

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

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Personal Items

Locations(DMG p214)

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

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

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

Back

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Cape of the General (DR328 p65)	Elven-made blue cloak embroidered with stars +2 Enhancement bonus to Intelligence. +2 Enhancement bonus to Charisma. +2 Resistance bonus to all saving throws. Wearer with Elven Blood only: All allies with Elven Blood within 30' gain a +4 Morale bonus on saving throws vs. Fear.	Back	Combo	Faint Abj Trans	5	Craft Wondrous Item <i>Eagle's Splendor</i> <i>Fox's Cunning</i> <i>Remove Fear</i> Creator must be an Elf or Half-Elf	19,000	1,520	38,000
Cape of the Mountebank (DMG p252)	<i>Dimension Door</i> , usable once per day. The start & ending locations have a cloud of smoke.	Back	Spell Effect	Mod Conj	9	Craft Wondrous Item <i>Dimension Door</i>	5,040	403	10,080
Cloak of Arachnida (DMG p252)	<i>Spider Climb</i> , always on. ½ movement over webs & cannot be stuck by them. <i>Web</i> , once per day +2 Luck bonus on saves vs. poison	Back	Combo	Faint Conj Trans	6	Craft Wondrous Item <i>Spider Climb</i> <i>Web</i>	7,000	560	14,000
Cloak of Charisma +2 (DMG p253)	+2 Enhancement bonus to Charisma.	Back	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Eagle's Splendor</i>	2,000	160	4,000
Cloak of Charisma +4 (DMG p253)	+4 Enhancement bonus to Charisma.	Back	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Eagle's Splendor</i>	8,000	640	16,000
Cloak of Charisma +6 (DMG p253)	+6 Enhancement bonus to Charisma.	Back	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Eagle's Splendor</i>	18,000	1,440	36,000
Cloak of Displacement, Major (DMG p253)	50% miss chance, 15 rounds per day, divided up as the wearer wishes..	Back	Defense	Mod Ill	7	Craft Wondrous Item Extend Spell <i>Displacement</i>	25,000	2,000	50,000
Cloak of Displacement, Minor (DMG p253)	20% miss chance, always on	Back	Defense	Faint Ill	3	Craft Wondrous Item <i>Displacement</i>	12,000	960	24,000
Cloak of Elvenkind (DMG p253)	+5 Competence bonus to Hide checks, when the hood is drawn over the wearer's head.	Back	Skill	Faint Ill	3	Craft Wondrous Item <i>Invisibility</i> Creator must be an Elf	1,250	100	2,500
Cloak of Etherealness (DMG p253)	<i>Ethereal Jaunt</i> for 10 minutes per day, broken up however desired.	Back	Spell Effect	Strong Trans	15	Craft Wondrous Item <i>Ethereal Jaunt</i>	27,500	2,200	55,000
Cloak of Resistance +1 (DMG p253)	+1 Resistance bonus to all saving throws	Back	Save	Faint Abj	3	Craft Wondrous Item <i>Resistance</i>	500	40	1,000
Cloak of Resistance +2 (DMG p253)	+2 Resistance bonus to all saving throws	Back	Save	Faint Abj	6	Craft Wondrous Item <i>Resistance</i>	2,000	160	4,000
Cloak of Resistance +3 (DMG p253)	+3 Resistance bonus to all saving throws	Back	Save	Faint Abj	9	Craft Wondrous Item <i>Resistance</i>	4,500	360	9,000
Cloak of Resistance +4 (DMG p253)	+4 Resistance bonus to all saving throws	Back	Save	Faint Abj	12	Craft Wondrous Item <i>Resistance</i>	8,000	640	16,000
Cloak of Resistance +5 (DMG p253)	+5 Resistance bonus to all saving throws	Back	Save	Faint Abj	15	Craft Wondrous Item <i>Resistance</i>	12,500	1,000	25,000
Cloak of the Bat (DMG p252)	+5 Competence bonus to Hide checks. Able to hang upside down like a bat. In darkness only: <i>Fly</i> –or– <i>Polymorph</i> (into a normal bat). Either power can only be used for up to 7 minutes, then the cloak must recharge for 7 minutes.	Back	Combo	Mod Trans	9	Craft Wondrous Item <i>Fly</i> <i>Polymorph</i>	13,000	1,040	26,000
Cloak of the Desert (DR325 p75)	Light brown cloak <i>Meld into Stone</i> into sand or sandstone only. Usable 3/day for up to 1 hour each use.	Back	Spell Effect	Mod Trans	6	Craft Wondrous Item <i>Meld into Stone</i>	9,000	720	18,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Cloak of the Manta Ray (DMG p253)	In salt water only: +3 Natural Armor bonus to AC. <i>Water Breathing</i> , at will. Swim 60'. 1d6 tail attack	Back	Breath Underwater	Mod Trans	9	Craft Wondrous Item <i>Polymorph Water Breathing</i>	3,600	288	7,200
Mantle of Faith (DMG p261)	Damage Reduction 5 / evil	Back	Defense	Strong Abj [good]	20	Craft Wondrous Item <i>Stoneskin</i>	38,000	3,040	76,000
Mantle of Spell Resistance (DMG p261)	Spell Resistance 21	Back	Defense	Mod Abj	9	Craft Wondrous Item <i>Spell Resistance</i>	45,000	3,600	90,000
Mantle of the Winter Witch (DR324 p76)	White, fur-trimmed cloak. Cold Resistance 10. +1 damage per die of any cast spell with the [cold] descriptor Gain Vulnerability to Fire – take +50% Fire damage	Back	Combo	Mod Evoc	9	Craft Wondrous Item <i>Cone of Cold Resist Energy</i>	8,500	680	17,000
Najjar's Cloak of Weaponry (PGF p123)	White linen cloak trimmed with Displacer Beast fur. Stores up to 25 pounds of non-living material. Objects must fit under a 6' long cloak (i.e., no reach weapons that can't bend). Once per round, one object may be pulled from under the cloak. Designed for weapons, so the extra-dimensional space can be "punctured".	Back	Storage	Mod Conj	9	Craft Wondrous Item <i>Leomund's Secret Chest</i>	1,250	100	2,500
Piwafwi of Resistance +4 (DR312 p87) (DR312 p89)	Drow cloak +4 Resistance bonus to all saving throws +10 Circumstance bonus on Hide checks	Back	Save	Strong Abj Ill	15	Craft Wondrous Item <i>Invisibility Resistance</i>	10,000	800	20,000
Piwafwi of Resistance +5 (DR312 p85)	Drow cloak +5 Resistance bonus to all saving throws +10 Circumstance bonus on Hide checks	Back	Save	Strong Abj Ill	15	Craft Wondrous Item <i>Invisibility Resistance</i>	15,000	1,200	30,000
Skin of Kaletor (DR324 p75)	Bearskin cloak with the bear's head forming a hood. Weighs 10 pounds. Smells bad, resulting in the wearer having a – penalty on Charisma-based skill checks and Wild Empathy checks. Wearer can Wild Shape as if his/her Druid level was at +4 (if no Druid levels, use Wild Shape as a 4 th level Druid).	Back	Misc.	Faint Trans	4	Craft Wondrous Item Creator must be a Druid	6,000	480	12,000
Starmantle Cloak (BoED p116)	Black cloak with tiny stars. Gives off light as a torch. Non-magic weapons & missiles that hit the wearer are destroyed & do no damage. If hit by a magic weapon or missile, the wearer gets a Reflex save vs. DC 15 for ½ damage.	Back	Spell Effect	Mod Abj	11	Craft Wondrous Item <i>Starmantle</i>	66,000	5,280	132,000
Sylvan Cloak (DR326 p78)	Heavy green cloak, decorated with leaf patterns. +4 bonus to Escape Artist checks. +4 bonus on Fortitude saves to resist the effects of extremely hot or cold environments. If being tracked by scent out-of-doors, the tracker receives a –10 penalty.	Back	Combo	Faint Trans	5	Craft Wondrous Item <i>Pass without Trace</i>	5,750	460	11,500
Sylvan Cloak, Greater (DR326 p78)	Heavy green cloak, decorated with leaf patterns. <i>Tree Strike</i> , 1/hour. <i>Liveoak</i> , 1/day. +4 bonus to Escape Artist checks. +4 bonus on Fortitude saves to resist the effects of extremely hot or cold environments. If being tracked by scent out-of-doors, the tracker receives a –10 penalty.	Back	Combo	Mod Trans	11	Craft Wondrous Item <i>Live Oak Pass without Trace Tree Stride</i>	76,680	30,672	153,360
Valas Hune's Piwafwi (DR312 p88)	Drow cloak +4 Resistance bonus to all saving throws +15 Circumstance bonus on Hide checks	Back	Save	Strong Abj Ill	12	Craft Wondrous Item <i>Invisibility Resistance</i>	12,500	1,000	25,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Wings of Flying (DMG p268)	Cloak or cape. On command, the wearer gains a pair of wings (bat or bird) that allow flight at a speed of 60' with good maneuverability.	Back	Move	Mod Trans	10	Craft Wondrous Item <i>Fly</i>	27,000	2,160	54,000

Body

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Chasuble of Fell Power, Greater (CArc p148)	Long strip of scarlet cloth embroidered with arcane sigils. +2d6 damage when the wearer uses the Warlock class ability Eldritch Blast –or– a [chaotic] spell that does hp dmg.	Body	Offense	Mod Evoc	9	Craft Wondrous Item <i>Chaos Hammer</i> –or– creator has the Eldritch Blast ability	9,000	720	18,000
Chasuble of Fell Power, Lesser (CArc p148)	Long strip of scarlet cloth embroidered with arcane sigils. +1d6 damage when the wearer uses the Warlock class ability Eldritch Blast –or– a [chaotic] spell that does hp dmg.	Body	Offense	Mod Evoc	6	Craft Wondrous Item <i>Chaos Hammer</i> –or– creator has the Eldritch Blast ability	4,000	320	8,000
Dyrr's Impervious Vestment (CArc p148)	Black silk robe embroidered with Adamantine thread. +9 Armor bonus to AC. <i>Blade Barrier</i> , 1/day. Activated as a Full Round Action. Effect is centered on the wearer when cast & is 90' in diameter & 20' high. Lasts for up to 18 minutes (dismissible as a Standard Action). The wearer may pass through this <i>Blade Barrier</i> at will.	Body	AC	Strong Abj	18	Craft Wondrous Item <i>Blade Barrier</i> <i>Mage Armor</i>	61,500	4,920	123,000
Robe of Blending (DMG p265)	+10 Competence bonus to Hide checks. <i>Disguise Self</i> , at will. Friends see the caster normally.	Body	Skill	Mod Ill	10	Craft Wondrous Item <i>Disguise Self</i>	15,000	1,200	30,000
Robe of Bones (DMG p265)	Has 10 patches, each of which can be removed as a Standard Action to become a pre-determined Undead. The summoner has no control of the Undead, but may use normal spells & class abilities on it. Two patches of each of the following: - Medium Human Commoner Skeleton - Medium Wolf Skeleton - Small Goblin Zombie - Medium Human Commoner Zombie - Medium Wolf Zombie Each patch is single use.	Body	Summon	Mod Necro [evil]	6	Craft Wondrous Item <i>Animate Dead</i>	1,200	96	2,400
Robe of Eyes (DMG p265)	360 degree vision. Darkvision 120'. See Invisible 120'. See Ethereal 120'. +10 Competence bonus on Search & Spot checks. Retains Dexterity bonus to AC when flat-footed. Can't be flanked. Can't avert eyes to avoid gaze attacks. The robe is Blinded for 1d3 Minutes by <i>Light</i> or <i>Continual Flame</i> . It is Blinded for 2d4 minutes by <i>Daylight</i> .	Body	Vision	Mod Div	11	Craft Wondrous Item <i>True Seeing</i>	60,000	4,800	120,000
Robe of Scintillating Colors (DMG p265)	Gives off light in a 30' radius continuously. Robe takes 1 full round to activate. Anyone looking at an activated robe within 30' is Dazed for 1d4+1 rounds (WillNeg DC14). Each round the robe is active, the wearer gets +10% Concealment, up to 50%. Can be used a total of 10 rounds per day.	Body	Combo	Mod Ill	11	Craft Wondrous Item <i>Blur</i> <i>Rainbow Pattern</i>	13,500	1,080	27,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Robe of Stars (DMG p265)	Wear can travel to the Astral Plane. +1 Luck bonus on all Saving Throws. 6 single-use +5 shuriken (robe provides proficiency).	Body	Combo	Strong varied	15	Craft Wondrous Item <i>Astral Projection</i> -or- <i>Plane Shift</i> <i>Magic Missile</i>	29,000	2,320	58,000
Robe of the Archmage - Black (DMG p265)	Arcane Spellcaster only: +5 Armor bonus to AC. Spell Resistance 18. +4 Resistance bonus to Saving Throws +2 Enhancement bonus to Caster level for overcoming Spell Resistance. Neutral Characters only: 2 Persistent Negative Level. Good Characters only: 3 Persistent Negative Level.	Body	Combo	Strong varied	14	Craft Wondrous Item <i>Antimagic Field</i> <i>Mage Armor</i> -or- <i>Shield of Faith</i> Creator must be Evil	37,500	3,000	75,000
Robe of the Archmage - Gray (DMG p265)	Arcane Spellcaster only: +5 Armor bonus to AC. Spell Resistance 18. +4 Resistance bonus to Saving Throws +2 Enhancement bonus to Caster level for overcoming Spell Resistance. Non-Neutral Characters only: 2 Persistent Negative Level.	Body	Combo	Strong varied	14	Craft Wondrous Item <i>Antimagic Field</i> <i>Mage Armor</i> -or- <i>Shield of Faith</i> Creator must be Neutral	37,500	3,000	75,000
Robe of the Archmage - White (DMG p265)	Arcane Spellcaster only: +5 Armor bonus to AC. Spell Resistance 18. +4 Resistance bonus to Saving Throws +2 Enhancement bonus to Caster level for overcoming Spell Resistance. Neutral Characters only: 2 Persistent Negative Level. Evil Characters only: 3 Persistent Negative Level.	Body	Combo	Strong varied	14	Craft Wondrous Item <i>Antimagic Field</i> <i>Mage Armor</i> -or- <i>Shield of Faith</i> Creator must be Good	37,500	3,000	75,000
Robe of the Burning Serpent (DR325 p76)	White robe decorated with flaming serpents sewn in gold thread. <i>Polymorph</i> (Yuan-Ti Abomination only) for 10 minutes. Usable 1/day. Evil character only: Serpents on robe glow for a moment when the robe is put on. Good character only: Takes 1d4+10 Fire damage per round	Body	Spell Effect	Mod Trans	10	Craft Wondrous Item <i>Polymorph</i> <i>Fire Trap</i> Creator must be of Evil alignment	20,000	1,600	40,000
Robe of Useful Items (DMG p266)	Has 16 – 28 patches, each of which can be removed to become a pre-determined useful object, such as a ladder, door, or even a pit. Each patch is single use.	Body	Storage	Mod Trans	9	Craft Wondrous Item <i>Fabricate</i>	3,500	280	7,000

Chest

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Tasmia's Heart (PGF p124)	High-necked silk bustier decorated with sapphires & other gems. See underwater 5x as good as usual. Breath Underwater, on command. <i>Freedom of Movement</i> , always on Extends the wearer's life span (i.e., takes longer to die of old age).	Chest	Combo	Mod Trans	7	Craft Wondrous Item <i>Freedom of Movement</i> <i>Water Breathing</i> Creator must be 10 th + level	63,500	5,080	127,000
Vest of Escape (DMG p268)	Filled with secret pockets that hold lockpicks that give +4 Competence bonus on Open Lock checks. +6 Competence bonus on Escape Artist checks.	Chest	Skill	Faint Conj Trans	4	Craft Wondrous Item <i>Knock Grease</i>	2,600	208	5,200
Vest of Resistance +1 (CArc p150)	+1 Resistance bonus to Saving Throws.	Chest	Save	Faint Abj	5	Craft Wondrous Item <i>Resistance</i>	500	40	1,000
Vest of Resistance +2 (CArc p150)	+2 Resistance bonus to Saving Throws.	Chest	Save	Faint Abj	5	Craft Wondrous Item <i>Resistance</i> Creator must be 6 th lvl	2,000	160	4,000
Vest of Resistance +3 (CArc p150)	+3 Resistance bonus to Saving Throws	Chest	Save	Faint Abj	5	Craft Wondrous Item <i>Resistance</i> Creator must be 9 th lvl	4,500	360	9,000
Vest of Resistance +4 (CArc p150)	+4 Resistance bonus to Saving Throws.	Chest	Save	Faint Abj	5	Craft Wondrous Item <i>Resistance</i> Creator must be 12 th lvl	8,000	640	16,000
Vest of Resistance +5 (CArc p150)	+5 Resistance bonus to Saving Throws.	Chest	Save	Faint Abj	5	Craft Wondrous Item <i>Resistance</i> Creator must be 15 th lvl	12,500	1,000	25,000
Vestment of Judgment (DR325 p76)	Black tunic with the scales of judgment & two jackals sewn in gold on the back Good character only: <i>True Resurrection</i> , 1/month. Must have worn the vestment for 30 days before this ability is available. Evil character only: Contracts the disease Mummy Rot (FortNeg, DC16, must make a new save each round).	Chest	Spell Effect	Strong Conj	17	Craft Wondrous Item <i>True Resurrection</i> <i>Contagion</i> Creator must be of Good alignment	47,500	3,800	95,000
Vestment, Druid's (DMG p268)	Wearer with the Wild Shape ability only: Gain one extra use of Wild Shape per day.	Chest	Class – Druid	Mod Trans	10	Craft Wondrous Item <i>Polymorph</i> -or- Creator must be have the Wild Shape ability	5,000	400	10,000

Face

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Balclava of Clean Air (DR326 p55)	Head covering made from black cloth. Wearer is immune to all inhaled or scent-based effects, though he/she also loses use of the Scent special ability.	Face	Defense	Strong Trans	12	Craft Wondrous Item	2,500	200	5,000
Eye of Horus (DR325 p75)	Single lens that is placed over one eye. The lens is then absorbed into the user's body and appears as a tattoo around the user's eye. May only be removed by the will of the user or by the user's death. <i>Detect Evil</i> , at will as a Standard Action. <i>Protection from Evil</i> (self only), 1/day. <i>Disguise Self</i> (self only), 1/day. <i>Misdirection</i> (self only), 1/day.	Face	Spell Effect	Faint Div	3	Craft Wondrous Item <i>Detect Evil</i> <i>Disguise Self</i> <i>Misdirection</i> <i>Protection from Evil</i>	6,600	528	13,200
Eyes of Charming (DMG p256)	Pair of crystal lenses that fit over the wearer's eyes. By meeting a target's gaze, the wearer may inflict <i>Charm Person</i> on 1 target per round as a Free Action. If wearing both lenses, DC 16. If wearing only one lens, DC 10.	Face	Spell Effect	Mod Ench	7	Craft Wondrous Item Heighten Spell <i>Charm Person</i>	28,000	2,240	56,000
Eyes of Doom (DMG p256)	Pair of crystal lenses that fit over the wearer's eyes. By meeting a target's gaze, the wearer may inflict <i>Doom</i> on 1 target per round as a Standard Action (DC11 if wearing both lenses, otherwise DC10). Wearing both lenses only: <i>Deathwatch</i> , always on. <i>Fear</i> (DC16), as a normal Gaze Attack, 1/week.	Face	Spell Effect	Mod Necro	11	Craft Wondrous Item <i>Doom</i> <i>Deathwatch</i> <i>Fear</i>	12,500	1,000	25,000
Eyes of Petrification (DMG p256)	Pair of crystal lenses that fit over the wearer's eyes. Wearing both lenses only: Petrification Gaze Attack (DC 19), for 10 rounds per day.	Face	Offense	Mod Trans	11	Craft Wondrous Item <i>Flesh to Stone</i>	49,000	3,920	98,000
Eyes of the Eagle (DMG p256)	Pair of crystal lenses that fit over the wearer's eyes. +5 Competence bonus to Spot checks. If only wearing one lens, wearer becomes Stunned for one round, but then receives the bonus as long as the other eye is covered.	Face	Skill	Faint Div	3	Craft Wondrous Item <i>Clairaudience</i> / <i>Clairvoyance</i>	1,250	100	2,500
Goggles of Minute Seeing (DMG p257)	+5 Competence bonus to Search checks looking for secret doors, traps, etc.	Face	Skill	Faint Div	3	Craft Wondrous Item <i>True Seeing</i>	625	50	1,250
Goggles of Night (DMG p258)	Gain Darkvision 60'.	Face	Vision	Faint Trans	3	Craft Wondrous Item <i>Darkvision</i>	6,000	480	12,000
Lenses of Darkness (CArc p149)	+4 Circumstance bonus on saving throws vs. spells with the 'light' descriptor, Illusion (pattern) spells, & effects that cause blindness due to light.	Face	Save	Faint Abj Evoc	3	Craft Wondrous Item <i>Darkness</i> <i>Resistance</i>	3,850	308	7,700
Mask of the Skull (DMG p262)	Ivory mask that looks like a skull. Once a day, the mask flies up to 50' to make a touch attack (using its wearer's Base Attack Bonus) that delivers a <i>Finger of Death</i> (DC 20). Hit or miss, the mask then flies back to its wearer. Must be worn for 1 hour before it can be used.	Face	Spell Effect	Strong Necro Trans	13	Craft Wondrous Item <i>Animate Objects</i> <i>Finger of Death</i> <i>Fly</i>	11,000	880	22,000
Mask of Fury (DR324 p76)	Half-mask with the image of a predator. Wearer can Rage as a Barbarian twice per day. To activate, the wearer must smear the mask with his/her own blood (Standard Action + 3hp damage). If the wearer has been wounded within the last hour, the Rage can be activated as a Free Action & no additional damage is taken.	Face	Misc.	Faint Ench	5	Craft Wondrous Item <i>Rage</i>	6,000	480	12,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Thespian's Mask (DR328 p67)	Ivory mask made to look like a humanoid with a specific race, gender, and age. <i>Disguise Self</i> , into the race, gender, and age portrayed on the mask. Effect lasts as long as the mask is worn.	Face	Spell Effect	Faint Ill	5	Craft Wondrous Item <i>Disguise Self</i> Creator must have 10+ ranks in Craft(sculpting)	1,500	120	3,000

