfully control their possessors. They may be powerless to force their demands but remain undaunted and continue to air their wishes and demands.

CURSED ITEMS

Cursed items are magic items with some sort of potentially negative impact. Sometimes they're directly bad for the user; sometimes they're just inconvenient. Occasionally they mix bad with good, forcing characters to make difficult choices.

TABLE 16-35: CURSED ITEM COMMON CURSES

d%	Curse
01-15	Delusion
16-35	Opposite effect or target
36-45	Intermittent functioning
46-60	Requirement
61-75	Drawback
76-90	Completely different effect
91-100	Substitute specific cursed item

Delusion: The user believes the item is what it appears to be; yet it actually has no magical power other than to deceive. The user is mentally fooled into thinking the item is functioning and cannot be convinced otherwise without the help of a *remove curse* spell.

Opposite Effect or Target: These cursed items malfunction, so that either they do the opposite of what the creator intended, or they target the user instead of someone else. The interesting point to keep in mind here is that these items aren't always bad to have. Opposite-effect items include weapons that impose penalties on attack and damage rolls rather than bonuses. Just as a character shouldn't necessarily immediately know what the enhancement bonus of a non-cursed magic item is, he shouldn't immediately know that a weapon is cursed. Once he knows, however, the item can be discarded unless some sort of compulsion is placed upon it that compels the wielder to keep and use it. In such cases, a *remove curse* spell is generally needed to get rid of the item.

Intermittent Functioning: The three varieties of intermittent functioning items all function perfectly as described - at least some of the time. The three varieties are unreliable, dependent, and uncontrolled items.

Unreliable: Each time the item is activated, there is a 5% chance (01-05 on d%) that it does not function.

Dependent: The item only functions in certain situations. To determine what the situation is, either select a situation or roll on the following table.

d%	Situation
01-03	Temperature below freezing
04-05	Temperature above freezing
06-10	During the day
11-15	During the night
16-20	In direct sunlight
21-25	Out of direct sunlight
26-34	Underwater
35-37	Out of water
38-45	Underground
46-55	Aboveground
56-60	Within 10 feet of a random creature type
61-64	Within 10 feet of a random race or kind of creature
65-72	Within 10 feet of an arcane spellcaster
73-80	Within 10 feet of a divine spellcaster
81-85	In the hands of a non-spellcaster
86-90	In the hands of a spellcaster
91-95	In the hands of a creature of a particular alignment
96	In the hands of a creature of particular gender

97-99 On non-holy days or during particular astrological events

100 More than 100 miles from a particular site

Uncontrolled: An uncontrolled item occasionally activates at random times. Roll d% every day. On a result of 01-05 the item activates at some random point during that day.

Requirement: In a sense, a command word is a requirement. Nevertheless, some items have much more stringent requirements that must be met for them to be usable. To keep an item with this kind of curse functioning, one or more of the following conditions must be met.

- * Character must eat twice as much as normal.
- * Character must sleep twice as much as normal.
- * Character must undergo a specific quest (one time only, and then item functions normally thereafter).
- * Character must sacrifice (destroy) 100 gp worth of valuables per day.
- * Character must sacrifice (destroy) 2,000 gp worth of magic items each week.
- * Character must swear fealty to a particular noble or his family.
- * Character must discard all other magic items.
- * Character must worship a particular deity.
- * Character must change his name to a specific name. (The item only works for characters of that name.)
- * Character must add a specific class at the next opportunity if not of that class already.
- * Character must have a minimum number of ranks in a particular skill.
- * Character must sacrifice some part of his life energy (2 points of Constitution) one time. If the character gets the Constitution points back (such as from a *restoration* spell), the item ceases functioning. (The item does not cease functioning if the character receives a Constitution increase caused by level gain, a *wish*, or the use of a magic item.)
- * Item must be cleansed with holy water each day.
- * Item must be used to kill a living creature each day.
- * Item must be bathed in volcanic lava once per month.
- * Item must be used at least once a day, or it won't function again for its current possessor.
- * Item must draw blood when wielded (weapons only). It can't be put away or exchanged for another weapon until it has scored a hit.
- * Item must have a particular spell cast upon it each day (such as *bless*, *atonement*, or *animate objects*).

Requirements are so dependent upon suitability to the item that they should never be determined randomly. An item with a requirement that is also intelligent often imposes its requirement through its personality. If the requirement is not met, the item ceases to function. If it is met, usually the item functions for one day before the requirement must be met again (although some requirements are one time only, others monthly, and still others continuous).

Drawback: Items with drawbacks are usually still beneficial to the possessor but they also carry some negative aspect. Although sometimes drawbacks occur only when the item is used (or held, in the case of some items such as weapons), usually the drawback remains with the character for as long as he has the item.

Roll on the table below to generate a drawback that (unless otherwise indicated) remains in effect as long as the item is in the character's possession.

d%	Drawback
01-04	Character's hair grows 1 inch longer. Only happens once.
05-09	Character either shrinks 1/2 inch (01-50 on d%) or grows that "much taller (51-100). Only happens once.
10-13	Temperature around item is 10°F cooler than normal.
14-17	Temperature around item is 10°F warmer than normal.
18-21	Character's hair color changes.
22-25	Character's skin color changes.
26-29	Character now bears some identifying mark (tattoo, weird glow, "or the like).
30-32	Character's gender changes.
33-34	Character's race or kind changes.
35	Character is afflicted with a random disease that cannot be cured.
36-39	Item continually emits a disturbing sound (moaning, weeping, "screaming, cursing, insults).
40	Item looks ridiculous (garishly colored, silly shape, glows bright "pink, etc...).
41-45	Character becomes selfishly possessive about the item.

46-49	Character becomes paranoid about losing the item and afraid of “damage occurring to it.”
50-51	Character’s alignment changes.
52-54	Character must attack nearest creature (5% chance each day).
55-57	Character is stunned for 1d4 rounds once item function is “finished (or randomly, 1/day).”
58-60	Character’s vision is blurry (–2 penalty on attack rolls, saves, “and skill checks requiring vision).”
61-64	Character gains one negative level.
65	Character gains two negative levels.
66-70	Character must make a Will save each day or take 1 point of “Intelligence damage.”
71-75	Character must make a Will save each day or take 1 point of “Wisdom damage.”
76-80	Character must make a Will save each day or take 1 point of “Charisma damage.”
81-85	Character must make a Fortitude save each day or take 1 point of “Constitution damage.”
86-90	Character must make a Fortitude save each day or take 1 point of “Strength damage.”
91-95	Character must make a Fortitude save each day or take 1 point of “Dexterity damage.”
96	Character is polymorphed into a specific creature (5% chance “each day).”
97	Character cannot cast arcane spells.
98	Character cannot cast divine spells.
99	Character cannot cast any spells.
100	Either pick one of the above that’s appropriate or create a “drawback specifically for that item.”

Specific Cursed Items

Specific Cursed Items are provided as examples of cursed items. They are given creation prerequisites, should someone want to intentionally create them (although that does not need to be the origin of the item). Note, however, two exceptions: The *crystal hypnosis ball* and the *bag of devouring* cannot be created by any known means.

A simple *detect magic* spell yields a misleading aura and strength, often indicating that the item is a non-cursed item of similar sort. An *identify* spell only has a 1% chance per caster level to reveal a cursed item’s true properties, including the cursed aspect. *Analyze dweomer* reveals the true nature of a cursed item.

TABLE 16-36: SPECIFIC CURSED ITEMS

d%	Item	Market Price
01-05	<i>Incense of obsession</i>	200 gp
06-15	<i>Ring of clumsiness</i>	500 gp
16-20	<i>Amulet of inescapable location</i>	1,000 gp
21-25	<i>Stone of weight</i>	1,000 gp
26-30	<i>Bracers of defenselessness</i>	1,200 gp
31-35	<i>Gauntlets of fumbling</i>	1,300 gp
36-40	<i>–2 sword, cursed</i>	1,500 gp
41-43	<i>Armor of rage</i>	1,600 gp
44-46	<i>Medallion of thought projection</i>	1,800 gp
47-52	<i>Flask of curses</i>	2,100 gp
53-54	<i>Dust of sneezing and choking</i>	2,400 gp
55	<i>Helm of opposite alignment</i>	4,000 gp
56-60	<i>Potion of poison</i>	5,000 gp
61	<i>Broom of animated attack</i>	5,200 gp
62-63	<i>Robe of powerlessness</i>	5,500 gp
64	<i>Vacuous grimoire</i>	6,000 gp
65-68	<i>Spear, cursed backbiter</i>	7,500 gp
69-70	<i>Armor of arrow attraction</i>	9,000 gp
71-72	<i>Net of snaring</i>	10,000 gp
73-75	<i>Bag of devouring</i>	---
76-80	<i>Mace of blood</i>	16,000 gp
81-85	<i>Robe of vermin</i>	16,500 gp
86-88	<i>Periapt of foul rotting</i>	17,000 gp
89-92	<i>Sword, berserking</i>	17,500 gp
93-96	<i>Boots of dancing</i>	30,000 gp
97	<i>Crystal hypnosis ball</i>	---
98	<i>Necklace of strangulation</i>	60,000 gp
99	<i>Cloak of poisonousness</i>	62,000 gp
100	<i>Scarab of death</i>	80,000 gp

Amulet of Inescapable Location: This device is typically worn on a chain or as a brooch. It appears, to magical analysis, to prevent location, scrying or detection or influence by *detect thoughts* or telepathy. It seems to be an *amulet of proof against detection and location*. Actually, the amulet gives the wearer a –10 penalty on all saves against divination spells.

Moderate abjuration; CL 10th; Create Wondrous Item, *bestow curse*; Price 1,000 gp.

Armor of Arrow Attraction: Magical analysis indicates that this armor is a normal suit of +3 *full plate*. However, the armor is cursed. It works normally with regard to melee attacks but actually serves to attract ranged weapons. The wearer takes a –15 penalty to AC against any attack by a ranged weapon. The true nature of the armor does not reveal itself until the character is fired upon in earnest.

Strong abjuration; CL 16th; Craft Magic Arms and Armor, *bestow curse*; Price 9,000 gp.

Armor of Rage: This armor is similar in appearance to *armor of command* and functions as a suit of +1 *full plate*. However, when it is worn, the armor causes the character to take a –4 penalty to Charisma. All unfriendly characters within 300 feet have a +1 morale bonus on attack rolls against him. The effect is not noticeable to the wearer or those affected. (In other words, the wearer does not immediately notice that donning the armor is the cause of his problems, nor do foes understand the reason for the depth of their enmity.)

Strong necromancy; CL 16th; Craft Magic Arms and Armor, *bestow curse*; Price 1,600 gp.

Bag of Devouring: This bag appears to be an ordinary sack. Detection for magical properties makes it seem as if it were a *bag of holding*. The sack is, however, a lure used by an extradimensional creature - in fact, one of its feeding orifices.

Any substance of animal or vegetable nature is subject to “swallowing” if thrust within the bag. The *bag of devouring* is 90% likely to ignore any initial intrusion, but any time thereafter that it senses living flesh within (such as if someone reaches into the bag to pull something out), it is 60% likely to close around the offending member and attempt to draw the whole victim in. The bag has a +8 bonus on grapple checks made to pull someone in.

The bag can hold up to 30 cubic feet of matter. It acts as a *bag of holding type I*, but each hour it has a 5% cumulative chance of swallowing the contents and then spitting the stuff out in some non-space or on some other plane. Creatures drawn within are consumed in 1 round. The bag destroys the victim’s body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

Moderate conjuration; CL 17th; In effect, this is a creature and cannot be created; Price n/a.

Boots of Dancing: These boots initially appear and function as one of the other kinds of magic boots. But when the wearer is in (or fleeing from) melee combat, *boots of dancing* impede movement, making him behave as if *irresistible dance* had been cast upon him. Only a *remove curse* spell enables the wearer to be rid of the boots once their true nature is revealed.

Strong enchantment; CL 16th; Create Wondrous Item, *irresistible dance*; Price 30,000 gp.

Bracers of Defenselessness: These appear to be *bracers of armor* +5 and actually serve as such until the wearer is attacked in anger by an enemy with a Challenge Rating equal to or greater than his level. At that moment and thereafter, the bracers cause a –5 penalty to AC. Once their curse is activated, *bracers of defenselessness* can be removed only by means of a *remove curse* spell.

Moderate conjuration; CL 16th; Create Wondrous Item, *mage armor*, *bestow curse*; Price 1,200 gp.

Broom of Animated Attack: This item is indistinguishable in appearance from a normal broom. It is identical to a *broom of flying* by all tests short of attempted use.

If a command is spoken, the broom does a loop-the-loop with its hopeful rider, dumping him on his head from 1d4+5 feet off the ground (no falling damage, since the fall is less than 10 feet). The broom then attacks the victim, swatting the face with the straw or twig end and beating him with the handle end.

The broom gets two attacks per round with each end (two swats with the straw and two with the handle, for a total of four attacks per round). It attacks with a +5 bonus on each attack roll. The straw end causes a victim to be blinded for 1 round when it hits. The handle deals 1d6 points of damage when it hits. The broom has AC 13, 18 hit points, and hardness 4.

Moderate transmutation; CL 10th; Create Wondrous Item, *fly, animate objects*; Price 5,200 gp.

Cloak of Poisonousness: This cloak is usually made of a woolen material, although it can be made of leather. A *detect poison* spell can reveal the presence of poison impregnated in the cloak's fabric. The garment can be handled without harm, but as soon as it is actually donned the wearer is killed instantly unless he succeeds on a DC 28 Fortitude save.

Once donned, a *cloak of poisonousness* can be removed only with a *remove curse* spell; doing this destroys the magical property of the cloak. If a *neutralize poison* spell is then used, it is possible to revive the victim with a *raise dead* or *resurrection* spell, but not before.

Strong abjuration; CL 15th; Create Wondrous Item, *poison*, and *limited wish* or *miracle*; Price 62,000 gp; Weight 1 lb.

Crystal Hypnosis Ball: This cursed item is indistinguishable from a normal *crystal ball*. However, anyone attempting to use the scrying device becomes fascinated for 1d6 minutes, and a telepathic *suggestion* is implanted in his mind (Will DC 19 negates).

The user of the device believes that the desired creature or scene was viewed, but actually he came under the influence of a powerful wizard, lich, or even some power or being from another plane. Each further use brings the *crystal hypnosis ball* gazer deeper under the influence of the controller, either as a servant or a tool. Note that throughout this time, the user remains unaware of his subjugation.

Moderate divination; CL 17th; In effect, this is a minor artifact and cannot be created; Price n/a.

Dust of Sneezing and Choking: This fine dust appears to be *dust of appearance*. If cast into the air, it causes those within a 20-foot spread to fall into fits of sneezing and coughing. Those failing a DC 15 Fortitude save take 2d6 points of Constitution damage immediately. In addition, those failing a second DC 15 Fortitude save 1 minute later are dealt 1d6 points of Constitution damage. Those who succeed on either saving throw are nonetheless disabled by choking (treat as stunned) for 5d4 rounds.

Faint conjuration; CL 7th; Create Wondrous Item, *poison*; Price 2,400 gp.

Flask of Curses: This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It may contain a liquid, or it may emit smoke. When the flask is first unstopped, all within 30 feet must make a DC 17 Will save or be cursed, taking a –2 penalty on attack rolls, saving throws, and skill checks until a *remove curse* spell is cast upon them.

Moderate conjuration; CL 7th; Create Wondrous Item, *bestow curse*; Price 2,100 gp.

Gauntlets of Fumbling: These gauntlets may be of supple leather or heavy protective material suitable for use with armor. In the former instance, they appear to be *gloves of Dexterity*. In the latter case, they appear to be *gauntlets of ogre power*. The gauntlets perform according to every test as if they were *gloves of Dexterity* or *gauntlets of ogre power* until the wearer finds himself under attack or in a life-and-death situation. At that time, the curse is activated. The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand. The gauntlets also lower Dexterity by 2 points. Once the curse is activated, the gloves can be removed only by means of a *remove curse* spell, a *wish*, or a *miracle*.

Moderate transmutation; CL 7th; Create Wondrous Item, *bestow curse*; Price 1,300 gp.

Helm of Opposite Alignment: This metal hat looks like a typical helmet. When placed upon the head, however, its curse immediately takes effect (Will DC 15 negates). On a failed save, the alignment of the wearer is radically altered to an alignment as different as possible from the former alignment – good to evil, chaotic to lawful, neutral to some extreme commitment (LE, LG, CE, or CG). Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his new outlook. A character who succeeds on his save can continue to wear the helmet without suffering the effect of the curse, but if he takes it off and later puts it on again, another save is required. The curse only works once; that is, a character whose alignment has been changed cannot change it again by donning the helmet a second time.

Only a *wish* or a *miracle* can restore former alignment, and the affected individual does not make any attempt to return to the former alignment. (In fact, he views the prospect with horror and avoids it in any way possible.) If a character of a class with an alignment requirement is affected, an *atonement* spell is needed as well if the curse is to be obliterated. When a *helm of opposite alignment* has functioned once, it loses its magical properties.

Strong transmutation; CL 12th; Create Wondrous Item, creator must be 12th level; Price 4,000 gp; Weight 3 lb.

Incense of Obsession: These blocks of incense appear to be *incense of meditation*. If meditation and prayer are conducted while *incense of obsession* is burning nearby, its odor and smoke cause the user to become totally confident that his spell ability is superior, due to the magic incense. The user is determined to use his spells at every opportunity, even when not needed or when useless. The user remains obsessed with his abilities and spells until all have been used or cast, or until 24 hours have elapsed.

Moderate enchantment; CL 6th; Create Wondrous Item, *bestow curse*; Price 200 gp.

Mace of Blood: This +3 *heavy mace* must be coated in blood every day, or its bonus fades away (until the mace is coated again). The character using this mace must make a DC 13 Will save every day it is within his possession or become chaotic evil.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, creator must be at least 9th level and chaotic evil; Price 16,000 gp.

Medallion of Thought Projection: This device seems like a *medallion of thoughts*, even down to the range at which it functions, except that the thoughts overheard are muffled and distorted, requiring a DC 15 Will save to sort out. However, while the user thinks he is picking up the thoughts of others, all he is really hearing are figments created by the medallion itself. These illusory thoughts always seem plausible and thus can seriously mislead any who rely upon them. What's worse, unknown to him, the cursed medallion actually broadcasts his thoughts to creatures in the path of the beam, thus alerting them to his presence.

Faint divination; CL 7th; Create Wondrous Item, *detect thoughts, ghost sound*; Price 1,800 gp.

Necklace of Strangulation: A *necklace of strangulation* appears to be a rare and wondrous piece of valuable jewelry and, short of the use of something as powerful as a *miracle* or a *wish*, can only be identified as a cursed item when placed around a character's neck. The necklace immediately constricts, dealing 6 points of damage per round. It cannot be removed by any means short of a *limited wish*, *wish*, or *miracle* and remains clasped around the victim's throat even after his death. Only when he has decayed to a dry skeleton (after approximately one month) does the necklace loosen, ready for another victim.

Strong conjuration; CL 18th; Create Wondrous Item, *slay living*; Price 60,000 gp.

Net of Snaring: This net provides a +3 bonus on attack rolls but can only be used underwater, thus making it a somewhat useful item rather than what most would really call a cursed item. Underwater, it can be commanded to shoot forth up to 30 feet to trap a creature.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *freedom of movement*; Price 10,000 gp.

Periapt of Foul Rotting: This engraved gem appears to be of little value. If any character keeps the periapt in his possession for more than 24 hours, he contracts a terrible rotting affliction that permanently drains 1 point of Dexterity, Constitution, and Charisma every week. The periapt (and the affliction) can be removed only by application of a *remove curse* spell followed by a *cure disease* and then a *heal*, *miracle*, *limited wish*, or *wish* spell. The rotting can also be countered by crushing a *periapt of health* and sprinkling its dust upon the afflicted character (a full-round action), whereupon the periapt of foul rotting likewise crumbles to dust.

Faint abjuration; CL 10th; Create Wondrous Item, *contagion*; Price 17,000 gp.

Potion of Poison: This potion has lost its once beneficial magical abilities and has become a potent poison. The imbibor must make a DC 16 Fortitude save or take 1d10 points of Constitution damage. A minute later he must save again (DC 16) or take 1d10 points of Constitution damage.

Moderate conjuration; CL 12th; Craft Wondrous Item, *poison*; Price 5,000 gp.

Robe of Powerlessness: A *robe of powerlessness* appears to be a magic robe of another sort. As soon as a character dons this garment, he takes a –10 penalty to Strength and Intelligence, forgetting spells and

magic knowledge accordingly. The robe can be removed easily, but in order to restore mind and body, the character must receive a *remove curse* spell followed by *heal*.

Moderate transmutation; CL 13th; Create Wondrous Item, *bestow curse*, *permanency*; Price 5,500 gp; Weight 2 lbs.

Robe of Vermin: The wearer notices nothing unusual when the robe is donned, other than that it offers great magical defense (as a *cloak of protection* +4). However, as soon as he is in a situation requiring concentration and action against hostile opponents, the true nature of the garment is revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment. He must cease all other activities in order to scratch, shift the robe, and generally show signs of the extreme discomfort caused by the bites and movement of these pests.

The wearer takes a -5 penalty on initiative checks and a -2 penalty on all attack rolls, saves, and skill checks. If he tries to cast a spell, he must make a Concentration check (DC 20 + spell level) or lose the spell.

Moderate abjuration; CL 13th; Create Wondrous Item, *summon swarm*, creator must be at least 13th level; Price 16,500 gp; Weight 2 lbs.

Ring of Clumsiness: This ring operates exactly like a *ring of feather falling*. However, it also makes the wearer clumsy. He takes a -4 penalty to Dexterity and has a 20% chance of spell failure when trying to cast any arcane spell that has a somatic component. (This chance of spell failure stacks with other arcane spell failure chances.)

Strong transmutation; CL 15th; Forge Ring, *feather fall*, *bestow curse*; Price 500 gp.

Scarab of Death: This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than 1 round or carried by a living creature for 1 minute, it changes into a horrible burrowing beetle-like creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. A DC 25 Reflex save allows the wearer to tear the scarab away before it burrows out of sight, but he still takes 3d6 points of damage. The beetle then returns to its scarab form. Placing the scarab in a container of wood, ceramic, bone, ivory, or metal prevents the monster from coming to life and allows for long-term storage of the item.

Strong abjuration; CL 19th; Create Wondrous Item, *slay living*; Price 80,000 gp.

Spear, Cursed Backbiter: This is a +2 *shortspear*, but each time it is used in melee against a foe and the attack roll is a natural 1, it damages its wielder instead of his intended target. When the curse takes effect, the spear curls around to strike its wielder in the back, automatically dealing the damage to the wielder. The curse even functions when the spear is hurled, and in such a case the damage to the hurler is doubled.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *bestow curse*; Price 7,500 gp.

Stone of Weight (Loadstone): This stone appears to be a dark, smoothly polished stone. It reduces the possessor's base land speed to one-half of normal. Once picked up, the stone cannot be disposed of by any nonmagical means - if it is thrown away or smashed, it reappears somewhere on his person. If a *remove curse* spell is cast upon a *loadstone*, the item may be discarded normally and no longer haunts the individual.

Faint transmutation; CL 5th; Create Wondrous Item, *slow*; Price 1,000 gp.

-2 Sword, Cursed: This longsword performs well against targets in practice, but when used against an opponent in combat, it causes its wielder to take a -2 penalty on attack rolls.

All damage dealt is also reduced by 2 points, but never below a minimum of 1 point of damage on any successful hit. After one week in a character's possession, the sword always forces that character to employ it rather than another weapon. The sword's owner automatically draws it and fights with it even when he meant to draw or ready some other weapon. The sword can be gotten rid of only by means of *limited wish*, *wish*, or *miracle*.

Strong evocation; CL 15th; Craft Magic Arms and Armor, *bestow curse*, and *limited wish* or *miracle*; Price 1,500 gp.

Sword, Berserking: This item appears to have the characteristics of a +2 *greatsword*. However, whenever the sword is used in battle, its wielder goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability). He attacks the nearest creature and continues to fight until unconscious or dead or until no living thing remains within 30 feet. Although many see this sword as a cursed object, others see it as a boon.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *rage*, *bestow curse*; Price 17,500 gp.

Vacuous Grimoire: A book of this sort looks like a normal one on some mildly interesting topic. Any character who opens the work and reads so much as a single word therein must make two DC 15 Will saves. The first is to determine if the reader takes 1 point of permanent Intelligence drain. The second is to find out if the reader takes 2 points of permanent Wisdom drain. To destroy the book, a character must burn it while casting *remove curse*. If the *grimoire* is placed with other books, its appearance instantly alters to conform to the look of those other works.

Strong enchantment; CL 20th; Create Wondrous Item, *feeblemind*; Price 6,000 gp.

ARTIFACTS

Artifacts are extremely powerful. Rather than merely another form of magic equipment, they are the sorts of legendary relics that whole campaigns can be based on. Each could be the center of a whole set of adventures - a quest to recover it, a fight against an opponent wielding it, a mission to cause its destruction, and so on.

No table has been included to randomly generate specific artifacts, since these items should only enter a campaign through deliberate choice on your part.

Minor Artifacts

Minor artifacts are not necessarily unique items. Even so, they are magic items that no longer can be created, at least by common mortal means.

Minor Artifact Descriptions

Described below is a selection of the most well known (not necessarily the most numerous) minor artifacts.

Book of Infinite Spells: This work bestows upon any character of any class the ability to use the spells within its pages. However, any character not already able to use spells gains one negative level for as long as the book is in his possession or while he uses its power. A *book of infinite spells* contains 1d8+22 pages. The nature of each page is determined by a dice roll: 01-50, arcane spell; 51-100, divine spell.

Determine the exact spell by using the tables for determining major scroll spells.

Once a page is turned, it can never be flipped back - paging through a *book of infinite spells* is a one-way trip. If the book is closed, it always opens again to the page it was on before the book was closed. When the last page is turned, the book vanishes.

Once per day the owner of the book can cast the spell to which the book is opened. If that spell happens to be one that is on the character's class spell list, he can cast it up to four times per day. The pages cannot be ripped out without destroying the book. Similarly, the spells cannot be cast as scroll spells, nor can they be copied into a spellbook - their magic is bound up permanently within the book itself.

The owner of the book need not have the book on his person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.

Each time a spell is cast, there is a chance that the energy connected with its use causes the page to magically turn despite all precautions. The owner knows this and may even benefit from the turning by gaining access to a new spell. The chance of a page turning depends on the spell the page contains and what sort of spellcaster the owner is.

Condition	Chance of Page Turning
Caster employing a spell usable by own class and level	10%
Caster employing a spell not usable by own class and level	20%
Non-spellcaster employing divine spell	25%
Non-spellcaster employing arcane spell	30%

Treat each spell use as if a scroll were being employed, for purposes of determining casting time, spell failure, and so on.

Strong (all schools); CL 18th; Weight 3 lb.

Deck of Many Things: A *deck of many things* (both beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards or plaques made of ivory or vellum. Each is engraved with glyphs, characters, and sigils. As soon as one of these cards is drawn

from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a *deck of many things* who wishes to draw a card must announce how many cards he will draw before he begins. Cards must be drawn within 1 hour of each other, and a character can never again draw from this deck any more cards than he has announced. If the character does not willingly draw his allotted number (or if he is somehow prevented from doing so), the cards flip out of the deck on their own. *Exception:* If the jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck, it is replaced (making it possible to draw the same card twice) unless the draw is the jester or the fool, in which case the card is discarded from the pack. A *deck of many things* contains 22 cards. To simulate the magic cards, you may want to use tarot cards, as indicated in the second column of the accompanying table. If no tarot deck is available, substitute ordinary playing cards instead, as indicated in the third column. The effects of each card, summarized on the table, are fully described below.

Balance: The character must change to a radically different alignment. If the character fails to act according to the new alignment, he gains a negative level.

Comet: The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost. If successful, the character gains enough XP to attain the next experience level.

Donjon: This card signifies imprisonment - either by the *imprisonment* spell or by some powerful being. All gear and spells are stripped from the victim in any case. Draw no more cards.

Euryale: The medusa-like visage of this card brings a curse that only the fates card or a deity can remove. The -1 penalty on all saving throws is otherwise permanent.

Fates: This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and re-spun. Note that it does not enable something to happen. It can only stop something from happening or reverse a past occurrence. The reversal is only for the character that drew the card; other party members may have to endure the situation.

Flames: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the outsider can't be ended until one of the parties has been slain. Determine the outsider randomly, and assume that it attacks the character (or plagues his life in some way) within 1d20 days.

Fool: The payment of XP and the redraw are mandatory. This card is always discarded when drawn, unlike all others except the jester.

Gem: This card indicates wealth. The jewelry is all gold set with gems, each piece worth 2,000 gp, the gems 1,000 gp value each.

Idiot: This card causes the drain of 1d4+1 points of Intelligence immediately. The additional draw is optional.

Jester: This card is always discarded when drawn, unlike all others except the fool. The redraws are optional.

Key: The magic weapon granted must be one usable by the character. It suddenly appears out of nowhere in the character's hand.

Knight: The fighter appears out of nowhere and serves loyally until death. He or he is of the same race (or kind) and gender as the character.

Moon: This card sometimes bears the image of a moonstone gem with the appropriate number of *wishes* shown as gleams therein; sometimes it depicts a moon with its phase indicating the number of *wishes* (full = four; gibbous = three; half = two; quarter = one). These *wishes* are the same as those granted by the 9th-level wizard spell and must be used within a number of minutes equal to the number received.

Rogue: When this card is drawn, one of the character's NPC friends (preferably a cohort) is totally alienated and forever after hostile. If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted. The hatred is secret until the time is ripe for it to be revealed with devastating effect.

Ruin: As implied by its name, when this card is drawn, all nonmagical possessions of the drawer are lost.

Skull: A dread wraith appears. Treat this creature as an unturnable undead. The character must fight it alone - if others help, they get dread wraiths to fight as well. If the character is slain, he is slain forever and cannot be revived, even with a *wish* or a *miracle*.

Star: The 2 points are added to any ability the character chooses. They cannot be divided between two abilities.

Sun: Roll for a medium wondrous item until a useful item is indicated.

Talons: When this card is drawn, every magic item owned or possessed by the character is instantly and irrevocably gone.

Throne: The character becomes a true leader in people's eyes. The castle gained appears in any open area he wishes (but the decision where to place it must be made within 1 hour).

Vizier: This card empowers the character drawing it with the one-time ability to call upon a source of wisdom to solve any single problem or answer fully any question upon his request. The query or request must be made within one year. Whether the information gained can be successfully acted upon is another question entirely.

The Void: This black card spells instant disaster. The character's body continues to function, as though comatose, but his psyche is trapped in a prison somewhere - in an object on a far plane or planet, possibly in the possession of an outsider. A *wish* or a *miracle* does not bring the character back, instead merely revealing the plane of entrapment. Draw no more cards.

Strong (all schools); CL 20th.

Deck of Many Things

Plaque	Tarot Card	Playing Card	Summary of Effect
Balance	XI. Justice	Two of spades	Change alignment instantly.
Comet	Two of swords	Two of diamonds	Defeat the next monster you meet to gain one level.
Donjon	Four of swords	Ace of spades	You are <i>imprisoned</i> .
Euryale	Ten of swords	Queen of spades	-1 penalty on all saving throws henceforth.
The Fates	Three of cups	Ace of hearts	Avoid any situation you choose...once.
Flames	XV. The Devil	Queen of clubs	Enmity between you and an outsider.
Fool	0. The Fool	Joker (with trademark)	Lose 10,000 experience points and you must draw again.
Gem	Seven of cups	Two of hearts	Gain your choice of twenty-five pieces of jewelry or fifty gems.
Idiot	Two of pentacles	Two of clubs	Lose Intelligence (permanent drain). You may draw again.
Jester	XII. The Hanged Man	Joker (without trademark)	Gain 10,000 XP or two more draws from the deck.
Key	V. The Hierophant	Queen of hearts	Gain a major magic weapon.
Knight	Page of swords	Jack of hearts	Gain the service of a 4th-level fighter.
Moon	XVIII. The Moon	Queen of diamonds	You are granted 1d4 wishes.
Rogue	Five of swords	Jack of spades	One of your friends turns against you.
Ruin	XVI. The Tower	King of spades	Immediately lose all wealth and real property.
Skull	XIII. Death	Jack of clubs	Defeat dread wraith or be forever destroyed.
Star	XVII. The Star	Jack of diamonds	Immediately gain a +2 inherent bonus to one ability score.
Sun	XIX. The Sun	King of diamonds	Gain beneficial medium wondrous item and 50,000 XP.
Talons	Queen of pentacles	Ace of clubs	All magic items you possess disappear permanently.
Throne	Four of staves	King of hearts	Gain a +6 bonus on Diplomacy checks plus a small keep.
Vizier	IX. The Hermit	Ace of diamonds	Know the answer to your next dilemma.
The Void	Eight of swords	King of clubs	Body functions, but soul is trapped elsewhere.

Hammer of Thunderbolts: This +3 *Large* returning warhammer deals 4d6 points of damage on any hit. Further, if the wielder wears a *belt of giant Strength* and *gauntlets of ogre power* and he knows that the hammer is a *hammer of thunderbolts* (not just a +3 warhammer), the weapon can be used to full effect: It gains a total +5 enhancement bonus, allows all *belt* and *gauntlet* bonuses to stack (only when using this weapon), and strikes dead any giant upon whom it scores a hit (Fortitude DC 20 negates the death effect but not the damage).

When hurled, on a successful attack the hammer emits a great noise, like a clap of thunder, causing all creatures within 90 feet to be stunned for 1 round (Fortitude DC 15 negates). The hammer's range increment is 30 feet.

Strong evocation, necromancy, and transmutation; CL 20th; Weight 15 lb.

Philosopher's Stone: This rare substance appears to be an ordinary, sooty piece of blackish rock. If the stone is broken open (break DC 20), a cavity is revealed at the stone's heart. This cavity is lined with a magical type of quicksilver that enables any arcane spellcaster to transmute base metals (iron and lead) into silver and gold. A single *philosopher's stone* can turn from up to 5,000 pounds of iron into silver, or up to 1,000 pounds of lead into gold. However, the quicksilver becomes unstable once the stone is opened and loses its potency within 24 hours, so all transmutations must take place within that period.

The quicksilver found in the center of the stone may also be put to another use. If mixed with any *cure* potion while the substance is still potent, it creates a special *oil of life* that acts as a *true resurrection* spell for any dead body it is sprinkled upon.

Strong transmutation; CL 20th; Weight 3 lb.

Sphere of Annihilation: A *sphere of annihilation* is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. The object is actually a hole in the continuity of the multiverse. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed. Only the direct intervention of a deity can restore an annihilated character.

A *sphere of annihilation* is static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort (think of this as a mundane form of telekinesis, too weak to move actual objects but a force to which the sphere, being weightless, is sensitive). A character's ability to gain control of a *sphere of annihilation* (or to keep controlling one) is based on the result of a control check against DC 30 (a move action). A control check is 1d20 + character level + character Intelligence modifier. If the check succeeds, the character can move the sphere (perhaps to bring it into contact with an enemy) as a free action.

Control of a sphere can be established from as far away as 40 feet (the character need not approach too closely). Once control is established, it must be maintained by continuing to make control checks (all DC 30) each round. For as long as a character maintains control (does not fail a check) in subsequent rounds, he can control the sphere from a distance of 40 feet + 10 feet per character level. The sphere's speed in a round is 10 feet + 5 feet for every 5 points by which the character's control check result in that round exceeded 30.

If a control check fails, the sphere slides 10 feet in the direction of the character attempting to move it.

If two or more creatures vie for control of a *sphere of annihilation*, the rolls are opposed. If none are successful, the sphere slips toward the one who rolled lowest.

Should a *gate* spell be cast upon a *sphere of annihilation*, there is a 50% chance (01-50 on d%) that the spell destroys it, a 35% chance (51-85) that the spell does nothing, and a 15% chance (86-100) that a gap is torn in the spatial fabric, catapulting everything within a 180-foot radius into another plane. If a *rod of cancellation* touches a *sphere of annihilation*, they negate each other in a tremendous explosion. Everything within a 60-foot radius takes 2d6x10 points of damage. *Dispel magic* and *mage's disjunction* have no effect on a sphere.

See also *talisman of the sphere* (below).

Strong transmutation; CL 20th.

Staff of the Magi: A long wooden staff, shod in iron and inscribed with sigils and runes of all types, this potent artifact contains many spell powers and other functions. Some of its powers use charges, while others don't. The following powers do not use charges:

- * *Detect magic*
- * *Enlarge person* (Fortitude DC 15 negates)
- * *Hold portal*

- * *Light*
- * *Mage armor*
- * *Mage hand*

The following powers drain 1 charge per usage:

- * *Dispel magic*
- * *Fireball* (10d6 damage, Reflex DC 17 half)
- * *Ice storm*
- * *Invisibility*
- * *Knock*
- * *Lightning bolt* (10d6 damage, Reflex DC 17 half)
- * *Passwall*
- * *Pyrotechnics* (Will or Fortitude DC 16 negates)
- * *Wall of fire*
- * *Web*

These powers drain 2 charges per usage:

- * *Monster summoning IX*
- * *Plane shift* (Will DC 21 negates)
- * *Telekinesis* (400 lb. maximum weight; Will DC 19 negates)

A *staff of the magi* gives the wielder spell resistance 23. If this is willingly lowered, however, the staff can also be used to absorb arcane spell energy directed at its wielder, as a *rod of absorption* does. Unlike the rod, this staff converts spell levels into charges rather than retaining them as spell energy usable by a spellcaster. If the staff absorbs enough spell levels to exceed its limit of 50 charges, it explodes as if a retributive strike had been performed (see below). The wielder has no idea how many spell levels are cast at him, for the staff does not communicate this knowledge as a *rod of absorption* does. (Thus, absorbing spells can be risky.)

Retributive Strike: A *staff of the magi* can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30-foot spread. All within 10 feet of the broken staff take hit points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges. A DC 17 Reflex save reduces damage by half.

The character breaking the staff has a 50% chance (01-50 on d%) of traveling to another plane of existence, but if he does not (51-100), the explosive release of spell energy destroys him. Only specific items, including the *staff of the magi* and the *staff of power* are capable of a retributive strike.

Strong (all schools); CL 20th; Weight 5 lb.

Talisman of Pure Good: A good (LG, NG, CG) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of an evil (LE, NE, CE) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be good, and if he is not exceptionally pure in thought and deed the evil character gains a DC 19 Reflex saving throw to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function.

A *talisman of pure good* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, he takes 6d6 points of damage. If an evil divine spellcaster touches one, he takes 8d6 points of damage. All other characters are unaffected by the device.

Strong evocation [good]; CL 18th.

Talisman of the Sphere: This small adamantine loop and handle are useless to those unable to cast arcane spells. Characters who cannot cast arcane spells take 5d6 points of damage merely from picking up and holding a talisman of this sort. However, when held by an arcane spellcaster who is concentrating on control of a *sphere of annihilation*, a *talisman of the sphere* doubles the character's modifier on his control check (doubling both his Intelligence bonus and his character level for this purpose).

If the wielder of a talisman establishes control, he need check for maintaining control only every other round thereafter. If control is not established, the sphere moves toward him. Note that while many spells and effects of cancellation have no effect upon a *sphere of annihilation*, the talisman's power of control can be suppressed or canceled.

Strong transmutation; CL 16th; Weight 1 lb.

Talisman of Reluctant Wishes: A talisman of this sort appears the same as a *stone of controlling earth elementals*. Its powers are quite different, however, and dependent on the Charisma of the individual

holding the talisman. Whenever a character touches a *talisman of reluctant wishes*, he must make a DC 15 Charisma check.

If he fails, the device acts as a *stone of weight*. Discarding or destroying it results in 5d6 points of damage to the character and the disappearance of the talisman.

If he succeeds, the talisman remains with the character for 5d6 hours, or until a *wish* is made with it, whichever comes first. It then disappears.

If he rolls a natural 20, the character finds it impossible to be rid of the talisman for as many months as he has points of Charisma. In addition, the artifact grants him one *wish* for every 6 points of the character's Charisma. It also grows warm and throbs whenever its possessor comes within 20 feet of a mechanical or magic trap. (If the talisman is not held, its warning heat and pulses are of no avail.)

Regardless of which reaction results, a *talisman of reluctant wishes* disappears when its time period expires, leaving behind a 10,000 gp diamond in its stead.

Strong conjuration; CL 20th; Weight 1 lb.

Talisman of Ultimate Evil: An evil (LE, NE, CE) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of a good (LG, NG, CG) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be evil, and if he is not exceptionally foul and perverse in the sights of his evil deity the good character gains a DC 19 Reflex save to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function.

A *talisman of ultimate evil* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, he takes 6d6 points of damage. If a good divine spellcaster touches one, he takes 8d6 points of damage. All other characters are unaffected by the device.

Strong evocation [evil]; CL 18th.

Major Artifacts

Major artifacts are unique items - only one of each such item exists. These are the most potent of magic items, capable of altering the balance of a campaign.

Unlike all other magic items, major artifacts are not easily destroyed. Each should have only a single, specific means of destruction.

Major Artifact Descriptions

The Moaning Diamond: The *Moaning Diamond* appears to be an uncut diamond the size of a human fist. At all times, it gives forth a baleful moaning sound, as if in pain. Despite the noise, the *Moaning Diamond* is not evil. The wielder of the stone can, three times per day, call upon it to reshape earth and stone as if by the spell *stone shape*, affecting 5,000 cubic feet of material. The *Moaning Diamond* can summon an elder earth elemental with maximum hit points that serves the caster until it is slain. Only one such elemental can be summoned at a time; if it is slain, a new creature cannot be summoned for 24 hours.

