

TABLE 7-17: POTIONS AND OILS

Minor	Medium	Major	Potion or Oil	Market Price
01-10	—	—	Cure light wounds (potion)	50 gp
11-13	—	—	Endure elements (potion)	50 gp
14-15	—	—	Hide from animals (potion)	50 gp
16-17	—	—	Hide from undead (potion)	50 gp
18-19	—	—	Jump (potion)	50 gp
20-22	—	—	Mage armor (potion)	50 gp
23-25	—	—	Magic fang (potion)	50 gp
26	—	—	Magic stone (oil)	50 gp
27-29	—	—	Magic weapon (oil)	50 gp
30	—	—	Pass without trace (potion)	50 gp
31-32	—	—	Protection from (alignment) (potion)	50 gp
33-34	—	—	Remove fear (potion)	50 gp
35	—	—	Sanctuary (potion)	50 gp
36-38	—	—	Shield of faith +2 (potion)	50 gp
39	—	—	Shillelagh (oil)	50 gp
40-41	01-02	—	Bless weapon (oil)	100 gp
42-44	03-04	—	Enlarge person (potion)	250 gp
45	05	—	Reduce person (potion)	250 gp
46-47	06	—	Aid (potion)	300 gp
48-50	07	—	Barkskin +2 (potion)	300 gp
51-53	08-10	—	Bear's endurance (potion)	300 gp
54-56	11-13	01-02	Blur (potion)	300 gp
57-59	14-16	—	Bull's strength (potion)	300 gp
60-62	17-19	—	Cat's grace (potion)	300 gp
63-67	20-27	03-07	Cure moderate wounds (potion)	300 gp
68	28	—	Darkness (oil)	300 gp
69-71	29-30	08-09	Darkvision (potion)	300 gp
72-74	31	—	Delay poison (potion)	300 gp
75-76	32-33	—	Eagle's splendor (potion)	300 gp
77-78	34-35	—	Fox's cunning (potion)	300 gp
79-81	36-37	10-11	Invisibility (potion or oil)	300 gp
82-84	38	12	Lesser restoration (potion)	300 gp
85-86	39	—	Levitate (potion or oil)	300 gp
87	40	—	Misdirection (potion)	300 gp
88-89	41-42	—	Owl's wisdom (potion)	300 gp
90-91	43	—	Protection from arrows 10/magic (potion)	300 gp
92-93	44	13	Remove paralysis (potion)	300 gp
94-96	45-46	—	Resist energy (type) 10 (potion)	300 gp
97	47-48	14	Shield of faith +3 (potion)	300 gp
98-99	49	—	Spider climb (potion)	300 gp
100	50	15	Undetectable alignment (potion)	300 gp
—	51	16	Barkskin +3 (potion)	600 gp
—	52	17-18	Shield of faith +4 (potion)	600 gp
—	53-55	19-20	Resist energy (type) 20 (potion)	700 gp
—	56-60	21-28	Cure serious wounds (potion)	750 gp
—	61	29	Daylight (oil)	750 gp
—	62-64	30-32	Displacement (potion)	750 gp
—	65	33	Flame arrow (oil)	750 gp
—	66-68	34-38	Fly (potion)	750 gp
—	69	39	Gaseous form (potion)	750 gp
—	70-71	—	Greater magic fang +1 (potion)	750 gp
—	72-73	—	Greater magic weapon +1 (oil)	750 gp
—	74-75	40-41	Haste (potion)	750 gp
—	76-78	42-44	Heroism (potion)	750 gp
—	79-80	45-46	Keen edge (oil)	750 gp
—	81	47	Magic circle against (alignment) (potion)	750 gp
—	82-83	—	Magic vestment +1 (oil)	750 gp
—	84-86	48-50	Neutralize poison (potion)	750 gp
—	87-88	51-52	Nondetection (potion)	750 gp
—	89-91	53-54	Protection from energy (type) (potion)	750 gp
—	92-93	55	Rage (potion)	750 gp
—	94	56	Remove blindness/deafness (potion)	750 gp
—	95	57	Remove curse (potion)	750 gp
—	96	58	Remove disease (potion)	750 gp
—	97	59	Tongues (potion)	750 gp
—	98-99	60	Water breathing (potion)	750 gp
—	100	61	Water walk (potion)	750 gp
—	—	62-63	Barkskin +4 (potion)	900 gp
—	—	64	Shield of faith +5 (potion)	900 gp
—	—	65	Good hope (potion)	1,050 gp
—	—	66-68	Resist energy (type) 30 (potion)	1,100 gp
—	—	69	Barkskin +5 (potion)	1,200 gp
—	—	70-73	Greater magic fang +2 (potion)	1,200 gp
—	—	74-77	Greater magic weapon +2 (oil)	1,200 gp
—	—	78-81	Magic vestment +2 (oil)	1,200 gp
—	—	82	Protection from arrows 15/magic (potion)	1,500 gp
—	—	83-85	Greater magic fang +3 (potion)	1,800 gp
—	—	86-88	Greater magic weapon +3 (oil)	1,800 gp
—	—	89-91	Magic vestment +3 (oil)	1,800 gp
—	—	92-93	Greater magic fang +4 (potion)	2,400 gp
—	—	94-95	Greater magic weapon +4 (oil)	2,400 gp
—	—	96-97	Magic vestment +4 (oil)	2,400 gp
—	—	98	Greater magic fang +5 (potion)	3,000 gp
—	—	99	Greater magic weapon +5 (oil)	3,000 gp
—	—	100	Magic vestment +5 (oil)	3,000 gp

Ring Descriptions

Rings are some of the most coveted and generally useful magic items. Standard rings are described below.

Animal Friendship: On command, this ring affects an animal as if the wearer had cast *charm animal*.

Faint enchantment; CL 3rd; Forge Ring, *charm animal*; Price 10,800 gp.

Blinking: On command, this ring makes the wearer blink, as with the *blink* spell.

Moderate transmutation; CL 7th; Forge Ring, *blink*; Price 27,000 gp.

Chameleon Power: As a free action, the wearer of this ring can gain the ability to magically blend in with the surroundings. This provides a +10 competence bonus on her Hide checks. As a standard action, she can also command the ring to utilize the spell *disguise self* as often as she wants.

Faint illusion; CL 3rd; Forge Ring, *disguise self*, *invisibility*; Price 12,700 gp.

Climbing: This ring is actually a magic leather cord that ties around a finger. It continually grants the wearer a +5 competence bonus on Climb checks.

Faint transmutation; CL 5th; Forge Ring, creator must have 5 ranks in the Climb skill; Price 2,500 gp.

Climbing, Improved: As climbing, except it grants a +10 competence bonus on its wearer's Climb checks.

Faint transmutation; CL 5th; Forge Ring, creator must have 10 ranks in the Climb skill; Price 10,000 gp.

Counterspells: This ring might seem to be a *ring of spell storing* upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed in it again.

Moderate evocation; CL 11th; Forge Ring, *imbue with spell ability*; Price 4,000 gp.

Djinni Calling: One of the many rings of fable, this "genie" ring is most useful indeed. It serves as a special *gate* by means of which a specific djinni can be called from the Elemental Plane of

Air. When the ring is rubbed (a standard action), the call goes out, and the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes nonmagical and worthless. See the *Monster Manual* for details of a djinni's abilities.

Strong conjuration; CL 17th; Forge Ring, gate; Price 125,000 gp.

Elemental Command: All four kinds of *elemental command* rings are very powerful. Each appears to be nothing more than a lesser magic ring until fully activated (see below), but each has certain other powers as well as the following common properties.

Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to *charm* the elemental (as *charm monster*, Will DC 17 negates). If the *charm* attempt fails, however, absolute protection is lost and no further attempt at *charming* can be made.

TABLE 7-18: RINGS

Minor	Medium	Major	Ring	Market Price
01-18	—	—	Protection +1	2,000 gp
19-28	—	—	Feather falling	2,200 gp
29-36	—	—	Sustenance	2,500 gp
37-44	—	—	Climbing	2,500 gp
45-52	—	—	Jumping	2,500 gp
53-60	—	—	Swimming	2,500 gp
61-70	01-05	—	Counterspells	4,000 gp
71-75	06-08	—	Mind shielding	8,000 gp
76-80	09-18	—	Protection +2	8,000 gp
81-85	19-23	—	Force shield	8,500 gp
86-90	24-28	—	Ram	8,600 gp
—	29-34	—	Climbing, improved	10,000 gp
—	35-40	—	Jumping, improved	10,000 gp
—	41-46	—	Swimming, improved	10,000 gp
91-93	47-51	—	Animal friendship	10,800 gp
94-96	50-56	01-02	Energy resistance, minor	12,000 gp
97-98	57-61	—	Chameleon power	12,700 gp
99-100	62-66	—	Water walking	15,000 gp
—	67-71	03-07	Protection +3	18,000 gp
—	72-76	08-10	Spell storing, minor	18,000 gp
—	77-81	11-15	Invisibility	20,000 gp
—	82-85	16-19	Wizardry (I)	20,000 gp
—	86-90	20-25	Evasion	25,000 gp
—	91-93	26-28	X-ray vision	25,000 gp
—	94-97	29-32	Blinking	27,000 gp
—	98-100	33-39	Energy resistance, major	28,000 gp
—	—	40-49	Protection +4	32,000 gp
—	—	50-55	Wizardry (II)	40,000 gp
—	—	56-60	Freedom of movement	40,000 gp
—	—	61-63	Energy resistance, greater	44,000 gp
—	—	64-65	Friend shield (pair)	50,000 gp
—	—	66-70	Protection +5	50,000 gp
—	—	71-74	Shooting stars	50,000 gp
—	—	75-79	Spell storing	50,000 gp
—	—	80-83	Wizardry (III)	70,000 gp
—	—	84-86	Telekinesis	75,000 gp
—	—	87-88	Regeneration	90,000 gp
—	—	89	Three wishes	97,950 gp
—	—	90-92	Spell turning	98,280 gp
—	—	93-94	Wizardry (IV)	100,000 gp
—	—	95	Djinni calling	125,000 gp
—	—	96	Elemental command (air)	200,000 gp
—	—	97	Elemental command (earth)	200,000 gp
—	—	98	Elemental command (fire)	200,000 gp
—	—	99	Elemental command (water)	200,000 gp
—	—	100	Spell storing, major	200,000 gp

Creatures from the plane to which the ring is attuned who attack the wearer take a -1 penalty on their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 resistance bonus. He gains a +4 morale bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him. Fear, hatred, and respect are determined by the DM.

