

Advanced  
Dungeons & Dragons  
2<sup>nd</sup> Edition

# The Magic Encyclopedia



Volume One

by  
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# The Magic Encyclopedia

## Volume One

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# Introduction

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

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

## How to Use this Book

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

Each item listed herein is sorted by its name, given an experience point value, a gold piece value, and a product reference. To find a particular item, just look under its name in the table of contents. For example, all amulets are together, as well as all swords. Each volume takes a piece of the alphabet (i.e., Volume One contains A through G). This will help you locate items more quickly.

**Experience Value:** To use an item's experience point value, check the particular rules you are using: In the original AD&D game, experience is awarded only

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

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

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

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

### Buying and selling magical items:

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

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

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

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

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

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

## Acknowledgments

We would like to thank the following people for their input. These people either created magical items, edited the item, or developed the writings of a designer who created an item. To those hundreds of people that we forgot, a thousand apologies.

Jaime Acres, Mark Acres, James Adams, Kelly Adams, Tom Adams, Halina Adamski, Galan Akin, Jamil Alam, Jeff Albanese, Mike Albers, Dave Alexander, Christopher Allen, JB Allen, Thomas Allen, Aaron Allston, Greg Alms, Michael Amaral, Gregory Anderson, Kevin Anderson, Roger Anderson, SD Anderson, Marc Andreessen, Mark Anthony, David Carl Argall, Jerome Arkenberg, Tom Armstrong, Dave Arneson, Peter Aronson, Robin Ashmore, Michael Ashton, Walter Baas, Robert Babcock, Jon Bailey, David Baker, Forest Baker, L Richard Baker, Linda Bakke, Rich Balwin, Matt Bandy, Rich Banner, Bruce Barber, Jeremy Barger, Robert Barger, Jack Barker, M A R Barker, George Barr, Scott Barr, Craig Barrett, Rone Barton, William Barton, Kristine Bartyzel, Jay Batista, Michele Batter, Gene Bauer, Wolfgang Baur, Tim Beach, Mike Beeman, Jason Behret, Douglas Behringer, David Bellis, Robert Benedetti, Joseph Benedetti, Jim Bengston, Mark Bennett, Scott Bennie, Michael Benveniste, Nancy Varian Berberick, John Gregory Betancourt, J Mark Bicking, Robert Bigelow, Donald Bingle, Linda Bingle, Rich Bingle, Gary Van Binsbergen, Bill Birdsall, Kai Bisby, Scott Bizar, Jean Black, Stephen Blair, Robert Blake, Peter Blanchard, Jean Blashfield, Bob Bledsaw, Michael Bledsoe, Shawn Blisset, Joseph Bloch, Allen Bloch, Brian Blume, John Boback, Christian Bok, Stephan Bonario, Karen Boomgarden, Chris Booth, Richard Borg, Sandra Borg, Marnie Bock, David Boucher, Grant Boucher, Stephen Bourne, Daniel Bowers, Malcolm Bowers, Scott Martin Bowles, William Bowman, Paula Bowne-Woods, Eric Boyd, Karen Brady, Jim Bramba, Niel Brandt, Matt Brandy, Lisa Breakley, Mike Breakall, Edward Bromley, Vic Broquard, Anne Brown, John Brown, Michael Brown, Richard Brown, Timothy Brown, David Browne, James Bruner, James Brunet, Michael Brunton, James Buchanan, Carl Buehler, Pat Buehler, Lenny Buettner, John Bunnell, Douglas Burk, Christopher Butler, Jeff Butler, Reid Butler, Lisa Cabala, William Callison, L Sprague de Camp, William Cannon, Bryan Caplan, Jeffrey Carey, William Carlson, Fast Eddie Carmen, Charles Carnes, Len Carpenter, Patrick Carpenter, Mike Carr, Lin Carter, Jonathan Caspian, Adam Troy Castro, David Cates, John Cereso, Gregg Chamberlain, Ian Chapman, Samuel Charles, Mike Childers, Rob Chilson, Chris Christensen, Troy Christensen, Deborah Christian, Sam Chupp, Larry Church, Joseph Clay, Tom

Cobb, Bill Coburn, Lisa Cohen, Kent Colbath, James Collier, Arthur Collins, David Collins, Arthur Comma, Matt Connel, William Connors, Jorge Contreras, David "Zeb" Cook, Helen Cook, Mike Cook, Edward Cooper, Jane Cooper, Gary Coppa, Paul Montgomery Crabaugh, Laura D Craig, Michael Crane, Brandon Crist, N Robin Crosby, William Crumb, Paul F Culotta, Dale Cummins, Patricia Cunningham-Reid, Joe Currier, Barbara Curtis, Alex Curylo, Michael D'Alfonso, Richard Daggett, Elizabeth Danforth, Gordon Davidson, Scott Davis, Jim Dawson, Mark Day, Dirck de Lint, Greg Deckler, Sylvia Deering, Dan DeFazio, Mark DeForest, Jon Deiss, Dougal Demokopolis, Robert Denedetti, Troy Denning, David Dennis, Matt Denzier, Robert DesJardins, Gregory Detwiler, Michael DeWolfe, Tony DeZuniga, Frank Dickos, Flint Dille, Buzz Dixon, Ed Dobranski, Michael Dobson, Randal Doering, Harold Dolan, Dale Donovan, Neal Dorset, Peter Doak, Nathaniel Downes, Chris Doyle, Zachary Drake, Russell Drouillard, Craig Dudek, John Dunkelberg, Jon Dunn, Ann Dupuis, Art Dutra, Jim Dutton, Phillip Dyer, Mark Easterday, Kim Eastland, Paul Easton, Gary Eckert, Jonathan Edelstein, Rollin Ehlenfeldt, AnAndrew Ehrnstein, Larry Elmore, Patricia Nead Elrod, Richard Emerich, Jerry Esperson, Ernie the Barbarian, Garrison Ernst, Darryl Esakof, Lawrence Evans, Shonn Everett, Newton Ewell, Jason Exum, Gregory Failing, Jeff Farbour, Robert Farnsworth, Errol Farstad, William Fawcett, Rafael Fay, Mark Feil, Sarah Feggstad, Laura Ferguson, Greg Ferris, Richard Fichera, Nigel Findley, Harry Fischer, Joe Fischer, Lyle Fitzgerald, D J Fjellhaugen, David Fin, Karen Wynn Fonstad, Michael Fortner, Mark Foster, Gardner Fox, Margaret Foy, Robert Frame, Anita Frank, Michael Fray, Dewey Fresh, Dr Edward Friedlander, Esther Friesner, Stephen Fuelleman, Michael Gabriel, Mark Galeotti, Phil Gallagher, Christopher Gandy, Vince Garcia, Karen Garvin, Ray Gates, Heather Gemmen, Anthony Gerard, Robert Giacomoni, Peter Giannacopoulos, Bill Gilbert, Christopher Gilbert, Sherril Gilbert, Steve Gilbert, Stephen Giles, Kira Glass, Anthony Glecker, Greg Glesberman, David Godwin, Charles Preston Goforth, Le Gold, Eric Goldberg, Christie Golden, Wayne Goldsmith, Edward Goldstein, James Gollata, Sean Golschewsky, William Wilson Goodson, Greg Gordon, John Gosling, Patrick G Gostigian, Kyle Gray, Michael L Gray, Scott David Gray, Igor Grnewald, Ed "Elminster" Greenwood, Tom Griffith, Alan Grimes, Ryan Grundstaff, Andrew C Gronosky, Jeff Grubb, E Gary Gyax, Luke Gyax, David Hage, Peter Hague, Doug Haile, Rick Hall, Ethan Ham, Ray Hamel, Garry Hamlin, Allen Hammack, Estes Hammons, Paul Hancock, Lance Hankins, Jefferson Hankla, Bill Hannon, Steve Harding, Matthew P Hargenradar, Lynn Harpold, Scott Harring, Michael Harrison, Robert Harrison, Rod Harrison, Lance Harrop, Fran Hart, Andria Hayday, Jim Hayes, Jordan Clarke Hayes, Tom Hazel, Beatrice Heard, Bruce A Heard, John Hebert, Marlys Heeszel, Becky Helfenstein, Randy Helphrey, Vincent Hendricks, Kevin Hendrix, Brian Hensley, Connie Rae Henson, Dale "Slade" Henson, Jack Herman, Richard Hernandez, Anthony Herring, C Hettlestad, Tom Hickerson, Theresa Hickey, Laura Hickman, Tracy Hickman, Robert Don Hughes, Richard M Hinds, W J Hodgson, Nisa Kiriki Hoffman, Michael Hollinger, Jim Holloway, J Eric Holmes, Thomas Holsinger, Linda Holt, Vanessa Holt, Allen Hopkins, Brian Hopkins, Russ Horn, William Van Horn, Donald Hoverson, Dan Howard, David Howery, Bill Hoyer, Ken Hughes, Bruce Humphrey, Richard Hunt, Carl Hursh, Zoe Bell Hurst, Leigh Anne Hussey, Scott Hutcheon, Matthew Iden, Stephen Inness, Robert Isaacson, Welsey Ives, James Jacobs, Peter Jahn, Stephen James, Ted James, Kim Janke, Paul Jaquays, Gary Jaquet, Janne Jarvinen, Robin Jenkins, Chas Jensen, Randy Johns, Harold Johnson, Jeffrey Johnson, Peter Johnson, Steve Johnson, Paul Karisson Johnstone, Christopher S Jones, Randy Jones, Spike Jones, Stefan Jones, Stephan Jones, Timothy Jones, Tony Jones, Sherman Kahn, Cory Kammer, Thomas M Kane, Nick Karp, Andrew Kasarskis, Timothy Kasch, Dennis Kauth, John Kean, Mark Keavney, Christopher Kederich, J F Keeping, Robert Kelk, Dale Kemper, Eric Kemper, Terence Kemper, Rob Kern, Katherine Kerr, Nick Kessler, Jeff Key, Jappy Singh Khalsa, Heidi Kilpin, Tim Kilpin, J Robert King, Stephen P King, Tom Kirby, Mary Kirchoff, Erik Kjerland, Steve Klein, David Kloba, Michael Kluver, Gerald Klug, Ed Knight, Bryce Knorr, David R Knowles, Corey A Koebemick, Nick Kopsinis, Mark Kraatz, Daniel Kramarsky, Greg Kramer, Dan Kratzer, Craig Kraus, Rick Krebs, Leigh Krehmeyer, Danny Kretzer, John Kroech, Christopher Krough, Andrew Kruh, Heike Kubasch, Christopher Kubasik, Waldo Kuppers, Robert Kuntz, Steven Kurtz, Bruce Kvam, Clinton Labombard, Michael LaBossiere, Michael Lach, David Ladyman, Dave "Diesel" LaForce, J Paul LaFountain, George Laking, Lenard Lakofka, Martin Landauer, Brian Lane, Mike Lane, Jason Lawrence, Tom Lawrence, Susan Lawson, Jeff Leason, Timothy Leech, Jon Leeke, Matt Legare, Douglas Lent, Hartley Lesser, Patricia Lesser, Timothy Lethbridge, Andy Levinson, Sylvia L, Lawrence Liao, Bob Liddell, Kim Lindau, Gordon Linzner, Richard Lipman, Tom Little, Joe Littrell, Angelika Lokotz, Eddie Longwell, James Lowder, Eileen Lucas, Mark Lucas, Matthew Maaska, Larry "Mac" Macabee, George MacDonald, Michael Madden, Raymond Maddox, Michael Malone, Tim Malto, Bryan E Manahan, Mike Manolakes, Ralph Mansson, Francois Marcelsa Frodeval, David Marconi, Bennet Marks, David Marlatt, Chris Martika, David Edward Martin, James Martin, Jeff Martin, John Martin, Kurt Martin, Stephen Martin, Theron Martin, John Marvin, Kevin Marzahl, Tom Masher, Edwin Mason, Mark Mathis, Lonnies Matney, Jon Mattson, John Mau, Steven Maurer, John M Maxstadt, Randy Maxwell, Paul May, Ardath Mayhar, Mck McAllister, H L McClesky, Thomas McCloud, Colin MacAndrew, Howard McCray, Anne Gray McCready, Michael McCrery, Michael McDaniel, Jeri McGraw, Joel McGraw, Aaron McGruder, Jeanne McGuire, Terrence McInnes, Robert McKittick, Guy McInmore, James McMillan, Cheryl McNally Frech, Steve Mecca, Geoffrey Meissner, Kevin Melka, Frank Mentzer, Gordon R Menzies, Bill Mercer, Tim Merrett, Karl Merris, Shawn Merwin, Philip Meyers,

Bill Mickelson, David Miller, Donald Miller, John Miller, Marc Miller, Steve Miller, Jeff Mills, Jim Milner, Stuart Miniman, Kieth Minnion, Greg Minter, Patrick A Minton, C E Misso, Blake Moble, Kim Mohan, Pete Mohney, Tom Moldvay, Dave Monson, Gus Monter, David Montgomery, Eric Moon, Jack Mooney, Lynn Moore, Roger E Moore, Richard Morenoff, Ray Morgan, Michael Mornard, Graeme Morris, Robert Morris, John Morrissey, Christopher Mortika, Steve Morton, Nicholas Moschovakis, Todd Mossburg, Danny Moynihan, Bill Muhlhausen, David Mumper, Brad Munson, Kevin Murphy, Carl Myer, David Myhr, Nick Nascati, John Nephew, Bruce Nesmith, Itamar Netzer, Jeff Neufeld, Charles Neverdowski, Grey Newberry, Marc Newman, Tony Newton, Rob Nicholls, Wes Nicholson, Douglas Niles, Bruce Norman, Kate Novak, Harry Nuckols, Mark Nuver, Steve Null, Jody Lynn Nye, Ed O'Connell, Nick O'Donohoe, Jeff O'Hare, Antonio O'Malley, Samuel Offutt, Dale Oldfield, Charles Olsen, Skip Olsen, Jerry Olton, Bruce Onder, Eric Oppen, Jay Ouzts, J Jasper Owens, David Packard, Rodney Jay Paddock, Mark Palmer, Steven Palmer, Jason Pamental, Nick Parenti, Arn Ashleigh Parker, Rembert Parker, Roy Parker, Carl Parigieco, Sam Parsons, Carol Pasnak, Robert Pasnak, Eric Pass, John Patruno, Jack Patterson, Ronald Pehr, David Pemberton, Buddy Pennington, Steve Perrin, Chris Perry, Michael Persinger, Jason Pervier, Sandy Petersen, Cheryl Peterson, Jeffrey Pettengill, Penny Pettucord, Hubert Phillips III, Jon Pickenas, Andy Pierce, Ben Penco, Rocco Pisto, Jon Pitchford, Brian Pitzer, Robert Plamondon, Darrel Plant, Greg Poehlein, John Polosac, Keith Polster, Mike Pondsmitth, Todd Pote, Travis Powell, John Prados, Jon Prager, Michael Price, Patrick Price, Brad Probert, Matt Prusa, Tom Prusa, Anthony Pryor, Michael Pryzratski, Louis Puluspher, Bruce Rabe, Jean Rabe, Keith Radloff, G Arthur Rahman, Glenn Rahman, Lawrence Raionda, Charles Ramsay, Jonathan Rariden, Jackie Raamussen, Merle Raamussen, Matt Rattason, Roger Raupp, Joseph R Ravitta, Tracy Reed, David Reeder, Will Reeves, Paul Reiche III, Rick Reid, David Reimer, Mark Rein Hagen, Rob Reutmann, J R Renaud, Robin Rhodes, Patrick Rice, Greg Rick, Holly Riggensbach, Gregory Rihn, Robert Rinas, David James Ritchie, Deborah Ritchie, Norm Ritchie, Scott Roach, Ben Robbins, Ralph Roberts, Thomas Robertson, Evan Robinson, Mike Rodgers, Alma Darr Rogan, David Rogers, Ken Rolston, Chas Rooney, M S Rooney, Joel Roosa, Rick Rose, Dave Rosene, Kevin A Ross, Keith Routley, Marcus Rowland, Richard Marcus Rowland, Tim Royappa, Thomas Ruddick, Chris Ryan, Mary Ryan, Rich Rydberg, Robert Ryder, Stanley Sachreifer, Charles Sagui, Andrew Salamon, Daniel Salas, R A Salvatore, Dan Sample, Eric Sanko, Carl Sargent, Heather Lynn Sarik, Charles Saunders, Steven Saylor, Craig Schaefer, Steve Schaeffer, Roy Schelper, Steven Schend, Lawrence Schick, Thomas Schlosser, Brad Schnell, Dave Schuur, Chris Schon, Robert Schroeck, Dave Schroeder, Tim Schroeder, Dan Schultz, Matthew Schutt, Greg Schwartz, Thayathas Schwartz, Clyde Scott, Curtis Scott, Matthew Scott, Sean Scott, Sonny Scott, Matthew Seabaugh, John Seaton, Sascha Isaac Segan, Steve Seguin, Bill Selgman, Michael Selinker, Carol Severance, J Eric Severson, Preston Shah, Eluku bes Shabar, Jim Shamlin, Niall Shaper, Gregg Sharp, Michael Shel, Fraser Sherman, Mark Shupley, Ron Shurtz, Dean Shomshak, Brian Shuler, Jonathan Simmons, Peter Simon, William Simpson, Mike Sitkiewicz, Ralph Sizer, Bill Slavicek, Jon Slobins, Lisa Smedman, Carl Smith, Curtis Smith, Doug Smith, L Gregory Smith, Larry Smith, Lester Smith, Lionel Smith, Mark Smith, Paul Smith, R P Smith, Rodford Smith, Roger Smith, Stephen Smith, Dan Snuffin, Edward Sollers, Ken Sommerfield, Mike Specs, Caroline Spector, Warren Spector, Ronald Spencer, Lee Sperry, Dan Spiegle, Garry Spiegle, Stafford Gates Spielman, Tim Stabosz, Michael Stackpole, Mark Standa, Kevin Stein, Ron Stephens, Lisa Stevens, Rod Stevens, Brad Stock, Robert Stockdale, C C Stoll, Wayne Stratton, Jerold Stratton, Krya Stromsted, R D Stuart, Richard Stump, Paul Sulim, Colin Sullivan, Jeffery Sullivan, John Sullivan, Stephen Sullivan, David Sutherland III, Paul Suttie, Rick Swan, David Sweet, Anders Swenson, Jefferson Swycawfer, Lucya Szachnowski, John Szinger, Martin Szinger, Eric Sulzcewski, Stephane Tabat, Pat Tapp, Philip Tadczyński, Matthew Taylor, Tai Teng, David Teppol, John Terra, Rudy Thauberger, Steve Thearle, Gary Thomas, Roy Thomas, Bryan Thompson, Kevin Thompson, Kristine Thompson, David Tillery, Brian Tiltonson, Lois Tilton, Clark Timmins, E Paul Tobin, W Todorosky, Tim Tollefson, Gorin Topic, Neil Tpolnicki, Ken Tovar, Michael Tracey, William Tracy, Mark Trammell, Dave Trampier, Jape Trostle, Kevin Troy, Peter Trueman, Carleton Tsui, Robert Tuftes, Jay Tummelson, Don Turnbull, Harry Turtledeuse, David Ulrich, Brian Valentine, Costa Valhoul, Valerie Valadek, John Van De Graaf, Laurie Van De Graaf, William Van Horn, Charles Vanelli, Desmond Varaday, Allen Varney, Eric Scott Vaughn, Michael Ventrella, Dan Vernon, Paul Vernon, Janet Vials, Peter Vials, Tim Villademoros, Luciano Violante, William Volkart, Rug Voin, Denise Lyn Voskuil, James Wade, Kristofer Wade, Robert Wagner, Michael Wahl, David Wainwright, R Nathaniel Waldbauer, Stephen Wales, Arlan Walker, Eric Walker, Jason Walker, Larry Walker, Willie Walsh, Brenda Ward, David Ward, James Ward, John Warren, Scott Waterhouse, Gary S Watkins, Dori "The Barbarian" Watry, Tony Watson, Lawrence Watt-Evans, Don Webb, Nina Webb, Rosemary Webb, Alan Webster, David Weeks, Margaret Weis, David Wellman, Jean Wells, Kurt Wenz, William Wenz, David Wesley, Kit Wesler, Jerry Westergaard, Tom Wham, William John Wheeler, Pat Whitehead, Joseph Wichmann, Royce Wickas, Steve Wieck, Stewart Wieck, Lyle Wiedeman, Skip Williams, Elizabeth Williams, Gary Williams, Scott Williams, Steven Williams, Thomas Willis, Leonard Wilson, Ray Wimmer, Steve Winter, David Wise, Loran Wlodarski, Christopher Wood, Edward Woods, Ted Woods, Lew Wright, Terry Wright, Julius Wu, Erick Wuyck, Lee Wurn, James Yates, Thomas Yates, Nicholas Yermakov, Katherine York, AD Young, Barbara Young, Raymond Young, Mary Zambreno, Christopher Zarathustra, Peter Zeluski, Robert Zellar, David Zenz, Gerald Ziehm, Mickey Zucker, Alan Zumwalt, Thomas Zuvich