The Orbs of Dragonkind: Each of these fabled orbs contains the essence and personality of an ancient dragon of a different variety (one for each of the major ten different chromatic and metallic dragons). The bearer of an *Orb* can *dominate* dragons of its particular variety within 500 feet (as *dominate monster*), the dragon being forced to make a DC 25 Will save to resist. (Spell resistance is not useful against this effect.) Each *Orb of Dragonkind* bestows upon the wielder the AC and saving throw bonuses of the dragon within. These values replace whatever values the character would otherwise have, whether they are better or worse. These values cannot be modified by any means short of ridding the character of the *Orb*. A character possessing an *Orb of Dragonkind* is immune to the breath weapon - but only the breath weapon - of the dragon variety keyed to the *Orb*. Finally, a character possessing an *Orb* can himself use the breath weapon of the dragon in the *Orb* three times per day.

All *Orbs of Dragonkind* can be used to communicate verbally and visually with the possessors of the other *Orbs*. The owner of an *Orb* knows whether there are dragons within 10 miles at all times. For dragons of the *Orb's* particular variety, the range is 100 miles. If within 1 mile of a dragon of the *Orb's* variety, the wielder can determine the exact location and age of the creature. The bearer of one of these *Orbs* earns the enmity forever of all dragonkind for profiting by the enslavement of one of their kin, even if he later loses the item.

Each *Orb* also has an individual power that can be invoked once per round at 10th caster level.

* *Black Dragon Orb: Fly* (Will DC 17 negates).

* *Blue Dragon Orb: Haste* (Fortitude DC 17 negates).

* *Brass Dragon Orb: Teleport* (Will DC 19 negates).

* *Bronze Dragon Orb: Scrying* (Will DC 18 negates).

* *Copper Dragon Orb: Suggestion* (Will DC 17 negates).

* *Gold Dragon Orb:* The owner of the gold *Orb* can call upon any power possessed by one of the other *Orbs* - including the *dominate* and breath weapon abilities but not AC, save bonuses, or breath weapon immunity - but can only use an individual power once per day. he can use *dominate* on any other possessor of an *Orb* within 1 mile (Will DC 23 negates).

* *Green Dragon Orb: Spectral hand*.

* *Red Dragon Orb: Wall of fire*.

* *Silver Dragon Orb: Cure critical wounds* (Will DC 18 half).

* *White Dragon Orb: Protection from energy (cold)* (Fortitude DC 17 negates).

The Saint's Mace: This relic appears to be a simple, well-used cudgel, but its simple appearance hides great power. The *saint's mace* has a +5 enhancement bonus and functions as a heavy mace with the holy, lawful, and disruption special abilities. The wielder can project *searing light* from the mace at will, at caster level 20th.

The Shadowstaff: This artifact was crafted centuries ago, weaving together the wispy strands of shadow itself into a twisted black staff. The *Shadowstaff* makes the wielder slightly shadowy and incorporeal, granting him a +4 bonus to AC and Reflex saves (which stacks with any other bonuses). However, in bright light (such as that of the sun, but not a torch) or in absolute darkness, the wielder takes a -2 penalty on all attack rolls, saves, and checks.

The *Shadowstaff* also has these powers.

* *Summon Shadows:* Three times per day the staff may summon 2d4 shadows. Immune to turning, they serve the wielder as if called by a *summon monster V* spell cast at 20th level.

* *Summon Nightshade:* Once per month, the staff can summon a nightcrawler nightshade that serves the wielder as if called by a *summon monster IX* spell cast at 20th level.

* *Shadow Form:* Three times per day the wielder can become a living shadow, with all the movement powers granted by the *gaseous form* spell.

* *Shadow Bolt:* Three times per day the staff can project a ray attack that deals 10d6 points of cold damage to a single target. The shadow bolt has a range of 100 feet.

The Shield of the Sun: This +5 *large shield*, emblazoned with the symbol of the sun, allows the wielder to cast spells as if he were a 20th-level paladin with a Wisdom score of 20. The spells gained are cumulative with any existing spells per day that the character might have, even if he's already a paladin. The *Shield of the Sun* also grants spell resistance 15 to its wielder. It absorbs the first 10 points of damage from any energy attack (fire, cold, acid, electricity, or sonic). In return for all this, once per year the shield's owner must undertake a quest (no saving throw to avoid) at the behest of a lawful good deity.

A character that is evil or chaotic (LE, NE, CE, CN, CG) gains four negative levels if he attempts to use this artifact. Although these negative levels never results in actual level loss, they remain as long as the shield is in hand and cannot be overcome in any way (including *restoration* spells). The negative levels disappear when the shield is stowed or leaves the wearer's possession.

CREATING MAGIC ITEMS

To create magic items, spellcasters use special feats. They invest time, money, and their own personal energy (in the form of experience points) in an item's creation.

Note that all items have prerequisites in their descriptions. These prerequisites must be met for the item to be created. Most of the time, they take the form of spells that must be known by the item's creator (although access through another magic item or spellcaster is allowed).

While item creation costs are handled in detail below, note that normally the two primary factors are the caster level of the creator and the level of the spell or spells put into the item. A creator can create an item at a lower caster level than his own, but never lower than the minimum level needed to cast the needed spell. Using metamagic feats, a caster can place spells in items at a higher level than normal.

Magic supplies for items are always half of the base price in gp and 1/25 of the base price in XP. For many items, the market price equals the base price.

Armor, shields, weapons, and items with a value independent of their magically enhanced properties add their item cost to the market price. The item cost does not influence the base price (which determines the cost of magic supplies and the experience point cost), but it does increase the final market price.

In addition, some items cast or replicate spells with costly material components or with XP components. For these items, the market price equals the base price plus an extra price for the spell component costs. Each XP in the component costs adds 5 gp to the market price. The cost to create these items is the magic supplies cost and the base XP cost (both determined by the base price) plus the costs for the components. Descriptions of these items include an entry that gives the total cost of creating the item.

The creator also needs a fairly quiet, comfortable, and well-lit place in which to work. Any place suitable for preparing spells is suitable for making items. Creating an item requires one day per 1,000 gp in the

item's base price, with a minimum of at least one day. Potions are an exception to this rule; they always take just one day to brew. The character must spend the gold and XP at the beginning of the construction process.

The caster works for 8 hours each day. He cannot rush the process by working longer each day. But the days need not be consecutive, and the caster can use the rest of his time as he sees fit.

A character can work on only one item at a time. If a character starts work on a new item, all materials used and XP spent on the under-construction item are wasted.

The secrets of creating artifacts are long lost.

An item's market price is the sum of the item cost, spell component costs, and the base price.

Spell Level: A 0-level spell is half the value of a 1st-level spell for determining price.

TABLE 16-37: SUMMARY OF MAGIC ITEM CREATION COSTS

Magic Item	Feat	Item Cost	Spell Component Costs		Magic Supplies Cost	Base Price ⁴
			Material ²	XP ³		
Armor	Craft Magic	Masterwork	x 50	x 50 (usually none)	1/2 the value on Table 16-2: <i>Armor and Shields</i>	Value on Table 16-2: <i>Armor and Shields</i>
	Arms and Armor	armor	(usually none)	x 5 gp		
Shield	Craft Magic	Masterwork	x 50	x 50 (usually none)	1/2 the value on Table 16-2: <i>Armor and Shields</i>	Value on Table 16-2: <i>Armor and Shields</i>
	Arms and Armor	shield	(usually none)	x 5 gp		
Weapon	Craft Magic	Masterwork	x 50	x 50 (usually none)	1/2 the value on Table 16-9: <i>Weapons</i>	Value on Table 16-9: <i>Weapons</i>
	Arms and Armor	weapon	(usually none)	x 5 gp		
Potion	Brew Potion	---	Cost (usually none)	Cost (usually none)	1/2 x 25 x spell level x caster level	25 x spell level x caster level
Ring	Forge Ring	---	x 50	x 50 x 5 gp	Special, see Table 16-38: <i>Estimating Magic Item Gold Piece Values, below</i>	Special, see Table 16-38: <i>Estimating Magic Item Gold Piece Values, below</i>
Rod	Craft Rod	¹	x 50 (often none)	x 50 (often none)	Special, see Table 16-38: <i>Estimating Magic Item Gold Piece Values, below</i>	Special, see Table 16-38: <i>Estimating Magic Item Gold Piece Values, below</i>
Scroll	Scribe Scroll	---	Cost (usually none)	Cost (usually none)	1/2 x 12.5 x spell level x caster level	12.5 x spell level x caster level
Staff	Craft Staff	Masterwork Quarterstaff (300 gp)	x 50 / (# of charges used to activate spell)	x 50 x 5 gp / (# of charges used to activate spell)	See Creating Staffs, below	See Creating Staffs, below
Wand	Craft Wand	---	x 50	x 50 x 5 gp	1/2 x 375 x spell level x caster level	375 x spell level x caster level
Wondrous Item	Craft Wondrous Item	⁵	x 50 (usually none)	x 50 (usually none) x 5 gp	Special, see Table 16-38: <i>Estimating Magic Item Gold Piece Values, below</i>	Special, see Table 16-38: <i>Estimating Magic Item Gold Piece Values, below</i>

¹ Rods usable as weapons must include the masterwork weapon cost.

² This cost is only for spells activated by the item that have material or XP components. Having a spell with a costly component as a prerequisite does not automatically incur this cost if the item doesn't actually cast the spell.

³ If purchasing a staff, the buyer pays 5 x the XP value in gold pieces.

⁴ A character creating an item pays 1/25 the base price in experience points.

⁵ Some items have additional value from a masterwork item component.

TABLE 16-38: ESTIMATING MAGIC ITEM GOLD PIECE VALUES

Effect	Base Price	Example	Minimum Caster Level
Ability bonus (enhancement)	Bonus squared x 1,000 gp	<i>Gloves of Dexterity</i> +2	Equal to 1 + (2 x bonus)
Armor bonus (armor or enhancement)	Bonus squared x 1,000 gp	+1 <i>chainmail</i>	Equal to 1 + (2 x bonus)
Bonus spell slot	Spell level squared x 1,000 gp	<i>Pearl of power</i>	17th
AC bonus (deflection or natural)	Bonus squared x 2,000 gp	<i>Ring of protection</i> +3	Equal to 4 x bonus
AC bonus (other) ¹	Bonus squared x 2,500 gp	<i>Ioun stone, dusty rose prism</i>	12th
Natural armor bonus (enhancement)	Bonus squared x 2,000 gp	<i>Amulet of natural armor</i> +1	5th
Save bonus (resistance)	Bonus squared x 1,000 gp	<i>Cloak of resistance</i> +5	Equal to 2 x bonus
Save bonus (other) ¹	Bonus squared x 2,000 gp	<i>Stone of good luck</i>	Equal to 3 x bonus
Skill bonus (competence)	Bonus squared x 100 gp	<i>Cloak of elvenkind</i>	Equal to bonus
Spell resistance (SR 13 minimum)	10,000 gp per point over SR 12	<i>Mantle of spell resistance</i>	Spell Resistance – 12
Weapon bonus (enhancement)	Bonus squared x 2,000 gp	+1 <i>longsword</i>	Equal to 3 x bonus
Spell Effect	Base Price	Example	Minimum Caster Level
Single use, spell completion	Spell level x caster level x 25 gp	<i>Scroll of haste</i>	Minimum to cast the spell
Single use, use-activated	Spell level x caster level x 50 gp	<i>Potion of cure light wounds</i>	Minimum to cast the spell
50 charges, spell trigger	Spell level x caster level x 750 gp	<i>Wand of fireball</i>	Minimum to cast the spell
Command word	Spell level x caster level x 1,800 gp	<i>Cape of the mountebank</i>	Minimum to cast the spell
Use-activated or continuous	Spell level x caster level x 2,000 gp ²	<i>Lantern of revealing</i>	Minimum to cast the spell
Special	Base Price Adjustment	Example	
Charges per day	Divide by (5 divided by charges per day)	<i>Boots of teleportation</i>	
Uncustomary space limitation ³	Multiply entire cost by 1.5	<i>Helm of teleportation</i>	
No space limitation ⁴	Multiply entire cost by 2	<i>Ioun stone</i>	

<u>Multiple different abilities</u>	<u>Multiply higher item cost by 2</u>	<u>Helm of brilliance</u>
Charged (50 charges)	1/2 unlimited use base price	<i>Ring of the ram</i>
Component	Extra Cost	Example
Armor, shield, or weapon	Add cost of masterwork item	+1 composite longbow
<u>Spell has material component cost</u>	<u>Add directly into price of item per charge⁵</u>	<i>Wand of stoneskin</i>
Spell has XP cost	Add 5 gp per 1 XP per charge ⁵	<i>Ring of three wishes</i>

- 1 Such as a luck, insight, sacred, or profane bonus.
- 2 If a continuous item has an effect based on a spell with a duration measured in rounds, multiply the cost by 4. If the duration of the spell is 1 minute/level, multiply the cost by 2, and if the duration is 10 minutes/level, multiply the cost by 1.5. If the spell has a 24-hour duration or greater, divide the cost in half.
- 3 See Body Slot Affinities, below.
- 4 An item that does not take up one of the spaces on a body costs double.
- 5 If item is continuous or unlimited, not charged, determine cost as if it had 100 charges. If it has some daily limit, determine as if it had 50 charges.

Magic Item Gold Piece Values

Many factors must be considered when determining the price of new magic items. The easiest way to come up with a price is to match the new item to an item that is already priced that price as a guide. Otherwise, use the guidelines summarized on Table 16-38: Estimating Magic Item Gold Piece Values.

Multiple Similar Abilities: For items with multiple similar abilities that don't take up space on a character's body use the following formula: Calculate the price of the single most costly ability, then add 75% of the value of the next most costly ability, plus one-half the value of any other abilities.

Multiple Different Abilities: Abilities such as an attack roll bonus or saving throw bonus and a spell-like function are not similar, and their values are simply added together to determine the cost. For items that do take up a space on a character's body each additional power not only has no discount but also instead has a 50% increase in price.

0th-Level Spells: When multiplying spell levels to determine value, 0th-level spells should be treated as 1/2 level.

Other Considerations: Once you have a final cost figure, reduce that number if any of the following conditions applies, cumulative:

- * *Item Requires Skill to Use:* Some items require a specific skill to get them to function. This factor should reduce the cost about 10%.
- * *Item Requires Specific Class or Alignment to Use:* Even more restrictive than requiring a skill, this limitation cuts the cost by 30%.

Prices presented in the magic item descriptions (the gold piece value following the item's caster level) are the market value, which is generally twice what it costs the creator to make the item.

Since different classes get access to certain spells at different levels, the prices for two characters to make the same item might actually be different. An item is only worth two times what the caster of lowest possible level can make it for. Calculate the market price based on the lowest possible level caster, no matter who makes the item.

Not all items adhere to these formulas directly. The reasons for this are several. First and foremost, these few formulas aren't enough to truly gauge the exact differences between items. The price of a magic item may be modified based on its actual worth. The formulas only provide a starting point. The pricing of scrolls assumes that, whenever possible, a wizard or cleric created it. Potions and wands follow the formulas exactly. Staffs follow the formulas closely, and other items require at least some judgment calls.

MASTERWORK ITEMS

Masterwork items are extraordinarily well-made items. They are more expensive, but they benefit the user with improved quality. They are not magical in any way. However, only masterwork items may be enhanced to become magic armor and weapons. (Items that are not weapons or armor may or may not be masterwork items.)

SPECIAL MATERIALS

In addition to magic items created with spells, some substances have innate special properties.

If you make a suit of armor or weapon out of more than one special material, you get the benefit of only the most prevalent material. However, you can build a double weapon with each head made of a different special material.

Special Weapons Materials

Each of the special materials described below has a definite game effect. Some creatures have damage reduction based on their creature type or core concept. Some are resistant to all but a special type of damage, such as that dealt by evil-aligned weapons or bludgeoning weapons. Others are vulnerable to weapons of a particular material. Characters may choose to carry several different types of weapons, depending upon the campaign and types of creatures they most commonly encounter.

Adamantine: This ultra-hard metal adds to the quality of a weapon or suit of armor. Weapons fashioned from adamantine have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20. Armor made from adamantine grants its wearer damage reduction of 1/- if it's light armor, 2/- if it's medium armor, and 3/- if it's heavy armor. Adamantine is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given below. Thus, adamantine weapons and ammunition have a +1 enhancement bonus on attack rolls, ignore Hardness, and the armor check penalty of adamantine armor is lessened by 1 compared to ordinary armor of its type. Items without metal parts cannot be made from adamantine. An arrow could be made of adamantine, but a quarterstaff could not.

Only weapons, armor, and shields normally made of metal can be fashioned from adamantine. Weapons, armor and shields normally made of steel that is made of adamantine have one-third more hit points than normal. Adamantine has 40 hit points per inch of thickness and hardness 20.

Type of Adamantine Item	Item Cost Modifier
Ammunition	+60 gp
Light armor	+5,000 gp
Medium armor	+10,000 gp
Heavy armor	+15,000 gp
Weapon	+3,000 gp

Darkwood: This rare magic wood is as hard as normal wood but very light. Any wooden or mostly wooden item (such as a bow, an arrow, or a spear) made from darkwood is considered a masterwork item and weighs only half as much as a normal wooden item of that type. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. The armor check penalty of a darkwood shield is lessened by 2 compared to an ordinary shield of its type. To determine the price of a darkwood item, use the original weight but add 10 gp per pound to the price of a masterwork version of that item.

Darkwood has 10 hit points per inch of thickness and hardness 5.

Dragonhide: Armorsmiths can work with the hides of dragons to produce armor or shields of masterwork quality. One dragon produces enough hide for a single suit of masterwork hide armor for a creature one size category smaller than the dragon. By selecting only choice scales and bits of hide, an armorsmith can produce one suit of masterwork banded mail for a creature two sizes smaller, one suit of masterwork half-plate for a creature three sizes smaller, or one masterwork breastplate or suit of full plate for a creature four sizes smaller. In each case, enough hide is available to produce a small or large masterwork shield in addition to the armor, provided that the dragon is Large or larger.

Because dragonhide armor isn't made of metal, druids can wear it without penalty.

Creatures wearing dragonhide armor, or using a dragonhide shield, gain energy resistance to the type of elemental damage the dragon was immune to. The energy resistance gained is equal to twice the base AC bonus of the armor, without any magical or psionic enhancement. Unlike

other sources of energy resistance, the energy resistance from dragonhide stacks with other sources **except** more dragonhide.

Dragonhide armor costs double what masterwork armor of that type ordinarily costs, but it takes no longer to make than ordinary armor of that type.

Dragonhide has 10 hit points per inch of thickness and hardness 10.

Iron, Cold: This iron, mined deep underground, known for its effectiveness against fey creatures, is forged at a lower temperature to preserve its delicate properties. Weapons made of cold iron cost twice as much to make as their normal counterparts. Also, any magical enhancements cost an additional 2,000 gp.

Items without metal parts cannot be made from cold iron. An arrow could be made of cold iron, but a quarterstaff could not.

A double weapon that has only half of it made of cold iron increases its cost by 50%.

Cold iron has 30 hit points per inch of thickness and hardness 10.

Mithral: Mithral is a very rare silvery, glistening metal that is lighter than iron but just as hard. When worked like steel, it becomes a wonderful material from which to create armor and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonus is increased by 2, and armor check penalties are lessened by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a scythe cannot be.)

Weapons or armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below.

Mithral has 30 hit points per inch of thickness and hardness 15.

Type of Mithral Item Item Cost Modifier

Light armor	+1,000 gp
Medium armor	+4,000 gp
Heavy armor	+9,000 gp
Shield	+1,000 gp
Other items	+500 gp/lb.

Silver, Alchemical: A complex process involving metallurgy and alchemy can bond silver to a weapon made of steel so that it bypasses the damage reduction of creatures such as lycanthropes.

On a successful attack with a silvered weapon, the wielder takes a –1 penalty on the damage roll (with the usual minimum of 1 point of damage). The alchemical silvering process can't be applied to nonmetal items, and it doesn't work on rare metals such as adamantite, cold iron, and mithral.

Alchemical silver has 10 hit points per inch of thickness and hardness 8.

Type of Alchemical Silver Item Item Cost Modifier

Ammunition	+2 gp
Light weapon	+20 gp
One-handed weapon, or one head of a double weapon	+90 gp
Two-handed weapon, or both heads of a double weapon	+180 gp

CREATING MAGIC ARMOR

To create magic armor, a character needs a heat source and some iron, wood, or leatherworking tools. He also needs a supply of materials, the most obvious being the armor or the pieces of the armor to be assembled. Armor to be made into magic armor must be masterwork armor, and the masterwork cost is added to the base price to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic armor - half the base price of the item.

Creating magic armor has a special prerequisite: The creator's caster level must be at least three times the enhancement bonus of the armor. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Magic armor or a magic shield must have at least a +1 enhancement bonus to have any of the abilities listed on Table 16-5: Armor Special Abilities and Table 16-6: Shield Special Abilities.

If spells are involved in the prerequisites for making the armor, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard), must provide any material components or focuses the spells require, and must pay any XP costs required for the spells. The act of working on the armor triggers the prepared spells, making them unavailable for casting during each day of the armor's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some armor may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting magic armor requires one day for each 1,000 gp value of the base price.

Item Creation Feat Required: Craft Magic Arms and Armor.

CREATING MAGIC WEAPONS

To create a magic weapon, a character needs a heat source and some iron, wood, or leatherworking tools. He also needs a supply of materials, the most obvious being the weapon or the pieces of the weapon to be assembled. Only a masterwork weapon can become a magic weapon, and the masterwork cost is added to the total cost to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic weapon - half the base price given on Table 16-9: Weapons, according to the weapon's total effective bonus.

Creating a magic weapon has a special prerequisite: The creator's caster level must be at least three times the enhancement bonus of the weapon. If an item has both an enhancement bonus and a special ability the higher of the two caster level requirements must be met.

A magic weapon must have at least a +1 enhancement bonus to have any of the abilities listed on Table 16-14: Melee Weapon Special Abilities or Table Ranged Weapon Special Abilities.

If spells are involved in the prerequisites for making the weapon, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the weapon triggers the prepared spells, making them unavailable for casting during each day of the weapon's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

At the time of creation, the creator must decide if the weapon glows or not as a side effect of the magic imbued within it. This decision does not affect the price or the creation time, but once the item is finished, the decision is binding.

Creating magic double-headed weapons is treated as creating two weapons when determining cost, time, XP, and special abilities.

Creating some weapons may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting a magic weapon requires one day for each 1,000 gp value of the base price.

Item Creation Feat Required: Craft Magic Arms and Armor.

CREATING POTIONS

The creator of a potion needs a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to boil the brew. In addition, he needs ingredients. The costs for materials and ingredients are subsumed in the cost for brewing the potion - 25 gp \times the level of the spell \times the level of the caster.

All ingredients and materials used to brew a potion must be fresh and unused. The character must pay the full cost for brewing each potion. (Economies of scale do not apply.)

The imbiber of the potion is both the caster and the target. Spells with a range of personal cannot be made into potions.

The creator must have prepared the spell to be placed in the potion (or must know the spell, in the case of a sorcerer or bard) and must provide any material component or focus the spell requires.

If casting the spell would reduce the caster's XP total, he pays the XP cost upon beginning the brew in addition to the XP cost for making the potion itself. Material components are consumed when he begins

working, but a focus is not. (A focus used in brewing a potion can be reused.) The act of brewing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from his currently prepared spells, just as if it had been cast.) Brewing a potion requires one day.

Item Creation Feat Required: Brew Potion.

Potion Base Prices and Costs

Spell Level	GP Value*	Brewing Cost*	Min Caster Level
0	25 gp	12 gp 5 sp (+1 XP)	1st
1st	50 gp	25 gp (+2 XP)	1st (2nd for bards)
2nd	300 gp	150 gp (+12 XP)	3rd (4th for bards)
3rd	750 gp	375 gp (+30 XP)	5th (7th for bards)

* Prices assume that the potion was made at the minimum caster level.

CREATING RINGS

To create a magic ring, a character needs a heat source. He also needs a supply of materials, the most obvious being a ring or the pieces of the ring to be assembled. The cost for the materials is subsumed in the cost for creating the ring. Ring costs are difficult to formulaize. Refer to Table 16-38: Estimating Magic Item Gold Piece Values and use the ring prices in the ring descriptions as a guideline. Creating a ring generally costs half the ring's market price.

Rings that duplicate spells with costly material or XP components add in the value of 50 x the spell's component cost. Having a spell with a costly component as a prerequisite does not automatically incur this cost. The act of working on the ring triggers the prepared spells, making them unavailable for casting during each day of the ring's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some rings may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Forging a ring requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Forge Ring.

CREATING RODS

To create a magic rod, a character needs a supply of materials, the most obvious being a rod or the pieces of the rod to be assembled. The cost for the materials is subsumed in the cost for creating the rod. Rod costs are difficult to formulaize. Refer to Table 16-38: Estimating Magic Item Gold Piece Values and use the rod prices in the rod descriptions as a guideline. Rods should have abilities that are either use activated with a limited number of daily uses, and often also have the characteristics of a melee weapon (which adds Craft Magic Arms and Armor to the prerequisites). Creating a rod costs half the market value listed.

If spells are involved in the prerequisites for making the rod, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the rod triggers the prepared spells, making them unavailable for casting during each day of the rod's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some rods may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting a rod requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Rod.

CREATING SCROLLS

To create a scroll, a character needs a supply of choice writing materials, the cost of which is subsumed in the cost for scribing the scroll - 12.5 gp x the level of the spell x the level of the caster.

All writing implements and materials used to scribe a scroll must be fresh and unused. A character must pay the full cost for scribing each spell scroll no matter how many times he previously has scribed the same spell.

The creator must have prepared the spell to be scribed (or must know the spell, in the case of a sorcerer or bard) and must provide any material component or focus the spell requires. If casting the spell would reduce the caster's XP total, he pays the cost upon beginning the scroll in addition

to the XP cost for making the scroll itself. Likewise, a material component is consumed when he begins writing, but a focus is not. (A focus used in scribing a scroll can be reused.) The act of writing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from his currently prepared spells, just as if it had been cast.)

Scribing a scroll requires one day per each 1,000 gp of the base price.

Item Creation Feat Required: Scribe Scroll.

Scroll Base Prices and Costs

Spell Level	GP Value*	Scribing Cost*	Min Caster Level
0	12 gp 5 sp	6 gp 2sp 5cp (+1 XP)	1st
1st	25 gp	12 gp 5 sp (+1 XP)	1st (2nd for bards)
2nd	150 gp	75 gp (+6 XP)	3rd (4th for bards)
3rd	375 gp	187 gp 5 sp (+15 XP)	5th (7th for bards)
4th	700 gp	350 gp (+28 XP)	7th (10th for bards)
5th	1,125 gp	562 gp 5 sp (+45 XP)	9th (13th for bards)
6th	1,650 gp	826 gp (+66 XP)	11th (16th for bards)
7th	2,275 gp	1,135 gp 5 sp (+91 XP)	13th (no bards)
8th	3,000 gp	1,500 gp (+120 XP)	15th (no bards)
9th	3,825 gp	1,912 gp 5 sp (+153 XP)	17th (no bards)

* Prices assume that the scroll was made at the minimum caster level.

CREATING STAFFS

To create a magic staff, a character needs a supply of materials, the most obvious being a staff or the pieces of the staff to be assembled.

The cost for the materials is subsumed in the cost for creating the staff - 375 gp x the level of the highest-level spell x the level of the caster, plus 75% of the value of the next most costly ability (281.25 gp x the level of the spell x the level of the caster), plus one-half of the value of any other abilities (187.5 gp x the level of the spell x the level of the caster). Staffs are always fully charged (50 charges) when created.

If desired, a spell can be placed into the staff at only half the normal cost, but then activating that particular spell costs 2 charges from the staff. The caster level of all spells in a staff must be the same, and no staff can have a caster level of less than 8th, even if all the spells in the staff are low-level spells.

The creator must have prepared the spells to be stored (or must know the spell, in the case of a sorcerer or bard) and must provide any focus the spells require as well as material and XP component costs sufficient to activate the spell a maximum number of times (50 divided by the number of charges one use of the spell expends). This is in addition to the XP cost for making the staff itself. Material components are consumed when he begins working, but focuses are not. (A focus used in creating a staff can be reused.) The act of working on the staff triggers the prepared spells, making them unavailable for casting during each day of the staff's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating a few staffs may entail other prerequisites beyond spellcasting. See the individual descriptions for details.

Crafting a staff requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Staff.

CREATING WANDS

To create a magic wand, a character needs a small supply of materials, the most obvious being a baton or the pieces of the wand to be assembled. The cost for the materials is subsumed in the cost for creating the wand - 375 gp x the level of the spell x the level of the caster. Wands are always fully charged (50 charges) when created.

The creator must have prepared the spell to be stored (or must know the spell, in the case of a sorcerer or bard) and must provide any focuses the spell requires. Fifty of each needed material component are required, one for each charge. If casting the spell would reduce the caster's XP total, he pays the cost (multiplied by 50) upon beginning the wand in addition to the XP cost for making the wand itself. Likewise, material components are consumed when he begins working, but focuses are not. (A focus used in creating a wand can be reused.) The act of working on the wand triggers the prepared spell, making it unavailable for casting during each day devoted to the wand's creation. (That is, that spell slot is expended from his currently prepared spells, just as if it had been cast.)

Crafting a wand requires one day per each 1,000 gp of the base price.

Wand Base Prices and Costs

Spell

Level	GP Value*	Crafting Cost*	Min Caster Level
0	375 gp	187 gp 5 sp (+15 XP)	1st
1st	750 gp	375 gp (+30 XP)	1st (2nd for bards)
2nd	4,500 gp	2,250 gp (180+ XP)	3rd (4th for bards)
3rd	11,250 gp	5,625 gp (+450 XP)	5th (7th for bards)
4th	21,000 gp	10,500 gp (+840 XP)	7th (10th for bards)

* Prices assume that the wand was made at the minimum caster level.

CREATING WONDROUS ITEMS

To create a wondrous item, a character usually needs some sort of equipment or tools to work on the item. He also needs a supply of materials, the most obvious being the item itself or the pieces of the item to be assembled. The cost for the materials is subsumed in the cost for creating the item. Wondrous item costs are difficult to formulaize. Refer to Table 16-38: Estimating Magic Item Gold Piece Values and use the item prices in the item descriptions as a guideline. Creating an item costs half the market value listed.

If spells are involved in the prerequisites for making the item, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the item triggers the prepared spells, making them unavailable for casting during each day of the item's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some items may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting a wondrous item requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Wondrous Item.

MAKING CONSTRUCTS AND GOLEMS

Creating a construct creature of any type is the application of two types of item enchantment: Craft Magic Arms and Armor for combat abilities, and Craft Wondrous Item for mobility and self-direction. Psionic constructs are made differently.

The *MM* entry for Animated Objects covers the basic form of construct. The minimum caster level needed to make a basic construct is half that construct's Hit Dice. Basic construct cost covers only the cost of the materials involved in the enchantment, the value of the animated item adds to this after it is enchanted. The statistics for a basic construct are based on those of a Medium-sized construct, modified by its size category as shown below.

Animated Objects would normally have the Hardness of the material they are primarily composed of, with harder materials reducing Dexterity, as detailed in the Animated Object *MM* entry.

Medium Construct: HD 2 (minimum) to 3 (maximum) +20; Natural Armor +4; Slam Attack 1d6 + 1.5 x Str; Construct traits, darkvision 60 ft, low-light vision; Str 12, Dex 10, Con ---, Int ---, Wis 1, Cha 1; Skills ---; Feats ---; CR (HD/2)+1; Alignment always neutral.

Strong transmutation; CL (base Hit Dice + CR) x 1/2, rounded up; Craft Magic Arms and Armor, Craft Wondrous Item; Price total HD x CR x 200 gp.

Size	CR	Str	Dex	HP	Nat AC*	Slam Dmg**	Hit Dice Min	Hit Dice Max
Fine	(HD/2)x8	-8	+6	-20	x0.05	1pt	1/8	1/5
Diminutive	(HD/2)x4	-6	+4	-20	x0.1	1d2	1/4	1/3
Tiny	(HD/2)x2	-2	+4	-20	x0.2	1d3	1/2	1/2
Small	Same	+0	+2	-10	x1/2	1d4	1	1
Large	Same	+4	+0	+10	x1.3	1d8	4	7
Huge	Same	+8	-2	+20	x1.5	2d6	8	15
Gargantuan	(HD/2)-1	+12	-4	+40	x2	2d8	16	31
Colossal	(HD/2)-6	+16	-6	+60	x3	4d6	32	NA

* Add the Natural Armor value from Advanced Construct body type (if any), then apply the multiple and round down.

** Plus Str bonus x 1.5 for Animated Objects, plus Str bonus for other constructs.

Beyond the basic constructs that Animated Objects represent, is the category of Golems and other specially made constructs such as Shield Guardians. They are created by enchanting a specially prepared body, instead of giving the semblance of life to an existing object. This extra complication in the custom-made body prevents it from having Hardness, since the magic that empowers it is fragile enough to be disrupted by other types of energy.

	Nat	Slam	Dex		
Body Type	AC	Mod*	Mod	Cost	Craft Skill (DC)
Clay	+7	+4	−1	HD x 125 gp	Pottery (15)
Flesh	+4	+3	−1	HD x 50 gp	Lthrwrng/Heal (13)
Iron	+13	+4	−1	HD x 3,500gp	Wpnsmithing (20)
Miscellaneous	+8	+0	+0	HD x 3,000gp	Blksmith/Crpnty (16)
Stone	+10	+4	−1	HD x 1,000gp	Masonry (18)

* Modifies damage die size, as if a larger weapon: 1d8, 1d10, 2d6, 2d8, 2d10, 3d8, 3d10, 4d8, 4d10, and so on.

Clay Prerequisites: *Commune*; Special Abilities: Cursed Wounds (see Clay Golem in the *MM*), acid damage heals 1/3rd damage dealt instead (can gain up to HD in bonus hit points from this effect); Weaknesses: *Move earth* spell drives back 120 ft and deals 3d12 damage, *disintegrate* spell slows (as the spell) for 1d6 rounds and deals 1s12 damage, *earthquake* spell cast directly at it stops it from moving on its next turn and deals 5d10 damage.

Flesh Prerequisites: *Animate dead*; Special Abilities: Electricity breaks the slow effect and heals 1/3rd damage dealt instead (can gain up to HD in bonus hit points from this effect); Weaknesses: Cold and fire damage slows (as the spell) for 2d6 rounds (no save).

Iron Prerequisites: *Polymorph any object*; Special Abilities: Fire damage breaks the slow effect and heals 1/3rd damage dealt instead (can gain up to HD in bonus hit points from this effect); Weaknesses: Electrical damage slows (as the spell) for 3 rounds (no save).

Miscellaneous Prerequisites: *Limited wish*; Special Abilities: Fast Healing 1/5th HD, Spell Storing (as the ring) one spell up to 1/3rd caster's level in spell level; Weaknesses: Cannot have the "golem" ability.

Stone Prerequisites: *Antimagic field*; Special Abilities: *Transmute rock to mud* heals all lost hit points instead of any other effect; Weaknesses: *Transmute rock to mud* slows (as the spell) for 2d6 rounds (no save); *Stone to flesh* negates DR and Immunity to Magic (if any) for 1 full round.

The extra abilities of a construct increases its effective Hit Dice, as well as adding to the prerequisites needed to enchant it. This increase in HD affects the minimum caster level needed to enchant it since it alters the Challenge Rating, the cost of the enchantment itself (but not the body); but provides no actual benefits to the construct normally associated with Hit Dice.

Ability	Prerequisites	HD Mod
+1 Str	1 HD per	+1/3 per
+5 DR/adamantine	Golem (see below), 5 HD per	+1 per
Armored	Same as armor	+1/2 AC*
Breath, Acid	<i>acid fog</i>	+1/2 dice
Breath, Cold	<i>cone of cold</i>	+1/2 dice
Breath, Electricity	<i>lightning bolt</i>	+1/2 dice
Breath, Fire	<i>wall of fire</i>	+1/2 dice
Breath, Poison	<i>cloudkill</i>	+1
Find Master	<i>discern location</i>	+0**
Golem	<i>geas/quest</i>	+2
Guard	<i>shield</i>	+1
Haste	<i>haste</i>	+1
Shield Other	<i>shield other</i>	+2
Slow	<i>symbol of stunning</i>	+2
Weapon, Simple	Simple Weapon Proficiency	+1***
Weapon, Martial	Martial Weapon Proficiency	+2***
Weapon, Exotic	Exotic Weapon Proficiency	+4***
Weapon, Magical	Same as weapon	+bonus***

* Add the base price of the armor for a creature of the construct's size to the cost of the construct's body.

** Finds a specific amulet made along with the construct, so long as the two are on the same plane. The wearer of the amulet is always considered to be the construct's master. This amulet costs 20,000 gp. If it is

destroyed then the construct follows the last order given it, and ignores all other commands, until a new amulet is made.
*** Add the base price of the weapon(s) the construct is using to the cost of the construct's body. The HD modifier for type of weapon and a magical weapon are cumulative.

All of the saving throw DCs for special abilities are 10 + 1/2 HD, and are Constitution-based (which is why they are so low).

+1 Str: This increases the construct's Strength score *after* multiplication for its size category. It can only be taken once for every full HD the construct has.

+5 DR/Adamantine: The construct has damage reduction that can only be bypassed by adamantine weapons. This ability stacks with itself, but can only be taken once for every full 5 HD the construct has.

Armored: The construct has been fashioned either into or covered by a suit of armor, which may or may not be magical itself. Treat the construct as if it was wearing the armor. If the armor is magical, then the construct adds the prerequisites for enchanting the armor to its won prerequisites, since the two must be enchanted together.

Breath, Acid (Su): The construct can expel a line of acid with a range of 10 ft per die of damage, as a breath weapon once every 1d4 rounds. It cannot deal more dice of damage than half its Hit Dice. The attack deals d6s of acid damage, and permits a Reflex save for half damage.

Breath, Cold (Su): The construct can expel a cone of cold with a range of 5 ft + 5 ft per die of damage, as a breath weapon once every 1d4 rounds. It cannot deal more dice of damage than half its Hit Dice. The attack deals d6s of cold damage, and permits a Reflex save for half damage.

Breath, Electricity (Su): The construct can expel a line of electricity with a range of 10 ft per die of damage, as a breath weapon once every 1d4 rounds. It cannot deal more dice of damage than half its Hit Dice. The attack deals d6s of electricity damage, and permits a Reflex save for half damage.

Breath, Fire (Su): The construct can expel a cone of fire with a range of 5 ft +5 ft per die of damage, as a breath weapon once every 1d4 rounds. It cannot deal more dice of damage than half its Hit Dice. The attack deals d6s of fire damage, and permits a Reflex save for half damage.

Breath, Poison (Su): The construct can expel a 10-foot cube cloud of poisonous gas which persists for 1 round, once every 1d4+1 rounds. The gas deals 1d4 Con initial damage, 3d4 Con secondary damage, Fortitude save to negate.

Golem: Gains the Immunity to Magic and Berserk abilities detailed in the *MM* Golem entry, as well as a Wisdom of 11. The Immunity to Magic ability is overcome by the specific weaknesses of the body's material.

Guard (Ex): If ordered to do so, the construct moves swiftly to defend its master, blocking blows and disrupting foes. All attacks against its master take a -2 penalty when the construct is adjacent to its master.

Haste (Su): After it has engaged in at least 1 round of combat, the construct can *haste* itself once per day as a free action. This effect lasts for only 3 rounds, and is otherwise the same as the spell.

Shield Other (Sp): When adjacent to its master, or its master is wearing the Find Master amulet, the construct takes half the damage dealt to its master as if under the effect of the *shield other* spell.

Slow (Su): The construct can use a *slow* effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet, and a duration of 1 round per 2 Hit Dice, requiring a Will save to negate.

Weapon: The construct has been built with a specific weapon incorporated into its design. This replaces its regular Slam attack with the weapon's damage, modified by the Slam mod for its body type to reflect the extra power in a construct's body. If the weapon is enchanted then the prerequisites for its enchantment are added to the construct's prerequisites, since the two must be enchanted at the same time.

Example Advanced Constructs

Below are listed the creation statistics for the advanced constructs found in the *MM*.

Golem, Clay: Large Size; HD 11 (actual), 19 (total); Clay Body; +9 Str, DR 10/admantine, Golem, Haste; CR 10; CL 11th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *commune*, *geas/quest*, *haste*; Price 38,000 gp (body +1,375 gp).

Golem, Flesh: Large Size; HD 9 (actual), 13 (total); Flesh Body; +5 Str, DR 5/adamantine, Golem; CR 7; CL 8th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *animate dead*, *geas/quest*; Price 18,200 gp (body +450 gp).

Golem, Iron: Large Size; HD 18 (actual), 29 (total); Iron Body; +17 Str, DR 15/adamantine, Golem, Poison Breath; CR 15; CL 16th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *cloudkill*, *geas/quest*; Price 87,000 gp (body +63,000 gp).

Golem, Stone: Large Size; HD 14 (actual), 24 (total); Iron Body; +13 Str, DR 10/adamantine, Golem, Slow; CR 13; CL 14th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *geas/quest*, *symbol of stunting*; Price 62,400 gp (body +14,000 gp).

Shield Guardian: Large Size; HD 15 (actual), 20 (total); Miscellaneous Body; +6 Str, Find Master, Guard, *Shield Other*; CR 11; CL 13th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *discern location*, *shield*, *shield other*; Price 44,000 gp (body +45,000 gp, amulet +20,000 gp).

