The Netbook of Magical Treasures

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INTRODUCTION

Welcome to the Fantasy Netbook Community Council's Netbook of Magical Treasures. This netbook has been published as a community effort to increase the pool of magic items available to dungeon masters and player characters, and to offer a quality gaming product for free. We have worked very hard and have strived to keep the quality of this book in high regard and have gone to great lengths to make sure that the items in this book are strictly by the book. We have tried to avoid as many special or item specific rules as much as possible so that each item can be inserted into your campaign world seamlessly. We would like to mention that this netbook is part of a community effort and that all work contained in this netbook are from people who love the game and want to share their ideas with the rest of the gaming community. The authors of these works receive no money or compensation except for the satisfaction of having given to the gaming community to make sure this game can be a new and unique experience every time it is played. This netbook was designed in support of the SRD and the D20 System®.

FOR PLAYERS: Please remember that this work should be and is considered an optional source of material usable only with the permission of the DM. Although the items listed strictly adhere to the rules in the core rulebooks for creation and function of magic items, they may not fit into all campaigns or the DM may simply want to stick to core material.

HOW TO USE THIS BOOK

The items contained in this book do not necessarily follow the format given in the DMG. Most of the items shown here, offer additional information for each item that can be helpful to both players and DM's. Please note that some of the descriptions for the items are simply flavor text and do not have to be used with the item for the item to be used in the game. We will touch on four different categories and give a definition of the flavor text and how it can be used. We will also cover the tricky element of the caster level that is mentioned for each item.

Item Power: This is obviously a ranking of how powerful the item is according to cost and to the impact it will have on your players. A major item will have a huge impact on a game if the PC's are only 3rd level, where as a minor item will have minimal game impact. For obvious reasons, a DM will want to carefully consider the power of each item and how it will effect the game, before adding it into an adventure. Powerful magical items at low levels can cheat players of good role-playing experiences that help to develop their character, so be cautious with the use of these items or any magical items.

Original Creator: This is simply flavor text that has been added to some items. The author of the item may be using the name of the PC or NPC he or she was playing when the idea came up. This text, for all extensive purposes, is purely flavor added to the item to give it some background. It is up to the player or DM using the item as to whether or not they wish to include this information into the item and their campaign world. The idea behind this flavor text is to offer up idea's to DM's for NPC's who may have this item for sale, in their possession, or possibly to add to some ancient legend of folklore as to who brought this item into the world, be it for good or ill. As flavor text this category can easily be tossed aside if it serves no purpose to the current campaign world.

Original History: This also another category of flavor text. It is simply provided to better flesh out the item and gives it a sense of purpose. This bit of history may or may not fit into the campaign, but that is for the DM to decide. The ideas themselves are simply offered to promote and encourage adventure ideas and add to the plot of an adventure.

Caster Level: This is not a flavor text category, but it can become confusing during item creation. We have studied long and hard on this subject and have put a few rules in place for this category. The caster level given for every item is not necessarily the caster level that a character necessarily has to have to create an item. Most often times the caster level is the average level used when these items are created. For instance the *Band of Purity* is a ring with a caster level of 7th. For those that are familiar with the forge ring feat, characters must be at least a 12th level spellcaster in order to acquire the feat, so why only a caster level of 7? Caster levels are not prerequisites, they must be listed in the prerequisites category in order for them to be considered a prerequisite. So how does this work? Well say an arcane caster of 12th level wants to create a ring that requires a divine spell. As mentioned in the DMG, items can be created cooperatively, so this 12th level arcane spellcaster could be having a 7th level divine caster casting spells for him or her while forging this ring. It is not necessary for the creator to be casting the spells used in item creation.

ITEMS BY COST

Armor Special Abilities

Positive Charge (light)	+1
Divine Armor	+2
Life Keeper	+2
Positive Charge (medium)	+3
Positive Charge (heavy)	+5

Specific Armor & Shields

Shield of Shelter	11,365gp
Divine Armor of the Faithful	34,250gp
Austere Shield of Effigies	37,000gp
Black Armor	45,410gp
Shifting Armor	50,650gp
Armor of Defiance	64,175gp

Weapon Special Abilities

Forking Missile	+1
Heritage	+1
Of Night	+2
Plague Blade	+2

Specific Weapons

Crossbow of Pain	8,335gp
Sword of Valorous Runes	14,915gp
Antiarch Sword	19,315gp
Paralyzing Bolts	32,350gp
Sword of Rage	32,350gp
Feather Sword	48,395gp
Acid Bolts	50,350gp
Pick of the Halfling	72,304gp
Exploding Sword	98,315gp
Sword of Fiery Thirst	98,315gp

Rings

Ring of Cooking	3,300gp
Ring of Weapon Insight	4,000gp
Ring of Divine Fate	7,000gp
Wedding Rings	10,300gp
Ring of Sound Mind +2	20,000gp
Ring of Whole Body +2	20,000gp
Ring of Underwater Breathing	31,800gp
Ring of Wilting	40,000gp
Ring of Spinning Force	40,750gp
Band of Purity	48,825gp
Imp Master Ring	50,400gp
Ring of Wild Elemental Magic	67,680gp
Slime Lord Ring	69,500gp
Ring of Sound Mind +4	80,000gp
Ring of Whole Body +4	80,000gp
Ring of Sound Mind +6	180,000gp
Ring of Whole Body +6	180,000gp

Rods

Rod of the Hand	40,400gp
Steam Rod	54,500gp
Rod of Punishment	89,000gp
Dragon Scepter (Silver & Red)	97,600gp
Dragon Scepter (Copper & Blue)	101,200gp

Scrolls

Tutorial Scrolls	See Text

Staffs

Staff of Sanctuary	44,000gp
Staff of Weeping Groves	60,255gp
Staff of the Road	66,000gp
Dark Staff	67,500gp

Wands

Enchanted Batons	See Text
Wand of Recall	23,500gp

Wondrous Items

Spider Dust	50gp
Circlet of Continual Flame	130gp
Tree Acorn	300gp
Amulet of Healing (light)	360gp
Cube of Ice	360gp
Curio Charm	400gp
Helm of Trap Searching +5	500gp
Never Empty Canteen	500gp
Lucky Underwear	600gp
Pouch of Magical Stones	720gp
Coffer of Mending	1,000gp
Binding Bandage	1,200gp
Pouch of the Silk Worm	1,200gp
Pellets of Smokey Disappearance	1,250gp
Gauze of Gentle Repose	1,400gp
Rasta's Strobe Stones	1,500gp
Bandolier of Potion Storage	2,000gp
Earcuff of Message Sending	2,000gp
Helm of Trap Searching +10	2,000gp
Permenant Inkpen	2,000gp
Cloak of the Woodlands	2,160gp
Helper Stone	2,700gp
Collar of Alertness	3,000gp
Egg Shell of Petrification	3,300gp
Saddle Bags of Holding	3,500gp

Freds Glasses of Knowledge	4,000gp
Scabbard of Poised Response	4,000gp
Xions Color Gloves	4,000gp
Puma Cloak	4,200gp
Helm of Trap Searching +15	4,500gp
Crescent Riding Boots	4,530gp
Moving Pictures Lesser	4,800gp
Bracer of Shuriken Launching +1	5,000gp
Heart Token	5,100gp
Steve's Hot Plate	5,400gp
Float Cloak	6,000gp
Steve's Spinning Plate	6,000gp
Pack Saddle of Holding	6,000gp
Helm of the Night	6,400gp
Buskins of Brute Force	7,000gp
Familiars Collar	7,200gp
Spade of Digging	7,560gp
Helm of Trap Searching +20	8,000gp
Shore of Tuning	8,000gp
Cloak of Hastur	9,000gp
Moving Pictures Greater	10,650gp
Gloves of Wound Transfer	10,700gp
Bracer of Shuriken Launching +2	12,000gp
Float Cloak, Fly	12,000gp
Viper Flute	12,000gp
Amulet of Healing (Serious)	16,200gp
Twin Journals	17,000gp
Bag of Bones	18,000gp
Jack of Thieves	18,400gp
Cummerbund of Crushing	19,240gp
Bracer of Shuriken Launching +3	22,000gp
Feedbag of the Favored Mount	24,800gp
Cloak of Feathers	25,000gp
Medallion of Soul Containment	25,000gp
Eyes of Terror	28,000gp
Band of Ferociousness	34,500gp
Scroll Case of Secured Storage	37,800gp
Basin of the Sea	39,000gp
Pebble of Doom	40,000gp
Hyboreal Torque	47,600gp
Demiform Boots (Merfolk)	56,000gp
Muzzle of Terror	56,000gp
Cinder Boots	57,000gp
Nails of the Shrew	58,000gp
Cloak of Sorrow	58,500gp
Light Bracelet	59,400gp
Demiform Boots (Centaur)	64,000gp
Demiform Boots (Harpy)	64,000gp
Mist Master Boots	75,800gp
Devout Tear	77,232gp
Demiform Boots (Sphinx)	80,000gp
Nalee's Magic Cover of Replication	90,000gp
Arcane Battle Robes	108,500gp
Fred’s Glasses of Stone	132,000gp

Cursed Items

Vestment of Diminishing	2,600gp
Abominable Armor	5,325gp
Zymotic Mantle	8,000gp
Scroll of Disjunction	9,350gp
Goggle of Nightmares	18,000gp
Fastidious Kerchief	29,700gp

Artifacts

Crown of the Ages	Minor
Mirror of Chaos	Minor
Sernissa	Minor
Sorcere Blade	Minor
Cape of Ultimate Influence	Major
Circlet of Devruar	Major
Diamond of Jezzara	Major

ARMOR

Armor Special Abilities

Item Name: Divine (armor)
Magic Item Type: Armor
Item Power: Armor Special Ability +2 (medium)

Item Description: Once per day the wearer of this suit of armor is able to call upon their deity for aid in combat as per the spell *divine favor*, which gives them a +3 to attack and damage. Only worshippers of the deity from which the armor was made can call upon this special power. Calling upon the favor of ones, deity is considered a free action.

Item Creation method: *A holy quest or special circumstance must be fulfilled for ones deity in order to be granted the power to craft such an item. This condition exists in addition to the normal rules for creating magic armor.*

Caster Level: *9th*

Prerequisites: Craft Magic Arms & Armor, Quicken Spell, *divine favor*

Market Value: *+2 bonus*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Item Name: Life-keeper
Magic Item Type: Armor
Item Power: Armor Special Ability +2 (medium)

Item Description: This enchantment makes the wearer of this suit of armor immune to all death spells and magical death effects as per the *death ward* spell.

Caster Level: *7th*

Prerequisites: Craft Magic Arms & Armor, *death ward.*

Market Value: *+2 bonus*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Item Name: Positive Charge
Magic Item Type: Armor Special Ability
Item Power: See Text
Original Purpose: *To protect undead hunters from negative energy drain attacks*

Item Description: This suit of armor is charged with the power of the Positive Energy Plane. It not only protects the wearer from negative energy draining attacks of any nature, but it will also damage any undead attacker using their natural energy draining attacks. This armor comes in three forms, lightly charged, moderately charged, and heavily charged. When struck by a negative energy draining attack, the wearer rolls 1d20 + 5 for light, +10 for moderate, and +20 for heavy vs. a DC of 11 + the attacker's HD. If the roll succeeds, the wearer is not affected by the draining effects of the attack, the wearer still takes any hit point damage dealt, and undead take 2d6 positive energy damage for lightly, 3d6 positive energy damage for moderately, and 4d6 positive energy damage for heavily charged armor. If the roll fails, the wearer is still affected by the draining effects, still takes any hp damage, and undead are not affected by positive energy damage.

Item Creation method: *"Special: Any armor made from metal must be forged in a fire that has had 500 gp worth of holy incense and then quenched in holy water. Any armor made from leather must have holy water and 500 gp worth of holy herbs and balms used in the tanning process."*

Caster Level: 5th for light, 10th for moderate, and 20th for heavy

Prerequisites: Craft Magic Arms and Armor, *negative plane protection, holy smite.*

Cost to Create: As per the chart in the DMG
Market Value: +1 for light, +3 for moderate, +5 for heavy

Submitted By: COPYRIGHT 2001 Troy Lenze
Submission Member ID Number: 072

Specific Armors & Shields

Item Name: Armor of Defiance
Magic Item Type: Armor
Item Power: Major
Original Creator: Axom the Plague

Item Description: This is a suit of *+2 studded leather* armor that makes the wearer is partially immune to all death spells and magical death effects as per the *death ward* spell, and is imbued with the special ability *invulnerability*. The armor is made from black leather and the studs are dull gray or black.

Armor Proficiency: *light armor proficiency*
Armor Type: *light*
Armor Bonus: *+5*
Max Dex Bonus: *+5*
Armor Check Penalty: *0*
Arcane Spell Failure: *15%*
Speed (base 30ft.): *30ft.*
Speed (base 20ft.): *20ft.*

Weight: *20lbs*
Caster Level: *18th*

Prerequisites: Craft Magic Arms & Armor, *(see prerequisites for invulnerability in DMG), death ward*

Cost to Create: *32,088gp, 2,567xp*
Market Value: *64,175gp*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Frederic SIMONS 2001

Item Name: Austere Shield of Effigies
Magic Item Type: Armor
Item Power: Medium

Item Description: This dreary little shield is simple in appearance, but very practical in function. The +2 small metal shield releases a powerful magic, upon command once per day; the bearer will become a crude *statue*, as per the spell except with almost no detail.
Example: Thwarken the gnomish Cleric, wearing a chain mail long-shirt will appear as *"A roughly cut marble statue, of a gnome, wearing a long shirt, toting a small shield and a mace."*

Caster Level: *13th*

Prerequisites: Craft arms and armor, *Statue*

Market Value: *37,000gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Black Armor
Magic Item Type: Armor
Item Power: Major

Item Description: This armor is the favorite of the black guard as it is made of high quality metals, formed into a black alloy, and then buffed to a high polish. These suits of *full plate +3* are enhanced and enchanted for those of evil intentions. In addition to its obvious superior defense it is imbued with the spell *protection from good*, which functions for the wearer at will. The armor is also able to deflect 9 levels of "holy" magic per day. Deflected spells are considered useless and wasted energy.

Item Creation method: *In addition to the normal requirements for creating magic armors, in order to create a suit of black armor or to have one commissioned, one must complete a truly evil deed for an evil deity.*

Armour Proficiency: *heavy*
Armour Type: *heavy*
Armor Bonus: *+11*
Max Dex Bonus: *+1*
Armor Check Penalty: *-5*
Arcane Spell Failure: *35%*
Speed (base 30ft.): *20ft.*
Speed (base 20ft.): *15ft.*

Weight: *50lbs*
Caster Level: *13th*

Prerequisites: Craft Magic Arms & Armor, *protection from good, spell turning, see above.*

Cost to Create: *22,705gp, 1,817xp*
Market Value: *45,410gp*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Frederic SIMONS 2001

Item Name: Divine Armor of the Faithful
Magic Item Type: Armor
Item Power: Medium

Item Description: This armor is crafted from only the finest of metals and is then polished to a high shine. These magical suits of armor are *full plate +3* and are made for only the most esteemed paladins and clerics. Most often times these suits of armor are decorated with images and symbols of the deity from which it was crafted. Once per day the wearer of this suit of armor is able to call upon their deity for aid in combat as per the spell *divine favor*, which gives them a +4 to attack and damage. Only worshippers of the deity from which the armor was made can call upon this special power. Calling upon the favor of ones deity is considered a free action. This armor is also imbued with the function of *protection from evil/good*, which the character can use at will.

Item Creation method: *A holy quest or special circumstance must be fulfilled for ones deity in order to be granted the power to craft such an item. This condition exists in addition to the normal rules for creating magic armor.*

Armour Proficiency: *Heavy*
Armour Type: *Heavy*
Armor Bonus: *+11*
Max Dex Bonus: *+1*
Armor Check Penalty: *-5*
Arcane Spell Failure: *35%*
Speed (base 30ft.): *20ft.*
Speed (base 20ft.): *15ft.*

Weight: *50lbs*
Caster Level: *12th*

Prerequisites: Craft Magic Arms & Armor, Quicken Spell, *divine favor, protection from good or evil (depending upon the deity).*

Cost to Create: *17,125gp, 1,370xp*
Market Value: *34,250gp*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: **035**

Frederic SIMONS 2001

Item Name: Shield of Shelter
Magic Item Type: Armor
Item Power: Medium

Item Description: This shield appears to be a small wooden buckler set with an intricate silver border about 2 inches wide. This shield functions as a *buckler shield +2* and is considered a "wooden" shield for rule purposes, despite its silver border. Once per day the wielder is able to transform the buckler into a small wooden hut with a silver embroidered archway. The transformation is triggered when the wielder holds the shield over their head and uses the command word *shelter* in any language (magic partial action, see PHB). The hut forms around the wielder as the shield transforms. The newly formed hut has the same properties as that of a *leomund's secure shelter*. The hut can be transformed back into a shield any time the owner wills it. This transformation takes one round. The word *shelter* is inscribed in the silver setting of the shield, usually in elven or common. A spot check with a DC of 15 is needed to spot the writings among the artwork, otherwise a 2nd casting of identify will reveal the method and the command word necessary to activate the shield.

Armor Proficiency: *Shield*
Armor Type: *Shield*
Armor Bonus: *+3*
Max Dex Bonus: *-*
Armor Check Penalty: *-*
Arcane Spell Failure: *5%*
Speed (base 30ft.): *-*
Speed (base 20ft.): *-*

Weight: *5 lbs*
Caster Level: *9th*

Prerequisites: Craft Magic Arms and Armor, *leomund's secure shelter*.

Cost to Create: *5,683gp, 455xp*
Market Value: *11,365gp*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Frederic SIMONS 2001

Item Name: Shifting Armor
Magic Item Type: Armor
Item Power: Major.
Original Creator: Cei'Xeral

Item Description: This normal looking suit of full plate is much, much, more than what it appears to be. Upon command this suit of *full plate +2* can change into a different suit of armor of the wearers choice. The transformation takes a full round at which time the character is flatfooted until the transformation is complete at the end of the round. The new suit of armor has all the statistics of the armor chosen, and is able to change color, and design, but still retains the look of armor no matter what. The armor cannot use this ability to disguise itself as something other than armor. For example if leather armor is chosen the character should be treated as wearing *leather +2*. The armor can look however the character wants, it can bear insignia, color, and design, but it is very apparent that it is leather armor. If the armor is transformed to look like another suit of armor, or to bear a design or insignia that specifically mimics an existing suit (i.e. uniform, royal guard, etc.), the wearer must make a Forgery check with a +5 circumstance bonus in order for it to pass as the real thing. Upon a successful "forgery" of the armor, the wearer receives a +10 circumstance bonus to Disguise checks. The armor will remain in this form until it is changed again. If the armor is removed, it will revert back to a suit of "normal" looking full plate. The armor can only change three times per day, and can transform into any type of armor.

Note: all armor statistics will vary upon the form of armor chosen.

Weight: *varies*
Caster Level: *15th level*

Prerequisites: Craft Magic Arms & Armor, *polymorph any object*, at least 5 ranks of forgery.

Cost to Create: *25,3255gp, 2,026xp*
Market Value: *50,650gp*

Creation Note: *The price determined above was using a masterwork suit of full plate. I suppose any masterwork suit of armor could also be used for creation.*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

WEAPONS

Weapon Special Abilities

Item Name: Of Night
Magic Item Type: Weapon
Item Power: +2 Bonus

Item Description: Weapons with this ability are always one handed and typically of dull metal or have mat black finish, they are never bludgeoning or missile weapons. A creature hit by a rogue's ***sneak attack*** from this weapon will have to make a Will Save (DC20) or fall asleep for 2 hours. This function is added to a magic weapon as a special ability *(see DMG for rules and other examples of weapon abilities).*

Caster Level: *13th*

Prerequisites: Craft Magic Arms and Armor, Empower Spell, *sleep*.

Market Value: *+2 Bonus*
Submitted By: COPYRIGHT 2001 Stefan J Simons
Submission Member ID Number: 037

Item Name: Plague Blades
Magic Item Type: Weapon
Item Power: Medium
Original Creator: Axom the Plague

Item Description: Plague blades can be any kind of bladed weapon, usually black or dull gray, and bear markings of necromantic runes. Plague blades allow the wielder to make a touch attack with the weapon three times per day that inflicts the disease *red ache (see DMG)* as if through the function of the spell *contagion*. The touch attack must be made as if making a touch attack with a readied spell (*see PHB).*
Caster Level: *7th*

Prerequisites: Craft Magic Arms & Armor, *contagion, creator must be of evil alignment.*

Market Value: *+2*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Frederic SIMONS 2001

Item Name: Heritage
Magic Item Type: Weapon
Item Power: Varies
Original Creator: High elves

Original Purpose: During ancient wars the high elves grew weary of having their potent magical weapons captured by their enemies and then wielded against the elves. Thus, their skilled artisans devised a heritage property that would make the weapon most potent only when wielded by an elf. Since that time the knowledge of the creation of heritage weapons has spread widely, allowing the creation of magic weapons that are of benefit only to certain individuals and groups.

Item Description: A heritage weapon provides special benefits when wielded by any member of a particular bloodline. The weapon holds three spells of up to 2nd level, and each spell can be used once per day. The wielder can activate a spell at will as a partial action. The spells are chosen when the weapon is first created and cannot be altered thereafter. They are typically chosen to suit the preferences of the group for whom the weapon is crafted. As a free action the wielder can also choose to expend one of the unspent spells and gain a temporary +1 enhancement bonus to the weapon attack and damage rolls. This bonus lasts for a period of ten minutes; regardless of which spell is expended. The enhancement bonus is cumulative with any existing bonuses for the weapon. The three spells imbued

within the weapon are subject to a number of significant restrictions. They can have a combined total of no more than five spell levels. Each spell is no higher than 2nd level, and all must come from a single class of caster. The spells must have a casting time of one action, and cannot be permanent or have a duration that is normally longer than ten minutes at the caster's level. Finally, any material components required by the spells can only be of negligible cost. (A focus must be physically attached to the weapon, and its cost included in the total price of the weapon.)
In order for the heritage abilities of the weapon to be used, the wielder must be a member of a designated bloodline. Members of this bloodline must be able to trace their lineage back to a specific common ancestor, who need not be alive at the time the weapon is forged. Thus, the bloodline could potentially be set to one of the very earliest ancestors of a single race, if such an individual can be identified, making it available for all creatures of that type. Likewise, the requirement can be more narrowly focused, limiting use of the heritage abilities to use by members of a single family. This specific requirement must be determined when the weapon is first crafted and is often graphically portrayed in the design of the item.

Item Creation method: *A heritage weapon must be crafted with the cooperation and participation of a member of the bloodline for whom it is intended. The spell caster must know the common name, gender, race, and general birthplace of the selected ancestor of the bloodline. If these are not available then a physical sample of the individual will also serve, as will an original masterwork crafted by the ancestor.*

Weight: *-*
Caster Level: *6th*

Prerequisites: Craft Magic Arms and Armor, all spells invested in the weapon, caster must be at least 9th level.

Market Value: *+1 bonus*
Submitted By: COPYRIGHT 2003 Robert J. Hall
Submission Member ID Number: 085

Item Name: Forking Missile
Magic Item Type: Weapon
Item Power: Minor.

Item Description: This enchantment can only be placed on a ranged weapon missile. A missile enchanted with this ability magically splits into five additional copies of itself while in flight. All of the copies travel along a trajectory very similar to the original missile. For every +5 by which the attack roll exceeds the target's AC, one of the duplicate missiles also, strike the same target.

The duplicate missiles can hit and cause damage to any target that can be hit by the original missile, but they do not gain any magical damage bonuses of the original missile. Thus, a duplicate missile of a *+1 arrow of forking* can strike a creature that requires a +1 weapon to hit, but it will only inflict 1d8 points of damage. Once the attack is completed, all of the copies immediately vanish.

Caster Level: *6th*
Prerequisites: Craft Magic Arms and Armor, *enlarge*, proficiency with the appropriate missile weapon.

Market Value: *+1 bonus*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Specific Weapons

Item Name: Acid Bolts
Magic Item Type: Weapon
Item Power: Medium
Original Creator: Axom the Plague

Item Description: These are *+2 crossbow bolts*, that inflict acid damage equal to that of *melf's acid arrow*. Upon scoring a critical hit, these bolts inflict the normal critical damage effect plus the critical effect of *melf's acid arrow*, as per the rules of the ranged touch attack, but only on the first round of acid damage, every round of acid damage there after is as normal. These bolts all have tell tale tips, where a "teardrop" has been carved into the metal.

Weight: *1lb per 10 bolts*
Caster Level: *6th*

Prerequisites: Craft Magic Arms & Armor, *melf's acid arrow*.