# Chemcheaux

## The Magic Shoppe for the Discriminating

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

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

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

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

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

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

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

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

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

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

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

### Chemcheaux 223, Ravens Bluff

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

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

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

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

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

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

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

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

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

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

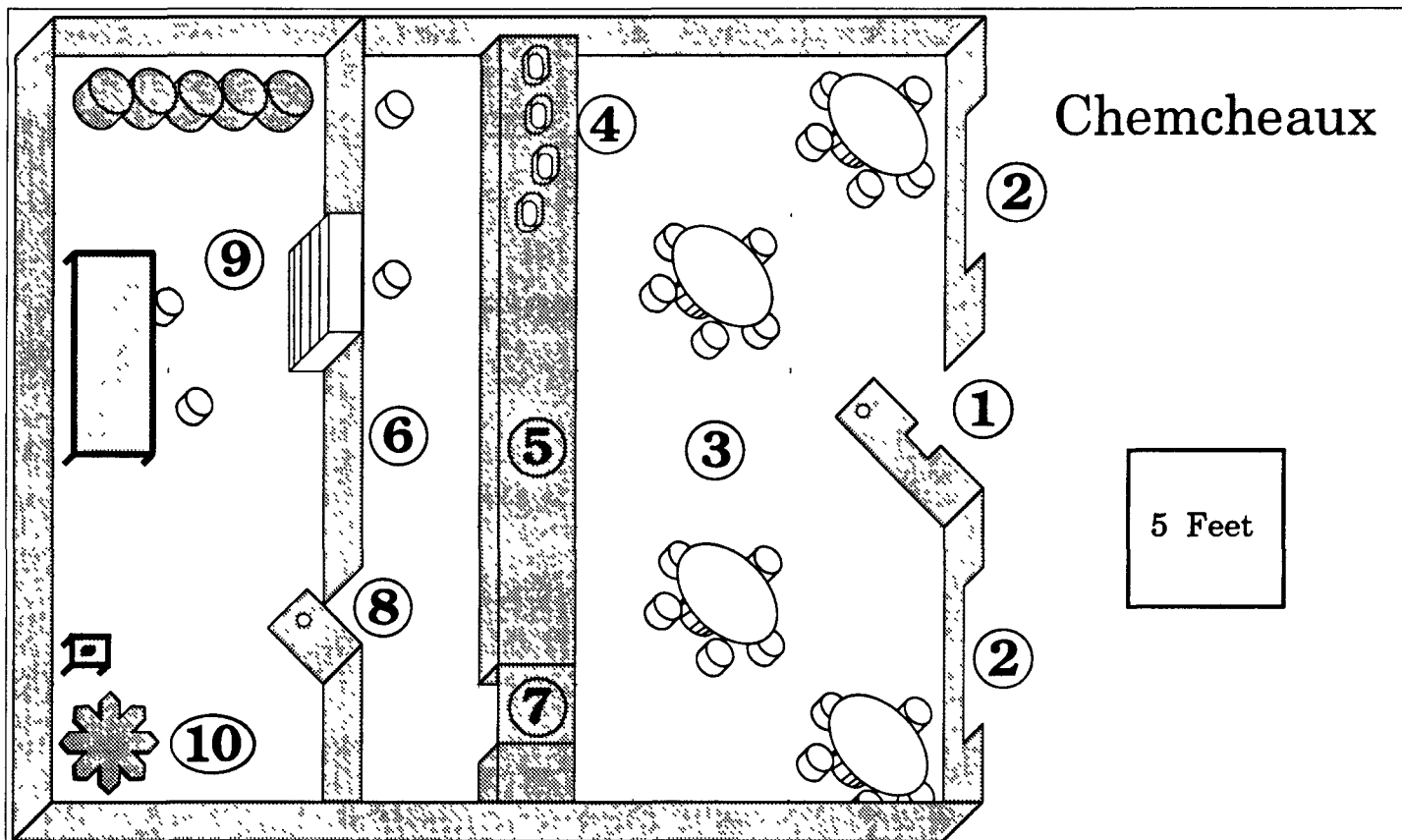
9: This is the back room. The equipment furnishings depend upon the items constructed at each particular shop. For example, a plethora of *swords +2* are stored at the Ravens Bluff shop.

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

### The Political Intrigue

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

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



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

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

owners happy, yet they did not want to force Chemcheaux out. The officials see Chemcheaux as a way to acquire certain magical items for themselves. Therefore, they created a law that allowed Chemcheaux to place a shop in

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

## Wholesalers of Magical Items

### Article I

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

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

### Article II

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

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

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

### Article III

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

### Article IV

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

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

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

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

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

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

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

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

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

#### Article V

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

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

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

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

#### Article VI

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

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

#### Article VII

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

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

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

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

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

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

#### Article VIII

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

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

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

#### Article IX

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

#### Article X

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

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

#### Article XI

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

## The Translation

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

## Prismal The Outrageous

*Male Human Wizard/Priest 35th/35th*

STR: 14

INT: 20

WIS: 21

DEX: 13

CON: 18

CHR: 16

AC Normal: 1

AC Rear: 1

Hit Points: 96

Alignment: Lawful Neutral

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

Height: 6' 2"

Weight: 170 lbs.

Hair/Eyes: Black, streaked with gray/Brown

Weapon Proficiencies: Dagger, dart, sling, staff

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

## Mortimer

22nd Level Male Human Wizard

STR: 18

INT: 18

WIS: 16

DEX: 14

CON: 14

CHR: 15

AC Normal: 0

AC Rear: 0

Hit Points: 34

Alignment: Chaotic Good

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

Age: 52

Height: 5' 6"

Weight: 160 lbs.

Hair/Eyes: Brown and gray/Brown

Weapon Proficiencies: Dagger, dart, sling, staff

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

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

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

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

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

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

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

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

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

## Rhodhan

19th Level Human Male Cleric

STR: 13

INT: 17

WIS: 18

DEX: 15

CON: 14

CHR: 17

AC Normal: 0

AC Rear: 3

Hit Points: 44

Alignment: Lawful Good

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

Age: 44

Height: 5' 10"

Weight: 178 lbs.

Hair/Eyes: Light brown/Blue

Weapon Proficiencies: None

NonWeapon Proficiencies: Animal handling (17), animal training (18)

ancient history (16), healing (17), herbalism (17), herbalism (15), reading/writing (18), spellcraft (15)

Magic Items: *Robe of protection* +4,

*boots of speed, ring of protection* +3

Spells/day: 11 11 9 9 6 4 2

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

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

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

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

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

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

## New Magic

### Prismal's Reversal (Alteration)

Level: 7

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 5 Rounds

Area of Effect: One portal

Saving Throw: None

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

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

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

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

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

### The Chemcheaux Teleport Pad:

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

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

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FMQ1	9349	City of Gold	GWAC1	6502	GAMMA WORLD® Referee's Screen
FOR1	9297	Draconomicon	GWAC2	7507	GAMMA WORLD® PC Record Sheets
FOR2	9326	Drow of the Underdark	GWQ1	7516	Mutant Master
FOR3	9346	Pirates of the Fallen Stars	H1	9122	Bloodstone Pass
FR02	9217	Moonshae	H2	9168	Mines of Bloodstone
FR03	9224	Empires of the Sands	H3	9200	Bloodstone Wars
FR04	9229	Magister	H4	9228	Throne of Bloodstone
FR05	9233	Savage Frontier	HHQ1	9330	Fighter's Challenge
FR06	9235	Dreams of the Red Wizards	HHQ2	9359	Wizard's Challenge
FR07	9252	Hall of Heroes	HR1	9322	Vikings Campaign Source Book
FR08	9262	Cities of Mystery	HR2	9323	Charlemaine's Paladins Campaign Source Book
FR09	9267	Bloodstone Lands	HR3	9376	Celts Campaign Source Book
FR10	9274	Old Empires	HR4	9370	Mighty Fortress Campaign Source Book
FR11	9300	Dwarves Deep	HWA1	9303	Nightwail
FR12	9324	Horde Campaign	HWA2	9310	Nightrage
FR13	9320	Anauroch	HWA3	9311	Nightstorm
FR14	9351	Great Glacier	HWQ1	9378	Milenian Scepter
FR15	9373	Gold and Glory	HWR1	9332	Sons of Azca
FRA1	9281	Storm Riders	HWR2	9339	Kingdom of Nithia
FRA2	9290	Black Courser	HWR3	9384	Milenian Empire
FRA3	9304	Blood Charge	I01	9046	Dwellers of the Forbidden City
FRC1	9238	Ruins of Adventure	I02	9055	Tomb of the Lizard King
FRC2	9239	Curse of the Azure Bonds	I03	9052	Pharaoh
FRE1	9247	Shadowdale	I04	9053	Oasis of the White Palm
FRE2	9248	Tantras	I05	9054	Lost Tomb of Martek
FRE3	9249	Waterdeep	I06	9075	Ravenloft
FROA1	9307	Ninja Wars	I07	9152	Baltron's Beacon
FRQ1	9354	Haunted Halls of Eveningstar	I08	9169	Ravager of Time
FRQ2	9369	Hordes of Dragonspear	I09	9178	Day of Al' Akbar
G1	9016	Steading of the Hill Giant Chief	I10	9181	Ravenloft II
G123	9058	Against the Giants	I11	9187	Needle
G2	9017	Glacial Rift of the Frost Giant Jarl	I12	9201	Egg of the Phoenix
G3	9018	Hall of the Fire Giant King	I13	9202	Adventure Pack I
GAZ01	9193	Grand Duchy of Karmeikos	I14	9226	Swords of the Iron Legion
GAZ02	9194	Emirates of Ylaruam	I3:5	9199	Desert of Desolation
GAZ03	9208	Principalities of Glantri	IJ1	6752	Indiana Jones and the Temple of Doom
GAZ04	9215	Kingdom of Irendi	IJ2	6751	Raiders of the Lost Ark
GAZ05	9223	Elves of Alfheim	IJ3	6753	Crystal Death
GAZ06	9227	Dwarves of Rockhome	IJ4	6755	Golden Goddess
GAZ07	9230	Northern Reaches	IJ5	6756	Nepal Nightmare
GAZ08	9232	Five Shires	IJ6	6757	Fourth Nail
GAZ09	9236	Minrothad Guilds	IJAC1	6754	Indiana Jones Judges Survival Guide
GAZ10	9241	Orcs of Thar	IM1	9171	Immortal Storm
GAZ11	9250	Republic of Darokin	IM2	9189	Wrath of Olympus
GAZ12	9246	Golden Khan of Ethengar	IM3	9207	Best of Intentions
GAZ13	9287	Shadow Elves	IMAGxx		IMAGINE™ Magazine #xx
GAZ14	9306	Atruaghin Clans	L1	9045	Secret of Bone Hill

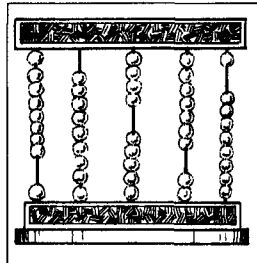
L2	9057	Assassin's Knot	MSL2	6901	Warlord of Baluur
LC1		Gateway to RAVENS BLUFF™	MSL3	6902	Spore of Arthros
LC2	9282	Inside RAVENS BLUFF™	MSL4	6904	Stygian Knight
LC3	9316	Nightwatch in the Living City	MSOLO1	9067	Blizzard Pass
LC4	9315	Port of Ravens Bluff	MSOLO2	9060	Maze of the Riddling Minotaur
LNA1	9276	Thieves of Lankhmar	MT1	6885	All This and World War II
LNA2	9305	Nehwon	MT2	6886	Weird, Weird West
LNA3	9318	Prince of Lankhmar	MT3	6891	Revenge of Kang
LNQ1	9371	Slayers of Lankhmar	MU1	6878	MARVEL UNIVERSE™ Volume 1
LNR1	9295	Wonders of Lankhmar	MU2	6881	MARVEL UNIVERSE™ Volume 2
LNR2	9329	Tales of Lankhmar	MU3	6883	MARVEL UNIVERSE™ Volume 3
M1	9159	Into the Maelstrom	MU4	6884	MARVEL UNIVERSE™ Volume 4
M2	9148	Vengeance of Alphaks	MU5	6887	MARVEL UNIVERSE™ 1989 Update
M3	9174	Twilight Calling	MU6	6894	MARVEL UNIVERSE™ 1990 Updates
M4	9204	Five Coins for a Kingdom	MU7	6903	MARVEL UNIVERSE™ 1991 Update
M5	9214	Talons of Night	MU8	6909	MARVEL UNIVERSE™ 1992 Update
MA1	6872	Children of the Atom	MV1	9104	Midnight on Dagger Alley
MA2	6874	AVENGERS™ Coast to Coast	MX1	6873	Nightmares of Futures Past
MA3	6876	Ultimate Powers Book	MX2	6875	X-Potential
MA4	6889	FANTASTIC FOUR™ Compendium	MX3	6877	Reap the Whirlwind
MAGIC1	9293	Magic Encyclopedia Volume One	MX4	6888	Flames of Doom
MC01	2102	Monstrous Compendium Volume 1	N1	9063	Against the Cult of the Reptile God
MC02	2103	Monstrous Compendium Volume 2	N2	9084	Forest Oracle
MC03	2104	Monstrous Compendium FORGOTTEN REALMS®	N3	9163	Destiny of Kings
MC04	2105	Monstrous Compendium DRAGONLANCE®	N4	9185	Treasure Hunt
MC05	2107	Monstrous Compendium GREYHAWK®	N5	9212	Under Illefarn
MC06	2116	Monstrous Compendium Kara-Tur	O1	9050	Gem and the Staff
MC07	2109	Monstrous Compendium SPELLJAMMER®	O2	9108	Blade of Vengeance
MC08	2118	Monstrous Compendium Outer Planes	OA1	9164	Swords of the Daimyo
MC09	2119	Monstrous Compendium SPELLJAMMER®	OA2	9186	Night of the Seven Swords
MC10	2122	Monstrous Compendium RAVENLOFT™	OA3	9195	Ochimo the Spirit Warrior
MC11	2125	Monstrous Compendium FORGOTTEN REALMS®	OA4	9203	Blood of the Yakuza
MC12	2405	Monstrous Compendium DARK SUN™	OA5	9242	Mad Monkey vs the Dragon Claw
MC13	2129	Monstrous Compendium AL-QADIM™	OA6	9257	Ronin Challenge
MC14	2132	Monstrous Compendium FIEND FOLIO®	OA7	9258	Test of the Samurai
ME1	6879	Cosmos Cubed	OP1	9225	Tales of the Outer Planes
ME2	6882	Left Hand of Eternity	PANxx		Players Association Newsletter #xx
ME3	6880	Ragnarok and Roll	PBM1	3580	Conquest of the 25th Century
MH1	6851	Breeder Bombs	PC1	9254	Tall Tales of the Wee Folk
MH2	6853	Time Trap	PC2	9255	Top Ballista
MH3	6855	Murderworld	PC3	9277	Sea People
MH4	6859	Lone Wolves	PC4	9368	Night Howlers
MH5	6857	Cat's-Paw	PHBR1	2110	Complete Fighter's Handbook
MH6	6862	Thunder over Jotunheim	PHBR2	2111	Complete Thief's Handbook
MH7	6864	Last Resort	PHBR3	2113	Complete Priest's Handbook
MH8	6866	Fault Line	PHBR4	2115	Complete Wizard's Handbook
MH9	6867	Gates of What If?	PHBR5	2117	Complete Psionics Handbook
MHAC1	6852	MARVEL SUPER HEROES™ Judge's Screen	PHBR6	2124	Complete Dwarves' Handbook
MHAC2	6854	AVENGERS™ Assembled	PHBR7	2127	Complete Bard's Handbook
MHAC3	6856	Adventure Fold-Up Figures	PHBR8	2131	Complete Elves' Handbook
MHAC4	6858	Pit of the Viper	POLYxxx		POLYHEDRON® Newszine #xxx
MHAC5	6861	Project: Wideawake	Q1	9035	Queen of the Demonweb Pits
MHAC6	6863	New York, New York	R1		To the Aid of Falx
MHAC7	6865	Concrete Jungle	R2		Investigation of Hydell
MHAC8	6868	Weapons Locker	R3		Egg of the Phoenix
MHAC9	6870	Realms of Magic	R4		Doc's Island
MHR1	6905	X-Forces: The Mutant Update	RA1	9298	Feast of Golbyns
MHR2	6907	The SPIDER MAN™ Dossier	RA2	9321	Ship of Horrors
MHR3	6908	Go West: The AVENGERS™ Archives	RA3	9338	Touch of Death
MHSP1	6860	Secret Wars	REF1	9024	AD&D® DUNGEON MASTER™ Screen
MHSP2	6869	Secret Wars II	REF1	9146	AD&D® DUNGEON MASTER™ Screen
MLA1	6892	After Midnight	REF1	9263	AD&D® DUNGEON MASTER™ Screen
MLA2	6895	Night Moves	REF2	9028	AD&D® Player Character Record Sheets
MLA3	6897	Night Life	REF2	9264	AD&D® Character Record Sheets
MLBA1	6893	Mutating Mutants	REF3	9177	Book of Lairs
MSL1	6899	X-Terminate	REF4	9198	Book of Lairs II