INTELLIGENT ITEM CREATION

To create an intelligent item, a character must have a caster level of 15th or higher. Time and creation cost are based on the normal item creation rules, with the market price values on Table 16-30: Item Intelligence, Wisdom, Charisma, And Capabilities treated as additions to time, gp cost, and XP cost. The item's alignment is the same as its creator's. Determine other features randomly, following the guidelines in the relevant section.

ADDING NEW ABILITIES

A creator can add new magical abilities to a magic item with no restrictions. The cost to do this is the same as if the item was not magical. Thus, a +1 *longsword* can be made into a +2 *vorpal longsword*, with the cost to create it being equal to that of a +2 *vorpal sword* minus the cost of a +1 *sword*.

If the item is one that occupies a specific place on a character's body the cost of adding any additional ability to that item increases by 50%. For example, if a character adds the power to confer *invisibility* to his *ring of protection* +2, the cost of adding this ability is the same as for creating a *ring of invisibility* multiplied by 1.5.

BODY SLOT AFFINITIES

Each location on the body, or body slot, has one or more affinities: a word or phrase that describes the general function or nature of magic items designed for that body slot. Body slot affinities are deliberately broad, abstract categorizations, because a hard-and-fast rule can't cover the great variety among wondrous items.

You can use the affinities in the list below to guide your decisions on which magic items should be allowed in which body slots. And when you design your own magic items, the affinities give you some guidance for what form a particular item should take.

Some body slots have different affinities for different specific items.

Body Slot	Affinity
Headband, helmet	Mental improvement, ranged attacks
Hat	Interaction
Phylactery	Morale, alignment
Eye lenses, goggles	Vision
Cloak, cape, mantle	Transformation, protection
Amulet, brooch, medallion, necklace, periapt, scarab	Protection, discernment
Robe	Multiple effects
Shirt	Physical improvement
Vest, vestment	Class ability improvement
Bracers	Combat
Bracelets	Allies
Gloves	Quickness
Gauntlets	Destructive power
Belt	Physical improvement
Boots	Movement

Wondrous items that don't match the affinity for a particular body slot should cost 50% more than wondrous items that match the affinity.

CHAPTER SEVENTEEN: PSIONIC ITEMS

GENERAL

Any character with the Imbue Psionics feat can make a psionic item, through a process called “imbuement”. A psionic item is an item that has been encoded with the capacity to create a psionic effect, as well as the psionic power and skill with which to make the effect occur. Some such items invest their user with this power, but most are merely directed by the user.

Like with magic items it takes one day of work (8 hours within a 24 hour period) per 1,000 gp worth of the item’s market price for the psionic item to be imbued. It also costs 1/25th of the item’s market value, and half the market value in consumed goods, to make the item. Unlike magic items psionic items **also** require an investment of Power Points to “charge up” the finished device. This is an amount of Power Points equal to 1/10th the item’s market value, and it is usually paid for during the item’s creation process.

It is not only possible but likely that more powerful psionic items cannot have their full Power Point requirement paid for during the creation process, in which case the item remains dormant until such time as the full amount is paid for. This amount can be paid for a part at a time, and even be paid for by more than one psionic being, until the full amount is paid.

Identification

Psionic items can be detected passively by being touched and passing a Psicraft DC 15. This does not provide any information about it, only that it is psionically imbued.

As a standard action they can make a Psicraft DC 15 + the item’s Manifester Level in order to assess its aura. This tells you what its strength is, as well as the number of psionic auras it possesses and the type of each one (ESP, Psychokinesis, Psychometabolism, Psychoportation, Pyrogenesis, Telepathy, or psionic combat). This check can be made multiple times until it succeeds, but the DM should roll it in secret so that the character does not know the item’s Manifester Level from its check DC.

If you pass the Psicraft check to read a psionic item’s aura, you can make a Knowledge (psionics) DC 15 + Manifester Level to decrypt the properties of the psionic item’s imbuements. If successful then you know the exact effects that the item can produce. If this check fails then you cannot understand the item’s functions until, and you cannot make another check until you gain another rank in Knowledge (psionics). This check is a free action.

Traits

Aura: Most of the time, a Psicraft check will reveal the type of psionics associated with a psionic item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item’s notational entry. See the Psicraft skill description for details.

Manifester Level: The next item in a notational entry gives the Manifester Level of the item, indicating its relative power. The Manifester Level determines the item’s saving throw bonus, as well as range or other level-dependent aspects of the powers of the item (if variable). It also determines the level that must be contended with should the item come under the effect of *antipsi* power or similar situation. This information is given in the form “ML x,” where “ML” is an abbreviation for Manifester Level and “x” is an ordinal number representing the Manifester Level itself.

The Manifester Level cannot be any lower than the number of Power Points spent on the item’s most expensive effect. The number of Power Points for the item’s effects is listed in parenthesis after the Manifester Level.

Prerequisites: Certain requirements must be met in order for a character to create a psionic item. These include feats, powers, and miscellaneous requirements such as level, alignment, and race or kind. The prerequisites for creation of an item are given immediately following the item’s Manifester Level.

A power prerequisite may be provided by a character who has power, or through the use of an activation consumed or charged item or a psionic ability that produces the desired power effect. For each day that passes in the creation process, the creator must expend one activation consumed item or one charge from a charged item if either of those objects is used to

supply a prerequisite. This does not fulfill the Power Point requirement of the psionic imbuement.

It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary, such as to make up the amount of Power Points needed to complete the item.

If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations where the creator’s level must be known. The character designated as the creator pays the XP required to make the item.

Typically, a list of prerequisites includes one or more powers, as well as the Imbue Psionics feat. When two powers at the end of a list are separated by “or,” one of those powers is required in addition to every other power mentioned prior to the last two.

Type & DC: The next entry for psionic items is a note on their activation type, including the number of times a day or charges it contains, and the Use Psionic Device DC needed to activate or attune it.

Market Price: This gp value, given following the word “Price,” represents the price someone should expect to pay to buy the item. The market price for an item does not represent the value of the item’s form, unless the item costs more than 25% of the imbuement, in which case the difference is added to the cost of the imbuement. If the item’s effects are based on a power whose manifestation requires spending XP, then add 5 gp per point of XP it requires to the item’s price. This is because the creator must spend *extra* XP equal to this amount, multiplied by the number of uses/charges the item has.

Cost to Create: The next part of a notational entry is the cost in gp and XP to create the item, given following the word “Cost.” This information appears only for items with XP components (such as some uses of the *edit mind* power), which make their market prices higher than their base prices. The cost to create includes the costs derived from the base cost plus the costs of the XP component. Items without an XP component do not have a “Cost” entry. For them, the market price and the base price are the same. The cost in gp is 1/2 the market price, and the cost in XP is 1/25 the market price.

Weight: The notational entry for many wondrous items ends with a value for the item’s weight. When a weight figure is not given, the item has no weight worth noting (for purposes of determining how much of a load a character can carry).

Imbuement Rules

Unlike magical items, which are relatively simple “flip the switch and throw” devices, the capacity to use psionics requires *desire*. Every psionic item has a specific way of behaving that is encoded into it. Most such items are “asleep”, meaning that they have to be forcibly “awoken” in order to get them to use their powers. The most potent psionic items are “awake” all the time, and must be “tuned” to their user before he can use their effects. Waking and tuning a psionic item is the purview of the Use Psionic Device skill, which can only be used untrained by creatures with at least one Manifester Level.

Below is the list of all the basic psionic imbuement types that can be put into a psionic item, the fewest Manifester Levels a being must have before they can use Imbue Psionics to create items of that type, and a brief description of how they function. A single item can have several psionic imbuements, but no more than one psionic imbuement of a particular type.

PSIONIC IMBUEMENT

Choose Psionic Imbuement Type

Pick your type of psionic imbuement. This determines the formula for the item’s Market Price, based on the effect’s Effective Power Point Cost. You must spend half this value on disposable materials, 1/25th this amount in XP, and 1/10th this amount in Power Points to finish the imbuement. It takes 1 day of work (8 hrs of concentration within a 24-hour period) per 1,000gp, or part thereof, to finish the item. The Power Point requirement can be paid for during this time, or at a later time, and can be paid for both in part or from multiple psionic beings’ participation. Once this Power Point requirement is met, the finish item becomes active and can be used.

TABLE 17-1: PSIONIC IMBUEMENT TYPES

Psionic Imbuement	Use Psionic Device DC	Check to	ML
Activation Consumed	5 + Manifester Level	activate	1st+
Use Consumed	5 + Manifester Level	attune	3rd+
Charged	10 + Manifester Level	activate	5th+
Use Activated	10 + Manifester Level	activate	7th+
Constant	15 + Manifester Level	attune	9th+
Concurrent	15 + Manifester Level	activate	12th+
Obelisk	20 + Manifester Level	attune	15th+

Activate: Items with this type of psionic imbuement can only be successfully activated if the user passes a Use Psionic Device check when they try to activate it. A failed check results in the item remaining unactivated, and the action wasted, but does not use up any charges or daily activations.

Attune: Items with this type of psionic imbuement will not function for a user until somebody touches both it and the user, and passes a Use Psionic Device check as a standard action. The psionic imbuement then functions normally for user. Yes this means that a character without ranks in Use Psionic Device can still use these items, but only if another character attunes it for them.

Activation Consumed: The item must be triggered by means of a Use Psionic Device check, which causes it to then produce its effect and loses the psionic imbuement. If the check fails, the item remains unactivated and the action is wasted.

Use Consumed: The item must be tuned ahead of time with a Use Psionic Device check, but after it is tuned it can produce its effect at any time as a move action, and then loses the psionic imbuement.

Charged: The item must be triggered by means of a Use Psionic Device check, which then causes it to then produce its effect, but it can be used more than once before losing its psionic imbuement. If the check fails, the item remains unactivated and the action is wasted. Up to Manifester Level x 10 charges maximum.

Use Activated: The item must be triggered by means of a Use Psionic Device check, which then causes it to then produce its effect, but it can be used multiple times a day without losing its psionic imbuement. If the item's effects cost XP to manifest, then the user must pay these XP when they use the item. If the check fails, the item remains unactivated and the action is wasted.

Constant: The item must be tuned ahead of time with a Use Psionic Device check, which causes it to then produce its effect constantly on the user as long as he is wearing or wilding it properly. Constant imbuement items' effects do not have a duration.

Concurrent: The item must be triggered by means of a Use Psionic Device check, which then causes it to produce one of several effects, but it can be used multiple times before losing its psionic imbuement. If the check fails, the item remains unactivated and the action is wasted. Up to Manifester Level x 2 charges maximum.

Obelisk: The item must be tuned ahead of time with a Use Psionic Device check, which causes it to then produce its effect constantly on the user no matter where he is until another being tunes it to themselves. Can only be imbued into obelisk items (see Choose Physical Form below).

XP Effect Imbuements: Some psionic powers can be rendered permanent by means of expending experience points when they are manifested, such as Ectominion. Instead of following the regular imbuement rules, these effects just follow the rules stated in the source text for the effect. They have a market price of (Manifester Level x 25 gp) + (XP x 5 gp), in addition to the price of whatever they are imbued on.

Item-Only Effects: An item can be imbued with any psionic imbuement without the restrictions of affinity (see below), and at half cost, but only if the imbuement applies *only* to the item itself. For example armor imbued with Fire Resistance would be harder to destroy with fire-based attacks, but would provide no protection to the wearer.

Choose Physical Form

You must choose what type of object your psionic imbuement is going to be imbued into. Every type of object has a psychic association with certain types of effects, and these associations can make it harder to put some effects into certain types of items. Below is a list of all the types of items, their game statistics, and the types of effects that can be easily

placed into them. Most forms can only be used for certain types of psionic imbuements.

Affinity: If a psionic imbuement effect is placed in an item that does not have the imbuement effect on this list, then multiply the market price cost by x1.5.

Inconvenient: If the item is inconvenient, meaning that it is heavier or more unwieldy than items of that type need to be, then the maker can treat himself as if he was one Manifester Level higher when placing the psionic imbuement. He is still restricted by his actual Manifester Level in what types of psionic imbuements he can make.

Amulet Slot: A item, periapt, or some other light device meant to be worn around the neck. Effects that grant the user some new ability such as flight or feat access, or that protect him from specific types of effects such as divinations or elemental damage.

* *Inconvenient:* Torc, which weighs 1 lb.

* *Affinity:* Aggravate knack, Autorepair knack, Autorestitution feat, Cell Stitch knack, Ectoshell feat, Missive knack, Second Sight feat, Thought Projection feat, Thought Sense feat, Psionic Combat, Power Point Storage, Wisdom bonus, Wisdom linked skill bonus.

Belt Slot: A loop of heavy material such as leather or twine that is used to hold up pants and/or hold closed a shirt or robe, often to hand items from as well; and weighs 1 lb. Effects which enhance the physical or natural abilities of the wearer, such as bonuses to Strength, or alterations to the wearer's body.

* *Inconvenient:* Girdle, which weighs 2 lbs and imposes a -2 circumstance penalty to Climb and Tumble checks.

* *Affinity:* Strength and Constitution linked skills, Biocontrol feat, Endomorphics feat, Psionic Fist knack, Psionic Flesh knack, Strength/Dexterity/Constitution bonus.

Boots Slot: A pair of shoes or thick boots that protect the wearer's feat, and weigh 1 or 2 lbs. Effects which are related to movement of any type, including teleportation, but only if they affect the wearer.

* *Inconvenient:* Greave, an armored boot that weighs 4 lbs and imposes a -2 circumstance penalty to Move Silently checks.

* *Affinity:* Dexterity linked skills, Acceleration knack, Mental Leap knack, Personal Movement feat, Skipping knack, Translocation feat.

Bracelet Slot: A loop of intricately woven material with bits of harder materials such as stone metal or bone, or even a loop of metal, that circles one wrist (a person can only get the benefits of one imbued bracelet for every two arms they have). Effects which target others by touch or that provide direct bonuses to current combat statistics, such as attack rolls, armor class, or damage rolls.

* *Inconvenient:* Bracer, which weighs 1 lb.

* *Affinity:* Skill bonuses, Combat Precognition knack, Missive knack, Psionic Fist knack, Psionic Shot knack, Psionic Weapon knack, Power Point Storage.

Cloak Slot: A large enveloping piece of material that hangs from the shoulders, usually by looping around the neck, and weighs 1 lb. Effects that alter the wearer's body or protect the wearer from harm (AC bonus, Damage Reduction, or Energy Resistance).

* *Inconvenient:* Mantle, which weighs 2 lbs and imposes a -1 circumstance penalty on Climb and Tumble checks.

* *Affinity:* Hide and Move Silently skills, Blindsight knack, Chameleon knack, Ectoplasmic Duplicate feat, Ectoshell feat, Ectoshift feat, Endomorphics feat, Exomorphics feat, Force Shell feat, Greater Ectoplasmic Duplicate feat, Masking feat, Psionic Flesh knack.

Clothing Slot: Clothing such as shirts or robes, all of which weighs either 1 or 2 lbs for Medium-size creatures. Effects that provide bonuses to either ability scores or types of checks (saving throws, attack rolls, skills, etc), or that protect from physical damage (armor bonus to AC or Damage Reduction).

* *Inconvenient:* Coat, which weighs 4 lbs and imposes a -1 circumstance penalty on Dexterity-linked skills.

* *Affinity:* Any Use Activated or Constant effect that affects only the user.

Gloves Slot: Hand and finger coverings made from flexible material, meant to provide some protection to the extremity. Effects which are related to the wearer's quickness or deftness with his hands, such as bonuses to Dexterity or Dexterity-linked skills, or that change their shape.

* *Inconvenient:* Gauntlet, which imposes a -2 circumstance penalty to Open Locks and Sleight of Hand checks.

* **Affinity:** Acceleration knack, Antipsi feat, Cryokinesis feat, Electrokinetics feat, Fetch knack, Fire Finger knack, Force Blade feat, Force Blast feat, Matter Destabilization feat, Matter Shaping feat, Negative Manipulation feat, Psionic Fist knack, Psychic Vampirism feat, Pyrogenesis feat, Strength or dexterity bonus, Strength or Dexterity linked skill bonus.

Headwear Slot: A cap or some other light head covering made from flexible material, including bandanas. All effects from ESP, Telepathy, or psionic combat; and enhancements to them.

* **Inconvenient:** Helmet, which weighs 3 lbs and imposes a –1 circumstance penalty to Spot and Listen checks.

* **Affinity:** Aggravate knack, Cerebral Homunculus feat, Edit Mind feat, Focus knack, Force Blast feat, Mind Store feat, Missive knack, Telekinesis feat, Thought Projection feat, Thought Sense feat, Manifest Level bonus, Psionic Combat bonus, Charisma or Intelligence bonus, Charisma or Intelligence linked skill bonus, Power Point Storage.

Lens Slot: Loops or discs of transparent material that cover the eyes, held in place either by rigid frames looped over the ears or by a leather mask that is tied behind the head. Effects that relate to the wearer's vision, or his appearance to others.

* **Inconvenient:** Mask, which weighs 1 lb.

* **Affinity:** Blindsight knack, Distant Senses feat, Second Sight feat, Wisdom bonus, Wisdom linked skill bonus.

Ring Slot: A loop of hard material such as bone or metal that is worn around one finger (only one imbued ring can be used on a single hand, subsequent rings placed on that hand will not work, without first removing the original ring).

* **Inconvenient:** Knuckle guard, which imposes a –1 circumstance penalty on Climb and Sleight of Hand checks, as well checks to avoid being disarmed.

* **Affinity:** Any Constant, Charged, or Use Activated psionic imbue ment.

Gris: A stone, statue, or some other item that can be carried easily in a pocket or backpack, weighing 1 lb. Any effect can be linked to it, but the effect's market price is multiplied doubled.

* **Inconvenient:** Stone, which weighs 10 lbs.

* **Affinity:** Any effect, but at double Power Point cost (requiring a higher Manifest Level).

Obelisk: A plaque or carved representation that weighs 20 lbs. Any effect can be placed on it, but only if it is done as an Obelisk psionic imbue ment. Most of the imbue ments listed here are actually Constant imbue ments that have been adapted for use with Obelisks.

* **Inconvenient:** Plinth, which weighs 500 lbs or more and only produces its effect as long as it is not moved (it automatically loses its current attuning if it is moved).

* **Affinity:** Any Obelisk psionic imbue ment, but no others. Since Obelisk imbue ments are essentially Constant imbue ments that do not need to be carried by their user, all Constant imbue ments can be used as Obelisk imbue ments if the minimum Manifest Level prerequisite is changed to 15+ and the price is doubled.

Armor: A protective suit of clothing or a shield. Effects which protect the wearer, or grant him new forms of movement.

* **Inconvenient:** There are no inconvenient versions.

* **Affinity:** (Use Activated only) Any user-affecting knack or non-knack psionic feat effect; (Use Activated or Constant only) Energy Resistance, Damage Reduction, Armor Class bonus, Psionic Combat Mode (defense only), Skills with an armor check penalty bonus, Strength or Constitution bonus.

Weapons: A device used to directly harm others in either melee or ranged attacks. Effects which magnify damage or the capacity to deal it. If the effect is hostile, then it automatically targets the next creature struck with the weapon after it is activated.

* **Inconvenient:** There are no inconvenient versions.

* **Affinity:** Damage-dealing effects (applies to weapon or ammunition only); (Use Activate or Charged only) Any weapon-affecting knack or non-knack psionic feat effect; (Constant, Charged, or Use Activated only) Weapon bonus.

Gemstone: A gem or jewel that is used as a temporary storage device for the effect. It can store any type of effect.

* **Inconvenient:** There are no inconvenient versions.

* **Affinity:** Any Activation Consumed, Use Consumed, or Charged effect.

Choose Effect

Pick any effect from the table below, providing you can meet the prerequisites for the effect.

The Duration of these effects is Manifest Level x 1 hour unless it is generating a power with a duration, in which case the power's regular duration is used. If the imbue ment is Constant or Obelisk then the duration is permanent barring disruption.

Saving Throws: The DC for saving throws against an effect generated by a psionic item is equal to 10 + 1/2 Manifest Level. There are no bonuses or penalties for the user's key ability score or other factors.

TABLE 17-2: PSIONIC IMBUEMENT EFFECTS

Effect	Prerequisites	Effective PP Cost†	Aura Type
Bonus to Ability score*	---	---	---
“Strength	Biocontrol	2 per +1 bonus	Augmentation
“Dexterity	Biocontrol	2 per +1 bonus	Augmentation
“Constitution	Biocontrol or two powers with Con as key ability	2 per +1 bonus	Augmentation
“Intelligence	Two Psionic feats linked to Int	2 per +1 bonus	Mind-affecting
“Wisdom	Two Psionic feats linked to Wis	2 per +1 bonus	Mind-affecting
“Charisma	Two Psionic feats linked to Cha	2 per +1 bonus	Mind-affecting
Extra effect	Must meet all effect prerequisites for the item	Special	Same as all effects
Generates Psionic effect	---	---	---
“Knack feat	Same Knack feat	1	Same as Knack
“Psionic Combat Mode	Same Psionic Combat Mode	Mode Cost	Mind-affecting
“Other power/feat	Must have the same power/feat	Effect PP Cost	Same as power/feat
Grants skill bonus*	At least 2 skill ranks in same skill per +1 bonus	1 per +1 bonus†	Mind-affecting
Manifest Level bonus*	Bonus x 3 ranks in Twist, plus below	---	---
“Psionic Combat	Six Psionic Combat Modes	2 per +1 bonus	Mind-affecting
“Single Psionic feat	Same Psionic feat, bonus x 4 ranks in Knowledge (psionics)	2 per +1 bonus	Same as Psionic feat
“Effects of one Descriptor	Three powers of the same descriptor	5 per +1 bonus	Same Descriptor
“All psionic abilities	One power each with Con, Int, Wis, and Cha as key ability	10 per +1 bonus	Mind-affecting
Psionic Feat Access***	Same Psionic feat, ML x 2 ranks in Psicraft	Manifest Level	Same as Psionic feat
Non-Psionic Feat Access	Same feat	3 per feat	Mind-Affecting
Stores Power Points	Maximum storage x 2 ranks in Harness Subconscious	2 per point stored	No type, generic**

† Skill bonus items cost half as many gp as other items.

* All bonuses are enhancement bonuses.

** The aura is just a generic but crystalline aura that has no descriptor of any type.

*** Only Constant and Obelisk psionic imbue ments can give full access to a psionic feat. Does not provide Knack feats.

Armor or Weapon Bonus: The imbue ment provides and enhancement bonus to the Armor Class of a suit of armor or shield, or to a

weapon. If imbued into such an item then it affects only that item - otherwise it affects the armor, shield, or weapon touched when it is

activated. This permits the affected item to overcome “magic” damage reduction.

Bonus to Ability Score: The user’s ability scores are increased by the listed amount while under the effect of this psionic imbue ment. This bonus does not affect the Bonus Power Points class ability unless the psionic imbue ment is Constant or Obelisk, and then only if they have had it during their last sleep cycle.

Extra Effect: The item has more than one psionic imbue ment type in it, even if they are of the same type, so long as each has a separate effect. The total cost of the item is equal to the cost of the highest priced psionic imbue ment, plus twice the cost of all other psionic imbue ments the item has. All the effects do not need to have the same Manifester Level.

Generates Psionic Effect: The item’s power creates a preset feat, psionic combat mode, or other kind of psionic power manifestation when it is activated.

Grants Skill Bonus: The user gains a special bonus to their skill checks with the indicated skill.

Manifester Level Bonus: The item increases the user’s effective Manifester Level whenever they manifest a power of the indicated type. This increase permits them to spend more Power Points, on it increases the saving throw if any, and affects all Manifester Level based characteristics or rolls. It has no effect on the user’s available Power Points per day, Harness Subconscious skill use recovery rate, class abilities gained, or prerequisites.

Psionic Feat Access: This item allows the user to manifest a single Psionic feat as if they possessed it. If the item also has the Stores Power Points effect, then non-psionic users can spend those Power Points in order to manifest its powers. Otherwise only characters with their own Power Points can spend them to manifest non-knack psionic feats with this psionic imbue ment, since they must spend Power Points to do so. The maximum amount of Power Points that can be spent with the psionic feat granted to the user is equal to the Manifester Level of the psionic imbue ment, not the user, but the user’s key ability score modifier applies to their use of the feat as if they actually had the feat.

Stores Power Points: The item can store up to a maximum amount of Power Points as indicated. The user can spend Power Points stored in the item as if they were their own as long as they are touching it, but the stored Power Points provide no protection from psionic combat attack modes. Placing Power Points into the item is a standard action which requires concentration as if manifesting a power, as well as a successful Use Psionic Device check, but does not count towards the item’s activation restrictions. Drawing Power Points from the item counts as activating it.

Choose Manifester Level

Pick a Manifester Level at least equal to the Power Points spent on the power’s effects, but no more than your actual Manifester Level. This becomes the Manifester Level of the psionic imbue ment’s effects. If the item has multiple psionic imbue ments, they have to all have the same Manifester Level.

Pay for Creation

The item has a market value of Manifester Level x (1/2 Effective Power Point cost) x Imbue ment Multiple x 1 gp, and you must spend half this amount in order to complete a psionic imbue ment. Half this cost is the raw materials cost of the item, expended materials such as special crystals and special meditative incenses. The gp value of the base item, unless it is armor or a weapon, is subtracted from the disposable materials cost of the finished item.

If a second psionic imbue ment is later placed on the item, the total cost of the item is equal to the highest cost plus double all other costs. The manifeste r placing the new imbue ment on the item treats their new imbue ment as costing the difference between this new price and the old price.

At the end of the imbue ment process you must spend 1/25th the item’s gp cost in order to give it the spark of mental awareness it needs to actually retain the psionic imbue ment on its own. You must also spend 1/10th the item’s gp cost in Power Points in order to “wake up” the imbue ment, but can pay this amount at any time in small cumulative amounts, or even pay it from multiple psionic beings.

Recharging: Psionic characters can recharge expended Charged or Concurrent psionic imbue ments if they meet the prerequisites for making the device. This process is the same as for imbue ment, but the imbue ment

is considered to cost half as much as the original item. Items not fully depleted can be partially recharged as if they were items costing only the difference in the price of the original item and its current depleted state.

Effect Duration: Psionic imbue ments that generate an effect with a duration other than instant or permanent use the duration of the psionic power the effect comes from. In the case of effects that are not generated by any specific psionic power, the duration is 10 minutes / Manifeste r Level.

TABLE 17-3: PSIONIC IMBUEMENT COSTS

Imbue ment Type	Imbue ment Multiple
Activation Consumed	x 25
Use Consumed	x 50
Charged	x 15 per charge
Use Activated	x 100 per daily use
Constant	x 500**
Concurrent	x # of effects x 30 per charge
Obelisk	x 1,000**

* The Manifeste r Level of the effect. It must be at least equal to the Effective Power Point cost of the effect from Table 17-1: Other Psionic Imbue ment Effects.

**Multiply by another number depending on the effect’s Duration: round increments is x4, 1 minute increments is x2, 10 minute increments is x1.5, 1 hour increments up to less than 24 hours is x1, any effect that lasts for 24 hours or more is x1/2. Instantaneous duration effects cannot be used for Constant or Obelisk psionic imbue ments, unless they are intended to be activated by a condition or as a manifesting action of the attuned user.

Random Psionic Items

To find what particular psionic item a character discovers after an encounter, use this system. Remember that an indicated item is either minor, medium, or major; and this carries from one step to the next.

- * **Step 1:** Roll for Form.
- * **Step 2:** Roll for individual effects in that form’s description.
- * **Step 3:** Items often have a chance to be inconvenient for their form, unless they are of naturally 1st Manifeste r Level or of a form that does not have an inconvenient version.

On the random effect table for each item form the type of psionic imbue ment in the item is abbreviated: AC (Activation Consumed), UC (use Consumed), Ch# (Charged with amount of charges), UA# (Use Activated with amount of daily uses), Cn (Constant), Cc# (Concurrent with number of charges), Ob (Obelisk).

TABLE 17-4: PSIONIC IMBUEMENT FORMS

Minor	Medium	Major	Form
01-05	01-05	01-05	Amulet
06-10	06-10	06-10	Belt
11-15	11-15	11-15	Boots
16-20	16-20	16-20	Bracelet
21-25	21-25	21-25	Cloak
26-30	26-30	26-30	Clothing
31-35	31-35	31-35	Gloves
36-40	36-40	36-40	Headwear
41-45	41-45	41-45	Lens
46-50	46-50	46-50	Ring
51-55	51-55	51-55	Gris
56	56-60	56-65	Obelisk
57-66	61-70	66-75	Armor
67-81	71-85	76-90	Weapon
82-100	86-100	91-100	Gemstone

Amulets

A item, periapt, or some other light device meant to be worn around the neck. Effects that grant the user some new ability such as flight or feat access, or that protect him from specific types of effects such as divinations or elemental damage.

- * **Inconvenient:** Torc, which weighs 1 lb.
- * **Affinity:** Aggravate knack, Autorepair knack, Autorestitution feat, Cell Stitch knack, Ectoshell feat, Missive knack, Second Sight feat, Thought Projection feat, Thought Sense feat, Psionic Combat, Power Point Storage, Wisdom bonus, Wisdom linked skill bonus.

TABLE 17-5: PSIONIC AMULETS

d%	Minor Effect	ML	PP	Type (DC)	Price
01-09	Ectoplasmic Disguise Kit	1	1	UA1 (11)	50 gp
10-16	(Skill) +1 Autohypnosis	1	1	Cn (16)	125 gp
17-23	(Skill) +1 Harness Sub.	1	1	Cn (16)	125 gp
24-30	(Skill) +1 Sense Motive	1	1	Cn (16)	125 gp
31-35	Healing Hands	4*	1	Ch10 (14)	300 gp
36-40	Starlight	1	1	Cn (16)	375 gp
41-45	(Skill) +2 Autohypnosis	2	2	Cn (17)	500 gp
46-50	(Skill) +2 Harness Sub.	2	2	Cn (17)	500 gp
51-55	(Skill) +2 Sense Motive	2	2	Cn (17)	500 gp
56-60	Migraine, minor	4*	1	UA3 (14)	600 gp
61-65	Fast Healing	1	1	Cn (16)	1,000 gp
66-70	Psionic Capacitor (1 pts)	2	2	Cn (17)	1,000 gp
71-75	Migraine, medium	8*	1	UA3 (18)	1,200 gp
76-80	Migraine, major	12*	1	UA3 (22)	1,800 gp
81-85	Blindsight, minor	5*	1	Cn (20)	1,875 gp
86-90	(Skill) +4 Autohypnosis	4	4	Cn (19)	2,000 gp
91-95	(Skill) +4 Harness Sub.	4	4	Cn (19)	2,000 gp
96-100	(Skill) +4 Sense Motive	4	4	Cn (19)	2,000 gp

d%	Medium Effect	ML	PP	Type (DC)	Price
01-04	Locate Mind	10*	5	UA1 (20)	2,500 gp
05-08	Mind Sight	10*	1	Cn (25)	2,500 gp
09-12	Natural Armor +1	3	3	Cn (18)	3,375 gp
13-15	Blindsight, medium	10*	1	Cn (25)	3,750 gp
16-18	Darkvision	3	3	Cn (18)	3,750 gp
19-21	Imperial Eye	3	3	Cn (18)	3,750 gp
22-24	Telepathic Speech	5*	3	Cn (20)	3,750 gp
25-27	Clean Sight	4	4	Cn (19)	4,000 gp
28-30	Judgment +2 Wisdom	4	4	Cn (19)	4,000 gp
31-33	Mental Combat +2	4	4	Cn (19)	4,000 gp
34-36	Psionic Capacitor (2 pts)	4	4	Cn (19)	4,000 gp
37-39	(Skill) +6 Autohypnosis	6	6	Cn (21)	4,500 gp
40-42	(Skill) +6 Harness Sub.	6	6	Cn (21)	4,500 gp
43-45	(Skill) +6 Sense Motive	6	6	Cn (21)	4,500 gp
46-48	Blindsight, major	15*	1	Cn (30)	5,625 gp
49-51	Skitishness	4	4	Cn (19)	6,000 gp
52-54	Twilight	4	4	Cn (19)	6,000 gp
56-57	Autorestitution, minor	5	5	Cn (20)	6,250 gp
68-60	Ectoshell, minor	5	5	Cn (20)	6,250 gp
61-63	Second Sight, minor	5	5	Cn (20)	6,250 gp
64-66	Thought Sense, minor	5	5	Cn (20)	6,250 gp
67-69	Thought Projection, minor	5	5	Cn (20)	6,250 gp
70-72	(Skill) +8 Autohypnosis	8	8	Cn (23)	8,000 gp
73-75	(Skill) +8 Harness Sub.	8	8	Cn (23)	8,000 gp
76-78	(Skill) +8 Sense Motive	8	8	Cn (23)	8,000 gp
79-81	Psionic Capacitor (3 pts)	6	6	Cn (21)	9,000 gp
82-84	Unerring Vision	5	5	Cn (20)	9,375 gp
85-87	Ectowhip	9*	7	UA3 (17)	9,450 gp
88-90	(Skill) +10 Autohypnosis	10	10	Cn (25)	12,500 gp
91-93	(Skill) +10 Harness Sub.	10	10	Cn (25)	12,500 gp
94-96	(Skill) +10 Sense Motive	10	10	Cn (25)	12,500 gp
97-99	Natural Armor +2	6	6	Cn (21)	13,500 gp
100	Roll for two minor effects, the item has both				

d%	Major Effect	ML	PP	Type (DC)	Price
01-05	Judgment +4 Wisdom	8	8	Cn (23)	16,000 gp
06-10	Mental Combat +4	8	8	Cn (23)	16,000 gp
11-15	Psionic Capacitor (4 pts)	8	8	Cn (23)	16,000 gp
16-20	Autorestitution, medium	10	10	Cn (25)	25,000 gp
21-25	Ectoshell, medium	10	10	Cn (25)	25,000 gp
26-30	Psionic Capacitor (5 pts)	10	10	Cn (25)	25,000 gp
31-35	Second Sight, medium	10	10	Cn (25)	25,000 gp
36-40	Thought Sense, medium	10	10	Cn (25)	25,000 gp
41-45	Thought Projection, medium	10	10	Cn (25)	25,000 gp
46-50	Judgment +6 Wisdom	12	12	Cn (27)	36,000 gp
51-55	Mental Combat +6	12	12	Cn (27)	36,000 gp
56-60	Psionic Capacitor (6 pts)	12	12	Cn (27)	36,000 gp
61-64	Psionic Capacitor (7 pts)	14	14	Cn (29)	49,000 gp
65-68	Autorestitution, major	15	15	Cn (30)	56,250 gp
69-72	Ectoshell, major	15	15	Cn (30)	56,250 gp
73-76	Second Sight, major	15	15	Cn (30)	56,250 gp

77-80	Thought Sense, major	15	15	Cn (30)	56,250 gp
81-84	Thought Projection, major	15	15	Cn (30)	56,250 gp
85-88	Mental Combat +8	16	16	Cn (31)	64,000 gp
89-92	Psionic Capacitor (8 pts)	16	16	Cn (31)	64,000 gp
93-95	Psionic Capacitor (9 pts)	18	18	Cn (33)	81,000 gp
96	Mental Combat +10	20	20	Cn (35)	100,000 gp
97	Psionic Capacitor (10 pts)	20	20	Cn (35)	100,000 gp
98-99	Roll for three minor effects, the item has all of them				
100	Roll for two medium effects, the item has both				

* There is a 25% chance that this item is the inconvenient version.

Belts

A loop of heavy material such as leather or twine that is used to hold up pants and/or hold closed a shirt or robe, often to hand items from as well; and weighs 1 lb. Effects which enhance the physical or natural abilities of the wearer, such as bonuses to Strength, or alterations to the wearer's body.

* *Inconvenient*: Girdle, which weighs 2 lbs and imposes a –2 circumstance penalty to Climb and Tumble checks.

* *Affinity*: Strength and Constitution linked skills, Biocontrol feat, Endomorphics feat, Psionic Fist knack, Psionic Flesh knack, Strength/Dexterity/Constitution bonus.

TABLE 17-6: PSIONIC BELTS

d%	Minor Effect	ML	PP	Type (DC)	Price
01-07	Empowered Fist, minor	1	1	Ch10 (11)	75 gp
08-11	(Skill) +1 Concentration	1	1	Cn (16)	125 gp
12-15	(Skill) +1 Stabilize Self	1	1	Cn (16)	125 gp
16-18	(Ability) Boost +1 Con	6*	2	AC (11)	300 gp
19-21	(Ability) Boost +1 Dex	6*	2	AC (11)	300 gp
22-24	(Ability) Boost +1 Str	6*	2	AC (11)	300 gp
25-27	(Skill) +2 Concentration	2	2	Cn (17)	500 gp
28-30	(Skill) +2 Stabilize Self	2	2	Cn (17)	500 gp
31-32	(Ability) Boost +2 Con	6*	4	AC (11)	600 gp
33-34	(Ability) Boost +2 Dex	6*	4	AC (11)	600 gp
35-36	(Ability) Boost +2 Str	6*	4	AC (11)	600 gp
37-38	(Energy) Guard 2 pnts acid	6*	1	UA2 (16)	600 gp
39-40	(Energy) Guard 2 pnts cold	6*	1	UA2 (16)	600 gp
41-42	(Energy) Guard 2 pnts elec	6*	1	UA2 (16)	600 gp
43-44	(Energy) Guard 2 pnts fire	6*	1	UA2 (16)	600 gp
45-46	(Energy) Guard 2 pnts sonic	6*	1	UA2 (16)	600 gp
47-48	Migraine, minor	4*	1	UA3 (14)	600 gp
49-50	Empowered Fist, medium	5*	1	Ch20 (15)	750 gp
51-52	(Ability) Boost +3 Con	6	6	AC (11)	900 gp
53-54	(Ability) Boost +3 Dex	6	6	AC (11)	900 gp
55-56	(Ability) Boost +3 Str	6	6	AC (11)	900 gp
57-58	(Ability) Boost +4 Con	8	8	AC (11)	1,200 gp
59-60	(Ability) Boost +4 Dex	8	8	AC (11)	1,200 gp
61-62	(Ability) Boost +4 Str	8	8	AC (11)	1,200 gp
63-64	(Energy) Guard 4 pnts acid	6*	1	UA2 (16)	1,200 gp
65-66	(Energy) Guard 4 pnts cold	6*	1	UA2 (16)	1,200 gp
67-68	(Energy) Guard 4 pnts elec	6*	1	UA2 (16)	1,200 gp
69-70	(Energy) Guard 4 pnts fire	6*	1	UA2 (16)	1,200 gp
71-72	(Energy) Guard 4 pnts sonic	6*	1	UA2 (16)	1,200 gp
73-74	Psionic Flesh, minor	5*	1	Cn (20)	1,250 gp
75-76	(Ability) Boost +5 Con	10	10	AC (11)	1,500 gp
77-78	(Ability) Boost +5 Dex	10	10	AC (11)	1,500 gp
79-80	(Ability) Boost +5 Str	10	10	AC (11)	1,500 gp
81-82	(Ability) Boost +6 Con	12	12	AC (11)	1,800 gp
83-84	(Ability) Boost +6 Dex	12	12	AC (11)	1,800 gp
85-86	(Ability) Boost +6 Str	12	12	AC (11)	1,800 gp
87-88	(Energy) Guard 6 pnts acid	6*	1	UA2 (16)	1,800 gp
89-90	(Energy) Guard 6 pnts cold	6*	1	UA2 (16)	1,800 gp
91-92	(Energy) Guard 6 pnts elec	6*	1	UA2 (16)	1,800 gp
93-94	(Energy) Guard 6 pnts fire	6*	1	UA2 (16)	1,800 gp
95-96	(Energy) Guard 6 pnts sonic	6*	1	UA2 (16)	1,800 gp
97-98	(Skill) +4 Concentration	4	4	Cn (19)	2,000 gp
99-100	(Skill) +4 Stabilize Self	4	4	Cn (19)	2,000 gp

d%	Medium Effect	ML	PP	Type (DC)	Price
01-05	(Energy) Guard 8 pnts acid	6*	1	UA2 (16)	2,400 gp
06-10	(Energy) Guard 8 pnts cold	6*	1	UA2 (16)	2,400 gp
11-15	(Energy) Guard 8 pnts elec	6*	1	UA2 (16)	2,400 gp

16-20	(Energy) Guard 8 pnts fire	6*	1	UA2 (16)	2,400 gp
21-25	(Energy) Guard 8 pnts sonic	6*	1	UA2 (16)	2,400 gp
26-29	Psionic Flesh, medium	10*	1	Cn (25)	2,500 gp
30-32	Empowered Fist, major	10*	1	Ch40 (20)	3,000 gp
33-35	(Energy) Guard 10 pnts acid	6*	1	UA2 (16)	3,000 gp
36-38	(Energy) Guard 10 pnts cold	6*	1	UA2 (16)	3,000 gp
39-41	(Energy) Guard 10 pnts elec	6*	1	UA2 (16)	3,000 gp
42-44	(Energy) Guard 10 pnts fire	6*	1	UA2 (16)	3,000 gp
45-47	(Energy) Guard 10 pnts sonic	6*	1	UA2 (16)	3,000 gp
48-50	(Energy) Guard 12 pnts acid	6*	1	UA2 (16)	3,600 gp
51-53	(Energy) Guard 12 pnts cold	6*	1	UA2 (16)	3,600 gp
54-56	(Energy) Guard 12 pnts elec	6*	1	UA2 (16)	3,600 gp
57-59	(Energy) Guard 12 pnts fire	6*	1	UA2 (16)	3,600 gp
60-62	(Energy) Guard 12 pnts sonic	6*	1	UA2 (16)	3,600 gp
61-65	Psionic Flesh, major	15*	1	Cn (30)	3,750 gp
66-68	Agility +2 Dexterity	4	4	Cn (19)	4,000 gp
69-71	Health +2 Constitution	4	4	Cn (19)	4,000 gp
72-74	Might +2 Strength	4	4	Cn (19)	4,000 gp
75-77	Oxygenation	6*	5	UA3 (16)	4,500 gp
78-80	(Skill) +6 Concentration	6	6	Cn (21)	4,500 gp
81-83	(Skill) +6 Stabilize Self	6	6	Cn (21)	4,500 gp
84-86	Natural Armor +1	3	3	Cn (18)	5,063 gp
87-89	(Skill) +8 Concentration	8	8	Cn (23)	8,000 gp
90-92	(Skill) +8 Stabilize Self	8	8	Cn (23)	8,000 gp
93-95	Dolphin	6	6	Cn (21)	9,000 gp
96-97	(Skill) +10 Concentration	10	10	Cn (25)	12,500 gp
98-99	(Skill) +10 Stabilize Self	10	10	Cn (25)	12,500 gp
100	Roll for two minor effects, the item has both				

d%	Major Effect	ML	PP	Type (DC)	Price
01-15	Agility +4 Dexterity	8	8	Cn (23)	16,000 gp
16-30	Health +4 Constitution	8	8	Cn (23)	16,000 gp
31-45	Might +4 Strength	8	8	Cn (23)	16,000 gp
46-57	Natural Armor +2	6	6	Cn (21)	20,250 gp
58-65	Agility +6 Dexterity	12	12	Cn (27)	36,000 gp
66-73	Health +6 Constitution	12	12	Cn (27)	36,000 gp
74-81	Might +6 Strength	12	12	Cn (27)	36,000 gp
82-87	Planar Raiding	19	19	UA2 (29)	54,150 gp
88-93	Assassin's	10	10	Cn (25)	56,250 gp
94-97	Secrecy	16	16	Cn (31)	144,000 gp
98-99	Roll for three minor effects, the item has all of them				
100	Roll for two medium effects, the item has both				

* There is a 25% chance that this item is the inconvenient version.