Feet

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Boots of Elvenkind (DMG p250)	+5 Competence bonus to Move Silently checks	Feet	Skill	Faint Trans	5	Craft Wondrous Item Creator must be an Elf	1,250	100	2,500
Boots of Levitation (DMG p250)	<i>Levitate</i> , on command.	Feet	Spell Effect	Faint Trans	3	Craft Wondrous Item <i>Levitate</i>	3,750	300	7,500
Boots of Speed (DMG p250)	10 rounds of <i>Haste</i> per day, broken up as desired. Activated as a Free Action.	Feet	Move	Mod Trans	10	Craft Wondrous Item <i>Haste</i>	6,000	480	12,000
Boots of Stability (DR314 p29)	The boots become rooted to the earth on command as a Free Action. This effect can be used for 10 rounds per day, broken up as desired. Moving a 'rooted' character requires a Strength check (for a Grapple, Bull Rush, Overrun, Trip, etc.) –or– a Caster check (for <i>Telekinesis</i> , etc.) vs. DC 17. +5 Competence bonus on Balance and Climb checks.	Feet	Skill	Faint Trans	5	Craft Wondrous Item <i>Mountain Stance</i>	4,925	394	9,850
Boots of Striding and Springing (DMG p250)	Increases the wearer's land speed by +10'. +5 Competence bonus to Jump checks.	Feet	Move	Faint Trans	3	Craft Wondrous Item <i>Longstrider</i> Creator must have 5+ ranks in Jump	2,750	220	5,500
Boots of Teleportation (DMG p250)	<i>Teleport</i> , 3/day.	Feet	Teleport	Mod Conj	9	Craft Wondrous Item <i>Teleport</i>	24,500	1,960	49,000
Boots of the Winterlands (DMG p250)	Move through snow at normal speed without leaving tracks. Travel across ice at full speed. <i>Endure Elements</i> against cold, always on.	Feet	Move	Faint Abj Trans	5	Craft Wondrous Item <i>Endure Elements</i> <i>Pass without Trace</i> <i>Cat's Grace</i>	1,250	100	2,500
Boots of the Woodland (DR328 p65)	<i>Endure Elements</i> , always on. +10' Enhancement bonus to Land speed. +4 Insight bonus on Reflex saves. +10 Competence bonus on Move Silently checks. Must be worn for 24 hours in a forest before the benefits take effect.	Feet	Combo	Faint Abj	5	Craft Wondrous Item <i>Cat's Grace</i> <i>Endure Elements</i> <i>Expeditious Retreat</i>	8,000	640	16,000
Boots, Winged (DMG p250)	<i>Fly</i> , 3/day. Each activation lasts 5 minutes.	Feet	Move	Faint Trans	5	Craft Wondrous Item <i>Fly</i>	8,000	640	16,000
River Sandals (DR325 p76)	<i>Water Walk</i> , at will. Does not leave track, though still can be followed by scent.	Feet	Spell Effect	Mod Trans	5	Craft Wondrous Item <i>Water Walk</i> <i>Pass without Trace</i>	23,500	1,880	47,000
Shadahkar's Swift Wind (DR324 p75)	Pair of sandals made from leopard skin. +10' bonus to base movement. Gain Feat: <i>Endurance</i> and Feat: <i>Run</i> . Receive a –2 penalty to Dexterity	Feet	Move	Faint Trans	1	Craft Wondrous Item <i>Expeditious Retreat</i>	4,175	334	8,350
Slippers of Spider Climbing (DMG p266)	<i>Spider Climb</i> but with free hands. Movement 20'. Cannot climb ice & other slick substances. Usable for 10 minutes per day, broken up as desired.	Feet	Spell Effect	Faint Trans	4	Craft Wondrous Item <i>Spider Climb</i>	2,400	192	4,800

Finger

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Akkabar's Battleblade Ring (PGF p122)	<i>Blade Barrier</i> , 1/day. When activated, the ring flies off the wearer's finger to the center of the spell effect. When the spell ends or is dismissed, it flies back to its owner if he/she is within 60', is still alive, & if there is a clear path between the two. If not, it falls to the ground.	Finger	Spell Effect	Mod Evoc [force]	12	Forge Ring <i>Blade Barrier</i>	12,960	1,037	25,920
Annulus Conflagros (PGF p122)	Copper ring inset with topaz & rubies. Fire Resistance 5. <i>Pyrotechnics</i> , at will. <i>Burning Hands</i> , 3/day. <i>Fireball</i> , 2/day. <i>Wall of Fire</i> , 1/day.	Finger	Spell Effect	Mod Evoc [fire]	6	Forge Ring <i>Burning Hands</i> <i>Fireball</i> <i>Pyrotechnics</i> <i>Resist Energy</i> <i>Wall of Fire</i>	46,170	3,694	92,340
Keeper's Guide (DR325 p76)	Ring made of Turquoise and Lapis Lazuli. Wearer can find magical traps and traps with a DC of 20+. Receives a +3 Insight bonus on Search checks to find traps.	Finger	Skill	Mod Div	6	Forge Ring <i>Find Traps</i>	12,000	960	24,000
Master's Ring (DR312 p87)	+6 Enhancement bonus to Constitution +4 Natural Armor bonus to AC <i>Longstrider</i> , always on.	Finger	Combo	Strong Trans	13	Forge Ring <i>Bear's Endurance</i> <i>Limited Wish</i> <i>Longstrider</i>	51,000	4,080	102,000
Ring of Adamantine Touch (BoED p115)	The wearer's melee & natural attacks are treated as Adamantine for purposes of overcoming Damage Reduction.	Finger	Spell Effect	Strong Trans	12	Forge Ring <i>Touch of Adamantine</i>	60,000	4,800	120,000
Ring of Affliction (BoED p115)	A target hit by the wearer's natural or unarmed attacks gains an Affliction(BoED p35) (FortNeg DC17).	Finger	Spell Effect	Strong Necro [good]	12	Forge Ring <i>Touch of Adamantine</i> Creator must be Good	36,000	2,880	72,000
Ring of Animal Friendship (DMG p230)	<i>Charm Animal</i> , on command.	Finger	Spell Effect	Faint Ench	3	Forge Ring <i>Charm Animal</i>	5,400	432	10,800
Ring of Blinking (DMG p230)	<i>Blink</i> , on command.	Finger	Spell Effect	Mod Trans	7	Forge Ring <i>Blink</i>	13,500	1,080	27,000
Ring of Chameleon Power (DMG p230)	+10 Competence bonus to Hide checks, as a Free Action. <i>Disguise Self</i> , as a Standard Action.	Finger	Skill	Faint Ill	3	Forge Ring <i>Disguise Self</i> <i>Invisibility</i>	6,350	508	12,700
Ring of Climbing (DMG p230)	+5 Competence bonus on Climb checks.	Finger	Skill	Faint Trans	5	Forge Ring Creator must have 5 ranks in Climb	1,250	100	2,500
Ring of Climbing, Improved (DMG p230)	+10 Competence bonus on Climb checks.	Finger	Skill	Faint Trans	5	Forge Ring Creator must have 10 ranks in Climb	5,000	400	10,000
Ring of Counterspells (DMG p230)	Can hold one spell of up to a 6 th level. If that spell is cast on the wearer, it is automatically countered & the ring is "empty", ready to be recharged.	Finger	Defense	Mod Evoc	11	Forge Ring <i>Imbue with Spell Ability</i>	2,000	160	4,000
Ring of Djinni Calling (DMG p230)	Able to gate a specific Djinni for 1 hour per day to obey the wearer. If the Djinni is ever slain, the ring loses its magic.	Finger	Summon	Strong Conj	17	Forge Ring <i>Gate</i>	62,500	5,000	125,000
Ring of Earth's Grasp (DR314 p29)	Increases the wearer's grip in both hands. Any Strength-based check using grip (including Climb checks, resisting being Disarmed, Grapple checks, etc.) receives a +4 bonus.	Finger	Skill	Mod Trans	10	Forge Ring <i>Bull's Strength</i>	5,000	400	10,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Ring of Elemental Command – Air (DMG p231)	<p><i>Feather Fall</i>, as needed (self only).</p> <p>When attuned: Protection - Air Elementals cannot attack the wearer or approach within 5'</p> <p><i>Charm Monster</i> on an Air Elemental (DC 17). If the elemental makes it save, it is forever immune to that ring's Charm & Protection ability.</p> <p>Air Elementals or Outsiders respect and/or hate you & suffer a –1 penalty on attack rolls against the wearer.</p> <p>When fighting Air Elementals or Outsiders, you gain a +4 Morale bonus on attacks, a +2 Resistance bonus on save, & bypass their damage reduction.</p> <p>–2 on saves vs. earth-based effects.</p> <p>Resist Electricity 30.</p> <p><i>Gust of Wind</i>, 2/day.</p> <p><i>Wind Wall</i>, on command.</p> <p><i>Air Walk</i>, 1/day (self only).</p> <p><i>Chain Lightning</i>, 1/week.</p>	Finger	Combo	Strong Conj	15	<p>Forge Ring</p> <p><i>Summon Monster VI</i></p> <p><i>Feather Fall</i></p> <p><i>Resist Elements</i></p> <p><i>Gust of Wind</i></p> <p><i>Wind Wall</i></p> <p><i>Air Walk</i></p> <p><i>Chain Lightning</i></p>	100,000	8,000	200,000
Ring of Elemental Command – Earth (DMG p231)	<p><i>Meld into Stone</i>, on command.</p> <p>When attuned: Protection - Earth Elementals cannot attack the wearer or approach within 5'</p> <p><i>Charm Monster</i> on an Earth Elemental (DC 17). If the elemental makes it save, it is forever immune to that ring's Charm & Protection ability.</p> <p>Earth Elementals or Outsiders respect and/or hate you & suffer a –1 penalty on attack rolls against the wearer.</p> <p>When fighting Earth Elementals or Outsiders, you gain a +4 Morale bonus on attacks, a +2 Resistance bonus on save, & bypass their damage reduction.</p> <p>–2 on save vs. air/electricity-based effects</p> <p><i>Soften Earth or Stone</i>, on command.</p> <p><i>Stone Shape</i>, 2/day.</p> <p><i>Stoneskin</i>, 1/week (self only).</p> <p><i>Passwall</i>, 2/week.</p> <p><i>Wall of Stone</i>, 1/day.</p>	Finger	Combo	Strong Conj	15	<p>Forge Ring</p> <p><i>Summon Monster VI</i></p> <p><i>Meld into Stone</i></p> <p><i>Soften Earth or Stone</i></p> <p><i>Stone Shape</i></p> <p><i>Stoneskin</i></p> <p><i>Passwall</i></p> <p><i>Wall of Stone</i></p>	100,000	8,000	200,000
Ring of Elemental Command – Fire (DMG p231)	<p>Fire Resistance 20.</p> <p>When attuned: Protection - Fire Elementals cannot attack the wearer or approach within 5'</p> <p><i>Charm Monster</i> on an Fire Elemental (DC 17). If the elemental makes it save, it is forever immune to that ring's Charm & Protection ability.</p> <p>Fire Elementals or Outsiders respect and/or hate you & suffer a –1 penalty on attack rolls against the wearer.</p> <p>When fighting Fire Elementals or Outsiders, you gain a +4 Morale bonus on attacks, a +2 Resistance bonus on save, & bypass their damage reduction.</p> <p>–2 on save vs. water/cold-based effects.</p> <p><i>Burning Hands</i>, on command.</p> <p><i>Flaming Sphere</i>, 2/day.</p> <p><i>Pyrotechnics</i>, 2/day.</p> <p><i>Wall of Fire</i>, 1/day.</p> <p><i>Flame Strike</i>, 2/week.</p>	Finger	Combo	Strong Conj	15	<p>Forge Ring</p> <p><i>Summon Monster VI</i></p> <p><i>Burning Hands</i></p> <p><i>Flaming Sphere</i></p> <p><i>Pyrotechnics</i></p> <p><i>Wall of Fire</i></p> <p><i>Flame Strike</i></p>	100,000	8,000	200,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Ring of Elemental Command – Water (DMG p231)	<p><i>Water Walk</i>, always on.</p> <p>When attuned: Protection - Water Elementals cannot attack the wearer or approach within 5'</p> <p><i>Charm Monster</i> on an Water Elemental (DC 17). If the elemental makes it save, it is forever immune to that ring's Charm & Protection ability.</p> <p>Water Elementals or Outsiders respect and/or hate you & suffer a -1 penalty on attack rolls against the wearer.</p> <p>When fighting Water Elementals or Outsiders, you gain a +4 Morale bonus on attacks, a +2 Resistance bonus on save, & bypass their damage reduction.</p> <p>-2 on save vs. fire-based effects.</p> <p><i>Create Water</i>, on command.</p> <p><i>Water Breathing</i>, as needed.</p> <p><i>Wall of Ice</i>, 1/day.</p> <p><i>Ice Storm</i>, 2/week.</p> <p><i>Control Water</i>, 2/week.</p>	Finger	Combo	Strong Conj	15	<p>Forge Ring</p> <p><i>Summon Monster VI</i></p> <p><i>Water Walk</i></p> <p><i>Create Water</i></p> <p><i>Water Breathing</i></p> <p><i>Wall of Ice</i></p> <p><i>Ice Storm</i></p> <p><i>Control Water</i></p>	100,000	8,000	200,000
Ring of Energy Resistance, Greater – Acid (DMG p232)	Acid Resistance 30.	Finger	Defense	Mod Abj	11	Forge Ring <i>Resist Energy</i>	22,000	1,760	44,000
Ring of Energy Resistance, Greater – Cold (DMG p232)	Cold Resistance 30.	Finger	Defense	Faint Abj	7	Forge Ring <i>Resist Energy</i>	22,000	1,760	44,000
Ring of Energy Resistance, Greater – Electricity (DMG p232)	Electricity Resistance 30.	Finger	Defense	Faint Abj	7	Forge Ring <i>Resist Energy</i>	22,000	1,760	44,000
Ring of Energy Resistance, Greater – Fire (DMG p232)	Fire Resistance 30.	Finger	Defense	Faint Abj	7	Forge Ring <i>Resist Energy</i>	22,000	1,760	44,000
Ring of Energy Resistance, Greater – Sonic (DMG p232)	Sonic Resistance 30.	Finger	Defense	Faint Abj	7	Forge Ring <i>Resist Energy</i>	22,000	1,760	44,000
Ring of Energy Resistance, Major – Acid (DMG p232)	Acid Resistance 20.	Finger	Defense	Faint Abj	7	Forge Ring <i>Resist Energy</i>	14,000	1,120	28,000
Ring of Energy Resistance, Major – Cold (DMG p232)	Cold Resistance 20.	Finger	Defense	Faint Abj	7	Forge Ring <i>Resist Energy</i>	14,000	1,120	28,000
Ring of Energy Resistance, Major – Electricity (DMG p232)	Electricity Resistance 20.	Finger	Defense	Faint Abj	7	Forge Ring <i>Resist Energy</i>	14,000	1,120	28,000
Ring of Energy Resistance, Major – Fire (DMG p232)	Fire Resistance 20.	Finger	Defense	Faint Abj	7	Forge Ring <i>Resist Energy</i>	14,000	1,120	28,000
Ring of Energy Resistance, Major – Sonic (DMG p232)	Sonic Resistance 20.	Finger	Defense	Faint Abj	7	Forge Ring <i>Resist Energy</i>	14,000	1,120	28,000
Ring of Energy Resistance, Minor – Acid (DMG p232)	Acid Resistance 10.	Finger	Defense	Faint Abj	3	Forge Ring <i>Resist Energy</i>	6,000	480	12,000
Ring of Energy Resistance, Minor – Cold (DMG p232)	Cold Resistance 10.	Finger	Defense	Faint Abj	3	Forge Ring <i>Resist Energy</i>	6,000	480	12,000
Ring of Energy Resistance, Minor – Electricity (DMG p232)	Electricity Resistance 10.	Finger	Defense	Faint Abj	3	Forge Ring <i>Resist Energy</i>	6,000	480	12,000
Ring of Energy Resistance, Minor – Fire (DMG p232)	Fire Resistance 10.	Finger	Defense	Faint Abj	3	Forge Ring <i>Resist Energy</i>	6,000	480	12,000
Ring of Energy Resistance, Minor – Sonic (DMG p232)	Sonic Resistance 10.	Finger	Defense	Faint Abj	3	Forge Ring <i>Resist Energy</i>	6,000	480	12,000
Ring of Evasion (DMG p232)	On Reflex saves for ½ damage, take no damage if save is successful.	Finger	Defense	Mod Trans	7	Forge Ring <i>Jump</i>	12,500	1,000	25,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Ring of Feather Falling (DMG p232)	<i>Feather Fall</i> , automatically when the wearer falls more than 5'.	Finger	Spell Effect	Faint Trans	1	Forge Ring <i>Feather Fall</i>	1,100	88	2,200
Ring of Force Shield (DMG p232)	As a Free Action, activate or deactivate a shield made of force. It provides +2 AC, with no Armor Check penalty or Arcane Spell Failure chance.	Finger	Defense	Mod Evoc	9	Forge Ring <i>Wall of Force</i>	4,250	340	8,500
Ring of Freedom of Movement (DMG p232)	<i>Freedom of Movement</i> , always on	Finger	Spell Effect	Mod Abj	7	Forge Ring <i>Freedom of Movement</i>	20,000	1,600	40,000
Ring of Friend Shield (DMG p232)	Pair of rings. <i>Shield Other</i> , at will, with no range limit. Can be initiated by either ring on the wearer of the other ring.	Finger	Spell Effect	Mod Abj	10	Forge Ring <i>Shield Other</i>	25,000	2,000	50,000
Ring of Invisibility (DMG p232)	<i>Invisibility</i> , on command.	Finger	Spell Effect	Faint Ill	3	Forge Ring <i>Invisibility</i>	10,000	800	20,000
Ring of Jumping (DMG p232)	+5 Competence bonus to Jump checks.	Finger	Skill	Faint Trans	2	Forge Ring Creator must have 5 ranks in Jump	1,250	100	2,500
Ring of Jumping, Improved (DMG p232)	+10 Competence bonus to Jump checks.	Finger	Skill	Mod Trans	7	Forge Ring Creator must have 10 ranks in Jump	5,000	400	10,000
Ring of Mind Shielding (DMG p232)	Wearer is immune to <i>Detect Thoughts</i> , <i>Discern Lies</i> , and all attempts to determine alignment.	Finger	Defense	Faint Abj	3	Forge Ring <i>Nondetection</i>	4,000	320	8,000
Ring of Protection +1 (DMG p232)	+1 Deflection bonus to AC	Finger	AC	Faint Abj	5	Forge Ring <i>Shield of Faith</i>	1,000	80	2,000
Ring of Protection +2 (DMG p232)	+2 Deflection bonus to AC	Finger	AC	Faint Abj	5	Forge Ring <i>Shield of Faith</i> Creator must be at least 6 th level	4,000	320	8,000
Ring of Protection +3 (DMG p232)	+3 Deflection bonus to AC.	Finger	AC	Faint Abj	5	Forge Ring <i>Shield of Faith</i> Creator must be at least 9 th level	9,000	720	18,000
Ring of Protection +4 (DMG p232)	+4 Deflection bonus to AC	Finger	AC	Faint Abj	5	Forge Ring <i>Shield of Faith</i> Creator must be at least 12 th level	16,000	1,280	32,000
Ring of Protection +5 (DMG p232)	+5 Deflection bonus to AC	Finger	AC	Faint Abj	5	Forge Ring <i>Shield of Faith</i> Creator must be at least 15 th level	25,000	2,000	50,000
Ring of Ram (DMG p232)	A force-bolt in the shape of a ram is generated by this ring on command. The wearer decides if 1, 2, or 3 charges are expended with each use. If aimed at a door, make an Open Door check at (+6 + the number of charges). Otherwise, make a ranged attack with a 50' limit doing 1d6/charge damage. If within 30', the target also subject to a Bull Rush at (+10 + the number of charges). 50 charges.	Finger	Offense	Mod Trans	9	Forge Ring <i>Bull's Strength Telekinesis</i>	4,300	344	8,600
Ring of Regeneration (DMG p232)	Ring can only heal damage taken while it is worn. Regain 1 hit point back every hour. Regain 1 point of subdual damage back every 5 minutes. Limbs, etc., will regenerate too.	Finger	Healing	Strong Conj	15	Forge Ring <i>Regenerate</i>	45,000	3,600	90,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Ring of Shooting Stars (DMG p232)	At night under the open sky –or– in an area of shadows only: <i>Dancing Lights</i> , 1/hour. <i>Light</i> , 2/night. Ball Lightning, 1/night. The user creates 1-4 glowing balls that appear to be Dancing Lights. A sphere has a movement of 120', a range of 120', & must be used within 4 rounds of its release. Any creature that comes within 5' of a sphere causes it to discharge, causing electrical damage. The spheres can be released one at time anytime during the night. 4 balls at 1d6 each; 3 balls at 2d6 each; 2 balls at 3d6 each; or 1 ball at 4d6. Shooting Stars, 3/week. Up to 3 shooting stars can be launched as a single action. Each does 12 hp impact damage (Ref save vs. DC 13 to avoid) & explodes in a 5' radius for 24hp fire damage. Range is 70'. Underground –or– indoors at night only: <i>Faerie Fire</i> , 2/day. Spark Shower, 1/day. All creatures in a 20' long cone with a 10' wide base take at least 2d8 damage. If a creature has metal armor or a metal weapon, it takes 4d8 damage instead.	Finger	Offense	Strong Evoc	12	Forge Ring <i>Light</i> <i>Faerie Fire</i> <i>Fireball</i> <i>Lighting Bolt</i>	25,000	2,000	50,000
Ring of Solar Wings (BoED p115)	The wearer gains gleaming white wings, which grant Fly 150' (perfect). If the ring is removed, <i>Feather Fall</i> activates immediately.	Finger	Move	Strong Trans	12	Forge Ring <i>Feather Fall</i> <i>Polymorph</i>	59,000	4,720	118,000
Ring of Speed (DR312 p88)	10 rounds of <i>Haste</i> per day, broken up as desired. Activated as a Free Action.	Finger	Move	Mod Trans	10	Forge Ring <i>Haste</i>	6,000	480	12,000
Ring of Spell Storing (DMG p233)	Holds up to 5 levels of single-use spells. Any spell-caster can "cast spells" in to the ring for later use, assuming there are available levels remaining in the ring. When put on, the wearer immediately knows that spells are in the ring. Anyone can cast the spells.	Finger	Spell Storage	Mod Evoc	9	Forge Ring <i>Imbue with Spell Ability</i>	25,000	2,000	50,000
Ring of Spell Storing, Major (DMG p233)	Holds up to 10 levels of single-use spells. Any spell-caster can "cast spells" in to the ring for later use, assuming there are available levels remaining in the ring. When put on, the wearer immediately knows that spells are in the ring. Anyone can cast the spells.	Finger	Spell Storage	Strong Evoc	17	Forge Ring <i>Imbue with Spell Ability</i>	100,000	8,000	200,000
Ring of Spell Storing, Minor (DMG p233)	Holds up to 3 levels of single-use spells. Any spell-caster can "cast spells" in to the ring for later use, assuming there are available levels remaining in the ring. When put on, the wearer immediately knows that spells are in the ring. Anyone can cast the spells.	Finger	Spell Storage	Faint Evoc	5	Forge Ring <i>Imbue with Spell Ability</i>	9,000	720	18,000
Ring of Spell Turning (DMG p233)	<i>Spell Turning</i> , on command.	Finger	Spell Effect	Strong Abj	13	Forge Ring <i>Spell Turning</i>	49,140	3,931	98,280
Ring of Sustenance (DMG p233)	Must be worn 1 week to activate. Wearer does not require food, water, & only needs 2 hours of sleep per night.	Finger	Food	Faint Conj	5	Forge Ring <i>Create Food and Water</i>	1,250	100	2,500
Ring of Swimming (DMG p233)	+5 Competence bonus on Swim checks.	Finger	Skill	Faint Trans	2	Forge Ring Creator must have 5 ranks of Swim	1,250	100	2,500
Ring of Swimming, Improved (DMG p233)	+10 Competence bonus on Swim checks.	Finger	Skill	Mod Trans	7	Forge Ring Creator must have 10 ranks of Swim	5,000	400	10,000
Ring of Telekinesis (DMG p233)	<i>Telekinesis</i> , on command	Finger	Spell Effect	Mod Trans	9	Forge Ring <i>Telekinesis</i>	37,500	3,000	75,000
Ring of Three Wishes (DMG p233)	<i>Wish</i> , 3 uses.	Finger	Misc.	Strong Evoc	20	Forge Ring <i>Wish</i> –or– <i>Miracle</i>	11,475	15,918	97,950