Cost to Create: *25,175gp, 2,014xp*
Market Value: *50,350**

**This price is for 50 crossbow bolts.*

Price per ten bolts: *Market Value: 10,070gp*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Frederic SIMONS 2001

Item Name: Antiarch Sword
Magic Item Type: Weapon
Item Power: Medium

Item Description: Save for the pommel, this dull metal sword will appear to be rusted and pitted with age when first discovered. Yet, a thorough cleaning will reveal that it is still a very workable weapon that was clearly crafted by a master artisan. The hand guard is unusually elaborate and resembles the interlocking claws of a bird of prey. A large sapphire is mounted in the pommel and seems to glow with a faint inner light. The intricately decorated blade is shaped as a long sword with a slight notch in the back near the tip. Despite the appearance of the sword once clean, it is not magical in nature. Quite the opposite in fact, as the very essence of the sword is utter antipathy toward magic. The nonmagical sword blade is made out of adamantine, giving it a natural +2 enhancement bonus. In addition, whenever it is being held the anti-magical nature of this weapon provides the wielder with natural spell resistance 13. (This spell resistance always protects the weapon, regardless of whether it is being wielded or not.) This makes the weapon highly valuable for those who hold a strong dislike for Wizards, and need a tool to hunt down practitioners of the dark arts. However, the blade can never be magically enhanced, so spells such as *magic weapon* will automatically fail when cast on this sword.

Item Creation method: *Creating this weapon requires repeated tempering of the blade in a vat of blood taken from creatures with natural magic resistance of 14 or higher.*

Weight: *4 lbs.*
Caster Level: *-*

Prerequisites: Craft (weaponsmith) 5 ranks.

Cost to Create: *773XP, 9,658gp*
Market Value: *19,315gp*
Submitted By: COPYRIGHT 2003 Robert J. Hall
Submission Member ID Number: 085

Item Name: Crossbow of Pain
Magic Item Type: Weapon
Item Power: Medium
Original Creator: Axom the Plague

Item Description: This is a *+1 light crossbow* that can cause those it damages a great amount of pain and discomfort. Any time a critical hit is incurred with this bow, the creature is struck with a cold chill that seeps into their very bones, causing a chilling pain with every movement, this effect is the same as the spell *chill touch.* The cold chill effect is not stack able with any other special effects provided by special ammunition, but the *+1* enhancement bonus does. For example if a *screaming bolt* were to be fired from the crossbow it would be given a bonus of *+3*, but only the ammunition effect would take place, for all purposes, special effects from ammunition override the effects of the crossbow.

Weapon Proficiency required: *Simple Weapons*
Weapon Type: *Piercing*
Damage Amount: -
Critical Threat Range: *19-20*
Critical damage Multiplier: *x2*
Range Increment: *80ft.*

Weight: *6lbs*
Caster Level: *5th*

Prerequisites: Craft Magic Arms & Armor, *chill touch, spectral hand*

Cost to Create: *4,168gp, 334xp*
Market Value: *8,335gp*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Item Name: Exploding Sword
Magic Item Type: Weapon
Item Power: Major.
Original Creator: Mystral D'Nai

Original Purpose: Mystral (a rather eccentric elementalist), due to his fondness of the elements, was always imbuing weapons with the powers of the elements. This sword was created by an experiment gone awry. He had been commissioned to create a sword that harnessed the raw power of the storm, but accidentally created this instead.

Item Description: Ashamed that he created the wrong weapon (something he did fairly often), he set this long sword aside. Before doing so, he ensorcelled it so it looked like a poor quality long sword, one covered in rust and looking rather pitted. Using *detect magic* will show that this unassuming sword was created using strong magic, but nothing else. Mystral did write in his journal that he had created this blade, and what it did. Mystral took a standard magical sword (+1), and imbued it with the power of fire, ice and electricity. He also gave it the ability to burst with these elemental energies on a critical hit. Anytime he tried to activate more than one energy type of the sword, it glowed with such power that it dealt damage unto Mystral.

In game terms, the wielder has the ability to activate or deactivate any of these abilities at will as a free action. If a single special ability is activated, it functions exactly as described in the core books as if it were a weapon of the same name. If two of the abilities are powered at the same time, the sword does 1d10 points of damage to the wielder per round and the user must make a Fort save (each round two abilities remain active) vs. a DC of 15 to keep the weapon in hand. This check is made before the attack is made and if the wielder does not make the save, the sword drops to the ground, but not before the user takes damage from the excess energy coursing through the sword. If multiple abilities are powered, the enhancements stack, unless Flaming and Icy Burst are each powered…these two cancel each other out. So, if Flaming Burst and Shocking Burst our powered simultaneously, the sword deals +1d10 points of fire damage AND +1d10 points of electrical damage on a successful critical hit, plus the normal +1d6 points of fire damage AND +1d6 points of electrical damage on a regular hit.

Weapon Proficiency required: martial (long sword)
Weapon Type: Long sword
Damage Type: slashing
Damage Amount: 1d8
Critical Threat Range: 19-20
Critical damage Multiplier: x2
Weight: *4 lbs*
Caster Level: *12th*

Prerequisites: Craft Magic Arms and Armor; *flame blade, flame strike or fireball; chill metal or ice storm; call lightning or lightning bolt.*

Cost to Create: *49,158gp and 3,932xp*
Market Value: *98,315 gp*
Submitted By: COPYRIGHT 2002 Paul W. King
Submission Member ID Number: 068

Item Name: Feather Sword
Magic Item Type: Weapon
Item Power: Medium
Original Creator: The origins of this unusual blade are a mystery, although its elegant craftsmanship bespeaks an elvish origin.

Original Purpose: Some believe this weapon was created by a race of winged elves for use by close allies.

Item Description: The blade of this sword is formed from a flawless, dark brown feather from a giant eagle. The feather is over three feet in length and emits a faint, silvery aura. The polished bronze guard is in the form of an eagle's claws, while the pommel is shaped as a hooked eagle's beak. The grip is covered in a soft down of speckled white feathers that provide a comfortable and satisfactory hold. The sword cannot be readily inserted into a scabbard, so instead it is hung from a hook on the belt.

In spite of the frail appearance of this weapon, it is surprisingly durable and effective in combat. The sword is a +2 weapon that is +4 to hit creatures while they are flying. Each swing of the feather blade produces a giant, silvery claw of force that rakes the opponent with razor sharp talons, doubling the threat range of the weapon as per the *keen edge* spell. This claw will also appear when the weapon is used for other purposes, allowing the feather sword to be employed much like a magical long sword.

Because the wielder cannot apply their physical strength through the flexible feather blade, no strength modifier is applied to the attack or damage rolls. Since little strength is required to strike a foe, however, the weapon is especially well suited to use while flying. It can be wielded without any penalty that might normally be imposed for engaging in melee while in mid air.
The individual wielding the weapon gains a +2 bonus to their Spot skill and can use *feather fall* at will as the spell cast by an 8th level Sorcerer.

Item Creation method: *The weapon requires a wing feather of a female giant eagle, given voluntarily and intact. Creating the hilt requires a handful of down taken from the nest of the same eagle shortly after its eggs have hatched.*

Weapon Proficiency required: *long sword*
Weapon Type: *medium-size martial*
Damage Category: *piercing*
Damage Amount: *1d8+2, no Strength modifier*
Critical Threat Range: *17-20*
Critical damage Multiplier: *x2*
Range Increment: *-*
Weight: *2 lb.*
Caster Level: *8th*

Prerequisites: Craft Magic Arms and Armor, *feather fall, keen edge, cat's grace*, creator must have 4 ranks in the Spot skill.

Cost to Create: *24,198gp, 1,936xp*
Market Value: *48,395gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Paralyzing Bolts
Magic Item Type: Weapon
Item Power: Medium
Original Creator: Axom the Plague

Item Description: These are *+2* crossbow bolts, that also act as the spell *ghouls touch.* These bolts have tell tale tips, they have claws carved into the metal.

Weight: *1lb per 10 bolts*
Caster Level: *6th*

Prerequisites: Craft Magic Arms & Armor, *ghouls touch, spectral hand.*

Cost to Create: *16,175gp, 1,294xp*
Market Value: *32,350**

**This price is for 50 crossbow bolts.*

Price per ten bolts: *Market Value: 6,470gp.*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Frederic SIMONS 2001

Item Name: Pick of the Halfling
Magic Item Type: Weapon
Item Power: Major
Original Creator: Grunthar Goblinslayer

Original Purpose: The first set of picks were originally made as a gift for Wanderlust Gemseeker, a halfling who had a strange internal drive to mine for gems. The halfling loved mining so much that she left here small community of halflings and traveled to the land of dwarves to learn the art of mining gems and ore. After much begging and pleading the dwarves allowed her into the mountain and taught her the art of mining and cutting gems. As many know digging deep into the earth can often be dangerous, so the dwarves crafted the halfling weapons that could be used for both mining and battle. Eventually the halfling became a renowned gem cutter, and many came from miles away just to get one of her perfectly faceted gems.

Item Description: This pick has a handle made of adamantine and a head of mithril. They are often crafted by gnomes, halflings & dwarves and usually bear markings of dwarven or gnomish writings on the heads, often tales of mining adventures, or heritage. The pick is treated as a *+1 light pick* to all those who wield it, however if used in the hands of any dwarf or small creature, and only for dwarves and small creatures, the weapon functions as a +3 weapon with the special abilities of *returning* and *throwing*, and it does not suffer the normal penalties for an improvised throwing weapon.

Weapon Proficiency required: *Martial Weapon*
Weapon Type: *Piercing*
Damage Category: *Small*
Damage Amount: *1d4+1 (1d4+3)*
Critical Threat Range: *20*
Critical damage Multiplier: *x4*
Range Increment: *20ft. (throwing ability)*

Weight: *3lbs (partially mithril)*
Caster Level: *10th*

Prerequisites: Craft Magic Arms and Armor, creator must be a gnome, halfling, or dwarf of at least 10th level.

Cost to Create: *36,152gp, 2,893xp*
Market Value: *72,304gp*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Frederic SIMONS 2001

Item Name: Sword of Fiery Thirst
Magic Item Type: Weapon
Item Power: Medium.

Item Description: This simple long sword has an Ignan rune upon the hilt; the rune is the symbol for the creature whose blood quenched the weapons construction.
The sword has a +3 bonus, and does an additional +3d6 (quenching) damage to fire-type creatures only. Once per round the sword may either; put out all non-magical fires out in a 20foot radius of the wielder; it can quench a single magical fire in effect; or as a free action it can quench a single fire based attack, whose target area includes the wielder. Non-magical fires and attacks are automatically quenched, however to quench a Magic fire or Attack you must roll 1d20 (+11) against a DC of Creature or Item Castor Level (+11).

Item Creation method: *This weapon must have its forging heat quenched in the blood of a fire sub-type creature. (Requires blood from 1 medium or larger size fire type corpse)*

Damage Category: Slashing (Slashing + Quenching against fire creatures)
Damage Amount: 1d8 +3 (1d8+3 +3d6 against Fire creatures)

Weight: *4 lbs*
Caster Level: *11th*

Prerequisites: Craft magic Arms & Armor, *quench.*

Market Value: *98,315gp (+7 long sword)*
Submitted By: COPYRIGHT 2001 Stefan J Simons
Submission Member ID Number: 037

Item Name: Sword of Rage
Magic Item Type: Weapon
Item Power: Major

Item Description: These weapons are usually created by barbarian tribal shamans as gifts for only the greatest of the barbarian warriors. These *greatswords +1* are specially enchanted to harness the power of the barbarians rage, and direct that power against the wielders foes. During the full rage of a barbarian the sword becomes a *greatsword +3*, and glows with a fiery brilliance. The glow from the blade has the equivalent light source as that of a torch, but is not able to set fire to any combustible materials. Once per rage the sword can transfer the temporary hit points gained by the rage into a deadly and lethal blow to an enemy, granting the barbarian bonus damage for every temporary hit point he can muster. The barbarian must declare at the beginning of the round that they are using this ability for their attack, hit or miss, the temporary hit points are lost, and the extra damage spent. This ability can be used three times per day, and can transfer as many points of temporary hit points the barbarian has to bonus damage, but the barbarian does not have to transfer all of them in a single blow.

Weapon Proficiency required: *Martial*
Weapon Type: *slashing, melee*
Damage Category: *slashing*
Damage Amount: *2d6 +1 (+3)*
Critical Threat Range: *19-20*
Critical damage Multiplier: *x2*

Weight: *15lbs*
Caster Level: *3rd*

Prerequisites: Craft Magic Arms & Armor, creator must be able to enter a natural state of Rage as described in the PHB.

Cost to Create: *16,125gp, 1,290xp*
Market Value: *32,350gp*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Frederic SIMONS 2001

Item Name: Sword of Valorous Runes
Magic Item Type: Weapon
Item Power: Medium

Original Creator: The wizard Gibrayl.
Original Purpose: The original sword was created in the distant past to instruct a cynical young elven aristocrat in the need for valor and honor. Unfortunately, the lesson was lost on the noble, and the sword was abandoned when the youth fled from a battle lost.

Item Description: The blade of this longsword is symmetrical and double-edged, forming a slender leaf shape with a slight curve toward a tapering point and a convex indent near the grip. Several tiny runes mark the blade near the hilt and together give a name to the weapon, which is usually the same as the crafter of the sword. The elaborate hand guard resembles a pair of unfurling wings of a predatory bird. Small emeralds or other precious gems have been set along the top of the wings, with the gem size increasing toward the hilt. These gems glow faintly when wielded in combat, but otherwise the sword emits no light. The hilt is typically wrapped in well-worn leather and bound with a series of four bronze bands. The ornate pommel is always shaped as two muscular arms that are gripped

together in the classic celebration of the victor.

The sword is protected from all types of acid by a permanent *endure elements* spell cast at 1st level, and will never rust or tarnish. The sword makes any saving throws as a +3 weapon. When the sword is first discovered it will typically have 2d4 different ornate runes along the length of the blade, starting from just above the hilt. All of these runes belong to the previous owner of the sword and are only temporary at this point. One of these runes will be enclosed in an open wreath, with a dagger shape centered between the tips pointing toward the tip of the blade. Each of the runes on the blade represents one of seventeen different types of creatures, as defined in the introduction to the Monster Manual. Against an opponent not represented by a rune, the weapon functions as a masterwork longsword, providing a +1 bonus to any attack rolls.

An unadorned rune for a particular creature type provides a base magical bonus of +1 to both the attack and damage rolls when striking a creature of that type. (This magical bonus is not in addition to the bonus for a masterwork weapon.) If the rune is enclosed in an open wreath, this bonus increases to +2. If a dagger shape appears between the arms of the wreath, then the bonus increases to +3. These bonuses are enchanted in nature, causing the blade to strike with greater effectiveness. To determine the types of runes that are found on the sword blade when it is first discovered, roll on the following table the appropriate number of times. If a particular creature type is already selected, then roll again.

% Roll	Creature Type
01-04	Aberration
05-14	Animal
15-21	Beast
22-23	Construct
24-27	Dragon
28-30	Elemental
31-35	Fey
36-43	Giant
44-56	Humanoid
57-61	Magical Beast
62-72	Monstrous Humanoid
73-79	Ooze
80	Outsider
81-84	Plant
85-89	Shapechanger
90-96	Undead
97-00	Vermin

When fighting a creature of the type matching one of the runes, the wielder gains the appropriate bonus to her attacks and damage rolls. However, if a rune belongs to the original owner then once the wielder makes the killing blow against a creature of that type, all of the old runes and any additional adornments for that particular creature type completely vanish from the blade with a flash of green light. The bonus is now lost until she has earned new runes for that creature type.

To earn a particular rune, the wielder must honorably slay a creature of that general type in combat, inflicting the majority of the damage against the creature. (Thus, the wielder can defeat the creature as a member of a group, but must have inflicted more than half of the total damage against that creature in order to earn the rune.) The target must be properly armed, unhindered, and aware of its attacker, and the sword wielder cannot employ a sneak attack against the target. Any variation from this requirement and the embellishment will not appear.
In addition, to earn the first or second rune for a given creature type the challenge rating of the defeated creature must at least match the level of the wielder or the victory is not considered sufficiently valorous to earn a rune. To earn the third rune, the challenge rating of the defeated creature must be at least one greater than the level of the wielder. Any such earned runes remain in place until another new owner wields the sword and kills a creature of the same type.

For example, if the sword is initially found with an unadorned rune of Humanoid type then each time the wielder fights a humanoid creature, she receives a +1 bonus to her attack and damage rolls. However, once she delivers the killing blow against a humanoid using the sword, the rune vanishes and must be earned back. She can only do so

by fighting and slaying another humanoid creature that has a challenge rating which at least matches her cumulative class level.

When the rune returns it will thereafter remain on the sword as long as the victor wields this weapon. If another takes up the weapon, however, then that individual must also earn the runes once they vanish. Once the rune is lost for that creature type it must be earned again, even if the weapon is restored to the previous owner. So owners of the sword of valorous runes learn to be very careful to maintain possession of this weapon at all times.

Once a rune has been earned, the wielder can also gain the wreath and dagger embellishments by repeating the task against other creatures in the same category with the requisite challenge ratings. This earning of the rune, wreath, and dagger awards on the sword continues until the wielder has earned all seventeen fully adorned awards. Thereafter it is to all intents and purposes a +3 long sword for that wielder. The sword is not intelligent, but it is fully capable of sensing when a creature has been fought and slain honorably in combat.

Weapon Proficiency required: *long sword*
Weapon Type: *Medium-size martial*
Damage Category: *Slashing*
Damage Amount: *1d8*
Critical Threat Range: *19-20*
Critical damage Multiplier: x2

Weight: *4 lbs.*
Caster Level: *9th*

Prerequisites: Craft Magic Arms and Armor, caster must have at least 4 ranks in Knowledge (nature), *endure elements.*

Cost to Create: *7,458gp, 597xp*
Market Value: *14,915gp*
Submitted By: COPYRIGHT 2003 Robert J. Hall
Submission Member ID Number: 085

POTIONS

Item Name: Nectar of the Gods
Magic Item Type: Potion
Item Power: Medium

Item Description: This dark ale is of the highest quality. When a full pint is consumed it stops the effects of further ageing for the next (1d4+1) X 10 years. This is an enchantment bonus, with an instant duration. Only the effects of the most recent pint are effective, even if the previous beverage's remaining duration were to be more favorable.

Weight: *0 lbs*
Caster Level: *15th*

Prerequisites: *regenerate*, Brew to minimum 10 ranks.
Market Value: *5,000gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

A Different Look at Potions

With the advent of 3rd edition, the options open to those who want to make magic items have increased significantly. One of the more useful applications of this new system is the brewing of potions. In previous editions, the number of potions listed was pretty minimal compared to things like the miscellaneous magic items, rings, rods, staves, and wands. Now, the idea of making a potion is much more attractive for a number of reasons.

First of all the ability to brew potions becomes available at 3rd level, meaning they are one of the first types of magic items PC's can produce, along with scrolls and wondrous items. This is a lot different from the earlier versions, when characters had to be much higher level to manage the same feat. This makes a character concept, like the artificer, a much more viable option that it was in the earlier editions.

Secondly, any spell of 3rd level or lower may be placed into a potion, but some spells just don't make a whole lot of sense, like a *Potion of Magical Barring (arcane lock).* This potion sounds very odd, unless looked at it with a slightly different view. Traditionally potions are a liquids that characters drink, and according the rules, PC's must be able to imbibe or smear a potion or oil in order to benefit from the effects of whatever spell was placed into it. This is a very limited concept for something that sounds so broad. So, with some more reasonable logic, characters can make potions into things like oils, salves, essences, and powders, besides just the normal, drinkable form.

Oils are substances that can be rubbed on living or non-living objects for spell effects that would react to such objects. A salve is something that is rubbed on a living creature for spells with touch base forms. An essence is a vaporous substance, either stored as a vapor in a vial or a liquid that converts to a vapor when exposed to air and is then inhaled. Powders are solid substances that can be flung into the air or spread out on the ground.

Under the assumption that a potion can take on any of these forms, something like *Oil of Magical Barring* makes a lot more sense then the previously mentioned *Potion of Magical Barring.* Not many players would have trouble envisioning oil that their characters could rub on a door or lock to mystically seal it. Something a little more "groundbreaking" would be something like a *Powder of Explosive Lights*, which would basically be the **fireworks** application of the *pyrotechnics* spell contained in an envelope of powder that could be throw into a fire to activate.

Some of these theories do overlap with some of the wondrous items listed, *Keoghtom's Ointment* being a prime example of this. The *Powder of Explosive Lights* is another example of something that could fit under either description, and could be available to both feats. This is something that the DM would have to decide, as he or she has the final say in all things, but by expanding on the idea that a potion can be more allows more of the spells to be used and still stays within the spirit of the rules.

Obviously, some spells just aren't going to work as potions, no matter what form they take, such as *magic missile*,

snare, and *sepia snake sigil*. Spells that would make interesting potions are *stinking cloud*, *secret page*, *knock*, and *whispering wind*. All of those would make bad standard potions, (after all, who'd want to drink a *Potion of Stenchful Gas? (stinking cloud*) but could easily be made into essences, dusts or oils.

One thing to keep in mind when making potions is that the higher caster level used, the higher the cost to create. Therefore, if a character wanted to make potions to allow them to "cast" more spells a day, than they would want to put those spells that are useful at any caster level into those potions, something like *Oil of Weapon Enchantment (magic weapon)*. *Magic weapon* is a 1st level spell, and has the duration of one minute per level. Even at first level, the enchantment is going to last through most fights. A potion of a 1st level spell at 1st caster level has a standard price of 50 gp. Now, compare that to a vial of *Oil of Greater Weapon Enchantment (+5)*. *Greater magic weapon* is a 3rd level spell, and the creator would have to be 15th level to grant a +5 enchantment bonus. A potion of a 3rd level spell cast at 15th level has a standard cost of 2,250 gp. An extra 2,200 gp a use doesn't sound like much, but a standard +5 weapon costs just over 50,000 gp, so after 25 uses or so, the character has bought a +5 weapon, whereas it would take over 40 uses of *Oil of Weapon Enchantment* to buy a +1 weapon. Obviously this is a case of diminishing returns.

Another good idea for spells to use are those that PC's don't normally use everyday, but do find themselves wishing that they had memorized from time to time. Good examples of these are *knock* for when the local B&E expert is having trouble with a lock, or *comprehend languages* for when characters run into that race of 6 ft. tall, green skinned, three-headed humanoids that speak a language that hasn't been spoken for 1,000,000,000,000,000 years.

So, buy a Bandolier *of Potion Storage* and have fun adventuring!

An optional potion rule by Troy Lenze, edited by Micah J. Higgins.

Sample potions	**Spells used to create**
Potion of Stenchful Gas	*stinking cloud*
Oil of Weapon Enchantment	*magic weapon*
Powder of Explosive Lights	*pyrotechnics*
Oil of Magical Barring	*arcane lock*

RINGS

Item Name: Band of Purity
Magic Item Type: Ring
Item Power: Major

Item Description: The most popular design for this ring is a wide silver finger band; usually with mirrored tankards inscribed into its otherwise plain surface. The ring will activate once worn continuously for 2 weeks. The activated ring allows the wearer to *detect poison* as the *quickened* version of the spell. The wearer can also detect disease with this Spell-like ability, substituting the *Alchemy* skill with *Heal* when attempting to determine the exact type of disease. The wearer can cast at will, a combination spell '*Neutralize Poison - Remove Disease*', but with range reduced to touch.

Weight: *0lbs*
Caster Level: *7th*

Prerequisites: Forge Ring, Quicken Spell, *Detect poison, Remove Disease, Neutralize Poison*, 10 Ranks in Heal skill.

Cost to Create: *1,953xp, 24,413gp*
Market Value: *48,825gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Ring of Cooking
Magic Item Type: Ring
Item Power: Minor
Original Creator: Longpole Widdledeep, halfling cooking wizard.

Original Purpose: This magical ring was created as a training device, so that Longpoles' apprentice cooks could work in hot cooking areas without fear of getting burned, while gain additional insight into his cooking mastery.

Item Description: This wide silver ring has two smooth bands with a series of knobs in between. The inner surface of the band contains three runes representing fire, water, and spirit, as well as the activation phrase. The ring completely protects the wearer against heat damage as an *endure elements* spell, preventing burn injuries when working with normal boiling water and steam. The ring can also allow the wearer to safely taste any edible substance, even toxins, merely by touching it with the same finger. Finally the ring provides a bonus of +2 to any Profession (cook) skill check, and a minimum Profession (cook) rank of 3.