Boots

A pair of shoes or thick boots that protect the wearer's feet, and weigh 1 or 2 lbs. Effects which are related to movement of any type, including teleportation, but only if they affect the wearer.

* *Inconvenient:* Greave, an armored boot that weighs 4 lbs and imposes a -2 circumstance penalty to Move Silently checks.

* *Affinity:* Dexterity linked skills, Acceleration knack, Mental Leap knack, Personal Movement feat, Skipping knack, Translocation feat.

TABLE 17-7: PSIONIC BOOTS

d%	Minor Effect	ML	PP	Type (DC)	Price
01-15	(Skill) +1 Use Psionic Dvc.	1	1	Cn (16)	188 gp
16-28	Acceleration	1	1	Cn (16)	250 gp
29-41	Mental Leap	1	1	Cn (16)	250 gp
42-52	(Skill) +2 Use Psionic Dvc.	2	2	Cn (17)	750 gp
53-62	Skating	1	1	Cn (16)	1,000 gp
63-72	Vaulting	5*	1	Cn (20)	1,250 gp
73-82	Amphibian	6*	3	UA1 (16)	1,350 gp
83-92	Conveyance	10	1	UA3 (20)	1,500 gp
93-100	Personal Gravity	3	3	Cn (18)	2,250 gp

d%	Medium Effect	ML	PP	Type (DC)	Price
01-11	(Skill) +4 Use Psionic Dvc.	4	4	Cn (19)	3,000 gp
12-22	Ghost, minor	5*	4	UA3 (15)	4,500 gp
23-31	Dozen Leagues	12*	9	UA1 (17)	5,400 gp
32-40	Personal Movement, minor	5	5	Cn (20)	6,250 gp
41-49	Translocation, minor	5	5	Cn (20)	6,250 gp
50-57	Oxygenation	6*	5	UA3 (16)	6,750 gp
58-65	(Skill) +6 Use Psionic Dvc.	6	6	Cn (21)	6,750 gp

66-73	Skittishness	4	4	Cn (19)	9,000 gp
74-81	(Skill) +8 Use Psionic Dvc.	8	8	Cn (23)	12,000 gp
82-87	Dolphin	6	6	Cn (21)	13,500 gp
88-93	Ghost, medium	10*	6	UA3 (20)	13,500 gp
94-99	Natural Armor +2	6	6	Cn (21)	13,500 gp
100	Roll for two minor effects, the item has both				

d%	Major Effect	ML	PP	Type (DC)	Price
01-14	Ghost, major	10*	8	UA3 (20)	18,000 gp
15-28	(Skill) +10 Use Psionic Dvc.	10	10	Cn (25)	18,750 gp
29-41	Personal Movement, medium	10	10	Cn (25)	25,000 gp
42-54	Translocation, medium	10	10	Cn (25)	25,000 gp
55-66	Planar Raiding	19	19	UA2 (29)	36,100 gp
67-77	Omnipresence	15	15	UA4 (25)	45,000 gp
78-87	Personal Movement, major	15	15	Cn (30)	56,250 gp
88-97	Translocation, major	15	15	Cn (30)	56,250 gp
98-99	Roll for three minor effects, the item has all of them				
100	Roll for two medium effects, the item has both				

* There is a 25% chance that this item is the inconvenient version.

Bracelets

A loop of intricately woven material with bits of harder materials such as stone metal or bone, or even a loop of metal, that circles one wrist (a person can only get the benefits of one imbued bracelet for every two arms they have). Effects which target others by touch or that provide direct bonuses to current combat statistics, such as attack rolls, armor class, or damage rolls.

* *Inconvenient:* Bracer, which weighs 1 lb.

* *Affinity:* Skill bonuses, Combat Precognition knack, Missive knack, Psionic Fist knack, Psionic Shot knack, Psionic Weapon knack, Power Point Storage.

TABLE 17-8: PSIONIC BRACELETS

d%	Minor Effect	ML	PP	Type (DC)	Price
01-04	Empowered Fist, minor	1	1	Ch10 (11)	75 gp
05-08	Empowered Shot, minor	1	1	Ch10 (11)	75 gp
09-12	Empowered Weapon, minor	1	1	Ch10 (11)	75 gp
13-16	(Skill) +1 Autohypnosis	1	1	Cn (16)	125 gp
17-20	(Skill) +1 Concentration	1	1	Cn (16)	125 gp
21-24	(Skill) +1 one Craft	1	1	Cn (16)	125 gp
25-28	(Skill) +1 Diplomacy	1	1	Cn (16)	125 gp
29-32	(Skill) +1 Harness Sub.	1	1	Cn (16)	125 gp
33-36	(Skill) +1 Intimidate	1	1	Cn (16)	125 gp
37-40	(Skill) +1 one Knowledge	1	1	Cn (16)	125 gp
41-44	(Skill) +1 Psicraft	1	1	Cn (16)	125 gp
45-48	(Skill) +1 Sense Motive	1	1	Cn (16)	125 gp
49-52	(Skill) +1 Stabilize Self	1	1	Cn (16)	125 gp
53-56	(Skill) +1 Twist	1	1	Cn (16)	125 gp
57-60	(Skill) +1 Use Psionic Dvc.	1	1	Cn (16)	125 gp
61-62	(Skill) +2 Autohypnosis	2	2	Cn (17)	500 gp
63-64	(Skill) +2 Concentration	2	2	Cn (17)	500 gp
65-66	(Skill) +2 one Craft	2	2	Cn (17)	500 gp
67-68	(Skill) +2 Diplomacy	2	2	Cn (17)	500 gp
69-70	(Skill) +2 Harness Sub.	2	2	Cn (17)	500 gp
71-72	(Skill) +2 Intimidate	2	2	Cn (17)	500 gp
73-74	(Skill) +2 one Knowledge	2	2	Cn (17)	500 gp
75-76	(Skill) +2 Psicraft	2	2	Cn (17)	500 gp
77-78	(Skill) +2 Sense Motive	2	2	Cn (17)	500 gp
79-80	(Skill) +2 Stabilize Self	2	2	Cn (17)	500 gp
81-82	(Skill) +2 Twist	2	2	Cn (17)	500 gp
83-84	(Skill) +2 Use Psionic Dvc.	2	2	Cn (17)	500 gp
85	Empowered Fist, medium	5*	1	Ch20 (15)	750 gp
86	Empowered Shot, medium	5*	1	Ch20 (15)	750 gp
87	Empowered Weapon, med	5*	1	Ch20 (15)	750 gp
88	Psionic Capacitor (1 pts)	2	2	Cn (17)	1,000 gp
89	(Skill) +4 Autohypnosis	4	4	Cn (19)	2,000 gp
90	(Skill) +4 Concentration	4	4	Cn (19)	2,000 gp
91	(Skill) +4 one Craft	4	4	Cn (19)	2,000 gp
92	(Skill) +4 Diplomacy	4	4	Cn (19)	2,000 gp
93	(Skill) +4 Harness Sub.	4	4	Cn (19)	2,000 gp
94	(Skill) +4 Intimidate	4	4	Cn (19)	2,000 gp
95	(Skill) +4 one Knowledge	4	4	Cn (19)	2,000 gp
96	(Skill) +4 Psicraft	4	4	Cn (19)	2,000 gp

97	(Skill) +4 Sense Motive	4	4	Cn (19)	2,000 gp
98	(Skill) +4 Stabilize Self	4	4	Cn (19)	2,000 gp
99	(Skill) +4 Twist	4	4	Cn (19)	2,000 gp
100	(Skill) +4 Use Psionic Dvc.	4	4	Cn (19)	2,000 gp

d%	Medium Effect	ML	PP	Type (DC)	Price
01-05	Empowered Fist, major	10*	1	Ch40 (20)	3,000 gp
06-10	Empowered Shot, major	10*	1	Ch40 (20)	3,000 gp
11-15	Empowered Weapon, major	10*	1	Ch40 (20)	3,000 gp
16-19	Telepathic Speech	5*	3	Cn (20)	3,750 gp
20-23	Psionic Capacitor (2 pts)	4	4	Cn (19)	4,000 gp
24-25	(Skill) +6 Autohypnosis	6	6	Cn (21)	4,500 gp
26-27	(Skill) +6 Concentration	6	6	Cn (21)	4,500 gp
28-29	(Skill) +6 one Craft	6	6	Cn (21)	4,500 gp
30-31	(Skill) +6 Diplomacy	6	6	Cn (21)	4,500 gp
32-33	(Skill) +6 Harness Sub.	6	6	Cn (21)	4,500 gp
34-35	(Skill) +6 Intimidate	6	6	Cn (21)	4,500 gp
36-37	(Skill) +6 one Knowledge	6	6	Cn (21)	4,500 gp
38-39	(Skill) +6 Psircraft	6	6	Cn (21)	4,500 gp
40-41	(Skill) +6 Sense Motive	6	6	Cn (21)	4,500 gp
42-43	(Skill) +6 Stabilize Self	6	6	Cn (21)	4,500 gp
44-45	(Skill) +6 Twist	6	6	Cn (21)	4,500 gp
46-47	(Skill) +6 Use Psionic Dvc.	6	6	Cn (21)	4,500 gp
48-49	(Skill) +8 Autohypnosis	8	8	Cn (23)	8,000 gp
50-51	(Skill) +8 Concentration	8	8	Cn (23)	8,000 gp
52-53	(Skill) +8 one Craft	8	8	Cn (23)	8,000 gp
54-55	(Skill) +8 Diplomacy	8	8	Cn (23)	8,000 gp
56-57	(Skill) +8 Harness Sub.	8	8	Cn (23)	8,000 gp
58-59	(Skill) +8 Intimidate	8	8	Cn (23)	8,000 gp
60-61	(Skill) +8 one Knowledge	8	8	Cn (23)	8,000 gp
62-63	(Skill) +8 Psircraft	8	8	Cn (23)	8,000 gp
64-65	(Skill) +8 Sense Motive	8	8	Cn (23)	8,000 gp
66-67	(Skill) +8 Stabilize Self	8	8	Cn (23)	8,000 gp
68-69	(Skill) +8 Twist	8	8	Cn (23)	8,000 gp
70-71	(Skill) +8 Use Psionic Dvc.	8	8	Cn (23)	8,000 gp
72-73	Psionic Capacitor (3 pts)	6	6	Cn (21)	9,000 gp
74-75	(Skill) +10 Autohypnosis	10	10	Cn (25)	12,500 gp
76-77	(Skill) +10 Concentration	10	10	Cn (25)	12,500 gp
78-79	(Skill) +10 one Craft	10	10	Cn (25)	12,500 gp
80-81	(Skill) +10 Diplomacy	10	10	Cn (25)	12,500 gp
82-83	(Skill) +10 Harness Sub.	10	10	Cn (25)	12,500 gp
84-85	(Skill) +10 Intimidate	10	10	Cn (25)	12,500 gp
86-87	(Skill) +10 one Knowledge	10	10	Cn (25)	12,500 gp
88-89	(Skill) +10 Psircraft	10	10	Cn (25)	12,500 gp
90-91	(Skill) +10 Sense Motive	10	10	Cn (25)	12,500 gp
92-93	(Skill) +10 Stabilize Self	10	10	Cn (25)	12,500 gp
94-95	(Skill) +10 Twist	10	10	Cn (25)	12,500 gp
96-97	(Skill) +10 Use Psionic Dvc.	10	10	Cn (25)	12,500 gp
99-98	Ectowhip	9*	7	UA3 (17)	14,175 gp
100	Roll for two minor effects, the item has both				

d%	Major Effect	ML	PP	Type (DC)	Price
01-19	Psionic Capacitor (4 pts)	8	8	Cn (23)	16,000 gp
20-36	Psionic Capacitor (5 pts)	10	10	Cn (25)	25,000 gp
37-51	Psionic Capacitor (6 pts)	12	12	Cn (27)	36,000 gp
52-64	Psionic Capacitor (7 pts)	14	14	Cn (29)	49,000 gp
65-76	Psionic Capacitor (8 pts)	16	16	Cn (31)	64,000 gp
77-87	Psionic Capacitor (9 pts)	18	18	Cn (33)	81,000 gp
88-97	Psionic Capacitor (10 pts)	20	20	Cn (35)	100,000 gp
98-199	Roll for three minor effects, the item has all of them				
100	Roll for two medium effects, the item has both				

* There is a 25% chance that this item is the inconvenient version.

Cloaks

A large enveloping piece of material that hangs from the shoulders, usually by looping around the neck, and weighs 1 lb. Effects that alter the wearer's body or protect the wearer from harm (AC bonus, Damage Reduction, or Energy Resistance).

* *Inconvenient*: Mantle, which weighs 2 lbs and imposes a –1 circumstance penalty on Climb and Tumble checks.

* *Affinity*: Hide and Move Silently skills, Blindsight knack, Chameleon knack, Ectoplasmic Duplicate feat, Ectoshell feat, Ectoshift feat,

Endomorphic feat, Exomorphics feat, Force Shell feat, Greater Ectoplasmic Duplicate feat, Masking feat, Psionic Flesh knack.

TABLE 17-9: PSIONIC CLOAKS

d%	Minor Effect	ML	PP	Type (DC)	Price
01-07	Ectoplasmic Disguise Kit	1	1	UA1 (11)	50 gp
08-14	(Skill) +1 Diplomacy	1	1	Cn (16)	188 gp
15-21	(Skill) +1 Intimidate	1	1	Cn (16)	188 gp
22-28	Psychic Armor, Minor	1	1	Cn (16)	250 gp
29-35	Acceleration	1	1	Cn (16)	375 gp
36-42	Skipping	1	1	Cn (16)	375 gp
43-49	(Skill) +2 Diplomacy	2	2	Cn (17)	750 gp
50-56	(Skill) +2 Intimidate	2	2	Cn (17)	750 gp
57-63	(Energy) Guard 2 pnts cold	6*	1	UA2 (16)	900 gp
64-70	Amphibian	6*	3	UA1 (16)	900 gp
71-76	Blindsight, minor	5*	1	Cn (20)	1,250 gp
77-82	Chameleon, minor	5*	1	Cn (20)	1,250 gp
83-88	Psionic Flesh, minor	5*	1	Cn (20)	1,250 gp
89-94	Skating	1	1	Cn (16)	1,500 gp
95-97	(Energy) Guard 4 pnts cold	6*	1	UA2 (16)	1,800 gp
98-100	Conveyance	10	1	UA3 (20)	2,250 gp

d%	Medium Effect	ML	PP	Type (DC)	Price
01-05	Snake Hide	4	4	UA3 (14)	2,400 gp
06-10	Blindsight, medium	10*	1	Cn (25)	2,500 gp
11-15	Chameleon, medium	10*	1	Cn (25)	2,500 gp
16-20	Psionic Flesh, medium	10*	1	Cn (25)	2,500 gp
21-24	(Energy) Guard 6 pnts cold	6*	1	UA2 (16)	2,700 gp
25-28	(Skill) +4 Diplomacy	4	4	Cn (19)	3,000 gp
29-32	(Skill) +4 Intimidate	4	4	Cn (19)	3,000 gp
33-36	Ghost, minor	5*	4	UA3 (15)	3,000 gp
37-39	Duplication	8	8	UA1 (18)	3,200 gp
40-42	Natural Armor +1	3	3	Cn (18)	3,375 gp
43-45	(Energy) Guard 8 pnts cold	6*	1	UA2 (16)	3,600 gp
46-48	Blindsight, major	15*	1	Cn (30)	3,750 gp
49-51	Chameleon, major	15*	1	Cn (30)	3,750 gp
52-54	Psionic Flesh, major	15*	1	Cn (30)	3,750 gp
55-57	(Energy) Guard 10 pnts cold	6*	1	UA2 (16)	4,500 gp
58-60	(Energy) Guard 12 pnts cold	6*	1	UA2 (16)	5,400 gp
61-63	Oxygenation	6*	5	UA3 (16)	4,500 gp
64-66	Ectoshell, minor	5	5	Cn (20)	6,250 gp
67-69	Psychic Armor, Medium	5	5	Cn (20)	6,250 gp
70-72	(Skill) +6 Diplomacy	6	6	Cn (21)	6,750 gp
73-75	(Skill) +6 Intimidate	6	6	Cn (21)	6,750 gp
76-78	Dolphin	6	6	Cn (21)	9,000 gp
79-81	Ghost, medium	10*	6	UA3 (20)	9,000 gp
82-84	Ectowhip	9*	7	UA3 (17)	9,450 gp
85-87	Rhino Hide	8	8	UA3 (18)	9,600 gp
88-90	Advanced Duplication	15*	8	UA1 (25)	11,250 gp
91-93	(Skill) +8 Diplomacy	8	8	Cn (23)	12,000 gp
94-96	(Skill) +8 Intimidate	8	8	Cn (23)	12,000 gp
97-99	Natural Armor +2	6	6	Cn (21)	13,500 gp
100	Roll for two minor effects, the item has both				

d%	Major Effect	ML	PP	Type (DC)	Price
01-15	(Skill) +10 Diplomacy	10	10	Cn (25)	18,750 gp
16-30	(Skill) +10 Intimidate	10	10	Cn (25)	18,750 gp
31-40	Turtle Hide	12	12	UA3 (22)	21,600 gp
41-48	Ectoshell, medium	10	10	Cn (25)	25,000 gp
49-56	Psychic Armor, Major	10	10	Cn (25)	25,000 gp
57-73	Planar Raiding	19	19	UA2 (29)	36,100 gp
74-80	Assassin's	10	10	Cn (25)	56,250 gp
81-87	Ectoshell, major	15	15	Cn (30)	56,250 gp
88-94	Omnipresence	15	15	UA4 (25)	67,500 gp
95-97	Secrecy	16	16	Cn (31)	144,000 gp
98-99	Roll for three minor effects, the item has all of them				
100	Roll for two medium effects, the item has both				

* There is a 25% chance that this item is the inconvenient version.

Clothing

Clothing such as shirts or robes, all of which weighs either 1 or 2 lbs for Medium-size creatures. Effects that provide bonuses to either ability

scores or types of checks (saving throws, attack rolls, skills, etc), or that protect from physical damage (armor bonus to AC or Damage Reduction).
* *Inconvenient*: Coat, which weighs 4 lbs and imposes a –1 circumstance penalty on Dexterity-linked skills.
* *Affinity*: Any Use Activated or Constant effect that affects only the user.

TABLE 17-10: PSIONIC CLOTHING

d%	Minor Effect	ML	PP	Type (DC)	Price
01-06	Ectoplasmic Disguise Kit	1	1	UA1 (11)	50 gp
07-08	(Skill) +1 Autohypnosis	1	1	Cn (16)	125 gp
09-10	(Skill) +1 Concentration	1	1	Cn (16)	125 gp
11-12	(Skill) +1 one Craft	1	1	Cn (16)	125 gp
13-14	(Skill) +1 Diplomacy	1	1	Cn (16)	125 gp
15-16	(Skill) +1 Harness Sub.	1	1	Cn (16)	125 gp
17-18	(Skill) +1 Intimidate	1	1	Cn (16)	125 gp
19-20	(Skill) +1 one Knowledge	1	1	Cn (16)	125 gp
21-22	(Skill) +1 Psicraft	1	1	Cn (16)	125 gp
23-24	(Skill) +1 Sense Motive	1	1	Cn (16)	125 gp
25-26	(Skill) +1 Stabilize Self	1	1	Cn (16)	125 gp
27-28	(Skill) +1 Twist	1	1	Cn (16)	125 gp
29-30	(Skill) +1 Use Psionic Dvc.	1	1	Cn (16)	125 gp
31-32	Acceleration	1	1	Cn (16)	250 gp
33-34	Mental Leap	1	1	Cn (16)	250 gp
35-36	Psychic Armor, Minor	1	1	Cn (16)	250 gp
37-38	Skipping	1	1	Cn (16)	250 gp
39-40	Starlight	1	1	Cn (16)	375 gp
41-42	(Skill) +2 Autohypnosis	2	2	Cn (17)	500 gp
43-44	(Skill) +2 Concentration	2	2	Cn (17)	500 gp
45-46	(Skill) +2 one Craft	2	2	Cn (17)	500 gp
47-48	(Skill) +2 Diplomacy	2	2	Cn (17)	500 gp
49-50	(Skill) +2 Harness Sub.	2	2	Cn (17)	500 gp
51-52	(Skill) +2 Intimidate	2	2	Cn (17)	500 gp
53-54	(Skill) +2 one Knowledge	2	2	Cn (17)	500 gp
55-56	(Skill) +2 Psicraft	2	2	Cn (17)	500 gp
57-58	(Skill) +2 Sense Motive	2	2	Cn (17)	500 gp
59-60	(Skill) +2 Stabilize Self	2	2	Cn (17)	500 gp
61-62	(Skill) +2 Twist	2	2	Cn (17)	500 gp
63-64	(Skill) +2 Use Psionic Dvc.	2	2	Cn (17)	500 gp
65	(Energy) Guard 2 pnts acid	6*	1	UA2 (16)	600 gp
66	(Energy) Guard 2 pnts cold	6*	1	UA2 (16)	600 gp
67	(Energy) Guard 2 pnts elec	6*	1	UA2 (16)	600 gp
68	(Energy) Guard 2 pnts fire	6*	1	UA2 (16)	600 gp
69	(Energy) Guard 2 pnts sonc	6*	1	UA2 (16)	600 gp
70	Amphibian	6*	3	UA1 (16)	900 gp
71	Fast Healing	1	1	Cn (16)	1,000 gp
72	Skating	1	1	Cn (16)	1,000 gp
73	(Energy) Guard 4 pnts acid	6*	1	UA2 (16)	1,200 gp
74	(Energy) Guard 4 pnts cold	6*	1	UA2 (16)	1,200 gp
75	(Energy) Guard 4 pnts elec	6*	1	UA2 (16)	1,200 gp
76	(Energy) Guard 4 pnts fire	6*	1	UA2 (16)	1,200 gp
77	(Energy) Guard 4 pnts sonc	6*	1	UA2 (16)	1,200 gp
78	Blindsight, minor	5*	1	Cn (20)	1,250 gp
79	Chameleon, minor	5*	1	Cn (20)	1,250 gp
80	Psionic Flesh, minor	5*	1	Cn (20)	1,250 gp
81	Vaulting	5*	1	Cn (20)	1,250 gp
82	Conveyance	10	1	UA3 (20)	1,500 gp
83	(Energy) Guard 6 pnts acid	6*	1	UA2 (16)	1,800 gp
84	(Energy) Guard 6 pnts cold	6*	1	UA2 (16)	1,800 gp
85	(Energy) Guard 6 pnts elec	6*	1	UA2 (16)	1,800 gp
86	(Energy) Guard 6 pnts fire	6*	1	UA2 (16)	1,800 gp
87	(Energy) Guard 6 pnts sonc	6*	1	UA2 (16)	1,800 gp
88	(Skill) +4 Autohypnosis	4	4	Cn (19)	2,000 gp
89	(Skill) +4 Concentration	4	4	Cn (19)	2,000 gp
90	(Skill) +4 one Craft	4	4	Cn (19)	2,000 gp
91	(Skill) +4 Diplomacy	4	4	Cn (19)	2,000 gp
92	(Skill) +4 Harness Sub.	4	4	Cn (19)	2,000 gp
93	(Skill) +4 Intimidate	4	4	Cn (19)	2,000 gp
94	(Skill) +4 one Knowledge	4	4	Cn (19)	2,000 gp
95	(Skill) +4 Psicraft	4	4	Cn (19)	2,000 gp
96	(Skill) +4 Sense Motive	4	4	Cn (19)	2,000 gp
97	(Skill) +4 Stabilize Self	4	4	Cn (19)	2,000 gp
98	(Skill) +4 Twist	4	4	Cn (19)	2,000 gp

99	(Skill) +4 Use Psionic Dvc.	4	4	Cn (19)	2,000 gp
100	Personal Gravity	3	3	Cn (18)	2,250 gp

d%	Medium Effect	ML	PP	Type (DC)	Price
01-02	(Energy) Guard 8 pnts acid	6*	1	UA2 (16)	2,400 gp
03-04	(Energy) Guard 8 pnts cold	6*	1	UA2 (16)	2,400 gp
05-06	(Energy) Guard 8 pnts elec	6*	1	UA2 (16)	2,400 gp
07-08	(Energy) Guard 8 pnts fire	6*	1	UA2 (16)	2,400 gp
09-10	(Energy) Guard 8 pnts sonc	6*	1	UA2 (16)	2,400 gp
11-12	Snake Hide	4	4	UA3 (14)	2,400 gp
13-14	Blindsight, medium	10*	1	Cn (25)	2,500 gp
15-16	Chameleon, medium	10*	1	Cn (25)	2,500 gp
17-18	Psionic Flesh, medium	10*	1	Cn (25)	2,500 gp
19-20	(Energy) Guard 10 pnts acid	6*	1	UA2 (16)	3,000 gp
21-22	(Energy) Guard 10 pnts cold	6*	1	UA2 (16)	3,000 gp
23-24	(Energy) Guard 10 pnts elec	6*	1	UA2 (16)	3,000 gp
25-26	(Energy) Guard 10 pnts fire	6*	1	UA2 (16)	3,000 gp
27-28	(Energy) Guard 10 pnts sonc	6*	1	UA2 (16)	3,000 gp
29-30	Ghost, minor	5*	4	UA3 (15)	3,000 gp
31-32	Natural Armor +1	3	3	Cn (18)	3,375 gp
33	(Energy) Guard 12 pnts acid	6*	1	UA2 (16)	3,600 gp
34	(Energy) Guard 12 pnts cold	6*	1	UA2 (16)	3,600 gp
35	(Energy) Guard 12 pnts elec	6*	1	UA2 (16)	3,600 gp
36	(Energy) Guard 12 pnts fire	6*	1	UA2 (16)	3,600 gp
37	(Energy) Guard 12 pnts sonc	6*	1	UA2 (16)	3,600 gp
38	Blindsight, major	15*	1	Cn (30)	3,750 gp
39	Chameleon, major	15*	1	Cn (30)	3,750 gp
40	Darkvision	3	3	Cn (18)	3,750 gp
41	Imperial Eye	3	3	Cn (18)	3,750 gp
42	Psionic Flesh, major	15*	1	Cn (30)	3,750 gp
43	Agility +2 Dexterity	4	4	Cn (19)	4,000 gp
44	Clean Sight	4	4	Cn (19)	4,000 gp
45	Health +2 Constitution	4	4	Cn (19)	4,000 gp
46	Judgment +2 Wisdom	4	4	Cn (19)	4,000 gp
47	Mental Combat +2	4	4	Cn (19)	4,000 gp
48	Might +2 Strength	4	4	Cn (19)	4,000 gp
49	Oxygenation	6*	5	UA3 (16)	4,500 gp
50	(Skill) +6 Autohypnosis	6	6	Cn (21)	4,500 gp
51	(Skill) +6 Concentration	6	6	Cn (21)	4,500 gp
52	(Skill) +6 one Craft	6	6	Cn (21)	4,500 gp
53	(Skill) +6 Diplomacy	6	6	Cn (21)	4,500 gp
54	(Skill) +6 Harness Sub.	6	6	Cn (21)	4,500 gp
55	(Skill) +6 Intimidate	6	6	Cn (21)	4,500 gp
56	(Skill) +6 one Knowledge	6	6	Cn (21)	4,500 gp
57	(Skill) +6 Psicraft	6	6	Cn (21)	4,500 gp
58	(Skill) +6 Sense Motive	6	6	Cn (21)	4,500 gp
59	(Skill) +6 Stabilize Self	6	6	Cn (21)	4,500 gp
60	(Skill) +6 Twist	6	6	Cn (21)	4,500 gp
61	(Skill) +6 Use Psionic Dvc.	6	6	Cn (21)	4,500 gp
62	Dozen Leagues	12*	9	UA1 (17)	5,400 gp
63	Skitishness	4	4	Cn (19)	6,000 gp
64	Twilight	4	4	Cn (19)	6,000 gp
65	Personal Movement, minor	5	5	Cn (20)	6,250 gp
66	Psychic Armor, Medium	5	5	Cn (20)	6,250 gp
67	Translocation, minor	5	5	Cn (20)	6,250 gp
68	(Skill) +8 Autohypnosis	8	8	Cn (23)	8,000 gp
69	(Skill) +8 Concentration	8	8	Cn (23)	8,000 gp
70	(Skill) +8 one Craft	8	8	Cn (23)	8,000 gp
71	(Skill) +8 Diplomacy	8	8	Cn (23)	8,000 gp
72	(Skill) +8 Harness Sub.	8	8	Cn (23)	8,000 gp
73	(Skill) +8 Intimidate	8	8	Cn (23)	8,000 gp
74	(Skill) +8 one Knowledge	8	8	Cn (23)	8,000 gp
75	(Skill) +8 Psicraft	8	8	Cn (23)	8,000 gp
76	(Skill) +8 Sense Motive	8	8	Cn (23)	8,000 gp
77	(Skill) +8 Stabilize Self	8	8	Cn (23)	8,000 gp
78	(Skill) +8 Twist	8	8	Cn (23)	8,000 gp
79	(Skill) +8 Use Psionic Dvc.	8	8	Cn (23)	8,000 gp
80	Dolphin	6	6	Cn (21)	9,000 gp
81	Ghost, medium	10*	6	UA3 (20)	9,000 gp
82	Unerring Vision	5	5	Cn (20)	9,375 gp
83	Rhino Hide	8	8	UA3 (18)	9,600 gp
84	Invisibility	9*	8	UA3 (19)	10,800 gp
85	Ghost, major	10*	8	UA3 (20)	12,000 gp

86	(Skill) +10 Autohypnosis	10	10	Cn (25)	12,500 gp
87	(Skill) +10 Concentration	10	10	Cn (25)	12,500 gp
88	(Skill) +10 one Craft	10	10	Cn (25)	12,500 gp
89	(Skill) +10 Diplomacy	10	10	Cn (25)	12,500 gp
90	(Skill) +10 Harness Sub.	10	10	Cn (25)	12,500 gp
91	(Skill) +10 Intimidate	10	10	Cn (25)	12,500 gp
92	(Skill) +10 one Knowledge	10	10	Cn (25)	12,500 gp
93	(Skill) +10 Psicraft	10	10	Cn (25)	12,500 gp
94	(Skill) +10 Sense Motive	10	10	Cn (25)	12,500 gp
95	(Skill) +10 Stabilize Self	10	10	Cn (25)	12,500 gp
96	(Skill) +10 Twist	10	10	Cn (25)	12,500 gp
97	(Skill) +10 Use Psionic Dvc.	10	10	Cn (25)	12,500 gp
98	Natural Armor +2	6	6	Cn (21)	13,500 gp
99	Shadows	6	6	Cn (21)	13,500 gp
100	Roll for two minor effects, the item has both				

d%	Major Effect	ML	PP	Type (DC)	Price
01-06	Agility +4 Dexterity	8	8	Cn (23)	16,000 gp
07-12	Health +4 Constitution	8	8	Cn (23)	16,000 gp
13-18	Judgment +4 Wisdom	8	8	Cn (23)	16,000 gp
19-24	Mental Combat +4	8	8	Cn (23)	16,000 gp
25-30	Might +4 Strength	8	8	Cn (23)	16,000 gp
31-36	Turtle Hide	12	12	UA3 (22)	21,600 gp
37-42	Personal Movement, medium	10	10	Cn (25)	25,000 gp
43-48	Psychic Armor, Major	10	10	Cn (25)	25,000 gp
49-54	Translocation, medium	10	10	Cn (25)	25,000 gp
55-59	Agility +6 Dexterity	12	12	Cn (27)	36,000 gp
60-64	Health +6 Constitution	12	12	Cn (27)	36,000 gp
65-69	Judgment +6 Wisdom	12	12	Cn (27)	36,000 gp
70-74	Might +6 Strength	12	12	Cn (27)	36,000 gp
75-79	Planar Raiding	19	19	UA2 (29)	36,100 gp
80-84	Omnipresence	15	15	UA4 (25)	45,000 gp
85-89	Personal Movement, major	15	15	Cn (30)	56,250 gp
90-94	Translocation, major	15	15	Cn (30)	56,250 gp
95-97	Secrecy	16	16	Cn (31)	96,000 gp
98-99	Roll for three minor effects, the item has all of them				
100	Roll for two medium effects, the item has both				

* There is a 25% chance that this item is the inconvenient version.

Gloves

Hand and finger coverings made from flexible material, meant to provide some protection to the extremity. Effects which are related to the wearer's quickness or deftness with his hands, such as bonuses to Dexterity or Dexterity-linked skills, or that change their shape.

* *Inconvenient*: Gauntlet, which imposes a –2 circumstance penalty to Open Locks and Sleight of Hand checks.

* *Affinity*: Acceleration knack, Antipsi feat, Cryokinesis feat, Electrokinesis feat, Fetch knack, Fire Finger knack, Force Blade feat, Force Blast feat, Matter Destabilization feat, Matter Shaping feat, Negative Manipulation feat, Psionic Fist knack, Psychic Vampirism feat, Pyrogenesis feat, Strength or Dexterity bonus, Strength or Dexterity linked skill bonus.

TABLE 17-11: PSIONIC GLOVES

d%	Minor Effect	ML	PP	Type (DC)	Price
01-08	Empowered Fist, minor	1	1	Ch10 (11)	75 gp
09-14	Empowered Weapon, minor	1	1	Ch10 (11)	113 gp
15-20	(Skill) +1 one Craft	1	1	Cn (16)	188 gp
21-26	Acceleration	1	1	Cn (16)	250 gp
27-32	(Ability) Boost +1 Dex	6*	2	AC (11)	300 gp
33-38	(Ability) Boost +1 Str	6*	2	AC (11)	300 gp
39-44	Healing Hands	4*	1	Ch10 (14)	450 gp
45-48	(Ability) Boost +2 Dex	6*	4	AC (11)	600 gp
49-52	(Ability) Boost +2 Str	6*	4	AC (11)	600 gp
53-56	Empowered Fist, medium	5*	1	Ch20 (15)	750 gp
57-60	(Skill) +2 one Craft	2	2	Cn (17)	750 gp
61-64	(Ability) Boost +3 Dex	6	6	AC (11)	900 gp
65-68	(Ability) Boost +3 Str	6	6	AC (11)	900 gp
69-72	Empowered Weapon, med	5*	1	Ch20 (15)	1,125 gp
73-76	(Ability) Boost +4 Dex	8	8	AC (11)	1,200 gp
77-80	(Ability) Boost +4 Str	8	8	AC (11)	1,200 gp
81-84	(Ability) Boost +5 Dex	10	10	AC (11)	1,500 gp
85-88	(Ability) Boost +5 Str	10	10	AC (11)	1,500 gp

89-92	Psionic Capacitor (1 pts)	2	2	Cn (17)	1,500 gp
93-96	(Ability) Boost +6 Dex	12	12	AC (11)	1,800 gp
97-100	(Ability) Boost +6 Str	12	12	AC (11)	1,800 gp

d%	Medium Effect	ML	PP	Type (DC)	Price
01-14	Empowered Fist, major	10*	1	Ch40 (20)	3,000 gp
15-28	(Skill) +4 one Craft	4	4	Cn (19)	3,000 gp
29-38	Agility +2 Dexterity	4	4	Cn (19)	4,000 gp
39-48	Might +2 Strength	4	4	Cn (19)	4,000 gp
49-58	Empowered Weapon, major	10*	1	Ch40 (20)	4,500 gp
59-63	Psionic Capacitor (2 pts)	4	4	Cn (19)	6,000 gp
64-72	(Skill) +6 one Craft	6	6	Cn (21)	6,750 gp
73-80	Autorestitution, minor	5	5	Cn (20)	9,375 gp
81-86	(Skill) +8 one Craft	8	8	Cn (23)	12,000 gp
87-92	Psionic Capacitor (3 pts)	6	6	Cn (21)	13,500 gp
93-99	Ectowhip	9*	7	UA3 (17)	14,175 gp
100	Roll for two minor effects, the item has both				

d%	Major Effect	ML	PP	Type (DC)	Price
01-09	Agility +4 Dexterity	8	8	Cn (23)	16,000 gp
10-18	Health +4 Constitution	8	8	Cn (23)	16,000 gp
19-27	Might +4 Strength	8	8	Cn (23)	16,000 gp
28-35	(Skill) +10 one Craft	10	10	Cn (25)	18,750 gp
36-43	Psionic Capacitor (4 pts)	8	8	Cn (23)	24,000 gp
44-50	Agility +6 Dexterity	12	12	Cn (27)	36,000 gp
51-57	Might +6 Strength	12	12	Cn (27)	36,000 gp
58-63	Autorestitution, medium	10	10	Cn (25)	37,500 gp
64-69	Psionic Capacitor (5 pts)	10	10	Cn (25)	37,500 gp
70-75	Psionic Capacitor (6 pts)	12	12	Cn (27)	54,000 gp
76-81	Psionic Capacitor (7 pts)	14	14	Cn (29)	73,500 gp
82-87	Autorestitution, major	15	15	Cn (30)	84,375 gp
88-92	Psionic Capacitor (8 pts)	16	16	Cn (31)	96,000 gp
93-95	Psionic Capacitor (9 pts)	18	18	Cn (33)	141,500 gp
96-97	Psionic Capacitor (10 pts)	20	20	Cn (35)	150,000 gp
98-99	Roll for three minor effects, the item has all of them				
100	Roll for two medium effects, the item has both				

* There is a 25% chance that this item is the inconvenient version.

Headwear

A cap or some other light head covering made from flexible material, including bandanas. All effects from ESP, Telepathy, or psionic combat; and enhancements to them.

* *Inconvenient*: Helmet, which weighs 3 lbs and imposes a –1 circumstance penalty to Spot and Listen checks.

* *Affinity*: Aggravate knack, Cerebral Homunculus feat, Edit Mind feat, Focus knack, Force Blast feat, Mind Store feat, Missive knack, Telekinesis feat, Thought Projection feat, Thought Sense feat, Manifest Level bonus, Psionic Combat bonus, Charisma or Intelligence bonus, Charisma or Intelligence linked skill bonus, Power Point Storage.