REF5	9240	Lords of Darkness	TSAC5	7631	Commando
REF6	9380	Rogue's Gallery	TSAC6	7632	Covert Operations Source Book Vol-2
RPGA1		Rahasia	TSAC7	7635	F.R.E.E. America
RPGA2		Black Opal Eye	TSE1	7634	Web of Deceit
RPGA3		Forgotten King	TSE2	7636	Sting of the Spider
RQ1	9352	Night of the Walking Dead	TSE3	7637	Web Wars
RQ2	9364	Thoughts of Darkness	U1	9062	Sinister Secret of Saltmarsh
RQ3	9375	From the Shadows	U2	9064	Danger of Dunwater
RR1	9331	Darklords	U3	9076	Final Enemy
RR2	9336	Book of Crypts	UK1	9066	Beyond of Crystal Cave
RR3	9345	Van Richten's Guide to Vampires	UK2	9101	Sentinel
RR4	9348	Islands of Terror	UK3	9111	Gauntlet
RR5	9355	Van Richten's Guide to Ghosts	UK4	9120	When a Star Falls
RS1	9183	RED SONJA® Unconquered	UK5	9125	Eye of the Serpent
S1	9022	Tomb of Horrors	UK6	9126	All that Glitters...
S1:4	9209	Realms of Horror	UK7	9151	Dark Clouds Gather
S2	9027	White Plume Mountain	WG04	9065	Forgotten Temple of Tharizdun
S3	9033	Expedition to the Barrier Peaks	WG05	9112	Mordenkainen's Fantastic Adventure
S4	9061	Lost Caverns of Tsojcanth	WG06	9153	Isle of the Ape
SF1	7801	Voltornus, Planet of Mystery	WG07	9222	Castle Greyhawk
SF2	7802	Starspawn of Voltornus	WG08	9253	Fate of Istus
SF2001	7815	2001 A Space Odyssey	WG09	9251	Gargoyle
SF2010	7816	2010 Odyssey Two	WG10	9265	Child's Play
SF3	7803	Sundown on Starmist	WG11	9269	Puppets
SF4	7809	Mission to Alcazzar	WG12	9270	Vale of the Mage
SFAC1	7800	STAR FRONTIERS® Character Record Sheets	WGA1	9279	Falcon's Revenge
SFAC2	6801	STAR FRONTIERS® Referee's Screen	WGA2	9289	Falconmaster
SFAC3	7819	Zebulon's Guide to Frontier Space	WGA3	9302	Flames of the Falcon
SFAD5	7817	Bugs in the System	WGA4	9309	Vecna Lives
SFAD6	7818	Dark Side of the Moon	WGQ1	9385	Patriots of Ulek
SFKH1	7805	Dramune Run	WGR1	9292	Greyhawk Ruins
SFKH2	7808	Mutiny on the Eleanor Moraes	WGR2	9360	Treasures of Greyhawk
SFKH3	7810	Face of the Eleanor	WGR3	9386	Rary the Traitor
SFKH4	7812	War Machine	WGS1	9317	Five Shall Be One
SJA1	9273	Wildspace	WGS2	9337	Howl From the North
SJA2	9286	Skull & Crossbows	X01	9043	Isle of Dread
SJA3	9299	Crystal Spheres	X02	9051	Castle Amber
SJA4	9325	Under the Dark Fist	X03	9056	Curse of Xanathon
SJQ1	9347	Heart of the Enemy	X04	9068	Master of the Desert Nomads
SJR1	9280	Lost Ships	X05	9069	Temple of Death
SJR2	9312	Realmspace	X06	9081	Quagmire!
SJR3	9313	SPELLJAMMER® DUNGEON MASTER™ Screen	X07	9079	War Rafts of Kron
SJR4	9328	Practical Planetology	X08	9127	Drums on Fire Mountain
SJR5	9361	Rock of Bral	X09	9129	Savage Coast
SJR6	9374	Greyspace	X10	9160	Red Arrow, Black Shield
SJS1	9343	Goblin's Return	X11	9165	Saga of the Shadow Lord
T1	9026	Village of Hommlet	X12	9188	Skarda's Mirror
T1:4	9147	Temple of Elemental Evil	X13	9218	Crown of Ancient Glory
TS001		Operation: Sprechenh altestelle	XL1	9114	Quest for the Heartstone
TS002	7601	Operation: Rapidstrike	XS2	9157	Thunderdive Mountain
TS003	7602	Lady in Distress	XSOLO	9082	Lathan's Gold
TS004	7603	Operation: Fastpass	XXVCA1	3563	Buck Rogers in the 25th Century
TS005	7604	Orient Express	XXVCA2	3566	NEO in the 25th Century
TS006	7605	Ace of Clubs	XXVCR1	3565	Mars in the 25th Century
TS007	7071	TOP SECRET® Companion	XXVCR2	3567	Earth in the 25th Century
TS008	7610	Operation: Seventh Seal	XXVCR3	3572	Inner Worlds
TS1	7624	Operation: Starfire	XXVCR4	3575	Luna
TS2	7627	Doomsday Drop	XXVCR5	3579	Belt
TS3	7630	Orion Rising	XXVCR6	3574	No Humans Allowed
TS4	7633	Commando Brushfire Wars	XXVCR7	3582	Hardware
TSA1	7638	Web	XXVCREF1	3570	XXVc™ Character Record Sheets
TSA2	7640	Final Weapon	XXVCS1	3569	Deimos Mandate (Labeled XXVCA3)
TSAC1	7623	G4 File	XXVCS2	3571	Sargasso of Space
TSAC2	7623	AGENT 13™ Source Book	XXVCS3	3573	A Matter of Gravitol
TSAC3	7626	Covert Operations Source Book	XXVCS4	3578	Phases of the Moon
TSAC4	7629	F.R.E.E. Lancers			

Name EP Cost Book/Page

**Abacus**

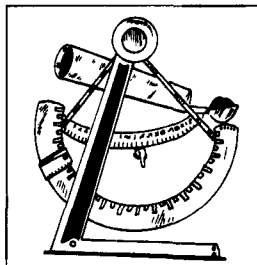
This is a wooden frame, about eight by ten inches across, in which several heavy wires are tightly strung parallel to one another. On each wire are ten wooden balls. The balls on the wires can be manipulated to perform simple mathematical operations such as addition, subtraction, multiplication, and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



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

**Accelerator**

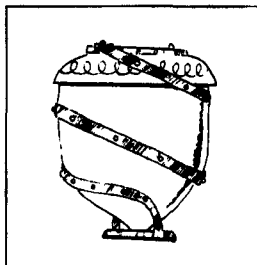
An accelerator is a fantastic weapon built exclusively by the spacefaring Arcane. The device consists of a beam with a cup at one end and a swivel that allows the operator to rotate the beam. Objects placed into the cup are magically accelerated to incredible speeds and flung out into space in whatever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



Accelerator 2,000 8,000 1072-75

**Acorn**

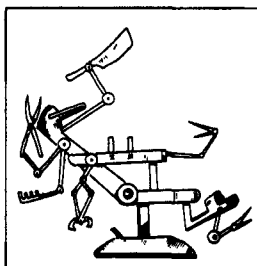
This device looks like a large lead-coated vessel or vase shaped roughly like an acorn. Two golden, raised bands encircle it from top to bottom. Where these meet at the top there usually is a circular seal stamped into the metal. Acorns are used primarily to entrap evil or vile creatures or minions of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



Acorn, Wo Mai Relic 30,000 1055-CARD

**Aid, Barber**

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

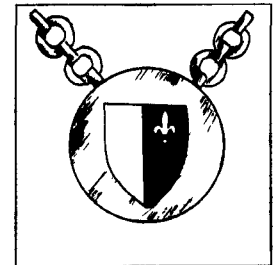


Aid, Barber's 1,200 12,000 AC11-006

Name EP Cost Book/Page

**Amulet**

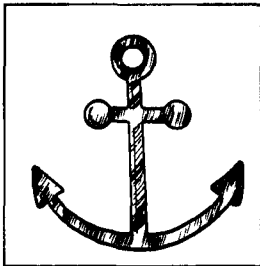
Amulets are magical devices that are commonly worn about the neck, suspended by a chain. The type of chain that comes with a magical amulet generally increases the item's aesthetic value. Amulets can be pinned to a shirt, cloak, or head band, but not boots, hats, or gloves. Only one amulet can be attached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



Amulet, Abyss	2,000	6,000	DUNG013-17
Amulet, Advanced Arachnid Control	2,000	8,000	1072-75
Amulet, Amiability	—	3,500	POLY043-23
Amulet, Beast, Ivory	5,000	5,000	1053-057
Amulet, Beast, Silver	1,000	5,000	1053-057
Amulet, Cairn Hills	2,000	18,000	2023-076
Amulet, Cartographer	3,000	21,000	M2-31
Amulet, Charm Immunity	3,000	15,000	PC2-39
Amulet, Charm Resistance +3	1,500	8,000	<i>new item</i>
Amulet, Charm Resistance +4	2,000	10,000	PC2-39
Amulet, Charming	2,500	12,500	POLY050-17
Amulet, Cheetah, of the	1,000	4,000	DUNG015-63
Amulet, Communication	1,000	5,000	1032-095
Amulet, Control, Caterpillar	50	250	DRAG030-36
Amulet, Dramatic Death, Blunt Weapon	300	1,500	PHBR2-105
Amulet, Dramatic Death, Cold	300	1,500	PHBR2-105
Amulet, Dramatic Death, Edged Weapon			PHBR2-105
Amulet, Dramatic Death, Lightning/Electrical	300	1,500	PHBR2-105
Amulet, Dramatic Death, Magical Fire	300	1,500	PHBR2-105
Amulet, Dramatic Death, Petrification	300	1,500	PHBR2-105
Amulet, Efreeti	9,000	45,000	I4-32
Amulet, Emotions	1,000	5,000	AC08-007
Amulet, Extension	1,200	15,000	2121-132
Amulet, Far Reaching	1,000	5,000	2121-132
Amulet, Furyondy	1,400	7,000	2023-076
Amulet, Greenstone	5,000	30,000	FR04-41
Amulet, Hardwater	300	1,500	DLR1-81
Amulet, Health	2,000	10,000	1032-095
Amulet, Health, Cursed	—	1,000	1032-095
Amulet, Hero, of the	1,500	7,500	POLYINT-27
Amulet, Hunting	600	3,000	1032-095
Amulet, Inescapable Location	—	1,000	2100-159
Amulet, Land, of the	1,500	7,500	LC4-37
Amulet, Leadership	5,000	25,000	2121-132
Amulet, Life, Draskilion's	5,000	50,000	DUNG028-23
Amulet, Magic Resistance 05%	5,000	17,000	2121-132
Amulet, Magic Resistance 10%	5,000	20,000	2121-132
Amulet, Magic Resistance 15%	5,000	23,000	2121-132
Amulet, Magic Resistance 20%	5,000	26,000	2121-132
Amulet, Magic Resistance 25%	5,000	29,000	2121-132
Amulet, Magic Resistance 30%	5,000	32,000	2121-132
Amulet, Metaspell Influence	3,000	15,000	2121-133
Amulet, Orcish, Ability Check +1	1,000	5,000	GAZ10-08
Amulet, Orcish, Armor Class +1	1,000	5,000	GAZ10-08

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

**Anchor**

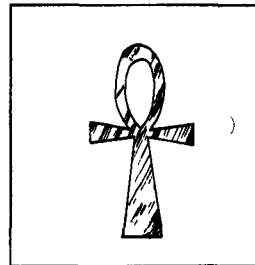


An anchor holds a vehicle in place. A ship's anchor is the most familiar sort, consisting of a straight central bar (the shank), an upper crosspiece (the stock), and two curved lower arms (the crown) having widened ends (the flukes). It is attached to a chain or rope (the cable), which is tightly secured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

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

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

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

**Ankh**

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

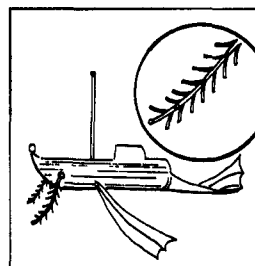
**Anklet**



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

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

**Antennae**



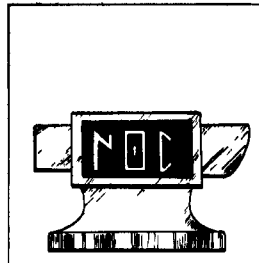
Antennae are items that look like the feelers of insects such as ants, crickets, or beetles. An antenna is usually enchanted to become a feeler for the user, allowing the wearer to see into regions or into varieties of light that cannot be perceived through the use of normal senses. Antennae also can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

Antennae, Triangulation	Relic	55,000	SJR2-70
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Name EP Cost Book/Page

**Anvil**

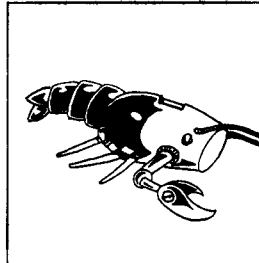
An anvil is a heavy iron block, that has a flat top and a round, horn-shaped end. Blacksmiths heat metals until they soften, and use the anvil's surface to hammer the metal into the desired shape. Magical anvils, however, can be of any size, shape or weight, and they are commonly used to perform functions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



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

**Apparatus**

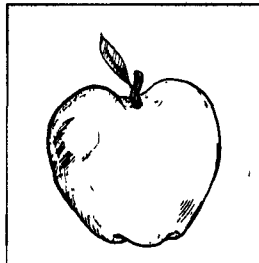
Apparatus is a fancy term for a magical invention. Often, the apparatus is used to perform one, often intricate, operation (such as transferring the life essence of one creature to another, or a vessel that has a multitude of functions to enhance user comfort). An apparatus is not always powerful enough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



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

**Apple**

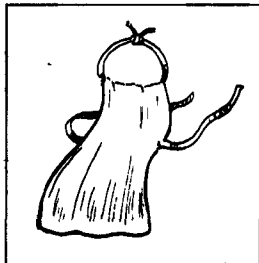
Magical apples can be used to cure magical diseases (such as the mummy's rotting touch) nonmagical diseases, effects that lower ability scores, rage, or energy drains. In Scandinavian legend, Bragi, a son of Odin, was the first recipient of magical apples in recorded history.



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

**Apron**

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

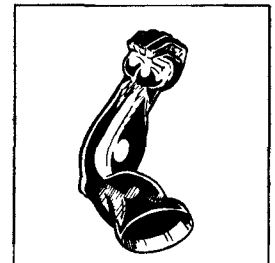


Name EP Cost Book/Page

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

**Arm**

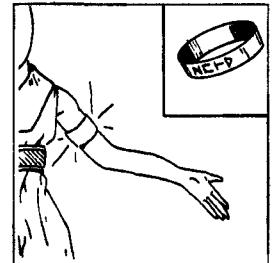
Magical arms are prosthetics that are placed in an empty socket, such as an elbow or a shoulder joint. The arm, once in place, grafts to the user, becoming an easily manipulated appendage. Prosthetics are often permanently attached until a *dispel magic* is cast upon the item, but some can be removed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



Arm, Silver of Ergoto	1,000	5,000	2021-096
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**Armband**

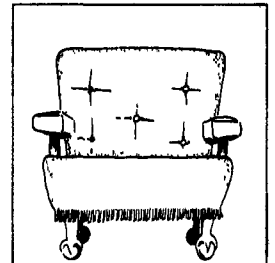
Armbands function in nearly the same way as anklets, but are sturdier. In use, an armband fastens about the upper arm; it will not function if fastened to any other part of the body and cannot be used by armless creatures, though it can be used on a tentacle.