A quirk of the ring is that if it is worn constantly then it will cause a certain obsession with food. The owner must consume more food than is normally required, or after a month the ring will cease to function. As a result the wearer will gradually become obese, increasing in weight by 5% each cumulative year that the ring is worn and used. Whenever the wearer adopts a dietary regimen in an attempt to reduce their weight, the ring will become inert until the weight is fully regained.

Weight: *-*
Caster Level: *1st*

Prerequisites: Forge Ring, *endure elements, detect poison*, creator must have 5 ranks of the Profession (cook) skill.

Cost to Create: *1,650gp, 135xp*
Market Value: *3,300gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Ring of Divine Fate
Magic Item Type: Ring
Item Power: Minor

Item Description: This ring of white gold has a black and white laughing mask repeatedly embossed into its circumference. The ring grants, to any non-Lawful aligned wearer, the power of good fortune, which is useable once per day. This extraordinary ability allows one re-roll per day. You must take the result of the re-roll, even if it is worse than the original roll (this may not be stacked with any other form of re-roll).

Weight: *0 lbs*
Caster Level: *12th*

Prerequisites: Forge Ring, Creator must be a Cleric with the *Luck* domain;

Market Value: *7,000gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Imp Master Ring
Magic Item Type: Ring
Item Power: Major

Item Description: This black, glassy ring is exquisitely sculpted with a series of tiny demonic skulls, each showing a different expression. The eyes of each skull are set with a mote of gold. When the ring is placed on a finger, the ring grows warm and begins to glow with a faint, blood red hue and radiates a mild aura of evil.

Inlaid in runes of the infernal tongue on the inside of the band is the name of an Imp. This demon is bound to the ring and compelled to serve the wearer. This Imp hates its enforced servitude, however, and will seek to subvert the instructions of its master wherever possible. The Imp is summoned whenever the wearer says its name aloud, but it must drink a drop of fresh blood before it will perform a service. Whenever the Imp is slain, it cannot be summoned again for a period of thirteen days.

Weight: *-*
Caster Level: *7th*

Prerequisites: Forge Ring, *summon monster IV*

Cost to Create: *25,200gp + 2,016xp*
Market Value: *50,400gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Slime Lord Ring
Magic Item Type: Ring
Item Power: Major

Original Creator: The only clue remaining as to the identity of the original crafter is a band of faint runes on the exterior of the first Slime Lord ring. These ancient runes mysteriously read, 'Ere lord from mud begot Uhlgor returns thence.' Hence the original such band is sometimes called the Ring of Uhlgor.

Item Description: This ring is a burnished band of dark copper. Due to the innate magical properties of this ring it is constantly covered in a layer of oily slime. Any attempts to wipe this away will fail as the ring creates a fresh supply to replace any removed. Indeed, when placed on a finger the band will secrete a steady stream of the stuff, and it will constantly drip down the fingers. If gloves are worn over the ring, they will fill with slime within a minute and will have a constant tendency to slide off. The ring is immune to its own secretions, however, and will never involuntarily slide off. It automatically resizes to fit very snuggly around the finger, nestling itself behind the joint.

The wearer of this ring gains several special benefits closely associated with slime and amorphous creatures. Once per day the slime from the ring can be used to coat an entire body, a task requiring a full hour to complete. This slime provides the effect of *oil of slipperiness*. The wearer is also protected from the special attacks of oozes by a *protection from elements* spell. She gains a +4 bonus to any saves versus mind-affecting spells and abilities. At will she can target an opponent with ranged touch attack of slime spray, producing the same effect as the *flare* spell cast by a 1st level sorcerer. Once per day the wearer can shape shift into the form of any ooze as per the *polymorph self* spell. She may only adopt one such form per use, and she must have previously contacted an ooze of the same type.

Item Creation method: *The research needed to create this ring requires the lengthy examination of the properties of many different types of oozes. The forged ring must be repeatedly heated and quenched in samples of different types of ooze, while administering the requisite magical enhancements. Finally, the ring must be continually suspended in a darkened container of ritually prepared rare oils for a period of exactly one week.*

Weight: *-*
Caster Level: *7th*

Prerequisites: Forge Ring, *flare, grease, polymorph self, protection from elements*

Cost to Create: *34,750gp, 2,780xp*
Market Value: *69,500gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Ring of Sound Mind
Magic Item Type: Ring
Item Power: Medium or Major.

Item Description: This ring has a pearl set on a rather plain, platinum band. However, it grants the user an enhancement bonus to INT, WIS and CHA.

Weight: *- lbs*
Caster Level: *12th, 18th*

Prerequisites: Forge Ring, *commune, legend lore, charm monster*. (must be 18th level to craft +6)

Market Value: *+2 20,000gp, +4 80,000gp, +6 180,000gp*
Submitted By: COPYRIGHT 2002 Paul W. King
Submission Member ID Number: 068

Item Name: Ring of Spinning Force
Magic Item Type: Ring
Item Power: Medium
Original Creator: Cei'Xeral

Item Description: These highly prized rings are a great boon to any adventurer, as its uses come in handy for anyone. These rings are made of two silver bands, one large band that has a groove in its center circumference, so that a smaller band can be set within the groove, allowing it to spin in circular track. This smaller band is inscribed with runes of magic and is the key to opening the magic of the ring. Upon command the inner band on the ring begins to spin rapidly generating a silvery luminescent suit of "armor", granting the wearer a deflection bonus of +2 to armor class. The ring also has three other functions, each activated by spinning the small band and saying the correct command word for each. The first function, *dimension door*, appears as a silvery spinning portal for which the wearer and up to 450lbs can transport away up to 760 feet away. The second function allows the wearer to create a spinning ring of fire around them as described in the spell *wall of fire*. The final function creates a spinning globe around the wearer as per the spell *minor globe of invulnerability*. Each function can be used once per day, but can only be used one at a time, therefore a character cannot be using the "armor" function of the ring while calling forth the other functions. It takes a partial action to activate or deactivate the ring each time it is used.

dimension door – 1 spin – " flee "
wall of fire (ring of fire only) – 2 spins – " flame "
minor globe of invulnerability – 3 spins – " repel "

Weight: *-*
Caster Level: *9th*

Prerequisites: Forge Ring, *dimension door, wall of fire, minor globe of invulnerability, wall of force.*

Cost to Create: *20,375gp, 1,630xp*
Market Value: *40,750gp*
Submitted By: COPYRIGHT 2002 Micah J. Higgins
Submission Member ID Number: 035

Item Name: Ring of Underwater Breathing
Magic Item Type: Ring
Item Power: Medium

Item Description: This deep blue crystal ring has been exquisitely carved in a subtle wave pattern. Veins of lighter white run through the ring, and have been merged into the pattern to form white caps. On the inner surface of the ring is carved the mysterious message, "Calm the depths of solitude". When placed on a finger, the ring magically changes size to fit then begins to glow with a pale blue light. Whenever the owner enters a body of water, she is able to inhale the surrounding liquid much like a fish. The ring also provides a +5 competence bonus to the Swim skill, and the wearer can swim underwater normally without suffering the cumulative -1 skill check penalty. Finally, the wearer is able to survive the freezing temperatures of arctic waters, ignoring the first 5 points of cold damage each round while swimming. However, the wearer is automatically stunned for 1d3 rounds following the transition to breathing air to breathing water, or vice versa.

Weight: *-*
Caster Level: *5th level*

Prerequisites: Forge Ring, *endure elements, water breathing*, at least 6 ranks in the Swim skill.

Cost to Create: *15,900gp, 1,272xp*
Market Value: *31,800*
Submitted By: COPYRIGHT 2003 Robert J. Hall
Submission Member ID Number: 085

Item Name: Ring of Weapon Insight
Magic Item Type: Ring
Item Power: Minor

Item Description: This flawless iron ring has been expertly shaped to display two hands, with each grasping the forearm of the other as in greeting. On the interior of the band are faintly glowing orange runes that read; "To gain peace, master war". While wearing this ring the owner gains full proficiency with a single type of weapon exactly as if she had taken the appropriate weapon proficiency feat. The particular weapon is chosen at the time the ring is forged, but is usually a martial or exotic weapon. The type of weapon proficiency is immediately revealed to the owner when the ring is placed on the finger. If the owner already has the given weapon proficiency, then there is no benefit to wearing this ring.

Weight: *-*
Caster Level: *1st*

Prerequisites: Forge Ring, appropriate weapon proficiency, *true strike*.

Cost to Create: *2,000gp + 160xp*
Market Value: *4,000gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Wedding Rings
Magic Item Type: Ring
Item Power: Medium

Item Description:
These simple white gold rings always come in pairs. A cleric must use the rings during a wedding ceremony in order for the powers to activate. After one week, the married couple can concentrate to discern each other's general location, emotions, and physical well being, similar to the status spell. Once a day, either of the ringed couple can cast shield other on their beloved for seven rounds. If either leaves that plane of existence, the other will not be able to sense them or use shield other at all. Taking the ring off of one person instantly alerts the other, and the death of one person does not stop the other from knowing where his or her marriage partner's corpse lies. When both spouses die, or if both rings are removed, the rings lose their powers and become inert, unless used in a new wedding ceremony with a marriage couple. If their love dies, a spouse can declare separation or divorce by taking off their ring.

As long as one partner remains alive, the rings will remain active: if a ring is found and worn by another person, the original spouse will be aware of the person, but unable to discern them for a week. Afterwards, the old spouse can use the full powers of the rings, while the new "spouse" only has dreams about the other person, and cannot use the spells until several identifies have been done, or the person gains arcane/divine understanding of the ring. The new person may be aware of someone thinking about them, the ability scry can help in this matter.

Item Creation method: *White gold is gold alloyed with other metals such as nickel and platinum, platinum being a required metal for the shield other spell. The creator of the wondrous item, as well as the ceremony cleric, must believe in a god who encourages a monogamous marriage relationship.*

Weight: *- lbs.*
Caster Level*: 7th*

Prerequisites: Forge Ring, *status, shield other*

Cost to Create: *5,150 gp; 412xp*
Market Value: *10,300 gp*
Submitted By: COPYRIGHT 2002 Jeremy H. Pace
Submission Member ID Number: 108

Item Name: Ring of Whole Body
Magic Item Type: Ring
Item Power: Medium, Major.

Item Description: This ring has an onyx set on a rather plain, silver band. However, it grants the user an enhancement bonus to STR, DEX and CON.

Weight: *- lb*
Caster Level: *(+2,+4)12th, (+6) 18th*

Prerequisites: Forge Ring, *bull's strength, cats grace, endurance. (must be 18th level to craft +6).*

Cost to Create: *+2 10,00gp, 800xp; +4 40,000gp, 3,200xp; +6 90,000gp, 7,200xp*
Market Value: *+2 20,000gp, +4 80,000gp, +6 180,000gp*
Submitted By: COPYRIGHT 2002 Paul W. King
Submission Member ID Number: 068

Item Name: Ring of Wild Elemental Magic
Magic Item Type: Ring
Item Power: Major

Item Description: When first discovered this elemental ring will initially appear to be a slightly fluted band of dark oak. Closer examination, however, will reveal that the band is veined with four distinct networks of darker vessels. The ring will have a warm, fleshy feel and it will pulse faintly. When placed on a finger the veins will pulse with more vigor and small clumps will be felt circulating through the ring.

The ring is closely linked to the elemental planes, and at any point of time, one of the Elemental or Para-elemental planes predominates. The currently dominant plane determines the powers that are available to the individual wearing the ring. To determine the plane that dominates the ring when it is first found, the DM should roll 1d4 twice, consult the following table, and record the order of the elements chosen. The first roll is called the descendent element, while the second roll is the ascendant element.

Dice	Element
1	Air
2	Earth
3	Fire
4	Water
5 or 6	Same as previous element

Each time a power of the ring is used, the person playing the character rolls a 1d6 and consults the table above. The former ascendant element becomes the descendant element, and the newly generated element becomes the ascendant element. The resulting elements will determine the dominant plane the next time it is used. Notice that each chosen element will influence the dominant plane of the ring for at least the next two uses. If a roll of 5 or 6 is made on the first table, then the ascendant element is set to math the new descendant element.

The individual wearing the ring can always sense which element is ascendant and which element is descendant. All powers of the ring are immediately available to the wearer, although she must first learn how to activate the powers. However, an elementalist specializing in a particular plane must make a Fortitude saving throw when a power from an opposing plane is used, or suffer from a *confusion* spell lasting for the full duration of the effect. Thus, a fire elementalist risks becoming confused when he uses one of the water abilities.

The abilities of the ring can be used twice per day. The particular combination of elements that currently dominate the ring will determine the choice of abilities available to the wearer. The following table shows the abilities provided when a particular combination of elements dominates the ring. Whenever a primary elemental plane dominates, the wearer will have a choice between two different special abilities.

Combination of Elements	Dominant Plane	Special Abilities
Air & Air	Air	Air Walk, Control Winds
Air & Earth	Dust	Summon Monster V (dust mephit)
Air & Fire	Smoke	Sepia Snake Sigil
Air & Water	Lightning	Chain Lightning
Earth & Earth	Earth	Spike Stones, Wall of Stone
Earth & Fire	Magma	Summon Monster V (magma mephit)
Earth & Water	Ooze	Summon Monster V (ooze mephit)
Fire & Fire	Fire	Flame Strike, Wall of Fire
Fire & Water	Steam	Summon Monster V (steam mephit)
Water & Water	Water	Ice Storm, Solid Fog

Note that the wearer of this ring gains no additional protection against the current dominant element. Nor is she any more or less vulnerable to the opposing element.

Item Creation method: *Due to the elemental nature of this ring, it requires the cooperation of a wizard and a druid to manufacture. Each must be at least 9th level, and both must contribute half of the total XP.*

Weight: *-*
Caster Level: *9th*

Prerequisites: Forge Ring, *air walk, control winds, flame strike, ice storm, incendiary cloud, sepia snake sigil, solid fog, summon monster V, wall of fire.*

Cost to Create: *33,840gp, 2,707xp*
Market Value: *67,680gp*
Submitted By: COPYRIGHT 2003 Robert J. Hall
Submission Member ID Number: 085

Item Name: Ring of Wilting
Magic Item Type: Ring
Item Power: Medium

Original Creator: Axom the Plague

Item Description: This ring is a simple silver ring that widens out to a flat surface on one side, in which necromantic runes have been scribed in very small detail. If *read magic* is cast upon the runes they read "to wither". Three times a week, no more than one time per day, this ring grants its wearer the ability to cast *horrid wilting* as per the spell.

Weight: *-*
Caster Level: *15th*

Prerequisites: Forge Ring, *horrid wilting*

Cost to Create: *20,000gp, 1,600xp*
Market Value: *40,000gp*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

RODS

Item Name: Dragon Scepter (Copper & Blue)
Magic Item Type: Rod
Item Power: Major

Item Description: This heavy copper scepter has a dragon head ay each end, one of which has been enameled in blue. The rod has several functions inspired by Copper and Blue dragons useable once per day each:

chain lightning
move earth
cloud kill
stone skin

In addition the owner item can *fly* at will (as per the spell), and the heavy scepter can be wielded as a light mace +1

Weight: *6lbs*
Caster Level: *12th*

Prerequisites: Create Rod, *chain lightning, move earth, cloud kill & stone skin, fly.*
Market Value: *101,200gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Dragon Scepter (Silver & Red)
Magic Item Type: Rod
Item Power: Major

Item Description: This long silver scepter has a dragon head at each end, one of which has been enameled red. The rod has several functions inspired by red and Silver dragons useable once per day each:

flame strike
suggestion
fire shield (hot or cold)
cone of cold
control weather

In addition the owner item can *fly* at will (as per the spell), and the scepter can be wielded as a quarterstaff +1.

Weight: *6lbs*
Caster Level: *12th*

Prerequisites: Create Rod, *flame strike, suggestion, fire shield, cone of cold, control weather, fly.*

Market Value: *97,600gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Rod of Punishment
Magic Item Type: Rod
Item Power: Major.
Original Creator: Cei'Xeral

Item Description: This rod is fashioned so that appears to be a smooth bright silver bar that is 2 ft. long and 1 inch in diameter, the handle is shaped so that it is made for a hand hold, and there are 4 runes that are inscribed along the length of the rod. These runes are actually symbols of goodly magic that, that symbolize command words to activate each power of the rod, the symbols can be read using a *read magic* spell. These rods are created by goodly clerics in search of justice or a righteous cause. Once per day the wielder is able to use the following spells from the rod by speaking the proper command word for each.

Spell	DC Save
holy smite	DC 21
mark of justice	none
banishment	DC 23

The rod can also be used as a *+2 light mace* and it can assume the form of a *+3 holy warhammer*, using the proper command word, an unlimited amount of times per day. When the rod is in this form, its other powers are unable to be used. The transformation takes one round.

Weight: *4lbs*
Caster Level: *11th level*

Prerequisites: Craft Rod, Craft Magic Arms and Armor, *holy smite, mark of justice, banishment.*

Cost to Create: *44,500gp, 3,560xp.*
Market Value: *89,000gp*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Item Name: Rod of the Hand
Magic Item Type: Rod
Item Power: Medium

Item Description: This magical rod is a 2ft. long mithril shaft with what appears to be a small hand outstretched on the end. The functions of the rod are triggered by touching the appropriate finger on the hand attached to the end of the mithril shaft. The rod contains the following power that is usable twice per day.

bigsby's interposing hand (*at 9th level*)

When the thumb is pressed, the outstretched hand at the end of the rod makes a rock hard fist, making the rod a usable *light mace +2*. This ability is usable anytime.

Weight: *2 lbs*
Caster Level: *15th*

Prerequisites: Craft Rod, *bigsby's interposing hand*

Cost to Create: *20,200gp, 1,616xp*
Market Value: *40,400gp*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Item Name: Steam Rod
Magic Item Type: Rod
Item Power: Medium

Original Creator: The gnomish wizard Honisoitqui Malypense.

Original Purpose: While the gnome Honi was constructing his Thwotamizer for his masterwork project, he needed a mechanism to propel potatoes and other tuber roots at high velocity through a series of sharp blades. Unfortunately the magical steam-powered device he developed for this purpose proved unreliable and prone to unpredictable discharge. However, he was able to salvage elements of this design to produce a steam rod that proved most useful for other purposes. Later a human wizard further enhanced the design by using the innate steam powers to incorporate a gaseous form ability.

Item Description: This steel rod has a short, hollow shaft attached to a squat cylindrical object with beveled edges. The shaft is straight for most of its length before flaring outward at the end. A number of brass valves are attached to the cylinder, each occasionally releasing small wisps of steam. There are three grips along the outside of this cylinder, allowing it to be safely handled without risk of burn injury. The shaft has several knobs and grooves along its length, but is otherwise free of markings. When the rod is fully activated, the valves emit blasts of steam with an angry hiss. However, if the rod is improperly employed, or if the valves become clogged with dirt or dust, it will become jammed. A skilled mechanic will be required to clean and repair the steam values.

Most uses of the rod require a number of rounds of preparation to build up the necessary steam. Activating the steam pressurization control can be performed as a free action, and the buildup can be halted at any time with a second control that can also be performed as a free action. The more rounds spent continually building up steam, the greater the power of the rod. Unfortunately, it is a temperamental device that will randomly vent its steam after 2d6 rounds of buildup, so the wielder will need to guess how long she can keep increasing the steam without the venting being activated. The pressurized steam can be maintained in the rod for up to a full minute before the steam finally bleeds off in a sudden outburst. Once the rod is pressurized, it cannot be increase in pressure until it has been properly vented.

One of the following spell-like abilities of the rod can be used each time the steam has been built up.

- When a sling bullet is inserted in the hollow cylinder, the rod uses a powerful blast of steam to project the item with considerable force. This operates as a simple weapon that can be used proficiently by anyone who can operate a crossbow. (Thus, a commoner attempting to use this weapon suffers a –4 penalty on attack rolls unless the crossbow was chosen as their simple weapon proficiency.) The steam-powered bullet inflicts a base 1d4 bludgeoning damage. For each round beyond the first spent pressurizing the rod, this weapon inflicts an additional +3 points of normal damage. This steam cannon has a critical multiplier of x2 and a range increment of 100 ft. It requires two hands to operate properly, regardless of the user's size.

- The rod can create a cloud of scalding steam, originating at the mouth of the cylinder and extending outward in a cone to a range of 40 ft. The cloud inflicts heat damage, causing 1d6 points of heat damage for each full round that was spent pressurizing the rod. A successful Reflex saving throw at DC 15 will half the damage. In addition to being scalding hot, the cone forms a cloudbank that functions in all respects as an *obscuring mist* spell that lingers for a full round.

- The end of the rod can emit a steady stream of uncomfortably warm mist, forming a dense cloud centered on the wielder that functions as a *fog cloud* spell. This cloud requires a full round to form and will linger for one round for every round spent pressurizing the rod. However, this cloud is subject to the same effects that can disperse a *fog cloud* spell.

- When held vertically, the pressurized rod can function as a steam-powered whistle, emitting a long, powerful noise that can carry for many miles. This blast of sound functions as a *sound burst* spell centered on the rod, affecting everybody in a 10-ft. radius except the wielder. For each round beyond the first that was spent pressurizing the rod, increase the DC for a successful saving throw by +1.

Once per day, the rod and its wielder can transform into a gaseous form as the spell of the same name, allowing him to pass through cracks and other small openings with ease. However, while in this mist-like form the rod wielder is blocked by sealed barriers, and cannot travel through water or other liquids.

Item Creation method: *Due to the extreme pressures and temperatures created within this device, expensive Mithral is required in its construction. Because of the fine craftsmanship involved, creating and assembling the elegant mechanisms found in the heart of this device requires the nimble fingers of a small-sized artisan such as a gnome.*

Weight: *3 lbs.*
Caster Level: *7th*

Prerequisites: Craft Rod, *fireball, gaseous form, obscuring mist, sound burst*.

Cost to Create: *27,250XP, 2,180gp*
Market Value: *54,500gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

SCROLLS

Item Name: Tutorial Scroll
Magic Item Type: Scroll
Item Power: Minor, Medium or Major.

Item Description: This rare form of arcane scroll is created to impart some particular piece of magical knowledge. Usually it is prepared by an arcane wizard as a reward for a particularly promising apprentice or a loyal, lower-ranking member of a wizard community. It contains carefully detailed examples and exercises that are specially designed to teach a specific spell. Once the scroll has been used for this purpose, it will always crumble to ashes, thus preventing the knowledge from being passed on to those who would misuse it.
Once the container has been opened, the scroll remains intact for at least a year and a day before crumbling into ashes. The scroll contains a single spell, plus examples and exercises that aid any Spellcraft check designed to understand the spell and to copy it into a spellbook. The spell on the scroll can also be expended as a normal scroll spell, although doing so negates the benefit of the tutorial instructions.
The following table shows the bonus to the Spellcraft check, as well as the cost to produce the scroll.

Spell Level	Spellcraft Bonus	Market Value	Cost to Create
1st	+6	100 gp	4 XP, 50 gp
2nd	+7	250 gp	10 XP, 125 gp
3rd	+8	505 gp	20 XP, 252 gp
4th	+9	865 gp	35 XP, 433 gp
5th	+10	1,325 gp	53 XP, 663 gp
6th	+11	1,900 gp	76 XP, 950 gp
7th	+12	2,565 gp	103 XP, 1,283 gp
8th	+13	3,340 gp	134 XP, 1,670 gp
9th	+14	4,220 gp	169 XP, 2,110 gp

Item Location Restrictions: *A tutorial scroll is typically found in a secure and well-protected location belonging to a wizard. The wizard that produced the scroll may be dead, in which case the site is either well hidden or sufficiently defended to prevent looting.*

Item Creation method: *A tutorial scroll must be inscribed on a piece of the finest vellum, then stored in an air-tight container that holds preservative herbs in the base. The container is then sealed with wax and inscribed with instructions in its use.*

Weight: *1 lbs.*
Caster Level: *Minimum required to cast the spell.*

Prerequisites: Scribe Scroll, spell mastery with the scroll spell, ranks of Spellcraft at least 2 greater than the bonus.

Cost to Create: *See table*
Market Value: *See table*

Submitted By: COPYRIGHT 2003 Robert J. Hall
Submission Member ID Number: 085

STAFFS

Item Name: Dark Staff
Magic Item Type: Staff
Item Power: Major.
Original Creator: Zarin the Black

Item Description: This is a *+2 quarter staff* that is constructed of darkwood and a large onyx stone attached to the top. Many runes run over the length of the staff. Created by evil wizards, these staffs are used for the single purpose of wreaking havoc and destruction. The staff has the following powers for evil beings only, it will not function otherwise. Each power takes one charge.

darkness (5th level power)
melf's acid arrow (5th level power)
animate dead (5th level power)
contagion

Weight: *2lbs*
Caster Level: *9th*

Prerequisites: Craft Staff, *darkness, melf's acid arrow, animate dead, contagion,* must be of evil alignment.