The possessor of a ring of *elemental command* takes a saving throw penalty as follows:

Element	Saving Throw Penalty
Air	-2 against earth-based effects
Earth	-2 against air- or electricity-based effects
Fire	-2 against water- or cold-based effects
Water	-2 against fire-based effects

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its kind.

Ring of Elemental Command (Air)

- Feather fall (unlimited use, wearer only)
- Resist energy (*electricity*) (unlimited use, wearer only)
- Gust of wind (twice per day)
- Wind wall (unlimited use)
- Air walk (once per day, wearer only)
- Chain lightning (once per week)

The ring appears to be a ring of *feather falling* until a certain condition is met, such as having the ring immersed in holy water, single-handedly slaying an air elemental, or whatever the DM determines necessary to activate its full potential. It must be reactivated each time a new wearer acquires it.

Ring of Elemental Command (Earth)

- Meld into stone (unlimited use, wearer only)
- Soften earth or stone (unlimited use)
- Stone shape (twice per day)
- Stoneskin (once per week, wearer only)
- Passwall (twice per week)
- Wall of stone (once per day)

The ring appears to be a ring of *meld into stone* until the DM-established condition is met.

Ring of Elemental Command (Fire)

- Resist energy (*fire*) (as a major ring of energy resistance [*fire*])
- Burning hands (unlimited use)
- Flaming sphere (twice per day)
- Pyrotechnics (twice per day)
- Wall of fire (once per day)
- Flame strike (twice per week)

The ring appears to be a major ring of energy resistance (*fire*) until the DM-established condition is met.

Ring of Elemental Command (Water)

- Water walk (unlimited use)
- Create water (unlimited use)
- Water breathing (unlimited use)
- Wall of ice (once per day)
- Ice storm (twice per week)
- Control water (twice per week)

The ring appears to be a ring of *water walking* until the DM-established condition is met.

Random Generation: To generate rods randomly, roll on Table 7–19: Rods.

Special Qualities: Roll d%. A 01 result indicates the rod is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Use Table 7–30: Item Intelligence, Wisdom, Charisma, and Capabilities as indicated if a rod is intelligent. Rods with charges can never be intelligent.

TABLE 7–19: RODS

Medium	Major	Rod	Market Price
01–07	—	Metamagic, <i>Enlarge, lesser</i>	3,000 gp
08–14	—	Metamagic, <i>Extend, lesser</i>	3,000 gp
15–21	—	Metamagic, <i>Silent, lesser</i>	3,000 gp
22–28	—	<i>Immovable</i>	5,000 gp
29–35	—	Metamagic, <i>Empower, lesser</i>	9,000 gp
36–42	—	<i>Metal and mineral detection</i>	10,500 gp
43–53	01–04	<i>Cancellation</i>	11,000 gp
54–57	05–06	Metamagic, <i>Enlarge</i>	11,000 gp
58–61	07–08	Metamagic, <i>Extend</i>	11,000 gp
62–65	09–10	Metamagic, <i>Silent</i>	11,000 gp
66–71	11–14	<i>Wonder</i>	12,000 gp
72–79	15–18	<i>Python</i>	13,000 gp
80–83	—	Metamagic, <i>Maximize, lesser</i>	14,000 gp
84–89	19–21	<i>Flame extinguishing</i>	15,000 gp
90–97	22–25	<i>Viper</i>	19,000 gp
—	26–30	<i>Enemy detection</i>	23,500 gp
—	31–36	Metamagic, <i>Enlarge, greater</i>	24,500 gp
—	37–42	Metamagic, <i>Extend, greater</i>	24,500 gp
—	43–48	Metamagic, <i>Silent, greater</i>	24,500 gp
—	49–53	<i>Splendor</i>	25,000 gp
—	54–58	<i>Withering</i>	25,000 gp
98–99	59–64	Metamagic, <i>Empower</i>	32,500 gp
—	65–69	<i>Thunder and lightning</i>	33,000 gp
100	70–73	Metamagic, <i>Quicken, lesser</i>	35,000 gp
—	74–77	<i>Negation</i>	37,000 gp
—	78–80	<i>Absorption</i>	50,000 gp
—	81–84	<i>Flailing</i>	50,000 gp
—	85–86	Metamagic, <i>Maximize</i>	54,000 gp
—	87–88	<i>Rulership</i>	60,000 gp
—	89–90	<i>Security</i>	61,000 gp
—	91–92	<i>Lordly might</i>	70,000 gp
—	93–94	Metamagic, <i>Empower, greater</i>	73,000 gp
—	95–96	Metamagic, <i>Quicken</i>	75,500 gp
—	97–98	<i>Alertness</i>	85,000 gp
—	99	Metamagic, <i>Maximize, greater</i>	121,500 gp
—	100	Metamagic, <i>Quicken, greater</i>	170,000 gp

Rod Descriptions

Although all rods are generally scepterlike, their configurations and abilities run the magical gamut. Standard rods are described below.

Absorption: This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod or her gear. The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells of her own. She can instantly detect a spell's level as the rod absorbs that spell's energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

A running total of absorbed (and used) spell levels should be kept. For example, a rod that absorbs a 6th-level spell and a 3rd-level spell has a total of nine absorbed spell levels. The wielder of the rod can use captured spell energy to cast any spell she has prepared, without expending the preparation itself. The only restrictions are that the levels of spell energy stored in the rod

must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting. Continuing the example above, the rod wielder could use the nine absorbed spell levels to cast one 9th-level spell, or one 5th-level and one 4th-level spell, or nine 1st-level spells, and so on. For casters such as bards or sorcerers who do not prepare spells, the rod's energy can be used to cast any spell of the appropriate level or levels that they know.

A *rod of absorption* absorbs a maximum of fifty spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

A more specific example: Jozan the cleric uses a brand-new *rod of absorption* to nullify the effect of a *suggestion* spell cast at him by a sorcerer. The rod has now absorbed three spell levels and can absorb forty-seven more. Jozan can cast any 1st-, 2nd-, or 3rd-level spell he has prepared, without loss of that preparation, by using the stored potential of the rod. Let's assume he casts *hold person* back at the sorcerer who just attacked him. This spell is 2nd level for him, so the rod still holds one spell level of potential, can absorb forty-seven more, and has disposed of two spell levels permanently.

To determine the absorption potential remaining in a newly found rod, roll d% and divide the result by 2. Then roll d% again: On a result of 71–100, half the levels already absorbed by the rod are still stored within. For example, if the first roll determines that the rod has thirty-four levels of absorption potential remaining, that means the rod has absorbed sixteen levels' worth of spells. Half of sixteen is eight, so there's a 30% chance that it still holds eight absorbed spell levels ready for use.

Strong abjuration; CL 15th; Craft Rod, *spell turning*; Price 50,000 gp.

Alertness: This rod is indistinguishable from a +1 *light mace*. It has eight flanges on its macelike head. The rod bestows a +1 insight bonus on initiative checks. If grasped firmly, the rod enables the holder to use *detect evil*, *detect good*, *detect chaos*, *detect law*, *detect magic*, *discern lies*, *light*, or *see invisibility*. Each different use is a standard action.

If the head of a *rod of alertness* is planted in the ground, and the possessor wills it to alertness (a standard action), the rod senses any creature within 120 feet who intends to harm the possessor. At the same time, the rod creates the effect of a *prayer* spell upon all creatures friendly to the possessor in a 20-foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature or creatures within the 120-foot radius. These effects last for 10 minutes, and the rod can perform this function once per day.

Last, the rod can be used to simulate the casting of an *animate objects* spell, utilizing any eleven (or fewer) Small objects located roughly around the perimeter of a 5-foot-radius circle centered on the rod when planted in the ground. Objects remain animated for 11 rounds. The rod can perform this function once per day.

Moderate abjuration, divination, enchantment, and evocation; CL 11th; Craft Rod, *alarm*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *discern lies*, *light*, *see invisibility*, *prayer*, *animate objects*; Price 85,000 gp.

Cancellation: This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. The item touched must make a DC 23 Will save to prevent the rod from draining it. If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better. In such cases, contact is made by making a melee touch attack roll. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by *wish* or *miracle*. (If a *sphere of annihilation* and a *rod of cancellation* negate each other, nothing can restore either of them.)

Strong abjuration; CL 17th; Craft Rod, *Mordenkainen's disjunction*; Price 11,000 gp.

spell has the same width (about 8 1/2 inches) but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather. A scroll has AC 9, 1 hit point, hardness 0, and a break DC of 8.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll is placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols (see the *arcane mark* spell, page 201 of the *Player's Handbook*), which often identify the owner or the spells stored on the scrolls inside. The symbols often hide magic traps such as *glyph of warding* or *fire trap* spells.

Activation: To activate a scroll, a spellcaster must read the spell written on it. Doing so involves several steps and conditions.

Decipher the Writing: The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a *read magic* spell or a successful Spellcraft check (DC 20 + spell level).

Deciphering a scroll to determine its contents does not activate its magic unless it is a specially prepared cursed scroll. A character can decipher the writing on a scroll in advance so that he or she can proceed directly to the next step when the time comes to use the scroll.

Activate the Spell: Activating a scroll requires reading the spell from the scroll. The character must be able to see and read the writing on the scroll.

Activating a scroll spell requires no material components or focus. (The creator of the scroll provided these when scribing the scroll.) Note that some spells are effective only when cast on an item or items (for example, *Drawmij's instant summons* and *snares*). In such a case, the scroll user must provide the item when activating the spell. Activating a scroll spell is subject to disruption just as casting a normally prepared spell would be (see *Cast a Spell*, page 140 of the *Player's Handbook*). Using a scroll is like casting a spell for purposes of arcane spell failure chance (such as from armor).

To have any chance of activating a scroll spell, the scroll user must meet the following requirements.

- The spell must be of the correct type (arcane or divine). Arcane spellcasters (wizards, sorcerers, and bards) can only use scrolls containing arcane spells, and divine spellcasters (clerics, druids, paladins, and rangers) can only use scrolls

containing divine spells. (The type of scroll a character creates is also determined by his or her class. For example, clerics create scrolls of divine spells, wizards create scrolls of arcane spells, and so forth.)

- The user must have the spell on his or her class list (see the spell lists in Chapter 11 of the *Player's Handbook* for which classes can cast which spells).
- The user must have the requisite ability score (for example, Intelligence 15 for a wizard casting a 5th-level spell).