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

**Armchair**

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

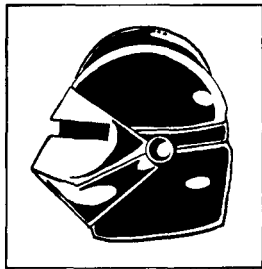


Armchair, Entrapment	—	1,000	new item
Armchair, Helplessness	—	750	AC04-010

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

**Armet**

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



Armet, Wayland	Relic	80,000	1021dm-56
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**Armor**

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



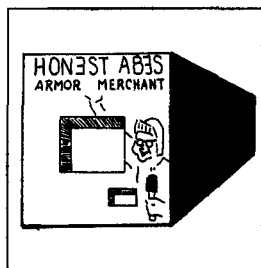
Armor, Absorption	5,000	25,000	1013-55
Armor, Acidic Secretion	—	2,000	DRAG099-52
Armor, Anything	4,500	45,000	2017 104
Armor, Arcane AC 3	3,000	20,000	SJR1-76
Armor, Banded +1	700	4,000	2017-088
Armor, Banded +2	1,500	8,500	2017-088
Armor, Banded +3	2,250	14,500	2017-088
Armor, Banded +4	3,000	19,000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

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

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

**Armor Merchant**

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

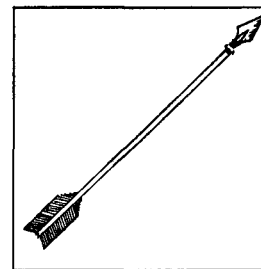


Armor Merchant, Honest Obie's All-Night	5,000	15,000	AC11-051
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Name	EP	Cost	Book/Page
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**Arrow**

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

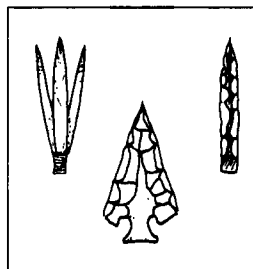


Arrow +1	20	120	1011-42
Arrow +2	50	300	DUNG017-20
Arrow +3	75	450	2011-125
Arrow +4	100	600	2011-125
Arrow +5	150	900	2011-125
Arrow, Abaris	200	2,000	1021-d63
Arrow, Acid +1	30	75	POLY047-27
Arrow, Acid +2	60	150	<i>new item</i>
Arrow, Acid +3	90	225	<i>new item</i>
Arrow, Acid +4	120	300	<i>new item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



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

## Arrowhead



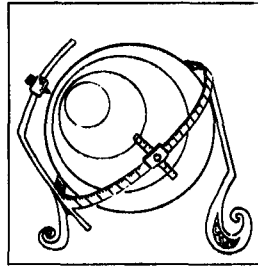
Arrowheads are the tips of arrows or crossbow bolts. Generally made from chipped pieces of rock, arrowheads can also be sculpted from smooth rock, hard wood, glass, or crystal. Magical arrowheads are generally good for one use. When used, an arrowhead keeps its enchantment and can be re-used only if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

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

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

**Astrolabe**

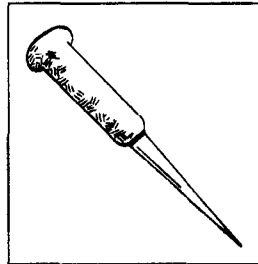
An astrolabe is an archaic device used to determine the placement of all astronomical bodies of Class A or larger. When used within a crystal sphere, the device creates a to-scale three-dimensional picture of the bodies it is aimed at. The astrolabe must be used in a dark room, or during night when no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



Astrolabe	2,000	8,000	1072-76
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**Awl**

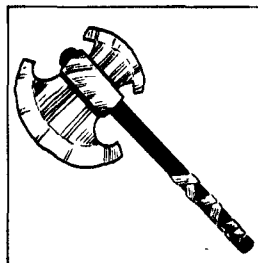
An awl is a common leatherworking tool. It is a metal spike three inches or more long with a wooden handle. The leatherworker uses the awl to bore holes into thick leather to create lacing holes to sew clothing, make boots, or construct armor. While normal awls are common and found in every city and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



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

**Axe**

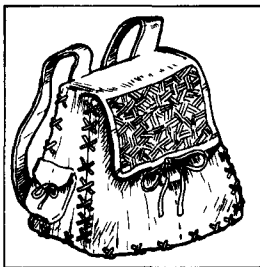
Axes are wood cutting instruments with sharpened metal or stone heads and wooden handles. Axes also commonly used as weapons of war. War axes come in all sizes, from small hand and throwing axes, to two-handed great axes; Many magically enchanted versions exist, particularly among dwarves.



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

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

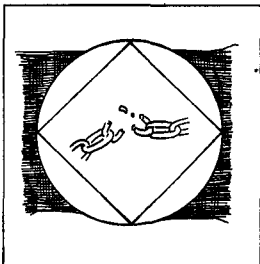
**Backpack**



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

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

**Badge**



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

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

Name	EP	Cost	Book/Page
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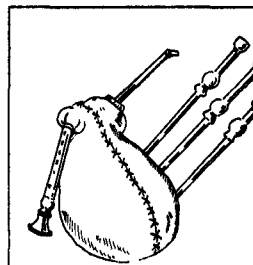
**Bag**



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

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

**Bagpipe**



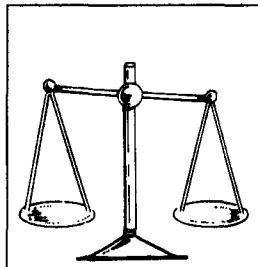
This odd musical instrument consists of a cloth bag attached to several wooden pipes. One pipe has a mouthpiece and another has several holes. If the user blows into the mouthpiece, the pipes produce a reedy wailing. The pipe with holes may be manipulated with fingers or tentacles to produce different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

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

Name EP Cost Book/Page

**Balance**

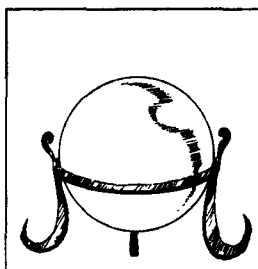
A balance is an instrument used to determine weight. The non-magical version uses a beam and counterweights to determine the exact weight of goods. Magical versions, however, are often used to create a balance, to establish an impartial verdict, or to create an even trade of one sort or another.



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

**Ball**

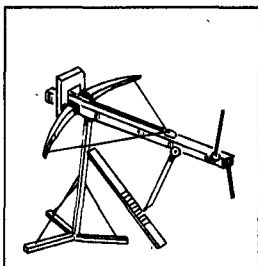
Balls are spherical (or at least roughly spherical) objects, constructed from a multitude of elements; from leather to rock, from sculpted wood to crystal. Balls are commonly used to divine answers beyond the user's usual senses; the well-known *crystal ball* is a an outstanding example of the power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



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

**Ballista**

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

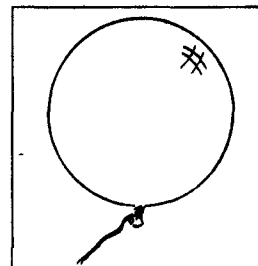


Name EP Cost Book/Page

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

**Balloon**

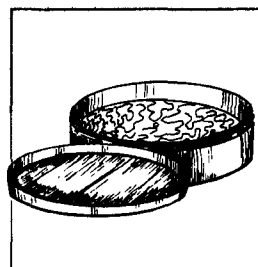
A magical balloon is a perfect sphere, usually transparent but sometimes tinted a single color. The sphere may be from two inches to 50 feet in diameter and is generally made entirely of magic rather than matter of any kind. It cannot be flattened, dented, distorted, or damaged by blunt weapons. If free-floating,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



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

**Balm**

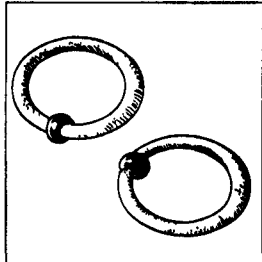
Balms are oily, resinous substances that are frequently used for medicinal purposes (and sometimes for less beneficent ends). Often oily and fragrant, the effects of balms come from either the balm's contact with the skin, or from the vapors rising from the substance. Magical balms generally have both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



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

Name EP Cost Book/Page

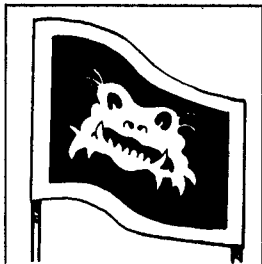
**Band**



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

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

**Banner**

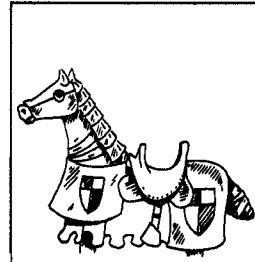


A magical banner appears much like a normal scarf or narrow blanket. No written words are visible upon it except to certain creatures, as given in its description. The words seen on a banner are always readable if the victim has greater than animal intelligence. Most magical banners must be displayed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

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

Name EP Cost Book/Page

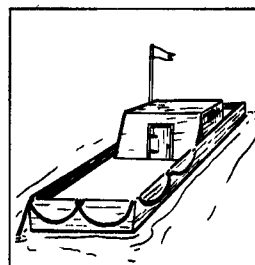
**Barding**



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

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

**Barge**

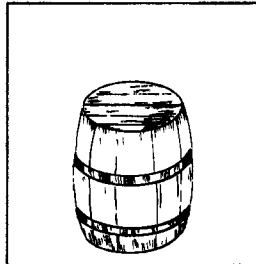


Barges are long, narrow vessels used for river travel. A typical barge measures 14 feet wide, and 35 feet long. Barges used to transport prominent dignitaries or valuable cargo, commonly carry up to four light ballista (or even more). These weapons are mounted and turreted, allowing the weapon to fire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

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

**Barrel**

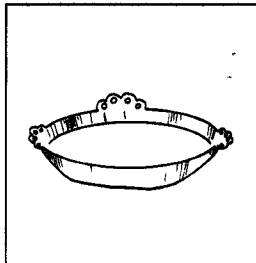
A barrel is a cylindrical container constructed of wooden slats (staves) held together by circular metal bands (hoops). It has flat, parallel ends; normally the base is mounted permanently and the top removable. Both the base and top can be permanent if one or more holes are cut into the barrel and sealed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



Barrel, Hiding	2,500	10,000	AC04-014
Barrel, Monkeys	—	500	AC04-014
Barrel, Neverending Grog	50	500	1072-77
Barrel, Neverending Salt Pork	100	1,000	1072-77
Barrel, Poverty	—	1,500	AC04-014
Barrel, Preservation	200	1,000	new item
Barrel, Rolling	500	1,500	AC04-016

**Basin**

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



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

**Basket**

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

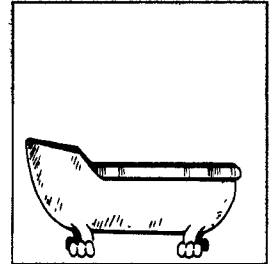


Basket, Devouring	—	1,500	1072-77
Basket, Holding, 100 lbs.	2,000	10,000	new item
Basket, Holding, 150 lbs.	3,000	15,000	new item
Basket, Holding, 200 lbs.	4,000	20,000	new item
Basket, Holding, 250 lbs.	5,000	25,000	new item
Basket, Holding, 500 lbs.	7,500	37,500	new item
Basket, Holding, 1,000 lbs.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

Name	EP	Cost	Book/Page
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**Bath**

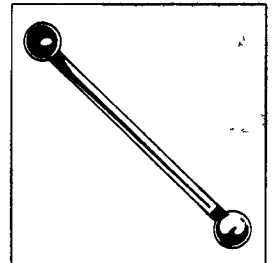
Baths come in two different forms. One kind of bath is a tub commonly used to bathe and cleanse the body; these are usually ceramic or wooden constructs that can hold water without leakage. A bath also can be a liquid preparation in which something is immersed or a watery liquid used to treat disease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



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

**Baton**

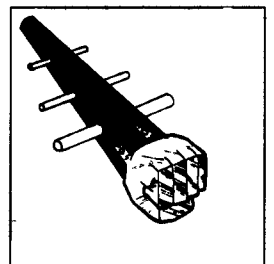
A baton is a club, staff, stave, or truncheon that often is used to denote an office of position of authority. They can be used as a weapons with the effectiveness of a staff. Magical batons usually are used by priest characters, as their magic often entails healing, curing, divining, and undead turning.



Baton, Diviner of Life	1,000	5,000	2021-091
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**Battering Ram**

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



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

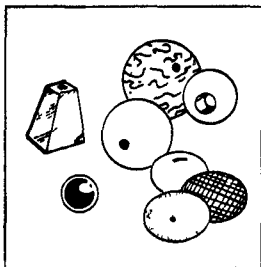
Baubles are cheap pieces of ornamentation (costume jewelry, plaster adornments, trinkets, and gewgaws) that generally have little or no gold piece value. This type of jewelry is often worn by people in the middle to lower classes who cannot afford the higher priced stones. Another form of the bauble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



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

Name EP Cost Book/Page

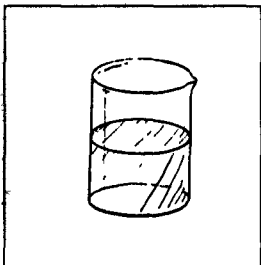
**Bead**



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

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

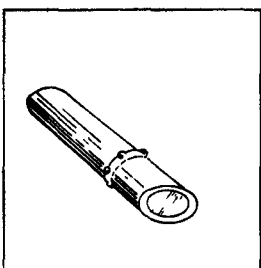
**Beaker**



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

Beaker, Plentiful Potions	1,500	12,500	2100-160
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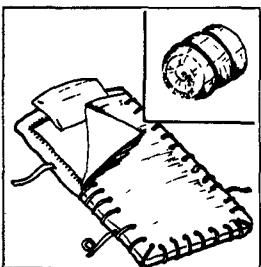
**Beam**



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

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

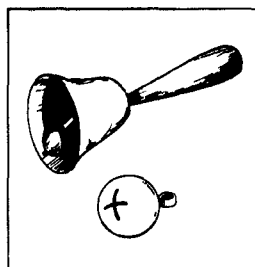


Bedrolls are an almost mandatory commodity for any adventurer. A bedroll helps keep its occupant dry, warm, and protected from common campsite nuisances like chipmunks, raccoons, and flying insects. Bedrolls commonly consist of a waterproofed sheet on the outside, and several wool or cotton blankets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

Name EP Cost Book/Page

Bedroll, Dryness	500	1,500	DRAG073-37
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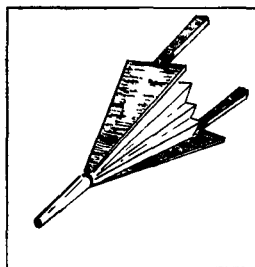
**Bell**



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

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

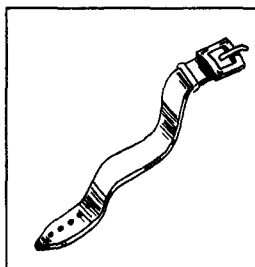
**Bellows**



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

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

**Belt**

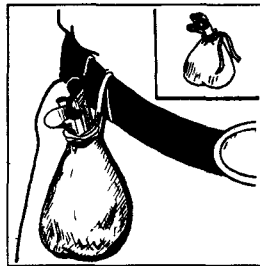


Belts are accessories worn on the waist. Pouches, scabbards, and other objects can be hung from a belt, allowing the wearer easy access to the contents. Belts also are used to hold up pants, hose, and dungarees that are too large. Magical belts can hold almost any type of enchantment, and their uses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

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

**Belt Bag**

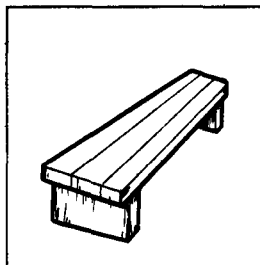
These leather or cloth bags have thick ties woven or sewn into their topmost hems. The ties close the bag to keep the contents secure from theft or accidental spillage. A belt bag also has one or two loops or hooks sewn onto the back so the bag can be hung from a belt. Having the belt bag so near the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



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

**Bench**

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

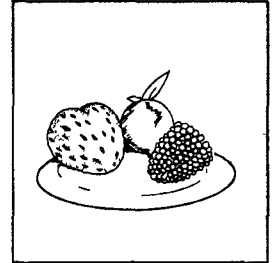


Bench, Encumbrance	—	1,800	AC04-017
Bench, Levitation	1,200	6,000	AC04-017
Bench, Ramming	1,500	7,500	AC04-017

Name	EP	Cost	Book/Page
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**Berry**

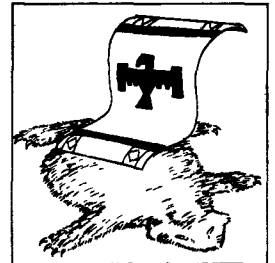
Berries are small fruits of flowering bushes, shrubs, and vines. Most varieties can be eaten without concern for harmful (or beneficial) side effects. Characters who consume magical berries with baneful effects can usually avoid harm by making a successful save vs. spells.



Berry, Fire	600	1,200	I13-91
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**Blanket**

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



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

**Blouse**

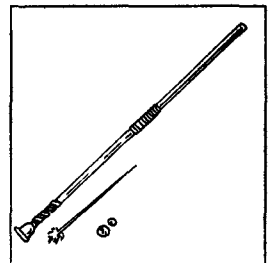
Blouses are long shirts or smocks that extend to the wearer's waist or hips. Hip-length blouses usually are gathered at the waist and secured with a chord or belt. Blouses usually have long sleeves and can be worn by men or women.



Blouse, Protection, Normal Missiles	2,000	20,000	POLY059-26
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**Blowgun**

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

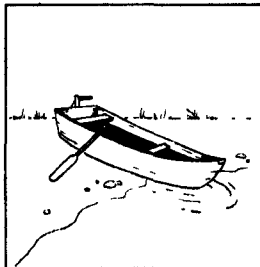


Blowgun, Wild Emotions	100	500	DRAG134-42
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Name EP Cost Book/Page

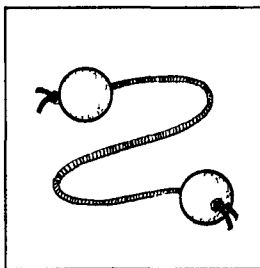
**Boat**



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

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

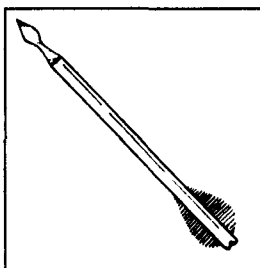
**Bola**



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

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

**Bolt**

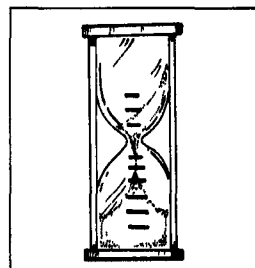


The bolt is often called an arrow, but this is a common mistake. Bolts are meant to be fired from crossbows and are shorter and thicker than arrows. Like an arrow, one end of a bolt is fitted with flight feathers. Extra weight is often added to the bolt's tip to increase the bolt's range and penetration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

Name EP Cost Book/Page

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

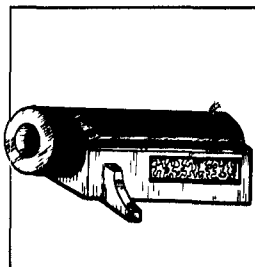
**Bomb**



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

Bomb, Time	1,000	5,000	2121-146
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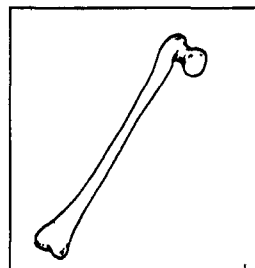
**Bombard**



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

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

**Bone**



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

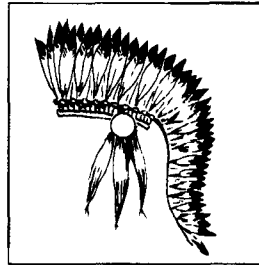
until an hour's time has passed.