Cost to Create: *33,750gp, 2,700xp*
Market Value: *67,500gp*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Item Name: Staff of the Road
Magic Item Type: Staff
Item Power: Medium

Item Description: This is an intricately designed *quarter staff +3,* that was made for the ever wary traveler, who may not always be prepared for every situation. The staff is enchanted with spells that protect and aid the wearer, so that the wearer can use as desired. The staff contains the following powers.

1 charge
detect poison
daylight
alarm

2 charges
endure elements
leomund's tiny hut
minor creation

Weight: *4lbs*
Caster Level: *9th level*

Prerequisites: Craft Staff, *detect poison, daylight, alarm, endure elements, leomund's tiny hut, minor creation.*

Cost to Create: *33,000gp, 2,640xp*
Market Value: *66,000gp*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Frederic SIMONS 2001

Item Name: Staff of Sanctuary
Magic Item Type: Staff
Item Power: Medium

Item Description: This travel staff is made from a 6-foot length of smooth birch that has been stained a honey hue. The staff tip has been magically reshaped to form a small, woven basket that curves back around the shaft end. The lower half of the staff has been expertly carved into a series of little panels portraying pleasant scenes from domestic life. A simple bronze cap is permanently mounted at the bottom end. It has the following powers:

helping hand (1 charge)
Leomund's tiny hut (1 charge)
Leomund's secure shelter (2 charges)

In addition, twice per day upon speaking a command word the wielder can cast *sanctuary* without requiring a charge. The *sanctuary* is cast at 5th level and will remain in effect for five rounds.

Caster Level: *9th*

Prerequisites: Craft Staff, *helping hand, Leomund's tiny hut, Leomund's secure shelter, sanctuary*

Cost to Create: *1,760XP, 22,000gp*
Market Value: *44,000gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Staff of Weeping Groves
Magic Item Type: Staff
Item Power: Medium

Item Description: These staves are great tools of magic that druidic circles craft so that they may heal the "broken" places of the land. The staff is not intended for battle and although it can be used in battle, it is treated as a normal quarterstaff when used. When planted firmly in ground that is either unhallowed or has been corrupted unnaturally, and the words "Bring forth life where now there is death, bring forth light where now it is dark", are spoken, the staffs' power comes to life. The entire transformation of the staff takes 10 full rounds to complete at which time the staff bearer must be in total concentration and focus for what is going on around them. If disturbed by any means of attack, the magic is lost and the staff is wasted.

Once the transformation has started the lifeless and poor earth becomes alive and rich once more. The staff itself begins to grow and branch out until it becomes a full-grown weeping willow. A small pool of water appears at the base of the tree and can be called upon to fill with pure water three times per day. A circle of dense hedges will also begin to grow around the newly formed grove forming a 170' radius wall of greenery from the point of the tree, that is 10ft thick, and 10ft high, with only a single narrow 5ft opening in it, placed at the staff bearers choosing. The land within the circle will begin to sprout the greenest grass and the most beautiful flowers imaginable.

The new grove is considered hallow as per the spell in a 170' radius from the tree, and is always under the effect of a single fixed spell the bearer chooses provided it is allowed as per the rules of the spell *hallow*. This effect will last for up to one year. Within the grove, any druid who is of the same faith and alignment of the creator is capable of using *commune with nature* and is able to summon ally as per *summon natures ally VI* once per day.

If the grove or any of its peaceful inhabitants are attacked, the tree of the grove becomes a treant, as per the spell *changestaff*. If the treant is destroyed the grove is lost, it will not revert back to the form of a staff, rather the tree will turn to ash and the grove is then left in the hands of nature (see the MM for details on the treant, this ability can only be used once per week).

There three practical ways to destroy the magic of a grove of this nature, one is to destroy the tree from which it is centered, another is to cast *unhallow* on the tree, and the last is to succeed in dispelling the magic with *dispel magic*, or *greater dispelling*.

The life of these groves eventually spreads out from their origin and will eventually heal the land around it, returning it to its natural state, if given time. These beautiful groves are often home to the groves creator, and possibly several acolytes, and are considered to be peaceful resting places for traveling druids and rangers of similar belief.

Item Creation method: *These staffs are usually created through a cooperative effort of two or more druids, although one druid could construct it provided they met all the requirements. The staff itself must be cut from the branches of a weeping willow tree, but only after the tree has been watered with pure water and has been in constant communication with the primary creator (the one giving up the experience must speak with plants) for 20 consecutive days. The remaining efforts to create such a staff take no shorter than 25 days, requiring 45 days to complete.*

Weight: *3 lbs*
Caster Level: *13th*

Prerequisites: Craft Staff, *hallow, create water, plant growth, commune with nature, summon natures ally VI, changestaff.*

Cost to Create: 30,128gp, 2,410xp
Market Value: 60,255gp
Submitted By: COPYRIGHT 2002 Micah J. Higgins
Submission Member ID Number: 035

WANDS

Item Name: Enchanted Batons
Magic Item Type: Wondrous Item
Item Power: Minor - Medium

Item Description: These batons are crafted of wood, are usually polished and then inscribed with runes and descriptive words to their function. The actual dimensions of the baton are usually 1 foot in length and ½" thick making them durable, yet breakable. Batons are similar to wands in the fact that they can store spells that can be released. Unlike other magical wands, batons can only be used once, as the magic that is stored inside is released by breaking the baton in half, after which the baton becomes useless. To use a baton a character simply needs to break the baton in half, this requires the standard time for activating a magical item. These batons can be used flawlessly by any character provided they are at least the minimum level necessary to cast the spell held within the baton or they have the skill use magic device and succeed vs emulate spell ability. If the spell level exceeds what the characters level could cast, than PC must make a will-power saving throw (DC 11) plus one for every level needed to cast the spell. If the save fails the spell goes awry resulting in strange random magical effects as listed below.

1-5%	The baton explodes causing 3d6 points of sonic damage in a 20ft. radius.
6-20%	The baton targets the user instead of the intended target.
21-40%	The baton explodes in cloud of black soot coating the character and everything in a 20ft. radius, blinding creatures for 1d4 rounds save reflex (DC 13).
41-70%	The baton summons a humorous illusion that appears before the character for 1d4 rounds then disappears. This has a *daze* effect upon the user, save will (DC 13).
71-100%	The baton fails, no ill side effects.

Batons can be enchanted with a variety of spells, but most commonly they are enchanted with spells that would most likely be used in combat and healing. Most batons can be found with the following spells, but they are not limited by this list it is merely an example.

Roll 1d20 for result

Result	Spell	Caster Level	Market Value
1	Flame Arrow	5th	375gp
2	Hold Person	5th	375gp
3	Lightning Bolt	5th	375gp
4	Displacement	5th	375gp
5	Gaseous Form	5th	375gp
6	Dispel Magic	5th	375gp
7	Remove Curse	7th	525gp
8	Fly	7th	525gp
9	Fireball	7th	525gp
10	Haste	7th	525gp
11	Freedom of Movement	9th	900gp
12	Restoration	9th	900gp
13	Ice Storm	9th	900gp
14	Cure Critical Wounds	9th	900gp
15	Neutralize Poison	9th	900gp
16	Cone of Cold	11th	1,375gp
17	Teleport	11th	1,375gp
18	Passwall	11th	1,375gp
19	Healing Circle	11th	1,375gp
20	Circle of Doom	11th	1,375gp

Batons have a hardness of 4, 2 hit points, and a break DC of 8.

Weight: *1 lb*
Caster Level: *varies minimum is 3rd*

Prerequisites: Craft Wondrous Item or Craft Wand, spell desired.

Cost to Create*: as per single use, spell completion found in the DMG.*
Market Value: *as per single use, spell completion items found in the DMG.*
Submitted By: COPYRIGHT 2002 Micah J. Higgins
Submission Member ID Number: 035

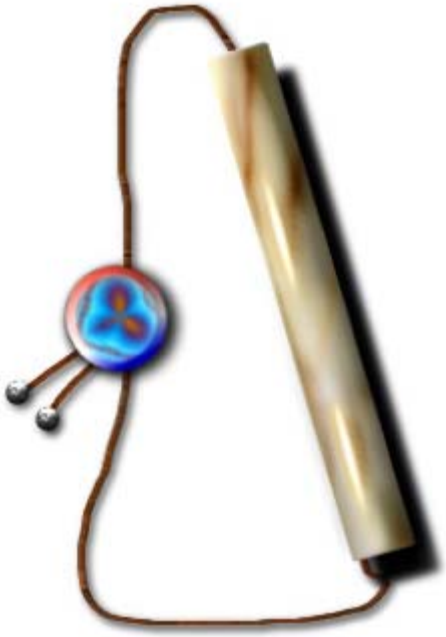
Item Name: Wand of Recall
Magic Item Type: Wand
Item Power: Major

Item Description: This hollow ivory tube has no decoration of any type. This powerful wand can recast the last 3rd level or lower Wizard spell cast directly into it. Each recasting of that spell uses a number of charges equal to the spell level. Casting another Wizard spell into the wand will switch the effect to that of the new spell. The wand follows standard rules for recharging wands, and uses *rary's mnemonic enhancer*.

Weight: *1 lb*
Caster Level: *7th*

Prerequisites: Craft Wand, *rary's mnemonic enhancer*.

Cost to Create: *840xp, 13,000gp (has 50gp spell component)*
Market Value: *23,500gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037



WONDROUS ITEMS

Item Name: Amulet of Healing
Magic Item Type: Wondrous Item
Item Power: Minor to Major

Original Purpose: To provide healing to faithful (and wealth) lay members of the faith.

Item Description: These amulets generally resemble holy symbols of various faiths. To activate one requires a standard action, which generally requires a brief call or prayer to the deity. Some bardic colleges have been known to create similar items, however they often take different forms and activation methods. When activated the wearer receives the benefit of a healing spell as determined by the type of amulet worn. The different types of amulets are as follows:
Amulet of Cure Light, Moderate, Serious, & Critical Wounds; Amulet of Healing Circle; Amulet of Heal.
Most of these amulets have anywhere from 1 to 5 uses per day, however more is possible.

Item Location Restrictions: Worn on the neck. Bardic versions may include Belts, Headbands, or even rarely Gloves. On rare occasions, clerical versions for different locations on the body are known to have been created.

Item Creation method: *Most of these items are created by priests of the various faiths. If being created by a cleric they must include an activation method that in some way acknowledges their deity. In addition, the item should be a symbol of the deity or have the symbol engraved upon it in someway. Clerics who do not follow these rules usually find that the creation process failed. Only under the most extenuating circumstances would a deity allow otherwise. Being created for a strike team infiltrating an enemy deities church for example. Even so, this "disguised" item is quite likely to cease functioning once its original purpose has been fulfilled. There are of course exceptions to this. Bardic versions have no such restrictions and follow all the normal rules for creation as per the DMG.*

Weight: *0 lbs. (as per standard amulet)*
Caster Level: *As necessary to cast the appropriate spell, usually the minimum required.*

Prerequisites: Craft Wondrous Item, minimum caster level to cast the spell, ability to cast the spell

Cost to Create: *Varies as per version. As per DMG ((Spell level x Caster level x 1800 gp) divided by (5 divided by charges per day))*
Market Value: *Varies as per version.*

Examples:
Amulet of Cure Light Wounds 1/day; *Market Value:* 360gp; *Cost to Create:* 180gp, 15XP
Amulet of Cure Serious Wounds 3/day; *Market Value:* 16,200gp; *Cost to Create:* 8,100gp, 648XP

Note: *Bardic versions are likely to cost different for Market Value and Cost to Create due to different minimum caster levels.*
Submitted By: COPYRIGHT 2001 Jason Sallay
Submission Member ID Number: 060

Item Name: Arcane Battle Robes
Magic Item Type: Wondrous Item
Item Power: Major

Item Description: These enchanted robes are specifically designed to protect battling spellcasters. These robes are of similar design to any other type of robe that spellcasters would wear, embroidered with cryptic runes and intricate design, they look nothing more than ordinary robes. This is not true however, as the robes have been padded in strategic areas to protect the wearer while still allowing movement. The robes themselves are made out of a high knit content material and are actually made of very stiff material. These battle robes offer the wearer the protection of *bracers or armor +6*, but this function will not work if *bracers of armor* are used at the same time. In addition to providing protection for armor purposes, the robes have embroidered symbols sewn into them that can be used as spell triggers to release spells. These robes have three large eldritch runes usually one sewn to the hem of each sleeve and the third on the right chest. The runes on the sleeves will hold attack spells of up to 3rd level. The rune on the right chest will hold a single defensive spell of up to 3rd level. These spells must be cast into the robes by the wearer and the robes will retain them for up to 72 hours. Only the original wearer can cast any spells that they cast into the robe, but once these expire, or if the spells have been spent, new spells from either the old or new owner can be placed in them. The robes can only have spells cast into them once per day. Standard rules for activating magic items apply when using one of the runes.

Item Creation Method: *The robes must be constructed by someone with 10 ranks of craft(tailoring), in addition to normal requirements. The robes materials must cost no less than 500gp, although they could cost more depending upon decoration. Three casting of rary's mnemonic enhancer must be cast in order to enchant the robes with properly.*

Weight: *5lbs*
Caster Level: *12th*

Prerequisites: Craft Magic Arms & Armor, *rary's mnemonic enhancer x 3*

Cost to Create: *54,250gp, 4,340xp*
Market Value: *108,500gp*

Note: *Use cost rules in DMG for further enhancement bonuses.*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Item Name: Bag of Bones
Magic Item Type: Wondrous Item
Item Power: Medium

Original Creator: The mad necrophile Cruxniche created the first such bag, a man noted for his highly unpredictable behavior and morbid sense of humor. A priest of a little known god of undeath as well as a practicing necromancer, Cruxniche mixed magical powers within the item in no sensible fashion.

Item Description: When found this will appear to be a small sack made from a dry, flaking hide resembling rotting flesh. The sack is held shut by a leather drawstring, and there is an ivory skull of a tiny snake hung from the end of this cord. The bag will contain a number of small lumps that can be felt through the material. When opened the bag will constantly emit an eerie green mist that dissipates into the air and releasing the strong, fetid smell of rotting meat. Inside the bag are a seemingly endless number of finger bones, all taken from corpses long dead.

Once a day a handful of bones can be pulled from the bag, then hurled at a location within 50 ft. to produce an unpredictable, magical effect. The result of this effect is determined by rolling on the table below, which can range from merely a curious phenomenon up to a fairly powerful necromantic spell. Any undead creatures summoned by the bones have average stats for beings of their type, and will serve the bag wielder for one hour before crumbling to bone dust.

1d20	Effect of the bones
1	The bones explode into a cloud of thick bone dust, creating an *obscuring mist* spell centered on the target location that lasts for five minutes.
2	The bones form 1d3+1 tiny skeletons that have a flying movement rate of 60 ft. (good).
3	The bones will assemble into a small, flying skull that functions as an *arcane eye* spell lasting for five minutes.
4	Creatures close to the target location are affected by a great deathly lethargy identical to a *sleep* spell, lasting for one hour. A successful Will save at DC 11 will avoid the effect.
5	In a flash of eerie green light, the bones affect nearby creatures with a *bane* spell that persists for nine minutes. Each creature is allowed a Will save at DC 11 to avoid the effect.
6	1d2 large animated skeletons rise from the ground at the target location.
7	The handful of small bones transform into 2d4 animated tiny skeletons.
8	All creatures within 10 ft. are affected by a *cause fear* spell, and each must make a Will save at DC 11 or suffer from the spell effects for 1d4 rounds.
9	The area centered on the bones is imbued with negative energy as per the *desecrate* spell. This effect persists for a period of one full day.
10	From the handful of bones 1d4 medium-size animated skeletons arise.
11	A mound of bones, five feet in height and ten feet across, erupts to form an obstruction. This pile serves no useful purpose other than to hinder movement, and can readily be pulled apart.
12	The bones radiate an area of impenetrable gloom as the *darkness* spell lasting one hour.
13	On a successful ranged touch attack the creature closest to the target is affected by a *death knell* spell unless a successful Will save is made at DC 12.
14	An *enervation* spell affects all creatures within 10 ft., striking each on a successful ranged touch attack by the bag wielder. No saving throw is allowed.

15	On a successful ranged touch attack, the closest creature within 10 ft. of the target location suffers from the effects of an *inflict moderate wounds* spell.
16	1d6 small animated skeletons rise from the ground at the target location.
17	The bones begin harmlessly dancing in the air, producing no meaningful effect.
18	The bones burst apart, affecting the nearest creature within 10 ft. with a *daze* spell. Each target is allowed a Will saving throw at DC 11 to avoid the effect.
19	On a successful ranged touch attack, the nearest creature within 10 ft. is affected by a *ghoul touch* spell. The effect is negated on a successful Fortitude saving throw at DC 12.
20	On a successful ranged touch attack, a *ray of enfeeblement* spell strikes the nearest creature within 10 ft. The effect is negated on a successful Fortitude saving throw at DC 11.

If any additional bones are pulled from the bag on the same day that the item has been used, they will fall apart and become useless. The bag can be used again only after midnight has passed.

Item Creation method: *The confounding and often convoluted formula created by Cruxniche must be followed exactly in order to manufacture this item. While the creation is not inordinately difficult for an item of this power, it does require a variety of unusual and scarce necromantic components that must be correctly processed if the bag is to function. While most are of negligible value, finding some of these components can require a fair degree of patience and contacts in various cities.*

The materials required for the spell are several sheets of good quality vellum; an ivory knife with a bone handle (50gp); a special light oil mixture (1gp); the hide of a stillborn calf, and a number of humanoid corpses meeting specific requirements. The sack for the spell is made from the calf hide, prepared in masterwork fashion by a skilled leather worker. Specific body parts are taken from the corpses of seven individuals who have died in particular types of accident. Thus, it requires the left index finger bones from someone who bled to death by severing their left hand; the rotting liver of someone killed in a night fire; a scorched scalp from a person slain by lightning during a storm, and so forth. The body parts are ground into a fine pulp, and then mixed with the light oil. This oil can be stored in a sealed jar for up to a year before the decay makes the mixture unusable. The caster must also prepare five tallow candles from the rendered fat of executed murderers. Finally, a month before the ritual is to be performed the passages of the ritual must be written in fresh blood on the vellum then left to dry on a moonless night.

The ritual must be performed over an unmarked gravesite within a ring formed with the five burning tallow candles. Much of the ritual involves speaking a lengthy homage to the god of the dead in reverse. This must be done without error and while sitting naked and covered in the necrotic oil mixture. The caster then self-inflicts a number of small flesh wounds with the knife and mixes the blood with the oil using certain complex gestures. (These cuts cause a mild burning irritation lasting for several weeks. The irritation is unpleasant but is otherwise harmless.) The nicks must be formed into a specific pattern of runes. Once the runes are finished, the oil mixture is scraped from the skin with the back of the knife and wiped on the interior of the bag. The requisite spells are now cast into the item in the proper order, with a pause between each spell to speak the next passage of the oddly worded activation ritual. Upon casting bane, the final spell, the sheets of vellum are burned over the candles to complete the ritual and seal the magic.

Any attempts to adjust the formula to produce a more predictable bag of bones will inevitably meet with failure.

Weight: *1 lb.*
Caster Level: *9th*

Prerequisites: Craft Wondrous Item, *animate dead, arcane eye, bane, cause fear, darkness, daze, death knell, desecrate, enervation, ghoul touch, inflict moderate wounds, mage hand, obscuring mist, prestidigitation, ray of enfeeblement, sleep, spectral hand.*

Cost to Create: *9,000gp, 720xp*
Market Value: *18,000gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Bandolier of Potion Storage
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: This magical device was created by an alchemist who was fond of carrying practically every kind of potion in the known world, in a manner of speaking. These bandoliers are made from finely tanned leather. They contain five vial-size pouches along the front and fasten with a brass buckle at the hip. Each pouch can hold 5 potions for a total of 25 potions that can be stored in the bandolier at any one time. It is not necessary to remember which potions were placed into which pouches since they are all stored in the same extra-dimensional space. When the user reaches in, the potion he desires is within easy reach. If the potion desired is not currently being stored in the bandolier, randomly determine a potion, and that is the potion the user draws forth. Retrieving a potion from the bandolier is a move-equivalent action. All potions in the bandolier receive a +2 to saving throws.

Item Restrictions: *This item counts as a shirt or vest for the limit on magic items worn.*

Weight: *3 lbs*
Caster Level: *5th*

Prerequisites: Craft Wondrous Item, *leomund's secret chest*

Cost to Create: *1,000gp, 80xp*
Market Value: *2,000gp*
Submitted By: COPYRIGHT 2002 Troy Lenze
Submission Member ID Number: 072

Item Name: Band of Ferociousness
Magic Item Type: Wondrous
Item Power: Medium

Item Description: This leather collar has pictures of great predators along its outside. When worn by a familiar the band lends the animal some of the power of these beasts. The animal receives a surge of power that improves his combat ability. It gains a +2 to hit and damage rolls. As a side effect, all animals of less than 3 HD who view a familiar wearing this band must make a Will save (DC 11) or they will become frightened. The ability to frighten animals can be used up to 3 times per day for up to 10 minutes per use. The band fits to any animal or vermin type creature it is touched to.

Weight: *¼ lbs.*
Caster Level: *9th*

Prerequisites: Craft Wondrous Items, *greater magic weapon or greater magic fang, cause fear or calm animals*

Cost to Create: *17,250gp, 1,380xp*
Market Value: *34,500gp*
Submitted By: COPYRIGHT 2001 Itzhak Even
Submission Member ID Number: 023

Item Name: Basin of the Sea
Magic Item Type: Wondrous
Item Power: Major

Item Description: This looks, at first glance, to be a large stone bowl about 2' in diameter and similar in design to the basins set in medieval gardens were birds can swim and drink, but without the column they stand upon. With a command word the mage can cause the bowl to shrink to a 4" replica, and the same command word to make it grow again. When filled with water, and an animal of size tiny or smaller bathes in it, it will grant him the ability to swim at his normal movement rate. If the animal is land-based than use his land movement rate. If the animal is a bird or can fly use its flying speed instead. The animal retains the ability to swim for the next hour. After bathing once the basin will not imbue the same animal again for the next 2d4 hours. Note that the item grants the animal the ability to breathe water.

Weight: *½ lbs when small, 25lbs when enlarged*
Caster Level: *7th level*

Prerequisites: Craft Wondrous Items, *freedom of movement, water breathing, shrink item.*
Cost to Create: *19,500gp, 1,560xp*
Market Value: *39,000gp*
Submitted By: COPYRIGHT 2001 Itzhak Even
Submission Member ID Number: 023

Item Name: Binding Bandage
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: This long strip of sterile cloth is an unusual item, allowing it's recipient to gain back HP when used on a fresh wound. The bandage's mystical energies not only bind the wound and stop bleeding, but actually heal some damage as well.

To use, the bandage must be bound over a wound received no more than 3 rounds previous. At the same time, the user makes a healing check at DC = 15. Doing so is a full round action, although it may take longer to pull out the cloth in some cases. The cloth heals 1d4 +1 HP / every 2 points above 15 on the heal check, up to the total damage of the one wound. In addition to receiving back HP, the bandage also negates any *wounding* effects on that one wound.

The bandage must be left on the wound for one hour, or the regained HP are lost again. Note that the counteraction of any *wounding* abilities is instantaneous, so it is not affected by taking off early. The bandage regains it's abilities 24 hours after being removed from a wound.

Weight: *½ lbs*
Caster Level: *3rd*

Prerequisites: Craft Wondrous Item, *cure light wounds.*

Cost to Create: *600gp, 48xp*
Market Value: *1,200gp*
Submitted By: COPYRIGHT 2001 Ian Cheesman
Submission Member ID Number: 070

Item Name: Book of Hidden Lore
Magic Item Type: Wondrous Item
Item Power: Minor.

Item Description: These unusual tomes of knowledge are written as manuals of training for selected skills. They contain the lore of masters of their craft, carefully encapsulated in a form that will allow the student maximum benefit from their examination. The pages of these books have been enchanted with divination magic that will adapt the text to the reader, providing optimum benefit based on the experiences of the individual examining the pages.

An individual reading a Book of Hidden Lore can expect to gain profound insight into the skill being acquired. Characters who read such a book, which takes a total of 48 hours over a minimum of two weeks, are able to gain a rank in the skill at the cost of a single skill point. This is regardless of whether the skill is a cross-class skill or is inappropriate for their class. The rank can even be gained if it would normally be in excess of the maximum allowed. The benefits of the book can only be gained one time by each individual, and the skill can only be improved if the character currently has a rank of 6 or less in the selected skill.