If the user meets all the requirements noted above, and her caster level is at least equal to the spell's caster level, she can automatically activate the spell without a check. If she meets all three requirements but her own caster level is lower than the scroll spell's caster level, then she has to make a caster level check (DC = scroll's caster level + 1) to cast the spell successfully. If she fails, she must make a DC 5 Wisdom check to avoid a mishap (see *Scroll Mishaps*, below). A natural roll of 1 always fails, whatever the modifiers.

Determine Effect: A spell successfully activated from a scroll works exactly like a spell prepared and cast the normal way. Assume the scroll spell's caster level is always the minimum level required to cast the spell for the character who scribed the scroll (usually twice the spell's level, minus 1), unless the caster specifically desires otherwise. For example, a 10th-level cleric might want to create a *cure critical wounds* scroll at caster level 10th rather than the minimum for the spell (caster level 7th), in order to get more benefit from the scroll spell. (This scroll would, however, be more costly to scribe.)

The writing for an activated spell disappears from the scroll.

Scroll Mishaps: When a mishap occurs, the spell on the scroll has a reversed or harmful effect. The DM determines what sort of mishap occurs, either by deciding on a certain effect to fit the circumstances of the encounter or adventure or by choosing from the possibilities given below.

- A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.
- Spell strikes the scroll user or an ally instead of the intended target, or a random target nearby if the scroll user was the intended recipient.
- Spell takes effect at some random location within spell range.
- Spell's effect on the target is contrary to the spell's normal effect. For example, a *fireball* might produce a blast of nondamaging cold or release a burst of healing energy.
- The scroll user suffers some minor but bizarre effect related to the spell in some way. For example, a *fireball* might cause smoke to pour from the user's ears, a *fly* spell might turn the user's arms into nonfunctional wings, or a *clairaudience/clairvoyance* spell might cause the user's eyes and ears to grow to ten times their normal size. Most such effects should last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.
- Some innocuous item or items appear in the spell's area. For example, a *fireball* might cause a rain of lit torches to fall in the target area; a *feather fall* spell might produce a cloud of feathers; a *passwall* spell might cause a (nonfunctional) door to appear.
- Spell has delayed effect. Sometime within the next 1d12 hours, the spell activates. If the scroll user was the intended recipient, the spell takes effect normally. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

Random Generation: To generate scrolls randomly, first roll on Table 7-20: Scroll Types to determine whether the spells are arcane or divine. Then randomly determine how many spells are on the scroll, according to Table 7-21: Number of Spells on a Scroll. For each spell, roll on Table 7-22: Scroll Spell Levels to

TABLE 7-20: SCROLL TYPES

d% roll	Type
01-70	Arcane
71-100	Divine

TABLE 7-21: NUMBER OF SPELLS ON A SCROLL

Scroll Type	Number of Spells
Minor scroll	1d3 spells
Medium scroll	1d4 spells
Major scroll	1d6 spells

TABLE 7-22: SCROLL SPELL LEVELS

Minor	Medium	Major	Spell Level	Spell's Caster Level ¹
01-05	—	—	0	1st
06-50	—	—	1st	1st
51-95	01-05	—	2nd	3rd
96-100	06-65	—	3rd	5th
—	66-95	01-05	4th	7th
—	96-100	06-50	5th	9th
—	—	51-70	6th	11th
—	—	71-85	7th	13th
—	—	86-95	8th	15th
—	—	95-100	9th	17th

¹ These numbers assume that the creator is a cleric, druid, or wizard.

TABLE 7–23: ARCANESPELL SCROLLS

0-Level Arcane Spells

d%	Spell	Market Price
01–04	acid splash	12 gp 5 sp
05–08	arcane mark	12 gp 5 sp
09–13	dancing lights	12 gp 5 sp
14–17	daze	12 gp 5 sp
18–24	detect magic	12 gp 5 sp
25–28	detect poison	12 gp 5 sp
29–32	disrupt undead	12 gp 5 sp
33–37	flare	12 gp 5 sp
38–42	ghost sound	12 gp 5 sp
43–44	know direction	12 gp 5 sp
45–50	light	12 gp 5 sp
51–52	lullaby	12 gp 5 sp
53–57	mage hand	12 gp 5 sp
58–62	mending	12 gp 5 sp
63–67	message	12 gp 5 sp
68–72	open/close	12 gp 5 sp
73–77	prestidigitation	12 gp 5 sp
78–81	ray of frost	12 gp 5 sp
82–87	read magic	12 gp 5 sp
88–94	resistance	12 gp 5 sp
95–96	summon instrument	12 gp 5 sp
97–100	touch of fatigue	12 gp 5 sp

1st-Level Arcane Spells

d%	Spell	Market Price
01–03	alarm	25 gp
04–05	animate rope	25 gp
06–07	burning hands	25 gp
08–09	cause fear	25 gp
10–12	charm person	25 gp
13–14	chill touch	25 gp
15–16	color spray	25 gp
17–19	comprehend languages	25 gp
20	confusion, lesser	50 gp
21	cure light wounds	50 gp
22–24	detect secret doors	25 gp
25–26	detect undead	25 gp
27–29	disguise self	25 gp
30–32	endure elements	25 gp
33–35	enlarge person	25 gp
36–37	erase	25 gp
38–40	expeditious retreat	25 gp
41	feather fall	25 gp
42–43	grease	25 gp
44–45	hold portal	25 gp
46–47	hypnotism	25 gp
48–49	identify	125 gp
50–51	jump	25 gp
52–54	mage armor	25 gp
55–56	magic missile	25 gp
57–59	magic weapon	25 gp
60–62	mount	25 gp
63–64	Nystul's magic aura	25 gp
65–66	obscuring mist	25 gp
67–74	protection from chaos/ evil/good/law	25 gp
75–76	ray of enfeeblement	25 gp
77–78	reduce person	25 gp
79–80	remove fear	50 gp
81–82	shield	25 gp
83–84	shocking grasp	25 gp
85–86	silent image	25 gp
87–88	sleep	25 gp

89–90	summon monster I	25 gp
91–93	Tenser's floating disk	25 gp
94–95	true strike	25 gp
96	undetectable alignment	50 gp
97–98	unseen servant	25 gp
99–100	ventriloquism	25 gp

2nd-Level Arcane Spells

d%	Spell	Market Price
01	animal messenger	200 gp
02	animal trance	200 gp
03	arcane lock	175 gp
04–06	bear's endurance	150 gp
07–08	blindness/deafness	150 gp
09–10	blur	150 gp
11–13	bull's strength	150 gp
14	calm emotions	200 gp
15–17	cat's grace	150 gp
18–19	command undead	150 gp
20	continual flame	200 gp
21	cure moderate wounds	200 gp
22	darkness	150 gp
23–25	darkvision	150 gp
26	daze monster	150 gp
27	delay poison	200 gp
28–29	detect thoughts	150 gp
30–31	disguise self	150 gp
32–34	eagle's splendor	150 gp
35	enthrall	200 gp
36–37	false life	150 gp
38–39	flaming sphere	150 gp
40	fog cloud	150 gp
41–43	fox's cunning	150 gp
44	ghoul touch	150 gp
45–46	glitterdust	150 gp
47	gust of wind	150 gp
48–49	hypnotic pattern	150 gp
50–52	invisibility	150 gp
53–55	knock	150 gp
56	Leomund's trap	200 gp
57–58	levitate	150 gp
59	locate object	150 gp
60	magic mouth	160 gp
61–62	Melf's acid arrow	150 gp
63	minor image	150 gp
64–65	mirror image	150 gp
66	misdirection	150 gp
67	obscure object	150 gp
68–70	owl's wisdom	150 gp
71–73	protection from arrows	150 gp
74–75	pyrotechnics	150 gp
76–78	resist energy	150 gp
79	rope trick	150 gp
80	scare	150 gp
81–82	scorching ray	150 gp
83–85	see invisibility	150 gp
86	shatter	150 gp
87	silence	200 gp
88	sound burst	200 gp
89	spectral hand	150 gp
90–91	spider climb	150 gp
92–93	summon monster II	150 gp
94–95	summon swarm	150 gp
96	Tasha's hideous laughter	150 gp
97	touch of idiocy	150 gp
98–99	web	150 gp
100	whispering wind	150 gp

3rd-Level Arcane Spells

d%	Spell	Market Price
01–02	arcane sight	375 gp
03–04	blink	375 gp
05–06	clairaudience/ clairvoyance	375 gp
07	cure serious wounds	525 gp
08–10	daylight	525 gp
11–12	deep slumber	375 gp
13–15	dispel magic	375 gp
16–17	displacement	375 gp
18	explosive runes	375 gp
19–20	fireball	375 gp
21–22	flame arrow	375 gp
23–25	fly	375 gp
26–27	gaseous form	375 gp
28–29	gentle repose	375 gp
30	glibness	525 gp
31	good hope	525 gp
32–33	halt undead	375 gp
34–36	haste	375 gp
37–38	heroism	375 gp
39–40	hold person	375 gp
41	illusory script	425 gp
42–44	invisibility sphere	375 gp
45–47	keen edge	375 gp
48–49	Leomund's tiny hut	375 gp
50–51	lightning bolt	375 gp
52–59	magic circle against chaos/ evil/good/law	375 gp
60–62	magic weapon, greater	375 gp
63–64	major image	375 gp
65–66	nondetection	425 gp
67–68	phantom steed	375 gp
69–71	protection from energy	375 gp
72–73	rage	375 gp
74–75	ray of exhaustion	375 gp
76	sculpt sound	525 gp
77	secret page	375 gp
78	sepia snake sigil	875 gp
79	shrink item	375 gp
80–81	sleet storm	375 gp
82–83	slow	375 gp
84	speak with animals	525 gp
85–86	stinking cloud	375 gp
87–88	suggestion	375 gp
89–90	summon monster III	375 gp
91–93	tongues	375 gp
94–95	vampiric touch	375 gp
96–98	water breathing	375 gp
99–100	wind wall	375 gp

4th-Level Arcane Spells

d%	Spell	Market Price
01–02	animate dead	1,050 gp
03–05	arcane eye	700 gp
06–07	bestow curse	700 gp
08–10	charm monster	700 gp
11–13	confusion	700 gp
14–15	contagion	700 gp
16–17	crushing despair	700 gp
18	cure critical wounds	1,000 gp
19	detect scrying	700 gp
20–23	dimension door	700 gp
24–26	dimensional anchor	700 gp
27–28	enervation	700 gp
29–30	enlarge person, mass	700 gp