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

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

**Bonnet**

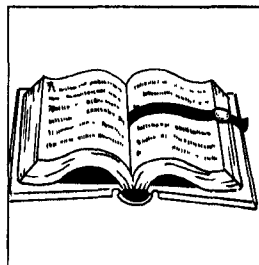
Bonnets, in agricultural and industrial cultures, are wide-brimmed, flimsy hats that are thick enough to shelter the wearer's face and neck from the sun. In tribal cultures, bonnets are headdresses consisting of the tribe's or the wearer's totem (be it feathers or the hide of a powerful and respected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



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

**Book**

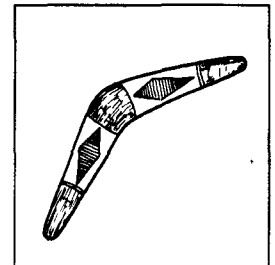
Books are an all-important commodity to cultures that have developed writing. Books aid in learning, allowing the literate to benefit from the deeds and writings of others. No one, however, benefits from the presence of books more than the spellcaster. Books are used by every mage—and many priests—as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



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

**Boomerang**

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



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

**Boot**

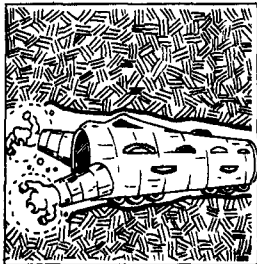
Magically enchanted boots are normally hand made by cobblers. Common boots are made by using a form (some cobblers have more than a dozen form sizes to choose from), but good boots are designed for the foot of an individual. Magical boots, however, enlarge or shrink to fit any humanoid foot; from that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



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

Name EP Cost Book/Page

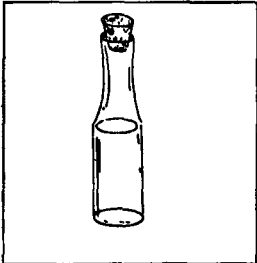
**Borer**



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

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

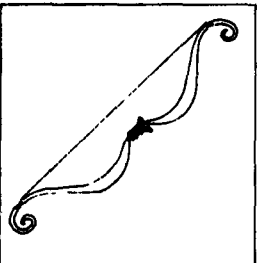
**Bottle**



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

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

**Bow**



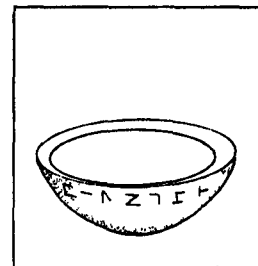
This is a piece of wood (or a composite of wood and other materials) bent into a curve; a taut string keeps the bow bent. It is used to launch arrows. The bow is a two-handed weapon; the wielder cannot use a shield. The bow comes in two forms: the long bow and the short bow. The long bow can be used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

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

Name EP Cost Book/Page

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

**Bowl**



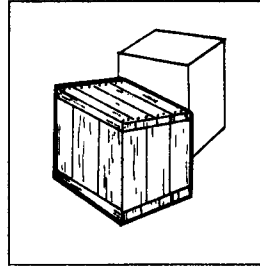
Bowls are items used to eat food in liquid form such as soups and stews. They can be crafted from wood, metal, ceramic, or even soft rock such as pumice. Magical bowls are generally used to summon or command elementals, or they are used to control, create, or divine through a magical fluid in the bowl's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

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

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

**Box**

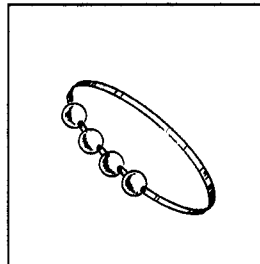
Boxes can be constructed of solid wood, metal, wooden slats, paper-board, paper, and on occasion, mysterious substances that resemble stone or rock. Magical boxes can be used to entrap vile (or even good) creatures. Overall, however, boxes have a multitude of possible functions making them a fairly safe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



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

**Bracelet**

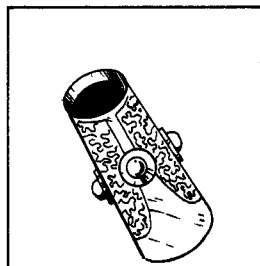
Bracelets are ornamental chains or straps that are worn on the wrist. Made of almost any conceivable material, bracelets can be adorned with etchings, gems or other precious stones, or metallic inlays. Like rings and other enchanted jewelry, magical bracelets have no limitations on what kind of magic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



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

**Bracer**

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

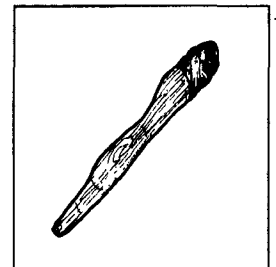


**Name**                      **EP**    **Cost**    **Book/Page**

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

**Brand**

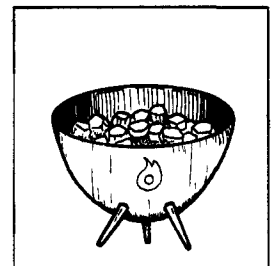
The *fiery brand of Masauwu* is a club-like torch four feet long. It is not normally burning when found. When commanded to light, it can only be extinguished when immersed in water. The artifact can be wielded as a club. Each time the user slays a creature, the brand reveals one of its additional functions.



Brand, Masauwu Fiery                      Relic    42,000    1021-58

**Brazier**

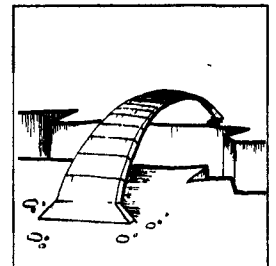
A brazier is a metallic receptacle used for holding burning coals. These are often used to heat rooms, but are commonly covered with a grill used to cook food. Magical braziers are commonly used to summon and control creatures, or to create magical effects that cover large areas.



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

**Bridge**

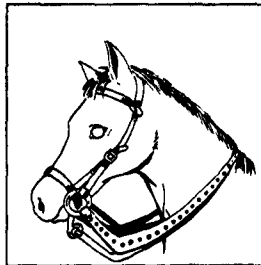
Bridges are man-made objects used to span distances too great for average humans to jump across. Generally, bridges are manufactured and remain in place until a catastrophe sends them crashing down into the depths of the chasms they once spanned. Magical bridges, on the other hand, tend to be portable;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



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

Name EP Cost Book/Page

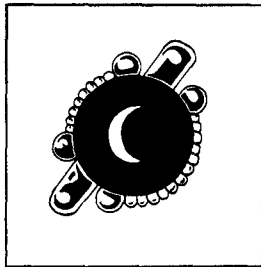
**Bridle**



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

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

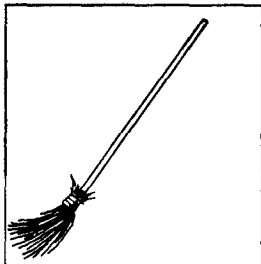
**Brooch**



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

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

**Broom**

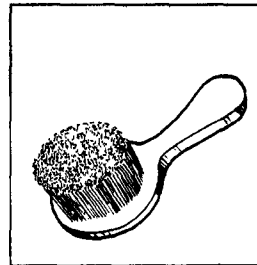


Brooms consist of a four to six foot long wooden pole that serves as the item's handle. A fan of straw or similar hair-like substance is attached to one end of the handle with a length of thread or a metal ring. When drawn across a floor or other firm surfaces, the straw gathers up loose dirt for easy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

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

Name EP Cost Book/Page

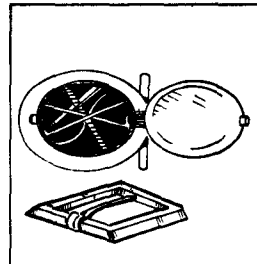
**Brush**



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

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

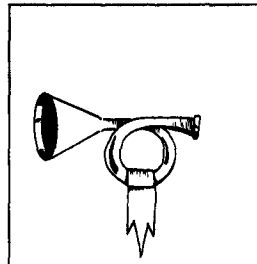
**Buckle**



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

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

**Bugle**



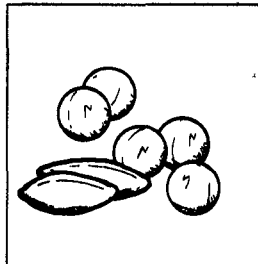
The bugle is a small musical horn made from metal tubing. Bugles do not have valves or keys, (such musical instruments are called trumpets). By pursing the lips and blowing through the mouthpiece, the user can create notes. The tighter the purse on the lips, the higher the pitch. Most magical bugles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

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

Name EP Cost Book/Page

**Bullet, Sling**

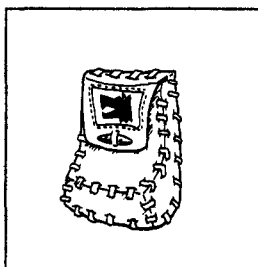
Magical sling bullets appear to be little more than well-cast normal sling bullets. Close examination reveals minute runes engraved upon these missiles. Like other enchanted missiles, a sling bullet's combat modifiers can be added to any modifiers from the weapon used to hurl it.



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

**Bundle**

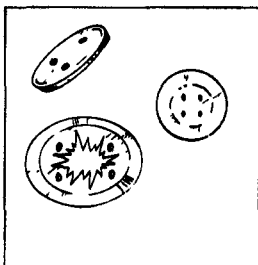
A sacred bundle is a collection of five to 10 totemic items placed together in a pouch for the purpose of granting magical protection to the wearer. If a sacred bundle is ever removed from the owner's body, all of its benefits permanently vanish, and the warrior can never get another. A sacred bundle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



Bundle, Sacred	—	30	2108-016
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**Button**

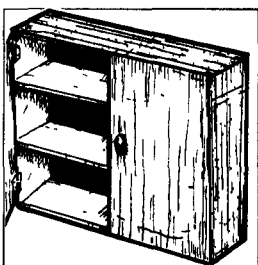
Buttons are small disk-shaped knobs that are attached to an article of clothing. They serve as fasteners when passed through a loop or button hole. Buttons are commonly made from bone, wood, coral, shells, metal, or ceramics. Magical buttons cannot be discerned from standard buttons without the use of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



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

**Cabinet**

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

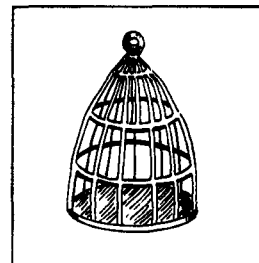


Name EP Cost Book/Page

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

**Cage**

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



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

**Cameo**

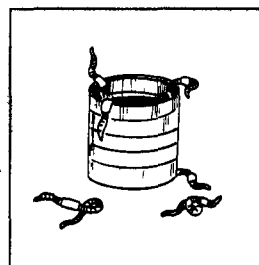
A cameo is a gem or stone carving showing a relief design in one color against a background of another, usually darker, hue. Stones with bands of color—such as onyx—make the best cameos. The designs on a cameo can be nearly anything, but the most common patterns are nature scenes and busts (portraits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



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

**Can/Canister**

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



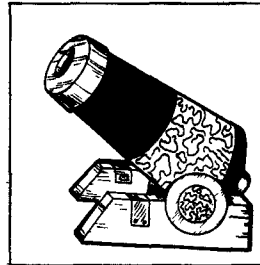
Can, Cant	500	2,500	AC04-023
Can, Moonlight	400	2,000	AC04-023
Can, Spinach	300	1,500	POLY023-22
Can, Watering, Zwann's	1,000	5,000	2121-148
Can, Worms	500	1,500	AC04-023
Canister, Curses	—	1,000	POLY023-22



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

### Cannon

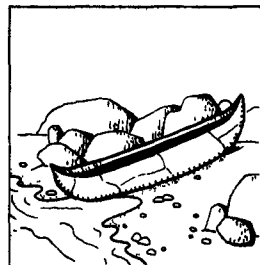
Cannons are very rare and tend to be unreliable, as they tend to explode when fired. More importantly, the chemical or magical reactions they depend on sometimes vary from one world to another. Cannons use magical smoke powder, one shot uses 10 charges. The rarity of smoke powder is another reason for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



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

### Canoe

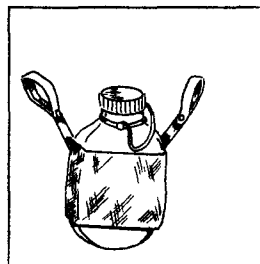
Canoes are river and lake boats that generally hold two to four passengers, but larger versions that carry up to 20 are available. In primitive areas, canoes are painstakingly constructed out of whole logs by alternately burning and chopping the wood until the log is completely hollowed out and the canoe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



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

### Canteen

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

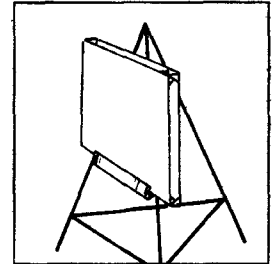


Canteen, Coolness	600	6,000	DRAG030-37
Canteen, Water Purification	800	8,000	DRAG073-37

Name	EP	Cost	Book/Page
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### Canvas

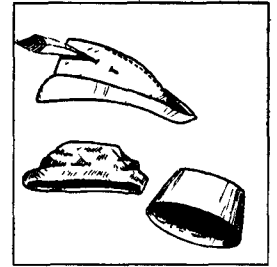
Canvases, the painter's most common medium (besides building ceilings or walls), are made from thick paper, thin wood, parchment, or animal hides. They are usually treated with an alcohol solution to help them receive and hold the colors the painter applies to them.



Canvas, Pictures	1,000	15,000	DRAG073-37
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### Cap

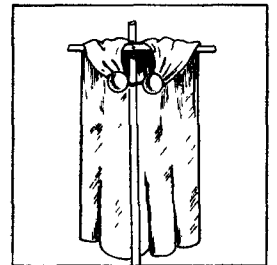
Caps are small hats that fit snugly onto the wearer's head. Very small and plain caps are called skull caps. Mages who live in seclusion or cloistered priests often wear skull caps. Since they are not very flattering, skull caps are almost never worn outside the work room or monastery, except by particularly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



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

### Cape

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

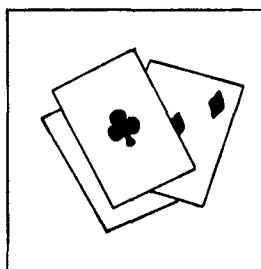


Cape, Disguise	500	3,000	AC04-023
Cape, Good Hope	1,000	15,000	AC04-024



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

**Card**



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

Card, Fortune Telling	1,000	10,000	LC2-23
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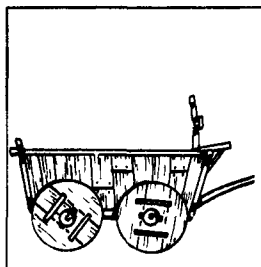
**Carpet**



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

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

**Cart**

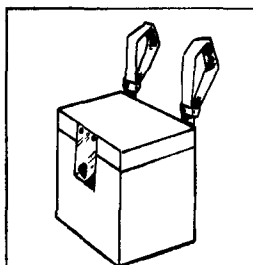


Carts are wooden vehicles with one or two pairs of wooden wheels. Each pair of wheels is connected by a wooden pole that serves as an axle. Carts are headed by a pole that is attached to a harness of a single draft animal or a team of animals. The bed of the cart occasionally has a framework that helps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

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

Name	EP	Cost	Book/Page
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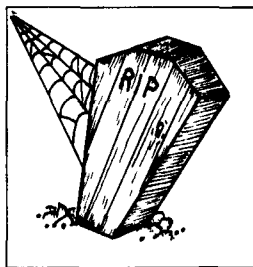
**Case**



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

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

**Cask/Casket**

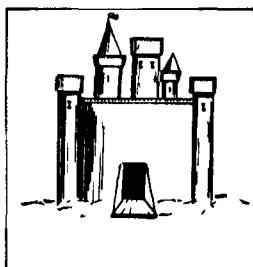


Casks are simply small barrels (see page 29). The word "cask" sometimes is used as a shortened form of "casket" (see below).

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

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

**Castle**

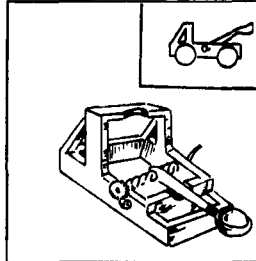


Through a long, arcane process, a complete castle sometimes can be built on a floating cloud. Such a castle is worth at least 30,000 gp and could be worth millions, see *The Complete Castle Guide*. Experience is never awarded for finding and using a cloud castle. The award for actually building one is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

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

**Catapult**

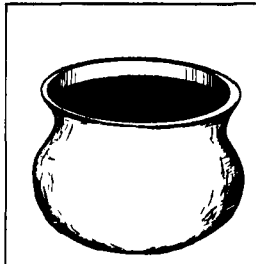
Catapults are large, stone-throwing siege machines operated by springs, cranks, or flywheels. Catapults can be mounted on wheels or fixed into position. Fixed catapults can fire in only one direction once installed. (This is a handicap, but a necessary one if the catapult is carried on a ship where it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



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

**Cauldron**

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



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

**Censer**

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

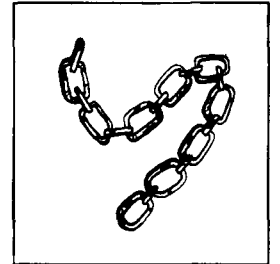


Censer, Conduct	1,200	12,000	POLY023-22
Censer, Summoning Hostile Air Elementals	—	2,500	2100-163
Censer, Thaumaturgy	2,500	12,000	FR04-40
Censer, Controlling, Air Elementals	4,000	25,000	DRAG156-28

Name	EP	Cost	Book/Page
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**Chain**

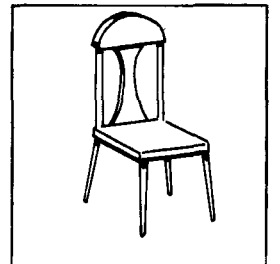
A chain is a series of interlocking metal rings that form a long string. Chains are commonly used to bind prisoners, haul cargo, or even as ornaments. Magical chains do not look or feel any different from nonmagical varieties. Most chains have at least one activating command word, but some chains function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



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

**Chair**

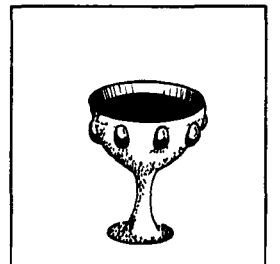
Chairs are wooden, metal, or wicker constructions with four legs and a back. Many chairs are padded with velvet or leather to make the occupant a bit more comfortable. Magical chairs tend to be very lavish (unless otherwise stated), but their magical nature is not apparent until the appropriate magics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



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

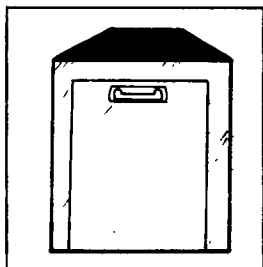
**Chalice**

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



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

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



### Chamber

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

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

### Chaplet

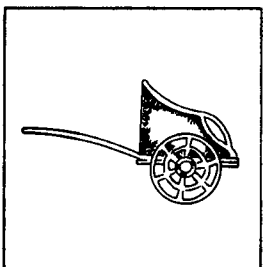


A chaplet is a wreath, garland, or string of beads used to garnish the head. Many chaplets look like garters; such chaplets often have a knitted or cloth rose or burgeon that lays across the wearer's forehead and the rose often has a gem attached to it.