These books are also available in handsome, multi-volume sets, which allow further increases in rank. However, these sets are far more rare and are expensive to procure. Only one such volume can be read at each character level, as the lessons of the prior volumes need to be assimilated through experience before continuing with the next book.

Item Creation Method: *The creation of these books requires a collaborative effort by an arcane spell caster, an alchemist, several masters of the selected craft, and a bookbinder. Firstly, the alchemist prepares the ink required for the volume. This ink is a mixture of blood from the contributing authors, the brain fluid from an illithid, powdered charcoal prepared from an old oak tree, and a mixture of herbs known to produce a calm and thoughtful state. The paper for the book is typically parchment, stored for several months in a prepared container of a vile alchemical preservative mixture.*

Once the parchment is dried, the masters of the craft begin conveying their knowledge and lore to the pages. The wizard will contribute at this point by frequent use of the Rary's telepathic bond spell, allowing a deeper collaboration between the authors. Still these entries can often entail serious contention concerning the specific details, and so a period of 2d6 months must be allowed for the proper lore to be formulated.

When the authoring is completed, the wizard ritually enchants the work using the comprehend languages and detect thoughts spells, while in the presence of the original authors. The book is also magically warded at this time to minimize damage from mundane causes. Finally, the pages are bound together in a masterwork publication using a suitable cover.

Note that the book cannot be used as a reference for the preparation of similar volumes, since the essence of the book requires the direct contributions of the masters in the skill. A copy of this book can still serve as a useful reference, but it will not provide any benefits in terms of improving a rank in a skill.

Weight*: 2 lbs.*
Caster Level: *9th*

Prerequisites: Craft Wondrous Item; *Rary's telepathic bond*, *comprehend languages*, *detect thoughts*; 10 or more ranks in Alchemy, and at least three individuals each with 10 or more ranks in the specific skill.

Cost to Create: *510gp, 4xp (+1 rank); 2,080gp, 6xp (+2 ranks); 4,680 gp, 14xp (+3 ranks)*
Market Value: *1,020 gp (+1 rank), 4,160 gp (+2 ranks), 9,360 (+3 ranks)*
Submitted by: COPYRIGHT 2003 Robert J. Hall
Submission Member ID Number: 085

Item Name: Boots of the Mist Master
Magic Item Type: Wondrous Item
Item Power: Major

Original Creator: They were crafted by the reclusive mist master that dwelled in a large copse known as the Yalu Woods.

Item Description: These fine boots have gathered a much-storied history while passing from owner to owner with uncomfortable frequency. Few are the bards who can recount even a majority of the circumstances in which the boots have been employed, however, a fact not aided by the often secretive nature of past owners.

These mysterious boots have a strange, nebulous property about them as if they are not quite solid. Yet, a touch will reveal a soft and very comfortable material that is surprisingly tough and durable. They can be readily pulled over the bare feet and lower legs of any being, and will immediately shift to fit themselves snuggly to the wearer. While worn they have the appearance of a misty coat of cotton, with a perfect whiteness that is untouched by any dirt or mud with which they may have had contact. These boots fit so well that the owner is scarcely even aware that they cover his feet.

A master of the watery element of mist created these boots, and they are enchanted with a number of potent qualities associated with steam and vapor. These properties can be controlled as a free action by their owner, but these powers must typically be discovered through magical means

or from some suitable source of arcane lore. The following spell-like powers can be used once per day.

- *fly*
- *fog cloud*
- *gaseous form*
- *gust of wind*
- *resist elements* (fire only)

The abilities of *fly* and *gust of wind* require the wearer to be in contact with some form of vaporous water. This can be satisfied by fog, steam, clouds, or light rain or drizzle. Thus, the *fog cloud* ability of this device can be used to allow the *fly* ability, for example. The wearer can also see clearly through any mist, steam, fog, or dust as if the obstruction did not exist.

Item Creation method: *Preparation of these masterwork boots requires the capture of a somewhat rare smoke elemental creature that is capable of becoming partially solidified. This elemental must be slain in a manner that preserves their solid form, a task usually performed with an intense attack of electrical energy. The form must then be carefully skinned with a specially prepared blade, then cleaned and tanned with selected ingredients formulated by an alchemist and then burned over a charcoal fire. Sewing the boots together is the next essential step, as the pattern of the needle holes is all-important in maintaining the magical harmony of the whole. This is done using dense, smoky tendrils taken from the remaining corpse of the elemental. Finally, the boots are ritually instilled with a portion of the magical essence of the adept, who usually has been supervising all stages of the assembly.*

Weight: *-*
Caster Level: *5th*

Prerequisites: Craft Wondrous Items, *clairvoyance, fly, fog cloud, gaseous form, gust of wind, resist elements, solid fog* & skills.

Cost to Create: *3,032XP, 37,900gp*
Market Value: *75,800gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Bracelet of the Sun's Blessed Light
Magic Item Type: Wondrous Item
Item Power: Major

Original Creator: Tempur Dalegold, a high priest of the sun god.
Original Purpose: To aid Aelia Shardsan, the champion and follower of the sun god, in her battle against the sinister forces of darkness and shadow.

Item Description: This slender bracelet is crafted from polished bronze that is alloyed with a small amount of mercury. It is slender in the back then gradually tapers outward to a wider bulge that is set with a polished, oval stone of jasper between two ruby spinels. The band is decorated with a repeated pattern of circular bumps, with each set within a ring of eight small bumps. The interior of the band is perfectly smooth except for a stylized symbol of the sun in the center of the bulge. A double ring of runes is inscribed around this sun, giving blessings of the sun god that also serves as the activation phrases.
The bracelet possesses several magical powers that are strongly associated with the sun and daylight. Because of this link, a creature of the shadow or a priest of darkness can never use the powers of this bracelet. (Such a priest worships a deity that has a domain of Death, Evil, or a domain that corresponds to shadow, darkness, or the night, depending on the particulars of the campaign.) The wearer gains a +2 insight bonus to AC and saving throws versus attacks by such a priest, or from shadow creatures or beings that are damaged by exposure to normal sunlight.

Once per day, upon speaking one of the inscribed blessings, the wearer can choose to activate either a spell of *daylight* or of *searing light*, causing both ruby spinels to glow with a dull light. However once activated in this manner the bracelet must either be exposed to direct sunlight for a period of one hour, or to a *daylight*, *searing light*, or *sunbeam* spell, before this power can be used again. In addition, at will the wearer can cause the jasper stone to glow continually as per the *light* spell. With a partial action, this illumination can be varied by any level ranging from none up to the full amount of a *light* spell. However, this ability will not function while the bracelet is within an area of magical *darkness*.

Weight: *-*
Caster Level: *5th*

Prerequisites: Craft Wondrous Item, *daylight, light, searing light*, caster chose the sun domain.

Cost to Create: *29,700gp, 2,376xp*
Market Value: *59,400gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Bracer of Shuriken Launching
Magic Item Type: Weapon
Item Power: Minor

Item Description: This leather forearm sheath is made of hard leather, it has a opening toward the inner elbow where shrunken may be loaded into a pouch. The bracer will telekinetically shoot up to 3 shuriken per attack out of an opening at the inner wrist when the palm is held open, the arm extended and hand tilted back. The bracer can hold 12 shuriken when fully loaded. The device grants the wearer the *shuriken exotic weapon* feat with regards to bracer launched shuriken only. The bracer allows the wearer to use their ranged attack bonus but no strength bonus is applied to damage, as normal for a shuriken. The item is always at least +1 but often has additional bonus enchantments placed upon it as a missile weapon. The bracer will not stack bonuses with any magical shuriken loaded into it, the wearer must chose which effect to use when before rolling to hit, else the default is for the bracers magical bonus to be used.

Weapon Proficiency required: None
Weapon Type: Shuriken
Damage Category: Slashing
Damage Amount: 1 (+1*)
Critical Threat Range: 20
Critical damage Multiplier: X2
Range Increment: 10

Weight: *3 lbs (plus shuriken)*
Caster Level: *9th*

Prerequisites: Exotic Weapon Proficiency (shuriken), *telekinesis.*

Market Value: *5,000gp (+1), 12,000gp (+2), 22,000gp (+3)*
For further enchantments see rules in DMG.
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Buskins of Brute Force
Magic Item Type: Wondrous Item
Item Power: Medium

Item Description: These leather sandals will enable the wearer to perform great feats of stubborn endurance. Once per day the wearer may add their character level to their strength for 1 full round.

Weight: *2 lbs*
Caster Level: *11th*

Prerequisites: Craft Wondrous Items, caster must be a cleric with the domain of strength.

Market Value: *7,000 gp*
Submitted By: COPYRIGHT 2001 Stefan J Simons
Submission Member ID Number: 037

Item Name: Cinder Boots
Magic Item Type: Wondrous Item
Item Power: Major
Original Creator: Sorceress Alicia Cinder.

Original Purpose: Created as a reward for her timely and heroic rescue by the Paladin Belgorn. The boots allowed Belgorn to safely travel through a range of active volcanoes to hunt his sworn enemy, an ancient red dragon by the name of Ghulghopyr.

Item Description: Curiously these magical boots appear to have been left in a fire, as they are badly charred and completely black from a thick layer of soot. In actuality they are perfectly functional and fully intact. The inner lining is an odd, slick material made from woven glassy strands that feel pleasant next to the feet. Cinder, the name of the boots, is emblazoned on the heel inside both boots. When worn the boots magically adjust themselves to snuggly fit the wearer, making an odd grating sound while doing so. The boots are noisy to wear and will leave a slight trail of charcoal dust, a feature that can be a nuisance in a tidy home. However the benefits of these shoes far outweighs any such minor inconveniences.

The boots provide almost complete protection to the wearer's feet and body from any common form of heat or fire. The user can walk comfortably across hot coals, being protected against the burning cinders by a *resist elements* spell that absorbs the first 12 points of heat damage each round. She will also radiate an aura that places her in high esteem with any fire-based creature, including those from the elemental planes of fire or lava, gaining a +4 bonus to her Charisma score when dealing with these beings. Finally once per day the wearer can speak the name "Cinder" and cloak herself in a warm *fire shield* that erupts from the boots.

Unfortunately the noise produced by the boots gives a -2 penalty to any Move Silently skill checks by the wearer. The soot left by the boots also gives a +2 bonus to any Wilderness Lore skill checks when attempting to track the wearer of the boots. Each day that the boots are left partly or completely submerged in liquid water, they must make a saving throw or disintegrate into ashes.

Item Location Restrictions: *The boots can be destroyed by lengthy submersion, so they will never be found underwater.*

Weight: *1 lb.*
Caster Level: *8th*

Prerequisites: Craft Wondrous Item, *fire shield, resist elements*
Cost to Create: *28,500gp, 2,280xp*
Market Value: *57,000gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Circlet of Continual Flame
Magic Item Type: Wondrous Item
Item Power: Minor.

Item Description:
This thin stainless steel headband has a tiny elaborate box that rests on the forehead. *Continual flame* has been cast inside the box during construction. Sliding a necklace catch on top of the box irises open the box, allowing the light to shine through. The tiny magical *flame* is not as good as a bull's-eye lantern: a cone 30 feet long but only 10 feet wide at the end projects from the *circlet*. This wondrous item leaves the bearer's hands free for other things, while their head movement determines the *flame*'s direction (An *everburning torch* still requires the user to hold it). The open-ended *circlet* cannot be worn with any form of helmet, and takes a helmet slot.

Item Creation method: *Due to the intricacy involved, a DC of 15 is imposed upon the smith or jeweler crafting the special box. The tiny chamber requires watchmaker and necklace-like expertise with tiny tools. The continual flame can be cast during any time in the creation process, but it might be easier to get this part done first, allowing the smith to construct the box around the heatless flame.*

Weight: *- lbs*
Caster Level: *3rd*

Prerequisites: No feat required, *continual light.*

Cost to Create: *workmanship cost (15 gp) + ruby dust (worth 50 gp)*
Market Value: *130 gp*
Submitted By: COPYRIGHT 2002 Jeremy H. Pace
Submission Member ID Number: 108

Item Name: Cloak of Feathers
Magic Item Type: Wondrous Item
Item Power: Medium

Original Creator: Silas "The Sparrow" Silas
Original Purpose: Silas was a wizard of many talents who served the mighty king Brutis Irlingstone, lord of a great city. He was sent on many spying assignments that required him to have a disguise and a quick mode of escape, this took up much of his memory for spells that he better use to spy with, so the ever crafty wizard made himself a cloak that would allow him to be disguised and have a mode of escape. The cloak would allow him to polymorph into a sparrow for disguise and it would also allow him to fly so he could quickly escape, but for tricky situations where flaming chimneys might be an avenue of escape, he imbued it with fire resistance. The design became popular to with some of his fellow wizards who quickly made many of their own, usually with different types of birds in mind falcons, owls, hawks, etc.

Item Description: These cloaks are made of fine cloth with many bird feathers attached to it (the feathers are from the same type of bird). These cloaks allow the user to polymorph into the bird that the feathers of the cloak represent twice per day up to 7 hours each time. The transformation and effects of this spell are the same as the spell *polymorph self* except that the user is limited to the single form of the bird in which his/her cloak represents. The cloak also provides resistance to fire as per the spell *resist elements,* absorbing 12 points of fire damage every round.

Weight: *1lb*

Caster Level: *7th*

Prerequisites: Craft Wondrous Item, *polymorph self, resist elements.*

Cost to Create: *12,500gp, 1,000xp*
Market Value: *25,000gp*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Item Name: Cloak of Hastur
Magic Item Type: Wondrous Item (Cursed?)
Item Power: Medium
Original Creator: *Hastur*
Original Purpose: *Because Hastur is Crazy and so are his priests*

Item Description: Hastur was a mad elder god, banished to the stars for his evil ways, and then forgotten, his domains were Trickery, Magic & Luck. The cloaks are black with small 'black holes' magically embroidered upon the entire surface. The effect of this is absolute darkness with

range being a mere ¼ inch from the cloaks surface.

The cloaks most obvious power is that it will confer a +15 circumstance bonus to the Hide skill, however that is not its only function. The first time, in each combat sequence, that the wearer is attacked the cloak will draw upon Hastur's maddened power. The immediate effect is the wearer being touched by *random action* (DC16) and attacker being subject to *cause fear*. (DC16) Any reference to *self* in the *random action* spell should be exchanged for the subject of the *cause fear* spell. The results of both spells are calculated before the attack roll is made, and resolved in their appropriate initiative order. Once the cloak has called upon Hastur it becomes impossible for the wearer to remove the cloak without casting *remove curse*. In addition to the above, once a link has been made between the cloak and Hastur they may not cast any divine spells, until the cloak is removed and destroyed by *magical* fire.
Weight: *2lbs.*
Caster Level: *10th*

Prerequisites: Create Wondrous Items, *cause fear*, *random action*, *bestow curse* Caster Must worship Hastur.

Cost to Create: *4,500gp, 360xp*
Market Value: *9,000gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Cloak of Sorrow
Magic Item Type: Wondrous Item
Item Power: Major

Original Creator: Cult leaders of the trickster god Loki.
Original Purpose: The followers of Loki are loath to reveal their true beliefs, being fearful of the ill will this would create in their community. As a result, the cult priests created this powerful cloak to alter their true appearance, and then used it implement the will of Loki through various acts of mischief and strife.

Item Description: This unusual sleeved cloak is made from a colorful quilt of patches arranged in a peculiar, haphazard pattern that is somehow pleasing in appearance. Each time the cape is removed, it magically changes the pattern of the quilt, so the cloak never has the same arrangement twice. Whenever it is being worn, the colorful patches fade to much duller shades, making the cloak appear almost dark gray.

Anybody of a non-lawful alignment that is wearing the cloak is automatically warded against fire as the *endure elements* spell cast at 1st level. If the wearer has a chaotic neutral or chaotic evil alignment, the cloak also provides the following magical abilities:

- +8 enhancement bonus to Bluff, Diplomacy, and Disguise skills.
- Use *alter self* at will as the spell cast at 3rd level.
- Once per day upon making a mischievous suggestion, the cloak will produce a *dart of sorrow* in the hand of wearer. This is a *+1 chaotic dart* made from mistletoe. On a successful hit, it automatically inflicts a *destruction* spell against the target. The *dart of sorrow* vanishes at the end of the round.

Weight: *1 lbs.*
Caster Level: *13th*

Prerequisites: Craft Wondrous Item, Craft Magic Arms and Armor, *alter self*, *chaos hammer*, *destruction*, *endure elements*, at least +9 with Bluff, Diplomacy and Disguise skills, creator must be chaotic.

Cost to Create: *2,340XP, 29,250gp*
Market Value: *58,500gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Cloak of the Woodlands
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: This lightweight cloak has a simple foliage print, which is uncannily realistic. The cloak offers a +2 circumstance bonus to hide (*as a master worked tool*) but only with regards checks made within 10ft of a living tree. The cloak also grants the wearer the ability to cast *tree shape* twice per day. A newly created cloak has 50 charges; once all the charges are used the cloak has no magical powers but the hide bonus is retained.
Note: A player could transform others to tree form and hide beside them to gain the cloaks +2 bonus.

Weight: *2 lbs*
Caster Level: *3rd*

Prerequisites: Create Wondrous Items, *tree shape.*

Cost to Create: *1,080gp, 87xp*
Market Value: *2,160gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Coffer of Mending
Magic Item Type: Wondrous Item
Item Power: Minor
Original Creator: A Mage Guardian.
Original Purpose: To stop the kids from wining about broken toys and the like.

Item Description: This 6 inch X 6 inch X 12 inch plain wooden coffer has simple copper hinges and lock. Any item that can be placed inside the coffer (of up to 5 lbs) will have any minor damage repaired when its key is turned. It cannot mend elemental damage (sun, fire or water damage) or restore magical properties.

Weight: *6 lbs.*
Caster Level: *3rd*

Prerequisites: Create Wondrous Item, *mending*

Cost to Create: *500gp, 40xp*
Market Value: *1,000gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 37

Item Name: Collar of Alertness
Magic Item Type: Wondrous
Item Power: Minor

Item Description: This collar looks like a simple leather collar, for a cat of a dog, at first glance, however the collar will fit all animals of medium size or smaller. Upon close examination it will show symbols of Divination engraved into the leather on it's inner side. This magical collar is strapped on an animal and grants it the benefits of the Alertness feat, and it can use *See Invisibility* once per day.

Weight: *¼ lbs.*
Caster Level: *5th level*

Prerequisites: Craft Wondrous Items, *see invisibility, alarm* or creator must have the alertness feat.

Cost to Create: *1,500gp, 120xp*
Market Value: *3,000gp*
Submitted By: COPYRIGHT 2001 Itzhak Even
Submission Member ID Number: 023

Item Name: Crescent Riding Boots
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: Crafted for the commander of an elite cavalry unit, these fine riding boots are made of dark brown polished leather, with thick heels and tapered toes. The boots cover the lower portion of the leg to just below the knee, and they are ideally shaped for riding and controlling a mount. The only distinguishing features are the bronze crescents attached behind the ankles and the short protruding knobs of bronze at the back of the heels.

The boots are magically enchanted to allow the owner to apply exquisite control of her mount, giving a +5 bonus to her riding skill and freeing her hands to fight any opponents. This improved control of the mount also allows her to fight more effectively while mounted, giving her a +1 bonus to her attack and damage rolls. Finally by speaking the command word "alagorn" the rider can calm her panicked mount as the *calm animal* spell. The boots are less well suited for marching and provide little benefit while on the ground.

Weight: *-*
Caster Level: *1st*

Prerequisites: Craft Wondrous Item, *calm animal*, at least 8 ranks in riding skill.

Cost to Create: *2,265gp, 181xp*
Market Value: *4,530gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Cube of Ice
Magic Item Type: Wondrous Item
Item Power: Minor

Original Creator: Viveka Willowsmane, a half-elven sorcerer acquired a taste for cold and frozen drinks while journeying in the far north. When she made her home in a more temperate climate, on hot days she found herself craving cold drinks.
Original Purpose: Make cold drinks.

Item Description: This item appears to be a chunk of clear crystal carved to appear like a small (1"x1"x1") rough cube of ice. Once per day this item can cool/freeze up to 1 gallon of liquid. It has no effect on larger volumes or on non-liquids. It has 3 command words, "cool", "chill" and "freeze", the original required that these words be spoken in Draconic, however imitators have created similar items with the command words in different languages. The command "cool" will chill liquid to below room temperature, "chill" will bring liquid to a little above freezing, and "freeze" will chill a liquid to just below freezing. However, "freeze" will

not cause the liquid to go solid, but form a cold type of slush. When found randomly there is a 25% chance that more than one cube is found, if so roll 1d3 for additional cubes. Note that using additional cubes do not have cumulative effects on the same gallon of liquid. Many users of alchemical labs find this a useful item. If used in such a way that in theory it would damage a creature (thrown at a water elemental for instance), treat as per *ray of frost*.

Prerequisites: Craft Wondrous Item, *ray of frost*

Cost to Create: *180gp, 15XP*
Market Value: *360gp*
Submitted By: COPYRIGHT 2001 Jason Sallay
Submission Member ID Number: 060

Frederic SIMONS 2001

Item Name: Cummerbund of Crushing
Magic Item Type: Wondrous Item
Item Power: Medium

Item Description: This unusual piece of garb is a piece of fine crimson material that is worn around the waist. It is placed over any shirt, but beneath a vest or vestment. (For game purposes it is considered a vest magical item, but can be worn underneath a mundane vest.) It appears fitted for a medium-size humanoid creature, but will magically resize itself to fit snugly around the belly of any two-legged creature.

The cummerbund has the magical property of allowing the wearer to apply a crushing squeeze to an opponent. This item gives the wearer a +2 enhancement bonus to their Strength. The wearer also receives an additional +2 weapon enhancement bonus when performing grapple checks and dealing damage to a grappled opponent. (The two bonuses stack to give a combined +3 bonus to grapple checks and damage.)

Once per day by speaking a command word, a single creature that is larger in size than the cummerbund wearer can be targeted with a *reduce* spell as a standard action. If the target fails to resist this effect with a successful Fort save at DC 12, then they are reduced in size by 50% for a period of five minutes, so the dimension of the target shrinks by one size category and Strength is lowered -5.

Weight: *-*
Caster Level: *5th*

Prerequisites: Craft Wondrous Item, *bull's strength*, *reduce*, caster must have the Weapon Focus feat for grapple.
Cost to Create: *770XP, 9,620gp*
Market Value: *19,240gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Curio Charm
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: These simple magical charms are created to serve a utilitarian purpose, and are intended only to perform a single minor trick once each day. Low ranking practitioners of magic typically construct such items to generate revenue for their research or other purposes, and will usually match their work to the particular requirements of the client. For this reason a curio, charm is usually considered a decorative trinket, rather than a useful magic item. However a creative individual can find a use for even the most esoteric such object.

***Beads of Remembrance*:** This loop of silken thread is strung with a series of small pieces of polished agate, each with a hole drilled through the center. Once per day while the smooth beads are rubbed between the fingers, the wielder will gain a +1 bonus to any Intelligence-based skill check. The owner must have at least one rank in the knowledge skill being used.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *guidance*; *Market Price*: 400gp; *Weight*: 1 lb.

***Bowl of Time*:** An elegant pottery bowl that is decorated with an untarnished white glaze, this item has a gently curving bump that starts in the center and spirals its way out to the edge. The bowl has a small hole in the center. Once per day, the bowl will fill up to just below the lip with two gallons of pure, crystal clear water. This water gradually drips through the hole in the bottom, finally emptying after a full day has passed. The bowl then fills again to repeat the cycle. In this manner, the bowl will serve as a simple timepiece, with the position of the water along the spiral indicating the time of the day.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *create*

water; *Market Price*: 400gp; *Weight*: 1 lb.

***Cloak of Massage*:** This light, dark brown cloak appears quite ordinary, except for a silver clasp consisting of a pair of hand-shaped buttons joined together by a short silver chain. Once per day when the wearer grasps both pins, the cloak will apply a gentle, relaxing massage to the neck and shoulder areas. The effect lasts for up to a full hour, or until the wearer again clasps both pins. Unfortunately, while this massage is very relaxing, it is no substitute for a full night of rest.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *prestidigitation*; *Market Price*: 400gp; *Weight*: 1 lb.

***Cleaning Tail*:** The dark haired tail of a mare is firmly attached to a well-made leather handle, producing this cleaning implement. Once a day when the item is brushed across garb or other solid materials, any stains and dirt will be completely removed by a magical prestidigitation effect. Mild odors will also be eliminated, leaving the materials in a freshly cleaned condition. The tail can be used for up to an hour each day before the cleaning magic loses its effectiveness.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *prestidigitation*; *Market Price*: 400gp; *Weight*: 1 lb.