31–32	<i>Evard's black tentacles</i>	700 gp
33–34	<i>fear</i>	700 gp
35–37	<i>fire shield</i>	700 gp
38–39	<i>fire trap</i>	725 gp
40–42	<i>freedom of movement</i>	1,000 gp
43	<i>geas, lesser</i>	700 gp
44–46	<i>globe of invulnerability, lesser</i>	700 gp
47–48	<i>hallucinatory terrain</i>	700 gp
49–50	<i>ice storm</i>	700 gp
51–52	<i>illusory wall</i>	700 gp
53–55	<i>invisibility, greater</i>	700 gp
56–57	<i>Leomund's secure shelter</i>	700 gp
58	<i>locate creature</i>	700 gp
59–60	<i>minor creation</i>	700 gp
61	<i>modify memory</i>	1,000 gp
62	<i>neutralize poison</i>	1,000 gp
63–64	<i>Otiluke's resilient sphere</i>	700 gp
65–66	<i>phantasmal killer</i>	700 gp
67–68	<i>polymorph</i>	700 gp
69–70	<i>rainbow pattern</i>	700 gp
71	<i>Rary's mnemonic enhancer</i>	700 gp
72–73	<i>reduce person, mass</i>	700 gp
74–76	<i>remove curse</i>	700 gp
77	<i>repel vermin</i>	1,000 gp
78–79	<i>scrying</i>	700 gp
80–81	<i>shadow conjuration</i>	700 gp
82–83	<i>shout</i>	700 gp
84–85	<i>solid fog</i>	700 gp
86	<i>speak with plants</i>	1,000 gp
87–88	<i>stone shape</i>	700 gp
89–91	<i>stoneskin</i>	950 gp
92–93	<i>summon monster IV</i>	700 gp
94–96	<i>wall of fire</i>	700 gp
97–99	<i>wall of ice</i>	700 gp
100	<i>zone of silence</i>	1,000 gp

5th-Level Arcane Spells

d%	Spell	Market Price
01–02	<i>animal growth</i>	1,125 gp
03–05	<i>baleful polymorph</i>	1,125 gp
06–07	<i>Bigby's interposing hand</i>	1,125 gp
08–09	<i>blight</i>	1,125 gp
10–12	<i>break enchantment</i>	1,125 gp
13–14	<i>cloudkill</i>	1,125 gp
15–17	<i>cone of cold</i>	1,125 gp
18–19	<i>contact other plane</i>	1,125 gp
20	<i>cure light wounds, mass</i>	1,625 gp
21–23	<i>dismissal</i>	1,125 gp
24–26	<i>dispel magic, greater</i>	1,625 gp
27–28	<i>dominate person</i>	1,125 gp
29	<i>dream</i>	1,125 gp
30–31	<i>fabricate</i>	1,125 gp
32–33	<i>false vision</i>	1,375 gp
34–35	<i>feeblemind</i>	1,125 gp
36–39	<i>hold monster</i>	1,125 gp
40	<i>Leomund's secret chest</i>	1,125 gp
41	<i>magic jar</i>	1,125 gp
42–43	<i>major creation</i>	1,125 gp
44–45	<i>mind fog</i>	1,125 gp
46–47	<i>mirage arcana</i>	1,125 gp
48–49	<i>Mordenkainen's faithful hound</i>	1,125 gp
50–51	<i>Mordenkainen's private sanctum</i>	1,125 gp
52–53	<i>nightmare</i>	1,125 gp

54–57	<i>overland flight</i>	1,125 gp
58–60	<i>passwall</i>	1,125 gp
61	<i>permanency</i>	10,125 gp ¹
62–63	<i>persistent image</i>	1,125 gp
64–65	<i>planar binding, lesser</i>	1,125 gp
66–67	<i>prying eyes</i>	1,125 gp
68–69	<i>Rary's telepathic bond</i>	1,125 gp
70–71	<i>seeming</i>	1,125 gp
72–74	<i>sending</i>	1,125 gp
75–76	<i>shadow evocation</i>	1,125 gp
77	<i>song of discord</i>	1,625 gp
78–79	<i>summon monster V</i>	1,125 gp
80	<i>symbol of pain</i>	2,125 gp
81	<i>symbol of sleep</i>	2,125 gp
82–83	<i>telekinesis</i>	1,125 gp
84–88	<i>teleport</i>	1,125 gp
89–90	<i>transmute mud to rock</i>	1,125 gp
91–92	<i>transmute rock to mud</i>	1,125 gp
93–95	<i>wall of force</i>	1,125 gp
96–98	<i>wall of stone</i>	1,125 gp
99–100	<i>waves of fatigue</i>	1,125 gp

¹ Includes experience point cost up to 2,000 XP.

6th-Level Arcane Spells

d%	Spell	Market Price
01–02	<i>acid fog</i>	1,650 gp
03–05	<i>analyze dweomer</i>	1,650 gp
06	<i>animate objects</i>	2,400 gp
07–09	<i>antimagic field</i>	1,650 gp
10–12	<i>bear's endurance, mass</i>	1,650 gp
13–14	<i>Bigby's forceful hand</i>	1,650 gp
15–17	<i>bull's strength, mass</i>	1,650 gp
18–20	<i>cat's grace, mass</i>	1,650 gp
21–23	<i>chain lightning</i>	1,650 gp
24–25	<i>circle of death</i>	2,150 gp
26	<i>contingency</i>	1,650 gp
27–28	<i>control water</i>	1,650 gp
29	<i>create undead</i>	2,350 gp
30	<i>cure moderate wounds, mass</i>	2,400 gp
31–33	<i>disintegrate</i>	1,650 gp
34–37	<i>dispel magic, greater</i>	1,650 gp
38–40	<i>eagle's splendor, mass</i>	1,650 gp
41–42	<i>eyebite</i>	1,650 gp
43	<i>find the path</i>	2,400 gp
44–45	<i>flesh to stone</i>	1,650 gp
46–48	<i>fox's cunning, mass</i>	1,650 gp
49	<i>geas/quest</i>	1,650 gp
50–52	<i>globe of invulnerability</i>	1,650 gp
53	<i>guards and wards</i>	1,650 gp
54	<i>heroes' feast</i>	2,400 gp
55–56	<i>heroism, greater</i>	1,650 gp
57	<i>legend lore</i>	1,900 gp
58–59	<i>mislead</i>	1,650 gp
60	<i>Mordenkainen's lucubration</i>	1,650 gp
61–62	<i>move earth</i>	1,650 gp
63–64	<i>Otiluke's freezing sphere</i>	1,650 gp
65–67	<i>owl's wisdom, mass</i>	1,650 gp
68–69	<i>permanent image</i>	1,650 gp
70–71	<i>planar binding</i>	1,650 gp
72–73	<i>programmed image</i>	1,675 gp
74–75	<i>repulsion</i>	1,650 gp
76–78	<i>shadow walk</i>	1,650 gp
79–81	<i>stone to flesh</i>	1,650 gp
82–83	<i>suggestion, mass</i>	1,650 gp

84–85	<i>summon monster VI</i>	1,650 gp
86	<i>symbol of fear</i>	2,650 gp
87	<i>symbol of persuasion</i>	6,650 gp
88	<i>sympathetic vibration</i>	2,400 gp
89–90	<i>Tenser's transformation</i>	1,950 gp
91–93	<i>true seeing</i>	1,900 gp
94–95	<i>undeath to death</i>	2,150 gp
96–97	<i>veil</i>	1,650 gp
98–100	<i>wall of iron</i>	1,700 gp

7th-Level Arcane Spells

d%	Spell	Market Price
01–03	<i>arcane sight, greater</i>	2,275 gp
04–07	<i>banishment</i>	2,275 gp
08–10	<i>Bigby's grasping hand</i>	2,275 gp
11–13	<i>control undead</i>	2,275 gp
14–16	<i>control weather</i>	2,275 gp
17–19	<i>delayed blast fireball</i>	2,275 gp
20–21	<i>Drawmij's instant summons</i>	3,275 gp
22–25	<i>ethereal jaunt</i>	2,275 gp
26–28	<i>finger of death</i>	2,275 gp
29–31	<i>forcecage</i>	23,775 gp
32–35	<i>hold person, mass</i>	2,275 gp
36–38	<i>insanity</i>	2,275 gp
39–42	<i>invisibility, mass</i>	2,275 gp
43	<i>limited wish</i>	3,775 gp ¹
44–45	<i>Mordenkainen's magnificent mansion</i>	2,275 gp
46–48	<i>Mordenkainen's sword</i>	2,275 gp
49–51	<i>phase door</i>	2,275 gp
52–54	<i>plane shift</i>	2,275 gp
55–57	<i>power word blind</i>	2,275 gp
58–61	<i>prismatic spray</i>	2,275 gp
62–64	<i>project image</i>	2,280 gp
65–67	<i>reverse gravity</i>	2,275 gp
68–70	<i>scrying, greater</i>	2,275 gp
71–73	<i>sequester</i>	2,275 gp
74–76	<i>shadow conjuration, greater</i>	2,275 gp
77	<i>simulacrum</i>	7,275 gp ²
78–80	<i>spell turning</i>	2,275 gp
81–82	<i>statue</i>	2,275 gp
83–85	<i>summon monster VII</i>	2,275 gp
86	<i>symbol of stunning</i>	7,275 gp
87	<i>symbol of weakness</i>	7,275 gp
88–90	<i>teleport object</i>	2,275 gp
91–95	<i>teleport, greater</i>	2,275 gp
96–97	<i>vision</i>	2,775 gp
98–100	<i>waves of exhaustion</i>	2,275 gp

¹ Assumes no material component in excess of 1,000 gp and no XP cost in excess of 300 XP.

² Assumes no XP cost in excess of 1,000 gp.

8th-Level Arcane Spells

d%	Spell	Market Price
01–02	<i>antipathy</i>	3,000 gp
03–05	<i>Bigby's clenched fist</i>	3,000 gp
06–08	<i>binding</i>	8,500 gp ¹
09–12	<i>charm monster, mass</i>	3,000 gp
13	<i>clone</i>	4,000 gp
14–16	<i>create greater undead</i>	3,000 gp
17–19	<i>demand</i>	3,600 gp
20–22	<i>dimensional lock</i>	3,000 gp
23–26	<i>discern location</i>	3,000 gp

27–29	horrid wilting	3,000 gp
30–32	incendiary cloud	3,000 gp
33–35	iron body	3,000 gp
36–38	maze	3,000 gp
39–41	mind blank	3,000 gp
42–44	moment of prescience	3,000 gp
45–48	Otiluke's telekinetic sphere	3,000 gp
49–51	Otto's irresistible dance	3,000 gp
52–54	planar binding, greater	3,000 gp
55–57	polar ray	3,000 gp
58–60	polymorph any object	3,000 gp
61–63	power word stun	3,000 gp
64–66	prismatic wall	3,000 gp
67–70	protection from spells	3,500 gp
71–73	prying eyes, greater	3,000 gp
74–76	scintillating pattern	3,000 gp
77–78	screen	3,000 gp
79–81	shadow evocation, greater	3,000 gp
82–84	shout, greater	3,000 gp
85–87	summon monster VIII	3,000 gp

88–90	sunburst	3,000 gp
91	symbol of death	8,000 gp
92	symbol of insanity	8,000 gp
93–94	sympathy	4,500 gp
95–98	temporal stasis	3,500 gp
99–100	trap the soul	13,000 gp ¹

¹ Assumes a creature of 10 HD or less.