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Ring of Vengeance (BoED p115)	Good creature only: If killed, the creature that struck the killing blow takes 15d6 damage (Ref½ DC19), then the ring dissolves.	Finger	Defense	Strong Abj [good]	15	Forge Ring <i>Vengeance Halo</i> Creator must be Good	2,250	180	4,500
Ring of Water Walking (DMG p233)	<i>Water Walk</i> , always on.	Finger	Spell Effect	Mod Trans	9	Forge Ring <i>Water Walk</i>	7,500	600	15,000
Ring of Wizardry I (DMG p233)	Doubles an Arcane spellcaster's base number of 1 st level spells per day.	Finger	Spell Restore	Mod no school	11	Forge Ring <i>Limited Wish</i>	10,000	800	20,000
Ring of Wizardry II (DMG p233)	Doubles an Arcane spellcaster's base number of 2 nd level spells per day.	Finger	Spell Restore	Strong no school	14	Forge Ring <i>Limited Wish</i>	20,000	1,600	40,000
Ring of Wizardry III (DMG p233)	Doubles an Arcane spellcaster's base number of 3 rd level spells per day.	Finger	Spell Restore	Strong no school	17	Forge Ring <i>Limited Wish</i>	35,000	2,800	70,000
Ring of Wizardry IV (DMG p233)	Doubles an Arcane spellcaster's base number of 4 th level spells per day.	Finger	Spell Restore	Strong no school	20	Forge Ring <i>Limited Wish</i>	50,000	4,000	100,000
Ring of X-Ray Vision (DMG p233)	See through solid matter, on command. The special vision has a maximum range of 20' & can see in dark area as if they had light (i.e., inside a chest). <u>Substance</u> <u>Max Thickness</u> Wood, Dirt 3' Stone 1' Iron, Gold 1" Lead — After 10 minutes of use in a day, the wearer takes 1 Constitution damage per minute.	Finger	Vision	Mod Div	6	Forge Ring <i>True Seeing</i>	12,500	1,000	25,000
Vesharoon's Binding (PGF p122)	Pair of rings with a fine silver chain joining them, to be worn on the index & pinky finger of the same hand. +3 Resistance bonus on saves vs. Necromancy spells. +2 Resistance bonus on saves vs. the attacks & magic of Undead. +2 Deflection bonus to AC vs. Undead.	Finger	Saves	Faint Abj	5	Forge Ring <i>Halt Undead</i>	16,750	1,340	33,500
Ring of Arcane Might (CArc p144)	An Arcane Caster wearing this ring gains +1 effective Caster level for spell effects, caster checks, and attempts to penetrate Spell Resistance.	Finger	Class – Arcane Caster	Mod Abj	8	Forge Ring <i>Limited Wish</i> <i>Greater Magic Weapon</i>	10,000	800	20,000
Ring of Lore (CArc p144)	<i>Legend Lore</i> , 1/week. <i>Stone Tell</i> , 1/week. Can find magic traps made by glyphs, runes, sigils, & symbols as if he/she was a Rogue.	Finger	Spell Effect	Strong Div	12	Forge Ring <i>Find Traps</i> <i>Legend Lore</i> <i>Stone Tell</i>	16,125	1,290	32,250
Ring of Spell Battle (CArc p144)	Know of all spell casting within 60' & can identify these spells (even if not seen) on a Spellcraft check vs. DC (15 + spell level). Once per day, the wearer can Counter an identified spell (<u>no Dispel Check needed</u>) or change its target / center of effect to a new target / point within 60'.	Finger	Misc.	Strong Div	14	Forge Ring <i>Detect Magic</i> <i>Dispel Magic</i> <i>Spell Turning</i> Creator must have at least 10 ranks in Spellcraft	33,800	2,704	67,600
Ring of the Mystical Elite (DR324 p74)	After being worn for 24 hours, the wearer can prepare a bonus number of spell levels equal to his/her Caster level. However, the caster cannot prepare spells from one school of magic (determined randomly each time the ring is not worn for 24 hours).	Finger	Spell Storage	Strong Univ	17	Cone of Cold Resist Energy	153,000	12,240	306,000
Ring of the Mystical Elite, Lesser (DR324 p75)	After being worn for 24 hours, the wearer can prepare a bonus number of spell levels equal to his/her Caster level, although the highest spell level that can be prepared is half the wearer's Caster level. However, the caster cannot prepare spells from one school of magic (determined randomly each time the ring is not worn for 24 hours) that are 4 th level or higher.	Finger	Spell Storage	Strong Univ	13	Forge Ring <i>Wish</i>	91,000	7,280	182,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Ring of Theurgy (CArc p145)	An Arcane Caster may transfer up to three Arcane spells of any level into the ring. Caster of Prepared Arcane spells only: If you have spell slots for the day that you have not memorized a spell into, you may transfer a spell from the ring into an 'empty' slot as if the spell had been memorized. The two spells must be of the same level. After doing this, the spell is gone from the ring. Caster of Impromptu Arcane spells only: You may cast one of the spells in the ring as if it were one of your known spells, though after doing this, the spell is gone from the ring.	Finger	Class – Arcane Caster	Mod Univ	12	Forge Ring <i>Rary's Mnemonic Enhancer</i>	10,000	800	20,000

Hand (1)

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Carriion Gauntlet (DR325 p75)	+1 Gauntlet made from bone, carapace, & dry skin. <i>Vampiric Touch</i> at will.	Hand (1)	Spell Effect	Mod Necro	5	Craft Wondrous Item <i>Vampiric Touch</i>	16,150	1,292	32,300
Gauntlet of Lassitude (CWar p135)	Leather glove bound in brass. Reshapes itself to fit either hand. <i>Slow</i> , as a touch attack. Duration of 5 rounds. WillNeg DC14.	Hand (1)	Spell Effect	Faint Trans	5	Craft Wondrous Item <i>Slow</i>	13,500	1,080	27,000
Gauntlet of Rust (DMG p257)	<i>Rusting Grasp</i> , once per day. Wearer & his/her gear is immune to normal & magical rust	Hand (1)	Spell Effect	Mod Trans	7	Craft Wondrous Item <i>Rusting Grasp</i>	5,750	460	11,500
Gauntlet of the Dwarven Forge (CWar p135)	Single iron gauntlet. On command, gauntlet glows red-hot for 10 rounds: Illuminates a 10' radius 1d6+10 Fire damage as a touch attack Half damage from Fire attacks Evasion vs. Fire attacks	Hand (1)	Combo	Mod Evoc	10	Craft Wondrous Item <i>Fire Shield</i>	12,000	960	24,000
Gauntlet of Utterdeath (CWar p136)	Spiked Gauntlet of Jet-Black Steel As a touch attack, opponent is reduced to smoldering cinders. On a successful Fortitude save vs. DC 20, opponent takes 10d6 damage. Usable 3/day.	Hand (1)	Spell Effect	Strong Necro	13	Craft Wondrous Item <i>Destruction</i>	48,000	3,840	96,000
Glove of Storing (DMG p257) (DR312 p99)+	One 20 pound object can be hidden in stasis by this glove until willed back by the wearer. Storing & retrieving an item is a Free Action. Note that spell effects do not go into stasis, so they end normally.	Hand (1)	Storage	Faint Trans	6	Craft Wondrous Item <i>Shrink Item</i>	5,000	400	10,000
Glove of Taarnahm the Vigilant (PGF p123)	Single chainmail gauntlet. Can throw a held melee weapon as if it had the Throwing & Returning weapon features (i.e., becomes a throwing weapon with a range increment of 10' –and– after being thrown, the weapon returns to the thrower at the start of the next round. It may be caught by its thrower as a Free Action).	Hand (1)	Offense	Mod Trans	7	Craft Wondrous Item <i>Magic Stone Telekinesis</i>	5,000	400	10,000

Hands (2)

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Gauntlets of Heartfelt Blows (DR314 p22)	Pair of leather gloves with a large, flat gem attached to the back of each. When the wearer is in combat, the gems glow brightly and a fiery aura surrounds the wearer's hands, adding (Charisma modifier) Fire damage to all melee and touch attacks.	Hands (2)	Combat	Faint Trans	5	Craft Wondrous Item <i>Burning Hands</i>	6,000	500	12,000
Gauntlets of Ogre Power (DMG p257)	+2 Enhancement bonus to Strength.	Hands (2)	Ability Score	Faint Trans	6	Craft Wondrous Item <i>Bull's Strength</i>	2,000	160	4,000
Gauntlets of Weaponry Arcane (PGF p123)	Pair of heavy leather & silver gauntlets. Any held weapon is treated as 'silver' for purposes of overcoming Damage Reduction.	Hands (2)	Offense	Faint Trans	3	Craft Wondrous Item <i>Magic Weapon</i>	4,500	360	9,000
Gloves of Arrow Snaring (DMG p257)	Able to use the <u>Feat: Snatch Arrow</u> , 2/day. At least one hand must be free.	Hands (2)	Feat	Faint Abj	3	Craft Wondrous Item <i>Shield</i>	2,000	160	4,000
Gloves of Dexterity +2 (DMG p257)	+2 Enhancement bonus to Dexterity.	Hands (2)	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Cat's Grace</i>	2,000	160	4,000
Gloves of Dexterity +4 (DMG p257)	+4 Enhancement bonus to Dexterity.	Hands (2)	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Cat's Grace</i>	8,000	640	16,000
Gloves of Dexterity +6 (DMG p257)	+6 Enhancement bonus to Dexterity.	Hands (2)	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Cat's Grace</i>	18,000	1,440	36,000
Gloves of Swimming & Climbing (DMG p257)	+5 Competence bonus to Swim & Climb checks.	Hands (2)	Skill	Faint Trans	5	Craft Wondrous Item <i>Bulls Strength</i> <i>Cat's Grace</i>	3,125	250	6,250
Heironeous's Mercy (DR324 p74)	Pair of pale gray gloves. <i>Deathwatch</i> , at will. <i>Death Knell</i> , 3/day. Transfer damage by touch from a target to the wearer. Maximum of 20hp/day.	Hands (2)	Spell Effect	Faint Necro	5	Craft Wondrous Item <i>Death Knell</i> <i>Deathwatch</i>	15,000	1,200	30,000

Head

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Circlet of Blasting, Major (DMG p252)	Maximized <i>Searing Light</i> (40 damage), 1/day.	Head	Spell Effect	Strong Evoc	17	Craft Wondrous Item Maximize Spell <i>Searing Light</i>	11,880	950	23,760
Circlet of Blasting, Minor (DMG p252)	<i>Searing Light</i> (3d8 damage), 1/day.	Head	Spell Effect	Faint Evoc	6	Craft Wondrous Item <i>Searing Light</i>	3,240	259	6,480
Circlet of Persuasion (DMG p252)	+3 Competence bonus on Charisma-based skill checks.	Head	Skill	Faint Trans	5	Craft Wondrous Item <i>Eagle's Splendor</i>	2,250	180	4,500
Crown of Sorcerous Terror (DR312 p85)	Adamantine circlet in the shape of a dragon. +6 Enhancement bonus to Charisma. +3 Profane bonus to AC. +3 Profane bonus to all saving throws. Able to 'capture' 10 levels of single target or ray spells that are targeted on its wearer. The wearer can 'redirect' a captured spell as a Standard Action. The crown cannot partially absorb spells (i.e., all or nothing). Non-Evil wearer only: <u>4 Persistent Negative levels</u>	Head	Combo	Strong Abj Evoc Trans	13	Craft Wondrous Item <i>Eagle's Splendor</i> <i>Spell Turning</i> <i>Unhallow</i>	100,000	8,000	200,000
Hat of Disguise (DMG p258)	<i>Disguise Self</i> , at will. The 'hat' is visible in any disguise, but will look appropriate (i.e., a helmet, headband, comb, etc.).	Head	Spell Effect	Faint Ill	1	Craft Wondrous Item <i>Disguise Self</i>	900	72	1,800
Headband of Intellect +2 (DMG p258)	+2 Enhancement bonus to Intelligence.	Head	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Fox's Cunning</i>	2,000	160	4,000
Headband of Intellect +4 (DMG p258)	+4 Enhancement bonus to Intelligence.	Head	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Fox's Cunning</i>	8,000	640	16,000
Headband of Intellect +6 (DMG p258)	+6 Enhancement bonus to Intelligence.	Head	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Fox's Cunning</i>	18,000	1,440	36,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Helm of Brilliance (DMG p258)	Normal looking helm. When the command word is said, the helm's true appearance becomes visible – a silver helm encrusted with 10 diamonds, 20 rubies, 30 fire opals, & 40 opals. The helm can be used once per round. Using a power consumes a gem. Diamond: <i>Prismatic Spray</i> (DC 20). Ruby: <i>Wall of Fire</i> . Fire Opal: <i>Fireball</i> (10d6, DC 20). Opal: <i>Light</i> . As long as the helm has at least 1 gem remaining, it has the following powers: If Undead are within 30', the helm glows blue & the undead take 1d6 per round. Any held weapon can become Flaming, doing +1d6 of Fire damage per hit. Fire Resistance 30. If the wearer takes any magical fire dmg, the wearer must make a Will save vs. DC 15 or all the remaining gems in the helm discharge.	Head	Combo	Strong varied	13	Craft Wondrous Item <i>Detect Undead</i> <i>Fireball</i> <i>Flame Blade</i> <i>Light</i> <i>Prismatic Spray</i> <i>Protection from Energy</i> <i>Wall of Fire</i>	62,500	5,000	125,000
Helm of Comprehending Languages and Reading Magic (DMG p259)	Able to understand all spoken languages. Able to read all writing, magical or mundane. +5 Competence bonus on Decipher Script checks to understand incomplete messages	Head	Spell Effect	Faint Div	4	Craft Wondrous Item <i>Comprehend Languages</i> <i>Read Magic</i>	2,600	208	5,200
Helm of Telepathy (DMG p259)	<i>Detect Thoughts</i> , at will. Send & receive telepathic messages. <i>Suggestion</i> , once per day (DC 14).	Head	Spell Effect	Faint Div Ench	5	Craft Wondrous Item <i>Detect Thoughts</i> <i>Suggestion</i>	13,500	1,080	27,000
Helm of Teleportation (DMG p259)	<i>Teleport</i> , 3 times per day	Head	Teleport	Mod Conj	9	Craft Wondrous Item <i>Teleport</i>	36,750	2,940	73,500
Helm of Underwater Action (DMG p259)	See underwater 5x as good as usual. Breath Underwater, on command.	Head	Breath Underwater	Faint Trans	5	Craft Wondrous Item <i>Water Breathing</i>	28,500	2,280	57,000
Pegasus Helm of Kloeth Ironstar (PGF p124)	Summon a Celestial Pegasus, for up to three hours, usable twice per day.	Head	Summon	Mod Conj	7	Craft Wondrous Item <i>Summon Monster IV</i>	10,080	806	20,160
Phoenix Helm (CArc p149)	Copper helmet shaped like a phoenix. Gain Low-Light Vision. <i>Feather Fall</i> , 1/day. <i>Flame Arrow</i> , 1/day. <i>Fly</i> , 1/day. <i>Resist Energy</i> , 1/day. <i>Speak with Animals</i> (birds only), 1/day.	Head	Spell Effect	Mod various	9	Craft Wondrous Item <i>Feather Fall</i> <i>Flame Arrow</i> <i>Fly</i> <i>Low-Light Vision</i> <i>Resist Energy</i> <i>Speak with Animals</i>	26,500	2,120	53,000
Phylactery of Faithfulness (DMG p264)	Small box that contains religious writings that is tied to the forehead. By spending a moment to consider an action, the wearer can tell if the action about to be performed is compatible with the wearer's alignment	Head	Misc.	Faint Div	1	Craft Wondrous Item <i>Detect Evil</i> <i>Detect Good</i> <i>Detect Chaos</i> <i>Detect Law</i>	500	40	1,000
Phylactery of Undead Turning (DMG p264)	Small box that contains religious writings that is tied to the forehead. Able to Turn / Destroy Undead as if the wearer had 4 more levels.	Head	Class – Cleric	Mod Necro [good]	10	Craft Wondrous Item Creator must be a 10+ level Cleric	5,500	440	11,000
Shroud-crown (PGF p124)	Bronze circlet studded with agates. Able to Turn Undead as if he/she were a 10 th level Cleric. +2 Resistance bonus on saves vs. spell & spell-like abilities of Undead. <i>Hide from Undead</i> , always on.	Head	Misc.	Mod Abj	10	Craft Wondrous Item <i>Hide from Undead</i> <i>Resistance</i> Creator must be a 10 th + level Cleric	5,6800	4,544	113,600
Tiara of Bast (DR325 p76)	Gold headpiece inlaid with Carnelians. Good character only: <i>Speak with Animals</i> (felines only), at will <i>Charm Animal</i> (felines only), 1/day.	Head	Spell Effect	Faint Ench	3	Craft Wondrous Item <i>Charm Animal</i> <i>Speak with Animals</i>	4,000	320	8,000