TABLE 17-12: PSIONIC HEADWEAR

d%	Minor Effect	ML	PP	Type (DC)	Price
01-05	(Skill) +1 one Craft	1	1	Cn (16)	125 gp
06-10	(Skill) +1 Diplomacy	1	1	Cn (16)	125 gp
11-15	(Skill) +1 Intimidate	1	1	Cn (16)	125 gp
16-20	(Skill) +1 one Knowledge	1	1	Cn (16)	125 gp
21-25	(Skill) +1 Psicraft	1	1	Cn (16)	125 gp
26-30	(Skill) +1 Twist	1	1	Cn (16)	125 gp
31-35	(Skill) +1 Use Psionic Dvc.	1	1	Cn (16)	125 gp
36-39	(Skill) +2 one Craft	2	2	Cn (17)	500 gp
40-43	(Skill) +2 Diplomacy	2	2	Cn (17)	500 gp
44-47	(Skill) +2 Intimidate	2	2	Cn (17)	500 gp
48-51	(Skill) +2 one Knowledge	2	2	Cn (17)	500 gp
52-55	(Skill) +2 Psicraft	2	2	Cn (17)	500 gp
56-59	(Skill) +2 Twist	2	2	Cn (17)	500 gp
60-63	(Skill) +2 Use Psionic Dvc.	2	2	Cn (17)	500 gp
64-67	Migraine, minor	4*	1	UA3 (14)	600 gp
68-70	Psionic Capacitor (1 pts)	2	2	Cn (17)	1,000 gp
71-73	Migraine, medium	8*	1	UA3 (18)	1,200 gp
74-76	Migraine, major	12*	1	UA3 (22)	1,800 gp
77-79	(Skill) +4 one Craft	4	4	Cn (19)	2,000 gp
80-82	(Skill) +4 Diplomacy	4	4	Cn (19)	2,000 gp
83-85	(Skill) +4 Intimidate	4	4	Cn (19)	2,000 gp

86-88	(Skill) +4 one Knowledge	4	4	Cn (19)	2,000 gp
89-91	(Skill) +4 Psicraft	4	4	Cn (19)	2,000 gp
92-94	(Skill) +4 Sense Motive	4	4	Cn (19)	2,000 gp
95-97	(Skill) +4 Twist	4	4	Cn (19)	2,000 gp
98-100	(Skill) +4 Use Psionic Dvc.	4	4	Cn (19)	2,000 gp

d%	Medium Effect	ML	PP	Type (DC)	Price
01-06	Locate Mind	10*	5	UA1 (20)	2,500 gp
07-12	Mind Sight	10*	1	Cn (25)	2,500 gp
13-17	Telepathic Speech	5*	3	Cn (20)	3,750 gp
18-21	Mental Combat +2	4	4	Cn (19)	4,000 gp
22-25	Psionic Capacitor (2 pts)	4	4	Cn (19)	4,000 gp
26-29	(Skill) +6 one Craft	6	6	Cn (21)	4,500 gp
30-33	(Skill) +6 Diplomacy	6	6	Cn (21)	4,500 gp
34-37	(Skill) +6 Intimidate	6	6	Cn (21)	4,500 gp
38-41	(Skill) +6 one Knowledge	6	6	Cn (21)	4,500 gp
42-45	(Skill) +6 Psicraft	6	6	Cn (21)	4,500 gp
46-49	(Skill) +6 Sense Motive	6	6	Cn (21)	4,500 gp
50-53	(Skill) +6 Twist	6	6	Cn (21)	4,500 gp
54-57	(Skill) +6 Use Psionic Dvc.	6	6	Cn (21)	4,500 gp
58-61	Thought Sense, minor	5	5	Cn (20)	6,250 gp
62-65	Thought Projection, minor	5	5	Cn (20)	6,250 gp
66-68	(Skill) +8 one Craft	8	8	Cn (23)	8,000 gp
69-71	(Skill) +8 Diplomacy	8	8	Cn (23)	8,000 gp
72-74	(Skill) +8 Intimidate	8	8	Cn (23)	8,000 gp
75-77	(Skill) +8 one Knowledge	8	8	Cn (23)	8,000 gp
78-80	(Skill) +8 Psicraft	8	8	Cn (23)	8,000 gp
81-83	(Skill) +8 Sense Motive	8	8	Cn (23)	8,000 gp
84-86	(Skill) +8 Twist	8	8	Cn (23)	8,000 gp
87-89	(Skill) +8 Use Psionic Dvc.	8	8	Cn (23)	8,000 gp
90-91	Psionic Capacitor (3 pts)	6	6	Cn (21)	9,000 gp
92	(Skill) +10 one Craft	10	10	Cn (25)	12,500 gp
93	(Skill) +10 Diplomacy	10	10	Cn (25)	12,500 gp
94	(Skill) +10 Intimidate	10	10	Cn (25)	12,500 gp
95	(Skill) +10 one Knowledge	10	10	Cn (25)	12,500 gp
96	(Skill) +10 Psicraft	10	10	Cn (25)	12,500 gp
97	(Skill) +10 Sense Motive	10	10	Cn (25)	12,500 gp
98	(Skill) +10 Twist	10	10	Cn (25)	12,500 gp
99	(Skill) +10 Use Psionic Dvc.	10	10	Cn (25)	12,500 gp
100	Roll for two medium effects, the item has both				

d%	Major Effect	ML	PP	Type (DC)	Price
01-09	Mental Combat +4	8	8	Cn (23)	16,000 gp
10-18	Psionic Capacitor (4 pts)	8	8	Cn (23)	16,000 gp
19-26	Psionic Capacitor (5 pts)	10	10	Cn (25)	25,000 gp
27-34	Thought Sense, medium	10	10	Cn (25)	25,000 gp
35-42	Thought Projection, medium	10	10	Cn (25)	25,000 gp
43-48	Mental Combat +6	12	12	Cn (27)	36,000 gp
49-54	Psionic Capacitor (6 pts)	12	12	Cn (27)	36,000 gp
55-60	Psionic Capacitor (7 pts)	14	14	Cn (29)	49,000 gp
61-66	Thought Sense, major	15	15	Cn (30)	56,250 gp
67-72	Thought Projection, major	15	15	Cn (30)	56,250 gp
73-77	Mental Combat +8	16	16	Cn (31)	64,000 gp
78-82	Psionic Capacitor (8 pts)	16	16	Cn (31)	64,000 gp
83-87	Psionic Capacitor (9 pts)	18	18	Cn (33)	81,000 gp
88-92	Mental Combat +10	20	20	Cn (35)	100,000 gp
93-97	Psionic Capacitor (10 pts)	20	20	Cn (35)	100,000 gp
98-99	Roll for three minor effects, the item has all of them				
100	Roll for two medium effects, the item has both				

* There is a 25% chance that this item is the inconvenient version.

Lenses

Loops or discs of transparent material that cover the eyes, held in place either by rigid frames looped over the ears or by a leather mask that is tied behind the head. Effects that relate to the wearer's vision, or his appearance to others.

* *Inconvenient:* Mask, which weighs 1 lb.

* *Affinity:* Blindsight knack, Distant Senses feat, Second Sight feat, Wisdom bonus, Wisdom linked skill bonus.

TABLE 17-13: PSIONIC LENSES

d%	Minor Effect	ML	PP	Type (DC)	Price
01-05	(Skill) +1 Autohypnosis	1	1	Cn (16)	125 gp

06-10	(Skill) +1 Harness Sub.	1	1	Cn (16)	125 gp
11-15	(Skill) +1 Sense Motive	1	1	Cn (16)	125 gp
16-19	(Skill) +1 Concentration	1	1	Cn (16)	188 gp
20-23	(Skill) +1 one Craft	1	1	Cn (16)	188 gp
24-27	(Skill) +1 Diplomacy	1	1	Cn (16)	188 gp
28-31	(Skill) +1 Intimidate	1	1	Cn (16)	188 gp
32-35	(Skill) +1 one Knowledge	1	1	Cn (16)	188 gp
36-39	(Skill) +1 Psicraft	1	1	Cn (16)	188 gp
40-43	(Skill) +1 Stabilize Self	1	1	Cn (16)	188 gp
44-47	(Skill) +1 Twist	1	1	Cn (16)	188 gp
48-51	(Skill) +1 Use Psionic Dvc.	1	1	Cn (16)	188 gp
52-55	Starlight	1	1	Cn (16)	375 gp
56-59	(Skill) +2 Autohypnosis	2	2	Cn (17)	500 gp
60-63	(Skill) +2 Harness Sub.	2	2	Cn (17)	500 gp
64-66	(Skill) +2 Concentration	2	2	Cn (17)	750 gp
67-69	(Skill) +2 one Craft	2	2	Cn (17)	750 gp
70-72	(Skill) +2 Diplomacy	2	2	Cn (17)	750 gp
73-76	(Skill) +2 Intimidate	2	2	Cn (17)	750 gp
77-79	(Skill) +2 one Knowledge	2	2	Cn (17)	750 gp
80-82	(Skill) +2 Psicraft	2	2	Cn (17)	750 gp
83-85	(Skill) +2 Sense Motive	2	2	Cn (17)	500 gp
86-88	(Skill) +2 Stabilize Self	2	2	Cn (17)	750 gp
89-91	(Skill) +2 Twist	2	2	Cn (17)	750 gp
92-94	(Skill) +2 Use Psionic Dvc.	2	2	Cn (17)	750 gp
95-97	Blindsight, minor	5*	1	Cn (20)	1,250 gp
98	(Skill) +4 Autohypnosis	4	4	Cn (19)	2,000 gp
99	(Skill) +4 Harness Sub.	4	4	Cn (19)	2,000 gp
100	(Skill) +4 Sense Motive	4	4	Cn (19)	2,000 gp

d%	Medium Effect	ML	PP	Type (DC)	Price
01-07	Blindsight, medium	10*	1	Cn (25)	2,500 gp
08-10	(Skill) +4 Concentration	4	4	Cn (19)	3,000 gp
11-13	(Skill) +4 one Craft	4	4	Cn (19)	3,000 gp
14-16	(Skill) +4 Diplomacy	4	4	Cn (19)	3,000 gp
17-19	(Skill) +4 Intimidate	4	4	Cn (19)	3,000 gp
20-22	(Skill) +4 one Knowledge	4	4	Cn (19)	3,000 gp
23-25	(Skill) +4 Psicraft	4	4	Cn (19)	3,000 gp
26-28	(Skill) +4 Stabilize Self	4	4	Cn (19)	3,000 gp
29-31	(Skill) +4 Twist	4	4	Cn (19)	3,000 gp
32-34	(Skill) +4 Use Psionic Dvc.	4	4	Cn (19)	3,000 gp
35-37	Blindsight, major	15*	1	Cn (30)	3,750 gp
38-40	Darkvision	3	3	Cn (18)	3,750 gp
41-43	Imperial Eye	3	3	Cn (18)	3,750 gp
44-46	Clean Sight	4	4	Cn (19)	4,000 gp
47-49	Judgment +2 Wisdom	4	4	Cn (19)	4,000 gp
50-52	(Skill) +6 Autohypnosis	6	6	Cn (21)	4,500 gp
53-55	(Skill) +6 Harness Sub.	6	6	Cn (21)	4,500 gp
56-58	(Skill) +6 Sense Motive	6	6	Cn (21)	4,500 gp
59-61	Second Sight, minor	5	5	Cn (20)	6,250 gp
62-63	(Skill) +6 Concentration	6	6	Cn (21)	6,750 gp
64-65	(Skill) +6 one Craft	6	6	Cn (21)	6,750 gp
66-67	(Skill) +6 Diplomacy	6	6	Cn (21)	6,750 gp
68-69	(Skill) +6 Intimidate	6	6	Cn (21)	6,750 gp
70-71	(Skill) +6 one Knowledge	6	6	Cn (21)	6,750 gp
72-73	(Skill) +6 Psicraft	6	6	Cn (21)	6,750 gp
74-75	(Skill) +6 Stabilize Self	6	6	Cn (21)	6,750 gp
76-77	(Skill) +6 Twist	6	6	Cn (21)	6,750 gp
78-79	(Skill) +6 Use Psionic Dvc.	6	6	Cn (21)	6,750 gp
80-81	(Skill) +8 Autohypnosis	8	8	Cn (23)	8,000 gp
82-83	(Skill) +8 Harness Sub.	8	8	Cn (23)	8,000 gp
84-85	(Skill) +8 Sense Motive	8	8	Cn (23)	8,000 gp
88-87	Unerring Vision	5	5	Cn (20)	9,375 gp
88	(Skill) +8 Concentration	8	8	Cn (23)	12,000 gp
89	(Skill) +8 one Craft	8	8	Cn (23)	12,000 gp
90	(Skill) +8 Diplomacy	8	8	Cn (23)	12,000 gp
91	(Skill) +8 Intimidate	8	8	Cn (23)	12,000 gp
92	(Skill) +8 one Knowledge	8	8	Cn (23)	12,000 gp
93	(Skill) +8 Psicraft	8	8	Cn (23)	12,000 gp
94	(Skill) +8 Stabilize Self	8	8	Cn (23)	12,000 gp
95	(Skill) +8 Twist	8	8	Cn (23)	12,000 gp
96	(Skill) +8 Use Psionic Dvc.	8	8	Cn (23)	12,000 gp
97	(Skill) +10 Autohypnosis	10	10	Cn (25)	12,500 gp
98	(Skill) +10 Harness Sub.	10	10	Cn (25)	12,500 gp

99	(Skill) +10 Sense Motive	10	10	Cn (25)	12,500 gp
100	Roll for two minor effects, the item has both				

d%	Major Effect	ML	PP	Type (DC)	Price
01-10	Judgment +4 Wisdom	8	8	Cn (23)	16,000 gp
11-18	(Skill) +10 Concentration	10	10	Cn (25)	18,750 gp
19-26	(Skill) +10 one Craft	10	10	Cn (25)	18,750 gp
27-34	(Skill) +10 Diplomacy	10	10	Cn (25)	18,750 gp
35-42	(Skill) +10 Intimidate	10	10	Cn (25)	18,750 gp
43-50	(Skill) +10 one Knowledge	10	10	Cn (25)	18,750 gp
51-58	(Skill) +10 Psicraft	10	10	Cn (25)	18,750 gp
59-66	(Skill) +10 Stabilize Self	10	10	Cn (25)	18,750 gp
67-74	(Skill) +10 Twist	10	10	Cn (25)	18,750 gp
75-82	(Skill) +10 Use Psionic Dvc.	10	10	Cn (25)	18,750 gp
83-87	Second Sight, medium	10	10	Cn (25)	25,000 gp
88-92	Judgment +6 Wisdom	12	12	Cn (27)	36,000 gp
93-97	Second Sight, major	15	15	Cn (30)	56,250 gp
98-99	Roll for three minor effects, the item has all of them				

100 Roll for two medium effects, the item has both

* There is a 25% chance that this item is the inconvenient version.

Rings

A loop of hard material such as bone or metal that is worn around one finger (only one imbued ring can be used on a single hand, subsequent rings placed on that hand will not work, without first removing the original ring).

* *Inconvenient*: Knuckle guard, which imposes a –1 circumstance penalty on Climb and Sleight of Hand checks, as well checks to avoid being disarmed.

* *Affinity*: Any Constant, Charged, or Use Activated psionic imbue ment.

TABLE 17-14: PSIONIC RINGS

d%	Minor Effect	ML	PP	Type (DC)	Price
01-06	Ectoplasmic Disguise Kit	1	1	UA1 (11)	50 gp
07-09	Empowered Fist, minor	1	1	Ch10 (11)	75 gp
10-12	Empowered Shot, minor	1	1	Ch10 (11)	75 gp
13-15	Empowered Weapon, minor	1	1	Ch10 (11)	75 gp
16-17	(Skill) +1 Autohypnosis	1	1	Cn (16)	125 gp
18-19	(Skill) +1 Concentration	1	1	Cn (16)	125 gp
20-21	(Skill) +1 one Craft	1	1	Cn (16)	125 gp
22-23	(Skill) +1 Diplomacy	1	1	Cn (16)	125 gp
24-25	(Skill) +1 Harness Sub.	1	1	Cn (16)	125 gp
26-27	(Skill) +1 Intimidate	1	1	Cn (16)	125 gp
28-29	(Skill) +1 one Knowledge	1	1	Cn (16)	125 gp
30-31	(Skill) +1 Psicraft	1	1	Cn (16)	125 gp
32-33	(Skill) +1 Sense Motive	1	1	Cn (16)	125 gp
34-35	(Skill) +1 Stabilize Self	1	1	Cn (16)	125 gp
36-37	(Skill) +1 Twist	1	1	Cn (16)	125 gp
38-39	(Skill) +1 Use Psionic Dvc.	1	1	Cn (16)	125 gp
40	Acceleration	1	1	Cn (16)	250 gp
41	Mental Leap	1	1	Cn (16)	250 gp
42	Psychic Armor, Minor	1	1	Cn (16)	250 gp
43	Skipping	1	1	Cn (16)	250 gp
44	Healing Hands	4*	1	Ch10 (14)	300 gp
45	Starlight	1	1	Cn (16)	375 gp
46	(Skill) +2 Autohypnosis	2	2	Cn (17)	500 gp
47	(Skill) +2 Concentration	2	2	Cn (17)	500 gp
48	(Skill) +2 one Craft	2	2	Cn (17)	500 gp
49	(Skill) +2 Diplomacy	2	2	Cn (17)	500 gp
50	(Skill) +2 Harness Sub.	2	2	Cn (17)	500 gp
51	(Skill) +2 Intimidate	2	2	Cn (17)	500 gp
52	(Skill) +2 one Knowledge	2	2	Cn (17)	500 gp
53	(Skill) +2 Psicraft	2	2	Cn (17)	500 gp
54	(Skill) +2 Sense Motive	2	2	Cn (17)	500 gp
55	(Skill) +2 Stabilize Self	2	2	Cn (17)	500 gp
56	(Skill) +2 Twist	2	2	Cn (17)	500 gp
57	(Skill) +2 Use Psionic Dvc.	2	2	Cn (17)	500 gp
58	(Energy) Guard 2 pnts acid	6*	1	UA2 (16)	600 gp
59	(Energy) Guard 2 pnts cold	6*	1	UA2 (16)	600 gp
60	(Energy) Guard 2 pnts elec	6*	1	UA2 (16)	600 gp
61	(Energy) Guard 2 pnts fire	6*	1	UA2 (16)	600 gp
62	(Energy) Guard 2 pnts sonic	6*	1	UA2 (16)	600 gp

63	Migraine, minor	4*	1	UA3 (14)	600 gp
64	Empowered Fist, medium	5*	1	Ch20 (15)	750 gp
65	Empowered Shot, medium	5*	1	Ch20 (15)	750 gp
66	Empowered Weapon, med.	5*	1	Ch20 (15)	750 gp
67	Amphibian	6*	3	UA1 (16)	900 gp
68	Fast Healing	1	1	Cn (16)	1,000 gp
69	Psionic Capacitor (1 pts)	2	2	Cn (17)	1,000 gp
70	Skating	1	1	Cn (16)	1,000 gp
71	(Energy) Guard 4 pnts acid	6*	1	UA2 (16)	1,200 gp
72	(Energy) Guard 4 pnts cold	6*	1	UA2 (16)	1,200 gp
73	(Energy) Guard 4 pnts elec	6*	1	UA2 (16)	1,200 gp
74	(Energy) Guard 4 pnts fire	6*	1	UA2 (16)	1,200 gp
75	(Energy) Guard 4 pnts sonic	6*	1	UA2 (16)	1,200 gp
76	Migraine, medium	8*	1	UA3 (18)	1,200 gp
77	Blindsight, minor	5*	1	Cn (20)	1,250 gp
78	Chameleon, minor	5*	1	Cn (20)	1,250 gp
79	Psionic Flesh, minor	5*	1	Cn (20)	1,250 gp
80	Vaulting	5*	1	Cn (20)	1,250 gp
81	Conveyance	10	1	UA3 (20)	1,500 gp
82	(Energy) Guard 6 pnts acid	6*	1	UA2 (16)	1,800 gp
83	(Energy) Guard 6 pnts cold	6*	1	UA2 (16)	1,800 gp
84	(Energy) Guard 6 pnts elec	6*	1	UA2 (16)	1,800 gp
85	(Energy) Guard 6 pnts fire	6*	1	UA2 (16)	1,800 gp
86	(Energy) Guard 6 pnts sonic	6*	1	UA2 (16)	1,800 gp
87	Migraine, major	12*	1	UA3 (22)	1,800 gp
88	(Skill) +4 Autohypnosis	4	4	Cn (19)	2,000 gp
89	(Skill) +4 Concentration	4	4	Cn (19)	2,000 gp
90	(Skill) +4 one Craft	4	4	Cn (19)	2,000 gp
91	(Skill) +4 Diplomacy	4	4	Cn (19)	2,000 gp
92	(Skill) +4 Harness Sub.	4	4	Cn (19)	2,000 gp
93	(Skill) +4 Intimidate	4	4	Cn (19)	2,000 gp
94	(Skill) +4 one Knowledge	4	4	Cn (19)	2,000 gp
95	(Skill) +4 Psicraft	4	4	Cn (19)	2,000 gp
96	(Skill) +4 Sense Motive	4	4	Cn (19)	2,000 gp
97	(Skill) +4 Stabilize Self	4	4	Cn (19)	2,000 gp
98	(Skill) +4 Twist	4	4	Cn (19)	2,000 gp
99	(Skill) +4 Use Psionic Dvc.	4	4	Cn (19)	2,000 gp
100	Personal Gravity	3	3	Cn (18)	2,250 gp

d%	Medium Effect	ML	PP	Type (DC)	Price
01	(Energy) Guard 8 pnts acid	6*	1	UA2 (16)	2,400 gp
02	(Energy) Guard 8 pnts cold	6*	1	UA2 (16)	2,400 gp
03	(Energy) Guard 8 pnts elec	6*	1	UA2 (16)	2,400 gp
04	(Energy) Guard 8 pnts fire	6*	1	UA2 (16)	2,400 gp
05	(Energy) Guard 8 pnts sonic	6*	1	UA2 (16)	2,400 gp
06	Snake Hide	4	4	UA3 (14)	2,400 gp
07	Blindsight, medium	10*	1	Cn (25)	2,500 gp
08	Chameleon, medium	10*	1	Cn (25)	2,500 gp
09	Locate Mind	10*	5	UA1 (20)	2,500 gp
10	Mind Sight	10*	1	Cn (25)	2,500 gp
11	Psionic Flesh, medium	10*	1	Cn (25)	2,500 gp
12	Empowered Fist, major	10*	1	Ch40 (20)	3,000 gp
13	Empowered Shot, major	10*	1	Ch40 (20)	3,000 gp
14	Empowered Weapon, major	10*	1	Ch40 (20)	3,000 gp
15	(Energy) Guard 10 pnts acid	6*	1	UA2 (16)	3,000 gp
16	(Energy) Guard 10 pnts cold	6*	1	UA2 (16)	3,000 gp
17	(Energy) Guard 10 pnts elec	6*	1	UA2 (16)	3,000 gp
18	(Energy) Guard 10 pnts fire	6*	1	UA2 (16)	3,000 gp
19	(Energy) Guard 10 pnts sonic	6*	1	UA2 (16)	3,000 gp
20	Ghost, minor	5*	4	UA3 (15)	3,000 gp
21	Duplication	8	8	UA1 (18)	3,200 gp
22	Natural Armor +1	3	3	Cn (18)	3,375 gp
23	(Energy) Guard 12 pnts acid	6*	1	UA2 (16)	3,600 gp
24	(Energy) Guard 12 pnts cold	6*	1	UA2 (16)	3,600 gp
25	(Energy) Guard 12 pnts elec	6*	1	UA2 (16)	3,600 gp
26	(Energy) Guard 12 pnts fire	6*	1	UA2 (16)	3,600 gp
27	(Energy) Guard 12 pnts sonic	6*	1	UA2 (16)	3,600 gp
28	Blindsight, major	15*	1	Cn (30)	3,750 gp
29	Chameleon, major	15*	1	Cn (30)	3,750 gp
30	Darkvision	3	3	Cn (18)	3,750 gp
31	Imperial Eye	3	3	Cn (18)	3,750 gp
32	Psionic Flesh, major	15*	1	Cn (30)	3,750 gp
33	Telepathic Speech	5*	3	Cn (20)	3,750 gp

34	Agility +2 Dexterity	4	4	Cn (19)	4,000 gp
35	Clean Sight	4	4	Cn (19)	4,000 gp
36	Health +2 Constitution	4	4	Cn (19)	4,000 gp
37	Judgment +2 Wisdom	4	4	Cn (19)	4,000 gp
38	Mental Combat +2	4	4	Cn (19)	4,000 gp
39	Might +2 Strength	4	4	Cn (19)	4,000 gp
40	Psionic Capacitor (2 pts)	4	4	Cn (19)	4,000 gp
41	Oxygenation	6*	5	UA3 (16)	4,500 gp
42	(Skill) +6 Autohypnosis	6	6	Cn (21)	4,500 gp
43	(Skill) +6 Concentration	6	6	Cn (21)	4,500 gp
44	(Skill) +6 one Craft	6	6	Cn (21)	4,500 gp
45	(Skill) +6 Diplomacy	6	6	Cn (21)	4,500 gp
46	(Skill) +6 Harness Sub.	6	6	Cn (21)	4,500 gp
47	(Skill) +6 Intimidate	6	6	Cn (21)	4,500 gp
48	(Skill) +6 one Knowledge	6	6	Cn (21)	4,500 gp
49	(Skill) +6 Psicraft	6	6	Cn (21)	4,500 gp
50	(Skill) +6 Sense Motive	6	6	Cn (21)	4,500 gp
51	(Skill) +6 Stabilize Self	6	6	Cn (21)	4,500 gp
52	(Skill) +6 Twist	6	6	Cn (21)	4,500 gp
53	(Skill) +6 Use Psionic Dvc.	6	6	Cn (21)	4,500 gp
54	Dozen Leagues	12*	9	UA1 (17)	5,400 gp
55	Skitishness	4	4	Cn (19)	6,000 gp
56	Twilight	4	4	Cn (19)	6,000 gp
57	Autorestitution, minor	5	5	Cn (20)	6,250 gp
58	Ectoshell, minor	5	5	Cn (20)	6,250 gp
59	Personal Movement, minor	5	5	Cn (20)	6,250 gp
60	Psychic Armor, Medium	5	5	Cn (20)	6,250 gp
61	Second Sight, minor	5	5	Cn (20)	6,250 gp
62	Thought Sense, minor	5	5	Cn (20)	6,250 gp
63	Thought Projection, minor	5	5	Cn (20)	6,250 gp
64	Translocation, minor	5	5	Cn (20)	6,250 gp
65	(Skill) +8 Autohypnosis	8	8	Cn (23)	8,000 gp
66	(Skill) +8 Concentration	8	8	Cn (23)	8,000 gp
67	(Skill) +8 one Craft	8	8	Cn (23)	8,000 gp
68	(Skill) +8 Diplomacy	8	8	Cn (23)	8,000 gp
69	(Skill) +8 Harness Sub.	8	8	Cn (23)	8,000 gp
70	(Skill) +8 Intimidate	8	8	Cn (23)	8,000 gp
71	(Skill) +8 one Knowledge	8	8	Cn (23)	8,000 gp
72	(Skill) +8 Psicraft	8	8	Cn (23)	8,000 gp
73	(Skill) +8 Sense Motive	8	8	Cn (23)	8,000 gp
74	(Skill) +8 Stabilize Self	8	8	Cn (23)	8,000 gp
75	(Skill) +8 Twist	8	8	Cn (23)	8,000 gp
76	(Skill) +8 Use Psionic Dvc.	8	8	Cn (23)	8,000 gp
77	Dolphin	6	6	Cn (21)	9,000 gp
78	Ghost, medium	10*	6	UA3 (20)	9,000 gp
79	Psionic Capacitor (3 pts)	6	6	Cn (21)	9,000 gp
80	Unerring Vision	5	5	Cn (20)	9,375 gp
81	Ectowhip	9*	7	UA3 (17)	9,450 gp
82	Rhino Hide	8	8	UA3 (18)	9,600 gp
83	Invisibility	9*	8	UA3 (19)	10,800 gp
84	Advanced Duplication	15*	8	UA1 (25)	11,250 gp
85	Ghost, major	10*	8	UA3 (20)	12,000 gp
86	(Skill) +10 Autohypnosis	10	10	Cn (25)	12,500 gp
87	(Skill) +10 Concentration	10	10	Cn (25)	12,500 gp
88	(Skill) +10 one Craft	10	10	Cn (25)	12,500 gp
89	(Skill) +10 Diplomacy	10	10	Cn (25)	12,500 gp
90	(Skill) +10 Harness Sub.	10	10	Cn (25)	12,500 gp
91	(Skill) +10 Intimidate	10	10	Cn (25)	12,500 gp
92	(Skill) +10 one Knowledge	10	10	Cn (25)	12,500 gp
93	(Skill) +10 Psicraft	10	10	Cn (25)	12,500 gp
94	(Skill) +10 Sense Motive	10	10	Cn (25)	12,500 gp
95	(Skill) +10 Stabilize Self	10	10	Cn (25)	12,500 gp
96	(Skill) +10 Twist	10	10	Cn (25)	12,500 gp
97	(Skill) +10 Use Psionic Dvc.	10	10	Cn (25)	12,500 gp
98	Natural Armor +2	6	6	Cn (21)	13,500 gp
99	Shadows	6	6	Cn (21)	13,500 gp
100	Roll for two minor effects, the item has both				

d%	Major Effect	ML	PP	Type (DC)	Price
01-04	Agility +4 Dexterity	8	8	Cn (23)	16,000 gp
05-08	Health +4 Constitution	8	8	Cn (23)	16,000 gp
09-12	Judgment +4 Wisdom	8	8	Cn (23)	16,000 gp
13-16	Mental Combat +4	8	8	Cn (23)	16,000 gp

17-20	Might +4 Strength	8	8	Cn (23)	16,000 gp
21-24	Psionic Capacitor (4 pts)	8	8	Cn (23)	16,000 gp
25-27	Turtle Hide	12	12	UA3 (22)	21,600 gp
28-30	Autorestitution, medium	10	10	Cn (25)	25,000 gp
31-33	Ectoshell, medium	10	10	Cn (25)	25,000 gp
34-36	Personal Movement, medium	10	10	Cn (25)	25,000 gp
37-39	Psionic Capacitor (5 pts)	10	10	Cn (25)	25,000 gp
40-42	Psychic Armor, Major	10	10	Cn (25)	25,000 gp
43-45	Second Sight, medium	10	10	Cn (25)	25,000 gp
46-48	Thought Sense, medium	10	10	Cn (25)	25,000 gp
49-51	Thought Projection, medium	10	10	Cn (25)	25,000 gp
52-54	Translocation, medium	10	10	Cn (25)	25,000 gp
55-56	Agility +6 Dexterity	12	12	Cn (27)	36,000 gp
57-58	Health +6 Constitution	12	12	Cn (27)	36,000 gp
59-60	Judgment +6 Wisdom	12	12	Cn (27)	36,000 gp
61-62	Mental Combat +6	12	12	Cn (27)	36,000 gp
63-64	Might +6 Strength	12	12	Cn (27)	36,000 gp
65-66	Psionic Capacitor (6 pts)	12	12	Cn (27)	36,000 gp
67-68	Planar Raiding	19	19	UA2 (29)	36,100 gp
69-70	Assassin's	10	10	Cn (25)	37,500 gp
71-72	Omnipresence	15	15	UA4 (25)	45,000 gp
73-74	Psionic Capacitor (7 pts)	14	14	Cn (29)	49,000 gp
75-76	Autorestitution, major	15	15	Cn (30)	56,250 gp
77-78	Ectoshell, major	15	15	Cn (30)	56,250 gp
79-80	Personal Movement, major	15	15	Cn (30)	56,250 gp
81-82	Second Sight, major	15	15	Cn (30)	56,250 gp
83-84	Thought Sense, major	15	15	Cn (30)	56,250 gp
85-86	Thought Projection, major	15	15	Cn (30)	56,250 gp
87-88	Translocation, major	15	15	Cn (30)	56,250 gp
89-90	Mental Combat +8	16	16	Cn (31)	64,000 gp
91-92	Psionic Capacitor (8 pts)	16	16	Cn (31)	64,000 gp
93-94	Psionic Capacitor (9 pts)	18	18	Cn (33)	81,000 gp
95	Secrecy	16	16	Cn (31)	96,000 gp
96	Mental Combat +10	20	20	Cn (35)	100,000 gp
97	Psionic Capacitor (10 pts)	20	20	Cn (35)	100,000 gp
98-99	Roll for three minor effects, the item has all of them				
100	Roll for two medium effects, the item has both				

* There is a 25% chance that this item is the inconvenient version.

Gris

A stone, statue, or some other item that can be carried easily in a pocket or backpack, weighing 1 lb. Any effect can be linked to it, but the effect's Power Point cost is multiplied by x2.

* *Inconvenient:* Stone, which weighs 10 lbs.

* *Affinity:* Any effect, but at double market price (before affinity modifier).

TABLE 17-15: PSIONIC GRIS

d%	Minor Effect	ML	PP	Type (DC)	Price
01-07	Ectoplasmic Disguise Kit	1	1	UA1 (11)	100 gp
08-12	Empowered Fist, minor	1	1	Ch10 (11)	150 gp
13-17	Empowered Shot, minor	1	1	Ch10 (11)	150 gp
18-22	Empowered Weapon, minor	1	1	Ch10 (11)	150 gp
23-26	Acceleration	1	1	Cn (16)	500 gp
27-30	Mental Leap	1	1	Cn (16)	500 gp
31-34	Psychic Armor, Minor	1	1	Cn (16)	500 gp
35-38	Skipping	1	1	Cn (16)	500 gp
39-42	(Ability) Boost +1 Con	6*	2	AC (11)	600 gp
43-46	(Ability) Boost +1 Dex	6*	2	AC (11)	600 gp
47-50	(Ability) Boost +1 Str	6*	2	AC (11)	600 gp
51-54	Healing Hands	4*	1	Ch10 (14)	600 gp
55-58	Starlight	1	1	Cn (16)	750 gp
59-62	(Ability) Boost +2 Con	6*	4	AC (11)	1,200 gp
63-66	(Ability) Boost +2 Dex	6*	4	AC (11)	1,200 gp
67-70	(Ability) Boost +2 Str	6*	4	AC (11)	1,200 gp
71-74	Migraine, minor	4*	1	UA3 (14)	1,200 gp
75-77	Empowered Fist, medium	5*	1	Ch20 (15)	1,500 gp
78-80	Empowered Shot, medium	5*	1	Ch20 (15)	1,500 gp
81-83	Empowered Weapon, medium	5*	1	Ch20 (15)	1,500 gp
84-86	(Ability) Boost +3 Con	6	6	AC (11)	1,800 gp
87-89	(Ability) Boost +3 Dex	6	6	AC (11)	1,800 gp
90-92	(Ability) Boost +3 Str	6	6	AC (11)	1,800 gp
93-94	Amphibian	6*	3	UA1 (16)	1,800 gp

95-96	Fast Healing	1	1	Cn (16)	2,000 gp
97-98	Psionic Capacitor (1 pts)	2	2	Cn (17)	2,000 gp
99-100	Skating	1	1	Cn (16)	2,000 gp

d%	Medium Effect	ML	PP	Type (DC)	Price
01-03	(Ability) Boost +4 Con	8	8	AC (11)	2,200 gp
04-06	(Ability) Boost +4 Dex	8	8	AC (11)	2,400 gp
07-09	(Ability) Boost +4 Str	8	8	AC (11)	2,400 gp
10-12	Migraine, medium	8*	1	UA3 (18)	2,400 gp
13-14	Blindsight, minor	5*	1	Cn (20)	2,500 gp
15-16	Chameleon, minor	5*	1	Cn (20)	2,500 gp
17-18	Psionic Flesh, minor	5*	1	Cn (20)	2,500 gp
19-20	Vaulting	5*	1	Cn (20)	2,500 gp
21-22	(Ability) Boost +5 Con	10	10	AC (11)	3,000 gp
23-24	(Ability) Boost +5 Dex	10	10	AC (11)	3,000 gp
25-26	(Ability) Boost +5 Str	10	10	AC (11)	3,000 gp
27-28	Conveyance	10	1	UA3 (20)	3,000 gp
29-30	(Ability) Boost +6 Con	12	12	AC (11)	3,600 gp
31-32	(Ability) Boost +6 Dex	12	12	AC (11)	3,600 gp
33-34	(Ability) Boost +6 Str	12	12	AC (11)	3,600 gp
35-36	Migraine, major	12*	1	UA3 (22)	3,600 gp
37-38	Personal Gravity	3	3	Cn (18)	4,500 gp
39-40	Blindsight, medium	10*	1	Cn (25)	5,000 gp
41-42	Chameleon, medium	10*	1	Cn (25)	5,000 gp
43-44	Locate Mind	10*	5	UA1 (20)	5,000 gp
45-46	Mind Sight	10*	1	Cn (25)	5,000 gp
47-48	Psionic Flesh, medium	10*	1	Cn (25)	5,000 gp
49-50	Empowered Fist, major	10*	1	Ch40 (20)	6,000 gp
51-52	Empowered Shot, major	10*	1	Ch40 (20)	6,000 gp
53-54	Empowered Weapon, major	10*	1	Ch40 (20)	6,000 gp
55-56	Ghost, minor	5*	4	UA3 (15)	6,000 gp
57-58	Duplication	8	8	UA1 (18)	6,400 gp
59-60	Natural Armor +1	3	3	Cn (18)	6,750 gp
61-62	Blindsight, major	15*	1	Cn (30)	7,500 gp
63-64	Chameleon, major	15*	1	Cn (30)	7,500 gp
65-66	Darkvision	3	3	Cn (18)	7,500 gp
67-68	Imperial Eye	3	3	Cn (18)	7,500 gp
69-70	Psionic Flesh, major	15*	1	Cn (30)	7,500 gp
71-72	Telepathic Speech	5*	3	Cn (20)	7,500 gp
73-74	Agility +2 Dexterity	4	4	Cn (19)	8,000 gp
75-76	Clean Sight	4	4	Cn (19)	8,000 gp
77-78	Health +2 Constitution	4	4	Cn (19)	8,000 gp
79-80	Judgment +2 Wisdom	4	4	Cn (19)	8,000 gp
81-82	Mental Combat +2	4	4	Cn (19)	8,000 gp
83-84	Might +2 Strength	4	4	Cn (19)	8,000 gp
85-86	Psionic Capacitor (2 pts)	4	4	Cn (19)	8,000 gp
87-88	Oxygenation	6*	5	UA3 (16)	9,000 gp
89-90	Dozen Leagues	12*	9	UA1 (17)	10,800 gp
91	Skitishness	4	4	Cn (19)	12,000 gp
92	Twilight	4	4	Cn (19)	12,000 gp
93	Ectoshell, minor	5	5	Cn (20)	12,500 gp
94	Personal Movement, minor	5	5	Cn (20)	12,500 gp
95	Psychic Armor, Medium	5	5	Cn (20)	12,500 gp
96	Second Sight, minor	5	5	Cn (20)	12,500 gp
97	Thought Sense, minor	5	5	Cn (20)	12,500 gp
98	Thought Projection, minor	5	5	Cn (20)	12,500 gp
99	Translocation, minor	5	5	Cn (20)	12,500 gp
100	Roll for two minor effects, the item has both				

d%	Major Effect	ML	PP	Type (DC)	Price
01-05	Ghost, medium	10*	6	UA3 (20)	18,000 gp
06-10	Psionic Capacitor (3 pts)	6	6	Cn (21)	18,000 gp
11-14	Unerring Vision	5	5	Cn (20)	18,750 gp
15-18	Advanced Duplication	15*	8	UA1 (25)	22,500 gp
19-21	Ghost, major	10*	8	UA3 (20)	24,000 gp
22-24	Natural Armor +2	6	6	Cn (21)	27,000 gp
25-27	Agility +4 Dexterity	8	8	Cn (23)	32,000 gp
28-30	Health +4 Constitution	8	8	Cn (23)	32,000 gp
31-33	Judgment +4 Wisdom	8	8	Cn (23)	32,000 gp
34-36	Mental Combat +4	8	8	Cn (23)	32,000 gp
37-39	Might +4 Strength	8	8	Cn (23)	32,000 gp
40-42	Psionic Capacitor (4 pts)	8	8	Cn (23)	32,000 gp
43-45	Ectoshell, medium	10	10	Cn (25)	50,000 gp

46-48	Personal Movement, medium	10	10	Cn (25)	50,000 gp
49-51	Psionic Capacitor (5 pts)	10	10	Cn (25)	50,000 gp
52-54	Psychic Armor, Major	10	10	Cn (25)	50,000 gp
55-57	Second Sight, medium	10	10	Cn (25)	50,000 gp
58-60	Thought Sense, medium	10	10	Cn (25)	50,000 gp
61-63	Thought Projection, medium	10	10	Cn (25)	50,000 gp
64-66	Translocation, medium	10	10	Cn (25)	50,000 gp
67-68	Agility +6 Dexterity	12	12	Cn (27)	72,000 gp
69-70	Health +6 Constitution	12	12	Cn (27)	72,000 gp
71-72	Judgment +6 Wisdom	12	12	Cn (27)	72,000 gp
73-74	Mental Combat +6	12	12	Cn (27)	72,000 gp
75-76	Might +6 Strength	12	12	Cn (27)	72,000 gp
77-78	Psionic Capacitor (6 pts)	12	12	Cn (27)	72,000 gp
79-80	Psionic Capacitor (7 pts)	14	14	Cn (29)	98,000 gp
81-82	Ectoshell, major	15	15	Cn (30)	112,500 gp
83-84	Personal Movement, major	15	15	Cn (30)	112,500 gp
85-86	Second Sight, major	15	15	Cn (30)	112,500 gp
87-88	Thought Sense, major	15	15	Cn (30)	112,500 gp
89-90	Thought Projection, major	15	15	Cn (30)	112,500 gp
91-92	Translocation, major	15	15	Cn (30)	112,500 gp
93	Mental Combat +8	16	16	Cn (31)	128,000 gp
94	Psionic Capacitor (8 pts)	16	16	Cn (31)	128,000 gp
95	Psionic Capacitor (9 pts)	18	18	Cn (33)	162,000 gp
96	Mental Combat +10	20	20	Cn (35)	200,000 gp
97	Psionic Capacitor (10 pts)	20	20	Cn (35)	200,000 gp
98-99	Roll for three minor effects, the item has all of them				
100	Roll for two medium effects, the item has both				

* There is a 25% chance that this item is the inconvenient version.

Obelisks

A plaque or carved representation that weighs 20 lbs. Any effect can be placed on it, but only if it is done as an Obelisk psionic imbue. Most of the imbue items listed here are actually Constant imbue items that have been adapted for use with Obelisks.

* *Inconvenient:* Plinth, which weighs 500 lbs or more and only produces its effect as long as it is not moved (it automatically loses its current attuning if it is moved).

* *Affinity:* Any Obelisk psionic imbue, but no others. Since Obelisk imbue items are essentially Constant imbue items that do not need to be carried by their user, all Constant imbue items can be used as Obelisk imbue items if the minimum Manifestor Level prerequisite is changed to 15+ and the price is doubled.