9th-Level Arcane Spells

d%	Spell	Market Price
01–03	astral projection	4,870 gp
04–07	Bigby's crushing hand	3,825 gp
08–12	dominate monster	3,825 gp
13–16	energy drain	3,825 gp
17–21	etherealness	3,825 gp
22–25	foresight	3,825 gp
26–31	freedom	3,825 gp
32–36	gate	8,825 gp
37–40	hold monster, mass	3,825 gp
41–44	imprisonment	3,825 gp
45–49	meteor swarm	3,825 gp

50–53	Mordenkainen's disjunction	3,825 gp
54–58	power word kill	3,825 gp
59–62	prismatic sphere	3,825 gp
63–66	refuge	3,825 gp
67–70	shades	3,825 gp
71–76	shapechange	3,825 gp
77–79	soul bind	3,825 gp
80–83	summon monster IX	3,825 gp
84–86	teleportation circle	4,825 gp
87–91	time stop	3,825 gp
92–95	wail of the banshee	3,825 gp
96–99	weird	3,825 gp
100	wish	28,825 gp ¹

¹ Assumes no material component cost in excess of 10,000 gp and no XP cost in excess of 5,000 XP.

determine its level and then on the appropriate subtable of Table 7–23: Arcane Spell Scrolls or Table 7–24: Divine Spell Scrolls to determine the specific spell.

All the spells described in the *Player's Handbook* are represented on Table 7–23 and Table 7–24. Each scroll appears on a list according to the level of the spell scribed into it.

Several arcane spells are different in level for sorcerers and wizards than they are for bards. Such spells appear on Table 7–23 at the level appropriate to a sorcerer or wizard (con-

sidered the default because bards typically don't involve themselves in scribing scrolls). Examples: *Tasha's hideous laughter*, *suggestion*.

Likewise, some divine spells are different in level for clerics and druids than they are for paladins and rangers. Such spells appear on Table 7–24 at the level appropriate to a cleric or druid (considered the default because paladins and rangers typically don't involve themselves in scribing scrolls). Examples: *read magic*, *lesser restoration*, *reduce animal*.

TABLE 7–24: DIVINE SPELL SCROLLS

0-Level Divine Spells		
d%	Spell	Market Price
01–07	create water	12 gp 5 sp
08–14	cure minor wounds	12 gp 5 sp
15–22	detect magic	12 gp 5 sp
23–29	detect poison	12 gp 5 sp
30–36	flare	12 gp 5 sp
37–43	guidance	12 gp 5 sp
44–50	inflict minor wounds	12 gp 5 sp
51–57	know direction	12 gp 5 sp
58–65	light	12 gp 5 sp
66–72	mending	12 gp 5 sp
73–79	purify food and drink	12 gp 5 sp
80–86	read magic	12 gp 5 sp
87–93	resistance	12 gp 5 sp
94–100	virtue	12 gp 5 sp

1st-Level Divine Spells		
d%	Spell	Market Price
01	alarm	100 gp
02–03	bane	25 gp
04–06	bless	25 gp
07–09	bless water	50 gp
10	bless weapon	100 gp
11–12	calm animals	25 gp
13–14	cause fear	25 gp
15–16	charm animal	25 gp
17–19	command	25 gp
20–21	comprehend languages	25 gp
22–26	cure light wounds	25 gp
27–28	curse water	50 gp
29–30	deathwatch	25 gp
31–32	detect animals or plants	25 gp
33–35	detect chaos/evil/good/law	25 gp

36–37	detect snares and pits	25 gp
38–39	detect undead	25 gp
40–41	divine favor	25 gp
42–43	doom	25 gp
44–48	endure elements	25 gp
49–50	entangle	25 gp
51–52	entropic shield	25 gp
53–54	faerie fire	25 gp
55–56	goodberry	25 gp
57–58	hide from animals	25 gp
59–60	hide from undead	25 gp
61–62	inflict light wounds	25 gp
63–64	jump	25 gp
65–66	longstrider	25 gp
67–68	magic fang	25 gp
69–72	magic stone	25 gp
73–74	magic weapon	25 gp
75–78	obscuring mist	25 gp
79–80	pass without trace	25 gp
81–82	produce flame	25 gp
83–86	protection from chaos/evil/good/law	25 gp
87–88	remove fear	25 gp
89–90	sanctuary	25 gp
91–92	shield of faith	25 gp
93–94	shillelagh	25 gp
95–96	speak with animals	25 gp
97–98	summon monster I	25 gp
99–100	summon nature's ally I	25 gp

2nd-Level Divine Spells

d%	Spell	Market Price
01	animal messenger	150 gp
02	animal trance	150 gp
03–04	augury	175 gp

05–06	barkskin	150 gp
07–09	bear's endurance	150 gp
10–12	bull's strength	150 gp
13–14	calm emotions	150 gp
15–17	cat's grace	150 gp
18	chill metal	150 gp
19–20	consecrate	200 gp
21–24	cure moderate wounds	150 gp
25–26	darkness	150 gp
27	death knell	150 gp
28–30	delay poison	150 gp
31–32	desecrate	200 gp
33–35	eagle's splendor	150 gp
36–37	enthrall	150 gp
38–39	find traps	150 gp
40	fire trap	175 gp
41–42	flame blade	150 gp
43–44	flaming sphere	150 gp
45–46	fog cloud	150 gp
47	gentle repose	150 gp
48	gust of wind	150 gp
49	heat metal	150 gp
50–51	hold animal	150 gp
52–54	hold person	150 gp
55–56	inflict moderate wounds	150 gp
57–58	make whole	150 gp
59–61	owl's wisdom	150 gp
62	reduce animal	150 gp
63–64	remove paralysis	150 gp
65–67	resist energy	150 gp
68–70	restoration, lesser	150 gp
71–72	shatter	150 gp
73–74	shield other	150 gp
75–76	silence	150 gp

77	snare	150 gp
78	soften earth and stone	150 gp
79–80	sound burst	150 gp
81	speak with plants	150 gp
82–83	spider climb	150 gp
84–85	spiritual weapon	150 gp
86	status	150 gp
87–88	summon monster II	150 gp
89–90	summon nature's ally II	150 gp
91–92	summon swarm	150 gp
93	tree shape	150 gp
94–95	undetected alignment	150 gp
96–97	warp wood	150 gp
98	wood shape	150 gp
99–100	zone of truth	150 gp

3rd-Level Divine Spells

d%	Spell	Market Price
01–02	animate dead	625 gp
03–04	bestow curse	375 gp
05–06	blindness/deafness	375 gp
07–08	call lightning	375 gp
09–10	contagion	375 gp
11–12	continual flame	425 gp
13–14	create food and water	375 gp
15–18	cure serious wounds	375 gp
19	darkvision	375 gp
20–21	daylight	375 gp
22–23	deeper darkness	375 gp
24–25	diminish plants	375 gp
26–27	dispel magic	375 gp
28–29	dominate animal	375 gp
30–31	glyph of warding	575 gp
32	heal mount	375 gp
33–34	helping hand	375 gp
35–36	inflict serious wounds	375 gp
37–38	invisibility purge	375 gp
39–40	locate object	375 gp
41–46	magic circle against chaos/evil/good/law	375 gp
47–48	magic fang, greater	375 gp
49–50	magic vestment	375 gp
51–52	meld into stone	375 gp
53–55	neutralize poison	375 gp
56–57	obscure object	375 gp
58–59	plant growth	375 gp
60–62	prayer	375 gp
63–64	protection from energy	375 gp
65–66	quench	375 gp
67–69	remove blindness/deafness	375 gp
70–71	remove curse	375 gp
72–73	remove disease	375 gp
74–76	searing light	375 gp
77–78	sleet storm	375 gp
79–80	snare	375 gp
81–83	speak with dead	375 gp
84–85	speak with plants	375 gp
86–87	spike growth	375 gp
88–89	stone shape	375 gp
90–91	summon monster III	375 gp
92–93	summon nature's ally III	375 gp
94–96	water breathing	375 gp
97–98	water walk	375 gp
99–100	wind wall	375 gp

4th-Level Divine Spells

d%	Spell	Market Price
01–05	air walk	700 gp
06–07	antiplant shell	700 gp
08–09	blight	700 gp
10–11	break enchantment	700 gp
12–13	command plants	700 gp
14–15	control water	700 gp
16–21	cure critical wounds	700 gp
22–26	death ward	700 gp
27–31	dimensional anchor	700 gp
32–34	discern lies	700 gp
35–37	dismissal	700 gp
38–39	divination	725 gp
40–42	divine power	700 gp
43–47	freedom of movement	700 gp
48–49	giant vermin	700 gp
50–51	holy sword	700 gp
52–54	imbue with spell ability	700 gp
55–57	inflict critical wounds	700 gp
58–60	magic weapon, greater	700 gp
61–62	nondetection	750 gp
63–64	planar ally, lesser	1,200 gp
65–67	poison	700 gp
68–69	reincarnate	700 gp
70–71	repel vermin	700 gp
72–76	restoration	800 gp
77–78	rusting grasp	700 gp
79–81	sending	700 gp
82–85	spell immunity	700 gp
86–87	spike stones	700 gp
88–90	summon monster IV	700 gp
91–93	summon nature's ally IV	700 gp
94–98	tongues	700 gp
99–100	tree stride	700 gp

5th-Level Divine Spells

d%	Spell	Market Price
01–03	animal growth	1,125 gp
04–05	atonement	3,625 gp
06	awaken	2,375 gp
07–09	baleful polymorph	1,125 gp
10–13	break enchantment	1,125 gp
14–16	call lightning storm	1,125 gp
17–20	command, greater	1,125 gp
21	commune	1,625 gp
22	commune with nature	1,125 gp
23–24	control winds	1,125 gp
25–30	cure light wounds, mass	1,125 gp
31–34	dispel chaos/evil/good/law	1,125 gp
35–38	disrupting weapon	1,125 gp
39–41	flame strike	1,125 gp
42–43	hallow	6,125 gp ¹
44–46	ice storm	1,125 gp
47–49	inflict light wounds, mass	1,125 gp
50–52	insect plague	1,125 gp
53	mark of justice	1,125 gp
54–56	plane shift	1,125 gp
57–58	raise dead	6,125 gp
59–61	righteous might	1,125 gp
62–63	scrying	1,125 gp
64–66	slay living	1,125 gp
67–69	spell resistance	1,125 gp
70–71	stoneskin	1,375 gp
72–74	summon monster V	1,125 gp

75–77	summon nature's ally V	1,125 gp
78	symbol of pain	2,125 gp
79	symbol of sleep	2,125 gp
80–82	transmute mud to rock	1,125 gp
83–85	transmute rock to mud	1,125 gp
86–89	true seeing	1,375 gp
90–91	unhallow	6,125 gp ¹
92–94	wall of fire	1,125 gp
95–97	wall of stone	1,125 gp
98–100	wall of thorns	1,125 gp

¹ Allows for a spell of up to 4th level to be tied to the hallowed or unhallowed area.