***Crying Comb*:** This is an ornate comb crafted from a single piece of ivory. The handle on the back is sculpted in the shape of a young woman's head whose hair cascades down to form the teeth of the comb. Once per day, when the comb is first run through some hair, the handle will emit an eerie keening sound of several mourners. This sound lasts for a full round before fading away, and functions as a *ghost sound* spell.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *ghost sound*; *Market Price*: 400gp; *Weight*: 1 lb.

***Dish of Warming*:** An elegant dish fit for use in a court, this item of pottery is expertly crafted and decorated in a pleasing manner. The edge of the dish is slightly raised to contain the food and to allow the item to be carried without being burned by touching the contents. Once per day when hot food is placed on the dish, a magical trick of *prestidigitation* will serve to keep the contents nicely warm for a period of a full hour.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *prestidigitation*; *Market Price*: 400gp; *Weight*: 1 lb.

***Fork of Freshness*:** This silver implement appears to be an ordinary fork. It is decorated with a handle shaped as the head and neck of a faerie dragon. Once per day, this fork can be used to make even a spoiled meal suitable for eating and will purify a vessel filled with water of any contamination. This will function as a spell of *purify food and drink*, decontaminating a meal large enough for one individual.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *purify food and drink*; *Market Price*: 400gp; *Weight*: 1 lb.

***Frosty Goblet*:** This pint-sized drinking vessel is a well-crafted goblet made from untarnished brass. The only adornment is a band of snowflake shapes formed in a ring just below the lip. Once per day when a damp finger is run in a circle along the lip of the goblet, the temperature of the beverage to drop to just above freezing as if affected by a *ray of frost* spell.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *ray of frost*; *Market Price*: 400gp; *Weight*: 1 lb.

***Glove of Proper Disposal*:** The elegant glove of a male or female courtier, this magical item is intended to allow the owner to dispose of small, objectionable objects without requiring actual physical contact. The glove is made from clean white fabric that is almost silky to the touch, and is free from any sign of wear or tear. The only adornment is a violet fleur-de-lis stitched on the back of the hand. Once per day the wearer can point the glove in the direction of an object, then employ the item exactly in the manner of a *mage hand* spell to move the objectionable item about.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *mage hand*; *Market Price*: 400gp; *Weight*: 1 lb.

***Glow Fairy*:** This charm is a small crystal sculpture of a fairy perched upon a toadstool. It will sit upright on any flat surface like an ornament. Once a day when grasped by the thick stem of the toadstool, the glow fairy will glow as a *light* spell for a period of ten minutes.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *light*; *Market Price*: 400gp; *Weight*: 1 lb.

***Good Luck Charm*:** The item consists of the severed foot of a small, furred animal attached to a simple brass cap. On the back of the cap is a loop that can be used to suspend the item from a necklace or slender chain. Once per day, this charm can be clasped in the hand, providing a +1 bonus to any one saving throw, or a +1 bonus to a skill check for any skill not based on Intelligence. This luck bonus functions identically to that provided by a *guidance* spell.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *guidance*; *Market Price*: 400gp; *Weight*: 1 lb.

***Pillow of Blissful Rest*:** A circular pillow with an embroidered silk cover and filled with soft down, this item provides an abnormally comfortable rest regardless of the surface on which it rests. Once per day when the owner receives at least an hour of sleep while resting with her head

on this pillow, she receives a single additional hit point of magical healing. This healing functions as a *cure minor wounds* spell.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *cure minor wounds*; *Market Price*: 400gp; *Weight*: 1 lb.

***Pin of Fellowship*:** This small tin medallion is shaped in the form of a heater shield bearing a particular heraldic emblem. It can be attached to an article of clothing by a clasp on the back, or hung from the neck by a chain. Once per day, the wearer of the pin can apply a spell of resistance to an individual by holding the object in one hand while touching the target with the other hand. The magical effect gives a +1 resistance bonus to any saves by the target during the next minute.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *resistance*; *Market Price*: 400gp; *Weight*: 1 lb.

***Pipe of Direction*:** This object is a dull black stone is just large enough to fit comfortably in the palm of the hand. It has been meticulously sculpted in a somewhat abstract shape of a fly. There is an opening in the nose of the object and a second hole at the tail. Once per day when the owner blows into the tail opening, a small flying insect will erupt from the opening in the front, and then proceed to fly away in the direction of true north. After a moment, the insect will disappear in a small puff of dust.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *know direction*; *Market Price*: 400gp; *Weight*: 1 lb.

***Rainbow Headdress*:** This wig is made from long, curly hair that naturally cascades down over the shoulders of the owner. Firmly attached to the lining of the skull cover are concentric rings of multi-colored beads. Once per day these beads can be pinched in various combinations to produce startling color patterns in the wig, with the results being formed by a *prestidigitation* spell that remain in effect for a full hour. In addition to the typical hair colors, various bright and subdued hues can be applied as well as assorted streaks and bands. With a little work, the wig can also be changed to different hairstyles. However learning the proper combinations to produce a particular result will require 1d4 weeks of practice.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *prestidigitation*; *Market Price*: 400gp; *Weight*: 1 lb.

***Scarf of Avoidance*:** When a guest grows too tedious during a social gathering and the person wants to escape the conversation, they can employ this item. It consists of a silken scarf dyed in a subtle but attractive manner. Once per day when the scarf is waved in the general direction of the target, it will subject the individual to a *daze* spell.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *daze*; *Market Price*: 400gp; *Weight*: 1 lb.

***Sparkling Sphere*:** This object consists of a small, bronze sphere mounted on an ornate bronze base. The sphere is punctured by a series of many small holes and a few recognizable forms, typically in the shape of animals, common objects. To activate the item, it must be picked up and shaken slightly, then placed down on its base. Upon doing so four points light sources appear within the sphere, and begin moving about in random orbits. These lights are as bright as torches, and they project through the bronze sphere to cause moving sparks of illumination to dance across the walls of the room. The sphere can be used once per day and the entertaining lights show lasts for a full minute.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *dancing lights*; *Market Price*: 400gp; *Weight*: 1 lb.

***Stinging Thimble*:** Shaped like a brass thimble that fits over the end of a finger, this ornament is unadorned except for a slight bump at the tip. Once per day, the wielder can touch a target with the ornament and a magical talon will appear from the tip to sting the foe for a single hit point of damage. This talon will penetrate armor to inflict a wound as an *inflict minor wounds* spell.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *inflict minor wounds*; *Market Price*: 400gp; *Weight*: 1 lb.

Weight: *1 lb.*
Caster Level: *1st*

Prerequisites: Craft Wondrous Item, *appropriate spell*.
Base cost = 2x(0.5x1x2000/(5/1)) = 400gp

Cost to Create: *200gp + 8XP*
Market Value: *400gp.*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Demiform Boots
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: There are several different forms of these boots, but their general purpose remains the same. They resemble a carefully preserved lower limb or appendage of a beast, complete with the outer hide and any particular hoof, paw, or tail the creature possessed. The only feature that would indicate these are actually boots rather than a stuffed trophy of a hunt are the openings into which the feet can be thrust. From the shape and size of these

boots it does not appear that anybody could comfortably wear this footwear, but the interior is magically enchanted to hold the feet and lower legs in a lined extra-dimensional pocket.

While wearing the boots, a medium-size humanoid can once per day choose to undergo a transformation into the form of an enchanted creature at will as a full round action, and gains the physical abilities of that life form. The transformed wearer is affected in all respects as by a *polymorph self* spell. Reversing this process can also be performed at will by spending a full round action on the process. The process of transformation is a disturbingly noisy one, however, giving a +8 bonus to any Listen skill checks to hear the individual change form.

Boots of the Centaur: These shoes appear to be made from the lower hind legs of a horse. When worn by a medium-size humanoid, these will alter the lower body of the wearer into a horse, while the area of the body above the waist retains its normal form. The wearer has Str 18, Dex 14, and Con 15. The size changes to Large; she has +2 natural armor, and she gains four hooves that allow two hoof attacks and provide a ground movement of 50 ft.
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *polymorph self*; *Market Price*: 64,000gp; *Weight*: 1 lb.

Boots of the Harpy: This footwear resembles a pair of claws from a large predatory bird. When worn by a medium-size humanoid, these will transform the owner into a bird-like being. The wearer will retain the head and breasts of her normal form, but the remainder will change into a huge, filthy bird. The wearer has Str 10, Dex 15, and Con 10. She has +1 natural armor; she can attack with two claws, and can move 20 ft. across the ground or fly at 80 ft.
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *polymorph self*; *Market Price*: 64,000gp; *Weight*: 1 lb.

Boots of the Merfolk: This footwear resembles the tail fin from a large fish. It only has a single slit at the top into which both feet can be inserted, typically making it only useful for wearing while swimming. When worn by a medium-size humanoid, this footwear will transform the owner into a member of the Merfolk. The wearer will retain the head and breasts of her normal form, but the remainder will change into a scaled tail. She has Str 10, Dex 12, and Con 12, and can move 5 ft. on the ground or 50 ft. by swimming.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *polymorph self*; *Market Price*: 56,000gp; *Weight*: 1 lb.

Boots of the Sphinx: This footwear looks like the back legs of a hunting cat. When worn by a medium-size creature, these will transform the owner into an Androsphinx, with a body the shape of a lion and the wings of an eagle will sprout from the back. While in this form the wearer will retain only the head and neck. A wearer has Str 25, Dex 10, and Con 19. Her size changes to large; she gains +13 natural armor; and she can attack with claws and a rake attack. She is able to move 50 ft. across the ground or fly 80 ft.
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *polymorph self*; *Market Price*: 80,000gp; *Weight*: 1 lb.
Item Creation method: *Forming a pair of these boots requires an actual physical specimen from which to form a magical template. A precise cast must be made of the lower body parts using a specially prepared plaster material and then the surface must be completely coated with fresh blood of the specimen. A master craftsman then shapes the hide of the creature around the cast, performing much the same task as a taxidermist in reforming the lower body parts of the creature. While this is being done the caster is endowing the physical form of the boots with the transformational power they will gain. Rarer and more potent beasts require greater magical skill to accomplish this task, as well as difficult to obtain materials to prepare the boot material.*

Weight: *1 lb.*
Caster Level: *7th-10th*

Prerequisites: Craft Wondrous Item, *polymorph self*.

Cost to Create: *28,000gp + 1,568-2,240xp*
Base Cost = 4x7x2000, 4x8x2000, 4x10x2000
Note: The caster level and cost varies depending on the capability of creature to be formed.
Market Value: *56,000-80,000gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Devout Tear
Magic Item Type: Wondrous Item
Item Power: Major.
Original Creator: Priestly orders of the dwarven patron god of scholars and inventors.

Original Purpose: The devout drops were first created by the dwarven religious orders to honor particularly dedicated priests.

Item Description: These translucent crystalline objects are shaped in the form of falling raindrops. They are just large enough to be held comfortably in the hand, and have a texture similar to smooth granite. When examined in the daylight they appear pale white in hue, and sparkle slightly with a rainbow of hues that shift as they are turned about. In low lighting the drops glow with a faint inner light. The original tears were created by the priestly orders of the dwarven patron god of scholars and invention. The

knowledge has since spread to other clergies, particularly among the dwarves and humans.

When commanded the devout tear immediately vanishes from the hand of the owner and reappears as a mysterious aura about the head and upper body. While the aura is active the devout tear bestows a divine gift upon the owner that allows him to call upon the unique powers of his deity in time of need. The owner can restore the devout tear to physical form at will, or it will appear in his hand immediately upon his death.

The wearer of the aura automatically gains a +2 bonus to Knowledge (religion) skill rolls. In addition, once per day the wearer can exchange any one of his remaining domain spells for another domain spell of that deity. The new domain spell must be at or below the level of the replaced spell.

The new spell can be selected from any domain of the cleric's deity, including a domain that the cleric did not chose. Thus suppose a priestess of a god with domains of good, law, luck, or strength has chosen the domains of law and strength. She can trade a memorized spell from the strength domain for another spell at the same or lower level from any of the domains of good, law, luck, or strength. However the priestess must still supply any components and experience points required by the new spell.

Each devout tear is keyed to a particular faith, so it will never function for a priest of a different deity. A priest can only use a single devout tear. It does not prevent any other magic items from being used.

Item Creation method: *The drop is formed from the tears of the collected priesthood while they are engaged in rapturous prayer, then blessed with the most sacred essence of the order. Completing the tear requires the cooperation of at least two or more priests who together are capable of casting all domain spells of their common deity.*

Weight: *-*
Caster Level: *17th*

Prerequisites: Craft Wondrous Item, two or more priests who can collectively cast all spells from all domains of their common deity, at least 6 ranks in Knowledge (religion).

Cost to Create: *38,616gp, 3,089xp*
Market Value: *77,232gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Earcuffs of Message Sending
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: This sterling silver ear cuff completely encircles the left or right ear, takes an earring slot, and always comes in sets of 2, 4, 6, etc. When worn by members of a party, each person can talk to all of the others as if using the message spell. The act of whispering activates the wondrous item. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt between the party members blocks the spell. Range is a mere 120 feet, limiting the uses to dungeon crawling or reconnaissance, but party members can string themselves along a corridor and repeat each message to extend the range easily. Different sets of earcuffs have different styles – some are all silver, some have a tiny peridot or garnet stone, etc, to set them apart. If two people speak simultaneously, the spell will cause both to be heard – this is a party line. Wearing two earcuffs of the same set only gives stereo sound to the wearer, but different sets allow for a larger group to hear the same message from the relay person. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Item Creation method: *Although the description is given in silver, any metal may be used.*

Weight: *0 lbs*
Caster Level: *1st*

Prerequisites: Craft Wondrous Item, *message*

Cost to Create: *1,000 gp, 80xp (per two earcuffs; you must make multiple sets for larger numbers, such that a set of four costs 2,000 gp, 160xp to create, etc.)*
Market Value: *2,000 gp (per set of 2)*
Submitted By: COPYRIGHT 2002 Jeremy H. Pace
Submission Member ID Number: 108

Item Name: Egg Shell of Petrifaction
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: This decorative egg shell depicts a cockatrice mating battle upon its surface. The shell my be thrown 10' by hand for a ranged attack unless the target passes a Fort save (DC 16) they and all their gear will be turned to stone, instantly and permanently.

Weight: *0 lbs*
Caster Level: *11th*

Prerequisites: Create Wondrous Item, *transmute flesh to stone.*

Cost to Create: *1,650gp, 132xp*

Market Value: *3,300gp each*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Frederic SIMONS 2001

Item Name: Eyes of Terror
Magic Item Type: Wondrous Item
Item Power: Medium
Original Creator: Zarin the Black

Item Description: These lenses are placed over the eyes and then absorb themselves as part of the wearers natural eyes. These lenses give the wearer the ability to create an illusionary effect on their eyes so that they can appear in a terrifying visage (small skulls, flaming, hollow, etc.). The visage is so terrifying that many beings will see the wearer as a being to be feared. This effect can be used as a free action and gives the wearer a +5 bonus to Intimidation checks and a adds a +2 bonus to the save DC for all fear based spells that the wearer casts.

Weight: *-*
Caster Level: *7th level*

Prerequisites: Craft Wondrous Item, *silent image*, *fear*

Cost to Create: *14,000gp, 1,120xp*
Market Value: *28,000gp*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Frederic SIMONS 2001

Item Name: Familiar's Collar
Magic Item Type: Wondrous Item
Item Power: Medium

Original Creator: Allan Whitefire, his wondrous items always have a flame outline etched into the front or top of the metal.
Original Purpose: Having a familiar shouldn't make it a viable target for monsters. This collar is good for a familiar in a dungeon, allowing them to survive pit traps and dodge/fight monsters better.

Item Description: Masters can be very protective of their familiars, with good reason. This masterwork Tiny collar is made of loops of leather and metal wire for a mammal familiar such as a cat, dog, ferret, etc. The *collar* must be worn for one week before the powers will activate continuously, giving the familiar time to adjust to them. The wondrous item aids the familiar with *spider climb* at will, letting the animal climb almost any surface. *Feather fall* activates as needed. *Magic fang* gives a +1 enhancement bonus to attack and damage to one natural weapon of the familiar (bite or claw). The familiar gains 1 temporary hit point as long as the *collar* is worn (and unbroken). If the animal dies or is dismissed, the *collar* becomes inert and can be placed on another master's familiar only if the animal is the same species as the previous user. The *collar* fills whichever major clothing slot the animal has, and will become inert if additional items are used by the animal (rings, boots, jackets, etc.).

Item Creation method: The masterwork collar can be bought, but the master must personally imbue the spells with the familiar close by during the creation process (scrolls or separate spellcasters allowed as per the PHB/DMG). The master determines the natural weapon used by magic fang – if more than one natural weapon (bit or claw) is enhanced, the spell must be cast individually for each (add to cost).

Weight: *- lbs.*
Caster Level: *1st*

Prerequisites: Craft Wondrous Item, *feather fall, magic fang, spider climb, virtue.*

Cost to Create: *3,600 gp, 288xp*
Market Value: *7,200 gp + masterwork*

Submitted By: COPYRIGHT 2001 Jeremy H. Pace
Submission Member ID Number: 108

Item Name: Feedbag of the Favored Mount
Magic Item Type: Wondrous Item
Item Power: Medium
Original Creator: Allan Whitefire, his wondrous items always have a flame outline etched into the front or top of the metal.

Item Description: Only equine animals can use this leather bag with harness: no bovines or other grazers. A simple picture of a horse with the number "4" is colorfully stitched into the bottom of the leather bag. When placed around a horse's head, the feedbag will fill randomly four times a day with sixteen pounds of various feeds – alfalfa, clover, corn, oats, or plain hay. The feed will change its flavor randomly as well, from the finest hulled oats to ground corn. This will feed any equine from a small pony to a heavy warhorse, but you must still water the animal. Any food left in the bag will spoil after 24 hours, and may be scooped out by hand or poured into another container without reactivating the magic prematurely. The bag will not fill again until strapped around an equine's head.

Weight: *5 lbs. (empty)*
Caster Level: *5th*

Prerequisites: Craft Wondrous Item, *Create Food and Water, Prestidigitation*

Cost to Create: *12,400gp, 992xp*
Market Value: *24,800gp*
Submitted By: COPYRIGHT 2001 Jeremy H. Pace
Submission Member ID Number: 108

Item Name: Fred's Glasses of Knowledge
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: These small glasses are crafted out of pure crystal and mythril. The material alone would make them valuable, but the abilities that they grant make them worth even more. Whenever the glasses are worn, the wearer will notice magical hazes as if they were under the spell *Detect Magic*.

Weight: *¼ lbs*
Caster Level: *3rd*

Prerequisites: Craft Wondrous Item, *detect magic.*

Cost to Create: *2,000gp, 160xp*
Market Value: *4,000gp*
Submitted By: COPYRIGHT 2001 Ian Cheesman
Submission Member ID Number: 070

Item Name: Fred's Glasses of Stone
Magic Item Type: Wondrous Item
Item Power: Major

Item Description: These glasses seem like they would be no use to anyone, as the lenses are created out of pink granite. When a person puts on these glasses, however, they discover that they can see through the glasses normally. The glasses also grant the wearer protection from any gaze attacks (i.e. - from Basilisks, Beholders, Medusas, *eyebite*, etc.).

Weight: *½ lbs*
Caster Level: *11th*

Prerequisites: Craft Wondrous Item, *greater dispelling.*

Cost to Create: *66,000gp, 5,280xp*
Market Value: *132,000gp*
Submitted By: COPYRIGHT 2001 Ian Cheesman
Submission Member ID Number: 070

Item Name: Float Cloak
Magic Item Type: Wondrous Item
Item Power: Medium

Item Description: This cloak is stitched entirely with feathers. It is enchanted so that it (and it's wearer) are always under the spell *feather fall*. 10% of these items also

allow it's wearer to cast *fly* once per day as a 6th level sorcerer.

Weight: *1lbs*
Caster Level: *6th*

Prerequisites: Craft Wondrous Item, *feather fall, (fly).*

Cost to Create: *3,000gp, 240xp; 6,000gp, 480xp*
Market Value: *6,000gp, 12,000gp (with fly)*
Submitted By: COPYRIGHT 2001 Ian Cheesman
Submission Member ID Number: 070

Item Name: Gauze of Gentle Repose
Magic Item Type: Wondrous Item
Item Power: Medium.

Item Description: A boon to clerics and laymen alike, this linen gauze is typically found at battlefield hospitals and other places far from temples of good. The wondrous item is wrapped around the recently deceased, preserving the corpse with *gentle repose*. The quality of the cloth and thread count usually indicates the level of the spell imbued into the material: thin, gossamer-like bolts are only good for a day apiece, while bed sheet material can last for a fortnight. As the spell endures day by day, the cloth slowly evaporates to nothingness. A corpse can be re-wrapped with another bolt of gauze, but the new bolt overrides any portion of time the previous cloth had in preserving the body.
The gauze is usually found in airtight containers, such as scroll cases or jars coated with pitch inside, in order to keep the material pure: the gauze can lose its potency if exposed to the elements. Attempting to use the linen as clothing breaks the wondrous item. The bolt of cloth is always made with a width and length to wrap one entire body (and a few detached pieces) with, and the spell may fail if the gauze is torn to wrap more than one corpse.

Although rumors of burial shroud of raise dead persist, or gauze of regeneration, only this gentle repose cloth has been woven by healers and clerics.

Item Creation method: Creator must be a good cleric with access to the Healing domain.

Weight: *12 lbs (add case/jar with pitch – 6 to 10 lbs more)*
Caster Level: *3rd*

Prerequisites: Craft Wondrous Item, *gentle repose*

Duration/	**Cost to Create/**	**Market Value**
3 days	150 gp	300 gp
4 days	200 gp	400 gp
5 days	250 gp	500 gp
6 days	300 gp	600 gp
7 days	350 gp	700 gp
14 days	700 gp	1,400 gp (MAX)

Submitted By: COPYRIGHT 2001 Jeremy H. Pace
Submission Member ID Number: 108

Item Name: Gloves of Wound Transfer
Magic Item Type: Wondrous Item
Item Power: Medium

Item Description: These gloves appear as elbow length formal style gloves. The gloves grant the extraordinary power to transfer wounds to the wearer. The wearer must pass a Healing skill check (base DC15) in order to activate the magic of the gloves. For the magic to take effect the wearer must have less damage than the target, if this condition is met the wearer is struck by a *harm* spell (no save or SR applies) and the target is *healed*. The gloves require 24 hours to recharge after each use.

Weight: *0 lbs*
Caster Level: 11th

Prerequisites Create Wondrous Item, *vampiric touch*, and the Heal skill to a minimum of 5 Ranks.

Cost to Create: *5,350gp, 428xp*
Market Value: *10,700gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Heart Token
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: These small tokens are beautifully crafted coin shaped items that vary in size from ½" to 4" in diameter. Heart tokens are crafted from pure gold and can be sculpted into any design that the creator wishes. If you look at the token with read magic however, you will notice that the outer edge holds runes of healing. The token is activated when the owner reaches 0 hit points or lower unless the owner is already dead, that is below –10 hp from the killing blow. Upon reaching 0 hit points or less the magical healing is automatically released, healing the subject for 4d8+8 hit points. Once used the token becomes lifeless and must have the spells for creation cast on it again, which costs the same as the original enchanting.

Item Creation method: *The coin that holds the enchantment takes an extremely talented artisan to make such an object. The coin itself cost 400gp to craft.*

Weight: *1/4lb to 2lbs depending on size.*
Caster Level: *11th*

Prerequisites: Craft Wondrous Item, *cure critical wounds, contingency.*

Cost to Create: *2,550gp, 204xp*
Market Value: *5,100gp*
Submitted By: COPYRIGHT 2002 Micah J. Higgins
Submission Member ID Number: 035

Item Name: Helm of The Night
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: This full helm is of the darkest metal and of the finest craftsmanship. The helm grants the wearer the spell like ability of *darkvision* at 60ft for 4 hours, twice per day upon command.

Weight: *2 lbs*
Caster Level: *4th*

Prerequisites: Create Wondrous Item, *darkvision*

Cost to Create: *3,200gp, 256xp*
Market Value: *6,400gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Frederic SIMONS 2001

Item Name: Helm of Trap Searching
Magic Item Type: Wondrous Item
Item Power: Minor to Medium

Original Creator: Jeggred the Bold, a half-elf rogue/cleric of Pelor was involved in the exploration of an ancient underground city. After losing two of his companions to traps, he created the first of these items to allow others to find traps for those skilled in their disarmament.