TABLE 17-16: PSIONIC OBELISKS

d%	Minor Effect	ML	PP	Type (DC)	Price
01-04	(Skill) +1 Autohypnosis	1	1	Ob (21)	250 gp
05-08	(Skill) +1 Concentration	1	1	Ob (21)	250 gp
09-12	(Skill) +1 one Craft	1	1	Ob (21)	250 gp
13-16	(Skill) +1 Diplomacy	1	1	Ob (21)	250 gp
17-20	(Skill) +1 Harness Sub.	1	1	Ob (21)	250 gp
21-24	(Skill) +1 Intimidate	1	1	Ob (21)	250 gp
25-28	(Skill) +1 one Knowledge	1	1	Ob (21)	250 gp
29-32	(Skill) +1 Psicraft	1	1	Ob (21)	250 gp
33-36	(Skill) +1 Sense Motive	1	1	Ob (21)	250 gp
37-40	(Skill) +1 Stabilize Self	1	1	Ob (21)	250 gp
41-44	(Skill) +1 Twist	1	1	Ob (21)	250 gp
45-48	(Skill) +1 Use Psionic Dvc.	1	1	Ob (21)	250 gp
49-51	Acceleration	1	1	Ob (21)	500 gp
52-54	Mental Leap	1	1	Ob (21)	500 gp
55-57	Skipping	1	1	Ob (21)	500 gp
58-60	Starlight	1	1	Ob (21)	750 gp
61-63	(Skill) +2 Autohypnosis	2	2	Ob (22)	1,000 gp
64-66	(Skill) +2 Concentration	2	2	Ob (22)	1,000 gp
67-69	(Skill) +2 one Craft	2	2	Ob (22)	1,000 gp
70-72	(Skill) +2 Diplomacy	2	2	Ob (22)	1,000 gp
73-75	(Skill) +2 Harness Sub.	2	2	Ob (22)	1,000 gp
76-78	(Skill) +2 Intimidate	2	2	Ob (22)	1,000 gp
79-81	(Skill) +2 one Knowledge	2	2	Ob (22)	1,000 gp
82-84	(Skill) +2 Psicraft	2	2	Ob (22)	1,000 gp
85-87	(Skill) +2 Sense Motive	2	2	Ob (22)	1,000 gp
88-90	(Skill) +2 Stabilize Self	2	2	Ob (22)	1,000 gp
91-93	(Skill) +2 Twist	2	2	Ob (22)	1,000 gp
94-96	(Skill) +2 Use Psionic Dvc.	2	2	Ob (22)	1,000 gp

97-98	Fast Healing	1	1	Ob (21)	2,000 gp
99-100	Skating	1	1	Ob (21)	2,000 gp

d%	Medium Effect	ML	PP	Type (DC)	Price
01-05	(Skill) +4 Autohypnosis	4	4	Ob (24)	4,000 gp
06-10	(Skill) +4 Concentration	4	4	Ob (24)	4,000 gp
11-15	(Skill) +4 one Craft	4	4	Ob (24)	4,000 gp
16-20	(Skill) +4 Diplomacy	4	4	Ob (24)	4,000 gp
21-25	(Skill) +4 Harness Sub.	4	4	Ob (24)	4,000 gp
26-30	(Skill) +4 Intimidate	4	4	Ob (24)	4,000 gp
31-35	(Skill) +4 one Knowledge	4	4	Ob (24)	4,000 gp
36-40	(Skill) +4 Psicraft	4	4	Ob (24)	4,000 gp
41-45	(Skill) +4 Sense Motive	4	4	Ob (24)	4,000 gp
46-50	(Skill) +4 Stabilize Self	4	4	Ob (24)	4,000 gp
51-55	(Skill) +4 Twist	4	4	Ob (24)	4,000 gp
56-60	(Skill) +4 Use Psionic Dvc.	4	4	Ob (24)	4,000 gp
61-62	Agility +2 Dexterity	4	4	Ob (24)	8,000 gp
63-64	Health +2 Constitution	4	4	Ob (24)	8,000 gp
65-66	Judgment +2 Wisdom	4	4	Ob (24)	8,000 gp
67-68	Might +2 Strength	4	4	Ob (24)	8,000 gp
69-70	(Skill) +6 Autohypnosis	6	6	Ob (26)	9,000 gp
71-72	(Skill) +6 Concentration	6	6	Ob (26)	9,000 gp
73-74	(Skill) +6 one Craft	6	6	Ob (26)	9,000 gp
75-76	(Skill) +6 Diplomacy	6	6	Ob (26)	9,000 gp
77-78	(Skill) +6 Harness Sub.	6	6	Ob (26)	9,000 gp
79-80	(Skill) +6 Intimidate	6	6	Ob (26)	9,000 gp
81-82	(Skill) +6 one Knowledge	6	6	Ob (26)	9,000 gp
83-84	(Skill) +6 Psicraft	6	6	Ob (26)	9,000 gp
85-86	(Skill) +6 Sense Motive	6	6	Ob (26)	9,000 gp
87-88	(Skill) +6 Stabilize Self	6	6	Ob (26)	9,000 gp
89-90	(Skill) +6 Twist	6	6	Ob (26)	9,000 gp
91-92	(Skill) +6 Use Psionic Dvc.	6	6	Ob (26)	9,000 gp
93	Autorestitution, minor	5	5	Ob (25)	12,500 gp
94	Ectoshell, minor	5	5	Ob (25)	12,500 gp
95	Personal Movement, minor	5	5	Ob (25)	12,500 gp
96	Second Sight, minor	5	5	Ob (25)	12,500 gp
97	Thought Sense, minor	5	5	Ob (25)	12,500 gp
98	Thought Projection, minor	5	5	Ob (25)	12,500 gp
99	Translocation, minor	5	5	Ob (25)	12,500 gp
100	Roll for two minor effects, the item has both				

d%	Major Effect	ML	PP	Type (DC)	Price
01-03	(Skill) +8 Autohypnosis	8	8	Ob (28)	16,000 gp
04-06	(Skill) +8 Concentration	8	8	Ob (28)	16,000 gp
07-09	(Skill) +8 one Craft	8	8	Ob (28)	16,000 gp
10-12	(Skill) +8 Diplomacy	8	8	Ob (28)	16,000 gp
13-15	(Skill) +8 Harness Sub.	8	8	Ob (28)	16,000 gp
16-18	(Skill) +8 Intimidate	8	8	Ob (28)	16,000 gp
19-21	(Skill) +8 one Knowledge	8	8	Ob (28)	16,000 gp
22-24	(Skill) +8 Psicraft	8	8	Ob (28)	16,000 gp
25-27	(Skill) +8 Sense Motive	8	8	Ob (28)	16,000 gp
28-30	(Skill) +8 Stabilize Self	8	8	Ob (28)	16,000 gp
31-33	(Skill) +8 Twist	8	8	Ob (28)	16,000 gp
34-36	(Skill) +8 Use Psionic Dvc.	8	8	Ob (28)	16,000 gp
37-38	(Skill) +10 Autohypnosis	10	10	Ob (30)	25,000 gp
39-40	(Skill) +10 Concentration	10	10	Ob (30)	25,000 gp
41-42	(Skill) +10 one Craft	10	10	Ob (30)	25,000 gp
43-44	(Skill) +10 Diplomacy	10	10	Ob (30)	25,000 gp
45-46	(Skill) +10 Harness Sub.	10	10	Ob (30)	25,000 gp
47-48	(Skill) +10 Intimidate	10	10	Ob (30)	25,000 gp
49-50	(Skill) +10 one Knowledge	10	10	Ob (30)	25,000 gp
51-52	(Skill) +10 Psicraft	10	10	Ob (30)	25,000 gp
53-54	(Skill) +10 Sense Motive	10	10	Ob (30)	25,000 gp
55-56	(Skill) +10 Stabilize Self	10	10	Ob (30)	25,000 gp
57-58	(Skill) +10 Twist	10	10	Ob (30)	25,000 gp
59-60	(Skill) +10 Use Psionic Dvc.	10	10	Ob (30)	25,000 gp
61-62	Agility +4 Dexterity	8	8	Ob (28)	32,000 gp
63-64	Health +4 Constitution	8	8	Ob (28)	32,000 gp
65-66	Judgment +4 Wisdom	8	8	Ob (28)	32,000 gp
67-68	Might +4 Strength	8	8	Ob (28)	32,000 gp
69-70	Autorestitution, medium	10	10	Ob (30)	50,000 gp
71-72	Ectoshell, medium	10	10	Ob (30)	50,000 gp
73-74	Personal Movement, medium	10	10	Ob (30)	50,000 gp

75-76	Second Sight, medium	10	10	Ob (30)	50,000 gp
77-78	Thought Sense, medium	10	10	Ob (30)	50,000 gp
79-80	Thought Projection, medium	10	10	Ob (30)	50,000 gp
81-82	Translocation, medium	10	10	Ob (30)	50,000 gp
83-84	Agility +6 Dexterity	12	12	Ob (32)	72,000 gp
85	Health +6 Constitution	12	12	Ob (32)	72,000 gp
86-87	Judgment +6 Wisdom	12	12	Ob (32)	72,000 gp
88	Might +6 Strength	12	12	Ob (32)	72,000 gp
89	Autorestitution, major	15	15	Ob (35)	112,500 gp
90	Ectoshell, major	15	15	Ob (35)	112,500 gp
91	Personal Movement, major	15	15	Ob (35)	112,500 gp
92	Second Sight, major	15	15	Ob (35)	112,500 gp
93	Thought Sense, major	15	15	Ob (35)	112,500 gp
94	Thought Projection, major	15	15	Ob (35)	112,500 gp
95	Translocation, major	15	15	Ob (35)	112,500 gp
96	Mental Combat +8	16	16	Ob (36)	128,000 gp
97	Mental Combat +10	20	20	Ob (40)	200,000 gp
98-99	Roll for three minor effects, the item has all of them				
100	Roll for two medium effects, the item has both				

* There is a 25% chance that this item is the inconvenient version.

Armor and Shields

A protective suit of clothing or a shield. Effects which protect the wearer, or grant him new forms of movement.

* *Inconvenient*: There are no inconvenient versions.

* *Affinity*: (Use Activated only) Any user-affecting knack or non-knack psionic feat effect; (Use Activated or Constant only) Energy Resistance, Damage Reduction, Armor Class bonus, Psionic Combat Mode (defense only), Skills with an armor check penalty bonus, Strength or Constitution bonus.

TABLE 17-17: PSIONIC ARMOR AND SHIELDS

d%	Minor Effect	ML	PP	Type (DC)	Price
01-06	Acceleration	1	1	Cn (16)	250 gp
07-12	Mental Leap	1	1	Cn (16)	250 gp
13-18	Psychic Armor, Minor	1	1	Cn (16)	250 gp
19-24	Skipping	1	1	Cn (16)	250 gp
25-28	Starlight	1	1	Cn (16)	375 gp
29-32	(Energy) Guard 2 pnts acid	6*	1	UA2 (16)	600 gp
33-36	(Energy) Guard 2 pnts cold	6*	1	UA2 (16)	600 gp
37-40	(Energy) Guard 2 pnts elec	6*	1	UA2 (16)	600 gp
41-44	(Energy) Guard 2 pnts fire	6*	1	UA2 (16)	600 gp
45-48	(Energy) Guard 2 pnts sonic	6*	1	UA2 (16)	600 gp
49-52	Migraine, minor	4*	1	UA3 (14)	600 gp
53-55	Amphibian	6*	3	UA1 (16)	900 gp
56-58	Fast Healing	1	1	Cn (16)	1,000 gp
59-61	Skating	1	1	Cn (16)	1,000 gp
62-64	(Energy) Guard 4 pnts acid	6*	1	UA2 (16)	1,200 gp
65-67	(Energy) Guard 4 pnts cold	6*	1	UA2 (16)	1,200 gp
68-70	(Energy) Guard 4 pnts elec	6*	1	UA2 (16)	1,200 gp
71-73	(Energy) Guard 4 pnts fire	6*	1	UA2 (16)	1,200 gp
74-76	(Energy) Guard 4 pnts sonic	6*	1	UA2 (16)	1,200 gp
77-79	Blindsight, minor	5*	1	Cn (20)	1,250 gp
80-82	Chameleon, minor	5*	1	Cn (20)	1,250 gp
83-85	Psionic Flesh, minor	5*	1	Cn (20)	1,250 gp
86-88	Vaulting	5*	1	Cn (20)	1,250 gp
89-90	(Energy) Guard 6 pnts acid	6*	1	UA2 (16)	1,800 gp
91-92	(Energy) Guard 6 pnts cold	6*	1	UA2 (16)	1,800 gp
93-94	(Energy) Guard 6 pnts elec	6*	1	UA2 (16)	1,800 gp
95-96	(Energy) Guard 6 pnts fire	6*	1	UA2 (16)	1,800 gp
97-98	(Energy) Guard 6 pnts sonic	6*	1	UA2 (16)	1,800 gp
99-100	Personal Gravity	3	3	Cn (18)	2,250 gp

d%	Medium Effect	ML	PP	Type (DC)	Price
01-04	(Energy) Guard 8 pnts acid	6*	1	UA2 (16)	2,400 gp
05-08	(Energy) Guard 8 pnts cold	6*	1	UA2 (16)	2,400 gp
09-12	(Energy) Guard 8 pnts elec	6*	1	UA2 (16)	2,400 gp
13-16	(Energy) Guard 8 pnts fire	6*	1	UA2 (16)	2,400 gp
17-20	(Energy) Guard 8 pnts sonic	6*	1	UA2 (16)	2,400 gp
21-24	Snake Hide	4	4	UA3 (14)	2,400 gp
25-27	Blindsight, medium	10*	1	Cn (25)	2,500 gp
28-30	Chameleon, medium	10*	1	Cn (25)	2,500 gp
31-33	Psionic Flesh, medium	10*	1	Cn (25)	2,500 gp

34-36	(Energy) Guard 10 pnts acid	6*	1	UA2 (16)	3,000 gp
37-39	(Energy) Guard 10 pnts cold	6*	1	UA2 (16)	3,000 gp
40-42	(Energy) Guard 10 pnts elec	6*	1	UA2 (16)	3,000 gp
43-45	(Energy) Guard 10 pnts fire	6*	1	UA2 (16)	3,000 gp
46-48	(Energy) Guard 10 pnts sonic	6*	1	UA2 (16)	3,000 gp
49-51	Ghost, minor	5*	4	UA3 (15)	3,000 gp
52-54	Natural Armor +1	3	3	Cn (18)	3,375 gp
55-57	(Energy) Guard 12 pnts acid	6*	1	UA2 (16)	3,600 gp
58-60	(Energy) Guard 12 pnts cold	6*	1	UA2 (16)	3,600 gp
61-63	(Energy) Guard 12 pnts elec	6*	1	UA2 (16)	3,600 gp
64-66	(Energy) Guard 12 pnts fire	6*	1	UA2 (16)	3,600 gp
67-69	(Energy) Guard 12 pnts sonic	6*	1	UA2 (16)	3,600 gp
70-72	Blindsight, major	15*	1	Cn (30)	3,750 gp
73-75	Chameleon, major	15*	1	Cn (30)	3,750 gp
76-78	Psionic Flesh, major	15*	1	Cn (30)	3,750 gp
79-80	Health +2 Constitution	4	4	Cn (19)	4,000 gp
81-82	Might +2 Strength	4	4	Cn (19)	4,000 gp
83	Oxygenation	6*	5	UA3 (16)	4,500 gp
84	Skitishness	4	4	Cn (19)	6,000 gp
85	Twilight	4	4	Cn (19)	6,000 gp
86	Autorestitution, minor	5	5	Cn (20)	6,250 gp
87	Ectoshell, minor	5	5	Cn (20)	6,250 gp
88	Personal Movement, minor	5	5	Cn (20)	6,250 gp
89	Psychic Armor, Medium	5	5	Cn (20)	6,250 gp
90	Second Sight, minor	5	5	Cn (20)	6,250 gp
91	Thought Sense, minor	5	5	Cn (20)	6,250 gp
92	Thought Projection, minor	5	5	Cn (20)	6,250 gp
93	Translocation, minor	5	5	Cn (20)	6,250 gp
94	Dolphin	6	6	Cn (21)	9,000 gp
95	Ghost, medium	10*	6	UA3 (20)	9,000 gp
96	Rhino Hide	8	8	UA3 (18)	9,600 gp
97	Invisibility	9*	8	UA3 (19)	10,800 gp
98	Ghost, major	10*	8	UA3 (20)	12,000 gp
99	Natural Armor +2	6	6	Cn (21)	13,500 gp
100	Roll for two minor effects, the item has both				

d%	Major Effect	ML	PP	Type (DC)	Price
01-08	Health +4 Constitution	8	8	Cn (23)	16,000 gp
09-16	Might +4 Strength	8	8	Cn (23)	16,000 gp
17-21	Turtle Hide	12	12	UA3 (22)	21,600 gp
22-26	Autorestitution, medium	10	10	Cn (25)	25,000 gp
27-31	Ectoshell, medium	10	10	Cn (25)	25,000 gp
32-36	Personal Movement, medium	10	10	Cn (25)	25,000 gp
37-41	Psychic Armor, Major	10	10	Cn (25)	25,000 gp
42-46	Second Sight, medium	10	10	Cn (25)	25,000 gp
47-51	Thought Sense, medium	10	10	Cn (25)	25,000 gp
52-56	Thought Projection, medium	10	10	Cn (25)	25,000 gp
57-61	Translocation, medium	10	10	Cn (25)	25,000 gp
62-65	Health +6 Constitution	12	12	Cn (27)	36,000 gp
66-69	Might +6 Strength	12	12	Cn (27)	36,000 gp
70-73	Assassin's	10	10	Cn (25)	37,500 gp
74-76	Autorestitution, major	15	15	Cn (30)	56,250 gp
77-79	Ectoshell, major	15	15	Cn (30)	56,250 gp
80-82	Personal Movement, major	15	15	Cn (30)	56,250 gp
83-85	Second Sight, major	15	15	Cn (30)	56,250 gp
86-88	Thought Sense, major	15	15	Cn (30)	56,250 gp
89-91	Thought Projection, major	15	15	Cn (30)	56,250 gp
92-94	Translocation, major	15	15	Cn (30)	56,250 gp
95-97	Secrecy	16	16	Cn (31)	96,000 gp
98-99	Roll for three minor effects, the item has all of them				
100	Roll for two medium effects, the item has both				

* There is a 25% chance that this item is the inconvenient version.

Weapons

A device used to directly harm others in either melee or ranged attacks. Effects which magnify damage or the capacity to deal it. If the effect is hostile, then it automatically targets the next creature struck with the weapon after it is activated.

* *Inconvenient*: There are no inconvenient versions.

* *Affinity*: Damage-dealing effects (applies to weapon or ammunition only); (Use Activate or Charged only) Any weapon-affecting knack or non-knack psionic feat effect; (Constant, Charged, or Use Activated only) Weapon enhancement.

TABLE 17-18: PSIONIC WEAPONS

d%	Minor Effect	ML	PP	Type (DC)	Price
01-22	Empowered Shot, minor?	1	1	Ch10 (11)	75 gp
23-44	Empowered Weapon, minor?	1	1	Ch10 (11)	75 gp
45-55	Lucky Strike +1 †	4	1	UC (9)	200 gp
56-66	Starlight	1	1	Cn (16)	563 gp
67-77	Seeking +1 †	4	1	Ch10 (14)	600 gp
78-83	Empowered Shot, medium?	5*	1	Ch20 (15)	750 gp
84-89	Empowered Weapon, med?	5*	1	Ch20 (15)	750 gp
90-94	Lucky Strike +2 †	8	2	UC (13)	800 gp
95-97	Psionic Capacitor (1 pts)	2	2	Cn (17)	1,500 gp
98-99	Lucky Strike +3 †	12	3	UC (17)	1,800 gp
100	Blindsight, minor	5*	1	Cn (20)	1,875 gp

d%	Medium Effect	ML	PP	Type (DC)	Price
01-06	Seeking +2 †	8	2	Ch10 (18)	2,400 gp
07-12	Empowered Shot, major?	10*	1	Ch40 (20)	3,000 gp
13-18	Empowered Weapon, major?	10*	1	Ch40 (20)	3,000 gp
19-23	Lucky Strike +4 †	16	4	UC (21)	3,200 gp
24-28	Blindsight, medium	10*	1	Cn (25)	3,750 gp
29-33	Locate Mind	10*	5	UA1 (20)	3,750 gp
34-38	Lucky Strike +5 †	20	5	UC (25)	5,000 gp
39-43	Seeking +3 †	12	3	Ch10 (22)	5,400 gp
44-48	Blindsight, major	15*	1	Cn (30)	5,625 gp
49-53	Darkvision	3	3	Cn (18)	5,625 gp
54-58	Imperial Eye	3	3	Cn (18)	5,625 gp
59-63	Telepathic Speech	5*	3	Cn (20)	5,625 gp
64-68	Clean Sight	4	4	Cn (19)	6,000 gp
69-73	Psionic Capacitor (2 pts)	4	4	Cn (19)	6,000 gp
74-83	Skitishness	4	4	Cn (19)	9,000 gp
84-88	Seeking +4 †	16	4	Ch10 (26)	9,600 gp
89-92	Psionic Capacitor (3 pts)	6	6	Cn (21)	13,500 gp
93-96	Unerring Vision	5	5	Cn (20)	14,063 gp
97-99	Seeking +5 †	20	5	Ch10 (30)	15,000 gp
100	Roll for two minor effects, the item has both				

d%	Major Effect	ML	PP	Type (DC)	Price
01-31	Psionic Capacitor (4 pts)	8	8	Cn (23)	24,000 gp
32-51	Psionic Capacitor (5 pts)	10	10	Cn (25)	37,500 gp
52-66	Psionic Capacitor (6 pts)	12	12	Cn (27)	54,000 gp
67-76	Psionic Capacitor (7 pts)	14	14	Cn (29)	73,500 gp
77-86	Psionic Capacitor (8 pts)	16	16	Cn (31)	96,000 gp
87-92	Psionic Capacitor (9 pts)	18	18	Cn (33)	121,500 gp
93-97	Psionic Capacitor (10 pts)	20	20	Cn (35)	150,000 gp
98-99	Roll for three minor effects, the item has all of them				
100	Roll for two medium effects, the item has both				

* There is a 25% chance that this item is the inconvenient version.

? Weapons that are only projectile or thrown weapons use Empower Shot, those that are only melee weapons use Empower Weapon. Weapons that are both, such as daggers, can have either or even both.

† There are some imbuelements that are specific to weapons, and as such are included separately at the end of the chapter.

Gemstones

A gem or jewel that is used as a temporary storage device for the effect. It can store any type of effect.

* *Inconvenient*: There are no inconvenient versions.

* *Affinity*: Any Activation Consumed, Use Consumed, or Charged effect.

TABLE 17-19: PSIONIC GEMSTONES

d%	Minor Effect	ML	PP	Type (DC)	Price
01-04	Empowered Fist, minor	1	1	Ch10 (11)	75 gp
05-08	Empowered Shot, minor	1	1	Ch10 (11)	75 gp
09-12	Empowered Weapon, minor	1	1	Ch10 (11)	75 gp
13-16	(Ability) Boost +1 Con	6*	2	AC (11)	300 gp
17-20	(Ability) Boost +1 Dex	6*	2	AC (11)	300 gp
21-24	(Ability) Boost +1 Str	6*	2	AC (11)	300 gp
25-28	Healing Hands	4*	1	Ch10 (14)	300 gp
29-31	(Ability) Boost +2 Con	6*	4	AC (11)	600 gp
32-34	(Ability) Boost +2 Dex	6*	4	AC (11)	600 gp
35-37	(Ability) Boost +2 Str	6*	4	AC (11)	600 gp
38-40	Empowered Fist, medium	5*	1	Ch20 (15)	750 gp

41-43	Empowered Shot, medium	5*	1	Ch20 (15)	750 gp
44-46	Empowered Weapon, med	5*	1	Ch20 (15)	750 gp
47-49	(Ability) Boost +3 Con	6	6	AC (11)	900 gp
50-52	(Ability) Boost +3 Dex	6	6	AC (11)	900 gp
53-55	(Ability) Boost +3 Str	6	6	AC (11)	900 gp
56-58	(Ability) Boost +4 Con	8	8	AC (11)	1,200 gp
59-61	(Ability) Boost +4 Dex	8	8	AC (11)	1,200 gp
62-64	(Ability) Boost +4 Str	8	8	AC (11)	1,200 gp
65-66	(Ability) Boost +5 Con	10	10	AC (11)	1,500 gp
67-68	(Ability) Boost +5 Dex	10	10	AC (11)	1,500 gp
69-70	(Ability) Boost +5 Str	10	10	AC (11)	1,500 gp
71	(Ability) Boost +6 Con	12	12	AC (11)	1,800 gp
72	(Ability) Boost +6 Dex	12	12	AC (11)	1,800 gp
73	(Ability) Boost +6 Str	12	12	AC (11)	1,800 gp
74-100	Re-roll and roll once more, the item has all rolled effects				

d%	Medium Effect	ML	PP	Type (DC)	Price
01-30	Empowered Fist, major	10*	1	Ch40 (20)	3,000 gp
31-60	Empowered Shot, major	10*	1	Ch40 (20)	3,000 gp
61-90	Empowered Weapon, major	10*	1	Ch40 (20)	3,000 gp
91-100	Re-roll and roll for minor effect, the item has all rolled effects				

d%	Major Effect	ML	PP	Type (DC)	Price
98-99	Roll for three minor effects, the item has all of them				
100	Roll for two medium effects, the item has both				

* There is a 25% chance that this item is the inconvenient version.

PSIONIC IMBUEMENT EXAMPLE EFFECT DESCRIPTIONS

Rather than reprint the same information over and over again, this section catalogues each individual effect from the random item form tables. This saves on space, since even more than magic items psionic items are widely mutable in their effects. All of the prices listed here are for affinity effects, and may change on the item form tables if an effect is commonly available for that type of item despite not having an affinity for it.

Below is a table listing for all of the various psionic imbuement effects by cost. The table has a column included for randomly determining the effect, if you do not want to be bound by what is an affinity for a particular type of item. Items that have an effect that is not an affinity for them cost x1.5 more.

TABLE 17-20: PSIONIC IMBUEMENTS LIST

d%	Minor Effect	ML	PP	Type (DC)	Price
01-03	Ectoplasmic Disguise Kit	1	1	UA1 (11)	50 gp
04-05	Empowered Fist, minor	1	1	Ch10 (11)	75 gp
06-07	Empowered Shot, minor	1	1	Ch10 (11)	75 gp
08-09	Empowered Weapon, minor	1	1	Ch10 (11)	75 gp
10	(Skill) +1 Autohypnosis	1	1	Cn (16)	125 gp
11	(Skill) +1 Concentration	1	1	Cn (16)	125 gp
12	(Skill) +1 one Craft	1	1	Cn (16)	125 gp
13	(Skill) +1 Diplomacy	1	1	Cn (16)	125 gp
14	(Skill) +1 Harness Sub.	1	1	Cn (16)	125 gp
15	(Skill) +1 Intimidate	1	1	Cn (16)	125 gp
16	(Skill) +1 one Knowledge	1	1	Cn (16)	125 gp
17	(Skill) +1 Psicraft	1	1	Cn (16)	125 gp
18	(Skill) +1 Sense Motive	1	1	Cn (16)	125 gp
19	(Skill) +1 Stabilize Self	1	1	Cn (16)	125 gp
20	(Skill) +1 Twist	1	1	Cn (16)	125 gp
21	(Skill) +1 Use Psionic Dvc.	1	1	Cn (16)	125 gp
22	Acceleration	1	1	Cn (16)	250 gp
23	Mental Leap	1	1	Cn (16)	250 gp
24	Psychic Armor, Minor	1	1	Cn (16)	250 gp
25	Skipping	1	1	Cn (16)	250 gp
26	(Ability) Boost +1 Con	6*	2	AC (11)	300 gp
27	(Ability) Boost +1 Dex	6*	2	AC (11)	300 gp
28	(Ability) Boost +1 Str	6*	2	AC (11)	300 gp
29	Healing Hands	4*	1	Ch10 (14)	300 gp
30	Starlight	1	1	Cn (16)	375 gp
31	(Skill) +2 Autohypnosis	2	2	Cn (17)	500 gp
32	(Skill) +2 Concentration	2	2	Cn (17)	500 gp
33	(Skill) +2 one Craft	2	2	Cn (17)	500 gp
34	(Skill) +2 Diplomacy	2	2	Cn (17)	500 gp

35	(Skill) +2 Harness Sub.	2	2	Cn (17)	500 gp
36	(Skill) +2 Intimidate	2	2	Cn (17)	500 gp
37	(Skill) +2 one Knowledge	2	2	Cn (17)	500 gp
38	(Skill) +2 Psicraft	2	2	Cn (17)	500 gp
39	(Skill) +2 Sense Motive	2	2	Cn (17)	500 gp
40	(Skill) +2 Stabilize Self	2	2	Cn (17)	500 gp
41	(Skill) +2 Twist	2	2	Cn (17)	500 gp
42	(Skill) +2 Use Psionic Dvc.	2	2	Cn (17)	500 gp
43	(Ability) Boost +2 Con	6*	4	AC (11)	600 gp
44	(Ability) Boost +2 Dex	6*	4	AC (11)	600 gp
45	(Ability) Boost +2 Str	6*	4	AC (11)	600 gp
46	(Energy) Guard 2 pnts acid	6*	1	UA2 (16)	600 gp
47	(Energy) Guard 2 pnts cold	6*	1	UA2 (16)	600 gp
48	(Energy) Guard 2 pnts elec	6*	1	UA2 (16)	600 gp
49	(Energy) Guard 2 pnts fire	6*	1	UA2 (16)	600 gp
50	(Energy) Guard 2 pnts sonic	6*	1	UA2 (16)	600 gp
51	Migraine, minor	4*	1	UA3 (14)	600 gp
52	Empowered Fist, medium	5*	1	Ch20 (15)	750 gp
53	Empowered Shot, medium	5*	1	Ch20 (15)	750 gp
54	Empowered Weapon, med	5*	1	Ch20 (15)	750 gp
55	(Ability) Boost +3 Con	6	6	AC (11)	900 gp
56	(Ability) Boost +3 Dex	6	6	AC (11)	900 gp
57	(Ability) Boost +3 Str	6	6	AC (11)	900 gp
58	Amphibian	6*	3	UA1 (16)	900 gp
59	Fast Healing	1	1	Cn (16)	1,000 gp
60	Psionic Capacitor (1 pts)	2	2	Cn (17)	1,000 gp
61	Skating	1	1	Cn (16)	1,000 gp
62	(Ability) Boost +4 Con	8	8	AC (11)	1,200 gp
63	(Ability) Boost +4 Dex	8	8	AC (11)	1,200 gp
64	(Ability) Boost +4 Str	8	8	AC (11)	1,200 gp
65	(Energy) Guard 4 pnts acid	6*	1	UA2 (16)	1,200 gp
66	(Energy) Guard 4 pnts cold	6*	1	UA2 (16)	1,200 gp
67	(Energy) Guard 4 pnts elec	6*	1	UA2 (16)	1,200 gp
68	(Energy) Guard 4 pnts fire	6*	1	UA2 (16)	1,200 gp
69	(Energy) Guard 4 pnts sonic	6*	1	UA2 (16)	1,200 gp
70	Migraine, medium	8*	1	UA3 (18)	1,200 gp
71	Blindsight, minor	5*	1	Cn (20)	1,250 gp
72	Chameleon, minor	5*	1	Cn (20)	1,250 gp
73	Psionic Flesh, minor	5*	1	Cn (20)	1,250 gp
74	Vaulting	5*	1	Cn (20)	1,250 gp
75	(Ability) Boost +5 Con	10	10	AC (11)	1,500 gp
76	(Ability) Boost +5 Dex	10	10	AC (11)	1,500 gp
77	(Ability) Boost +5 Str	10	10	AC (11)	1,500 gp
78	Conveyance	10	1	UA3 (20)	1,500 gp
79	(Ability) Boost +6 Con	12	12	AC (11)	1,800 gp
80	(Ability) Boost +6 Dex	12	12	AC (11)	1,800 gp
81	(Ability) Boost +6 Str	12	12	AC (11)	1,800 gp
82	(Energy) Guard 6 pnts acid	6*	1	UA2 (16)	1,800 gp
83	(Energy) Guard 6 pnts cold	6*	1	UA2 (16)	1,800 gp
84	(Energy) Guard 6 pnts elec	6*	1	UA2 (16)	1,800 gp
85	(Energy) Guard 6 pnts fire	6*	1	UA2 (16)	1,800 gp
86	(Energy) Guard 6 pnts sonic	6*	1	UA2 (16)	1,800 gp
87	Migraine, major	12*	1	UA3 (22)	1,800 gp
88	(Skill) +4 Autohypnosis	4	4	Cn (19)	2,000 gp
89	(Skill) +4 Concentration	4	4	Cn (19)	2,000 gp
90	(Skill) +4 one Craft	4	4	Cn (19)	2,000 gp
91	(Skill) +4 Diplomacy	4	4	Cn (19)	2,000 gp
92	(Skill) +4 Harness Sub.	4	4	Cn (19)	2,000 gp
93	(Skill) +4 Intimidate	4	4	Cn (19)	2,000 gp
94	(Skill) +4 one Knowledge	4	4	Cn (19)	2,000 gp
95	(Skill) +4 Psicraft	4	4	Cn (19)	2,000 gp
96	(Skill) +4 Sense Motive	4	4	Cn (19)	2,000 gp
97	(Skill) +4 Stabilize Self	4	4	Cn (19)	2,000 gp
98	(Skill) +4 Twist	4	4	Cn (19)	2,000 gp
99	(Skill) +4 Use Psionic Dvc.	4	4	Cn (19)	2,000 gp
100	Personal Gravity	3	3	Cn (18)	2,250 gp

d%	Medium Effect	ML	PP	Type (DC)	Price
01	(Energy) Guard 8 pnts acid	6*	1	UA2 (16)	2,400 gp
02	(Energy) Guard 8 pnts cold	6*	1	UA2 (16)	2,400 gp
03	(Energy) Guard 8 pnts elec	6*	1	UA2 (16)	2,400 gp
04	(Energy) Guard 8 pnts fire	6*	1	UA2 (16)	2,400 gp
05	(Energy) Guard 8 pnts sonic	6*	1	UA2 (16)	2,400 gp

06	Snake Hide	4	4	UA3 (14)	2,400 gp
07	Blindsight, medium	10*	1	Cn (25)	2,500 gp
08	Chameleon, medium	10*	1	Cn (25)	2,500 gp
09	Locate Mind	10*	5	UA1 (20)	2,500 gp
10	Mind Sight	10*	1	Cn (25)	2,500 gp
11	Psionic Flesh, medium	10*	1	Cn (25)	2,500 gp
12	Empowered Fist, major	10*	1	Ch40 (20)	3,000 gp
13	Empowered Shot, major	10*	1	Ch40 (20)	3,000 gp
14	Empowered Weapon, major	10*	1	Ch40 (20)	3,000 gp
15	(Energy) Guard 10 pnts acid	6*	1	UA2 (16)	3,000 gp
16	(Energy) Guard 10 pnts cold	6*	1	UA2 (16)	3,000 gp
17	(Energy) Guard 10 pnts elec	6*	1	UA2 (16)	3,000 gp
18	(Energy) Guard 10 pnts fire	6*	1	UA2 (16)	3,000 gp
19	(Energy) Guard 10 pnts sonic	6*	1	UA2 (16)	3,000 gp
20	Ghost, minor	5*	4	UA3 (15)	3,000 gp
21	Duplication	8	8	UA1 (18)	3,200 gp
22	Natural Armor +1	3	3	Cn (18)	3,375 gp
23	(Energy) Guard 12 pnts acid	6*	1	UA2 (16)	3,600 gp
24	(Energy) Guard 12 pnts cold	6*	1	UA2 (16)	3,600 gp
25	(Energy) Guard 12 pnts elec	6*	1	UA2 (16)	3,600 gp
26	(Energy) Guard 12 pnts fire	6*	1	UA2 (16)	3,600 gp
27	(Energy) Guard 12 pnts sonic	6*	1	UA2 (16)	3,600 gp
28	Blindsight, major	15*	1	Cn (30)	3,750 gp
29	Chameleon, major	15*	1	Cn (30)	3,750 gp
30	Darkvision	3	3	Cn (18)	3,750 gp
31	Imperial Eye	3	3	Cn (18)	3,750 gp
32	Psionic Flesh, major	15*	1	Cn (30)	3,750 gp
33	Telepathic Speech	5*	3	Cn (20)	3,750 gp
34	Agility +2 Dexterity	4	4	Cn (19)	4,000 gp
35	Clean Sight	4	4	Cn (19)	4,000 gp
36	Health +2 Constitution	4	4	Cn (19)	4,000 gp
37	Judgment +2 Wisdom	4	4	Cn (19)	4,000 gp
38	Mental Combat +2	4	4	Cn (19)	4,000 gp
39	Might +2 Strength	4	4	Cn (19)	4,000 gp
40	Psionic Capacitor (2 pts)	4	4	Cn (19)	4,000 gp
41	Oxygenation	6*	5	UA3 (16)	4,500 gp
42	(Skill) +6 Autohypnosis	6	6	Cn (21)	4,500 gp
43	(Skill) +6 Concentration	6	6	Cn (21)	4,500 gp
44	(Skill) +6 one Craft	6	6	Cn (21)	4,500 gp
45	(Skill) +6 Diplomacy	6	6	Cn (21)	4,500 gp
46	(Skill) +6 Harness Sub.	6	6	Cn (21)	4,500 gp
47	(Skill) +6 Intimidate	6	6	Cn (21)	4,500 gp
48	(Skill) +6 one Knowledge	6	6	Cn (21)	4,500 gp
49	(Skill) +6 Psicraft	6	6	Cn (21)	4,500 gp
50	(Skill) +6 Sense Motive	6	6	Cn (21)	4,500 gp
51	(Skill) +6 Stabilize Self	6	6	Cn (21)	4,500 gp
52	(Skill) +6 Twist	6	6	Cn (21)	4,500 gp
53	(Skill) +6 Use Psionic Dvc.	6	6	Cn (21)	4,500 gp
54	Dozen Leagues	12*	9	UA1 (17)	5,400 gp
55	Skitishness	4	4	Cn (19)	6,000 gp
56	Twilight	4	4	Cn (19)	6,000 gp
57	Autorestitution, minor	5	5	Cn (20)	6,250 gp
58	Ectoshell, minor	5	5	Cn (20)	6,250 gp
59	Personal Movement, minor	5	5	Cn (20)	6,250 gp
60	Psychic Armor, Medium	5	5	Cn (20)	6,250 gp
61	Second Sight, minor	5	5	Cn (20)	6,250 gp
62	Thought Sense, minor	5	5	Cn (20)	6,250 gp
63	Thought Projection, minor	5	5	Cn (20)	6,250 gp
64	Translocation, minor	5	5	Cn (20)	6,250 gp
65	(Skill) +8 Autohypnosis	8	8	Cn (23)	8,000 gp
66	(Skill) +8 Concentration	8	8	Cn (23)	8,000 gp
67	(Skill) +8 one Craft	8	8	Cn (23)	8,000 gp
68	(Skill) +8 Diplomacy	8	8	Cn (23)	8,000 gp
69	(Skill) +8 Harness Sub.	8	8	Cn (23)	8,000 gp
70	(Skill) +8 Intimidate	8	8	Cn (23)	8,000 gp
71	(Skill) +8 one Knowledge	8	8	Cn (23)	8,000 gp
72	(Skill) +8 Psicraft	8	8	Cn (23)	8,000 gp
73	(Skill) +8 Sense Motive	8	8	Cn (23)	8,000 gp
74	(Skill) +8 Stabilize Self	8	8	Cn (23)	8,000 gp
75	(Skill) +8 Twist	8	8	Cn (23)	8,000 gp
76	(Skill) +8 Use Psionic Dvc.	8	8	Cn (23)	8,000 gp
77	Dolphin	6	6	Cn (21)	9,000 gp
78	Ghost, medium	10*	6	UA3 (20)	9,000 gp

79	Psionic Capacitor (3 pts)	6	6	Cn (21)	9,000 gp
80	Unerring Vision	5	5	Cn (20)	9,375 gp
81	Ectowhip	9*	7	UA3 (17)	9,450 gp
82	Rhino Hide	8	8	UA3 (18)	9,600 gp
83	Invisibility	9*	8	UA3 (19)	10,800 gp
84	Advanced Duplication	15*	8	UA1 (25)	11,250 gp
85	Ghost, major	10*	8	UA3 (20)	12,000 gp
86	(Skill) +10 Autohypnosis	10	10	Cn (25)	12,500 gp
87	(Skill) +10 Concentration	10	10	Cn (25)	12,500 gp
88	(Skill) +10 one Craft	10	10	Cn (25)	12,500 gp
89	(Skill) +10 Diplomacy	10	10	Cn (25)	12,500 gp
90	(Skill) +10 Harness Sub.	10	10	Cn (25)	12,500 gp
91	(Skill) +10 Intimidate	10	10	Cn (25)	12,500 gp
92	(Skill) +10 one Knowledge	10	10	Cn (25)	12,500 gp
93	(Skill) +10 Psicraft	10	10	Cn (25)	12,500 gp
94	(Skill) +10 Sense Motive	10	10	Cn (25)	12,500 gp
95	(Skill) +10 Stabilize Self	10	10	Cn (25)	12,500 gp
96	(Skill) +10 Twist	10	10	Cn (25)	12,500 gp
97	(Skill) +10 Use Psionic Dvc.	10	10	Cn (25)	12,500 gp
98	Natural Armor +2	6	6	Cn (21)	13,500 gp
99	Shadows	6	6	Cn (21)	13,500 gp
100	Roll for two minor effects, the item has both				

d%	Major Effect	ML	PP	Type (DC)	Price
01-04	Agility +4 Dexterity	8	8	Cn (23)	16,000 gp
05-08	Health +4 Constitution	8	8	Cn (23)	16,000 gp
09-12	Judgment +4 Wisdom	8	8	Cn (23)	16,000 gp
13-16	Mental Combat +4	8	8	Cn (23)	16,000 gp
17-20	Might +4 Strength	8	8	Cn (23)	16,000 gp
21-24	Psionic Capacitor (4 pts)	8	8	Cn (23)	16,000 gp
25-27	Turtle Hide	12	12	UA3 (22)	21,600 gp
28-30	Autorestitution, medium	10	10	Cn (25)	25,000 gp
31-33	Ectoshell, medium	10	10	Cn (25)	25,000 gp
34-36	Personal Movement, medium	10	10	Cn (25)	25,000 gp
37-39	Psionic Capacitor (5 pts)	10	10	Cn (25)	25,000 gp
40-42	Psychic Armor, Major	10	10	Cn (25)	25,000 gp
43-45	Second Sight, medium	10	10	Cn (25)	25,000 gp
46-48	Thought Sense, medium	10	10	Cn (25)	25,000 gp
49-51	Thought Projection, medium	10	10	Cn (25)	25,000 gp
52-54	Translocation, medium	10	10	Cn (25)	25,000 gp
55-56	Agility +6 Dexterity	12	12	Cn (27)	36,000 gp
57-58	Health +6 Constitution	12	12	Cn (27)	36,000 gp
59-60	Judgment +6 Wisdom	12	12	Cn (27)	36,000 gp
61-62	Mental Combat +6	12	12	Cn (27)	36,000 gp
63-64	Might +6 Strength	12	12	Cn (27)	36,000 gp
65-66	Psionic Capacitor (6 pts)	12	12	Cn (27)	36,000 gp
67-68	Planar Raiding	19	19	UA2 (29)	36,100 gp
69-70	Assassin's	10	10	Cn (25)	37,500 gp
71-72	Omnipresence	15	15	UA4 (25)	45,000 gp
73-74	Psionic Capacitor (7 pts)	14	14	Cn (29)	49,000 gp
75-76	Autorestitution, major	15	15	Cn (30)	56,250 gp
77-78	Ectoshell, major	15	15	Cn (30)	56,250 gp
79-80	Personal Movement, major	15	15	Cn (30)	56,250 gp
81-82	Second Sight, major	15	15	Cn (30)	56,250 gp
83-84	Thought Sense, major	15	15	Cn (30)	56,250 gp
85-86	Thought Projection, major	15	15	Cn (30)	56,250 gp
87-88	Translocation, major	15	15	Cn (30)	56,250 gp
89-90	Mental Combat +8	16	16	Cn (31)	64,000 gp
91-92	Psionic Capacitor (8 pts)	16	16	Cn (31)	64,000 gp
93-94	Psionic Capacitor (9 pts)	18	18	Cn (33)	81,000 gp
95	Secrecy	16	16	Cn (31)	96,000 gp
96	Mental Combat +10	20	20	Cn (35)	100,000 gp
97	Psionic Capacitor (10 pts)	20	20	Cn (35)	100,000 gp
98-99	Roll for three minor effects, the item has all of them				
100	Roll for two medium effects, the item has both				

* There is a 25% chance that this item is the inconvenient version.