6th-Level Divine Spells

d%	Spell	Market Price
01–03	animate objects	1,650 gp
04–06	antilife shell	1,650 gp
07–09	banishment	1,650 gp
10–13	bear's endurance, mass	1,650 gp
14–16	blade barrier	1,650 gp
17–20	bull's strength, mass	1,650 gp
21–24	cat's grace, mass	1,650 gp
25	create undead	1,650 gp
26–29	cure moderate wounds, mass	1,650 gp
30–33	dispel magic, greater	1,650 gp
34–37	eagle's splendor, mass	1,650 gp
38–40	find the path	1,650 gp
41–43	fire seeds	1,650 gp
44	forbiddance	4,650 gp ¹
45	geas/quest	1,650 gp
46	glyph of warding, greater	1,650 gp
47–49	harm	1,650 gp
50–52	heal	1,650 gp
53–55	heroes' feast	1,650 gp
56–58	inflict moderate wounds, mass	1,650 gp
59–61	ironwood	1,650 gp
62	liveoak	1,650 gp
63–65	move earth	1,650 gp
66–69	owl's wisdom, mass	1,650 gp
70–71	planar ally	2,400 gp
72–74	repel wood	1,650 gp
75–77	spellstaff	1,650 gp
78–80	stone tell	1,650 gp
81–83	summon monster VI	1,650 gp
84–86	summon nature's ally VI	1,650 gp
87	symbol of fear	2,650 gp
88	symbol of persuasion	6,650 gp
89–91	transport via plants	1,650 gp
92–94	undeath to death	2,150 gp
95–97	wind walk	1,650 gp
98–100	word of recall	1,650 gp

¹ Assumes an area equivalent to one 60-foot cube.

7th-Level Divine Spells

d%	Spell	Market Price
01–05	animate plants	2,275 gp
06–09	blasphemy	2,275 gp
10–14	changestaff	2,275 gp
15–16	control weather	2,275 gp
17–21	creeping doom	2,275 gp
22–27	cure serious wounds, mass	2,275 gp
28–32	destruction	2,275 gp

33–36	<i>dictum</i>	2,275 gp
37–41	<i>ethereal jaunt</i>	2,275 gp
42–45	<i>holy word</i>	2,275 gp
46–50	<i>inflict serious wounds, mass</i>	2,275 gp
51–55	<i>refuge</i>	3,775 gp
56–60	<i>regenerate</i>	2,275 gp
61–65	<i>repulsion</i>	2,275 gp
66–69	<i>restoration, greater</i>	4,775 gp
70–71	<i>resurrection</i>	12,275 gp
72–76	<i>scrying, greater</i>	2,275 gp
77–81	<i>summon monster VII</i>	2,275 gp
82–85	<i>summon nature's ally VII</i>	2,275 gp
86–90	<i>sunbeam</i>	2,275 gp
91	<i>symbol of stunning</i>	7,275 gp
92	<i>symbol of weakness</i>	7,275 gp
93–97	<i>transmute metal to wood</i>	2,275 gp
98–100	<i>word of chaos</i>	2,275 gp

8th-Level Divine Spells

d%	Spell	Market Price
01–04	<i>animal shapes</i>	3,000 gp
05–10	<i>antimagic field</i>	3,000 gp
11–13	<i>cloak of chaos</i>	3,000 gp

14–17	<i>control plants</i>	3,000 gp
18–20	<i>create greater undead</i>	3,600 gp
21–27	<i>cure critical wounds, mass</i>	3,000 gp
28–32	<i>dimensional lock</i>	3,000 gp
33–36	<i>discern location</i>	3,000 gp
37–41	<i>earthquake</i>	3,000 gp
42–45	<i>finger of death</i>	3,000 gp
46–49	<i>fire storm</i>	3,000 gp
50–52	<i>holy aura</i>	3,000 gp
53–56	<i>inflict critical wounds, mass</i>	3,000 gp
57–60	<i>planar ally, greater</i>	5,500 gp
61–65	<i>repel metal or stone</i>	3,000 gp
66–69	<i>reverse gravity</i>	3,000 gp
70–72	<i>shield of law</i>	3,000 gp
73–76	<i>spell immunity, greater</i>	3,000 gp
77–80	<i>summon monster VIII</i>	3,000 gp
81–84	<i>summon nature's ally VIII</i>	3,000 gp
85–89	<i>sunburst</i>	3,000 gp
90–91	<i>symbol of death</i>	8,000 gp
92–93	<i>symbol of insanity</i>	8,000 gp
94–96	<i>unholy aura</i>	3,000 gp
97–100	<i>whirlwind</i>	3,000 gp

9th-Level Divine Spells

d%	Spell	Market Price
01–04	<i>antipathy</i>	3,825 gp
05–07	<i>astral projection</i>	4,870 gp
08–13	<i>elemental swarm</i>	3,825 gp
14–19	<i>energy drain</i>	3,825 gp
20–25	<i>etherealness</i>	3,825 gp
26–31	<i>foresight</i>	3,825 gp
32–37	<i>gate</i>	8,825 gp
38–46	<i>heal, mass</i>	3,825 gp
47–53	<i>implosion</i>	3,825 gp
54–55	<i>miracle</i>	28,825 gp ¹
56–61	<i>regenerate</i>	3,825 gp
62–66	<i>shambler</i>	3,825 gp
67–72	<i>shapechange</i>	3,825 gp
73–77	<i>soul bind</i>	3,825 gp
78–83	<i>storm of vengeance</i>	3,825 gp
84–89	<i>summon monster IX</i>	3,825 gp
90–95	<i>summon nature's ally IX</i>	3,825 gp
96–99	<i>sympathy</i>	5,325 gp
100	<i>true resurrection</i>	28,825 gp

¹ Assumes powerful request but no expensive material components in excess of 100 gp and no additional XP cost.

If a divine spell is cast at different levels by clerics and druids, it appears on Table 7–24 at the level appropriate to a cleric (considered the default choice between clerics and druids). Examples: *cure serious wounds*, *neutralize poison*, *flame strike*.

Many spells are either arcane or divine, depending on the class of the caster. Such spells appear on both lists at the level appropriate to the class of the arcane or divine caster.

STAFFS

A staff is a long shaft of wood that stores several spells. Unlike wands (see page 245), which can contain a wide variety of spells, each staff is of a certain kind and holds specific spells. A staff has 50 charges when created.

Physical Description: A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staffs are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staffs often have a gem or some device at their tip or are shod in metal at one or both ends. Staffs are often decorated with carvings or runes. A typical staff is like a walking stick, quarterstaff, or cudgel. It has AC 7, 10 hit points, hardness 5, and a break DC of 24.

Activation: Staffs use the spell trigger activation method, so casting a spell from a staff is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 standard action, it takes that long to cast the spell from a staff.) To activate a staff, a character must hold it forth in at least one hand (or whatever passes for a hand, for nonhumanoid creatures).

Random Generation: To generate staffs randomly, roll on Table 7–25: Staffs.

Special Qualities: Roll d%. A 01–30 result indicates that something (a design, inscription, or the like) provides some clue to the staff's function, and 31–100 indicates no special qualities.

Staff Descriptions

Staffs have immense utility because they pack so many capabilities into one item and they use the wielder's ability score and relevant feats to set the DC for saves against their spells. Unlike with other sorts of magic items, the wielder can use his caster level when activating the power of a staff if it's higher than the caster level of the staff.

This means that staffs are far more potent in the hands of a powerful spellcaster. Because they use the wielder's ability score to set

the save DC for the spell, spells from a staff are often harder to resist than ones from other magic items, which use the minimum ability score required to cast the spell. Not only are aspects of the spell dependent on caster level (range, duration, and so on) potentially higher, but spells from a staff are harder to dispel and have a better chance of overcoming a target's spell resistance (especially if the wielder has the Spell Penetration feat).

Furthermore, a staff can hold a spell of any level, unlike a wand, which is limited to spells of 4th level or lower. The minimum caster level of a staff is 8th. Standard staffs are described below.

Abjuration: Usually carved from the heartwood of an ancient oak or other large tree, this staff allows use of the following spells:

- *Shield* (1 charge)
- *Resist energy* (1 charge)
- *Dispel magic* (1 charge)
- *Lesser globe of invulnerability* (2 charges)
- *Dismissal* (2 charges)
- *Repulsion* (3 charges)

TABLE 7–25: STAFFS

Medium	Major	Staff	Market Price
01–15	01–03	<i>Charming</i>	16,500 gp
16–30	04–09	<i>Fire</i>	17,750 gp
31–40	10–11	<i>Swarming insects</i>	24,750 gp
41–60	12–17	<i>Healing</i>	27,750 gp
61–75	18–19	<i>Size alteration</i>	29,000 gp
76–90	20–24	<i>Illumination</i>	48,250 gp
91–95	25–31	<i>Frost</i>	56,250 gp
96–100	32–38	<i>Defense</i>	58,250 gp
—	39–43	<i>Abjuration</i>	65,000 gp
—	44–48	<i>Conjuration</i>	65,000 gp
—	49–53	<i>Enchantment</i>	65,000 gp
—	54–58	<i>Evocation</i>	65,000 gp
—	59–63	<i>Illusion</i>	65,000 gp
—	64–68	<i>Necromancy</i>	65,000 gp
—	69–73	<i>Transmutation</i>	65,000 gp
—	74–77	<i>Divination</i>	73,500 gp
—	78–82	<i>Earth and stone</i>	80,500 gp
—	83–87	<i>Woodlands</i>	101,250 gp
—	88–92	<i>Life</i>	155,750 gp
—	93–97	<i>Passage</i>	170,500 gp
—	98–100	<i>Power</i>	211,000 gp

to +5, depending on the kind of amulet.