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

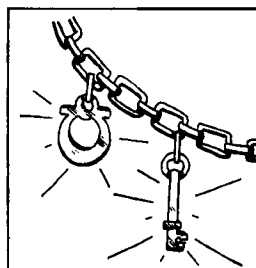
Chaplet, Creature Recognition	600	3,000	POLY043-23
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### Chariot



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

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

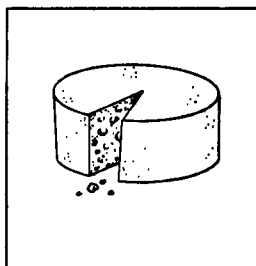


### Charm

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

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

### Cheese



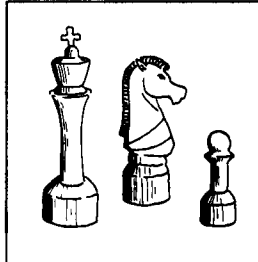
Cheese is form of preserved milk. The solid portion of curdled milk (the curds) is separated from the liquid (whey) and prepared in many different fashions. The different processes give cheeses their varied flavors, colors, marbling, and textures. The effect from a magical cheeses is activated either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

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

Name EP Cost Book/Page

**Chess Set**

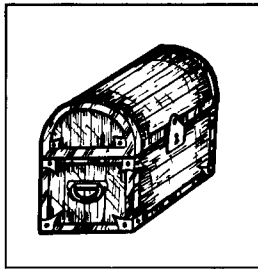
Chess is an ancient two-player game. The game is played on a board that has 64 squares of two different colors, one dark, one light. Each player controls a set of 16 pieces; one set light, the other dark, often the same colors as the board.



Chess Set, Challenge 600 3,000 DRAG073-40

**Chest**

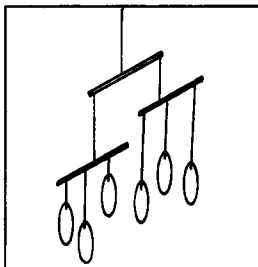
A chest is a box, usually an extraordinarily sturdy and durable wooden construct with an attached lid, several handles, and fitted with metallic bands to give it even more durability. Magical chests tend to have enchantments that involve storing extra contents or protecting the contents.



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

**Chime**

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



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

Name EP Cost Book/Page

**Circlet**

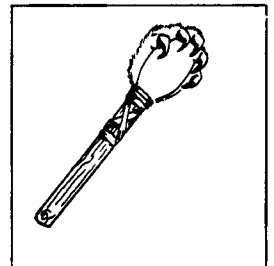
The circlet is an uncommon, ring-shaped ornament worn like a crown (see page 48) and used to adorn the forehead. A circlet often is studded with gems or inlaid with rare or precious materials such as gold or ivory.



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

**Claw**

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



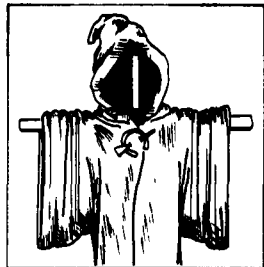
Claw +1	200	1,000	<i>new item</i>
Claw +2	400	2,000	<i>new item</i>
Claw +3	600	3,000	<i>new item</i>
Claw +4	800	4,000	<i>new item</i>
Claw +5	1,000	5,000	<i>new item</i>
Claw, Clawrazor	500	2,500	DLE3-063
Claw, Dragon	1,000	5,000	OA5-55
Claw, Magic Stealing	3,500	17,500	2121-134
Claw, Mighty Simurgh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

**Cleat**

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



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



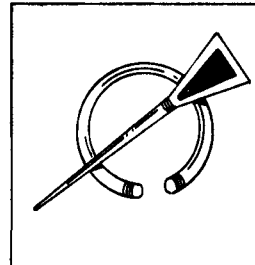
**Cloak**

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

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

Name	EP	Cost	Book/Page
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**Cloak Clasp**



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

Cloak Clasp, Dryness	100	500	<i>new item</i>
Cloak Clasp, Holding	60	600	DRAG030-37

**Cloaking Device**

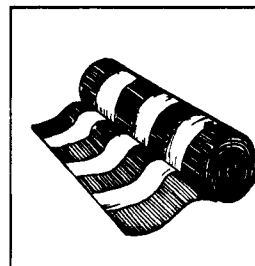


This device is made of a spring-loaded tube filled with a large camouflage net. When the spring is released, the net is launched upward, unrolls, and lands over a specific location. Other features may be added, like phony paper leaves. The net conceals a 10'x10' area from anyone standing 100' or more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

Cloaking Device, Field	20	200	AC11-091
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**Cloth**

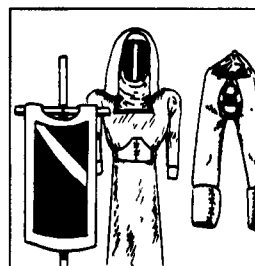
Cloth, fabric formed by weaving or felting, is a P commodity for those who prefer the luxuries of life or have delicate skin. Shirts, pants, vests, socks, and just about any other articles of clothing, can be made from cloth. Magical cloth can be sewn or otherwise manipulated into clothing that has the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



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

**Clothing**

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

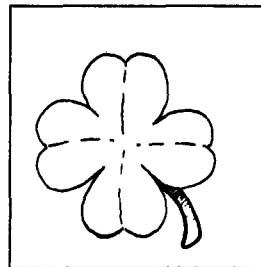


Clothing, Cleanliness	1,000	1,500	DRAG073-39
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Name	EP	Cost	Book/Page
Clothing, Perfect Fit	1,000	5,000	DRAG073-39
Clothing, Protection +1	1,000	10,000	<i>new item</i>
Clothing, Protection +2	2,000	20,000	<i>new item</i>
Clothing, Protection +3	3,000	30,000	<i>new item</i>
Clothing, Protection +4	4,000	40,000	<i>new item</i>
Clothing, Protection +5	5,000	50,000	<i>new item</i>

**Clover**

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



Clover, Four-Leaf	100	1,000	AC04-035
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**Club**

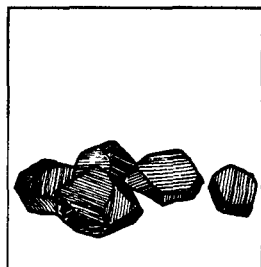
A club is a heavy stick that is usually thicker at one end than at the other. When grasped at the thin end, the club can be used as a bludgeoning weapon. Clubs are generally wooden, though metal ones do exist. The wooden clubs often have spikes inserted into the club's fat end to increase the damage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



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

**Coal**

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

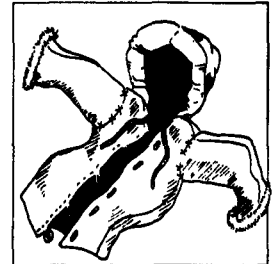


Coal, Blood-Red, Hades	2,000	6,000	2121-147
Coal, Warmth	1,000	7,500	DRAG030-37

Name	EP	Cost	Book/Page
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**Coat**

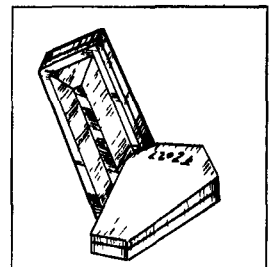
A coat is an outer garment with sleeves. A coat wraps all the way around its wearer and is secured with ties, hooks, or buttons. Coats often have hoods that can be pulled up over the head for extra warmth and protection from the elements. Coats are commonplace items, often made from animal hides, plant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



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

**Coffin**

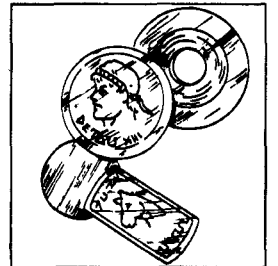
Coffins, are wooden or metal boxes measuring between three to nine feet long, and one to six feet wide. They are designed to house the dead when they return to the soil in their final resting place. Most non-magical coffins are intended to last for only a few years, and they do not to protect the body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



Coffin, Creation	10,000	100,000	DUNG021-36
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**Coin**

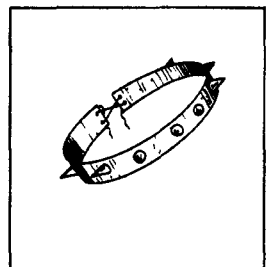
Coins are pieces of metal that are stamped or engraved with an official insignia (and often a face value) that certifies the metal piece is valuable and can be accepted in trade for goods and services. Coins are often stamped with intricate patterns to make counterfeiting very difficult. (Each country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



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

**Collar**

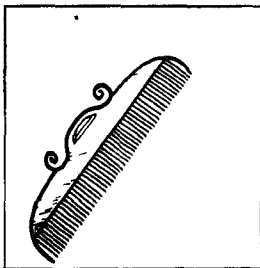
Collars usually are simple bands of leather or metal worn around the neck. Collars used as jewelry are ornate and often gem-studded. Many magical collars, however, are quite different. Each appears to be a simple rag, often dirty but never tattered. A collar must be tied about the neck to activate its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



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

**Comb**

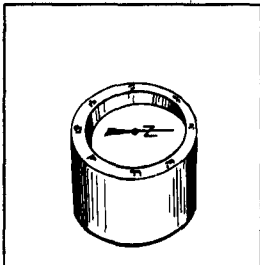
A comb is a small strip of bone, wood, or metal that has a row of teeth on one edge. When raked through the hair, the comb removes tangles, and can be used to rearrange the hair in whatever fashion is desired.



Comb, Korrigans	Relic	65,000	1021-57
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**Compass**

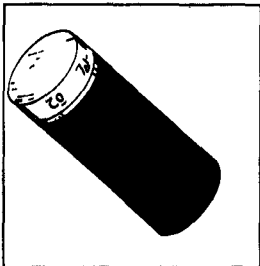
A normal compass is an instrument used to determine direction. A magnetized needle floats above a face plate which is usually marked in 4, 16, 64, or 360 segments. No matter how the compass is turned, the needle always points toward magnetic north. Magical compasses also unerringly point toward whatever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



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

**Container**

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

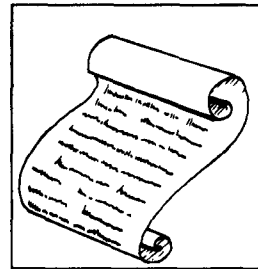


Container, Airtight	—	25-100	<i>new item</i>
Container, Watertight	—	25-100	LC4-36

Name	EP	Cost	Book/Page
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**Contract**

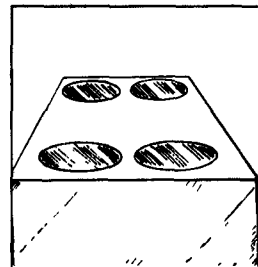
Magical contracts create magically enforced obligations between the creatures that sign or mark them. They are written in black ink on golden-brown vellum. They are usually stored in ivory tubes. Blank contracts can be filled out by anyone. A creature need not read or understand a contract to be bound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



Contract, Nephtas	1,000	5,000	2121-135
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**Cooker**

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



Cooker, Electric	1,250	3,000	AC11-040
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**Coracle**

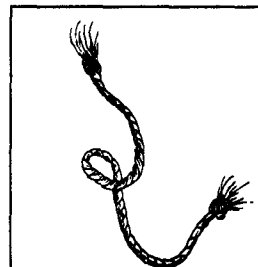
A coracle is a small, round boat constructed from a wicker frame covered with animal skins or canvas. This boat is most often used in the northern countries where coastal communities survive by fishing and farming. These boats are common sights in those cold, gray waters. Another name for a coracle is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



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

**Cord**

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



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

Name EP Cost Book/Page

**Cordial**

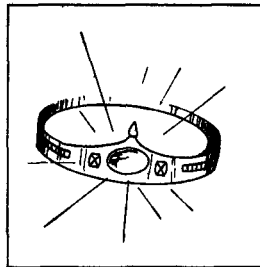
A cordial is a sweet, aromatic liqueur that is often used as an after-dinner draft. Sipped, not guzzled or quaffed, cordials are often used to invigorate. (This effect is especially desired, as eating a large meal tends to make some people drowsy.) Cordials, even non-magical varieties, give the drinker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



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

**Coronet**

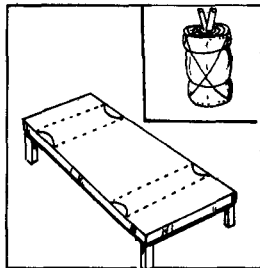
A coronet is a small crown (see page 48) that is worn by noblemen. Coronets often are adorned in jewels, gold, and other precious substances, however, coronets are never as lavish as the crowns worn by the great nobles, dukes, kings, and emperors.



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

**Cot**

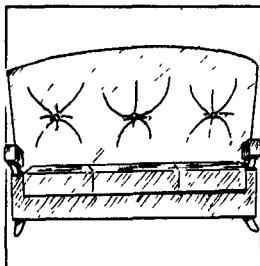
When rolled up and put away, cots look like a set of poles wrapped in a tough canvas or hide sheet. When unrolled and unfolded, the canvas spans the poles and forms a suspended bed. Not exactly comfortable by any standard, the cot does, however, suspend the user above the cold ground.



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

**Couch**

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

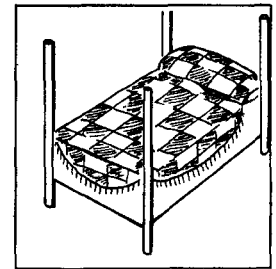


Couch, Shrinking — 1,200 DRAG073-36

Name EP Cost Book/Page

**Coverlet**

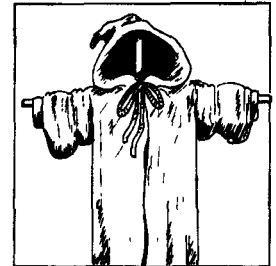
Coverlets are lacy, delicately designed covers for beds. Erroneously called bed spreads, there is a definite difference between the two articles. Bed spreads are articles that serve a dual function of beauty and warmth. Coverlets, on the other hand, are light articles used exclusively to improve the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



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

**Cowl**

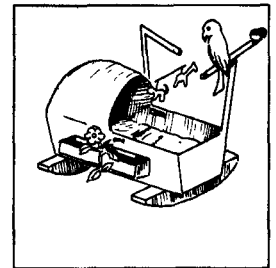
Cowls are loose outer garments used to protect the head and shoulders from the effects of weather; some cowls, however are as long as cloaks. Long cowls have wide, loose sleeves that leave enough room to wear armor underneath. Cowls are a favorite garment for monks, who prefer them for their simplicity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



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

**Cradle**

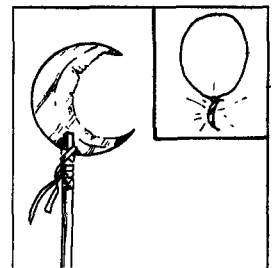
Cradles are small beds or cots built especially for infants. They often are built with rockers, so the parents can quietly swing the cradle back and forth to sway the baby to sleep. Many cradles have a framework of bars and supports to keep the child from falling out and injuring himself.



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

**Crescent**

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



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



Name EP Cost Book/Page

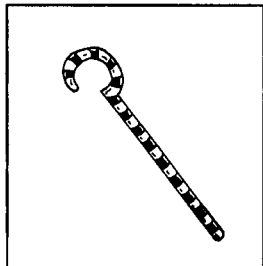
**Crew**



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

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

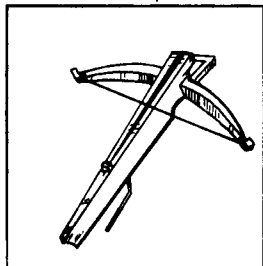
**Crook**



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

Crook, Pharaoh's Relic P HWR2-d38

**Crossbow**



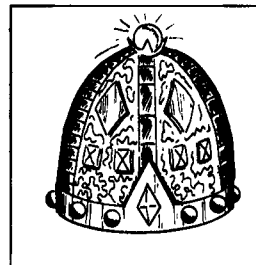
Crossbows are hand-held missile weapons consisting of a short metal bow attached to a wooden stock. Arrows cannot be fired from a crossbow. For information on crossbow missiles see the Bolt (page 32) and Quarrel (page 114) entries. Some crossbows are modified to work underwater. See the Bow entry for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

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

Name EP Cost Book/Page

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

**Crown**



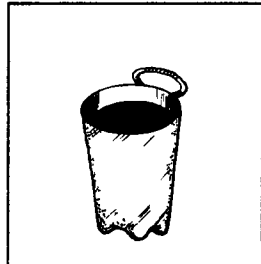
Crowns are symbolic headgear worn by the highest nobility in a country (such as the king, queen, emperor, pharaoh, etc.) A crown is usually made of the most expensive metal available in the land and adorned with the largest and finest gems and jewels. Unauthorized beings found wearing or possessing the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

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

Name EP Cost Book/Page

**Crucible**

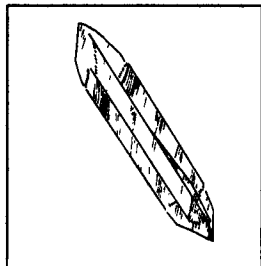
A crucible is a metallic or ceramic vessel used for heating substances to very high temperatures. They can be used to heat rooms, but braziers are more often used for this purpose, since crucibles can get too hot. Crucibles are most often used to melt metals.