Item Description: Usually a plain but well made helm, normally of a type found with medium armors. The wearer can use their search skill to detect traps just as a rogue can. In addition, some versions of this helm give +5, +10, +15 or even +20 to all search checks. The most common version is the +5 search version.

Weight: *3 lbs*
Caster Level: *3rd*

Prerequisites: Craft Wondrous Item, *find traps*, Creator must have at least 1 level in rogue or bard.

Market Value: *500gp (+5), 2,000gp (+10), 4,500gp (+15), 8,000gp (+20)*
Submitted By: COPYRIGHT 2001 Jason Sallay
Submission Member ID Number: 060

Item Name: Helper Stone
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: This one foot tall stone statue is shaped in the form of a humanoid ghost. When this statue receives a *prestidigitation* spell cast upon it, it disappears and turns into an invisible, unsubstantial force, as per the spell *unseen servant*. After ten minutes, the *Helper Stone* reverts back to its statue form. It will also return to its statue form if it would otherwise dissipate.

Weight: *5 lbs*
Caster Level: *4th*

Prerequisites: Craft Wondrous Item, *prestidigitation, unseen servant*

Cost to Create: *1,350gp, 108xp*
Market Value: *2,700gp*
Submitted By: COPYRIGHT 2001 Ian Cheesman
Submission Member ID Number: 070

Item Name: Hyboreal Torque
Magic Item Type: Wondrous Item
Item Power: Major

Item Description: This item is a twisted piece of metal that has been artistically shaped in the form of a necklace. In daylight the torque has a sparkling quality like a field of freshly fallen snow. The metal has a faintly milky hue and is completely covered with tiny engraved runes that have been arranged in the form of snowflakes. The metal has a chill sensation that is never lost even if the torque is held over an open flame.

The wearer of the Hyboreal Torque is protected from all fire-based attacks as the *chill shield* spell. The Torque provides none of the other benefits of this spell.
Three times per day while casting any spell with an energy descriptor of fire she can change the energy descriptor to cold. The resulting spell is identical in function to the normal spell, except that the manifestation and effects of the spell are of utter cold rather than intense heat and flame. Thus a *fireball* spell can be changed to *frostball*, producing an explosion of bitterly cold, blue flames.

For certain fire-based spells this transformation will result in specific, cold-based spells. So a *wall of fire* spell will become *wall of ice*; *fire storm* changes to *ice storm*; *heat shield* is reversed to *chill shield*; and *heat metal* changes to *chill metal*.

Weight: *-*
Caster Level: *7th*

Prerequisites: Craft Wondrous Item, *fire shield*, Fire to Ice*.
*This feat is available from the Netbook of Feats. If this feat is not used in the campaign, the alternative prerequisite is *ice storm* and creator must have at least 4 ranks in Knowledge (arcana).

Cost to Create: *23,800gp, 1,904xp*
Market Value: *47,600gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Permanent Inkpen
Magic Item Type: Wondrous Item
Item Power: Minor
Original Creator: Allan Whitefire, his wondrous items always have a flame outline etched into the front or top of the metal.

Item Description: This durable metal pen crafted from stainless steel with a diamond tip has *arcane mark* cast upon it such that the inkpen makes a permanent mark on any surface. The user decides whether the mark is visible or invisible, but the line is more like that of a charcoal pencil than true flowing ink (2.0 mm). The brushed finish is roughed at the center and near the tip for better dexterity while writing. As soon as the tip leaves a surface, the spell stops. The tip is a spring-loaded device activated by pressing down on the end – pressing a second time re-loads the tip unto the spring, preventing accidental use. This inkpen was designed for making marks in stone, such as a castle builder or while dungeon crawling. The mark cannot be removed except by magical means, such as the *erase* spell.

Item Creation method: *Steel and diamond is used because the inkpen in the PHB is made from wood, which a DM might say breaks on the stone walls of a dungeon. A craftsmanship check can be required for this "ballpoint-pen" model (DC 15). Variations of the inkpen could include a bronze-dipped feather, or any common writing utensil of the day. An ignorant person stumbling upon the inkpen in a dungeon might mistake the steel shaft for a gemologist's tool, or even break off the diamond tip for the gemstone!*

Weight: *- lbs*
Caster Level: *1st*

Prerequisites: Craft Wondrous Item, *arcane mark*

Cost to Create: *1,000 gp, 80xp*
Market Value: *2,000 gp + masterwork + gem*

Submitted By: COPYRIGHT 2001 Jeremy H. Pace
Submission Member ID Number: 108

Item Name: Jack of "Thieves"
Magic Item Type: Wondrous Item
Item Power: Medium
Original Creator: Created by mysterious Sorcerer-Priests from a distant land.

Original Purpose: Used by spies of the Sorcerer-Priests to perform their duties.

Item Description: This reversible leather jacket has been bestowed with powers of stealth, misdirection, and escape. The outside of the jacket is lightly tanned and bears the emblem of the craftsmen responsible for its manufacture. When turned inside out, the jacket is a dull black with no reflective surfaces. The runic command words needed to activate the powers are stitched on the pocket lining of the jacket.

The jack gives a +1 luck bonus to AC and a +2 bonus to the Tumble skill of the wearer. When worn light side out, the owner gains a +2 bonus to her Move Silently skill. Once a day with light side out, she can use command words to activate *feather fall* and *expeditious retreat* as the spells cast by a 1st level Sorcerer. When worn dark side out, the owner gains a +2 bonus to her Hide skill. Once a day with dark side out, she can use command words to activate *jump* and *ghost sound* as the spells cast by a 1st level Sorcerer.

The jack functions as a vest and is worn thus as an article of clothing. Under normal circumstances it requires a full minute to reverse the jack due to the layers of clothing and equipment that must first be removed. However if the jack is the only item worn on the upper body and nothing is being carried in the hands then it only requires a full round action to reverse the vest.

Weight: *5 lb.*
Caster Level: *5th*

Prerequisites: Craft Wondrous Item, *expeditious retreat, feather fall, ghost sound, jump*, at least four ranks in the hide, tumble, and move silently skills.

Cost to Create: *9,200gp, 736xp*
Market Value: *18,400gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Lucky Underwear
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: These under garments, consist of a shirt and whatever passes as undergarments for the wearer. The clothing allows the wearer to, once per day, declare a lucky break. This supernatural power grants the wearer a +1 luck bonus to the next dice roll they have to make. The under garments must be made to order; using at least one existing piece of lucky (non-magical) clothing in addition the lucky break is non-transferable.

Weight: *1 lb*
Caster Level: *3*

Prerequisites: Create Wondrous Items, *divine grace*

Cost to Create: *300gp, 24xp*
Market Value: *600gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Medallion of Soul Containment
Magic Item Type: Wondrous Item
Item Power: Medium

Item Description: This amulet is heavily inscribed with symbols of protection and capture, its setting is an emerald of unsurpassed quality. The gem captures your soul if you die. If the gem containing the soul is used as a focus in any *raise dead* spell, it may be treated as a *true resurrect* spell, on the original wearer of the amulet. The amulet is destroyed when the wearer is brought back to life. The gem has 40 hit points, and a hardness of 20 and a break DC of 48. If the gem is destroyed while it contains a soul then the life force is released and treated as if slain by death magic regardless of the original cause of death.

Frederic SIMONS 2001

Weight: *0 lbs*
Caster Level: *17th*

Prerequisites: Craft Wondrous Item, *refuge, true resurrection*

Cost to Create: 16,000 gp, 760xp;
Market Value: *25,000gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Moving Pictures
Magic Item Type: Wondrous Item
Item Power: See Text.

Item Description: These extraordinary paintings are pictures of fantastic creatures. Usually these paintings are 24"x12", framed pieces of art that depict scenes of a creature or creatures in their natural habitat. Should anyone approach within 20ft. of these pictures (sound will not activate it), a *magic mouth* will appear on the paintings surface, and will ask a riddle or a simple question, followed with the words, "Those who answer falsely will meet a terrible end". Riddle's or questions are limited to the effects and designs of a *magic mouth* spell.
Possible Answers.

1. If anyone answers the riddle or question correctly the mouth simply smiles and then vanishes.
2. Should a false answer be given, the picture seems to come to life, as the creatures portrayed there appear from thin air and begin attacking the nearest visual living organism, excluding the creator.

3. Should no answer be given, (ie. the riddle was never heard, or the characters simply leave the area of the painting) the painting will "come to life" in 5 minutes (50 rounds), and attack as described above.

The "answer" is considered to be the next word or words, in any language, spoken within 20ft. of the painting. The answer and actions are predetermined by a *contingency* spell placed by the creator. Once a moving picture has been activated it cannot be activated again unless enchanted once again, the painting however is still in perfect condition.

Item Creation method: *The power rating is determined by which power of the moving picture is created, either lesser or greater. The cost is 1500gp for a lesser (medium),*
and 3000gp for a greater (major). Should the creator paint their own painting they should have at least 10 ranks of craft (painting) for lesser, 15 for greater.

Weight: *2lbs*
Caster Level: *11th level for lesser, 17th level for greater.*

Prerequisites: Craft Wondrous Item, *summon monster VI (lesser), summon monster IX (greater), magic mouth, contingency.*

Cost to Create: *2,400gp, 192xp lesser; 5,325gp, 426xp greater*
Market Value: *4,800gp lesser, 10,650gp greater*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Item Name: Muzzle of Terror
Magic Item Type: Wondrous
Item Power: Major

Item Description: This item appears as a collar that in addition covers the animal's mouth. Like others of its kind they come in all sizes and shapes so as to fit a wide variety of type animal or vermin creatures. When worn by the animal it molds itself into its flesh. From then on, until removed, when the animal makes its usual threatening sound, such as a growl or a hiss it is amplified in a way that makes it sound more threatening than usual. Any creature hostile to the animal or its owner within a 50 feet cone when the animal makes a sound must make a Will save (DC 16), or suffer the effects of a *Fear* spell. For intelligent creatures, creatures with intelligence of 4 or more such as familiars or creatures who have been trained to use this device, the effects only occur when the creature invokes the power of the muzzle. For any other creature the effects occur anytime the creature uses a threatening sound.

Caster Level: *7th*

Prerequisites: Craft Wondrous Items, *Fear*

Cost to Create: *28,000gp, 2,240xp*
Market Value: *56,000gp*
Submitted By: COPYRIGHT 2001 Itzhak Even
Submission Member ID Number: 023

Item Name: Nalee's Magic Cover of Replication.
Magic Item Type: Wondrous Item
Item Power: Major

Original Creator: Naleeteve or Nalee the demanding. Nalee's origin is clouded in mystery all that is now known is that she was a powerful wizard who's most hated enemy was the passing of time.
Original Purpose: The cover was designed to transfer magical writings into the spell book, without requiring Nalee to spend long periods in study.

Item Description: This elaborate mithril cover is one inch thick, 10 inch's in height and width. The engravings on this cover depict a legendry war waged when man and beast fought over the Sun and Sky.

When this cover is placed between a spell book and an arcane scroll, which is then read aloud, the cover will absorb the spell. Once the cover has the spell inside you must pour 200gp worth of ink, into the engravings on the cover for the spell to be written into the spell book. The scribing of the spell takes 1 day per spell level, during which the reader is not required to be present.

Any non-arcane scrolls will be absorbed, but will not be scribed. The cover does not check for duplicates within the spell book, they will be scribed. Should the cover be disturbed during the writing stage the cover will write the remainder of the spell as garbage.

Special Conditions:

The book may be opened or closed.
The scroll must be laid out so it can be read.
The cover must be in contact with both to work.

Weight: *2 lbs*
Caster Level: ***9****th*

Prerequisites: Craft wondrous item: 10 ranks in Spellcraft, *unseen servant*, *fabricate*, 2lbs of mithril.

Cost to Create: *45,000gp, 3,600xp*
Market Value: *90,000gp*
Submitted By: COPYRIGHT 2001 William J. Bramstedt
Submission Member ID Number: 045

Item Name: Nails of the Shrew (gauntlets)
Magic Item Type: Wondrous Item
Item Power: Medium

Original Creator: Caltavaro.
Original Purpose: The origins of these gauntlets goes back to the time of Caltavaro who created them so he could have someone steal back his dark book of necromantic deeds from King Toltar. The attempt failed and when the elves came and destroyed Caltavaro's castle, many but not all the formulas for his items were destroyed.

Item Description: These exquisite looking gauntlets are made from the finest black silver. An Identify spell will revel a +10 competence bonus to Open Locks when both are used. As long as the person wears the gauntlets they will have the bonus. If a second Identify spell is cast upon the gauntlets it will show that when both are used and the command word (Vanish) is spoken the wearer becomes invisible as per the spell Improved Invisibility spell. This power will only work once per day. These gauntlets follow the rules for stacking in the Core book II.

Weight: *2 lbs*
Caster Level: *7th*

Prerequisites: Prerequisites: Craft Wondrous Item, *improved invisibility*, *cat's grace*

Cost to Create: *29.000gp, 2,320xp*
Market Value: *58,000gp*
Submitted By: COPYRIGHT 2001 William J. Bramstedt
Submission Member ID Number: 045

Item Name: Never Empty Canteen
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: This 1 gallon canteen will refill itself with pure water at the dawn of each new day.

Weight: *2 lbs*
Caster Level: *3rd*
Prerequisites: Create Wondrous Item, *create water*

Cost to Create: *250gp, 20xp*
Market Value: *500gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Pack Saddle of Holding
Magic Item Type: Wondrous Item
Item Power: Medium

Original Creator: Allan Whitefire, human soldier/sorcerer, his wondrous items always have a flame outline etched into the front or top of the metal.
Original Purpose: Inspired by "Magic for Your Mount" by Micah J. Higgins. A mule holds the most of any normal equine, and has been a favorite of my gaming group for a long time.

Item Description: Made in the same way as a *bag of holding type II*, this pack saddle constructed of sturdy leather, hemp rope, wood, and metal allows adventurers to haul away more loot without killing their donkey or mule (or getting bit in retaliation). Weighing only 25 lbs despite being able to hold 500 lbs total, the *packsaddle* is designed to hold gear and supplies, not a rider. Two extra-large boxes hide an

extra dimensional space of 35 cubic feet each. The thin metal lids are lockable with any kind of padlock, and refuse to shut when the pack boxes are filled to capacity (additional material will pile on top of the open space, and spill out). The pack boxes cannot be detached from the two wooden frames, so turning it upside down to dump the contents therein will be problematic, but possible – its contents will spill out, unharmed, but the pack must be placed right side up before it can be used again. If a living creature is placed in either box, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a packsaddle box is a move-equivalent action unless the box holds more than an ordinary box would hold, in which case retrieving a specific item is a full-round action.

If a packsaddle of holding is placed within a portable hole, a rift to the Astral Plane is torn in the space: packsaddle and hole alike are sucked into the void and forever lost. If a portable hole is placed within packsaddle box, they open a gate to the Astral Plane: The hole, the packsaddle, and any creatures within a 10-foot radius (like the mount) are drawn there, destroying the portable hole and packsaddle in the process.

Note that although the packsaddle weighs only 25 lbs, most beasts of burden carry up to a third of their body weight. This means that 25 to 75 lbs more materiel can be put on top of the packsaddle, not in it, before overtaxing the animal. The 2½x1x2 foot boxes are permanently bolted to the wooden cross frames of the packsaddle, and may require two people to remove or set up on the pack animal.

Item Creation method: *The type II is for a donkey or mule mount. Due to the nature of a packsaddle, it is unlikely to find a type III or type IV packsaddle for other mounts, unless they do not accommodate a rider. Pack camels, elephants, and some monstrous reptiles may be beasts of burden with a high enough weight limit.*

Weight: *25 lbs. (never changes)*
Caster Level: 9th

Prerequisites: Craft Wondrous Item, *Leomund's secret chest* , *prestidigitation*

Cost to Create: *3,000 gp, 240xp*
Market Value: *6,000 gp*

Submitted By: COPYRIGHT 2001 Jeremy H. Pace
Submission Member ID Number: 108

Item Name: Pebble of Doom
Magic Item Type: Wondrous Item
Item Power: Medium

Item Description: When closely examined (Spot DC20, Search DC15) the surface on this palm-sized stone can be seen to slowly change colors and texture. Otherwise it could be mistaken for a child's plaything. The pebble of doom can be lobbed, incremental range 10ft, it is too large to use in a sling. The pebble should be treated as a grenade like weapon for scatter purposes. Upon striking a hard surface, or other target, the pebble expands to become a 10ft diameter, 4,400 lb, spherical boulder. Direct hit damage is 8d6 (no save for half), splash damage is 8d6 (reflex save, DC20, for half) the boulder rolls a further (1d6+1) X 5 ft, directly away from the thrower causing splash damage to anyone it touches, after which it comes to a halt. If the boulder strikes an inanimate object, that it does not destroy, the resulting deflection counts as 10 ft of travel and the boulder sets off in a new direction rolling any remaining distance, with damage as above. It may be commanded to return to its pebble form not less than 1 turn after it grew to boulder size.

Weight: *2 lbs (4,400lbs)*
Caster Level: *11th*

Prerequisites: Create Wondrous Items, *stone shape, shrink item*

Cost to Create: *20,000gp, 1,600xp*
Market Value: *40,000 gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Pellets of Smokey Disappearance
Magic Item Type: Wondrous Item
Item Power: Minor

Original Creator: Elven Rouge/Wizard
Original Purpose: To provide him with a flashy means of escape

Item Description: These pellets are usually found in a deerskin bag in amounts of 1-10. They look like small balls of ash, but when one is forcefully cast onto the ground, a cloud of white smoke quickly fills an area with a 10' radius centered on the point of impact, and all creatures within the 10' radius are made invisible as per the spell *invisibility sphere* with the point of impact of the pellet being the center point of the spell effect. The smoke obscures all forms of vision, even darksight and lasts for 5 rounds, as does the

invisibility. The pellets may be thrown and are treated as a grenade-like missile with a –4 to hit and a range increment of 10. They do no damage on impact.

Weight: *.01 lbs per pellet*
Caster Level: *5th*

Prerequisites: Craft Wondrous Item, *invisibility sphere*, *obscuring mist.*

Cost to Create: *625gp, 50xp*
Market Value: *1,250gp*
Submitted By: COPYRIGHT 2001 Troy Lenze
Submission Member ID Number: 072

Item Name: Pouch of Magical Stones
Magic Item Type: Wondrous Item
Item Power: Minor
Original Creator: Arak, a dwarven cleric created this item for his companion, a halfling wizard by the name of Curio Bookbagger. It was created early in their adventuring career, when Arak grew tired of casting the spell *magic stone* before every battle for Curio.

Item Description: A small non-descript pouch with the symbol of a dwarven deity embossed into the leather. Originally this item only functioned once per day. However, over time Arak improved it to function up to 5 times per day. Duplicates of this item most commonly work once per day, however ones with more charges per day do exist. To use this item, the user places up to 3 stones within the pouch (the pouch will not function if more than 3 stones are placed within) and speaks the command word. When the user does so, the stones within are treated as though the spell *magic stone* has been cast upon them by a 1st level spellcaster.

Weight: *3 lbs*
Caster Level: *1st*

Prerequisites: Craft Wondrous Item, *magic stone*

Cost to Create: *360gp, 29XP per charge*
Market Value: *720gp*
Submitted By: COPYRIGHT Jason Sallay
Submission Member ID Number: 060

Item Name: Pouch of the Silk Worm
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: This empty looking black leather belt pouch has silkworm caterpillars stitched onto the underside of its flap. This pouch may produce up to 500 ft of rope in any 24hour period.

Weight: *1lbs*
Caster Level: *3rd*

Prerequisites: *web*, Create Wondrous Items

Cost to Create: *600gp, 48xp*
Market Value: *1,200gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Puma Cloak
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: This pale golden cloak is made from multiple layers of light, opaque material that feels slightly coarse to the touch. The collar is lined with a short furred ruff that looks quite stylish. This collar can be unrolled and pulled over the head to form an elegant puma mask and cap, disguising the identity of the wearer. The cloak is waterproof and keeps the wearer reasonably warm in all but the most extreme weather conditions. In addition, it endows the wearer with certain feline powers and properties.
The wearer of the cloak gains a +5 bonus to their Jump skill. When one of the sides of the cloak is held across part of the face with a hand, a task that requires a partial action with an empty hand, the wearer enjoys significantly enhanced senses, giving a +2 bonus to Listen, Search, and Spot checks. In addition, whenever each edge of the cloak is held in a hand, a task that requires a partial action, the wearer can jump down a considerable distance and land gracefully on his feet under the protection of a continual *feather fall* spell. Finally, once each day for a period of one hour, a *cat's grace* spell can be invoked by means of the command word "*Puma*" to allow the wearer to become as agile and coordinated as a cat.

Weight: *1 lb.*
Caster Level: *1st*

Prerequisites: Craft Wondrous Item, *feather fall*, *cat's grace*, at least 5 ranks in Jump, at least 4 ranks each in Listen, Search, and Spot.

Cost to Create: *2,100gp + 168XP*
Market Value: *4,200gp*
Submitted By: COPYRIGHT 2002 Robert J. Hall
Submission Member ID Number: 085

Item Name: Rasta's Strobe Stones
Magic Item Type: Wondrous Item
Item Power: Minor

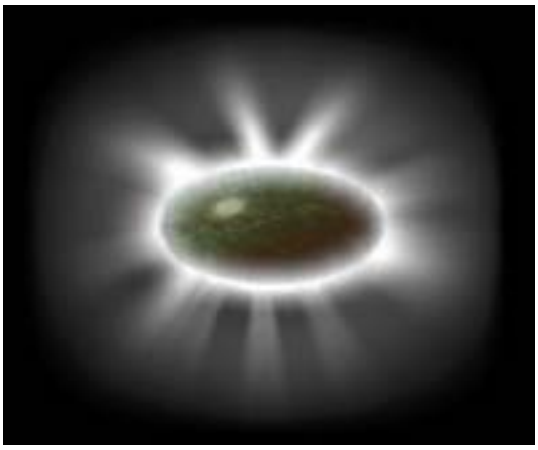
Original Creator: Rasta din'Talbo, Svirfneblin Bard
Original Purpose: Rasta owned a slinky tavern where dancing was common, so he created the Strobe Stones to add a certain flair to the place.

Item Description: These simple stones radiate magical *darkness* and *daylight* in a rapidly alternating pattern within a 20-foot radius to produce a strobe effect. All creatures within the area of effect must make a one time Will save at DC 12 or be dazzled. (Dazzled creatures are unable to see well because of over stimulation of the eyes. A dazzled creature suffers a -1 penalty on attack rolls until the effect ends.)If the stones are placed inside or under a lightproof covering, their effects are blocked until the covering is removed and creatures that can't see visible light are immune to the effects of *Rasta's Strobe Stones*. *Rasta's strobe* will not dispel magical darkness or light, but will still create the strobe effect if placed within the area of such magical effects. The strobe stones confer the benefits of the spells *daylight* and *darkness* at a lesser effect: creatures normally affected by the effects of either *daylight* or *darkness* are allowed a separate Will save at DC 12 to ignore any adverse effects associated with the full version of these spells. The *strobe stones* do not confer the benefits of a *blink* spell. *Rasta's strobe stones* only function while there is music in the air. This may be as simple as humming a tune, as complex as an orchestra, or by use of *ghost sounds* spell. The sound needs only be audible within the "hearing" range of the stones. A Perform skill check at DC 10 will activate the stones. When the spell *ghost sounds* is used, the Perform skill check must be made at the time of casting.

Weight: *-*
Caster Level: *5th*

Prerequisites: Craft Wondrous Item, *blink*, *daylight*, *darkness*

Cost to Create: *750gp, 60xp*
Market Value: *1,500gp*
Submitted By: COPYRIGHT 2001 Tyson Neumann
Submission Member ID Number: 028



Frederic SIMONS 2001

Item Name: Saddlebags of Holding type I
Magic Item Type: Wondrous Item
Item Power: Medium

Original Creator: Allan Whitefire, human soldier/sorcerer, his wondrous items always have a flame outline etched into the front or top of the metal.
Original Purpose: Inspired by "Magic for Your Mount" by Micah J. Higgins. Surprising no one else has come up with this modification.

Item Description: Made in the same way as a *bag of holding type I*, these saddlebags are made of sturdy leather to allow adventurers to haul away more loot without killing their mount (or getting unhorsed in retaliation). Weighing only 15 lbs despite being able to hold 250 lbs total, the buckles open up two extra dimensional spaces of 15 cubic feet each. An additional spell prevents the *saddlebags* from being filled with more than their capacity, but all other warnings and rules for a *bag of holding* apply. When the pockets start bulging with lumps, stop filling the *saddlebags*.