Faint transmutation; CL 5th; Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; Price 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), or 50,000 gp (+5).

Amulet of the Planes: This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to utilize *plane shift*. However, this is a difficult item to master. The user must make a DC 15 Intelligence check in order to get the amulet to take her to the plane (and the specific location on that plane) that she wants. If she fails, the amulet transports her and all those traveling with her to a random location on that plane (01–60 on d%) or to a random plane (61–100).

Strong conjuration; CL 15th; Craft Wondrous Item, *plane shift*; Price 120,000 gp.

Amulet of Proof against Detection and Location: This silver amulet protects the wearer from scrying and magical location just as a *nondetection* spell does. If a divination spell is attempted against the wearer, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 19 (as if the caster had cast *nondetection* on herself).

Moderate abjuration; CL 8th; Craft Wondrous Item, *nondetection*; Price 35,000 gp.

Apparatus of Kwalish: This item appears to be a large, sealed iron barrel, but it has a secret catch (Search DC 20 to locate) that opens a hatch in one end. Anyone who crawls inside finds ten (unlabeled) levers:

TABLE 7–27: MINOR WONDROUS ITEMS

d%	Item	Market Price
01	<i>Quaal's feather token, anchor</i>	50 gp
02	<i>Universal solvent</i>	50 gp
03	<i>Elixir of love</i>	150 gp
04	<i>Unguent of timelessness</i>	150 gp
05	<i>Quaal's feather token, fan</i>	200 gp
06	<i>Dust of tracelessness</i>	250 gp
07	<i>Elixir of hiding</i>	250 gp
08	<i>Elixir of sneaking</i>	250 gp
09	<i>Elixir of swimming</i>	250 gp
10	<i>Elixir of vision</i>	250 gp
11	<i>Silversheen</i>	250 gp
12	<i>Quaal's feather token, bird</i>	300 gp
13	<i>Quaal's feather token, tree</i>	400 gp
14	<i>Quaal's feather token, swan boat</i>	450 gp
15	<i>Elixir of truth</i>	500 gp
16	<i>Quaal's feather token, whip</i>	500 gp
17	<i>Dust of dryness</i>	850 gp
18	<i>Bag of tricks, gray</i>	900 gp
19	<i>Hand of the mage</i>	900 gp
20	<i>Bracers of armor +1</i>	1,000 gp
21	<i>Cloak of resistance +1</i>	1,000 gp
22	<i>Pearl of power, 1st-level spell</i>	1,000 gp
23	<i>Phylactery of faithfulness</i>	1,000 gp
24	<i>Salve of slipperiness</i>	1,000 gp
25	<i>Elixir of fire breath</i>	1,100 gp
26	<i>Pipes of the sewers</i>	1,150 gp
27	<i>Dust of illusion</i>	1,200 gp
28	<i>Goggles of minute seeing</i>	1,250 gp
29	<i>Brooch of shielding</i>	1,500 gp
30	<i>Necklace of fireballs type I</i>	1,650 gp
31	<i>Dust of appearance</i>	1,800 gp
32	<i>Hat of disguise</i>	1,800 gp
33	<i>Pipes of sounding</i>	1,800 gp
34	<i>Quiver of Ehlonna</i>	1,800 gp
35	<i>Amulet of natural armor +1</i>	2,000 gp
36	<i>Heward's handy haversack</i>	2,000 gp
37	<i>Horn of fog</i>	2,000 gp
38	<i>Elemental gem</i>	2,250 gp
39	<i>Robe of bones</i>	2,400 gp
40	<i>Sovereign glue</i>	2,400 gp
41	<i>Bag of holding type I</i>	2,500 gp
42	<i>Boots of elvenkind</i>	2,500 gp
43	<i>Boots of the winterlands</i>	2,500 gp
44	<i>Candle of truth</i>	2,500 gp
45	<i>Cloak of elvenkind</i>	2,500 gp
46	<i>Eyes of the eagle</i>	2,500 gp
47	<i>Scarab, golembane</i>	2,500 gp
48	<i>Necklace of fireballs type II</i>	2,700 gp
49	<i>Stone of alarm</i>	2,700 gp
50	<i>Bag of tricks, rust</i>	3,000 gp
51	<i>Bead of force</i>	3,000 gp
52	<i>Chime of opening</i>	3,000 gp
53	<i>Horseshoes of speed</i>	3,000 gp
54	<i>Rope of climbing</i>	3,000 gp
55	<i>Dust of disappearance</i>	3,500 gp
56	<i>Lens of detection</i>	3,500 gp
57	<i>Vestment, druid's</i>	3,750 gp
58	<i>Figurine of wondrous power, silver raven</i>	3,800 gp
59	<i>Amulet of health +2</i>	4,000 gp
60	<i>Bracers of armor +2</i>	4,000 gp
61	<i>Cloak of Charisma +2</i>	4,000 gp
62	<i>Cloak of resistance +2</i>	4,000 gp
63	<i>Gauntlets of ogre power</i>	4,000 gp
64	<i>Gloves of arrow snaring</i>	4,000 gp
65	<i>Gloves of Dexterity +2</i>	4,000 gp
66	<i>Headband of intellect +2</i>	4,000 gp
67	<i>Ioun stone, clear spindle</i>	4,000 gp
68	<i>Keoghtom's ointment</i>	4,000 gp
69	<i>Nolzur's marvelous pigments</i>	4,000 gp
70	<i>Pearl of power, 2nd-level spell</i>	4,000 gp
71	<i>Periapt of Wisdom +2</i>	4,000 gp
72	<i>Stone salve</i>	4,000 gp
73	<i>Necklace of fireballs type III</i>	4,350 gp
74	<i>Circlet of persuasion</i>	4,500 gp
75	<i>Slippers of spider climbing</i>	4,800 gp
76	<i>Incense of meditation</i>	4,900 gp
77	<i>Bag of holding type II</i>	5,000 gp
78	<i>Bracers of archery, lesser</i>	5,000 gp
79	<i>Ioun stone, dusty rose prism</i>	5,000 gp
80	<i>Helm of comprehend languages and read magic</i>	5,200 gp
81	<i>Vest of escape</i>	5,200 gp
82	<i>Eversmoking bottle</i>	5,400 gp
83	<i>Murlynd's spoon</i>	5,400 gp
84	<i>Necklace of fireballs type IV</i>	5,400 gp
85	<i>Boots of striding and springing</i>	5,500 gp
86	<i>Wind fan</i>	5,500 gp
87	<i>Amulet of mighty fists +1</i>	6,000 gp
88	<i>Horseshoes of a zephyr</i>	6,000 gp
89	<i>Pipes of haunting</i>	6,000 gp
90	<i>Necklace of fireballs type V</i>	6,150 gp
91	<i>Gloves of swimming and climbing</i>	6,250 gp
92	<i>Bag of tricks, tan</i>	6,300 gp
93	<i>Circlet of blasting, minor</i>	6,480 gp
94	<i>Horn of goodness/evil</i>	6,500 gp
95	<i>Robe of useful items</i>	7,000 gp
96	<i>Boat, folding</i>	7,200 gp
97	<i>Cloak of the manta ray</i>	7,200 gp
98	<i>Bottle of air</i>	7,250 gp
99	<i>Bag of holding type III</i>	7,400 gp
100	<i>Periapt of health</i>	7,400 gp

TABLE 7–28: MEDIUM WONDROUS ITEMS

d%	Item	Market Price
01	Boots of levitation	7,500 gp
02	Harp of charming	7,500 gp
03	Amulet of natural armor +2	8,000 gp
04	Golem manual, flesh	8,000 gp
05	Hand of glory	8,000 gp
06	loun stone, deep red sphere	8,000 gp
07	loun stone, incandescent blue sphere	8,000 gp
08	loun stone, pale blue rhomboid	8,000 gp
09	loun stone, pink and green sphere	8,000 gp
10	loun stone, pink rhomboid	8,000 gp
11	loun stone, scarlet and blue sphere	8,000 gp
12	Deck of illusions	8,100 gp
13	Necklace of fireballs type VI	8,100 gp
14	Candle of invocation	8,400 gp
15	Bracers of armor +3	9,000 gp
16	Cloak of resistance +3	9,000 gp
17	Decanter of endless water	9,000 gp
18	Necklace of adaptation	9,000 gp
19	Pearl of power, 3rd-level spell	9,000 gp
20	Talisman of the sphere	9,000 gp
21	Figurine of wondrous power, serpentine owl	9,100 gp
22	Necklace of fireballs type VII	9,150 gp
23	Strand of prayer beads, lesser	9,600 gp
24	Bag of holding type IV	10,000 gp
25	Figurine of wondrous power, bronze griffon	10,000 gp
26	Figurine of wondrous power, ebony fly	10,000 gp
27	Glove of storing	10,000 gp
28	loun stone, dark blue rhomboid	10,000 gp
29	Stone horse, courser	10,000 gp
30	Cape of the mountebank	10,080 gp
31	Phylactery of undead turning	11,000 gp
32	Gauntlet of rust	11,500 gp
33	Boots of speed	12,000 gp
34	Goggles of night	12,000 gp
35	Golem manual, clay	12,000 gp
36	Medallion of thoughts	12,000 gp
37	Pipes of pain	12,000 gp
38	Boccob's blessed book	12,500 gp
39	Belt, monk's	13,000 gp
40	Gem of brightness	13,000 gp
41	Lyre of building	13,000 gp
42	Cloak of arachnida	14,000 gp
43	Stone horse, destrier	14,800 gp
44	Belt of dwarvenkind	14,900 gp
45	Periapt of wound closure	15,000 gp
46	Horn of the tritons	15,100 gp
47	Pearl of the sirines	15,300 gp
48	Figurine of wondrous power, onyx dog	15,500 gp
49	Amulet of health +4	16,000 gp
50	Belt of giant Strength +4	16,000 gp
51	Boots, winged	16,000 gp
52	Bracers of armor +4	16,000 gp
53	Cloak of Charisma +4	16,000 gp
54	Cloak of resistance +4	16,000 gp
55	Gloves of Dexterity +4	16,000 gp
56	Headband of intellect +4	16,000 gp
57	Pearl of power, 4th-level spell	16,000 gp
58	Periapt of Wisdom +4	16,000 gp
59	Scabbard of keen edges	16,000 gp
60	Figurine of wondrous power, golden lions	16,500 gp
61	Chime of interruption	16,800 gp
62	Broom of flying	17,000 gp
63	Figurine of wondrous power, marble elephant	17,000 gp
64	Amulet of natural armor +3	18,000 gp
65	loun stone, iridescent spindle	18,000 gp
66	Bracelet of friends	19,000 gp
67	Carpet of flying, 5 ft. by 5 ft.	20,000 gp
68	Horn of blasting	20,000 gp
69	loun stone, pale lavender ellipsoid	20,000 gp
70	loun stone, pearly white spindle	20,000 gp
71	Portable hole	20,000 gp
72	Stone of good luck (luckstone)	20,000 gp
73	Figurine of wondrous power, ivory goats	21,000 gp
74	Rope of entanglement	21,000 gp
75	Golem manual, stone	22,000 gp
76	Mask of the skull	22,000 gp
77	Mattock of the titans	23,348 gp
78	Circlet of blasting, major	23,760 gp
79	Amulet of mighty fists +2	24,000 gp
80	Cloak of displacement, minor	24,000 gp
81	Helm of underwater action	24,000 gp
82	Bracers of archery, greater	25,000 gp
83	Bracers of armor +5	25,000 gp
84	Cloak of resistance +5	25,000 gp
85	Eyes of doom	25,000 gp
86	Pearl of power, 5th-level spell	25,000 gp
87	Maul of the titans	25,305 gp
88	Strand of prayer beads	25,800 gp
89	Cloak of the bat	26,000 gp
90	Iron bands of Bilarro	26,000 gp
91	Cube of frost resistance	27,000 gp
92	Helm of telepathy	27,000 gp
93	Periapt of proof against poison	27,000 gp
94	Robe of scintillating colors	27,000 gp
95	Manual of bodily health +1	27,500 gp
96	Manual of gainful exercise +1	27,500 gp
97	Manual of quickness in action +1	27,500 gp
98	Tome of clear thought +1	27,500 gp
99	Tome of leadership and influence +1	27,500 gp
100	Tome of understanding +1	27,500 gp