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

**Crystal**

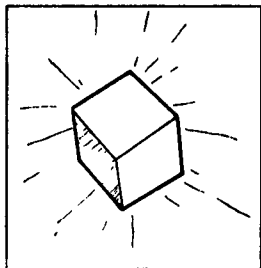
A crystal is a clear, transparent chunk of mineral or glass. Crystals can be any color, but soft, transparent colors are the most common types. Nonmagical crystals are believed to enhance a person's life by focusing personal energies. Magic crystals, however, serve to focus the magical abilities of wizards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



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

**Cube**

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

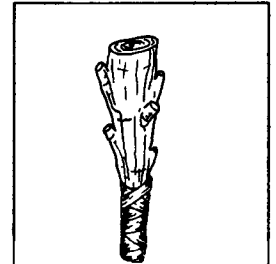


Cube, Abilities	1,000	5,000	AC04-026
Cube, Black Onyx, Acheron	2,000	6,000	2121-148
Cube, Bullion	800	4,000	AC04-026
Cube, Cooling	900	4,500	DRAG073-36
Cube, Cubic Foot	1,000	5,000	AC04-027
Cube, Cubic Yard	1,200	6,000	AC04-027
Cube, Disabilities	—	700	AC04-026
Cube, Force	3,000	20,000	2100-165
Cube,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

Name EP Cost Book/Page

**Cudgel**

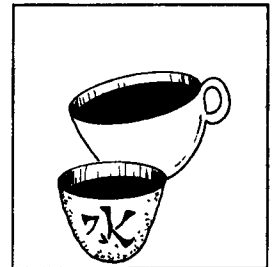
A cudgel is a heavy, stout, stick used in a manner much like a club. Cudgels often have a thin shaft with a round or hammer-shaped knot at one end. See the Club entry (page 45) for more magical versions of the cudgel.



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

**Cup**

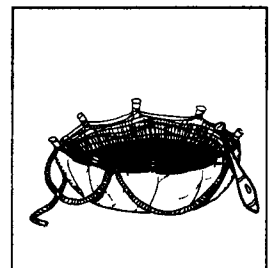
A cup is an open container, generally made of metal, glass, crystal, or china. A cup usually has one handle and is used to drink hot beverages—usually coffee or tea. A cup can be almost any size, but the usual capacity ranges from a few ounces to one pint. A Chalice (see page 41) is simply a metal cup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



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

**Currach**

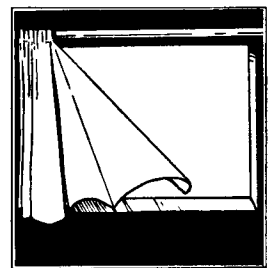
A currach is a small, round boat constructed from a wicker frame covered with animal skins or canvas. This boat is most often used in the northern countries where coastal communities survive by fishing and farming. These boats are common sights in those cold, gray waters. Another name for a currach is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



Currach, Elysium	2,000	6,000	2121-147
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**Curtain**

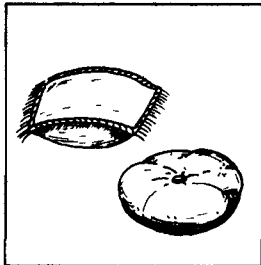
A curtain is a piece of fabric that is hung over a window to keep light and prying eyes out of a room. They are generally hung with a series of rings on a metal rod mounted on an interior wall. Curtains are also used to partition rooms, reduce drafts, and provide privacy.



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

Name EP Cost Book/Page

**Cushion**



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

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

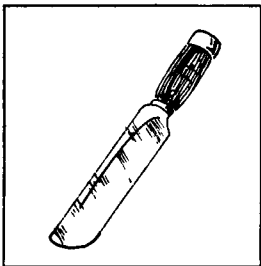
**Cutlass**



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

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

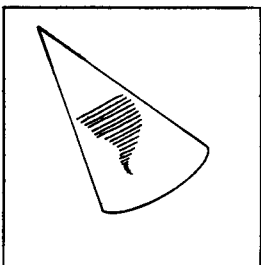
**Cutlery**



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

Cutlery, Courtly Manners 300 3,000 DRAG073-38

**Cyclocone**

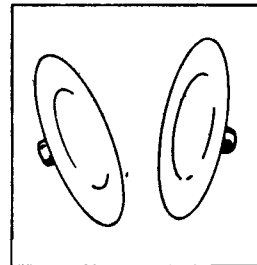


Appearing as an ordinary pointed hat, this magical device radiates a dim Evocation dweomer. Any mage possessing the item can cause its power to function by pointing the small end toward the ground and tossing the cyclocone forward with a spinning motion. This creates a magical whirlwind. The cyclocone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

Cyclocone 300 1,500 2017-098

Name EP Cost Book/Page

**Cymbal**



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

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

**Dagger**



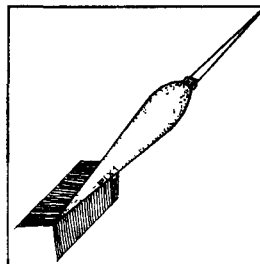
These small weapons resemble swords. The blade usually is six to 12 inches long, double edged, and intended for stabbing. Many dagger blades have blood grooves down their centers to help them penetrate flesh. Magical daggers often have runes inscribed along the blade, along with the encrypted name of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

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

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

**Dart**

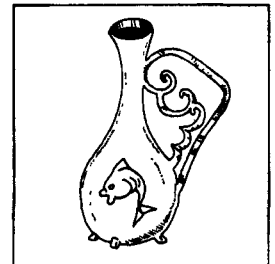
A dart is a small missile that either is hurled by hand or fired from a blowgun. Blowgun darts are tiny, usually no more than a few inches long; hand-hurled darts usually are nine to 14 inches long. Both types are equipped with feathers to keep them stable in flight, but they are not interchangeable.



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

**Decanter**

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



Decanter, Endless Water	1,000	3,000	2100-166
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**Deck**

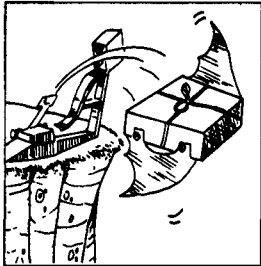
A magical deck is a pack of rectangular playing cards, either 10 (small) or 20 (large) in number. Each card is made of stiff parchment, inscribed with a number or letter and a picture of some sort. The cards may be as small as 1" x 2" or as large as 1' x 2'. All card decks are hand made and extremely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



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

Name EP Cost Book/Page

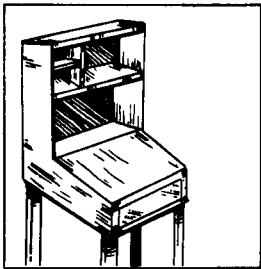
**Delivery Service**



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

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

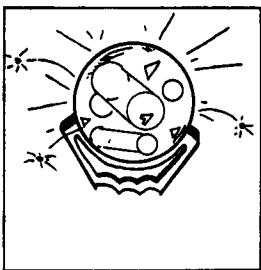
**Desk**



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

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

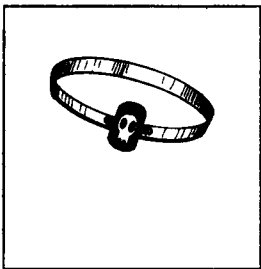
**Device**



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

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

**Diadem**

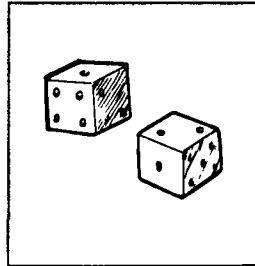


Diadems are symbolic headgear worn as a symbol of power or prestige. A diadem is usually made of metal or specially colored cloth. Those found wearing or possessing a special diadem without the proper authorization or title are arrested. For more information and magical options, see the Crown entry on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

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

Name EP Cost Book/Page

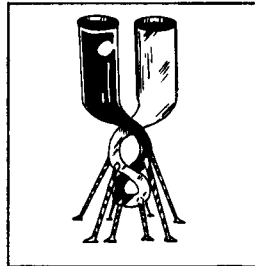
**Dice**



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

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

**Dicerion**

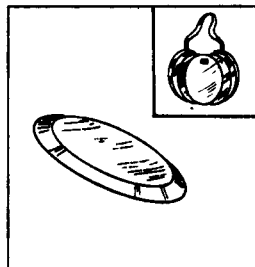


Dicerions are priestly and clerical candle holders with two branches made of specially alloyed metal. One branch is silver and mithril, the other is iron and adamantite, as dark and dead-looking as the first is bright and glittering. The branches intertwine to form a twisting stem of intermittent bright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

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

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

**Disc/Discus**



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

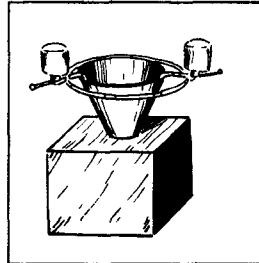
A discus is a circular disc constructed of wood, metal, or ivory. They have a rim that allows the discus to be thrown great distances and with extreme power. Magical discuses that are used in combat cause 1d4 points of damage.

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

Name EP Cost Book/Page

**Disposal**

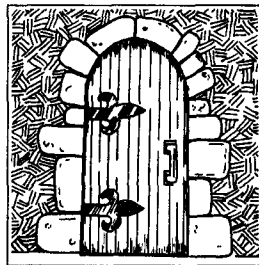
The disposal is a wooden box, three feet on a side, lined with stone and topped with a metal funnel. The funnel is made of a dull black metal; it is two feet across at the top and one foot in diameter at its base. The lip of the funnel is painted a bright red where it attaches to the box.



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

**Door**

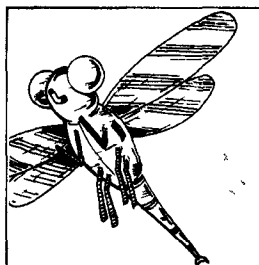
Doors are usually made of wood with metal or leather fittings. Some doors have locks; most have hinges (either metal or leather), door knobs or hasps, and occasionally brackets for supporting a heavy wooden bar. Magical doors might do nearly anything; some do not even look like doors.



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

**Dragonfly**

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

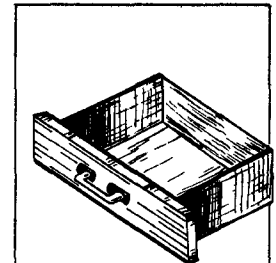


Name EP Cost Book/Page

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

**Drawer**

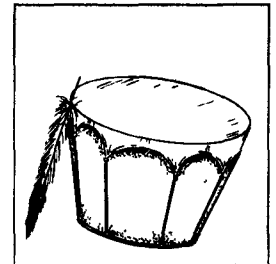
A drawer is a rectangular or square compartment. A handle is usually placed on the front of a drawer so that it can be easily slid out from its holder. Drawers are very useful for holding objects that one does not wish to display openly. Drawers are generally made out of wood, but metal or pressed paper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



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

**Drum**

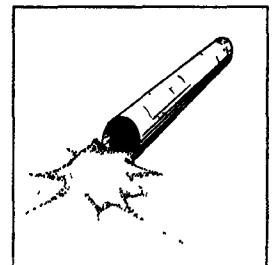
A drum is a musical percussion instrument that consists of a hollow body open at one or both ends. The openings are covered with a tightly stretched membrane, usually an animal skin. Sound is produced when the membrane is struck with the hand or a blunt object. The body may be made of nearly any material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



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

**Dust**

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

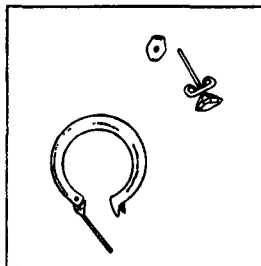


Dust, Absorption	250	1,500	AC04-31
Dust, Adhering	200	1,000	AC04-31
Dust, Allergy	100	500	AC04-31
Dust, Appearance	1,000	4,000	2100-167
Dust, Black Veil	1,000	5,000	2121-137
Dust, Blandness	250	500	LNA3-52
Dust, Blending	1,250	5,000	DUNG017-30
Dust, Blinding	2,000	7,500	7014-45
Dust, Coagulation	500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

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

**Earring**

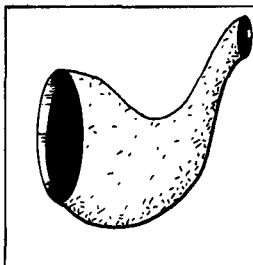
This is a general term for any piece of jewelry worn on or hanging from the ear, whether ring shaped or otherwise. Earrings are common types of jewelry, and magical earrings may be easily be mistaken for the normal sort. Earrings are most often made out of gold and silver, but other materials can be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



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

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

**Eartrumpet**

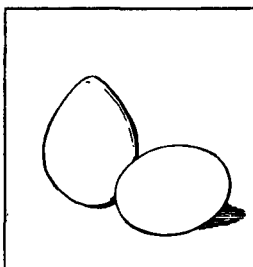


Eartrumpet, Magical

3,000 15,000 LNA1-68

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

**Egg**



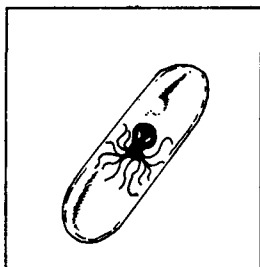
Magical eggs are ovoid spheres that are enchanted to produce an effect under specific circumstances. These circumstances can include the following: throwing the egg at a target, cracking the egg, placing the egg on end, spinning the egg, or other circumstances given in the item description or assigned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

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

Name EP Cost Book/Page

**Eidolon**

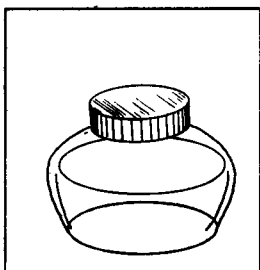
The eidolon is a translucent, yellow crystal lozenge about six inches by four inches by two inches. Within the crystal is the image of an octopus or squid with 12 tentacles. Only priests and mages may be affected by or possess the eidolon. Any mage or priest viewing the object for the first time, must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



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

**Elixir**

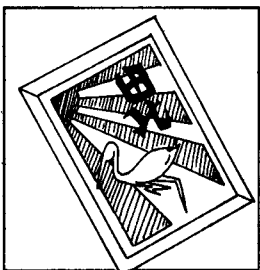
These magical fluids are typically found in ceramic, crystal, glass, or metal flasks or vials. A container generally holds enough fluid to provide one person with a single dose that will bestow the effects defined in the elixir's description. Sometimes a user can enjoy a diminished benefit or one of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



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

**Ema**

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



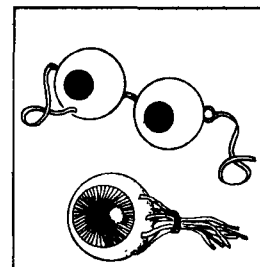
Ema, Wishing 1,000 10,000 DUNG033-70

Name EP Cost Book/Page

**Eye**

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

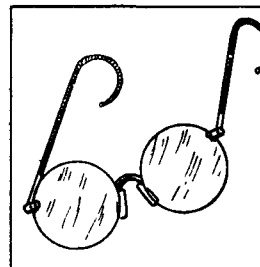
Other eyes are pairs of crystal lenses that fit over the user's eyes; their magic is activated when the user gazes through the lenses



Eye, Accuracy	200	500	1060-114
Eye, Arik, of	7,500	75,000	B03-004
Eye, Assassin's	500	5,000	DRAG005-07
Eye, Black Opal	3,000	20,000	RPGA2-16
Eye, Charming	4,000	24,000	2100-168
Eye, Dragon, Black	3,000	20,000	DRAG091-58
Eye, Dragon, Blue	3,000	20,000	DRAG091-58
Eye, Dragon, Brass	3,000	20,000	DRAG091-58
Eye, Dragon, Bronze	3,000	20,000	DRAG091-58
Eye, Dragon, Copper	3,000	20,000	DRAG091-58
Eye, Dragon, Gold	3,000	20,000	DRAG091-58
Eye, Dragon, Green	3,000	20,000	DRAG091-58
Eye, Dragon, Platinum	3,000	20,000	new item
Eye, Dragon, Red	3,000	20,000	DRAG091-58
Eye, Dragon, Silver	3,000	20,000	DRAG091-58
Eye, Dragon, White	3,000	20,000	new item
Eye, Eagle, of the	3,500	18,000	2100-168
Eye, Fire, Avissar's	4,000	35,000	DRAG123-38
Eye, Humbaba's Glaring	Relic	70,000	1021-58
Eye, Immortal	1,500	15,000	HWR2-d34
Eye, Infravision	500	5,000	POLY047-27
Eye, Leviathan, of the	2,000	12,500	CA1-030
Eye, Magic, Bowl-Lid Size	500	5,000	1060-116
Eye, Magic, Buckler Size	400	4,000	1060-116
Eye, Magic, Coin Size	100	1,000	1060-116
Eye, Magic, Saucer (Half) Size	300	3,000	1060-116
Eye, Magic, Trade-Token Size	200	2,000	1060-116
Eye, Minute Seeing	2,000	12,500	2100-168
Eye, Night Vision	1,000	5,000	DRAG073-40
Eye, Petrification	2,500	13,000	2100-168
Eye, Petrification, Cursed	—	1,800	2100-168
Eye, Traldar, of	2,000	20,000	DDA3-31
Eye, Undead, of the	500	2,500	DRAG076-16
Eye, Underwater Vision	250	1,250	DRAG073-38
Eye, Vecna	Relic	35,000	WGA4-69
Eye, Winking	4,000	35,000	1060-114

**Eyeglasses**

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

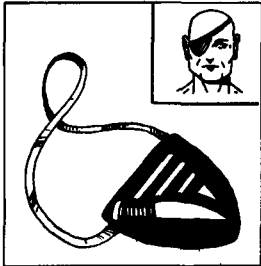


Eyeglass, Jeweler, Lupe of Cormac 2,000 25,000 POLY61-21



Name EP Cost Book/Page

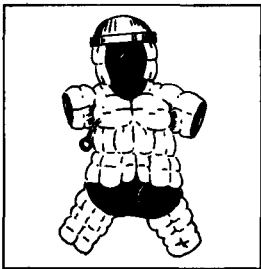
**Eyepatch**



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

Eyepatch, Tenh 2000 15,000 2023-79

**Falling Softener**

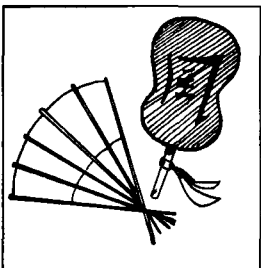


Gnomish investigators found that some alchemical substances produce air when mixed together. This discovery led to the falling softener, a safety device intended to limit falling damage. It looks like a thickly padded leather vest with a hood and leg protectors attached. When falling, the user pulls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