Neck

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Amulet of Health +2 (DMG p246)	+2 Enhancement bonus to Constitution.	Neck	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Bear's Endurance</i>	2,000	160	4,000
Amulet of Health +4 (DMG p246)	+4 Enhancement bonus to Constitution.	Neck	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Bear's Endurance</i>	8,000	640	16,000
Amulet of Health +6 (DMG p246)	+6 Enhancement bonus to Constitution.	Neck	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Bear's Endurance</i>	18,000	1,440	36,000
Amulet of Mighty Fists +1 (DMG p246)	+1 Enhancement bonus to attack & damage with unarmed attacks & natural weapons.	Neck	Unarmed	Faint Evoc	3	Craft Wondrous Item <i>Greater Magic Fang</i>	3,000	240	6,000
Amulet of Mighty Fists +2 (DMG p246)	+2 Enhancement bonus to attack & damage with unarmed attacks & natural weapons.	Neck	Unarmed	Faint Evoc	6	Craft Wondrous Item <i>Greater Magic Fang</i>	12,000	960	24,000
Amulet of Mighty Fists +3 (DMG p246)	+3 Enhancement bonus to attack & damage with unarmed attacks & natural weapons.	Neck	Unarmed	Faint Evoc	9	Craft Wondrous Item <i>Greater Magic Fang</i>	27,000	2,160	54,000
Amulet of Mighty Fists +4 (DMG p246)	+4 Enhancement bonus to attack & damage with unarmed attacks & natural weapons.	Neck	Unarmed	Faint Evoc	12	Craft Wondrous Item <i>Greater Magic Fang</i>	48,000	3,840	96,000
Amulet of Mighty Fists +5 (DMG p246)	+5 Enhancement bonus to attack & damage with unarmed attacks & natural weapons.	Neck	Unarmed	Faint Evoc	15	Craft Wondrous Item <i>Greater Magic Fang</i>	75,000	6,000	150,000
Amulet of Natural Armor +1 (DMG p246)	+1 Enhancement bonus to the wearer's Natural Armor bonus to AC.	Neck	AC	Faint Trans	3	Craft Wondrous Item <i>Barkskin</i>	1,000	80	2,000
Amulet of Natural Armor +2 (DMG p246)	+2 Enhancement bonus to the wearer's Natural Armor bonus to AC.	Neck	AC	Faint Trans	6	Craft Wondrous Item <i>Barkskin</i>	4,000	320	8,000
Amulet of Natural Armor +3 (DMG p246)	+3 Enhancement bonus to the wearer's Natural Armor bonus to AC.	Neck	AC	Faint Trans	9	Craft Wondrous Item <i>Barkskin</i>	9,000	720	18,000
Amulet of Natural Armor +4 (DMG p246)	+4 Enhancement bonus to the wearer's Natural Armor bonus to AC.	Neck	AC	Faint Trans	12	Craft Wondrous Item <i>Barkskin</i>	16,000	1,280	32,000
Amulet of Natural Armor +5 (DMG p246)	+5 Enhancement bonus to the wearer's Natural Armor bonus to AC.	Neck	AC	Faint Trans	15	Craft Wondrous Item <i>Barkskin</i>	25,000	2,000	50,000
Amulet of Proof against Detection and Location (DMG p247)	<i>Nondetection</i> , always on. Casting a Divination spell on the wearer requires a Caster check vs. DC 19 to succeed.	Neck	Spell Effect	Mod Abj	8	Craft Wondrous Item <i>Nondetection</i>	17,500	1,400	35,000
Amulet of the Planes (DMG p247)	Able to <i>Plane Shift</i> . Intelligence check vs. DC 15 to arrive accurately, else randomly.	Neck	Gate	Strong Conj	15	Craft Wondrous Item <i>Plane Shift</i>	60,000	4,800	120,000
Brooch of Shielding (DMG p250)	Absorbs 101 hit points of <i>Magic Missile</i> damage and then melts.	Neck	Defense	Faint Abj	1	Craft Wondrous Item <i>Shield</i>	750	60	1,500
Cartouche of Imhotep (DR325 p75)	Necklace with a gold disk. +5 Competence bonus on Craft checks.	Neck	Skill	Faint Trans	3	Craft Wondrous Item Creator must have 5 ranks in any Craft	2,500	200	5,000
Hand of Glory (DMG p258)	Mummified human hand on a leather cord. <i>Daylight</i> , once per day. <i>See Invisible</i> , once per day. The wearer gains the benefit of one magic ring worn by the hand (thus exceeding the normal two ring limit)	Neck	Combo	Faint varied	5	Craft Wondrous Item <i>Animate Dead</i> <i>Daylight</i> <i>See Invisibility</i>	4,000	320	8,000
Hand of the Mage (DMG p258)	Mummified elf hand on a gold chain. <i>Mage Hand</i> , at will.	Neck	Spell Effect	Faint Trans	2	Craft Wondrous Item <i>Mage Hand</i>	450	36	900
Mad Leprechaun's Coin (DR324 p29)	Simple gold coin on a silver chain. If the wearer dies while wearing this necklace, the wearer animates in 24 hours as a Zombie. If the necklace is removed, the body stops being a Zombie.	Neck	Spell Effect	Faint Necro	5	Craft Wondrous Item <i>Animate Dead</i>	15,000	1,200	30,000
Medallion of Thoughts (DMG p262)	<i>Detect Thoughts</i> , at will	Neck	Spell Effect	Faint Div	5	Craft Wondrous Item <i>Detect Thoughts</i>	6,000	480	12,000
Necklace of Adaptation (DMG p263)	Immune to gases, inhaled poisons, & spells such as <i>Cloudkill</i> & <i>Stinking Cloud</i> . Always has air, even under water.	Neck	Breath Anywhere	Mod Trans	7	Craft Wondrous Item <i>Alter Self</i>	4,500	360	9,000
Periapert of Health (DMG p263)	Blue gem on a silver chain. Immune to normal & magical diseases.	Neck	Defense	Faint Conj	5	Craft Wondrous Item <i>Remove Disease</i>	3,750	300	7,500

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Periapt of Proof against Poison (DMG p263)	Black gem on a silver chain. Immune to all poisons, though any already in the wearer's system when put on still have to run their course.	Neck	Defense	Faint Conj	5	Craft Wondrous Item <i>Neutralize Poison</i>	13,500	1,080	27,000
Periapt of Wisdom +2 (DMG p263)	+2 Enhancement bonus to Wisdom.	Neck	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Owl's Wisdom</i>	2,000	160	4,000
Periapt of Wisdom +4 (DMG p263)	+4 Enhancement bonus to Wisdom.	Neck	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Owl's Wisdom</i>	8,000	640	16,000
Periapt of Wisdom +6 (DMG p263)	+6 Enhancement bonus to Wisdom.	Neck	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Owl's Wisdom</i>	18,000	1,440	36,000
Periapt of Wound Closure (DMG p264)	Red gem on a gold chain. Wearer automatically stabilizes when hit points go negative. Immune to bleeding damage, but not Constitution damage done by 'Wounding' weapons. Heals naturally at twice the normal rate & can heal normally when the wound normally wouldn't.	Neck	Healing	Mod Conj	10	Craft Wondrous Item <i>Heal</i>	7,500	600	15,000
Retributive Amulet (BoED p116)	+2 Sacred bonus to AC. Half the hit-point damage the wearer takes from melee attacks is transferred to the attacker.	Neck	Defense	Faint Abj	5	Craft Wondrous Item <i>Shield Other</i>	28,000	2,240	56,000
Scarab of Protection (DMG p266)	Spell Resistance 20. Can absorb 12 of the following attacks, but then is destroyed. - Energy-Drain (such as from a vampire). - Death Effect (such as <i>Finger of Death</i>), - Negative Energy (i.e., <i>Inflict Minor Wounds</i>).	Neck	Defense	Strong Abj Necro	18	Craft Wondrous Item Bless <i>Death Ward</i> <i>Spell Resistance</i>	19,000	1,520	38,000
Scarab, Golembane (DMG p266)	Detect any Golems within 60' as a Standard Action. The wearer's weapon, natural weapons, & unarmed attacks bypasses a Golem's Damage Reduction.	Neck	Golem	Mod Div	8	Craft Wondrous Item <i>Detect Magic</i> Creator must be at least 10 th level	1,250	100	2,500
Symrutar's Choker (PGF p124)	Ornate necklace that fits snugly around the throat. Designed for a female elf. While worn, the owner may study spells from the choker as if it were a spellbook. It stores up to 36 spell, but no more than 4 from any level.	Neck	Class – Wizard	Mod Trans	7	Craft Wondrous Item <i>Secret Page</i>	7,500	600	15,000
The Nine-Pointed Star (DR312 p88)	Brooch of a 9 pointed star made of tin. +3 Luck bonus on saving throws. <i>Dimension Door</i> as a Standard Action, up to a total of 760' per day.	Neck	Combo	Mod Conj Ench	9	Craft Wondrous Item <i>Dimension Door</i> <i>Prayer</i>	31,500	2,520	63,000

Waist

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Belt of Dwarvenkind (DMG p248)	Gain Darkvision 60'. Gain Dwarven Stonecunning. +2 Enhancement bonus to Constitution. +2 Resistance bonus against spells, poison, & spell-like effects. Know Dwarvish (including read & write). When dealing with Dwarves, gain a +4 Competence bonus on Charisma checks & Charisma-based skill checks. When dealing with Gnomes & Halflings, gain a +2 Competence bonus on Charisma checks & Charisma-based skill checks. When dealing with races other than Dwarf, Gnomes, & Halflings, receive a –2 Competence penalty on Charisma checks & Charisma-based skill checks.	Waist	Combo	Mod Div	12	Craft Wondrous Item <i>Tongues</i> Creator must be a Dwarf	7,450	596	14,900
Belt of Giant Strength +4 (DMG p248)	+4 Enhancement bonus to Strength.	Waist	Ability Score	Mod Trans	10	Craft Wondrous Item <i>Bull's Strength</i>	8,000	640	16,000
Belt of Giant Strength +6 (DMG p248)	+6 Enhancement bonus to Strength.	Waist	Ability Score	Mod Trans	10	Craft Wondrous Item <i>Bull's Strength</i>	18,000	1,440	36,000
Belt of Many Pockets (CArc p147)	Belt of 64 pockets, each of which can hold up to 10 lbs or 1 cubic foot, yet remain weightless. A pocket can safely hold the wearer's Familiar. While within, the familiar does not need food, water, or air. These benefits <u>only</u> apply to the wearer's Familiar.	Waist	Storage	Mod Conj	9	Craft Wondrous Item <i>Familiar Pocket</i> <i>Leomund's Secret Chest</i> <i>Locate Object</i>	5,500	440	11,000
Belt of Spell Resistance (CArc p148)	Spell Resistance 21	Waist	Defense	Mod Abj	9	Craft Wondrous Item <i>Spell Resistance</i>	45,000	3,600	90,000
Belt of the Camel (DR325 p75)	After worn for 24 hours: <i>Endure Elements</i> (extreme heat only). Wearer does not need to drink as long as the belt is worn.	Waist	Food	Faint Abj	1	Craft Wondrous Item <i>Create Water</i> <i>Endure Elements</i>	1,500	120	3,000
Belt, Monk's (DMG p248)	Gain AC bonus & unarmed attacks as if the wearer was a Monk of 5 levels higher (i.e., 5 th level if not a Monk). Wearer has Feat: <u>Stunning Fist</u> only: Gain 1 extra use of Stunning Fist each day	Waist	Class – Monk	Mod Trans	10	Craft Wondrous Item <i>Righteous Might</i> or <i>Tenser's Transformation</i>	6,500	520	13,000
Girdle of Hate (DR314 p22)	Broad belt made from hide, hair, & bone of an unidentifiable creature. When worn by a creature with a Racial or Favored Enemy only: The belt transforms itself into hide, hair, & bone of the Enemy. All bonuses the wearer receives against that Racial or Favored Enemy are doubled. Any 'trophies' from the Enemy race that are attached to the belt of automatically cured and preserved.	Waist	Class – Ranger	Mod Conj	7	Craft Wondrous Item Creator must have a Racial or Favored Enemy	8,000	640	16,000
Obi of the White Lotus Master (DR325 p98)	Belt of white silk with lotus petal decorations Lawful character only: +4 Armor bonus to AC Lawful Neutral character with Feat: <u>Improved Unarmed Strike</u> –or– the Unarmed Strike class ability only: Opponents have a 20% Miss Chance as long as the wearer receives his/her Dex bonus to AC against the attack.	Waist	AC	Faint Abj	3	Craft Wondrous Item <i>Mage Armor</i> <i>Owl's Wisdom</i>	24,000	1,920	48,000

Wrist (1)

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Bracelet of Friends (DMG p250)	Each of the bracelet's four charms can be bonded to a known person (but can be changed later). As a Standard Action, a charm can be used to summon the bonded person to where the caster is. The bonded person knows who is summoning him/her & must be willing. Each charm is single use.	Wrist (1)	Teleport	Strong Conj	15	Craft Wondrous Item <i>Refuge</i>	9,500	760	19,000
Ynloeth's Bracer (PGF p125)	Single silver bracer, designed for the left arm. +8 Armor bonus to AC. Immune to the death effect of the Minor Artifact named 'The Shattering Swords of Coronan Ynloeth'.	Wrist (1)	AC	Strong Abj	16	Craft Wondrous Item <i>Mage Armor</i> <i>Death Ward</i> Creator must be 16 th + level	35,000	2,800	70,000

Wrists (2)

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Antimagic Shackles (BoED p116)	Adamantine Shackles that resize to fit any creature from Small-size to Large-size. Break DC 40. Escape DC 28. <i>Antimagic Field</i> , in a 5' radius around the shackles, when locked.	Wrists (2)	Trap	Mod Abj	11	Craft Wondrous Item <i>Antimagic Field</i>	66,000	5,280	132,000
Bands of the Iron Monkey (DR325 p98)	Two leather armbands with 6 coins sewn into the front of each. +2 bonus on Initiative checks. Gains Feat: Deflect Arrows . If the wearer already has this feat, it may be used twice time per round.	Wrists (2)	Feat	Faint Abj	3	Craft Wondrous Item <i>Entropic Shield</i>	7,500	600	15,000
Bracer of Dawn (CWar p135)	Pair of bejeweled bracers, one of which has a lens-and-dial contraption. Generates light like a Bullseye lantern, as a Move Action. Unlimited use. <i>Searing Light</i> , 3/day.	Wrists (2)	Spell Effect	Mod Evoc	6	<i>Searing Light</i>	13,000	1,040	26,000
Bracers of Archery, Greater (DMG p250)	Gain proficiency with all straight bows. If already proficient, gain +2 Competence bonus to bow attacks & +1 Competence bonus to arrow damage.	Wrists (2)	Offense	Mod Trans	8	Craft Wondrous Item Craft Arms & Armor	12,500	1,000	25,000
Bracers of Archery, Lesser (DMG p250)	Gain proficiency with all straight bows. If already proficient, gain +1 Competence bonus to bow attacks.	Wrists (2)	Offense	Faint Trans	4	Craft Wondrous Item Craft Arms & Armor	2,000	160	4,000
Bracers of Armor +1 (DMG p250)	+1 Armor bonus to AC.	Wrists (2)	AC	Mod Conj	2	Craft Wondrous Item <i>Mage Armor</i> Min lvl: Wiz3, Sor4	500	40	1,000
Bracers of Armor +2 (DMG p250)	+2 Armor bonus to AC.	Wrists (2)	AC	Mod Conj	4	Craft Wondrous Item <i>Mage Armor</i>	2,000	160	4,000
Bracers of Armor +3 (DMG p250)	+3 Armor bonus to AC.	Wrists (2)	AC	Mod Conj	6	Craft Wondrous Item <i>Mage Armor</i>	4,500	360	9,000
Bracers of Armor +4 (DMG p250)	+4 Armor bonus to AC.	Wrists (2)	AC	Mod Conj	8	Craft Wondrous Item <i>Mage Armor</i>	8,000	640	16,000
Bracers of Armor +5 (DMG p250)	+5 Armor bonus to AC.	Wrists (2)	AC	Mod Conj	10	Craft Wondrous Item <i>Mage Armor</i>	12,500	1,000	25,000
Bracers of Armor +6 (DMG p250)	+6 Armor bonus to AC.	Wrists (2)	AC	Mod Conj	12	Craft Wondrous Item <i>Mage Armor</i>	18,000	1,440	36,000
Bracers of Armor +7 (DMG p250)	+7 Armor bonus to AC.	Wrists (2)	AC	Mod Conj	14	Craft Wondrous Item <i>Mage Armor</i>	24,500	1,960	49,000
Bracers of Armor +8 (DMG p250)	+8 Armor bonus to AC.	Wrists (2)	AC	Mod Conj	16	Craft Wondrous Item <i>Mage Armor</i>	32,000	2,560	64,000
Scorpion Bracers (DR325 p76)	Pair of bracers made from Giant Scorpion carapaces. +5 Resistance bonus on Fortitude saves vs. Poison	Wrists (2)	Save	Mod Abj	10	Craft Wondrous Item <i>Resistance</i>	1,500	120	3,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Shackles of Silence (BoED p116)	Iron shackles that resize to fit any creature from Small-size to Large-size. Break & Escape DC 28. <i>Silence</i> , in a 2 ½' radius around the shackles when locked (5' radius if on a Large-size creature). If broken or slipped out of, the shackles ring for 1 round in alarm.	Wrists (2)	Trap	Faint Abj III	3	Craft Wondrous Item <i>Alarm Silence</i>	6,000	480	12,000
Vambraces of Evil's Warding (BoED p116)	Ranged attacks made by Evil creatures against the wearer receive a –4 penalty. Evil creatures only: 2d6 damage per round of wearing the vambraces..	Wrists (2)	Defense	Faint Abj	5	Craft Wondrous Item <i>Protection from Arrows</i> Creator must be Good	9,000	720	18,000

No Location

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP								
Acorn of Acuity (DR326 p76)	Fist-sized wooden carving of an acorn. +5 Competence bonus on Survival checks. <i>Speak with Animals</i> , 1/day.	—	Skill	Faint Div	3	Craft Wondrous Item <i>Speak with Animals</i>	2,060	165	4,120								
Anstruth Harp (CArc p149)	Masterwork Harp +6 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion. 12 ranks of Perform (string instrument) only: <i>Control Water</i> , 1/day. <i>Mass Cure Light Wounds</i> , 1/day. <i>Mind Fog</i> , 1/day. 11 or less ranks of Perform (string instrument) only: 1 Persistent Negative level.	—	Instrument	Strong various	14	Craft Wondrous Item <i>Control Water</i> <i>Mass Cure Light Wounds</i> <i>Mind Fog</i> Creator must be a Bard	30,000	2,400	60,000								
Apparatus of Kwalish (DMG p247)	2 person submarine weighing 500 pounds.	—	Breath Underwater	Strong Evoc Trans	19	Craft Wondrous Item <i>Animate Object</i> <i>Continual Flame</i> Creator must have 8+ ranks in Knowledge (architecture & engineer)	45,000	3,600	90,000								
Aquamarine of Spell Extending (PGF p123)	Blue gem set in the center of a gold & silver hourglass Apply the <u>Metamagic Extend Spell</u> to a 0 th – 6 th lvl spell, 1/day.	—	Spell Augment	Strong no school	17	Craft Wondrous Item Extend Spell	1,850	148	3,700								
Aroma of Curdled Death (CArc p147)	Dark liquid in a stoppered bottle. If applied to a creature like a perfume, the creature is surrounded by a 10' radius invisible cloud that moves with the wearer & lasts for 1 minute. The wearer is immune to the cloud's effect (see below). If the bottle is left open or poured out, a 5' radius invisible and immobile cloud forms. In either case, the cloud's effect is based on the creature's HD: <table border="0"> <tr> <td>HD</td> <td>Effect</td> </tr> <tr> <td>up to 3</td> <td>Death (no save)</td> </tr> <tr> <td>4-5</td> <td>Death (Fort vs. DC17 for 1d4 Constitution dmg)</td> </tr> <tr> <td>6+</td> <td>1d4 Constitution dmg (Fort½, DC17)</td> </tr> </table> Single use.	HD	Effect	up to 3	Death (no save)	4-5	Death (Fort vs. DC17 for 1d4 Constitution dmg)	6+	1d4 Constitution dmg (Fort½, DC17)	—	Spell Effect	Mod Conj	9	Craft Wondrous Item <i>Cloudkill</i> Creator must have at least 4 ranks in Craft(alchemy)	2,250	180	4,500
HD	Effect																
up to 3	Death (no save)																
4-5	Death (Fort vs. DC17 for 1d4 Constitution dmg)																
6+	1d4 Constitution dmg (Fort½, DC17)																