Boat, Folding: A folding boat looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease.

A third word of command causes the boat or ship to fold itself into a box once again. The words of command may be inscribed

visibly or invisibly on the box, or they may be written elsewhere—perhaps on an item within the box.

Faint transmutation; CL 6th; Craft Wondrous Item, *fabricate*, creator must have 2 ranks in the Craft (shipmaking) skill; Price 7,200 gp; Weight 4 lb.

Boccob's Blessed Book: This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked.

A wizard can fill the 1,000 pages of a *Boccob's blessed book* with spells without paying the 25 gp per page material cost. This book is never found as randomly generated treasure with spells already inscribed in it.

Moderate transmutation; CL 7th; Craft Wondrous Item, *secret page*; Price 12,500 gp; Weight 1 lb.

TABLE 7–29: MAJOR WONDROUS ITEMS

d%	Item	Market Price
01	<i>Dimensional shackles</i>	28,000 gp
02	<i>Figurine of wondrous power, obsidian steed</i>	28,500 gp
03	<i>Drums of panic</i>	30,000 gp
04	<i>loun stone, orange</i>	30,000 gp
05	<i>loun stone, pale green prism</i>	30,000 gp
06	<i>Lantern of revealing</i>	30,000 gp
07	<i>Robe of blending</i>	30,000 gp
08	<i>Amulet of natural armor +4</i>	32,000 gp
09	<i>Amulet of proof against detection and location</i>	35,000 gp
10	<i>Carpet of flying, 5 ft. by 10 ft.</i>	35,000 gp
11	<i>Golem manual, iron</i>	35,000 gp
12	<i>Amulet of health +6</i>	36,000 gp
13	<i>Belt of giant Strength +6</i>	36,000 gp
14	<i>Bracers of armor +6</i>	36,000 gp
15	<i>Cloak of Charisma +6</i>	36,000 gp
16	<i>Gloves of Dexterity +6</i>	36,000 gp
17	<i>Headband of intellect +6</i>	36,000 gp
18	<i>loun stone, vibrant purple prism</i>	36,000 gp
19	<i>Pearl of power, 6th-level spell</i>	36,000 gp
20	<i>Periapt of Wisdom +6</i>	36,000 gp
21	<i>Scarab of protection</i>	38,000 gp
22	<i>loun stone, lavender and green ellipsoid</i>	40,000 gp
23	<i>Ring gates</i>	40,000 gp
24	<i>Crystal ball</i>	42,000 gp
25	<i>Golem manual, greater stone</i>	44,000 gp
26	<i>Orb of storms</i>	48,000 gp
27	<i>Boots of teleportation</i>	49,000 gp
28	<i>Bracers of armor +7</i>	49,000 gp
29	<i>Pearl of power, 7th-level spell</i>	49,000 gp
30	<i>Amulet of natural armor +5</i>	50,000 gp
31	<i>Cloak of displacement, major</i>	50,000 gp
32	<i>Crystal ball with see invisibility</i>	50,000 gp
33	<i>Horn of Valhalla</i>	50,000 gp
34	<i>Crystal ball with detect thoughts</i>	51,000 gp
35	<i>Carpet of flying, 6 ft. by 9 ft.</i>	53,000 gp
36	<i>Amulet of mighty fists +3</i>	54,000 gp
37	<i>Wings of flying</i>	54,000 gp
38	<i>Cloak of etherealness</i>	55,000 gp
39	<i>Daern's instant fortress</i>	55,000 gp
40	<i>Manual of bodily health +2</i>	55,000 gp
41	<i>Manual of gainful exercise +2</i>	55,000 gp
42	<i>Manual of quickness in action +2</i>	55,000 gp
43	<i>Tome of clear thought +2</i>	55,000 gp
44	<i>Tome of leadership and influence +2</i>	55,000 gp
45	<i>Tome of understanding +2</i>	55,000 gp
46	<i>Eyes of charming</i>	56,000 gp
47	<i>Robe of stars</i>	58,000 gp
48	<i>Carpet of flying, 10 ft. by 10 ft.</i>	60,000 gp
49	<i>Darkskull</i>	60,000 gp
50	<i>Cube of force</i>	62,000 gp
51	<i>Bracers of armor +8</i>	64,000 gp
52	<i>Pearl of power, 8th-level spell</i>	64,000 gp
53	<i>Crystal ball with telepathy</i>	70,000 gp
54	<i>Horn of blasting, greater</i>	70,000 gp
55	<i>Pearl of power, two spells</i>	70,000 gp
56	<i>Helm of teleportation</i>	73,500 gp
57	<i>Gem of seeing</i>	75,000 gp
58	<i>Robe of the archmagi</i>	75,000 gp
59	<i>Mantle of faith</i>	76,000 gp
60	<i>Crystal ball with true seeing</i>	80,000 gp
61	<i>Pearl of power, 9th-level spell</i>	81,000 gp
62	<i>Well of many worlds</i>	82,000 gp
63	<i>Manual of bodily health +3</i>	82,500 gp
64	<i>Manual of gainful exercise +3</i>	82,500 gp
65	<i>Manual of quickness in action +3</i>	82,500 gp
66	<i>Tome of clear thought +3</i>	82,500 gp
67	<i>Tome of leadership and influence +3</i>	82,500 gp
68	<i>Tome of understanding +3</i>	82,500 gp
69	<i>Apparatus of Kwalish</i>	90,000 gp
70	<i>Mantle of spell resistance</i>	90,000 gp
71	<i>Mirror of opposition</i>	92,000 gp
72	<i>Strand of prayer beads, greater</i>	95,800 gp
73	<i>Amulet of mighty fists +4</i>	96,000 gp
74	<i>Eyes of petrification</i>	98,000 gp
75	<i>Bowl of commanding water elementals</i>	100,000 gp
76	<i>Brazier of commanding fire elementals</i>	100,000 gp
77	<i>Censer of controlling air elementals</i>	100,000 gp
78	<i>Stone of controlling earth elementals</i>	100,000 gp
79	<i>Manual of bodily health +4</i>	110,000 gp
80	<i>Manual of gainful exercise +4</i>	110,000 gp
81	<i>Manual of quickness in action +4</i>	110,000 gp
82	<i>Tome of clear thought +4</i>	110,000 gp
83	<i>Tome of leadership and influence +4</i>	110,000 gp
84	<i>Tome of understanding +4</i>	110,000 gp
85	<i>Amulet of the planes</i>	120,000 gp
86	<i>Robe of eyes</i>	120,000 gp
87	<i>Helm of brilliance</i>	125,000 gp
88	<i>Manual of bodily health +5</i>	137,500 gp
89	<i>Manual of gainful exercise +5</i>	137,500 gp
90	<i>Manual of quickness in action +5</i>	137,500 gp
91	<i>Tome of clear thought +5</i>	137,500 gp
92	<i>Tome of leadership and influence +5</i>	137,500 gp
93	<i>Tome of understanding +5</i>	137,500 gp
94	<i>Efreeti bottle</i>	145,000 gp
95	<i>Amulet of mighty fists +5</i>	150,000 gp
96	<i>Chaos diamond</i>	160,000 gp
97	<i>Cubic gate</i>	164,000 gp
98	<i>Iron flask</i>	170,000 gp
99	<i>Mirror of mental prowess</i>	175,000 gp
100	<i>Mirror of life trapping</i>	200,000 gp

destination named by the owner as long as she has a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when she speaks the command word. The *broom of flying* has a speed of 40 feet when it has no rider.

Moderate transmutation; CL 9th; Craft Wondrous Item, *overland flight, permanency*; Price 17,000 gp; Weight 3 lb.

Candle of Invocation: Each of these special tapers is dedicated to one of the nine alignments. Simply burning the candle generates a favorable aura for the individual so doing if the candle's alignment matches that of the character. Characters of the same alignment as the burning candle add a +2 morale bonus on attack rolls, saving throws, and skill checks while within 30 feet of the flame.

A cleric whose alignment matches the candle's operates as if two levels higher for purposes of determining spells per day if he burns the candle during or just prior to his spell preparation

time. He can even cast spells normally unavailable to him, as if he were of that higher level, but only so long as the candle continues to burn. Except in special cases (see below), a candle burns for 4 hours.

In addition, burning a candle also allows the owner to cast a *gate* spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process. It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like. Doing this doesn't interfere with its magical properties.

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*, creator must be same alignment as candle created; Price 8,400 gp; Weight 1/2 lb.

Candle of Truth: This white tallow candle, when burned, calls into place a *zone of truth* spell (Will DC 13 negates) in a 5-foot radius