Psionic Imbuement Effect Descriptions

(Ability) Boost: Activating this item causes the user to gain a bonus to the designated ability score, for one hour or until dismissed. It can only be activated once per day.

Augmentation or Mind-Affecting; Manifester Level 6th; Power Points equals twice bonus; Prerequisites ML 7+, *Biocontrol*; Price 300gp (+1), 600gp (+2), 900gp (+3), 1,200gp (+4), 1,500gp (+5), 1,800gp (+6).

Acceleration: This item allow the user to manifest the Acceleration knack feat as if they had it normally. Their effective Manifester Level with this feat equals that of the item, not their own Manifester Level (if any).

Augmentation; Manifester Level 1st; Power Points 1; Prerequisites ML 9+, *Acceleration*; Price 250gp.

Advanced Duplication: This cloak allows the wearer to produce a copy of himself once per day, called an Ectoplasmic Duplicate. This version of the duplicate is self-motivated, and does not need active direction by you. The two of you are in constant telepathic communication, and is unswervingly loyal to you. If you die, it goes more than 1,000 ft away from you, or you create a new duplicate the current duplicate immediately ceases to exist. Ectoplasmic Duplicates have these statistics:

- * It appears to look exactly like you, complete with clothing and gear (minus the item), except that none of its gear functions.
- * It has your size category.
- * Its creature type is Construct (Psionic).
- * It has all your ability scores, including modifications from gear and effects, except that it has no Constitution score.
- * It has your racial abilities, as well as 60 ft Darkvision, and Construct immunities.
- * It has all your class levels and Hit Dice. It has an extra 45 hit points thanks to the item's Manifester Level.
- * If it uses any class or racial abilities that are limited in how often they can be used (such as psionics, spellcasting, or Smite attacks) these uses come from your supply of the ability. Range-based abilities are based on the distance from the user's body, not the duplicate.
- * It has a Hardness of 15.
- * It can make Slam attacks for a base of 1d6 damage if Medium, or 1d4 is Small.

Summoning; Manifester Level 15th; Power Points 8; Prerequisites ML 7+, *Greater Ectoplasmic Duplicate*; Price 11,250gp.

Agility: Once attuned to a user this item provides him with an enhancement bonus to the user's Dexterity score.

Augmentation; Manifester Level equals twice bonus; Power Points equals twice bonus; Prerequisites ML 9+, *Biocontrol*; Price 4,000gp (+2), 16,000gp (+4), 36,000gp (+6).

Amphibian: When used this item allows the user to breathe both air and water without difficulty, permitting air breathers to survive underwater and water breathers to survive in the air. This effect only lasts for one hour.

Augmentation; Manifester Level 6th; Power Points 3; Prerequisites ML 7+, *Endomorphics*; Price 900gp.

Assassin's: This item allows the user to become *invisible* at will. This powerful item permits the user to attack one once and remain *invisible*, but a second attack breaks the *invisibility*. Activating the item is a standard action that does not provoke an attack of opportunity, but can only be done by whomever the item is attuned to. The item cannot be reactivated until the full *invisibility* effect is over, so a user cannot activate, attack, then re-activate it.

Glamour; Manifester Level 10th; Power Points 8; Prerequisites ML 9+, *Masking*; Price 37,500gp.

Autorestitution: Once attuned to a user this item allows that user to manifest the Autorestitution feat as if they had that feat. They are limited in the maximum amount of Power Points they can spend on this feat by both the Manifester Level of the item, and their own Manifester Level. This means that they cannot manifest the feat unless they have at least one Manifester Level normally.

Mind-Affecting; Manifester Level 5th (minor), 10th (medium), 15th (major); Power Points 5 (minor), 10 (medium), 15 (major); Prerequisites ML 9+, *Autorestitution*, twice Manifester Level ranks in Psicraft; Price 6,250gp (minor), 25,000gp (medium), 56,250gp (major).

Blindsight: The user this item is attuned to gains the ability to use the Blindsight knack as if they had that feat normally. Their effective Manifester Level with this feat equals that of the item, not their own Manifester Level (if any).

Augmentation; Manifester Level 5th (minor), 10th (medium), 15th (major); Power Points 1; Prerequisites ML 9+, *Blindsight*; Price 1,250gp (minor), 2,500gp (medium), 3,750gp (major).

Chameleon: The user this item is attuned to gains the ability to use the Chameleon knack as if they had that feat normally. Their effective Manifester Level with this feat equals that of the item, not their own Manifester Level (if any).

Augmentation; Manifester Level 5th (minor), 10th (medium), 15th (major); Power Points 1; Prerequisites ML 9+, *Chameleon*; Price 1,250gp (minor), 2,500gp (medium), 3,750gp (major).

Clean Sight: The wearer of this item becomes immune to all gaze attacks while it is attuned to him.

Augmentation; Manifester Level 4th; Power Points 4; Prerequisites ML 9+, *Endomorphics*; Price 4,000gp.

Conveyance: By activating this item the user can teleport to any location they can see within 50 ft. While the Skipping knack this effect is based on would normally be a free action, the activation of this item is not.

Teleportation; Manifester Level 10th; Power Points 1; Prerequisites ML 7+, *Skipping*; Price 1,500gp.

Darkvision: This item either grants 60 ft darkvision to its user if they did not already have Darkvision, or increases their existing darkvision range by +30 ft.

Divination; Manifester Level 3rd; Power Points 3; Prerequisites ML 9+, *Second Sight*; Price 3,750gp.

Dolphin: This item grants its user a +30 ft bonus to their swim speed, or adds 30 ft to their existing swim speed. While under its effects the user only needs to make a Swim check to perform a tricky task successfully.

Augmentation; Manifester Level 6th; Power Points 6; Prerequisites ML 9+, *Endomorphics*; Price 9,000gp.

Dozen League: When activated this item will teleport the user to any location they are familiar with (such as "my inn room") or can objectively and relatively designate (such as "five miles northwest of here"), provided it is within 12 miles.

Teleportation; Manifester Level 12th; Power Points 9; Prerequisites ML 7+, *Translocation*; Price 5,400gp.

Duplication: This item allows the wearer to produce a copy of himself once per day, called an Ectoplasmic Duplicate. This version of the duplicate is remotely controlled, and needs active direction by you. The two of you are in constant telepathic communication, and you control it as if it was your own body. If you die, it goes more than 180 ft away from you, or you create a new duplicate the current duplicate immediately ceases to exist. Ectoplasmic Duplicates have these statistics:

- * It appears to look exactly like you, complete with clothing and gear (minus the item), except that none of its gear functions.
- * It has your size category.
- * Its creature type is Construct (Psionic).
- * It has all your ability scores, including modifications from gear and effects, except that it has no Constitution score.
- * It has your racial abilities, as well as 60 ft Darkvision, and Construct immunities.
- * It has all your class levels and Hit Dice. It has an extra 24 hit points thanks to the item's Manifester Level.
- * If it uses any class or racial abilities that are limited in how often they can be used (such as psionics, spellcasting, or Smite attacks) these uses come from your supply of the ability. Range-based abilities are based on the distance from the user's body, not the duplicate.
- * It has a Hardness of 8.
- * It can make Slam attacks for a base of 1d6 damage if Medium, or 1d4 is Small.

Summoning; Manifester Level 8th; Power Points 8; Prerequisites ML 7+, *Ectoplasmic Duplicate*; Price 3,200gp.

Ectoplasmic Disguise Kit: This item allows the user to sculpt over their body features with bits of ectoplasm that form into colors, shapes, and patterns to alter their appearance. This has the effect of giving the user a +5 circumstance bonus to their Disguise checks, but the effect lasts for only 10 minutes.

Creation; Manifester Level 1st; Power Points 1; Prerequisites ML 7+, *Ectoshell*; Price 50gp.

Ectoshell: Once attuned to a user this item allows that user to manifest the Ectoshell feat as if they had that feat. They are limited in the maximum amount of Power Points they can spend on this feat by both the Manifester Level of the item, and their own Manifester Level. This means that they cannot manifest the feat unless they have at least one Manifester Level normally.

Creation; Manifester Level 5th (minor), 10th (medium), 15th (major); Power Points 5 (minor), 10 (medium), 15 (major); Prerequisites ML 9+,

Ectoshell, twice Manifest Level ranks in Psicraft; Price 6,250gp (minor), 25,000gp (medium), 56,250gp (major).

Ectowhip: When used this whip allows the user to extend an ectoplasmic whip-like tentacle natural weapon from one hand. This whip deals 1d3 + Strength modifier slashing damage, but has a 19-20/x3 critical and 15 ft reach. It counts as a supernatural attack, so it ignores damage reduction. This whip can be manifested three times a day, and each manifestation lasts for up to 90 minutes or until it is dismissed.

Creation; Manifest Level 9th; Power Points 7; Prerequisites ML 7+, *Ectoshell*; Price 9,450gp.

Empowered Fist: When activated this item adds +1d4 force to the base damage dealt by the user's unarmed and natural weapon attacks. This bonus damage applies before damage reduction or critical hit modifications. It only applies for a number of successful hits, up to a maximum amount of time before the effect expires, based on the strength of the effect: 2 attacks or 20 minutes for minor, 6 attacks or 60 minutes for medium, and 11 attacks or 110 minutes for major.

Force; Manifest Level 1st (minor), 5th (medium), 10 (major); Power Points 1; Prerequisites ML 5+, *Psionic Fist*; Price 75gp (minor), 750gp (medium), 3,000gp (major).

Empowered Shot: When activated this item adds +1d4 force to the base damage dealt by the user's ranged weapon attacks. This bonus damage applies before damage reduction or critical hit modifications. It only applies for a number of successful hits, up to a maximum amount of time before the effect expires, based on the strength of the effect: 2 attacks or 20 minutes for minor, 6 attacks or 60 minutes for medium, and 11 attacks or 110 minutes for major.

Force; Manifest Level 1st (minor), 5th (medium), 10 (major); Power Points 1; Prerequisites ML 5+, *Psionic Shot*; Price 75gp (minor), 750gp (medium), 3,000gp (major).

Empowered Weapon: When activated this item adds +1d4 force to the base damage dealt by the user's melee weapon attacks (not natural weapons). This bonus damage applies before damage reduction or critical hit modifications. It only applies for a number of successful hits, up to a maximum amount of time before the effect expires, based on the strength of the effect: 2 attacks or 20 minutes for minor, 6 attacks or 60 minutes for medium, and 11 attacks or 110 minutes for major.

Force; Manifest Level 1st (minor), 5th (medium), 10 (major); Power Points 1; Prerequisites ML 5+, *Psionic Weapon*; Price 75gp (minor), 750gp (medium), 3,000gp (major).

(Energy) Guard: When activated this item alters the user's body so that it can survive some exposure to hazardous types of energy. This provides the user with resistance to acid, cold, electricity, fire, or sonic as designated by the type of item, but each activation lasts for only one hour.

Augmentation; Manifest Level 6th; Power Points 1 (2pts), 2 (4pts), 3 (6pts), 4 (8pts), 6 (12pts); Prerequisites ML 9+, *Endomorphics*; Price 600gp (2pts), 1,200gp (4pts), 1,800gp (6pts), 2,400gp (8pts), 3,000gp (10pts), 3,600gp (12pts).

Fast Healing: Once attuned, this item causes the user to heal 1 hit point of damage every round as a standard action. This makes it by far one of the most sought-after psionic items.

Healing; Manifest Level 1st; Power Points 1; Prerequisites ML 9+, *Autorestitution*; Price 1,000gp.

Ghost: When activated this item renders the user *incorporeal* for a period of time based on the item: 5 rounds for minor, 10 minutes for medium, and 10 hours for major. The user of the item can dismiss the effect prematurely, but cannot then later use the remaining duration of the activation. While *incorporeal* mundane attacks for **or by** them automatically fail, non-mundane attacks (supernatural, spell, or psionic) attacks have a 50% chance of automatic failure, and any attack based on force energy never has a chance of automatic failure. Two *incorporeal* subjects are treated as being corporeal to each other.

Teleportation; Manifest Level 5th (minor), 10th (medium and major); Power Points 4 (minor), 6 (medium), 8th (major); Prerequisites ML 7+, *Ectoshift*; Price 3,000gp (minor), 9,000gp (medium), 12,000gp (major).

Healing Hands: The user can heal his own wounds by touch, or the wounds of others, but only living and undead creatures are affected. Like with a *cure* spell undead are damaged instead of healed, but only corporeal undead can be affected. The user heals 1d4+2 hit points of damage, or half that is healed by the touched creature. The target gets a DC 12 Will save to resist this affect, but it is usually harmless except to undead. Using this item is a standard action which provokes an attack of opportunity, and it can only be used up to 10 times before it runs out of charges.

Healing; Manifest Level 4th; Power Points 1; Prerequisites ML 5+, *Cell Stitch*; Price 300gp.

Health: Once attuned to a user this item provides him with an enhancement bonus to the user's Constitution score.

Augmentation; Manifest Level equals twice bonus; Power Points equals twice bonus; Prerequisites ML 9+, *Biocontrol* or two powers with Constitution as their key ability; Price 4,000gp (+2), 16,000gp (+4), 36,000gp (+6).

Imperial Eye: This item causes its user to automatically see through all forms of *invisibility* and *concealment* after it is attuned to them.

Divination; Manifest Level 3rd; Power Points 3; Prerequisites ML 9+, *Second Sight*; Price 3,750gp.

Invisibility: When activated this item renders the wearer *invisible* for up to 90 minutes, so long as they do not attack another creature. This includes using abilities against another creature that require a saving throw.

Glamer; Manifest Level 9th; Power Points 8; Prerequisites ML 7+, *Masking*; Price 10,800gp.

Judgment: Once attuned to a user this item provides him with an enhancement bonus to the user's Wisdom score.

Mind-Affecting; Manifest Level equals twice bonus; Power Points equals twice bonus; Prerequisites ML 9+, two Psionic feats linked to Wisdom; Price 4,000gp (+2), 16,000gp (+4), 36,000gp (+6).

Locate Mind: This item allows the user to try and locate a specific mind within a range of 800 ft, either that of a creature they have seen or know. This mind-affecting ability permits the creature a Will save with a DC of 15 to resist if it is within range. If the creature fails their Will save then the user knows their relative location for up to 10 combat rounds, and can use other mind-affecting abilities on them even if they are no within line of sight so long as they are within range of the other mind-affecting ability. Creatures who pass their save are not seen by the item, so the user does not know if they are in the area or not.

Mind-Affecting; Manifest Level 10th; Power Points 5; Prerequisites ML 7+, *Thought Sense*; Price 2,500gp.

Mental Combat: once attuned to a user this item provides him with an enhancement bonus to his Manifest Level, but only for purposes of psionic combat.

Mind-Affecting; Manifest Level equals twice bonus; Power Points equals twice bonus; Prerequisites: ML 9+, six psionic combat modes; Price 4,000gp (+2), 16,000gp (+4), 36,000gp (+6), 64,000gp (+8), 100,000gp (+10).

Mental Leap: This item allow the user to manifest the Mental Leap knack feat as if they had it normally. Your ability to manifest this feat is always as if you had just one Manifest Level.

Augmentation; Manifest Level 1st; Power Points 1; Prerequisites ML 9+, *Mental Leap*; Price 250gp.

Might: Once attuned to a user this item provides him with an enhancement bonus to the user's Strength score.

Augmentation; Manifest Level equals twice bonus; Power Points equals twice bonus; Prerequisites ML 9+, *Biocontrol*; Price 4,000gp (+2), 16,000gp (+4), 36,000gp (+6).

Migraine: The user of this item can induce a searing head pain in the mind of a single creature within range, causing them a -2 pain penalty to all the target's attack rolls, saving throws, and skill checks unless they pass a Will save. This mind-affecting ability's duration, range, and save DC is based on the Manifest Level of the item (5 rounds, 35 ft, and DC 12 minor; 9 rounds, 45 ft, and DC 14 medium; 13 rounds, 55 ft, and DC 16 major). Minds with Power Points remaining automatically pass their Will save.

Mind-Affecting; Manifest Level 4th (minor), 8th (medium), 12th (major); Power Points 1; Prerequisites ML 7+, *Aggravate*; Price 600gp (minor), 1,200gp (medium), 1,800gp (major).

Mind Sight: Once attuned to a user this item gives the user the ability to determine the outer characteristics of any creature's mind within 50 ft, once per round as a free action. The creature gets a DC 15 Will save to resist this effect. If the creature fails the save then the user knows the identity of the creature as well as their relative HD in comparison to the Manifest Level of the item ("lower than", "within 1 level of", or "stronger than"). If the creature passes this saving throw then it is immune to the item's effects for 24 hours. Minds with Power Points remaining are immune to this item's effects.

Mind-Affecting; Manifest Level 10th; Power Points 1; Prerequisites ML 9+, *Thought Sense*; Price 2,500gp.

Natural Armor: This item covers the user's skin in a thin sheet of transparent ectoplasm that moves with them and does not impede their actions. When the user is attacked the sheet temporarily hardens in order to repel the attack, providing them with some natural armor.

Creation; Manifester Level 3rd (+1), 6th (+2); Power Points 3 (+1), 6 (+2); Prerequisites ML 9+, *Ectoshell*; Price 3,375gp (+1), 13,500gp (+2).

Omnipresence: When activated this item will teleport the user to any location they are familiar with (such as "my inn room") are can objectively and relatively designate (such as "five miles northwest of here"), provided it is on the same plane.

Teleportation; Manifester Level 15th; Power Points 15; Prerequisites ML 7+, *Translocation*; Price 45,000gp.

Oxygenation: When activated this item maintains a constant and viable level of oxygen in the user's bloodstream, rendering them immune to suffocation for the effect's hour long duration.

Augmentation; Manifester Level 6th; Power Points 5; Prerequisites ML 7+, *Endomorphics*; Price 4,500gp.

Personal Gravity: This item allow the user to redirect the direction that gravity affects them towards the solid surface the item are on, essentially allowing them to walk along walls and even ceilings as if taking a stroll on the ground. The surface must be strong enough to support their weight in the new direction, or they fall through it and then the regular direction of gravity reasserts itself...

Augmentation; Manifester Level 3rd; Power Points 3; Prerequisites ML 9+, *Personal Movement*; Price 2,250gp.

Personal Movement: Once attuned to a user this item allows that user to manifest the Skipping Knack feat as if they had that feat. They are limited in the maximum amount of Power Points they can spend on this feat by both the Manifester Level of the item, and their own Manifester Level. This means that they cannot manifest the feat unless they have at least one Manifester Level normally.

Teleportation; Manifester Level 5th (minor), 10th (medium), 15th (major); Power Points 5 (minor), 10 (medium), 15 (major); Prerequisites ML 9+, *Skipping*, twice Manifester Level ranks in Psicraft; Price 6,250gp (minor), 25,000gp (medium), 56,250gp (major).

Planar Raiding: When activated this item take the user to any plane they know the location of. The user arrives either at a location he is familiar with, or n a random location if he has never been to the plane before. These devices are often used by powerful psionicists to stage quick raids for valuable extra planar goods.

Teleportation; Manifester Level 19th; Power Points 19; Prerequisites ML 7+, *Translocation*; Price 36,100gp.

Psionic Capacitor: This item can store Power Points for the user once it is attuned to them. As a standard action the user can transfer some of their Power Points to the item, but it cannot contain more Power Points than it is rated for. Whenever the user then manifests a power they can choose to pay for some or all of the Power Point cost of the power with those stored in the item.

Generic; Manifester Level equals twice maximum storage; Power Points equals twice maximum storage; Prerequisites ML 9+, twice maximum storage in Harness Subconscious ranks; Price 1,000gp (1 pt), 4,000gp (2 pts), 9,000gp (3 pts), 16,000gp (4 pts), 25,000gp (5 pts), 36,000gp (6 pts), 49,000gp (7 pts), 64,000gp (8 pts), 81,000gp (9 pts), 100,000gp (10 pts).

Psionic Flesh: The user this item is attuned to gains the ability to use the Psionic Flesh knack as if they had that feat normally. Their effective Manifester Level with this feat equals that of the item, not their own Manifester Level (if any).

Augmentation; Manifester Level 5th (minor), 10th (medium), 15th (major); Power Points 1; Prerequisites ML 9+, *Psionic Flesh*; Price 1,250gp (minor), 2,500gp (medium), 3,750gp (major).

Psychic Armor, Minor: This item surrounds the user in a field of force that provides him with an armor bonus to his armor class equal to his Intelligence modifier, minimum of +1.

Force; Manifester Level 1st; Power Points 1; Prerequisites ML 9+, *Force Shell*; Price 250gp.

Psychic Armor, Medium: This item surrounds the user in a field of force that provides him with an armor bonus to his armor class equal to his Intelligence modifier, minimum of +1. This field is "slippery", also providing a +2 deflection bonus to armor class.

Force; Manifester Level 5th; Power Points 5; Prerequisites ML 9+, *Force Shell*; Price 6,250gp.

Psychic Armor, Major: This item surrounds the user in a field of force that provides him with an armor bonus to his armor class equal to his Intelligence modifier, minimum of +1. This field is "slippery", also providing a +2 deflection bonus to armor class. The field's inner side is hardened, giving the wearer damage reduction of 2/–.

Force; Manifester Level 10th; Power Points 10; Prerequisites ML 9+, *Force Shell*; Price 25,000gp.

Rhino Hide: When activated this item causes the user's skin to harden and thicken into a natural protective covering. This provides them with a +4 natural armor bonus, as well as 8 points of resistance to all forms of elemental energy (acid, cold, electricity, fire, and sonic). This effect lasts for up to 80 minutes.

Augmentation; Manifester Level 8th; Power Points 8; Prerequisites ML 7+, *Exomorphics*; Price 9,600gp.

Second Sight: Once attuned to a user this item allows that user to manifest the Second Sight feat as if they had that feat. They are limited in the maximum amount of Power Points they can spend on this feat by both the Manifester Level of the item, and their own Manifester Level. This means that they cannot manifest the feat unless they have at least one Manifester Level normally.

Mind-Affecting; Manifester Level 5th (minor), 10th (medium), 15th (major); Power Points 5 (minor), 10 (medium), 15 (major); Prerequisites ML 9+, *Second Sight*, twice Manifester Level ranks in Psicraft; Price 6,250gp (minor), 25,000gp (medium), 56,250gp (major).

Secrecy: This potent item renders the wearer nearly immune to divination psionics, spells, and effects. The wearer gains Spell Resistance 20 against such effects, and a +6 enhancement bonus to their saves against them as well.

Glamour; Manifester Level 16th; Power Points 16; Prerequisites ML 9+, *Masking*; Price 96,000gp.

Shadows: The wearer of this item enjoys a +6 enhancement bonus to their Hide and Move Silently skill checks.

Glamour; Manifester Level 6th; Power Points 6; Prerequisites ML 9+, *Masking* feat; Price 13,500gp.

Skating: This item allows the wearer to slide along the ground without fear of this causing them to fall, no matter how tough the terrain is. This provides then with a +20 ft enhancement bonus to their Speed.

Augmentation; Manifester Level 1st; Power Points 1; Prerequisites ML 9+, *Acceleration*; Price 1,000gp.

(Skill): Once attuned to a user this item provides him with an enhancement bonus to the skill it was designed for.

Mind-Affecting; Manifester Level equals bonus; Power Points equals bonus; Prerequisites ML 9+, twice the bonus in skill ranks; Price 125gp (+1), 500gp (+2), 2,000gp (+4), 4,500gp (+6), 8,000gp (+8), 12,500gp (+10).

Skipping: This item allow the user to manifest the Skipping knack feat as if they had it normally. Their effective Manifester Level with this feat equals that of the item, not their own Manifester Level (if any).

Teleportation; Manifester Level 1st; Power Points 1; Prerequisites ML 9+, *Skipping*; Price 250gp.

Skittishness: The user of this item can never be caught flat-footed. Even if they are surprised, they have none of the penalties associated with being flat-footed, except that they may not get to roll for initiative.

Divination; Manifester Level 4th; Power Points 4; Prerequisites ML 9+, *Second Sight*; Price 6,000gp.

Snake Hide: When activated this item causes the user's skin to harden into protective scales. This provides them with a +2 natural armor bonus, as well as 4 points of resistance to all forms of elemental energy (acid, cold, electricity, fire, and sonic). This effect lasts for up to 40 minutes.

Augmentation; Manifester Level 4th; Power Points 4; Prerequisites ML 7+, *Exomorphics*; Price 2,400gp.

Starlight: The user this item is attuned to gains low-light vision, if they did not have it already.

Divination; Manifester Level 1st; Power Points 1; Prerequisites ML 9+, *Second Sight*; Price 375gp.

Telepathic Speech: The user of this item can communicate by sending their thoughts as speech directly into the mind of any single creature within 150 ft, sending up to two sentences as a free action once per round. The target creature gets a DC 12 Will save to resist this mind-affecting ability, but since it is harmless most creatures will permit communication. Minds with Power Points remaining automatically pass their Will save if they choose to make one.

Mind-Affecting; Manifest Level 5th; Power Points 3; Prerequisites ML 9+, *Thought Projection*; Price 3,750gp. 60gp/charge (+1), 240gp/charge (+2), 540gp/charge (+3), 960gp/charge (+4), 1,500gp/charge (+5).

Thought Sense: Once attuned to a user this item allows that user to manifest the Thought Sense feat as if they had that feat. They are limited in the maximum amount of Power Points they can spend on this feat by both the Manifest Level of the item, and their own Manifest Level. This means that they cannot manifest the feat unless they have at least one Manifest Level normally.

Mind-Affecting; Manifest Level 5th (minor), 10th (medium), 15th (major); Power Points 5 (minor), 10 (medium), 15 (major); Prerequisites ML 9+, *Thought Sense*, twice Manifest Level ranks in Psicraft; Price 6,250gp (minor), 25,000gp (medium), 56,250gp (major).

Thought Projection: Once attuned to a user this item allows that user to manifest the Thought Projection feat as if they had that feat. They are limited in the maximum amount of Power Points they can spend on this feat by both the Manifest Level of the item, and their own Manifest Level. This means that they cannot manifest the feat unless they have at least one Manifest Level normally.

Mind-Affecting; Manifest Level 5th (minor), 10th (medium), 15th (major); Power Points 5 (minor), 10 (medium), 15 (major); Prerequisites ML 9+, *Thought Projection*, twice Manifest Level ranks in Psicraft; Price 6,250gp (minor), 25,000gp (medium), 56,250gp (major).

Translocation: Once attuned to a user this item allows that user to manifest the Translocation feat as if they had that feat. They are limited in the maximum amount of Power Points they can spend on this feat by both the Manifest Level of the item, and their own Manifest Level. This means that they cannot manifest the feat unless they have at least one Manifest Level normally.

Teleportation; Manifest Level 5th (minor), 10th (medium), 15th (major); Power Points 5 (minor), 10 (medium), 15 (major); Prerequisites ML 9+, *Translocation*, twice Manifest Level ranks in Psicraft; Price 6,250gp (minor), 25,000gp (medium), 56,250gp (major).

Turtle Hide: When activated this item causes the user's skin to hardens into half-inch thick armor plates. This provides them with a +6 natural armor bonus, as well as 12 points of resistance to all forms of elemental energy (acid, cold, electricity, fire, and sonic). This effect lasts for up to 120 minutes.

Augmentation; Manifest Level 12th; Power Points 12; Prerequisites ML 7+, *Exomorphics*; Price 21,600gp.

Twilight: The user of this item is shrouded in a field that causes them to appear blurry and semi-translucent. This has the effect of giving them *concealment*, which equates to a 20% chance that any given attack roll against them fails automatically.

Glamour; Manifest Level 4th; Power Points 4; Prerequisites ML 9+, *Masking*; Price 6,000gp.

Unerring Vision: The user of this item gains Blindsight of 30 ft, or adds 30 ft to their existing Blindsight range.

Divination; Manifest Level 5th; Power Points 5; Prerequisites ML 9+, *Second Sight*; Price 9,375gp.

Vaulting: The wearer of this item gains a +10 bonus to their Jump skill checks, and can ignore maximum distance restrictions for jumping.

Augmentation; Manifest Level 5th; Power Points 1; Prerequisites ML 9+, *Mental Leap*; Price 1,250gp.

Special Weapon-Only Effects

Some effects only exist when imbued into psionically-imbued weapons, and for that reason they are listed here. These effects are listed on the table with a “†” to indicate that their descriptions are found here, and not at the end of the chapter.

Lucky Strike: After it is attuned to its user, this weapon can be given an enhancement bonus at some time in the future as a move action. After this ability is used, it is lost. The bonus lasts for 10 minutes per Manifest Level.

Augmentation; Manifest Level equals four times the bonus; Power Points equals the bonus; Prerequisites ML 3+, masterwork weapon; Price 200gp (+1), 800gp (+2), 1,800gp (+3), 3,200gp (+4), 5,000gp (+5).

Seeking: The weapon is capable of being activated as a standard action, in order for the next blow it deals to strike truer and harder, gaining an enhancement bonus for 10 minutes per Manifest Level. These weapons come with a preset amount of charges, after which they no longer have this ability.

Augmentation; Manifest Level equals four times the bonus; Power Points equals the bonus; Prerequisites ML 5+, masterwork weapon; Price

A: Magic Item Prerequisites

Armor and Shields	CL	Spells	Price	Other Prerequisites
Armor or shield +1	3rd	---	+1,000 gp	Base item must be masterwork
Celestial armor	5th	fly	22,400 gp	Must be good, masterwork chainmail
Winged shield	5th	fly	17,257 gp	Masterwork heavy wooden shield
Armor or shield +2	6th	---	+4,000 gp	Base item must be masterwork
Caster's shield	6th	---	3,153 gp	Masterwork light wooden shield
Spined shield	6th	magic missile	5,580 gp	Masterwork heavy steel shield
Armor or shield +3	9th	---	+9,000 gp	Base item must be masterwork
Rhino hide	9th	bull's strength	5,165 gp	Masterwork hide
Lion's shield	10th	summon nature's ally IV	9,170 gp	Masterwork heavy steel shield
Mithral full plate of speed	10th	haste	26,500 gp	Mithral full plate
Plate armor of the deep	11th	freedom of movement, tongues, water breathing		
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>			24,650 gp	Masterwork full plate
Armor or shield +4	12th	---	+16,000 gp	Base item must be masterwork
Banded mail of luck	12th	bless	18,900 gp	Masterwork banded mail
Demon armor	13th	contagion	52,260 gp	Masterwork full plate
Armor or shield +5	15th	---	+25,000 gp	Base item must be masterwork
Breastplate of command	15th	mass charm monster	25,400 gp	Masterwork breastplate
Absorbing shield	17th	disintegrate	50,170 gp	Masterwork heavy steel shield
Armor or shield +6*	highest	---	+36,000 gp	Base item must be masterwork
Armor or shield +7*	highest	---	+49,000 gp	Base item must be masterwork
Armor or shield +8*	highest	---	+64,000 gp	Base item must be masterwork
Armor or shield +9*	highest	---	+81,000 gp	Base item must be masterwork
Armor or shield +10*	highest	---	+100,000 gp	Base item must be masterwork
Armor or Shield Special Ability	highest	---	---	Base item must have at least +1 enhancement bonus
" Acid resistance	3rd	resist energy	+18,000 gp	---
" Cold resistance	3rd	resist energy	+18,000 gp	---
" Electricity resistance	3rd	resist energy	+18,000 gp	---
" Fire resistance	3rd	resist energy	+18,000 gp	---
" Sonic resistance	3rd	resist energy	+18,000 gp	---
" Arrow deflection	5th	shield	+2 bonus	---
" Shadow	5th	invisibility	+3,750 gp	---
" Silent moves	5th	silence	+3,750 gp	---
" Slick	5th	grease	+3,750 gp	---
" Acid resistance, improved	7th	resist energy	+42,000 gp	---
" Blinding	7th	searing light	+1 bonus	---
" Cold resistance, improved	7th	resist energy	+42,000 gp	---
" Electricity resistance, improved	7th	resist energy	+42,000 gp	---
" Fire resistance, improved	7th	resist energy	+42,000 gp	---
" Sonic resistance, improved	7th	resist energy	+42,000 gp	---
" Arrow catching	8th	entropic shield	+1 bonus	---
" Bashing	8th	bull's strength	+1 bonus	---
" Wild	9th	baleful polymorph	+3 bonus	---
" Glamered	10th	disguise self	+2,700 gp	---
" Shadow, improved	10th	invisibility	+15,000 gp	---
" Silent moves, improved	10th	silence	+15,000 gp	---
" Slick, improved	10th	grease	+15,000 gp	---
" Acid resistance, greater	11th	resist energy	+66,000 gp	---
" Cold resistance, greater	11th	resist energy	+66,000 gp	---
" Electricity resistance, greater	11th	resist energy	+66,000 gp	---
" Fire resistance, greater	11th	resist energy	+66,000 gp	---
" Sonic resistance, greater	11th	resist energy	+66,000 gp	---
" Animated	12th	animate objects or telekinesis	+2 bonus	---
" Etherealness	13th	ethereal jaunt	+49,000 gp	---
" Fortification, light	13th	limited wish or miracle	+1 bonus	---
" Fortification, moderate	13th	limited wish or miracle	+3 bonus	---
" Fortification, heavy	13th	limited wish or miracle	+5 bonus	---
" Undead controlling	13th	control undead	+49,000 gp	---
" Reflecting	14th	spell turning	+5 bonus	---
" Ghost touch	15th	etherrealness	+3 bonus	---
" Shadow, greater	15th	invisibility	+33,750 gp	---
" Silent moves, greater	15th	silence	+33,750 gp	---
" Slick, greater	15th	grease	+33,750 gp	---
" Spell resistance SR 13	15th	spell resistance	+2 bonus	---
" Spell resistance SR 15	15th	spell resistance	+3 bonus	---
" Spell resistance SR 17	15th	spell resistance	+4 bonus	---
" Spell resistance SR 19	15th	spell resistance	+5 bonus	---
" Invulnerability	18th	stoneskin, miracle or wish	+3 bonus	---

Weapon	CL	Spells	Price	Other Prerequisites
Weapon +1	3rd	---	2,000 gp	Base item must be masterwork
Dagger of venom	5th	poison	8,302 gp	Masterwork dagger
Javelin of lightning	5th	lightning bolt	1,500 gp	Masterwork javelin
Screaming bolt	5th	doom	267 gp	Masterwork crossbow bolt
Sleep arrow	5th	sleep	132 gp	Masterwork arrow
Weapon +2	6th	---	8,000 gp	Base item must be masterwork
Sword of subtlety	7th	blur	22,310 gp	Masterwork short sword
Trident of fish command	7th	speak with animals	18,650 gp	Masterwork trident
Trident of warning	7th	locate creature	10,115 gp	Masterwork trident
Weapon +3	9th	---	18,000 gp	Base item must be masterwork
Assassin's dagger	9th	slay living	18,302 gp	Masterwork dagger
Dwarven thrower	10th	---	30,312 gp	Masterwork warhammer, must be a dwarf
Sun blade	10th	daylight	50,335 gp	Masterwork bastard sword, must be good
Mace of smiting	11th	disintegrate	75,312 gp	Adamantine heavy mace
Sylvan scimitar	11th	divine power	47,315 gp	Masterwork scimitar, must be a 7th-level druid
Weapon +4	12th	---	32,000 gp	Base item must be masterwork
Flame tongue	12th	scorching ray, one of flame blade, flame strike, or fireball		
~~~~~			20,715 gp	Masterwork longsword
Life-drinker	13th	enervation	40,320 gp	Masterwork greataxe
Mace of terror	13th	fear	38,552 gp	Masterwork heavy mace
Nine lives stealer	13th	finger of death	23,057 gp	Masterwork longsword
Rapier of puncturing	13th	harm	50,320 gp	Masterwork rapier
Shatterspike	13th	shatter	4,315 gp	Power Attack, Improved Sunder, Masterwork longsword
Slaying arrow	13th	finger of death	2,282 gp	Masterwork arrow
Slaying arrow, greater	13th	finger of death	4,057 gp	Heighten Spell, Masterwork arrow
Frost brand	14th	ice storm, dispel magic, protection from energy		
~~~~~			54,475 gp	Masterworkl greatsword
Weapon +5	15th	---	50,000 gp	Base item must be masterwork
Oathbow	15th	---	25,600 gp	Masterwork composite longbow (+2 Str), must be an elf
Shifter's sorrow	15th	baleful polymorph	12,780 gp	Masterwork two-bladed sword
Sword of the planes	15th	plane shift	22,315 gp	Masterwork longsword
Luck blade (0 wishes)	17th	miracle or wish	22,060 gp	Masterwork short sword
Luck blade (1 wishes)	17th	miracle or wish	62,360 gp	Masterwork short sword
Luck blade (2 wishes)	17th	miracle or wish	102,660 gp	Masterwork short sword
Luck blade (3 wishes)	17th	miracle or wish	142,960 gp	Masterwork short sword
Sword of life stealing	17th	enervation	25,715 gp	Masterwork longsword
Holy avenger	18th	holy aura	120,630 gp	Masterwork cold iron longsword, must be good
Weapon +6*	highest	---	72,000 gp	Base item must be masterwork
Weapon +7*	highest	---	98,000 gp	Base item must be masterwork
Weapon +8*	highest	---	128,000 gp	Base item must be masterwork
Weapon +9*	highest	---	162,000 gp	Base item must be masterwork
Weapon +10*	highest	---	200,000 gp	Base item must be masterwork
Weapon Special Ability	highest	---	---	Base item must have at least +1 enhancement bonus
“Anarchic	7th	chaos hammer	+2 bonus	must be chaotic
“Axiomatic	7th	order's wrath	+2 bonus	must be lawful
“Bane	8th	summon monster I	+1 bonus	---
“Brilliant energy	16th	gaseous form, continual flame	+4 bonus	---
“Dancing	15th	animate objects or telekinesis	+4 bonus	---
“Defending	8th	shield or shield of faith	+1 bonus	---
“Disruption	14th	heal	+2 bonus	---
“Distance	6th	clairaudience/clairvoyance	+1 bonus	---
“Flaming	10th	flame blade, flame strike, or fireball	+1 bonus	---
“Flaming burst	12th	flame blade, flame strike, or fireball	+2 bonus	---
“Frost	8th	chill metal or ice storm	+1 bonus	---
“Ghost touch	9th	plane shift	+1 bonus	---
“Holy	7th	holy smite	+2 bonus	Must be good
“Icy burst	10th	chill metal or ice storm	+2 bonus	---
“Keen	10th	keen edge	+1 bonus	---
“Ki focus	8th	---	+1 bonus	Must be a monk
“Merciful	5th	cure light wounds	+1 bonus	---
“Mighty cleaving	8th	divine power	+1 bonus	---
“Returning	7th	telekinesis	+1 bonus	---
“Seeking	12th	true seeing	+1 bonus	---
“Shock	8th	call lightning or lightning bolt	+1 bonus	---
“Shocking burst	10th	call lighming or lightning bolt	+2 bonus	---
“Speed	7th	haste	+3 bonus	---
“Spell storing	12th	---	+1 bonus	---
“Thundering	5th	blindness/deafness	+1 bonus	---
“Throwing	5th	magic stone	+1 bonus	---
“Unholy	7th	unholy blight	+2 bonus	Must be evil
“Vicious	9th	enervation	+1 bonus	---
“Vorpal	18th	circle of death, keen edge	+5 bonus	---