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Aroma of Dreams (CArc p147)	Dark liquid in a stoppered bottle. If applied to a creature like a perfume, the creature is surrounded by a 10' radius invisible cloud that moves with the wearer & lasts for 1 minute. The wearer is immune to the cloud's effect (see below). If the bottle is left open or poured out, a 5' radius invisible and immobile cloud forms. In either case, the cloud's effect is an Inhaled Poison (sleep for 1 minute / sleep for 1 hour / Fort14). Single use.	—	Spell Effect	Faint Ench	5	Craft Wondrous Item <i>Deep Slumber</i> Creator must have at least 4 ranks in Craft(alchemy)	750	60	1,500
Aureon's Spellshard (Eb p265)	A pink crystal with red swirls inside. Can hold up to 500 pages of Wizard spells	—	Class – Wizard	Mod Trans	7	Craft Wondrous Item <i>Secret Page</i>	6,250	500	12,500
Bag of Holding 1 (DMG p248)	Up to 250 lbs. feels like 15 lbs. Volume limit of 30 cubic feet.	—	Storage	Mod Conj	9	Craft Wondrous Item <i>Leomund's Secret Chest</i>	1,250	100	2,500
Bag of Holding 2 (DMG p248)	Up to 500 lbs. feels like 25 lbs. Volume limit of 70 cubic feet.	—	Storage	Mod Conj	9	Craft Wondrous Item <i>Leomund's Secret Chest</i>	2,500	200	5,000
Bag of Holding 3 (DMG p248)	Up to 1,000 lbs. feels like 35 lbs. Volume limit of 150 cubic feet.	—	Storage	Mod Conj	9	Craft Wondrous Item <i>Leomund's Secret Chest</i>	3,700	296	7,400
Bag of Holding 4 (DMG p248)	Up to 1,500 lbs. feels like 60 lbs. Volume limit of 250 cubic feet.	—	Storage	Mod Conj	9	Craft Wondrous Item <i>Leomund's Secret Chest</i>	5,000	400	10,000
Bag of Tricks – Gray (DMG p248)	Summon up to 10 creatures per week, chosen randomly from bat, rat, cat, weasel, & badger.	—	Summon	Faint Conj	3	Craft Wondrous Item <i>Summon Nature's Ally II</i>	450	36	900
Bag of Tricks – Rust (DMG p248)	Summon up to 10 creatures per week, chosen randomly from wolverine, wolf, boar, & black bear.	—	Summon	Faint Conj	5	Craft Wondrous Item <i>Summon Nature's Ally III</i>	1,500	120	3,000
Bag of Tricks – Tan (DMG p248)	Summon up to 10 creatures per week, chosen randomly from brown bear, lion, warhorse, tiger, & rhinoceros.	—	Summon	Mod Conj	9	Craft Wondrous Item <i>Summon Nature's Ally V</i>	3,150	252	6,300
Bead of Force (DMG p248)	Can be thrown up to 60'. 5d6 Force damage in a 10' radius. <i>Otiluke's Resilient Sphere</i> , in a 10' radius with a 10 minute duration. Single use.	—	Spell Effect	Mod Evoc	10	Craft Wondrous Item <i>Otiluke's Resilient Sphere</i>	1,500	120	3,000
Boat, Folding (DMG p249)	A 1' long box that can unfold to a 10' row boat or a 24' long sail boat	—	Move	Faint Trans	6	Craft Wondrous Item <i>Fabricate</i> Creator must have at least 2 ranks of Craft (ship-making)	3,600	288	7,200
Boccob's Blessed Book (DMG p249)	12" x 8" x 1" waterproof spellbook that has 1,000 pages, ready to be filled with spells.	—	Class – Wizard	Mod Trans	7	Craft Wondrous Item <i>Secret Page</i>	6,250	500	12,500
Book of Blood (CArc p148)	Red leather spellbook with vellum pages weighing 3 pounds. Is Waterproof, Fireproof, & Lockable. Holds 45 spell levels. <i>Summon Monster IV</i> (Yeth Hound only), 1/day. <i>Finger of Death</i> , 1/day. User loses 1hp permanently.	—	Spell Effect	Strong Conj Necro	13	Craft Wondrous Item <i>Summon Monster IV</i> <i>Finger of Death</i>	10,650	852	21,300
Bottle of Air (DMG p250)	A person can breath from the bottle as a Standard Action, allowing any suffocation or drowning "count-down" to be reset.	—	Breath Anywhere	Mod Trans	7	Craft Wondrous Item <i>Water Breathing</i>	3,625	290	7,250
Bowl of Commanding Water Elementals (DMG p250)	1' diameter fragile bowl made from semi-precious stone (sometimes jade). When the bowl is filled with water, a Full Round incitation can be used to summon a Water Elemental. Only one elemental can be summoned at a time & new water must be added each time it is used. Fresh water: <i>Summon Monster VI</i> to summon a Large Water Elemental. Salt water: <i>Summon Monster VII</i> to summon a Huge Water Elemental.	—	Summon	Strong Conj	13	Craft Wondrous Item <i>Summon Monster VI</i> <i>Summon Monster VII</i>	50,000	4,000	100,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Brazier of Commanding Fire Elementals (DMG p250)	Metal container for holding coals. When the brazier has a fire lit within it, a Full Round incitation can be used to summon a Fire Elemental. Only one elemental can be summoned at a time & the fresh fire must be lit each time it is used. Normal Fire: <i>Summon Monster VI</i> to summon a Large Fire Elemental. Fire with Brimstone: <i>Summon Monster VII</i> to summon a Huge Fire Elemental.	—	Summon	Strong Conj	13	Craft Wondrous Item <i>Summon Monster VI</i> <i>Summon Monster VII</i>	50,000	4,000	100,000
Broom of Flying (DMG p250)	Acts as if it had an <i>Overland Flight</i> spell for up to 9 hours per day, split up as desired by the commander. If carrying no more than 200 pounds, the broom can fly at 40' (average manuv.). If carrying between 201 & 400 pounds, the broom can fly at 30' (average manuv.). The owner can send the broom to a destination as long as he/she know the route. The owner can summon the broom verbally if it is within 300'.	—	Move	Mod Trans	9	Craft Wondrous Item <i>Overland Flight</i> <i>Permanency</i>	8,500	680	17,000
Canaith Mandolin (CArc p149)	Masterwork Mandolin. +4 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion. 8 ranks of Perform (string instrument) only: <i>Cure Serious Wounds</i> , 1/day. <i>Dispel Magic</i> , 1/day. <i>Summon Monster III</i> , 1/day. 7 or less ranks of Perform (string instrument) only 1 Persistent Negative level.	—	Instrument	Mod various	8	Craft Wondrous <i>Cure Serious Wounds</i> <i>Dispel Magic</i> <i>Summon Monster III</i> Creator must be a Bard	11,700	936	23,400
Candle of Invocation (DMG p251)	The candle has an alignment & normally burns for 4 hours. Anyone of the same alignment as the candle within 30' while it is burning get a +2 Morale bonus to attacks, saving throws, & skill checks. A Cleric whose alignment matches the candle can use it during spell preparation to be treated as 2 levels higher (including a new level of spells) while the candle still burns. The candle can be used to <i>Gate</i> in a creature of matching alignment, but this consumes the entire candle at once. Single use.	—	Spell Augment		17	Craft Wondrous Item <i>Gate</i> Creator must be the same alignment as the candle to be created	4,200	336	8,400
Candle of Truth (DMG p251)	While burning, <i>Zone of Truth</i> in a 5' radius (DC13). Burns for up to 1 hour. If put out before the hour is up, the candle <u>cannot</u> be reused. Single use.	—	Spell Effect	Faint Ench	3	Craft Wondrous Item <i>Zone of Truth</i>	1,250	100	2,500
Canopic Jars of the Guardians (DR325 p75)	Four ceramic jars weighing 2 lbs. each. Cleric of Good Alignment only: Summon a Lawful Good Mummy for 3 hours, usable 1 day. The Mummy does not have the Despair ability.	—	Class – Cleric	Strong Necro	15	Craft Wondrous Item <i>Create Undead</i>	9,000	720	18,000
Carpet of Flying – 10' x 10' (DMG p252)	10 pound carpet. <i>Overland Flight</i> , with unlimited duration on verbal command. Average maneuverability, plus it can hover. Can fly at 40' if carrying up to 800 lbs. Can fly at 30' if carrying 801 – 1,600 lbs	—	Move	Mod Trans	10	Craft Wondrous Item <i>Overland Flight</i> <i>Permanency</i>	30,000	2,400	60,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Carpet of Flying – 5' x 10' (DMG p252)	15 pound carpet. <i>Overland Flight</i> , with unlimited duration on verbal command. Average maneuverability, plus it can hover. Can fly at 40' if carrying up to 400 lbs. Can fly at 30' if carrying 401 – 800 lbs.	—	Move	Mod Trans	10	Craft Wondrous Item <i>Overland Flight</i> <i>Permanency</i>	17,500	1,400	35,000
Carpet of Flying – 5' x 5' (DMG p252)	8 pound carpet. <i>Overland Flight</i> , with unlimited duration on verbal command. Average maneuverability, plus it can hover. Can fly at 40' if carrying up to 200 lbs. Can fly at 30' if carrying 201 – 400 lbs.	—	Move	Mod Trans	10	Craft Wondrous Item <i>Overland Flight</i> <i>Permanency</i>	10,000	800	20,000
Censer of Controlling Air Elementals (DMG p252)	6" wide by 1" tall container for holding incense. When the censer contains lit incense, a Full Round incitation can be used to summon an Air Elemental. Only one elemental can be summoned at a time & new incense must be inserted each time it is used. Normal Incense: <i>Summon Monster VI</i> to summon a Large Air Elemental. Incense of Meditation: <i>Summon Monster IX</i> to summon an Elder Air Elemental.	—	Summon	Strong Conj	17	Craft Wondrous Item <i>Summon Monster VI</i> <i>Summon Monster IX</i>	50,000	4,000	100,000
Chaos Diamond (DMG p252)	Fist-sized, uncut gemstone. Able to cast the following spells 1d4 times per day each: <i>Lesser Confusion</i> , <i>Magic Circle against Law</i> , <i>Word of Chaos</i> , & <i>Cloak of Chaos</i> . Non-Chaotic character only: 1 Persistent Negative Level.	—	Combo	Strong varied	19	Craft Wondrous Item <i>Lesser Confusion</i> <i>Magic Circle against Law</i> <i>Word of Chaos</i> <i>Cloak of Chaos</i> Creator must be Chaotic	80,000	6,400	160,000
Chime of Interruption (DMG p252)	When struck, all spells with verbal components cast within 30' for the next 3 minutes require a Concentration check vs. 15 + the spell's level. Usable once every 10 minutes.	—	Offense	Mod Evoc	7	Craft Wondrous Item <i>Shout</i>	8,400	672	16,800
Chime of Opening (DMG p252)	1' long mithral tube. By ringing the chime (i.e., using a charge), the user causes one known lock within 15' to be opened. The magic effects shackles, bolts, etc. A <i>Hold Portal</i> is automatically dispelled, as is an <i>Arcane Lock</i> with a caster level of less than 15 th level. Created with ten charges.	—	Spell Effect	Mod Trans	11	Craft Wondrous Item <i>Knock</i>	1,500	120	3,000
Clay of Sculpting (DR314 p29)	Fist-sized lump of gray clay. Can be stretched & molded into any object of size up to Medium. Sculpting takes 1 Round + 1 Round per size category larger than Tiny. When complete, the clay hardens into stone. On command –or– if broken, the object returns to a fist-sized lump of clay.	—	Misc.	Mod Trans	9	Craft Wondrous Item <i>Stone Shape</i> <i>Transmute Mod to Rock</i>	10,000	800	20,000
Cli Lyre (CArc p149)	Masterwork Lyre. +5 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion. 10 ranks of Perform (string instrument) only: <i>Break Enchantment</i> , 1/day. <i>Dimension Door</i> , 1/day. <i>Shout</i> , 1/day. 9 or less ranks of Perform (string instrument) only: 1 Persistent Negative level.	—	Instrument	Mod various	11	Craft Wondrous <i>Break Enchantment</i> <i>Dimension Door</i> <i>Shout</i> Creator must be a Bard	18,800	1,504	37,600

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Contract of Nepthas (CArc p148)	Vellum contract with the specifics left blank. When filled in and signed by two creatures, both are bound by the terms written on the contract. A signatory who breaks the terms is permanently Blind, Deaf, and mute (no save, SR applies). These effects can only be broken by <i>Remove Curse</i> (min Caster level 8 th) or <i>Break Enchantment</i> (DC25). A contract signed by a creature under the effect of a [charm] or [compulsion] spell is void. Single use.	—	Misc.	Mod Ench	11	Craft Wondrous Item <i>Lesser Geas</i>	700	56	1,400
Crystal Ball (DMG p253)	<i>Scry</i> , on command.	—	Scry	Mod Div	10	Craft Wondrous Item <i>Scrying</i>	21,000	1,680	42,000
Crystal Ball with <i>Detect Thoughts</i> (DMG p253)	<i>Scry</i> , on command, with <i>Detect Thoughts</i> , always on. (DC13)	—	Scry	Mod Div	10	Craft Wondrous Item <i>Detect Thoughts Scrying</i>	25,500	2040	51,000
Crystal Ball with <i>See Invisible</i> (DMG p253)	<i>Scry</i> , on command, with <i>See Invisible</i> , always on.	—	Scry	Mod Div	10	Craft Wondrous Item <i>Scrying See Invisible</i>	25,000	2,000	50,000
Crystal Ball with Telepathy (DMG p253)	<i>Scry</i> , on command. Send & receive silent messages with the viewed person. <i>Suggestion</i> (DC 14), 1/day.	—	Scry	Mod Div	10	Craft Wondrous Item <i>Scrying Suggestion</i>	35,000	2,800	70,000
Crystal Ball with <i>True Seeing</i> (DMG p253)	<i>Scry</i> , on command, with <i>True Seeing</i> , always on.	—	Scry	Mod Div	10	Craft Wondrous Item <i>Scrying True Seeing</i>	40,000	3,200	80,000
Cube of Force (DMG p253)	¾" cube made of ivory or hard metal. When a face of this cube is pressed, a 10'x10'x10' movable cube of force walls appear around the user. The cube has 36 charges per day. The rate they are used depends on the cube face which is pressed: Cube Chg/ Max Keeps Face Min Move Out... 1 1 30' gasses, wind, etc 2 2 20' nonliving matter 3 3 15' living matter 4 4 10' magic 5 6 10' everything 6 - - -off- Damage & some spells also deplete charges	—	Defense	Mod Evoc	10	Craft Wondrous Item <i>Wall of Force</i>	31,000	2,480	62,000
Cube of Frost Resistance (DMG p253)	When a face of this cube is pressed, a 10'x10'x10' protected area appear around the user where the temperature is warm. All cold-based attacks are block by the protected area, but if it takes 50 hp of cold damage total in 1 round, it stops working for 1 hour. If 100 hp of cold damage is blocked in 10 rounds, the item is destroyed. Extremely cold weather can cause the protected area to take damage too.	—	Defense	Faint Abj	5	Craft Wondrous Item <i>Protection from Energy</i>	13,500	1,080	27,000
Cubic Gate (DMG p254)	Five of the six sides opens a <i>Gate</i> to another plane of existence. The sixth opens back to the Prime Material Plane. If a side is pressed once, a gate opens to a random place in that plane. Pressing the side again closes the gate. Only one gate may be open at a time. Pressing a side twice quickly causes the user & all creatures in adjacent squares to be transferred to a random point in the appropriate plane (WillNeg DC23).	—	Gate	Strong Conj	13	Craft Wondrous Item <i>Plane Shift</i>	82,000	6,560	164,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Daern's Instant Fortress (DMG p254)	Small metal cube. On command, the cube opens into a 20'x20'x30' tall Adamantine keep. The keep has a single door that only opens for the owner (& is immune to <i>Knock</i>).	—	Lodge	Strong Conj	13	Craft Wondrous Item <i>Mordenkainen's Magnificent Mansion</i>	27,500	2,200	55,000
Darkskull (DMG p254)	Ebony carved into the shape of a skull. <i>Unhallow</i> , always on.	—	Spell Effect	Mod Evoc [evil]	9	Craft Wondrous Item <i>Unhallow</i> Creator must be Evil	30,000	2,400	60,000
Decanter of Endless Water (DMG p254)	On command, the bottle will produce fresh or salt water. The decanter has three settings. Stream – 1 gallon per round. Fountain – 5' long stream producing 5 gallons per round. Geyser – 20' long stream producing 30 gallons per round. Can inflict 1d4 damage per round if pointed at a target, but may knock the user down (Strength check vs. DC 12 to stay up).	—	Food	Mod Trans	9	Craft Wondrous Item <i>Control Water</i>	4,500	360	9,000
Deck of Illusion (DMG p254)	Deck of cards with pictures, each of which will create a <i>Major Image</i> of the picture on the card once when thrown to the ground. The creature can move around as long as it says within 30' of where its card landed. 34 uses.	—	Spell Effect	Faint Ill	6	Craft Wondrous Item <i>Major Image</i>	4,050	324	8,100
Dimensional Pocket (DR313 p56)	A "pocket" of cloth with a 1' wide opening at one end. On command, the pocket adheres to the surface it currently is in contact with and turns invisible (though it may be detected with <i>See Invisible</i> , <i>Detect Magic</i> , etc.). The activator always knows where it is. A second command opens the pocket, which can hold up to 1,000 pounds and/or 150 cubic feet, though the objects must fit through the 1' wide opening. No matter how much it is holding, the pocket has no weight.	—	Storage	Mod Conj	9	Craft Wondrous Item <i>Leomund's Secret Chest</i>	4,500	360	9,000
Dimensional Shackles (DMG p255)	Cold-Iron shackles with permanent <i>Dimensional Anchor</i> . DC 30 to break. Will resize to fit a Small to Large creature.	—	Trap	Mod Abj	11	Craft Wondrous Item <i>Dimensional Anchor</i>	14,000	1,120	28,000
Doss Lute (CAre p149)	Masterwork Lute +3 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion. 6 ranks of Perform (string instrument) only: <i>Delay Poison</i> , 1/day. <i>Hold Person</i> , 1/day. <i>Mirror Image</i> , 1/day. 5 or less ranks of Perform (string instrument) only: 1 Persistent Negative level.	—	Instrument	Faint various	5	Craft Wondrous <i>Delay Poison</i> <i>Hold Person</i> <i>Mirror Image</i> Creator must be a Bard	4,900	392	9,800
Dragonskin Bag of Grendel (DR329 p26)	Large sack made from Black Dragon and Swamp Serpent skin. Up to 1,500 lbs. feels like 8 lbs. Items placed in the bag are shrunk (as opposed to being stored in an extra-dimensional space), so the bag is safe to put in a Portable Hole, etc.	—	Storage	Faint Trans	5	Craft Wondrous Item <i>Shrink Item</i>	9,000	720	18,000
Drow House Insignia (DR312 p85)	Pin depicting the symbol of a Drow Noble House. May be worn anywhere. <i>Levitate</i> , on command.	—	Spell Effect	Faint Trans	3	Craft Wondrous Item <i>Levitate</i>	7,500	600	15,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Drums of Panic (DMG p255)	2 Masterwork Kettle Drum (1½' diameter each) weighing 10 pounds total. When played, anyone greater than 20' away, but less than 120' away is affected by <i>Fear</i> (DC 16). Usable 1/day.	—	Instrument	Mod Necro	7	Craft Wondrous Item <i>Fear</i>	15,000	1,200	30,000
Dust of Appearance (DMG p255)	Can cover all objects in a 10' radius area. Within the area of effect, invisibility is suppressed, <i>Blur</i> & <i>Displacement</i> are negated, and the following are shown to be not real: <i>Mirror Image</i> , <i>Projected Image</i> , and all Figments. Negates Dust of Disappearance. Also, anything coated with the dusk receives a –30 penalty on Hide checks. Effects lasts for 5 minutes. Single use.	—	Defense	Faint Conj	5	Craft Wondrous Item <i>Glitterdust</i>	900	72	1,800
Dust of Disappearance (DMG p255)	Can cover a single object or creature. <i>Greater Invisibility</i> for 2d6 rounds. Target cannot be seen with <i>See Invisibility</i> or <i>Invisibility Purge</i> . Single use.	—	Spell Effect	Mod Ill	7	Craft Wondrous Item <i>Greater Invisibility</i>	1,750	140	3,500
Dust of Dispersion (CArc p148)	Fine powder in a pouch. When thrown in the air, creates a 10' by 10' by 10' translucent cloud that does <u>not</u> provide Concealment. Any ranged attack made into or through the cloud has a 50% Miss Chance. Attacks made from inside the cloud have no penalties. Cloud lasts for 3 minutes, unless there is a Strong (or faster) wind, which disperses it in 4 rounds (or faster). Fire will also burn away the cloud. Single use.	—	Defense	Faint Ill	3	Craft Wondrous Item <i>Blur</i> <i>Glitterdust</i>	1,050	84	2,100
Dust of Dryness (DMG p255)	If poured on water, absorbs 100 gallons of water & becomes a small sphere. Water is released when the sphere is thrown. If thrown on an Elemental with the Water subtype, it must make a Fortitude save vs. DC 18 or be destroyed. 5d6 damage if save is successful. Single use.	—	Misc.	Mod Trans	11	Craft Wondrous Item <i>Control Water</i>	425	34	850
Dust of Illusion (DMG p255)	<i>Disguise Self</i> , on target. Image is designated by the user. Lasts 2 hours. An unwilling target is allowed a Reflex save vs. DC 11 to avoid the effect. Single use.	—	Spell Effect	Faint Ill	6	Craft Wondrous Item <i>Disguise Self</i>	600	48	1,200
Dust of Tracelessness (DMG p255)	If throw in the air, a room up to 100 square feet will be filled with dust & cobwebs, seeming unused. If poured on tracks of up to 12 people & horses, the trail will be erased back for 250' with no left-over magic aura (+20 DC to track). Single use.	—	Misc.	Faint Trans	3	Craft Wondrous Item <i>Pass without Trace</i>	125	10	250
Efreeti Bottle (DMG p255)	Brass or bronze bottle with a lead stopper. Contains one of these three types of Efreeti: - Grants 3 Wishes & then leaves (10%) - Is insane & attacks (10%) - Will serve the opener for 10 minutes per day.	—	Summon	Strong Conj	14	Craft Wondrous Item <i>Summon Monster VII</i>	72,500	5,800	145,000
Elemental Gem – Air (DMG p255)	Transparent gem. When crushed, <i>Summon Nature's Ally V</i> (Large Air Elemental). Single use.	—	Summon	Mod Conj	11	Craft Wondrous Item <i>Summon Nature's Ally V</i>	1,125	90	2,250