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

Falling Softener, Portable 100 200 AC11-091

**Fan**



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

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

Name EP Cost Book/Page

Fan, Wind 500 2,500 2100-181

**Feather**



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

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

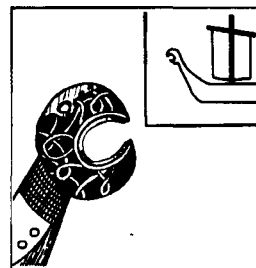
**Feedbag**



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

Feedbag, Plenty 500 2,500 DRAG073-38

**Figurehead**



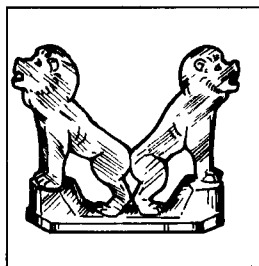
Figureheads are wooden ornaments placed on the bows of sailing ships or spelljammers. A figurehead usually is carved from one or more pieces of wood; common designs include the shapes of women, men, avian animals, or any other totems. Figureheads are often used to quell the superstitions of faint-hearted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

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

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

**Figurine of Power**

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

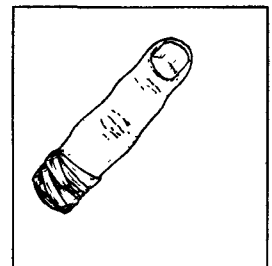


Figurine, Wondrous Power, Ebony Fly	400	4,000	2011-144
Figurine, Wondrous Power, Golden Lion	500	5,000	2011-144
Figurine, Wondrous Power, Ivory Goat, Terror	800	8,000	2011-144
Figurine, Wondrous Power, Ivory Goat, Travail	1,600	16,000	2011-144
Figurine, Wondrous Power, Ivory Goat, Traveling	400	4,000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

Name	EP	Cost	Book/Page
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**Finger**

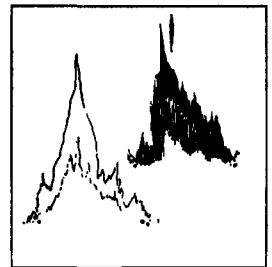
This item is actually a combination of five single pieces. Each piece is a single digit from one hand of Gryllph, a notorious rogue whose life remains cloaked in mystery. Some believe he once tried to overthrow the infamous Thieves' guild in Lankhmar and claim it as his own. Each finger grants a +2%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



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

**Fire**

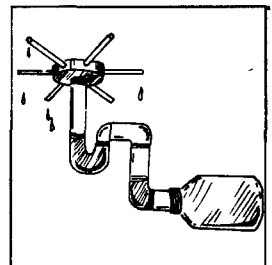
Magical fire is altered in some way, but has fire's basic form. Cold fire looks the same as normal fire but generates no heat. Cold fire is useful as a light source without danger of accidental fires. Dark fire generates heat as normal fire but it produces no light. Dark fire is useful for soldiers who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



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

**Fire Extinguisher**

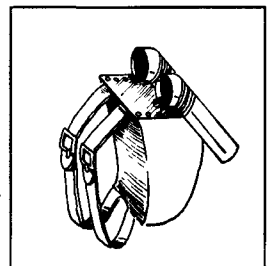
The heart of *Aldryk's Fire Quencher* is a *decanter of endless water*, unstoppered and attached to a system of copper pipes which distribute the water throughout the area where it is installed. A small box for adding dry chemicals to the water is attached to the main pipe. Although the device is not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



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

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



Firepack, Bargle's Infamous	1,500	15,000	AC11-090
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Name EP Cost Book/Page

**Fist**

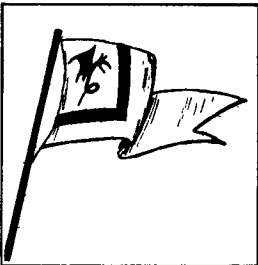
The term "fist" is an all encompassing term that includes hammers, actual dried monkey fists, or metal gloves (gauntlets) with pointed knuckles of solid metal. Enchanted metal gauntlets, regardless of their other powers, make the wearer's fists into formidable weapons. See the Gauntlet entry, page 61 for more magical options.



Fist	900	9,000	FR11-43
Fist +1	1,000	10,000	<i>new item</i>
Fist +2	1,500	15,000	<i>new item</i>
Fist, Delzoun's	Relic	95,000	FR05-60
Fist, Monkey of Ha'chao	1,350	12,500	1032-064

**Flag**

Flags (also known as colors, tricolors, etc.) are square, rectangular, or triangular pieces of cloth that are hung from the highest point of a ship, castle, fort, or building. Their colorful cloth is used to designate ownership or allegiance with a specific country, individual, or order.



Flag, Dragon	1,000	5,000	SJQ1-87
Flag, Untrue Colors	500	2,500	DRAG145-40

**Flagon**

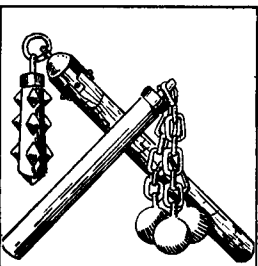
Flagons are large containers used for storing and serving wine or other beverages. They usually are made from pottery or metal. Every flagon has a handle and a spout. Flagons often have covers as well. Expensive and enchanted flagons usually have richly sculpted handles and covers.



Flagon, Dragons	6,000	40,000	FR04-40
Flagon, Zagyg's Flowing	750	3,500	2017-104

**Flail**

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

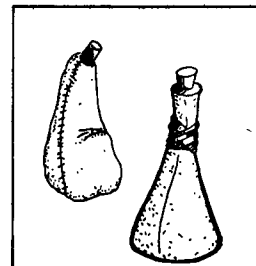


Name EP Cost Book/Page

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

**Flask**

Flasks are metal, ceramic or glass bottles with small necks and flat bases. Most flasks have caps, and many are contoured so they can be easily carried on the hip; such flasks usually hold beverages. Others are designed for alchemical use. Nevertheless, most enchanted flasks contain things not usually found in bottles or jars—anything from a terrible curse to an enraged extra-planer being might appear when a character unstoppers a magical flask. For more details, and



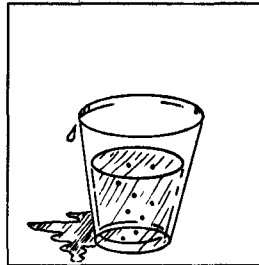
magical options, see the Beaker entry on page 30 and the Bottle entry on page 34.

Flask, Curses	—	1,000	2100-169
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Name	EP	Cost	Book/Page
Flask, Iron	—	2,000	2100-173
Flask, Tuerny the Merciless, Iron	Relic	50,000	2011-158

**Fluid**

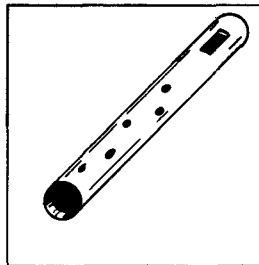
Fluids are typically found in ceramic, crystal, glass, or metal flasks or vials. Unless noted otherwise in the fluid's description, a container holds enough fluid for only one dose or application. See the Oil entry on page 99 for more details and magical options.



Fluid, Mummy Embalming	500	2,500	DRAG076-17
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**Flute**

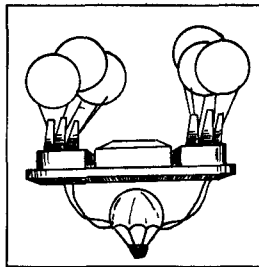
A flute is a wind instrument made from a hollow tube of wood, ceramics, or other materials. To produce notes, the musician blows into one end of the tube while manipulating keys arranged along the tube's length. Very simple flutes dispense with keys and just have holes in the tube. Flutes with keys,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



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

**Flying Nightmare**

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



Flying Nightmare, Rumblebotty's	2,500	17,000	AC11-077
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Name	EP	Cost	Book/Page
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**Font**

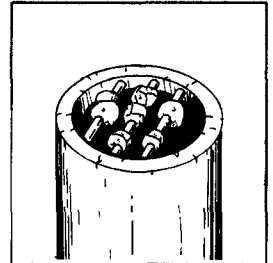
Little is known about this powerful relic except for what can be found in the *Unique Menageries*: "This was a pearl-white pool, contained in a milk-colored crystal that appeared in the eastern wastes. The waters were too bitter to drink, but if one looked into the font in the light of the full moon,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



Font, Time	Relic	P	FR10-86
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**Forge**

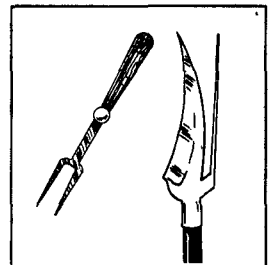
Magical forges are huge furnaces constructed of enchanted stones held together with a network of steel rods. When metal armor or weapons are placed in the furnace and heated to glowing red, the furnace enchants the metal. See the Anvil entry on page 21 for more information and magical options.



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

**Fork**

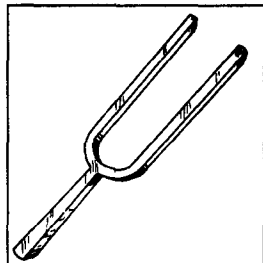
Forks come in various sizes. Some are small eating utensils. Others are farm tools designed for manipulating straw, or hay. Still others are weapons of war with long handles and wickedly sharp tines. Many types of polearms—particularly fauchards—have fork tines incorporated into their heads. See the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



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

Name	EP	Cost	Book/Page
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### Fork, Planar



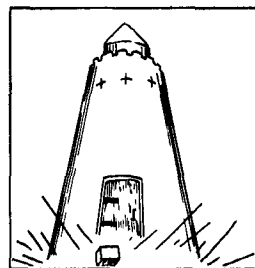
Planar forks are devices used in interplanar travel. The material and the pitch of the fork determines which plane the user has access to. The material is the substance from which the fork is made (usually but not always metal). Pitch is the tone played when the fork is struck against a hard surface.

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

Name	EP	Cost	Book/Page
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Fork, Planar, Tin A-Sharp	1,000	10,000	DRAG120-42
Fork, Planar, Zinc A	1,000	10,000	DRAG120-42
Fork, Planar, Zinc A-Flat	1,000	10,000	DRAG120-42
Fork, Planar, Zinc lead-mix A	1,000	10,000	DRAG120-42

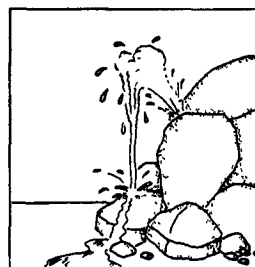
### Fortress



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

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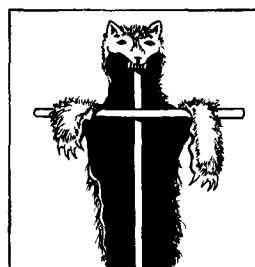
### Fountain



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

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

### Fur



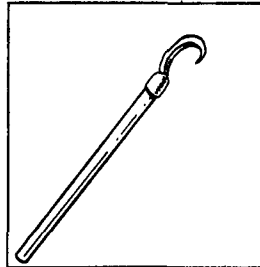
The *fur of warmth* is at least five feet wide and eight feet long. It is made from the pelt of some massive creature native to the Para-elemental plane of ice. One side of the fur has a soft pile—the creature's pelt. The inside is leather—the creature's tanned skin, but a soft cloth liner usually covers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

Fur, Warmth	5,000	25,000	2121-137
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Name EP Cost Book/Page

**Gaff**

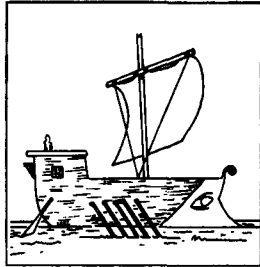
A gaff is a 10- to 20-foot-long pole that ends in a metal hook. Sailors use gaffs to pull their craft toward a dock or occasionally, another ship. Gaffs can also be used to bring men or cargo to safety if they fall overboard. Fisherman use gaffs with sharp hooks to help capture fish. Another type of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



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

**Galley**

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



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

**Gas**

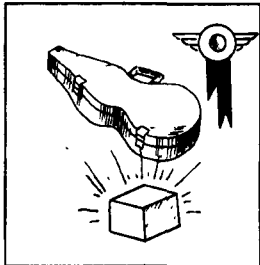
A vial of *spectre gas* releases a free-willed spectre when it is broken or opened. The vial's owner has no control over the monster; however, if he is a cleric or priest with the ability to turn or control undead he can attempt to use this power on the spectre. A *potion of undead control* or similar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



Gas, Spectre 500 2,500 DRAG076-17

**Gate**

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

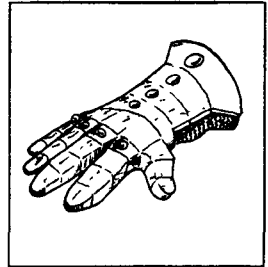


Gate, Alternate World 5,000 10,000 AC04-007  
Gate, Cubic 5,000 17,500 2100-165  
Gate, Trans-Dimensional 5,000 25,000 CN2-030

Name EP Cost Book/Page

**Gauntlet**

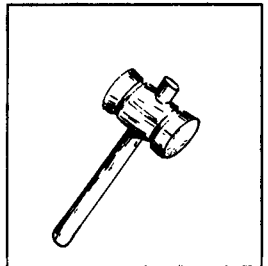
Gauntlets are armored gloves. They can be made of leather, metal plates, or chain mail. Every suit of armor is assumed to include gauntlets of an appropriate type. Magical gauntlets, tend to be finer, lighter and more easily worn than the normal variety. They automatically enlarge or shrink to fit any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



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

**Gavel**

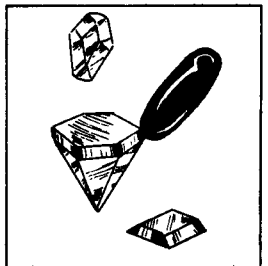
Gavels are small wooden mallets. One uses a gavel by rapping it sharply against a piece of wood. Gavels are used by justices of the peace and magistrates to call a court to order, to finish sentencing, or to quiet outbursts during court proceedings.



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

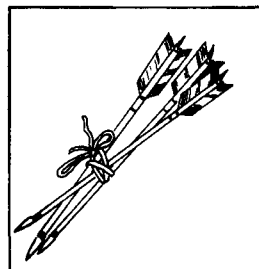
**Gem**

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



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

Name EP Cost Book/Page

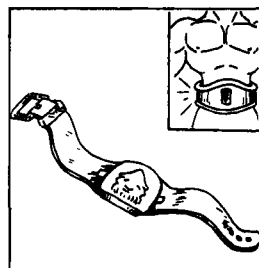


Gift, Gusir's

**Gift**

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

Relic 2,500 HR1-65



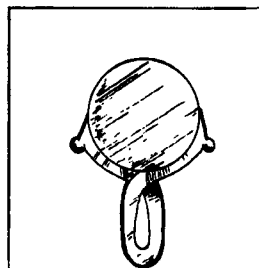
**Girdle**

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

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

**Glass**

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

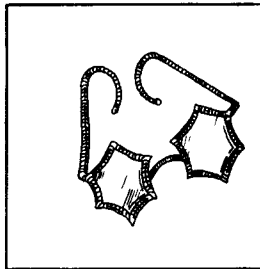


Glass, Enlarging	1,500	7,500	DRAG030-36
Glass, Preserved Words	2,000	10,000	2121-138

Name EP Cost Book/Page

**Glasses**

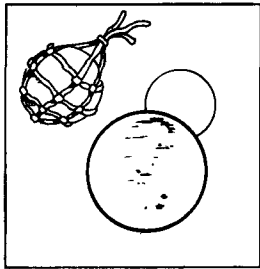
The glasses of the Arcanist are magical eyeglasses (see page 55) designed and built on the world of Krynn. The lenses are set in solid platinum frames which are so narrow that they will only fit on a kender, elf, or other small humanoid. The wearer can read all writings, and render a perfect translation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



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

**Globe**

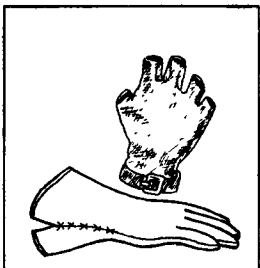
Globes are small, hollow, spherical vessels formed from clear glass. They usually contain sparkling liquids with shifting colors. When a globe is dropped or thrown, it automatically shatters, releasing a 10'x10'x10' cloud of colored gas. Some globes function as scrying devices, see the Ball entry on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



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

**Glove**

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



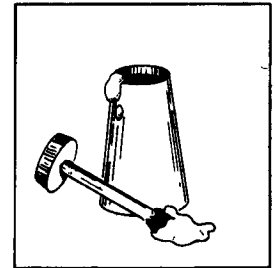
Glove, Evasion 1,000 10,000 PHBR2-106

Name EP Cost Book/Page

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

**Glue**

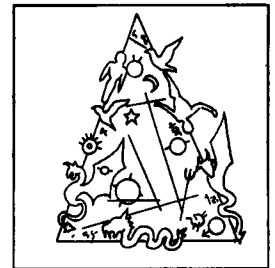
This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only within a flask coated with oil of slipperiness, and each time any glue is poured from the flask, a new application of the oil of slipperiness must be put on the flask within one round to prevent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



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

**Glyph**

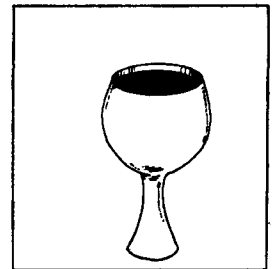
A glyph is short piece of magical writing or a magical diagram. A mad duke in Lankhmar accidentally created the one described here. He created this glyph to ward off death. The glyph consists of a large triangle, with many intricate patterns of birds, dragons, men, astral beings, and astrological signs.



Glyph, Danius' - 25,000 LNR1-94

**Goblet**

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



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



# *The Magic Encyclopedia*

## Volume One

All AD&D® game campaigns have one thing in common—treasure. Of course, some campaigns have more treasure than others, but it is the lure of treasure that entices intrepid adventurers of any world away from the warmth and safety of home and hearth and sets them plunging into labyrinthine depths or into the uncharted wilderness to face fearsome beasts.

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ISBN 1-56076-429-5