CRAFT ROD [9+ Caster Levels]

Magic Item	CL	Spells	Price	Other Prerequisites
Flailing	9th	<i>bless</i>	50,000 gp	Craft Magic Arms and Armor
Metal and mineral detection	9th	<i>locate object</i>	10,500 gp	---
Thunder and lightning	9th	<i>lightning bolt, shout</i>	33,000 gp	---
Enemy detection	10th	<i>true seeing</i>	23,500 gp	---
Immovable rod	10th	<i>levitate</i>	5,000 gp	---
Python	10th	<i>baleful polymorph</i>	13,000 gp	Craft Magic Arms and Armor, must be good
Viper	10th	<i>poison</i>	19,000 gp	Craft Magic Arms and Armor, must be evil
Wonder	10th	<i>confusion</i>	12,000 gp	Must be chaotic
Alertness	11th	<i>alarm, detect c/e/g/l, detect magic, discern lies, light, see invisibility, prayer animate objects</i>	85,000 gp	---
Flame extinguishing	12th	<i>pyrotechnics</i>	15,000 gp	---
Splendor	12th	<i>eagle's splendor, fabricate, major creation</i>	25,000 gp	---
Withering	13th	<i>contagion</i>	25,000 gp	Craft Magic Arms and Armor
Absorption	15th	<i>spell turning</i>	50,000 gp	---
Negation	15th	<i>dispel magic, limited wish or miracle</i>	37,000 gp	---
Cancellation	17th	<i>mage's disjunction</i>	11,000 gp	---
Metamagic, Empower, lesser	17th	---	9,000 gp	Empower Spell
Metamagic, Empower	17th	---	32,500 gp	Empower Spell
Metamagic, Empower, greater	17th	---	73,000 gp	Empower Spell
Metamagic, Enhance, lesser	17th	---	9,000 gp	Enhance Spell
Metamagic, Enhance	17th	---	32,500 gp	Enhance Spell
Metamagic, Enhance, greater	17th	---	73,000 gp	Enhance Spell
Metamagic, Enlarge, lesser	17th	---	3,000 gp	Enlarge Spell
Metamagic, Enlarge	17th	---	11,000 gp	Enlarge Spell
Metamagic, Enlarge, greater	17th	---	24,500 gp	Enlarge Spell
Metamagic, Extend, lesser	17th	---	3,000 gp	Extend Spell
Metamagic, Extend	17th	---	11,000 gp	Extend Spell
Metamagic, Extend, greater	17th	---	24,500 gp	Extend Spell
Metamagic, Maximize, lesser	17th	---	14,000 gp	Maximize Spell
Metamagic, Maximize	17th	---	54,000 gp	Maximize Spell
Metamagic, Maximize, greater	17th	---	121,500 gp	Maximize Spell
Metamagic, Quicken, lesser	17th	---	35,000 gp	Quicken Spell
Metamagic, Quicken	17th	---	75,500 gp	Quicken Spell
Metamagic, Quicken, greater	17th	---	170,000 gp	Quicken Spell
Metamagic, Silent, lesser	17th	---	3,000 gp	Silent Spell
Metamagic, Silent	17th	---	11,000 gp	Silent Spell
Metamagic, Silent, greater	17th	---	24,500 gp	Silent Spell
Lordly might	19th	<i>bull's strength, fear, flame blade, inflict light wounds, hold person</i>	70,000 gp	Craft Magic Arms and Armor
Rulership	20th	<i>mass charm monster</i>	60,000 gp	---
Security	20th	<i>gate</i>	61,000 gp	---

CRAFT STAFF [12+ Caster Level]

Magic Item	CL	Spells	Price	Other Prerequisites
Charming	8th	<i>charm person, charm monster</i>	16,500 gp	---
Fire	8th	<i>burning hands, fireball, wall of fire</i>	17,750 gp	---
Healing	8th	<i>cure serious wounds, lesser restoration, remove blindness/deafness, remove disease</i>	27,750 gp	---
Size alteration	8th	<i>enlarge person, mass enlarge person, reduce person, mass reduce person, shrink item</i>	29,000 gp	---
Swarming insects	9th	<i>insect plague, summon swarm</i>	24,750 gp	---
Frost	10th	<i>cone of cold, ice storm, wall of ices</i>	56,250 gp	---
Earth and stone	11th	<i>move earth, passwall</i>	80,500 gp	---
Life	11th	<i>heal, resurrection</i>	155,750 gp	---
Abjuration	13th	<i>dismissal dispel magic, lesser globe of invulnerability, resist energy, repulsion, shield</i>	65,000 gp	---
Conjuration	13th	<i>cloudkill, stinking cloud, summon monster VI, summon swarm, unseen servant</i>	65,000 gp	---
Divination	13th	<i>detect secret doors, locate creature, locate object, prying eyes, tongues, true seeing</i>	73,500 gp	---
Enchantment	13th	<i>crushing despair, mass suggestion, mind fog, sleep, suggestion, hideous laughter</i>	65,000 gp	---
Evocation	13th	<i>chain lightning, fireball, ice storm, magic missile, shatter, wall of force</i>	65,000 gp	---
Illusion	13th	<i>disguise self, major image, mirror image, persistent image, project image, rainbow pattern</i>	65,000 gp	---
Necromancy	13th	<i>cause fear, circle of death, enervation, ghoul touch, halt undead, waves of fatigue</i>	65,000 gp	---
Transformation	13th	<i>alter self, baleful polymorph, blink, disintegrate, expeditious retreat, polymorph</i>	65,000 gp	---
Woodlands	13th	<i>animate plants, barkskin, charm animal, pass without trace, speak with animals, summon nature's ally VI, wall of thorns</i>	101,250 gp	Craft Magic Arms and Armor
Defense	15th	<i>shield, shield of faith, shield of law, shield other</i>	58,250 gp	Must be lawful
Illumination	15th	<i>dancing lights, daylight, flare, sunburst</i>	48,250 gp	---
Power	15th	<i>magic missile, heightened ray of enfeeblement, continual flame, levitate, heightened fireball, heightened lightning bolt,</i>	211,000 gp	Craft Magic Arms and Armor
Passage	17th	<i>cone of cold, hold monster, wall of force, globe of invulnerability, astral projection, dimension door, greater teleport, passwall, phase door</i>	170,500 gp	---

CRAFT WONDROUS ITEM [3+ Caster Levels]

1st CL Items	Spells Needed	Price	Other Prerequisites
<i>Broach of shielding</i>	<i>shield</i>	1,500 gp	---
<i>Hat of disguise</i>	<i>disguise self</i>	1,800 gp	---
<i>Phylactery of faithfulness</i>	<i>detect chaos, detect evil, detect good, detect law</i>	1,000 gp	---

2nd CL Items	Spells Needed	Price	Other Prerequisites
<i>Cloak of resistance +1</i>	<i>resistance</i>	1,000 gp	---
<i>Elixir of swimming</i>	---	250 gp	Swim 5+ ranks
<i>Elixir of vision</i>	<i>true seeing</i>	250 gp	---
<i>Hand of the mage</i>	<i>mage hand</i>	900 gp	---
<i>Pipes of the sewers</i>	<i>charm animal, summon nature's ally I</i>	1,150 gp	Must have the wild empathy ability
<i>Pipes of sounding</i>	<i>ghost sound</i>	1,800 gp	---

3rd CL Items	Spells Needed	Price	Other Prerequisites
<i>Amulet of mighty fists +1</i>	<i>greater magic fang</i>	6,000 gp	---
<i>Amulet of natural armor +1</i>	<i>barkskin</i>	2,000 gp	---
<i>Bag of tricks, gray</i>	<i>summon nature's ally II</i>	900 gp	---
<i>Boots of levitation</i>	<i>levitate</i>	7,500 gp	---
<i>Boots of striding and springing</i>	<i>longstrider</i>	5,500 gp	Jump 5+ ranks
<i>Bracers of armor +1</i>	<i>mage armor</i>	1,000 gp	---
<i>Candle of truth</i>	<i>zone of truth</i>	2,500 gp	---
<i>Cloak of displacement, minor</i>	<i>displacement</i>	24,000 gp	---
<i>Dust of tracelessness</i>	<i>pass without trace</i>	250 gp	---
<i>Eversmoking bottle</i>	<i>pyrotechnics</i>	5,400 gp	---
<i>Eyes of the eagle</i>	<i>clairaudience/clairvoyance</i>	2,500 gp	---
<i>Gloves of arrow snaring</i>	<i>shield</i>	4,000 gp	---
<i>Goggles of minute seeing</i>	<i>true seeing</i>	1,250 gp	---
<i>Goggles of night</i>	<i>darkvision</i>	12,000 gp	---
<i>Horn of fog</i>	<i>obscuring mist</i>	2,000 gp	---
<i>Horseshoes of speed</i>	<i>haste</i>	3,000 gp	---
<i>Horseshoes of a zephyr</i>	<i>levitate</i>	6,000 gp	---
<i>Rope of climbing</i>	<i>animate rope</i>	3,000 gp	---
<i>Stone of alarm</i>	<i>alarm</i>	2,700 gp	---
<i>Unguent of timelessness</i>	---	150 gp	---

4th CL Items	Spells Needed	Price	Other Prerequisites
<i>Bracers of archery, lesser</i>	---	5,000 gp	Craft Magic Arms and Armor
<i>Cloak of resistance +2</i>	<i>resistance</i>	4,000 gp	---
<i>Elixir of love</i>	<i>charm person</i>	150 gp	---
<i>Helm of comprehend languages and read magic</i>	<i>comprehend languages, read magic</i>	5,200 gp	---
<i>Pipes of haunting</i>	<i>scare</i>	6,000 gp	---
<i>Slippers of spider climbing</i>	<i>spider climb</i>	4,800 gp	---
<i>Vest of escape</i>	<i>knock, grease</i>	5,200 gp	---

5th CL Items	Spells Needed	Price	Other Prerequisites
<i>Amulet of health +2</i>	<i>bear's endurance</i>	4,000 gp	---
<i>Bag of tricks, rust</i>	<i>summon nature's ally III</i>	3,000 gp	---
<i>Boots of elvenkind</i>	---	2,500 gp	Must be an elf
<i>Boots of the winterlands</i>	<i>cat's grace, endure elements, pass without trace</i>	2,500 gp	---
<i>Boots, winged</i>	<i>fly</i>	16,000 gp	---
<i>Bracers of armor +2</i>	<i>mage armor</i>	4,000 gp	---
<i>Circlet of persuasion</i>	<i>eagle's splendor</i>	4,500 gp	---
<i>Cloak of charisma +2</i>	<i>eagle's splendor</i>	4,000 gp	---
<i>Cloak of elvenkind</i>	<i>invisibility</i>	2,500 gp	Must be an elf
<i>Cube of frost resistance</i>	<i>protection from energy</i>	27,000 gp	---
<i>Dust of appearance</i>	<i>glitterdust</i>	1,800 gp	---
<i>Elixir of hiding</i>	<i>invisibility</i>	250 gp	---
<i>Elixir of sneaking</i>	<i>silence</i>	250 gp	---
<i>Elixir of truth</i>	<i>zone of truth</i>	500 gp	---
<i>Gauntlets of ogre power</i>	<i>bull's strength</i>	4,000 gp	---
<i>Gloves of dexterity +2</i>	<i>cat's grace</i>	4,000 gp	---
<i>Gloves of swimming & climbing</i>	<i>bull's strength, cat's grace</i>	6,250 gp	---
<i>Hand of glory</i>	<i>animate dead</i>	8,000 gp	---
<i>Headband of intellect +2</i>	<i>fox's cunning</i>	4,000 gp	---
<i>Harp of charming</i>	<i>suggestion</i>	7,500 gp	---
<i>Helm of telepathy</i>	<i>detect thoughts, suggestion</i>	27,000 gp	---
<i>Helm of underwater action</i>	<i>water breathing</i>	57,000 gp	---
<i>Lantern of revealing</i>	<i>invisibility purge</i>	30,000 gp	---
<i>Medallion of thoughts</i>	<i>detect thoughts</i>	12,000 gp	---
<i>Periapt of health</i>	<i>remove disease</i>	7,500 gp	---
<i>Periapt of proof against poison</i>	<i>neutralize poison</i>	27,000 gp	---
<i>Periapt of wisdom +2</i>	<i>owl's wisdom</i>	4,000 gp	---

<i>Restorative ointment</i>	<i>cure light wounds, neutralize poison, remove disease</i>	4,000 gp	---
<i>Scabbard of keen edges</i>	<i>keen edge</i>	16,000 gp	---
<i>Silversheen</i>	---	250 gp	---
<i>Stone of good luck (luckstone)</i>	<i>divine favor</i>	20,000 gp	---
<i>Sustaining spoon</i>	<i>create food and water</i>	5,400 gp	---
<i>Wind fan</i>	<i>gust of wind</i>	5,500 gp	---

6th CL Items	Spells Needed	Price	Other Prerequisites
<i>Amulet of mighty fists +2</i>	<i>greater magic fang</i>	24,000 gp	---
<i>Amulet of natural armor +2</i>	<i>barkskin</i>	8,000 gp	---
<i>Boat, folding</i>	<i>fabricate</i>	7,200 gp	Craft (shipmaking) 2+ ranks
<i>Circlet of blasting, minor</i>	<i>searing light</i>	6,480 gp	---
<i>Cloak of arachnidia</i>	<i>spider climb, web</i>	14,000 gp	---
<i>Cloak of resistance +3</i>	<i>resistance</i>	9,000 gp	---
<i>Deck of illusions</i>	<i>major image</i>	8,100 gp	---
<i>Dust of illusion</i>	<i>disguise self</i>	1,200 gp	---
<i>Gem of brightness</i>	<i>daylight</i>	13,000 gp	---
<i>Glove of storing</i>	<i>shrink item</i>	10,000 gp	---
<i>Horn of goodness/evil</i>	<i>magic circle against good or evil</i>	6,500 gp	---
<i>Lyre of building</i>	<i>fabricate</i>	13,000 gp	---
<i>Pipes of pain</i>	<i>sound burst</i>	12,000 gp	must have the bardic music class feature
<i>Robe of bones</i>	<i>animate dead</i>	2,400 gp	---
<i>Salve of slipperiness</i>	<i>grease</i>	1,000 gp	---

7th CL Items	Spells Needed	Price	Other Prerequisites
<i>Blessed book</i>	<i>secret page</i>	12,500 gp	---
<i>Bottle of air</i>	<i>water breathing</i>	7,250 gp	---
<i>Bracers of armor +3</i>	<i>mage armor</i>	9,000 gp	---
<i>Chime of interruption</i>	<i>shout</i>	16,800 gp	---
<i>Cloak of the bat</i>	<i>fly, polymorph</i>	26,000 gp	---
<i>Cloak of displacement, major</i>	<i>displacement</i>	50,000 gp	Extend Spell
<i>Drums of panic</i>	<i>fear</i>	30,000 gp	---
<i>Dust of disappearance</i>	<i>greater invisibility</i>	3,500 gp	---
<i>Eyes of charming</i>	<i>charm person</i>	56,000 gp	Heighten Spell
<i>Gauntlet of rust</i>	<i>rusting grasp</i>	11,500 gp	---
<i>Horn of blasting</i>	<i>shout</i>	20,000 gp	---
<i>Incense of meditation</i>	<i>bless</i>	4,900 gp	Maximize Spell
<i>Necklace of adaptation</i>	<i>alter self</i>	9,000 gp	---

8th CL Items	Spells Needed	Price	Other Prerequisites
<i>Amulet of proof against detection and location</i>	<i>nondetection</i>	35,000 gp	---
<i>Bracers of archery, greater</i>	---	25,000 gp	Craft Magic Arms and Armor
<i>Cloak of resistance +4</i>	<i>resistance</i>	16,000 gp	---
<i>Golem manual, flesh</i>	<i>animate dead, bull's strength, geas/quest, limited wish</i>	8,000 gp	Craft Magic Arms and Armor
<i>Horn of tritons</i>	<i>fear, summon monster V, control water</i>	15,100 gp	Must have a triton's assistance
<i>Pearl of the sirines</i>	<i>freedom of movement, water breathing</i>	15,300 gp	---
<i>Scarab, golembane</i>	<i>detect magic</i>	2,500 gp	Must be at least 10th level

9th CL Items	Spells Needed	Price	Other Prerequisites
<i>Amulet of health +4</i>	<i>bear's endurance</i>	16,000 gp	---
<i>Amulet of mighty fists +3</i>	<i>greater magic fang</i>	54,000 gp	---
<i>Amulet of natural armor +3</i>	<i>barkskin</i>	18,000 gp	---
<i>Bag of holding, type I</i>	<i>secret chest</i>	2,500 gp	---
<i>Bag of holding, type II</i>	<i>secret chest</i>	5,000 gp	---
<i>Bag of holding, type III</i>	<i>secret chest</i>	7,400 gp	---
<i>Bag of holding, type IV</i>	<i>secret chest</i>	10,000 gp	---
<i>Bag of tricks, tan</i>	<i>summon nature's ally V</i>	6,300 gp	---
<i>Belt of giant strength</i>	<i>bull's strength</i>	16,000 gp	---
<i>Boots of teleportation</i>	<i>teleport</i>	49,000 gp	---
<i>Bracers of armor +4</i>	<i>mage armor</i>	16,000 gp	---
<i>Broom and flying</i>	<i>overland flight, permanency</i>	17,000 gp	---
<i>Cape of the mountebank</i>	<i>dimension door</i>	10,080 gp	---
<i>Cloak of charisma +4</i>	<i>eagle's splendor</i>	16,000 gp	---
<i>Cloak of the manta ray</i>	<i>polymorph, water breathing</i>	7,200 gp	---
<i>Darkskull</i>	<i>unhallow</i>	60,000 gp	Must be evil
<i>Decanter of endless water</i>	<i>control water</i>	9,000 gp	---
<i>Efficient quiver</i>	<i>secret chest</i>	1,800 gp	---
<i>Gloves of dexterity +4</i>	<i>cat's grace</i>	16,000 gp	---
<i>Handy haversack</i>	<i>secret chest</i>	2,000 gp	---
<i>Headband of intellect +4</i>	<i>fox's cunning</i>	16,000 gp	---
<i>Helm of teleportation</i>	<i>teleport</i>	73,500 gp	---
<i>Lense of detection</i>	<i>true seeing</i>	3,500 gp	---
<i>Mantle of spell resistance</i>	<i>spell resistance</i>	90,000 gp	---

<i>Periapt of wisdom +4</i>	<i>owl's wisdom</i>	16,000 gp	---
<i>Robe of useful items</i>	<i>fabricate</i>	7,000 gp	---

10th CL Items	Spells Needed	Price	Other Prerequisites
<i>Bead of force</i>	<i>resilient sphere</i>	3,000 gp	---
<i>Belt, monk's</i>	<i>righteous might</i> or <i>transformation</i>	13,000 gp	---
<i>Boots of speed</i>	<i>haste</i>	12,000 gp	---
<i>Carpet of flying, 5 ft x 5 ft</i>	<i>overland flight, permanency</i>	20,000 gp	---
<i>Carpet of flying, 5 ft x 10 ft</i>	<i>overland flight, permanency</i>	35,000 gp	---
<i>Carpet of flying, 10 ft x 10 ft</i>	<i>overland flight, permanency</i>	60,000 gp	---
<i>Cloak of resistance +5</i>	<i>resistance</i>	25,000 gp	---
<i>Crystal ball</i>	<i>screying</i>	42,000 gp	---
<i>Crystal ball with see invisibility</i>	<i>screying, see invisibility</i>	50,000 gp	---
<i>Crystal ball with detect thoughts</i>	<i>detect thoughts, screying</i>	51,000 gp	---
<i>Crystal ball with telepathy</i>	<i>screying, telepathy</i>	70,000 gp	---
<i>Crystal ball with true seeing</i>	<i>screying, true seeing</i>	80,000 gp	---
<i>Cube of force</i>	<i>wall of force</i>	62,000 gp	---
<i>Gem of seeing</i>	<i>true seeing</i>	75,000 gp	---
<i>Necklace of fireballs. Type I</i>	<i>fireball</i>	1,650 gp	---
<i>Necklace of fireballs. Type II</i>	<i>fireball</i>	2,700 gp	---
<i>Necklace of fireballs. Type III</i>	<i>fireball</i>	4,350 gp	---
<i>Necklace of fireballs. Type IV</i>	<i>fireball</i>	5,400 gp	---
<i>Necklace of fireballs. Type V</i>	<i>fireball</i>	5,850 gp	---
<i>Necklace of fireballs. Type VI</i>	<i>fireball</i>	8,100 gp	---
<i>Necklace of fireballs. Type VII</i>	<i>fireball</i>	8,700 gp	---
<i>Periapt of wound closure</i>	<i>heal</i>	15,000 gp	---
<i>Robe of blending</i>	<i>disguise self</i>	30,000 gp	---
<i>Phylactery of undead turning</i>	---	11,000 gp	Must be 10th-level cleric
<i>Vestment, druid's</i>	<i>polymorph</i>	10,000 gp	Can use wild shape instead of <i>polymorph</i>
<i>Wings of flying</i>	<i>fly</i>	54,000 gp	---

11th CL Items	Spells Needed	Price	Other Prerequisites
<i>Bracers of armor +5</i>	<i>mage armor</i>	25,000 gp	---
<i>Chime of opening</i>	<i>knock</i>	3,000 gp	---
<i>Dimensional shackles</i>	<i>dimensional anchor</i>	28,000 gp	---
<i>Dust of dryness</i>	<i>control water</i>	850 gp	---
<i>Elemental gem</i>	<i>summon nature's ally V</i>	2,250 gp	---
<i>Elixir of fire breath</i>	<i>scorching ray</i>	1,100 gp	---
<i>Eyes of doom</i>	<i>doom, deathwatch, fear</i>	25,000 gp	---
<i>Eyes of petrification</i>	<i>flesh to stone</i>	98,000 gp	---
<i>Figurines of wondrous power, bronze griffon</i>	<i>animate objects</i>	10,000 gp	---
<i>Figurines of wondrous power, ebon fly</i>	<i>animate objects</i>	10,000 gp	---
<i>Figurines of wondrous power, golden lions</i>	<i>animate objects</i>	16,500 gp	---
<i>Figurines of wondrous power, ivory goats</i>	<i>animate objects</i>	21,000 gp	---
<i>Figurines of wondrous power, marble elephant</i>	<i>animate objects</i>	17,000 gp	---
<i>Figurines of wondrous power, onyx dog</i>	<i>animate objects</i>	15,500 gp	---
<i>Figurines of wondrous power, serpentine owl</i>	<i>animate objects</i>	9,100 gp	---
<i>Figurines of wondrous power, silver raven</i>	<i>animal messenger, animate objects</i>	3,800 gp	---
<i>Golem manual, clay</i>	<i>animate objects, commune, prayer, resurrection</i>	12,000 gp	Craft Magic Arms and Armor
<i>Robe of eyes</i>	<i>true seeing</i>	120,000 gp	---
<i>Robe of scintillating colors</i>	<i>blur, rainbow pattern</i>	27,000 gp	---

12th CL Items	Spells Needed	Price	Other Prerequisites
<i>Amulet of mighty fists +4</i>	<i>greater magic fang</i>	96,000 gp	---
<i>Amulet of natural armor +4</i>	<i>barkskin</i>	32,000 gp	---
<i>Belt of dwarvenkind</i>	<i>tongues</i>	14,900 gp	Must be a dwarf
<i>Feather token, anchor</i>	<i>major creation</i>	50 gp	---
<i>Feather token, bird</i>	<i>major creation</i>	300 gp	---
<i>Feather token, fan</i>	<i>major creation</i>	200 gp	---
<i>Feather token, swan boat</i>	<i>major creation</i>	400 gp	---
<i>Feather token, whip</i>	<i>major creation</i>	500 gp	---
<i>loun stone, clear</i>	---	4,000 gp	---
<i>loun stone, dusty rose</i>	---	5,000 gp	---
<i>loun stone, deep red</i>	---	8,000 gp	---
<i>loun stone, incandescent blue</i>	---	8,000 gp	---
<i>loun stone, pale blue</i>	---	8,000 gp	---
<i>loun stone, pink</i>	---	8,000 gp	---
<i>loun stone, pink and green</i>	---	8,000 gp	---
<i>loun stone, scarlet and blue</i>	---	8,000 gp	---
<i>loun stone, dark blue</i>	---	10,000 gp	---
<i>loun stone, vibrant purple prism</i>	---	36,000 gp	---
<i>loun stone, iridescent</i>	---	18,000 gp	---
<i>loun stone, pale lavender</i>	---	20,000 gp	---

<i>Ioun stone, pearly white</i>	---	20,000 gp	---
<i>Ioun stone, pale green</i>	---	30,000 gp	---
<i>Ioun stone, orange</i>	---	30,000 gp	---
<i>Ioun stone, lavender and green</i>	---	40,000 gp	---
<i>Portable hole</i>	<i>plane shift</i>	20,000 gp	---
<i>Rope of entanglement</i>	<i>animate objects or telekinesis, animate rope, entangle</i>	21,000 gp	---

13th CL Items	Spells Needed	Price	
<i>Amulet of health +6</i>	<i>bear's endurance</i>	36,000 gp	
<i>Belt of giant strength</i>	<i>bull's strength</i>	36,000 gp	
<i>Bowl of commanding water elementals</i>	<i>summon monster VI and VII</i>	100,000 gp	
<i>Bracers of armor +6</i>	<i>mage armor</i>	36,000 gp	
<i>Brazier of commanding fire elementals</i>	<i>summon monster VI and VII</i>	100,000 gp	
<i>Censer of controlling air elementals</i>	<i>summon monster VI and IX</i>	100,000 gp	
<i>Cloak of charisma +6</i>	<i>eagle's splendor</i>	36,000 gp	
<i>Cubic gate</i>	<i>plane shift</i>	164,000 gp	
<i>Gloves of dexterity +6</i>	<i>cat's grace</i>	36,000 gp	
<i>Headband of intellect +6</i>	<i>fox's cunning</i>	36,000 gp	
<i>Helm of brilliance</i>	<i>detect undead, fireball, flame blade, light, prismatic spray, protection from energy, wall of fire</i>	125,000 gp	
<i>Horn of valhalla</i>	<i>summon monster VI</i>	50,000 gp	
<i>Instant fortress</i>	<i>mage's magnificent mansion</i>	55,000 gp	
<i>Iron bands of binding</i>	<i>grasping hand</i>	26,000 gp	
<i>Mask of the skull</i>	<i>animate objects, finger of death, fly</i>	22,000 gp	
<i>Periapt of wisdom +6</i>	<i>owl's wisdom</i>	36,000 gp	
<i>Stone of controlling earth elementals</i>	<i>summon monster VI and VII</i>	100,000 gp	
<i>Stone salve</i>	<i>flesh to stone, stoneskin</i>	4,000 gp	

14th CL Items	Spells Needed	Price	Other Prerequisites
<i>Efreeti bottle</i>	<i>summon monster VII</i>	145,000 gp	---
<i>Golem manual, stone</i>	<i>antimagic field, geas/quest, symbol of stunning</i>	22,000 gp	Craft Magic Arms and Armor
<i>Robe of the archmagi</i>	<i>antimagic field, mage armor or shield of faith</i>	75,000 gp	Must be of same alignment as robe
<i>Stone horse, courser</i>	<i>flesh to stone, animate objects</i>	10,000 gp	---
<i>Stone horse, destrier</i>	<i>flesh to stone, animate objects</i>	14,800 gp	---

15th CL Items	Spells Needed	Price	Other Prerequisites
<i>Amulet of mighty fists +5</i>	<i>greater magic fang</i>	150,000 gp	---
<i>Amulet of natural armor +5</i>	<i>barkskin</i>	50,000 gp	---
<i>Amulet of the planes</i>	<i>plane shift</i>	120,000 gp	---
<i>Bracelet of friends</i>	<i>refuge</i>	19,000 gp	---
<i>Bracers of armor +7</i>	<i>mage armor</i>	49,000 gp	---
<i>Cloak of etherealness</i>	<i>ethereal jaunt</i>	55,000 gp	---
<i>Figurines of wondrous power, obsidian steed</i>	<i>animate objects, etherealness, fly, plane shift</i>	28,500 gp	---
<i>Marvelous pigments</i>	<i>major creation</i>	4,000 gp	---
<i>Maul of the titans</i>	<i>clenched fist</i>	25,305 gp	Craft Magic Arms and Armor
<i>Mirror of opposition</i>	<i>clone</i>	92,000 gp	---
<i>Robe of stars</i>	<i>magic missile, astral projection or plane shift</i>	58,000 gp	---
<i>Shrouds of disintegration</i>	<i>disintegrate</i>	6,600 gp	---

16th CL Items	Spells Needed	Price	Other Prerequisites
<i>Golem manual, iron</i>	<i>cloudkill, gease/quest, limited wish, polymorph any object</i>	35,000 gp	Craft Magic Arms and Armor
<i>Golem manual, stone, greater</i>	<i>antimagic field, geas/quest, symbol of stunning</i>	44,000 gp	Craft Magic Arms and Armor
<i>Horn of blasting, greater</i>	<i>greater shout</i>	70,000 gp	---
<i>Mattock of the titans</i>	<i>move earth</i>	23,348 gp	Craft Magic Arms and Armor

17th CL Items	Spells Needed	Price	Other Prerequisites
<i>Bracers of armor +8</i>	<i>mage armor</i>	64,000 gp	---
<i>Candle of invocation</i>	<i>gate</i>	8,400 gp	Must be same alignment as the candle created
<i>Circlet of blasting, major</i>	<i>searing light</i>	23,760 gp	Maximize Spell
<i>Manual of bodily health +1</i>	<i>miracle or wish</i>	27,500 gp	---
<i>Manual of bodily health +2</i>	<i>miracle or wish</i>	55,000 gp	---
<i>Manual of bodily health +3</i>	<i>miracle or wish</i>	82,500 gp	---
<i>Manual of bodily health +4</i>	<i>miracle or wish</i>	110,000 gp	---
<i>Manual of bodily health +5</i>	<i>miracle or wish</i>	137,500 gp	---
<i>Manual of gainful exercise +1</i>	<i>miracle or wish</i>	27,500 gp	---
<i>Manual of gainful exercise +2</i>	<i>miracle or wish</i>	55,000 gp	---
<i>Manual of gainful exercise +3</i>	<i>miracle or wish</i>	82,500 gp	---
<i>Manual of gainful exercise +4</i>	<i>miracle or wish</i>	110,000 gp	---
<i>Manual of gainful exercise +5</i>	<i>miracle or wish</i>	137,500 gp	---
<i>Manual of quick action +1</i>	<i>miracle or wish</i>	27,500 gp	---
<i>Manual of quick action +2</i>	<i>miracle or wish</i>	55,000 gp	---
<i>Manual of quick action +3</i>	<i>miracle or wish</i>	82,500 gp	---
<i>Manual of quick action +4</i>	<i>miracle or wish</i>	110,000 gp	---
<i>Manual of quick action +5</i>	<i>miracle or wish</i>	137,500 gp	---

<i>Mirror of life trapping</i>	<i>imprisonment</i>	200,000 gp	---
<i>Mirror of mental prowess</i>	<i>detect thoughts, clairaudience/clairvoyance, gate, legend lore</i>	175,000 gp	---
<i>Pearl of power</i> (1st)	---	1,000 gp	Must be able to cast spells of the same spell level
<i>Pearl of power</i> (2nd)	---	4,000 gp	Must be able to cast spells of the same spell level
<i>Pearl of power</i> (3rd)	---	9,000 gp	Must be able to cast spells of the same spell level
<i>Pearl of power</i> (4th)	---	16,000 gp	Must be able to cast spells of the same spell level
<i>Pearl of power</i> (5th)	---	25,000 gp	Must be able to cast spells of the same spell level
<i>Pearl of power</i> (6th)	---	36,000 gp	Must be able to cast spells of the same spell level
<i>Pearl of power</i> (7th)	---	49,000 gp	Must be able to cast spells of the same spell level
<i>Pearl of power</i> (8th)	---	64,000 gp	Must be able to cast spells of the same spell level
<i>Pearl of power</i> (9th)	---	81,000 gp	Must be able to cast spells of the same spell level
<i>Pearl of power</i> (two spells)	---	70,000 gp	Must be able to cast spells of the same spell level
<i>Ring gates</i>	<i>gate</i>	40,000 gp	---
<i>Tome of clear thought</i> +1	<i>miracle</i> or <i>wish</i>	27,500 gp	---
<i>Tome of clear thought</i> +2	<i>miracle</i> or <i>wish</i>	55,000 gp	---
<i>Tome of clear thought</i> +3	<i>miracle</i> or <i>wish</i>	82,500 gp	---
<i>Tome of clear thought</i> +4	<i>miracle</i> or <i>wish</i>	110,000 gp	---
<i>Tome of clear thought</i> +5	<i>miracle</i> or <i>wish</i>	137,500 gp	---
<i>Tome of leaders & influence</i> +1	<i>miracle</i> or <i>wish</i>	27,500 gp	---
<i>Tome of leaders & influence</i> +2	<i>miracle</i> or <i>wish</i>	55,000 gp	---
<i>Tome of leaders & influence</i> +3	<i>miracle</i> or <i>wish</i>	82,500 gp	---
<i>Tome of leaders & influence</i> +4	<i>miracle</i> or <i>wish</i>	110,000 gp	---
<i>Tome of leaders & influence</i> +5	<i>miracle</i> or <i>wish</i>	137,500 gp	---
<i>Tome of understanding</i> +1	<i>miracle</i> or <i>wish</i>	27,500 gp	---
<i>Tome of understanding</i> +2	<i>miracle</i> or <i>wish</i>	55,000 gp	---
<i>Tome of understanding</i> +3	<i>miracle</i> or <i>wish</i>	82,500 gp	---
<i>Tome of understanding</i> +4	<i>miracle</i> or <i>wish</i>	110,000 gp	---
<i>Tome of understanding</i> +5	<i>miracle</i> or <i>wish</i>	137,500 gp	---
<i>Well of many worlds</i>	<i>gate</i>	82,000 gp	---

18th CL Items	Spells Needed	Price	Other Prerequisites
<i>Orb of storms</i>	<i>control weather, endure elements, storm of vengeance</i>	48,000 gp	---
<i>Scarab of protection</i>	<i>death ward, spell resistance</i>	38,000 gp	---

19th CL Items	Spells Needed	Price	Other Prerequisites
<i>Apparatus of the crab</i>	<i>animate objects, continual flame</i>	90,000 gp	Kn (arch & engine) 8+ ranks
<i>Chaos diamond</i>	<i>cloak of chaos, magic circle against law, random action, word of chaos</i>	160,000 gp	Must be chaotic

20th CL Items	Spells Needed	Price	Other Prerequisites
<i>Iron flask</i>	<i>trap the soul</i>	170,000 gp	---
<i>Mantle of faith</i>	<i>stoneskin</i>	76,000 gp	---
<i>Sovereign glue</i>	<i>make whole</i>	2,400 gp	---
<i>Universal solvent</i>	<i>disintegrate</i>	50 gp	---

Various CL Items	CL	Spells Needed	Price
<i>Strand of prayer beads, lesser</i>	---	same as below	9,600 gp
* <i>Bead of, blessing</i>	1st	<i>bles</i>	
* <i>Bead of healing</i>	5th	<i>cure serious wounds, remove blindness/deafness, or remove disease</i>	
<i>Strand of prayer beads</i>	---	same as below	25,800 gp
* <i>Bead of healing</i>	5th	<i>cure serious wounds, remove blindness/deafness, or remove disease</i>	
* <i>Bead of karma</i>	9th	<i>righteous might</i>	
* <i>Bead of smiting</i>	7th	<i>chaos hammer, holy smite, order's wrath, or unholy blight</i>	
<i>Strand of prayer beads, greater</i>	---	same as below	95,800 gp
* <i>Bead of healing</i>	5th	<i>cure serious wounds, remove blindness/deafness, or remove disease</i>	
* <i>Bead of karma</i>	9th	<i>righteous might</i>	
* <i>Bead of summons</i>	17th	<i>gate</i>	
* <i>Bead of wind walking</i>	11th	<i>wind walk</i>	

FORGE RING [12+ Caster Levels]

Magic Item	CL	Spells	Price	Other Prerequisites
<i>Feather falling</i>	1st	<i>feather fall</i>	2,200 gp	---
<i>Animal friendship</i>	3rd	<i>charm animal</i>	10,800 gp	---
<i>Chameleon power</i>	3rd	<i>disguise self, invisibility</i>	12,700 gp	---
<i>Energy resistance, minor</i>	3rd	<i>resist energy</i>	12,000 gp	---
<i>Invisibility</i>	3rd	<i>invisibility</i>	20,000 gp	---
<i>Mind shielding</i>	3rd	<i>nondetection</i>	8,000 gp	---
<i>Protection +1</i>	4th	<i>shield of faith</i>	2,000 gp	---
<i>Climbing</i>	5th	---	2,500 gp	Climb 5+ ranks
<i>Jumping</i>	5th	---	2,500 gp	Jump 5+ ranks
<i>Spell storing, minor</i>	5th	<i>imbue with spell ability</i>	18,000 gp	---
<i>Sustenance</i>	5th	<i>create food and water</i>	2,500 gp	---
<i>Swimming</i>	5th	---	2,500 gp	Swim 5+ ranks
<i>X-ray vision</i>	6th	<i>true seeing</i>	25,000 gp	---
<i>Blinking</i>	7th	<i>blink</i>	27,000 gp	---
<i>Energy resistance, moderate</i>	7th	<i>resist energy</i>	28,000 gp	---
<i>Evasion</i>	7th	<i>jump</i>	25,000 gp	---
<i>Freedom of movement</i>	7th	<i>freedom of movement</i>	40,000 gp	---
<i>Protection +2</i>	8th	<i>shield of faith</i>	8,000 gp	---
<i>Force shield</i>	9th	<i>wall of force</i>	8,500 gp	---
<i>Ram</i>	9th	<i>bull's strength, telekinesis</i>	8,600 gp	---
<i>Spell storing</i>	9th	<i>imbue with spell ability</i>	50,000 gp	---
<i>Telekinesis</i>	9th	<i>telekinesis</i>	75,000 gp	---
<i>Water walking</i>	9th	<i>water walk</i>	15,000 gp	---
<i>Climbing, improved</i>	10th	---	10,000 gp	Climb 10+ ranks
<i>Friend shield</i>	10th	<i>shield other</i>	50,000 gp	---
<i>Jumping, improved</i>	10th	---	10,000 gp	Jump 10+ ranks
<i>Swimming, improved</i>	10th	---	10,000 gp	Swim 10+ ranks
<i>Counterspells</i>	11th	<i>imbue with spell ability</i>	4,000 gp	---
<i>Energy resistance, major</i>	11th	<i>resist energy</i>	44,000 gp	---
<i>Wizardry I</i>	11th	<i>limited wish</i>	20,000 gp	---
<i>Protection +3</i>	12th	<i>shield of faith</i>	18,000 gp	---
<i>Shooting stars</i>	12th	<i>faerie fire, fireball, light, lightning bolt</i>	50,000 gp	---
<i>Spell turning</i>	13th	<i>spell turning</i>	98,280 gp	---
<i>Wizardry II</i>	14th	<i>limited wish</i>	40,000 gp	---
<i>Elemental command, air</i>	15th	<i>air walk, chain lightning, feather fall, gust of wind, resist energy, summon monster VI, wind wall</i>	200,000 gp	---
<i>Elemental command, earth</i>	15th	<i>meld into stone, passwall, soften earth or stone, stonewalk, summon monster VI, wall of stone</i>	200,000 gp	---
<i>Elemental command, fire</i>	15th	<i>burning hands, flame strike, flaming sphere, pyrotechnics, resist energy, summon monster VI, wall of fire</i>	200,000 gp	---
<i>Elemental command, water</i>	15th	<i>control water, create water, ice storm, summon monster VI, wall of ice, water breathing, water walk</i>	200,000 gp	---
<i>Regeneration</i>	15th	<i>regenerate</i>	90,000 gp	---
<i>Protection +4</i>	16th	<i>shield of faith</i>	32,000 gp	---
<i>Djinni calling</i>	17th	<i>gate</i>	125,000 gp	---
<i>Spell storing, major</i>	17th	<i>imbue with spell ability</i>	200,000 gp	---
<i>Wizardry III</i>	17th	<i>limited wish</i>	70,000 gp	---
<i>Protection +5</i>	20th	<i>shield of faith</i>	50,000 gp	---
<i>Three wishes</i>	20th	<i>miracle or wish</i>	97,950 gp	---
<i>Wizardry IV</i>	20th	<i>limited wish</i>	100,000 gp	---

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