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Elemental Gem – Earth (DMG p255)	Light brown gem. When crushed, <i>Summon Nature's Ally V</i> (Large Earth Elemental). Single use.	—	Summon	Mod Conj	11	Craft Wondrous Item <i>Summon Nature's Ally V</i>	1,125	90	2,250
Elemental Gem – Fire (DMG p255)	Reddish orange gem. When crushed, <i>Summon Nature's Ally V</i> (Large Fire Elemental). Single use.	—	Summon	Mod Conj	11	Craft Wondrous Item <i>Summon Nature's Ally V</i>	1,125	90	2,250
Elemental Gem – Water (DMG p255)	Blue-green gem. When crushed, <i>Summon Nature's Ally V</i> (Large Water Elemental). Single use.	—	Summon	Mod Conj	11	Craft Wondrous Item <i>Summon Nature's Ally V</i>	1,125	90	2,250
Elixir of Fire Breath (DMG p255)	The drinker can breath 4d6 Fire damage at a single target within 25' (Ref/½ DC13), up to 3 times within 1 hour. Single use.	—	Offense	Mod Evoc	11	Craft Wondrous Item <i>Scorching Ray</i>	5,500	440	11,000
Elixir of Hiding (DMG p255)	+10 Competence bonus on Hide checks for 1 hour. Single use.	—	Skill	Faint Ill	5	Craft Wondrous Item <i>Invisibility</i>	125	10	250
Elixir of Love (DMG p255)	The drinker comes under the effect of <i>Charm Person</i> for 1d3 hours (Will/Neg DC14). The first creature the drinker sees after coming under the effect is the being it is now friends with. Single use.	—	Spell Effect	Faint Ench	5	Craft Wondrous Item <i>Charm Person</i>	75	6	150
Elixir of Sneaking (DMG p255)	+10 Competence bonus on Move Silently checks for 1 hour. Single use.	—	Skill	Faint Ill	5	Craft Wondrous Item <i>Silence</i>	125	10	250
Elixir of Swimming (DMG p255)	+10 Competence bonus on Swimming checks for 1 hour. Single use.	—	Skill	Faint Ill	2	Craft Wondrous Item Creator must have 5+ ranks in Swimming	125	10	250
Elixir of Truth (DMG p256)	For 10 minutes, the drinker must answer questions and speak the truth. For each question, the subject may attempt a Will save vs. DC 13 to not answer. One question may be asked each round. Single use.	—	Spell Effect	Faint Ench	5	Craft Wondrous Item <i>Zone of Truth</i>	250	20	500
Elixir of Vision (DMG p256)	+10 Competence bonus on Search checks for 1 hour. Single use.	—	Skill	Faint Div	5	Craft Wondrous Item <i>True Seeing</i>	125	10	250
Everbright Lantern (Eb p265)	Bullseye Lantern with a small pink crystal inside as its light source. Gives off bright light in a 60' cone and shadowy illumination in a 120' cone.	—	Spell Effect	Faint Evoc	3	Craft Wondrous Item <i>Continual Flame</i>	112	4	212
Eversmoking Bottle (DMG p256)	Brass or bronze bottle with a lead stopper. When stopper is removed, smoke fills a 50' radius spread in 1 round, growing 10' per round, up to 100' radius. Smoke dissipates normally when stopper is restored with a command word.	—	Misc.	Faint Trans	3	Craft Wondrous Item <i>Pyrotechnics</i>	2,700	216	5,400
Figurine of Delivery (DR327 p66)	Small statue of a person carrying a heavy load, weighing 2 pounds. Once per day, the figure can be place on an object of up to 650 pounds and/or 39 cubic feet. The touched object is then teleported to a named person anywhere in the same plane of existence. The user does not need to know where that person is.	—	Teleport	Strong Conj	13	Craft Wondrous Item <i>Teleport Object</i>	16,400	1,312	32,800
Figurine of Wondrous Power – Bronze Griffon (DMG p256)	1" bronze statuette of a griffon. Becomes a normal Griffon on command, 2 times per week for up to 6 hours per use. If slain as a griffon, it reverts to a statuette.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Object</i>	5,000	400	10,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Figurine of Wondrous Power – Ebony Fly (DMG p256)	1" ebony statuette of a fly. Becomes a Pony-sized Fly (stats identical to a Hippogriff but no attacks) on command, 3 times per week for up to 12 hrs per use. If slain as a fly, it reverts to a statuette.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Object</i>	5,000	400	10,000
Figurine of Wondrous Power – Golden Lions (2) (DMG p256)	Two 1" gold statuette of lions. Becomes a pair of normal adult Lions on command, 1 time per day, for up to 1 hour per use. If slain as a lion, it reverts to statuette form for 1 week.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Object</i>	8,250	660	16,500
Figurine of Wondrous Power – Ivory Goats (3) (DMG p256)	Three 1" ivory statuette of goats. Goat of Traveling – Equivalent to a Heavy Horse. It can be use for 24 hours in a week, broken up however desired by the owner. Once all 24 hours have been use up, it cannot be reactivated for 1 day. Goat of Travail – Equivalent to a Nightmare, plus two 1d8+4 horns. It can be used for 12 hours, once per month. Goat of Terror – Equivalent to a Light Warhorse. Its rider can use one horn as a +3 Lance & the other as a +5 Longsword. When ridden in an attack, it produces <i>Fear</i> in a 30' radius (DC 16). It can be used every 2 weeks, for 3 hours per use. If any of the goats are slain, they reverts to statuette form for 1 week.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Object</i>	10,500	840	21,000
Figurine of Wondrous Power – Marble Elephant (DMG p256)	Fist-sized marble statuette of an elephant. Becomes a normal Elephant on command, 4 times per month, for up to 24 hour per use. If slain as an elephant, it reverts to a statuette.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Object</i>	8,500	680	17,000
Figurine of Wondrous Power – Obsidian Steed (DMG p257)	Small shape-less lump of black stone. Becomes a Heavy Warhorse on command, 1 time per week, for up to 24 hours per use. Each round, it can use one of the following powers on itself & its rider: <i>Fly</i> , <i>Plane Shift</i> , or <i>Etherealness</i> . Good character only: 10% chance per use that it will carry a rider to an Evil Plane & leave him there. If slain as a horse, it reverts to a statuette.	—	Figurine	Mod Trans	15	Craft Wondrous Item <i>Animate Object</i> <i>Plane Shift</i> <i>Etherealness</i>	1,4250	1,140	28,500
Figurine of Wondrous Power – Onyx Dog (DMG p257)	1" onyx statuette of a dog. Becomes a Riding Dog on command, 1 time per week, for up to 6 hours per use. It has an Intelligence of 8, can speak in Common, has +4 on Spot & Search checks, has Darkvision up to 60', & can see Invisible. If slain as a dog, it reverts to a statuette.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Object</i>	7,750	620	15,500
Figurine of Wondrous Power – Serpentine Owl (DMG p257)	1" serpentine statuette of an owl. Becomes a normal-sized Owl or a Giant Owl on command, 1 time per day, for up to 8 hours per use. It can communicate telepathically with its owner. After 3 uses of the Giant Owl form, the figurine loses its magic. If slain as an owl or giant owl, it reverts to a statuette.	—	Figurine	Mod Trans	11	Craft Wondrous Item <i>Animate Object</i>	4,550	364	9,100

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Figurine of Wondrous Power – Silver Raven (DMG p257)	1" silver figurine of a raven. Becomes a Raven on command (but has Hardness 10), for 24 hours per week, split up however desired. If given a message, it will act as the <i>Animal Messenger</i> spell. If slain as a raven, it reverts to a statuette.	—	Figurine	Faint Ench Trans	6	Craft Wondrous Item <i>Animal Messenger</i>	1,900	152	3,800
Fochluchan Bandore (CArc p148)	Masterwork Lute. <i>Light</i> , 1/day. +1 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion. 2 ranks of Perform (string instrument) only: <i>Flare</i> , 1/day. <i>Mending</i> , 1/day. <i>Message</i> , 1/day.	—	Instrument	Faint Evoc Trans	3	Craft Wondrous <i>Flare</i> <i>Light</i> <i>Mending</i> <i>Message</i> Creator must be a Bard	950	76	1,900
Gem of Brightness (DMG p257)	Created with 50 charges. 3 uses: 1. Sheds light as a Hooded Lantern. No Charge. 2. 50' ray. If the ranged touch attack hits, target is Blind for 1d4 rounds (FortNeg DC14). 1 Charge. 3. 30' Cone . Everyone within the area of effect is Blind for 1d4 rounds (FortNeg DC14). 5 Charges.	—	Offense	Faint Evoc	6	Craft Wondrous Item <i>Daylight</i>	6,500	520	13,000
Gem of Location (DR327 p67)	Green gem embedded in a nugget of silver. When created, the gem has the terrain and permanent structures of an area of up to 10 miles by 10 miles stored into it. On command, the gem projects an illusionary map of the area. The user may "zoom" in or out of the area to learn more details. The map <u>never</u> changes once created, so details may be out of date. +5 Circumstance bonus on Know(local) & Know(geography) for the shown area.	—	Skill	Faint Ill	5	Craft Wondrous Item <i>Locate Object</i> <i>Major Image</i>	2,500	200	5,000
Gem of Seeing (DMG p257)	<i>True Seeing</i> , for 30 minutes per day, broken up as desired.	—	Vision	Mod Div	10	Craft Wondrous Item <i>True Seeing</i>	37,500	3,000	75,000
Golem Manual – Clay (DMG p258)	Instructions for creating a Clay Golem. Using the manual grants the reader the following advantages for purposes of creating a Clay Golem only: +5 Competence bonus on Craft (sculpting) or Craft (pottery) checks. Use of Feat: Craft Construct . Contains the spells <i>Animate Objects</i> , <i>Bless</i> , <i>Commune Prayer</i> , & <i>Resurrection</i> in spell trigger form (i.e., like a scroll). +2 Caster level. Provides 1,540 XP. When the steps are completed, the manual burns itself into ash, which is sprinkled on the Golem as the final step. Single use.	—	Golem	Mod Conj Div Ench Trans	11	Craft Construct <i>Animate Objects</i> <i>Bless</i> <i>Commune Prayer</i> <i>Resurrection</i>	2,150	1,712	12,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Golem Manual – Flesh (DMG p258)	<p>Instructions for creating a Flesh Golem.</p> <p>Using the manual grants the reader the following advantages for purposes of creating a Flesh Golem only:</p> <p>+5 Competence bonus on Craft (leather-working) checks.</p> <p>Use of Feat: <u>Craft Construct</u>.</p> <p>Contains the spells <i>Animate Dead</i>, <i>Bull's Strength</i>, <i>Geas / Quest</i>, & <i>Limited Wish</i>, in spell trigger form (i.e., like a scroll).</p> <p>+1 Caster level.</p> <p>Provides 780 XP.</p> <p>When the steps are completed, the manual burns itself into ash, which is sprinkled on the Golem as the final step.</p> <p>Single use.</p>	—	Golem	Mod Ench Necro [evil] Trans	8	Craft Construct <i>Animate Dead</i> <i>Bull's Strength</i> <i>Geas / Quest</i> <i>Limited Wish</i>	2,050	944	8,000
Golem Manual – Greater Stone (DMG p258)	<p>Instructions for creating a Greater Stone Golem.</p> <p>Using the manual grants the reader the following advantages for purposes of creating a Greater Stone Golem only:</p> <p>+5 Competence bonus on Craft (sculpting) or Craft (stonemasonry) checks.</p> <p>Use of Feat: <u>Craft Construct</u>.</p> <p>Contains the spells <i>Geas / Quest</i>, <i>Limited Wish</i>, <i>Polymorph Any Object</i>, & <i>Slow</i> in spell trigger form (i.e., like a scroll).</p> <p>+3 Caster level.</p> <p>Provides 7,640 XP.</p> <p>When the steps are completed, the manual burns itself into ash, which is sprinkled on the Golem as the final step.</p> <p>Single use.</p>	—	Golem	Strong Abj Ench	16	Craft Construct <i>Geas / Quest</i> <i>Limited Wish</i> <i>Polymorph Any Object</i> <i>Slow</i>	2,900	7,872	44,000
Golem Manual – Iron (DMG p258)	<p>Instructions for creating an Iron Golem.</p> <p>Using the manual grants the reader the following advantages for purposes of creating an Iron Golem only:</p> <p>+5 Competence bonus on Craft (armor-smithing) or Craft (weapon-smithing).</p> <p>Use of Feat: <u>Craft Construct</u>.</p> <p>Contains the spells <i>Cloudkill</i>, <i>Geas/Quest</i>, <i>Limited Wish</i>, & <i>Polymorph Any Object</i>, in spell trigger form (i.e., like a scroll).</p> <p>+4 Caster level.</p> <p>Provides 5,600 XP.</p> <p>When the steps are completed, the manual burns itself into ash, which is sprinkled on the Golem as the final step.</p> <p>Single use.</p>	—	Golem	Strong Conj Ench Trans	16	Craft Construct <i>Cloudkill</i> <i>Geas / Quest</i> <i>Limited Wish</i> <i>Polymorph Any Object</i>	3,500	5,880	35,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Golem Manual – Stone (DMG p258)	Instructions for creating a Stone Golem. Using the manual grants the reader the following advantages for purposes of creating a Stone Golem only: +5 Competence bonus on Craft (sculpting) or Craft (stonemasonry) checks. Use of Feat: <i>Craft Construct</i> . Contains the spells <i>Geas / Quest</i> , <i>Limited Wish</i> , <i>Polymorph Any Object</i> , & <i>Slow</i> in spell trigger form (i.e., like a scroll). +3 Caster level. Provides 3,400 XP. When the steps are completed, the manual burns itself into ash, which is sprinkled on the Golem as the final step. Single use.	—	Golem	Strong Abj Ench	14	Craft Construct <i>Geas / Quest</i> <i>Limited Wish</i> <i>Polymorph Any Object</i> <i>Slow</i>	2,500	3,600	22,000
Halisstra's Comb (DR312 p89)	Small comb that is pinned in hair, but does not consume a location. +4 Enhancement bonus to Charisma	—	Ability Score	Mod Trans	8	Craft Wondrous Item <i>Eagle's Splendor</i>	16,000	1,280	32,000
Harp of Charming (DMG p258)	Masterwork Harp. <i>Suggestion</i> (DC14), once per 10 minutes of playing (requires a Perform (string instruments) check vs. DC 14). If the Perform check fails, the ability cannot be used for 24 hours.	—	Instrument	Faint Ench	5	Craft Wondrous Item <i>Suggestion</i>	3,750	300	7,500
Heward's Handy Haversack (DMG p259)	Up to 120 lbs. feels like 5 lbs. Removing any object from the haversack is only a Free Action (always on top)	—	Storage	Mod Conj	9	Craft Wondrous Item <i>Leomund's Secret Chest</i>	1,000	80	2,000
Horn of Blasting (DMG p259)	Everything in a 40' Cone takes 5d6 Sonic damage (Fort $\frac{1}{2}$ D16) & Deafened for 2d6 rounds (FortNeg DC16). Crystalline objects & creatures take 7d6 Sonic damage (if attended, WillNeg DC16, otherwise no save). If played more than once per day, 20% cumulative chance of exploding, doing 10d6 damage to the player.	—	Offense	Mod Evoc	7	Craft Wondrous Item <i>Shout</i>	10,000	800	20,000
Horn of Blasting, Greater (DMG p259)	Everything in a 40' Cone takes 10d6 Sonic damage (Fort $\frac{1}{2}$ D16) and Stunned for 1 round & Deafened for 4d6 rounds (FortNeg DC16). Crystalline objects & creatures take 16d6 Sonic damage (if attended, WillNeg DC16, otherwise no save). If played more than once per day, 20% cumulative chance of exploding, doing 10d6 damage to the player.	—	Offense	Strong Evoc	16	Craft Wondrous Item <i>Shout</i>	35,000	2,800	70,000
Horn of Fog (DMG p259)	When blown, a "fog-horn" sound is made & fog fills the 10' square in front of the horn. Each round the user continues to blow the horn, the fog moves 10' & another square is filled. The fog lasts for three minutes, unless dispersed by a moderate or stronger wind.	—	Spell Effect	Faint Conj	3	Craft Wondrous Item <i>Obscuring Mist</i>	1,000	80	2,000
Horn of Goodness / Evil (DMG p259)	Masterwork Trumpet that can be used for magical effect up to once per day. Good character only: <i>Magic Circle against Evil</i> , for 10 round. Evil character only: <i>Magic Circle against Good</i> , for 10 round.	—	Spell Effect	Faint Abj	6	Craft Wondrous Item <i>Magic Circle against Good</i> <i>Magic Circle against Evil</i>	3,250	260	6,500
Horn of Recording (DR327 p67)	Small bronze cornucopia. On command, the horn records sounds around it. The recording is stopped with a separate command. The horn may hold 2 hours of sounds total. Once filled, the horn is only useful for play-back.	—	Misc.	Faint Ill	3	Craft Wondrous Item <i>Major Image</i>	375	30	750

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Horn of the Tritons (DMG p260)	Conch shell horn. Usable 3 times per day by a Triton, 1 time per day by anyone else. The horn is heard by all Triton within 3 miles. Each sounding can do one of the following: - Calm water in a 1 mile radius & dispels any summoned water elements (Will save vs. DC 16 to resist). - Attracts 5d4 Large Sharks, 5d6 Medium Sharks, or 1d10 Sea Lions (assuming any are in range). The creatures will obey the user. - All aquatic creatures with Int 1 or 2 within 500' must make a Will save vs. DC 16 or be <u>Shaken</u> for 3d6 rounds.	—	Combo	Mod Conj Trans	8	Craft Wondrous Item <i>Fear</i> <i>Summon Monster V</i> <i>Water Control</i> A Triton must be involved in the item's construction	7,550	604	15,100
Horn of Valhalla – Brass (DMG p260)	Summon 2d4+1 3 rd level Human Barbarians. Usable 1/week. Spellcaster only: The Barbarians fight for the user for 1 hour. Non-Spellcaster only: The Barbarians attack the user.	—	Summon	Strong Conj	13	Craft Wondrous Item <i>Summon Monster VI</i>	25,000	2,000	50,000
Horn of Valhalla – Bronze (DMG p260)	Summon 2d4 4 th level Human Barbarians. Usable 1/week. Proficient in all martial weapons –or– have the Bardic Music ability only: The Barbarians fight for the user for 1 hour. All others only: The Barbarians attack the user.	—	Summon	Strong Conj	13	Craft Wondrous Item <i>Summon Monster VI</i>	25,000	2,000	50,000
Horn of Valhalla – Iron (DMG p260)	Summon 1d4+1 5 th level Human Barbarians. Usable 1/week. Proficient in all martial weapons –or– have the Bardic Music ability only: The Barbarians fight for the user for 1 hour. All others only: The Barbarians attack the user.	—	Summon	Strong Conj	13	Craft Wondrous Item <i>Summon Monster VI</i>	25,000	2,000	50,000
Horn of Valhalla – Silver (DMG p260)	Summon 2d4+2 2 nd level Human Barbarians. Usable 1/week. The Barbarians fight for the user for 1 hr	—	Summon	Strong Conj	13	Craft Wondrous Item <i>Summon Monster VI</i>	25,000	2,000	50,000
Horseshoes of a Zephyr (DMG p260)	4 Horseshoes. When all 4 are worn by an appropriate creature, it travels at 4" above the surface. This allows it to walk / run over water, snow, mud, etc., at normal speed without leaving tracks.	—	Creature	Faint Trans	3	Craft Wondrous Item <i>Levitate</i>	3,000	256	6,000
Horseshoes of Speed (DMG p260)	4 Horseshoes. When all 4 are worn by an appropriate creature, it gains a 30' Enhancement bonus to its land movement rate.	—	Creature	Faint Trans	3	Craft Wondrous Item <i>Haste</i>	1,500	128	3,000
Incense of Consecration (BoED p116)	<i>Consecrate</i> , in a 20' Emanation when burned in a censer of thurible. The effect moves with the incense. After 6 hours, the effect ends. Single use.	—	Spell Effect	Faint Evoc	3	Craft Wondrous Item <i>Consecrate</i>	150	12	300
Incense of Meditation (DMG p260)	When used by a Divine spellcaster during the 8 hours of spell preparation, all prepared spells are Maximized without taking up a higher level. Effect lasts for 24 hours. Single use.	—	Spell Augment	Mod Ench	7	Craft Wondrous Item Maximize Spell <i>Bless</i>	2,450	196	4,900
Instrument of the Winds (PGF p123)	Masterwork Lute. By making a Perform (string instrument) check vs. DC 15, <i>Summon Monster VI</i> (Large Air Elemental). Usable 1/day.	—	Instrument	Mod Conj	11	Craft Wondrous Item <i>Summon Monster VI</i>	11,000	880	22,000
Ioun Stone – Clear Spindle (DMG p260)	Gem that floats around the owner's head Sustains user without food or water	—	Food	Mod varies	12	Craft Wondrous Item	2,000	160	4,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Ioun Stone – Dark Blue Rhomboid (DMG p260)	Gem that floats around the owner's head Gain Feat: Alertness	—	Feat	Mod varies	12	Craft Wondrous Item	5,000	400	10,000
Ioun Stone – Deep Red Sphere (DMG p260)	Gem that floats around the owner's head +2 Enhancement bonus to Dexterity.	—	Ability Score	Mod varies	12	Craft Wondrous Item	4,000	320	8,000
Ioun Stone – Dusty Rose Prism (DMG p260)	Gem that floats around the owner's head +1 Insight bonus to AC	—	AC	Mod varies	12	Craft Wondrous Item	2,500	200	5,000
Ioun Stone – Incandescent Blue Sphere (DMG p260)	Gem that floats around the owner's head +2 Enhancement bonus to Wisdom.	—	Ability Score	Mod varies	12	Craft Wondrous Item	4,000	320	8,000
Ioun Stone – Iridescent Spindle (DMG p260)	Gem that floats around the owner's head Sustains owner without air	—	Breath Anywhere	Mod varies	12	Craft Wondrous Item	9,000	720	18,000
Ioun Stone – Lavender & Green Ellipsoid (DMG p260)	Gem that floats around the owner's head Negates up to 8 th level spells to a total of 50 spell levels & then burns out. Requires a 'Readied Action'.	—	Defense	Mod varies	12	Craft Wondrous Item	20,000	1,600	40,000
Ioun Stone – Orange Prism (DMG p260)	Gem that floats around the owner's head +1 Caster level.	—	Misc.	Mod varies	12	Craft Wondrous Item	15,000	1,200	30,000
Ioun Stone – Pale Blue Rhomboid (DMG p260)	Gem that floats around the owner's head +2 Enhancement bonus to Strength.	—	Ability Score	Mod varies	12	Craft Wondrous Item	4,000	320	8,000
Ioun Stone – Pale Green Prism (DMG p260)	Gem that floats around the owner's head +1 Competence bonus to attack rolls, saves, skill checks, & ability checks.	—	Combo	Mod varies	12	Craft Wondrous Item	10,000	800	20,000
Ioun Stone – Pale Lavender Ellipsoid (DMG p260)	Gem that floats around the owner's head Negates up to 4 th level spells to a total of 20 spell levels & then burns out. Requires a 'Readied Action'.	—	Defense	Mod varies	12	Craft Wondrous Item	10,000	800	20,000
Ioun Stone – Pearly White Spindle (DMG p260)	Gem that floats around the owner's head Regenerate 1 hp per hour of damage. Only damage taken while using the Ioun Stone can be healed.	—	Healing	Mod varies	12	Craft Wondrous Item	10,000	800	20,000
Ioun Stone – Pink & Green Sphere (DMG p260)	Gem that floats around the owner's head +2 Enhancement bonus to Charisma.	—	Ability Score	Mod varies	12	Craft Wondrous Item	4,000	320	8,000
Ioun Stone – Pink Rhomboid (DMG p260)	Gem that floats around the owner's head +2 Enhancement bonus to Constitution.	—	Ability Score	Mod varies	12	Craft Wondrous Item	4,000	320	8,000
Ioun Stone – Scarlet & Blue Sphere (DMG p260)	Gem that floats around the owner's head +2 Enhancement bonus to Intelligence.	—	Ability Score	Mod varies	12	Craft Wondrous Item	4,000	320	8,000
Ioun Stone – Vibrant Purple Prism (DMG p260)	Gem that floats around the owner's head. Stores three levels of spells that can be used any anyone. Once used, the stone is 'empty' & can be recharged with a new spell or spells by a spellcaster.	—	Spell Storage	Mod varies	12	Craft Wondrous Item	18,000	1,440	36,000
Iron Bands of Bilarro (DMG p261)	3" iron sphere On command, the user can make the sphere unwind itself into metal bands which wrap around, capture, & immobilize a target (Large-size or smaller) hit by a ranged touch attack. To remove the band requires either the command word, an Escape Artist check vs. DC 30, or a Strength check vs. DC 30 (which destroys the item). Usable once per day.	—	Trap	Strong Evoc	13	Craft Wondrous Item <i>Bigby's Grasping Hand</i>	13,000	1,040	26,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Iron Flask (DMG p261)	<p>If the flask is empty, the user can target an extraplanar creature within 60' by using the command word. If it fails a Will save vs. DC 19, it is pulled into the flask, followed by the user closing it with the stopper.</p> <p>If the flask is not empty, saying the command word & removing the stopper allows the user to force the contained creature to serve him/her for 1 hour before it goes free.</p> <p>If the flask is not empty & the stopper is removed without saying the command word, the creature is free to do what it wishes.</p> <p>The command word may only be used once per day.</p> <p>Attempted to retrap a creature gives it a +2 on its saving throw to resist.</p> <p>When found, Iron Flasks sometimes are imprisoning something.</p>	—	Trap	Strong Conj	20	Craft Wondrous Item <i>Trap the Soul</i>	85,000	6,800	170,000
Keoghtom's Ointment (DMG p261)	<p>If applied to a poisoned area or swallowed, <i>Neutralize Poison</i>.</p> <p>If applied to a disease, <i>Remove Disease</i>.</p> <p>If applied to a wound, <i>Cure Light Wounds</i></p> <p>5 uses.</p>	—	Healing	Faint Conj	5	Craft Wondrous Item <i>Cure Light Wounds</i> <i>Neutralize Poison</i> <i>Remove Disease</i>	2,000	160	4,000
Kiira N'Vaelahr (PGF p123)	<p>Fist-sized green gem. When touched to the skin, it painlessly embeds itself & cannot be removed unless the wielder is willing or dead.</p> <p>Automatically records what the wielder sees and hears. These recordings can be "replayed" to the wielder, though their haziness results in a -2 penalty on Spot or Listen checks made on the contents of the recording.</p> <p>As a Standard Action, the wielder can record in more detail. Only 10 hours total can be stored in this way. The high quality recording does not have any penalties & can include the wielder's thoughts (if desired).</p> <p><i>Detect Thoughts</i>, at will. You may communicate telepathically with anyone whose mind you are reading, including the sending of memories stored in the gem.</p> <p><i>Major Image</i>, 1/day. The image may only be sights & sounds stored in the gem.</p> <p>+2 Resistance bonus on Will saves.</p> <p><i>Overland Flight</i>, 1/day.</p>	—	Combo	Mod Div Ill Trans	7	Craft Wondrous Item <i>Detect Thoughts</i> <i>Major Image</i> <i>Overland Flight</i>	37,520	3,002	75,040
Lantern of Revealing (DMG p261)	<p>Hooded lantern.</p> <p><i>Invisibility Purge</i> in a 25' radius, when lit.</p>	—	Spell Effect	Faint Evoc	5	Craft Wondrous Item <i>Invisibility Purge</i>	15,000	1,200	30,000
Lens of Detection (DMG p261)	<p>6" diameter circular prism set in a frame with an attached handle.</p> <p>+5 bonus on Search checks.</p> <p>+5 bonus to Survival checks when tracking</p>	—	Skill	Mod Div	9	Craft Wondrous Item <i>True Seeing</i>	1,750	140	3,500
Lyre of Building (DMG p261)	<p>Masterwork Lyre.</p> <p>All walls, roofs, floors, etc., within 300' are immune to <i>Disintegrate</i>, battering rams, siege weapons, etc. for 30 minutes. Usable 1/day.</p> <p>Produces 600 man-days worth of construction of buildings, mines, etc., per hour played. After the 1st hour, a Perform (string instruments) check vs. DC 18 must be made to continue. Usable 1/week.</p>	—	Instrument	Faint Trans	6	Craft Wondrous Item <i>Fabricate</i>	6,500	520	13,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Mac-Fuirmidh Cithern (CArc p149)	Masterwork Lute. +2 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion. 4 ranks of Perform (string instrument) only: <i>Cure Light Wounds</i> , 1/day. <i>Mage Armor</i> , 1/day. <i>Sleep</i> , 1/day.	—	Instrument	Faint various	3	Craft Wondrous <i>Cure Light Wounds</i> <i>Mage Armor</i> <i>Sleep</i> Creator must be a Bard	1,450	116	2,900
Mantle Stone of Vhyridaan (PGF p123)	Gem that floats around the owner's head <i>Spell Turning</i> (5 spell levels), 3/day. Stores three levels of spells. As a Standard Action, the owner can 'cast' the spell(s). Once used, the stone is 'empty' & can be recharged.	—	Combo	Strong Abj	13	Craft Wondrous Item Quicken Spell <i>Imbue with Spell Ability</i> <i>Spell Turning</i>	116,280	9,302	232,560
Manual of Bodily Health +1 (DMG p261)	+1 Inherent bonus to Constitution after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish</i> –or– <i>Miracle</i>	1,250	5,100	27,500
Manual of Bodily Health +2 (DMG p261)	+2 Inherent bonus to Constitution after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish</i> –or– <i>Miracle</i>	2,500	10,200	55,000
Manual of Bodily Health +3 (DMG p261)	+3 Inherent bonus to Constitution after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish</i> –or– <i>Miracle</i>	3,750	15,300	82,500
Manual of Bodily Health +4 (DMG p261)	+4 Inherent bonus to Constitution after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish</i> –or– <i>Miracle</i>	5,000	20,400	110,000
Manual of Bodily Health +5 (DMG p261)	+5 Inherent bonus to Constitution after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish</i> –or– <i>Miracle</i>	6,250	25,500	137,500
Manual of Gainful Exercise +1 (DMG p262)	+1 Inherent bonus to Strength after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish</i> –or– <i>Miracle</i>	1,250	5,100	27,500
Manual of Gainful Exercise +2 (DMG p262)	+2 Inherent bonus to Strength after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish</i> –or– <i>Miracle</i>	2,500	10,200	55,000
Manual of Gainful Exercise +3 (DMG p262)	+3 Inherent bonus to Strength after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish</i> –or– <i>Miracle</i>	3,750	15,300	82,500
Manual of Gainful Exercise +4 (DMG p262)	+4 Inherent bonus to Strength after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish</i> –or– <i>Miracle</i>	5,000	20,400	110,000
Manual of Gainful Exercise +5 (DMG p262)	+5 Inherent bonus to Strength after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish</i> –or– <i>Miracle</i>	6,250	25,500	137,500
Manual of Quickness of Action+1 (DMG p262)	+1 Inherent bonus to Dexterity after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish</i> –or– <i>Miracle</i>	1,250	5,100	27,500
Manual of Quickness of Action+2 (DMG p262)	+2 Inherent bonus to Dexterity after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish</i> –or– <i>Miracle</i>	2,500	10,200	55,000
Manual of Quickness of Action+3 (DMG p262)	+3 Inherent bonus to Dexterity after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish</i> –or– <i>Miracle</i>	3,750	15,300	82,500
Manual of Quickness of Action+4 (DMG p262)	+4 Inherent bonus to Dexterity after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish</i> –or– <i>Miracle</i>	5,000	20,400	110,000
Manual of Quickness of Action+5 (DMG p262)	+5 Inherent bonus to Dexterity after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish</i> –or– <i>Miracle</i>	6,250	25,500	137,500

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Memory Crystal (DR327 p67)	Lens-shaped crystal with a metal handle for holding up to the eye. An 'empty' crystal can record the image of what can be seen looking through the crystal with normal human vision. Once recorded, the image stays in the crystal <u>permanently</u> . Studying the image for 10 minutes qualifies as "careful study" for a <i>Teleport</i> spell and counts as "familiar" for <i>Clairvoyance / Clairaudience</i> .	—	Misc.	Faint III	1	Craft Wondrous Item <i>Silent Image</i>	100	4	200
Mirror of Life Tapping (DMG p262)	4' x 4' mirror that weighs 50 pounds. It must be attached to a surface & activated with a command word to be used. Anyone looking into the mirror from within 30' must make a Will save vs. DC 23 or be pulled into it, leaving behind their clothing & possessions. Only living creatures can be trapped, so Undead, Constructs, etc. are immune. The mirror can hold exactly 15 prisoners. If the number is exceeded, a random prisoner is released. Each cell has two command words of its own: one to bring the prisoner to the glass so it can be conversed with; and one to release it. Breaking the mirror releases all of its prisoners.	—	Trap	Strong Abj	17	Craft Wondrous Item <i>Imprisonment</i>	100,000	8,000	200,000
Mirror of Mental Prowess (DMG p262)	5' x 2' mirror that weighs 40 pounds. <i>Clairvoyance</i> , on command. This effect even works with other Planes of Existence if the owner is sufficiently familiar with them. If the owner is within 25' of the mirror, the thoughts of any creature reflected in the mirror can be read. The owner can step through the mirror to the location currently being looked upon with <i>Clairvoyance</i> . An invisible 5' x 2' opening remain until the owner steps back through, closes it with a command word, or 24 hrs go by. Other creatures may use the gate. Receive an accurate short answer about the creature shown in the mirror, usable once per week.	—	Scry	Strong Conj Div	17	Craft Wondrous Item <i>Clairaudience / Clairvoyance Detect Thoughts Gate Legend Lore</i>	87,500	7,000	175,000
Mirror of Opposition (DMG p262)	4' x 3' mirror that weighs 45 pounds. Activated & deactivated with a command word. A creature seeing its reflection in the mirror will have a copy (with equipment) jump out of the mirror & attack him/her. Once either is defeated, the copy disappears with its equipment. Usable 4 times per day.	—	Trap	Strong Necro	15	Craft Wondrous Item <i>Clone</i>	46,000	3,680	92,000
Mirrors of Communication (DR327 p68)	A matching set of 2 – 18 framed, silver mirrors, either 18" in diameter or 2'x2' square. Each mirror weighs 6 pounds. A person speaking into one mirror has his/her voice come out of each other mirror. If only two mirrors are linked, they always show what can be seen looking out of the other mirror. If more than two mirrors are linked, images from each mirror with someone standing before it overlap. If more than one person is speaking at one time, a Listen check vs. DC 10 + 5 per speaker beyond the first is required to understand a specific person.	—	Misc.	Faint Div	5	Craft Wondrous Item <i>Clairaudience / Clairvoyance</i>	15,000 for two + 5,000 per extra mirror	1,200 for two + 400 per extra mirror	30,000 for two + 10,000 per extra mirror
Murlynd's Spoon (DMG p262)	Creates grool for up to 4 humans per day.	—	Food	Faint Conj	5	Craft Wondrous Item <i>Create Food and Water</i>	2,700	216	5,400

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Necklace of Fireballs I (DMG p263)	Chain holds 3 beads, each of which can be thrown up to 70' to cause a <i>Fireball</i> (DC 14). Bigger beads do more damage. Beads: one 5d6 and two 3d6. Does not need to be worn to be used. If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode.	—	Spell Effect	Mod Evoc	10	Craft Wondrous Item <i>Fireball</i>	825	66	1,650
Necklace of Fireballs II (DMG p263)	Chain holds 5 beads, each of which can be thrown up to 70' to cause a <i>Fireball</i> (DC 14). Bigger beads do more damage. Beads: one 6d6, two 4d6, and two 2d6. Does not need to be worn to be used. If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode.	—	Spell Effect	Mod Evoc	10	Craft Wondrous Item <i>Fireball</i>	1,350	108	2,700
Necklace of Fireballs III (DMG p263)	Chain holds 7 beads, each of which can be thrown up to 70' to cause a <i>Fireball</i> (DC 14). Bigger beads do more damage. Beads: one 7d6, two 5d6, and four 3d6. Does not need to be worn to be used. If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode.	—	Spell Effect	Mod Evoc	10	Craft Wondrous Item <i>Fireball</i>	2,175	174	4,350
Necklace of Fireballs IV (DMG p263)	Chain holds 9 beads, each of which can be thrown up to 70' to cause a <i>Fireball</i> (DC 14). Bigger beads do more damage. Beads: one 8d6, two 6d6, two 4d6, and four 2d6. Does not need to be worn to be used. If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode.	—	Spell Effect	Mod Evoc	10	Craft Wondrous Item <i>Fireball</i>	2,700	216	5,400
Necklace of Fireballs V (DMG p263)	Chain holds 7 beads, each of which can be thrown up to 70' to cause a <i>Fireball</i> (DC 14). Bigger beads do more damage. Beads: one 9d6, two 7d6, two 5d6, and two 3d6. Does not need to be worn to be used. If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode.	—	Spell Effect	Mod Evoc	10	Craft Wondrous Item <i>Fireball</i>	2,925	234	5,850
Necklace of Fireballs VI (DMG p263)	Chain holds 9 beads, each of which can be thrown up to 70' to cause a <i>Fireball</i> (DC 14). Bigger beads do more damage. Beads: one 10d6, two 8d6, two 6d6, and four 4d6. Does not need to be worn to be used. If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode.	—	Spell Effect	Mod Evoc	10	Craft Wondrous Item <i>Fireball</i>	4,050	324	8,100
Necklace of Fireballs VII (DMG p263)	Chain holds 9 beads, each of which can be thrown up to 70' to cause a <i>Fireball</i> (DC 14). Bigger beads do more damage. Beads: one 10d6, two 9d6, two 7d6, two 5d6, and two 3d6. Does not need to be worn to be used. If the user fails a save vs. Magical Fire, the item must make a save (at +7). If it fails, all the remaining beads explode.	—	Spell Effect	Mod Evoc	10	Craft Wondrous Item <i>Fireball</i>	4,350	348	8,700

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Nolzur's Marvelous Pigments (DMG p263)	Small pot of paint. Any objects drawn with the paint become real & permanent. The value of the objects cannot exceed 2,000 gp & are limited to 10' x 10' x 10'. In this way, entire rooms & be drawn & filled. Painting takes 10 minutes and requires a Craft (painting) check vs. DC 15. Items created are not magical & permanent.	—	Misc.	Strong Conj	15	Craft Wondrous Item <i>Major Creation</i>	2,000	160	4,000
Ollamh Harp (CArc p149)	Masterwork Harp. +7 Competence bonus on Bardic Music for Countersong, Fascinate, & Suggestion. 14 ranks of Perform (string instrument) only: <i>Control Weather</i> , 1/day. <i>Eye-Bite</i> , 1/day. <i>Repulsion</i> , 1/day. 13 or less ranks of Perform (string instrument) only: 1 Persistent Negative level.	—	Instrument	Strong various	17	Craft Wondrous <i>Control Weather</i> <i>Eye-Bite</i> <i>Repulsion</i> Creator must be a Bard	41,800	3,344	83,600
Orb of Storms (DMG p263)	8" diameter glass sphere. <i>Control Weather</i> , once per day. <i>Storm of Vengeance</i> , once per month. <i>Endure Elements</i> , always on.	—	Combo	Strong varied	18	Craft Wondrous Item <i>Control Weather</i> <i>Endure Elements</i> <i>Storm of Vengeance</i>	24,000	1,920	48,000
Pearl of Power – 1 st lvl (DMG p263)	Restore a prepared spell of 1 st level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	500	40	1,000
Pearl of Power – 2 spells up to 6 th (DMG p263)	Restore 2 prepared spells of up to 6 th level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	35,000	2,800	70,000
Pearl of Power – 2 nd lvl (DMG p263)	Restore a prepared spell of 2 nd level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	2,000	160	4,000
Pearl of Power – 3 rd lvl (DMG p263)	Restore a prepared spell of 3 rd level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	4,500	360	9,000
Pearl of Power – 4 th lvl (DMG p263)	Restore a prepared spell of 4 th level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	8,000	640	16,000
Pearl of Power – 5 th lvl (DMG p263)	Restore a prepared spell of 5 th level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	12,500	1,000	25,000
Pearl of Power – 6 th lvl (DMG p263)	Restore a prepared spell of 6 th level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	18,000	1,440	36,000
Pearl of Power – 7 th lvl (DMG p263)	Restore a prepared spell of 7 th level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	24,500	1,960	49,000
Pearl of Power – 8 th lvl (DMG p263)	Restore a prepared spell of 8 th level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	32,000	2,560	64,000
Pearl of Power – 9 th lvl (DMG p263)	Restore a prepared spell of 9 th level, 1/day.	—	Spell Restore	Strong Trans	17	Craft Wondrous Item	40,500	3,240	81,000
Pearl of the Sirens (DMG p263)	Breath, move around, & even cast spells underwater without hindrance. Swim 60'.	—	Breath Underwater	Mod Abj Trans	8	Craft Wondrous Item <i>Freedom of Movement</i> <i>Water Breathing</i>	7,650	612	15,300
Pipes of Haunting (DMG p264)	Masterwork Pan Pipes. By making a Perform (wood winds) check vs. DC 15, the pipes play eerie music, causing listeners within 30' to become Frightened 10 minutes (WillNeg DC13). Only creatures with up to 5HD are effected. Usable twice per day.	—	Instrument	Faint Necro	4	Craft Wondrous Item <i>Scare</i>	3,000	240	6,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Pipes of Pain (DMG p264)	Masterwork Pan Pipes. By making a Perform (wood winds) check, vs. DC 15, everyone within 30' are <u>Fascinated</u> (WillNeg DC15) as long as the music continues. After the playing ends, anyone who failed their save is cursed with hypersensitive to noise. For 2d4 rounds, the subject takes 1d4 damage per round unless in total silence & takes double damage from sonic attacks. Thereafter, the subject <u>Shaken</u> if not in a silent area. The effect can only be removed by <i>Remove Curse</i> , <i>Miracle</i> , etc.	—	Instrument	Faint Ench Evoc	6	Craft Wondrous Item <i>Sound Burst</i> Creator must have the Bardic Music class ability	6,000	480	12,000
Pipes of Sounding (DMG p264)	When played by someone with at least 1 rank in Perform (wood winds), <i>Ghost Sound</i> .	—	Spell Effect	Faint Ill	2	Craft Wondrous Item <i>Ghost Sound</i>	900	72	1,800
Pipes of the Sewers (DMG p264)	By playing a specific tune, the user summons 1d3 Rat Swarms(MM p239), which arrive immediately if within 400', & are delayed 1 round for each additional 50'. Once the rats arrive, the user must make a Perform (wood winds) check vs. DC 10. If successful, the rats obey the user's commands. On a failure, the rats attack the user. The rats remain as long as the music is continuously played. Using the pipes a second time in one day increases the Perform DC to 15.	—	Instrument	Faint Conj	2	Craft Wondrous Item <i>Charm Animal</i> <i>Summon Nature's Ally I</i> Min lvl: Drd2, Rgr4	900	72	1,800
Portable Hole (DMG p264)	6' diameter circle of black cloth. When spread out, forms a 6' diameter by 10' deep space.	—	Storage	Mod Conj	12	Craft Wondrous Item <i>Plane Shift</i>	10,000	800	20,000
Powder of the Black Veil (CArc p150)	Pinch of sooty, black powder. When thrown in the air, fills a 10' radius Spread by 10' high area with a black cloud that lasts for 2d4 rounds. Any creature that comes in contact with the cloud becomes Blind while inside the cloud (no save) and remains Blind for 1d4 rounds after leaving (WillNeg, DC13). Single Use	—	Misc.	Faint Necro	3	Craft Wondrous Item <i>Blindness / Deafness</i>	375	30	750
Quall's Feather Token – Anchor (DMG p264)	A floating craft is rendered immobile for 1 day. Single use.	—	Summon	Mod Conj	12	Craft Wondrous Item <i>Major Creation</i>	25	2	50
Quall's Feather Token – Bird (DMG p264)	Becomes a bird that will carry a written message to a designated target. Single use.	—	Summon	Mod Conj	12	Craft Wondrous Item <i>Major Creation</i>	150	12	300
Quall's Feather Token – Fan (DMG p264)	Causes a 25 mph breeze that can propel one ship for 8 hours. Single use.	—	Move	Mod Conj	12	Craft Wondrous Item <i>Major Creation</i>	100	8	200
Quall's Feather Token – Swan Boat (DMG p264)	Becomes a boat with movement of 60' that can carry 32 people (1 horse takes up the room of 4 people) and their gear for 1 day. Single use.	—	Summon	Mod Conj	12	Craft Wondrous Item <i>Major Creation</i>	225	18	450
Quall's Feather Token – Tree (DMG p264)	Becomes a 60' tall oak. Single use.	—	Summon	Mod Conj	12	Craft Wondrous Item <i>Major Creation</i>	50	4	100
Quall's Feather Token – Whip (DMG p264)	Becomes a Dancing Whip for 1 hour. +10 attack, 1d6+1 damage, free grapple attempt at +15 if it hits. Single use.	—	Offense	Mod Conj	12	Craft Wondrous Item <i>Major Creation</i>	250	20	500
Quiver of Ehlonna (DMG p265)	Quiver has 3 extra-dimensional pockets, but always weighs 2 pounds: 1 st holds up to 60 arrows 2 nd holds up to 18 javelins. 3 rd holds up to 6 straight bows, staves, spears, etc.	—	Storage	Mod Conj	9	Craft Wondrous Item <i>Leomund's Secret Chest</i>	900	72	1,800

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Quiver of Plenty (DR328 p66)	Ornate leather quiver. Able to create Masterwork Arrows at will. The arrow can be all wood, or tipped with steel, alchemical silver, or cold iron. Able to create 5 Adamantine-tipped Masterwork Arrows per day. The user cannot give the arrows to anyone else. Once the user fires the arrow and it strikes a target, it disappears.	—	Offense	Strong Conj	9	Craft Wondrous Item <i>Major Creation</i>	9,000	720	18,000
Ring Gates (DMG p265)	Pair of 18" diameter rings. If within 100 miles of each other, anything put through the 'entry side' of one comes out the 'exit side' of the other, up to 100 pounds / day. Small creatures can crawl through on an Escape Artist check vs. DC 13.	—	Teleport	Strong Conj	17	Craft Wondrous Item <i>Gate</i>	20,000	1,600	40,000
Rope of Climbing (DMG p266)	60' rope weighing 3 lbs. that can support 3,000 lbs. When held on one end, it can move 10' per round and tie itself off where desired. The rope can be commanded to knot itself, which reduces its length to 50', but lowers the DC to climb it by 10.	—	Misc.	Faint Trans	3	Craft Wondrous Item <i>Animate Rope</i>	1,500	120	3,000
Rope of Entanglement (DMG p266)	30' hemp rope weighing 5 pounds that can be ordered to Entangle a target within 20'. Freeing oneself from the rope requires a Strength check vs. DC 20, an Escape Artist check vs. DC 20, or having the rope cut (AC 22, 12 hp, Hardness 0, Damage Reduction 5/slashing). If not destroyed, the rope heals 1 hp per 5 minutes.	—	Trap	Mod Trans	12	Craft Wondrous Item <i>Animate Objects</i> <i>Animate Rope</i> <i>Entangle</i>	10,500	840	21,000
Rueha's Flute (PGF p124)	Masterwork Flute that seems to be made from a rolled up piece of 'silver parchment'. <i>Light</i> , on command. The following spells are dispelled within the radius of the <i>Light</i> spell: <i>Acid Fog</i> , <i>Cloudkill</i> , <i>Fog Cloud</i> , <i>Obscuring Mist</i> , <i>Solid Fog</i> , and <i>Stinking Cloud</i> . With a separate command, the flute unrolls itself into a small spellbook made from silver. The book holds 20 spell level of spells, which are determined when the item is created. Any Wizard who has deciphered the spellbook can study & prepare the spells as if it was his/her own book.	—	Class – Wizard	Faint Trans	3	Craft Wondrous Item <i>Gust of Wind</i> <i>Light</i>	7,500	600	15,000
Rug of Welcome (CArc p150)	A 10' by 5' rug of high quality which weighs 15 pounds. When activated, the rug will Grapple any creature (up to Large size) that steps on it without saying the password. It maintains its Grapple / Hold until ordered to release the creature. The rug is a CR5 Large Construct with Improved Grab, +23 Grapple check, AC of 20, & 71 hp.	—	Defense	Mod Evoc Trans	11	Craft Wondrous Item <i>Animate Object</i> <i>Bigby's Grasping Hand</i>	15,000	1,200	30,000
Sacred Scabbard (CWar p136)	Scabbard that reshapes itself to hold any bladed weapon (dagger, sword, axe), including double weapons. <i>Bless Weapons</i> on the stored weapon. Usable 3/day.	—	Spell Effect	Faint Trans	4	<i>Bless Weapon</i>	2,200	176	4,400
Salve of Slipperiness (DMG p266)	If applied to the body, +20 Competence bonus to Escape Artist checks for 8 hrs. If poured on the floor, <i>Grease</i> with a duration of 8 hrs. Can be removed with alcohol. Single use.	—	Skill	Faint Conj	6	Craft Wondrous Item <i>Grease</i>	500	40	1,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Sand of Set (DR325 p76)	Small black bag decorated with snakes & filled with dark-colored sand. Throwing the sand summons 1d4+1 Medium Vipers for 7 rounds, which follow their creator's instructions. 3 uses.	—	Summon	Mod Conj	7	Craft Wondrous Item <i>Summon Nature's Ally IV</i>	2,100	168	4,200
Scabbard of Keen Edges (DMG p266)	Scabbard which resizes itself from Dagger-size to Greatsword-size. <i>Keen Edge</i> , on the blade within the scabbard. 3 times per day.	—	Spell Effect	Faint Trans	5	Craft Wondrous Item <i>Keen Edge</i>	8,000	640	16,000
Scarab Charm (DR325 p76)	3" turquoise & silver scarab. Summons a Locust Swarm when thrown at a target (range increment 10'). The swarm lasts 3 rounds, attacks the closest creature to its point of impact, & is <u>not</u> under the summoner's control. Single use.	—	Summon	Faint Conj	3	Craft Wondrous Item <i>Summon Swarm</i>	150	12	300
Scrying Shard (Eb p265)	1 pound pink crystal with red swirls. May be used as the focus for <i>Scrying</i> by any class.	—	Scry	Mod Div	7	Craft Wondrous Item <i>Scrying</i>	550	44	1,100
Sending Stones (CArc p150)	A pair of unworked stones weighing one pound each. <i>Sending</i> to other stone only, 1/day. If the target stone is not in a creature's possession, the user knows that no message is sent.	—	Spell Effect	Mod Evoc	7	Craft Wondrous Item <i>Sending</i>	7,500	600	15,000
Shrouds of Disintegration (DMG p266)	Burial Wrappings weighing 10 lbs. On command, the body wrapped in the cloth is <i>Disintegrated</i> . Single use.	—	Misc.	Strong Trans	15	Craft Wondrous Item <i>Disintegrate</i>	3,300	264	6,600
Silversheen (DMG p266)	Vial of liquid. May be applied to one melee weapon or 20 units of ammunition as a Standard Action. Any object coated with 'silversheen' is treated as Silver for overcoming Damage Reduction for 1 hour. The normal material of the object is suppressed for the duration (i.e., an Adamantine weapon coated with 'silversheen' would only be considered silver). It has no effect on the object's magical properties. Single use.	—	Misc.	Faint Trans	5	Craft Wondrous Item	125	10	250
Slate Folio (DR327 p68)	12" by 9" piece of slate, whose frame has three gems – two at the bottom, and one at the side with 5 facets. A book with up to 100 pages can be copied into the Slate Folio by placing the Folio on the book, turning the side gem to one of the five facets, and then pressing the side gem down. It pops up after an hour, and the book has been copied (the original is undamaged). Any prior book in that 'facet' is overwritten. The user can view one of the five books stored in the Slate Folio by turning the side gem to the desired facet. The two gems at the bottom allow the user to move forward or back one page. If the copied book contained a <i>Secret Page</i> , <i>Explosive Rune</i> , etc., viewing that page with the Slate Folio shows an indicator that something was not copied, but not what that "something" was.	—	Misc.	Faint Ill	5	Craft Wondrous Item <i>Clairaudience / Clairvoyance</i>	3,750	300	7,500

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Sovereign Glue (DMG p266)	An ounce can cover 1 square foot. The glue sets in 1 round. Two object adhered with 'Sovereign Glue' cannot be separated without destroying one of the objects, unless 'Universal Solvent' is used. The container holding the 'Sovereign Glue' must have 'Salve of Slipperiness' added to keep it from sticking together.	—	Misc.	Strong Trans	20	Craft Wondrous Item <i>Make Whole</i>	1,200	96	2,400
Spine of Earthly Wind (DR309 p75)	Column of mithral shaped like a spine with a skull-like helmet at the end. Used to control the Astral ship to which it is installed.	—	Misc.	Strong Conj	17	Craft Wondrous Item <i>Binding Greater Planar Binding</i>	70,000	5,600	140,000
Standard of Courage (CWar p136)	When attached to a two-handed hafted weapon only: +4 Morale bonus vs. Fear effects to the wielder & all allies within 30'.	—	Defense	Faint Abj	5	<i>Remove Fear</i>	7,500	600	15,000
Standard of Heroism (CWar p136)	When attached to a two-handed hafted weapon only: +2 Morale bonus on attacks, saves, & skill checks –and– +4 Morale bonus vs. Fear effects to the wielder & all allies within 30'.	—	Defense	Faint Abj Ench	5	<i>Heroism Remove Fear</i>	20,000	1,600	40,000
Standard of No Retreat (CWar p136)	When attached to a two-handed hafted weapon only: Creatures within 30' are under the effect of <i>Dimensional Anchor</i> . Creatures within 30' cannot run away from the standard (WillNeg DC19). +4 Morale bonus vs. Fear effects to the wielder & all allies within 30'.	—	Defense	Mod Abj	11	<i>Dimensional Anchor Remove Fear</i>	72,500	5,800	145,000
Stone Horse – Courser (DMG p267)	Animated statue of a Heavy Horse weighing 6,000 lbs., which can carry 1,000 lbs, never rests or eats, & has Hardness 10.	—	Move	Strong Trans	14	Craft Wondrous Item <i>Animate Objects Flesh to Stone</i>	5,000	400	10,000
Stone Horse – Destrier (DMG p267)	Animated statue of a Heavy Warhorse weighing 6,000 lbs., which can carry 1,000 lbs, never rests or eats, & has Hardness 10.	—	Move	Strong Trans	14	Craft Wondrous Item <i>Animate Objects Flesh to Stone</i>	7,400	592	14,800
Stone of Alarm (DMG p267)	Cube of stone weighing 2 pounds. On command, sticks to any object. If touched without speaking the command word, generates an alarm that can be heard up to ¼ mile away for 1 hour.	—	Spell Effect	Faint Abj	3	Craft Wondrous Item <i>Alarm</i>	1,350	108	2,700
Stone of Controlling Earth Elementals (DMG p267)	Oddly shaped piece of polished rock weighing 5 pounds. When the user is near a patch of ground, a Full Round incitation can be used to summon an Earth Elemental, which arrives in 1d4 rounds. Only one elemental can be summoned at a time & new patch of ground must be used each time. Sand or Unhewn Stone: <i>Summon Monster VI</i> to summon a Large Earth Elemental. Earth or Rock: <i>Summon Monster VII</i> to summon a Huge Earth Elemental.	—	Summon	Strong Conj	13	Craft Wondrous Item <i>Summon Monster VI Summon Monster VII</i>	50,000	4,000	100,000
Stone of Good Luck (DMG p267)	Small piece of polished agate. +1 Luck bonus on saving throws, ability checks, & skill checks.	—	Combo	Faint Evoc	5	Craft Wondrous Item <i>Divine Favor</i>	10,000	800	20,000
Stone Salve (DMG p267)	If applied to a petrified creature, <i>Stone to Flesh</i> . Otherwise, <i>Stoneskin</i> .	—	Spell Effect	Strong Abj Trans	13	Craft Wondrous Item <i>Flesh to Stone Stoneskin</i>	2,000	160	4,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Strand of Prayer Bead (DMG p267)	String of prayer beads with 3 special beads. Does not need to be worn to be used. <i>Cure Blindness</i> -or- <i>Remove Disease</i> -or- <i>Cure Serious Wounds</i> at 5 th , 1/day Wearer casts spells at +4 Caster level for 10 minutes, usable 1/day. <i>Chaos Hammer</i> -or- <i>Holy Smite</i> -or- <i>Order's Wrath</i> -or- <i>Unholy Blight</i> at 7 th (DC 17), usable 1/day.	—	Spell Effect	Mod varies	9	Craft Wondrous Item <i>Cure Blindness</i> <i>Cure Serious Wounds</i> <i>Remove Disease</i> <i>Righteous Might</i> <i>Chaos Hammer</i> -or- <i>Holy Smite</i> -or- <i>Order's Wrath</i> -or- <i>Unholy Blight</i>	12,900	1,032	25,800
Strand of Prayer Bead, Greater (DMG p267)	String of prayer beads with 4 special beads. Does not need to be worn to be used. <i>Cure Blindness</i> -or- <i>Remove Disease</i> -or- <i>Cure Serious Wounds</i> at 5 th , 1/day Wearer casts spells at +4 Caster level for 10 minutes, once per day. <i>Wind Walk</i> at 11 th , once per day. Summon a power creature of the appropriate alignment to help the user for one day. If not used for a good reason, the user gets a <i>Geas</i> , or worse. Usable once, then the bead loses its magic.	—	Spell Effect	Strong Varies	17	Craft Wondrous Item <i>Cure Blindness</i> <i>Cure Serious Wounds</i> <i>Gate</i> <i>Remove Disease</i> <i>Righteous Might</i> <i>Wind Walk</i>	47,900	3,832	95,800
Strand of Prayer Bead, Lesser (DMG p267)	String of prayer beads with 2 special beads. Does not need to be worn to be used. <i>Bless</i> at 1 st , once per day <i>Cure Blindness</i> -or- <i>Remove Disease</i> -or- <i>Cure Serious Wounds</i> at 5 th , once per day	—	Spell Effect	Faint varies	5	Craft Wondrous Item <i>Bless</i> <i>Cure Blindness</i> <i>Cure Serious Wounds</i> <i>Remove Disease</i>	4,800	384	9,600
Suspension Sphere – Acid (DR313 p56)	6" diameter glass sphere containing shimmering acid. On impact, the sphere breaks, causing 10d6 Acid damage in a 30' radius Spread (Ref½ DC15). Single use.	—	Offense	Mod Evoc	10	Craft Wondrous Item <i>Acid Fog</i>	750	60	1,500
Suspension Sphere – Cold (DR313 p56)	6" diameter glass sphere containing shimmering ice. On impact, the sphere breaks, causing 10d6 Cold damage in a 30' radius Spread (Ref½ DC15). Single use.	—	Offense	Mod Evoc	10	Craft Wondrous Item <i>Cone of Cold</i>	750	60	1,500
Suspension Sphere – Electricity (DR313 p56)	6" diameter glass sphere containing shimmering electricity. On impact, the sphere breaks, causing 10d6 Electrical damage in a 30' radius Spread (Ref½ DC15). Single use.	—	Offense	Mod Evoc	10	Craft Wondrous Item <i>Lightning Bolt</i>	750	60	1,500
Suspension Sphere – Fire (DR313 p56)	6" diameter glass sphere containing shimmering fire. On impact, the sphere breaks, causing 10d6 Fire damage in a 30' radius Spread (Ref½ DC15). Single use.	—	Offense	Mod Evoc	10	Craft Wondrous Item <i>Fireball</i>	750	60	1,500

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

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Tome of Understanding +2 (DMG p268)	+2 Inherent bonus to Wisdom after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	2,500	10,200	55,000
Tome of Understanding +3 (DMG p268)	+3 Inherent bonus to Wisdom after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	3,750	15,300	82,500
Tome of Understanding +4 (DMG p268)	+4 Inherent bonus to Wisdom after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	5,000	20,400	110,000
Tome of Understanding +5 (DMG p268)	+5 Inherent bonus to Wisdom after 6 days of reading. Single use.	—	Inherent	Strong Evoc	17	Craft Wondrous Item <i>Wish –or– Miracle</i>	6,250	25,500	137,500
Trumpet of Doom (BoED p116)	Masterwork Brass Trumpet All Evil creatures within 100' when blown are Shaken for 1 minute (WillNeg DC14). Usable 3/day.	—	Offense	Mod Necro	6	Craft Wondrous Item <i>Doom</i>	3,593	287	7,185
Trumpet of Healing (BoED p116)	Masterwork Trumpet Activation requires a Perform (wind instruments) check vs. DC 15. Three times per day, all non-evil creatures within 360' of the trumpet receive one of the following: <i>Remove Blindness / Deafness, Remove Disease, Sure Serious Wounds, or Neutralize Poison.</i> One time per day, one non-evil creature within 360' of the trumpet receives the following: <i>Heal.</i> The person playing the trumpet does not benefit from its healing. Evil creatures cannot hear the trumpet.	—	Instrument	Strong Conj	13	Craft Wondrous Item <i>Cure Serious Wounds</i> <i>Heal</i> <i>Neutralize Poison</i> <i>Remove Blindness / Deafness</i> <i>Remove Disease</i> Creator must be Good	57,720	4,618	115,440
Unguent of Timelessness (DMG p268)	Enough oil to coat 8 Medium-sized objects. +1 Resistance bonus on all saves. Coated organic object ages only 1 day per year. Once applied, 'Unguent of Timelessness' never wears off, but can be Dispelled. Single use.	—	Misc.	Faint Trans	3	Craft Wondrous Item	75	6	150
Universal Solvent (DMG p268)	Any adhesive, including 'Sovereign Glue', Tanglefoot Bags, Koa-Toa Sticky Shields, etc., is dissolved immediately. Applied as a Standard Action. Single use.	—	Misc.	Strong Trans	20	Craft Wondrous Item <i>Disintegrate</i>	25	2	50
Veil of Perfume (DR326 p55)	White silk veil. Wearer is immune to non-magical nauseating or scent-based attacks. Against magical ones, the wearer gains a +2 bonus on saves.	—	Save	Faint Trans	3	Craft Wondrous Item	1,000	80	2,000
Wednesday's Left Eye (DR324 p29)	Grey glass eye with a crack in it. When carried, receive a +4 bonus on Diplomacy, Heal, & Survival checks, but suffer a –4 penalty on Bluff, Intimidate, and Sleight of Hand checks.	—	Skill	Faint Trans	3	Craft Wondrous Item <i>Eagle's Splendor</i>	3,000	240	6,000
Wednesday's Pin (DR324 p29)	Silver pin of an Ash tree. When worn on a shirt or cloak, gain a +2 bonus on Bluff checks. When thrown on the ground, the pin becomes a 60' Ash tree for 1 hour, and then turns back into the pin.	—	Skill	Strong Trans	12	Craft Wondrous Item <i>Major Creation</i>	12,000	960	24,000

Personal Items	Effect	Loc.	Type	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Weirdstone (PGF p124)	Fist-sized piece of glass. When placed on a flat surface & activated, it rises 3', glows, & chimes, and blocks the following in a 6 mile radius sphere (no matter if the effect is generated by a spell, spell-like ability, supernatural abilities, psionics, etc.): - Astral & Ethereal travel - Divination (scrying) spells - Conjunction (teleportation) spells Note that these effects can be targeted from inside the area of effect towards a target outside.	—	Defense	Strong Abj	20	Craft Wondrous Item <i>Dimensional Lock</i> <i>Nondetection</i> Creator must be 20 th + level	125,000	10,000	250,000
Well of Many Worlds (DMG p268)	6' diameter circle of black cloth. When spread out, forms a 6' diameter 2-way portal to another dimension.	—	Gate	Strong Conj	17	Craft Wondrous Item <i>Gate</i>	41,000	3,280	82,000
Wind Fan (DMG p268)	<i>Gust of Wind</i> , on command. Usable once a day safely. Each subsequent use has a 20% cumulative chance of destroying the fan.	—	Spell Effect	Faint Evoc	5	Craft Wondrous Item <i>Gust of Wind</i>	2,750	220	5,500
Zorya Polunochnaya's Moon (DR324 p29)	New silver coin. Once per day, the coin can be commanded to become a glowing sphere of light (similar to a <i>Dancing Light</i>) that can be directed to move around within 130' of its owner. Effect lasts for 1 hour. It can be captured by others. AC 24, Hardness 8, 20hp.	—	Spell Effect	Faint Evoc	3	Craft Wondrous Item <i>Dancing Lights</i>	500	40	1,000

Appendix

Revision History

- November 11, 2003 – Start of D&D 3.5 Edition.
Includes the Dungeon Master's Guide v.3.5.
- March 15, 2004 – Changed blue entries (which indicated changes from 3rd to 3.5) to the normal black.
Added Complete Warrior & the Book of Exalted Deeds.
Added Dragon #309 – Dragon #313.
- April 1, 2005 – Added Dragon #314.
Added Player's Guide to Faerûn.
- October 12, 2004 – Added Complete Divine.
- November 12, 2004 – Added Eberron Campaign Setting.
Added Dragon #325.
- April 1, 2005 – Adding Complete Arcane.
Added Dragon #324, #326 – #329.
Change the abbreviation of Player's Handbook v3.5 from "PH3.5" to "PH".
Change the abbreviation of Dungeonmaster's Guide v3.5 from "DMG3.5" to "DMG".

Key to Sourcebooks

- | | | | |
|------------|---|--------------------------------------|---|
| PH | – | Player's Handbook v.3.5 | |
| DMG | – | Dungeon Master's Guide v.3.5 | |
| MM | – | Monster Manual v.3.5 | |
| MM3 | – | Monster Manual 3 | |
| CWar | – | Complete Warrior | |
| CDiv | – | Complete Divine | |
| CArc | – | Complete Arcane | |
| BoED | – | Book of Exalted Deeds | |
| UA | – | Unearthed Arcana | |
| FR | – | Forgotten Realms Campaign Setting | |
| MoF | – | Magic of Faerûn | |
| UE | – | Unapproachable East | |
| LoD | – | Lords of Darkness | |
| RoF | – | Races of Faerûn | |
| SM | – | Silver Marches | |
| Und | – | Underdark | |
| PGF | – | Player's Guide to Faerûn | |
| Eb | – | Eberron Campaign Setting | |
| DR### | – | Dragon Magazine (with issue number) | |
| DU## | – | Dungeon Magazine (with issue number) | |
| 3.5up | – | D&D v.3.5 Accessory Update | – http://www.wizards.com/dnd/files/DnD35_update_booklet.zip |
| PH3.5e | – | Player's Handbook v.3.5 Errata | – http://www.wizards.com/dnd/files/PHB_Errata09242003.zip |
| PGFe | – | Player's Guide to Faerûn Errata | – http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip |
| CDivErrata | – | Complete Divine Errata | – http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip |
| EbErrata | – | Eberron Errata | – http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip |

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