Item Creation method: *A larger mount might be used to make saddlebags with a type II weight limit – a camel, for instance. An elephant or griffon might be able to lift saddlebags of holding type III, with dragons easily lifting saddlebags of holding type IV with wide mouths to accommodate the largest of loot (and large manipulators).*

Weight: 15 lbs. (never changes)
Caster Level: 9th

Prerequisites: Craft Wondrous Item, *Leomund's secret chest prestidigitation*

Cost to Create: *1,750gp, 140xp*
Market Value: *3,500gp*

The difference between *saddlebags of holding* and just having two *bags of holding type I* is durability. The *saddlebags* will last longer on your mount, be it equine, avian, or draconian, because they are made for the mount, not just two *bags* with a rope between them. You can also construct the *saddlebags* with buckles and rings to hold other items on the exterior.

Submitted By: COPYRIGHT 2001 Jeremy H. Pace
Submission Member ID Number: 108

Item Name: Scabbard of Poised Response
Magic Item Type: Wondrous
Item Power: Minor

Item Description: The scabbard and belt would typical be enameled in blue, and etched with golden details. The belt grants the ability to ready any weapon placed in the scabbard as if the wearer had the *quick draw* feat. The scabbard will increase, or reduce in size to accommodate any weapon from knife to great sword in size.

Weight: *1lb*
Caster Level: *7th*

Prerequisites: Create Wondrous Item, *haste.*

Cost to Create: *2,000gp, 160xp*
Market Value: *4,000gp*
Submitted By: COPYRIGHT 2001 Stefan J Simons
Submission Member ID Number: 037

Item Name: Scroll Case of Secured Storage
Magic Item Type: Wondrous Item
Item Power: Major

Item Description: This large, sturdy scroll case is used to teleport any dangerous or unneeded items that adventurers come across back to a secure location. The steel cylinder can hold any scroll of large size, rolled up, or smaller; rings, coins, and other small nonliving items may be placed in the case as well. To use, the bearer unscrews the top of the case, places the object(s) inside, screws the lid back on tightly, and speaks the command word etched into the brushed finish on the bottom of the case. Once teleported, the object is gone from the scroll case and must be retrieved back at the secure location.

Destroying the scroll case does not affect any of the teleported items, but a new case must be crafted and attuned to the receiving area/object. Two active scroll cases cannot be made for the same receiving location – the spellcasting during the creation process will fail. Living things cannot be teleported this way – *vanish* will not work.

Item Location Restrictions: *The scroll case cannot be used across planes, and there is a small chance that an extra planar creature, such as the kind that makes bags of devouring, will take notice of the teleports.*

Item Creation method: *To create, the crafter designates a teleport location for the items during the creation process (a bookcase, bin, or even a stone floor with a permanent summoning diagram). The crafter must construct the bookcase and scroll case from the same material, or using the same tools – some connection must be made between the two. Then the crafter must endow the scroll case with the vanish spell, and state how the items will appear in the retrieval location – bottom to top, side to side, or dropped in the middle of the object. The number of possible slots in the bookcase is directly proportional to the level of the caster (you cannot make a 336-slot bookcase ten feet tall and thirty feet wide, for instance). Generally, the limit is one bookcase slot per two levels of the caster, rounded down.*

The secure location cannot be an "open" area, such as a summoning diagram with a trapdoor, or a bookcase placed open side up on the floor. Once the teleport location is filled to maximum volume or surface area, vanish will fail.

Weight: *typically 3 to 5 lbs. for such a large case*
Caster Level: *13th*

Prerequisites: Craft Wondrous Item, *vanish*

Cost to Create: *18,900 gp; 1,512 xp*
Market Value: *37,800 gp*
Submitted By: COPYRIGHT 2002 Jeremy H. Pace
Submission Member ID Number: 108

Item Name: Shore of Tuning (Tuning Fork, Fork of Tuning)
Magic Item Type: Wondrous Item
Item Power: Medium.
Original Creator: Maraira the playful
Original Purpose: To play beautiful music wherever she went.

Item Description: This ordinary tuning fork is made from steel. Once per day this fork can help tune your voice or any instrument you can use giving you a +20 to your performance skill check. When you begin tuning you must continue for one minute with no interruptions or the spell fails and you will have to wait another 24 hours before trying again, you will still be able to use the instrument but

without the bonus from the fork. If you are interrupted while tuning your voice and fail your check (Concentration check DC 10 for both if needed) you will be unable to use any bardic powers that require the use of your voice for 24 hours, but basic conversion is still possible. The effect lasts a **minimum** of 7 hours.

Weight: *-*
Caster Level: *7th*

Prerequisites: Craft Wondrous Item, Must be a bard, *sculpt sound*.

Cost to Create: *4000gp, 320xp*
Market Value: *8000gp*
Submitted By: COPYRIGHT 2001 William J Bramstedt
Submission Member ID Number:045

Item Name: Spade of Digging
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: This ornate spade appears too small and fragile for real work. It is only 8 inches long and 1 lb in weight. However it has a *stone shape* spell at its command, once per day.

Weight: *1 lb*
Caster Level: *7th*

Prerequisites: Create Wondrous Item, *stone shape*

Cost to Create: *3,780gp, 303xp*
Market Value: *7,560gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Spider Dust
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: This black bag contains 12 doses of magical dust. Each dose is enough to cover 1 sq. foot of space. When the dust is sprinkled outside of the bag, it magically creates cobwebs, dust balls, and other signs of abandonment. This dust can be used to hide tracks through a dusty crypt, make a room seem unoccupied, or to hide an object placed in an otherwise dusty area. The dust adds +10 penalty to the DC for *Search*, *Spot*, or *Track* checks. Note that this only works in suitable areas, so the middle of an occupied temple obviously wouldn't work.

Weight: *¼ lbs*
Caster Level: *3rd*

Prerequisites: Craft Wondrous Item, 4 ranks of hide or disguise

Cost to Create: *25gp, 2xp*
Market Value: *50gp*
Submitted By: COPYRIGHT 2001 Ian Cheesman
Submission Member ID Number: 070

Item Name: Steve's Hot-plate
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: This small (8" diameter) ceramic circular dish has three words on the underside of it. The dish has the amazing ability to heat and cook food without the use of fire or flames. When the first word is uttered, the plate begins to heat up at a rate of 5 degrees per round. When the second word it uttered, the heat stays constant at the currant heat. When the third word is uttered, the plate gradually looses its heat at 5 degrees per round until it reaches air temperature.

The plate is highly prized among groups who are forced to spend nights outside, but do not want their presence known by the presence of a fire. Also note that only the top of the plate heats and cools, not the bottom. It is commonly used either by placing food directly on the plate, or by placing food in a dish or pot on top of the plate.

Weight: *1 lbs*
Caster Level: *4th*

Prerequisites: Craft Wondrous Item, *heat metal, chill metal.*

Cost to Create: *2,700gp, 216xp*
Market Value: *5,400gp*
Submitted By: COPYRIGHT 2001 Ian Cheesman
Submission Member ID Number: 070

Item Name: Steve's Spinning Plate
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: This interesting item is a device that allows it's user to confuse and stun it's opponents through shifting lights and color patterns. It is constructed out of a 8" dowel attached to the middle of a 6" diameter wooden circle. The front of the circle has splashes of colors and arcane writing, and is attached such that when the dowel is

held still, the circle can be spun at a number of speeds.

Anyone looking into the plate from less than ten feet while the plate is spinning, is subject to the spell *color spray* as per spell with a DC 12, will negates. To use the plate successfully, however, the user must use both hands, and take a full round. The action can be continued each round, but requires a concentration check.

Weight: *½ lbs*
Caster Level: *3rd*

Prerequisites: Craft Wondrous Item, *color spray.*

Cost to Create: *3,000gp, 240xp*
Market Value: *6,000gp*
Submitted By: COPYRIGHT 2001 Ian Cheesman
Submission Member ID Number: 070

Item Name: Tree Acorn
Magic Item Type: Wondrous
Item Power: Minor

Item Description: This magical item, like it's name suggests looks like a normal acorn, but will radiate alteration magic. Druids and rangers are very fond of using these against intruders that defile their forests. When an acorn hits a living creature the creature must make Fortitude save (DC 13) or become a tree for the next 3 hours. If the acorn misses it's magic is still potent, as it takes effect only by hitting a living creature. While in tree shape the creature suffers damage from every attack brought against the tree, but he is treated as if he had the Plant type, so he does not suffer from critical hits, he is immune to poison, sleep, paralysis, and polymorph. And mind-influencing effects cannot affect him.

Item Location Restrictions: Druids and rangers make use of these items, and few of them will allow others to handle them, let alone create them for others to use.

Weight: *1/10 lbs.*
Caster Level: *3rd*

Prerequisites: Craft Wondrous Items, *tree shape*

Cost to Create: *150gp, 12xp*
Market Value: *300gp*
Submitted By: COPYRIGHT 2001 Itzhak Even
Submission Member ID Number: 023

Frederic SIMONS 2001

Item Name: Twin Journals
Magic Item Type: Wondrous Item
Item Power: Medium

Item Description: These identical paired journals are edged with thick brass to protect them in travel. Any writing in either book appears exactly as written in the paired book, provided each message starts on a fresh page. Each book contains 25 leafs and when each page has sent or received a message that page loses its magical power to communicate, when all pages are used the book becomes a mundane book. The link covers unlimited distance but may not bridge the gap between planes. The journal does not translate languages or decipher encryptions in anyway.
Weight: *3 lbs (each)*
Caster Level: *7th*

Prerequisites: Create Wondrous Item, *scrying, illusionary script, mirror image*;

Cost to Create: *8,500gp, 680xp*
Market Value: *17,000gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Viper Flute
Magic Item Type: Wondrous Item
Item Power: Minor

Item Description: This small brownish-green flute is carved to look like a fat snake. The flute has the ability to cause any number of snakes to become charmed, as per the spell *Charm Person or Animal*. Each different type of snake, viper, or serpent needs a different short song (10-15 notes) in order to be charmed. The will save to negate the charm is DC = Perform check +10. The various songs can only be learned from others that know them or by experimentation. Spells such as *identification, legend lore*, etc. will not help with learning the songs.

Weight: *½ lbs*
Caster Level: *6th*

Prerequisites: Craft Wondrous Item, 8 ranks of perform, *charm person or animal.*

Cost to Create: *6,000gp, 480xp*
Market Value: *12,000gp*
Submitted By: COPYRIGHT 2001 Ian Cheesman
Submission Member ID Number: 070

Item Name: Xions Color-gloves
Magic Item Type: Wondrous Item
Item Power: Minor
Original Creator: Xion, Half-elven mage of Glass City.
Original Purpose: Grew tired of picking out different colored clothing for different situations

Item Description: These are in all respects normal looking black leather gloves. Upon mental command the gloves will change to the color desired by the wearer, and further changes the color scheme of the wearers entire outfit so that it matches appropriately. These gloves change the color of cloth or metal either worn or held in the characters hands, however it does not change the shape, size, or appearance of these objects (ie. it does not add fancy embroidering, etc.). Any amount of cloth worn is changed, or any metal object worn can be changed, the wearer decides what changes, what doesn't, and what colors to use. Any object that is cloth or metal that the wearer is holding or wearing can be changed, but only up to 50lbs. worth of material, however they are unable to change the color of magical items. The color change is permanent to the object as if it had been dyed that color, even if the object is taken off and set aside. The gloves can be used no more than three times per day, and the color change is instantaneous. If the wearer uses the gloves either to disappear into a crowd, or to color his decor to match his/her surroundings better, they receive a + 3 circumstance bonus to Hide and Disguise.

Item Creation method: *The materials needed for these gloves are a pair of gloves made from high-grade leather, and the colored dyes as listed above. The gloves must be placed in a large bowl along with all of the dyes, (creating black hue) and then enchanted while in the bowl.*

Weight: *1lb.*
Caster Level: *5th*

Prerequisites: Craft Wondrous Item, *alterself*

Cost to Create: *160xp, 2000gp*
Market Value: *4,000 gp*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

CURSED ITEMS

Item Name: Abominable Armour
Magic Item Type: Cursed
Item Power: Cursed

Item Description: This chain shirt +3 appears to be of very high quality. The armor actually carries a strange curse; the wearer must pass a Fortitude save (DC 20) upon waking each morning or become *nauseated* for 2d12 hours. The armor may be removed at anytime, but the curse applies until removed by magical means.

NOTE: *Nauseated is defined in the DMG.*

Caster Level: *13th*

Prerequisites: Craft Armor, *bestow curse, contagion*

Market Value: *5,325 (+3 chain shirt *0.5 for cursed)*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Fastidious Kerchief
Magic Item Type: Cursed
Item Power: Cursed
(This curse can also be applied to silk gloves or a fine robe with the same effect.)

Original Purpose: The original Creators name is lost, but he is known to have been a kindly old Wizard, its purpose was to provide his apprentices with a consistency in their attention to detail they would otherwise not be able to obtain.

Item Description: This silk dust mask is such a deep red that at a glance it appears to be black. If the kerchief is deliberately touched by ones exposed skin, provided it is not part of another's attire then the 'admirer' must put the kerchief on (Will save DC19). While the kerchief is worn the character must '*take 20*'* on every action there is an opportunity to do so safely, as the character has decided that 'if its worth doing, then its worth doing right' (Will save DC19). The scarf can only be removed once the *curse* is lifted and there are no lingering effects.

*Provided to do so will not immediately endanger the wearer.

Weight: *0.1 lbs*
Caster Level: *11th*

Prerequisites: Craft Wondrous Items, *geas, bestow curse.*
Market Value: *29,700gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Goggles of Nightmares
Magic Item Type: Cursed.
Item Power: Medium
Original Creator: Zarin the Black

Item Description: These goggles look exactly like a pair of *goggles of night*, they identify as such, and they will even function like them, except for the fact that there is a terrible drawback. Only a second identification will reveal the true nature of these goggles. After using the goggles, even once, the wearer will suffer from the effects of a *nightmare* spell. This will happen anytime the character goes to sleep after having been exposed to the goggles. A wearer is free to remove the goggles, however this will not lift the curse. The curse can only be lifted by casting remove curse, or similar spell, on anyone so afflicted. The goggles may curse one creature per day, but there is no limit to the amount of curses they can maintain at one time.

Weight: *-*
Caster Level: *9th level.*

Prerequisites: Craft Wondrous Item, *misdirection, bestow curse, nightmare, nightvision.*

Cost to Create: *9,000gp, 720xp*
Market Value: *18,000gp*
Submitted By: Micah J. Higgins
Submission Member ID Number: 035

Item Name: Scroll of Disjunction.
Magic Item Type: Scroll (Cursed item)
Item Power: Medium
Original Purpose: The scroll was devised by a powerful hermetical mage as a negative reply to a royal summons.

Item Description: The scroll is always rolled and sealed with a dark wax. If *identify* is cast upon the scroll, without anyone opening it, then it will report the item as a *wish* scroll. The person who breaks the seal becomes ground zero for *mord's disjunction*. If an artifact should be disjoined then all retribution (spell loss, and powers attention) will be made against the scroll's creator, unless the device was knowingly used for such a purpose, in which case the coordinator of the destruction will become the focus of all the side effects of such an action.

Weight: *0 lbs*
Caster Level: *17th*

Prerequisites: Scribe Scroll, *mord's disjunction, misdirection.*

Cost to Create: *4,675gp, 374xp*
Market Value: *9,350gp*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Item Name: Vestment of Diminishing
Magic Item Type: Cursed Item
Item Power: Minor

Item Description: This vestment always identifies as a beneficial item, usually revealing itself as protection or resistance. Should a careful character identify it a second time, it identifies as an item of reducing. This extravagant looking vestment will diminish the size of a character by 50%, and suffers the effects as per the *reduce* spell cast by a 7th level caster. The transformation is the same as the spell, except that the transformation lasts as long as the item is worn by the character, who is unable to remove the vestment until a *remove curse, wish, or miracle* spell is cast upon it.

Weight: *1lb*
Caster Level: *7th*

Prerequisites: Create Wondrous Item, *reduce, bestow curse, misdirection*

Cost to Create: *1,300gp, 104xp*
Market Value: *2,600gp*
Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

Item Name: Zymotic Mantle
Magic Item Type: Cursed
Item Power: Medium

Item Description: This splendid shroud is made from finest silk. This cloaks first detectable ability it acts as a +4 cloak of resistance. Secondly it grants the wearer immunity to all disease (magical and non-magical alike). Thirdly the wearer becomes a carrier of *Slimy Doom*. The Mantle may not be removed until the curse is lifted and the wear will remain a carrier until remove disease is cast upon them. A person who continually comes into contact with the carrier is liable to make no more than one save per hour.

Weight: *1 lb*

Caster Level: *12th*

Prerequisites: Create Wondrous Items, *contagion, resistance.*

Market Value: *8,000*
Submitted By: COPYRIGHT 2001 Stefan J. Simons
Submission Member ID Number: 037

Frederic SIMONS 2001

ARTIFACTS

Intro – The artifacts presented in this book are designed to work with almost any campaign setting. The names used in some of the descriptions can easily be changed or removed as necessary. Please remember that these items are very, very rare and most of them are campaign pieces that serve as a part of a plot or story. Most of these items would be overly powerful in the hands of a character and so the DM should use caution in how they present these artifacts into their campaign.

Artifact Name: Cape of Ultimate Influence
Artifact Power: Major.

History: Obil Laster was a kindly young mage, who had a laboratory just outside of the small town of Drundel. He was a man of integrity, honesty, and above all compassion. He was a community man, and helped any in need as best he could.

About mid-day, while working on a new spell that would shape metal into any form the caster desired, a bird flew into the window of Obil's laboratory and knocked over a shelf containing several different spell components and elixirs of magical nature. The elixirs mixed with the spell components on the floor right at the time Obil was speaking words of magical power that would start his spell. The effect was devastating to poor Obil, as a great explosion ripped through the laboratory. Instead of shaping the metal in front of him, Obil found that the spell merged his body with the metal fragments in front of him, and twisted his body into a most hideous form. Obil slowly stumbled out of the wreckage to find that he was barely injured, but he was unable to speak due to the reshaping of his vocal chords in his throat. Being unrecognizable, the townspeople fled from the monster before them, and ran to the town guard for help. The town's people informed the guard that a hideous monster was terrorizing the countryside and poor Obil was killed while trying to protect them. The guard charged out to the countryside to find the hideous monster at Obil's laboratory. There they found him, sobbing like a child on a large timber that was once part of his laboratory. The guards attacked the thing, not knowing who or what it was, only to find that their weapons were powerless against the thing. Obil ran into the hills knowing he could not explain the situation to the guards and hid there for many years.

Seeing his inner torment and struggles, and knowing what deeds the young man had done for others, a god of mischief and deceit decided to have some fun with poor Obil. After having a strange dream of being whole once more, and walking around in his old town of Drundel, Obil found a beautiful cape made of bright white silk with an opal latch lying next to his bed. Upon donning the cape Obil found that he was returned back to his original form, and transformed the rags he wore into fine clothing of the day. Obil was so excited that he quickly ran into town to tell the townsfolk of his story.

The town was amazed to hear his story and apologized to the man for treating him so badly, they never so much as questioned him about his story or whether or not it was true, they just believed him as they always had. As Obil was led into the local tavern to celebrate he took off his new cape to hang it on the coat rack. Immediately the people saw his true form, and the chaos began. Many went fleeing from the scene proclaiming that the monster was back, others began attacking him immediately with any thing they could find proclaiming the monster a lying demon who was trying to bend the minds of the people in order to kill them. Obil quickly grabbed his cape and donned it once more. The townsfolk's rage immediately stopped and they regarded him with the fondness of a long lost family member. This saddened Obil, for he knew then that the magical cape only bent the minds of the towns people to the view he wanted them to see, and that he was still truly a monster.

With that Obil vowed to destroy the cape, seeing that it could be used for evil, so he dedicated the rest of his life to undoing this mistake. After studying the item for some time, Obil knew that this item was very powerful and that there were only a few means available to destroy it. Obil was setting out to destroy the cape when just outside his home he encountered a band of adventurers. Not having the cape at hand the adventurers saw before them a monster of great evil and quickly pounced upon the poor creature. Unlike the simple townsfolk, these adventurers wielded magical weapons, and even though it was a long battle of magic against steel the blade won out, and poor Obil was no more.

Upon his death the adventurers sacked the "monsters" lair, taking the cape for themselves and going on to tell tales of slaying the vile metal monster of Drundel. Later that week one of the adventurers grew brave and donned the cloak and quickly learned of its powers. Not one month later that adventurer, one who now called herself, "The Queen of the Opal Empire", gathered a great following and brought together a great rebellion to take over the kingdom, thus was born the Opal Empire. The family of the Opal Empire ruled with a stiff military fist for nearly 300 years, guarding their family secret closely, until finally the cape was discovered by a curious thief and was stolen from the castle grounds. Almost immediately a civil war broke out as the magic of the cape faded from the nobles of the land and they some how instinctively knew they had been tricked all these years. The Opal Empire collapsed within a week, as

even the most "trusted" royal guards turned on the royal family.
Later that same year a great guild of thieves broke out among the countryside and plagued the surrounding kingdoms. The Guild of the Silk Hand prospered for 20 years before finally the kingdoms bound together and crushed the guild and their outpost. The cloak however eluded the armies and found its way into the hands of a half-orc underling who managed to escape from the battle.
The Tribe of the Opal, an orcish horde of grand proportions, mysteriously showed up out of thin air some 3 years later. The tribe was fruitful sacking and pillaging villages for almost 5 years before vast armies of knights and foot soldiers waded into their mountain fortress, slaying them all.
Did the cape make it beyond the fortress? Does it still lie in wait, collecting dust in a hidden treasure room far beneath the earth, or is it in the hands of a mad man looking to start his own Opal Empire?

Artifact Description: The Cape of Ultimate Influence is a small piece of white silk, about 2½ feet in length, 3½ feet wide, with an opal clasp about an inch and one half in diameter. The edges of this silk cape are neatly embroidered with gold stitching and patterned in an intricate weave of lines, which is actually one continuous piece of thread. The power of this cape is the ability to bend the will of those in view of the wearer, and instill in them the feelings of trust and loyalty. The first effect the cape has upon the wearer is that they are transformed to a figure of beauty and insight gaining +4 to charisma and wisdom. The wearer also gains +15 to the skills bluff, diplomacy, gather information, intimidate, and sense motive (bonuses from improved cha & wis stack). The cape also grants the wearer the ability to communicate with any creature that speaks an intelligent language. The wearer also enjoys a +4 bonus to save in any attempt to dominate, command, charm, or enthrall and is constantly under the effects of nondetection.

The most important feature of this cape is its ability to charm. Upon the discretion of the wearer a creature (be it monster, person or animal) can be charmed to do the bidding of the wearer, and that creature will remain charmed for 40 days. To avoid being charmed the creature must make a saving throw (DC 25) against the power of the cloak. Even if the creature prevails against the power of the cloak they are left in a state of confusion and are considered stunned for two rounds. When the first 40 days of the charm are complete, the subject must make another saving throw (DC 23) or become charmed for 40 years, thus in effect becoming the cape's slave for a long time unless dismissed.

To dismiss a creature the wearer must concentrate on the subject to be dismissed and take a full round action to do so, if interrupted the dismissed creature breaks out in a savage rage and immediately attacks the nearest living creature and will continue to attack until it is destroyed or the wearer is destroyed. After making the second saving throw, 40 years, or being dismissed the charmed creature begins to realize that they have been under the influence of another, and usually seek to destroy this being. This realization takes one minute for every day that the creature was charmed, or after one hour, whichever comes first.
The cape does have a limit though, it can only charm up to 40 creatures before it begins getting weak and starts taking a toll upon the user. For every creature above 40 that the wearer attempts to charm the DC of the cape decreases by 2, and the user begins to suffer mental strain. For every creature over 40 the wearer must make a will-power saving throw (DC 25) or else they lose control over all of the creatures and become permanently insane as per spell *insanity* and lose all grasp on reality and their very being.

Suggested Method of Destruction: If only poor old Obil had been a bit more knowledgeable about the destruction of such magical devices, none of the history of this devious item would have taken place. The key to destroying the artifact is in its embroidery. If the end of the golden thread is found, and then pulled from the silk, the artifact looses all its power. The end of the thread can be found through a search or a spot check with a DC of 25.

Weight: 1 lbs
Caster Level: 20th

Submitted By: COPYRIGHT 2002 Micah J. Higgins
Submission Member ID Number: 035

Artifact Name: The Circlet of Devruar
Artifact Power: Major

Original Creator: Devruar, a cleric of an evil god, originally created the circlet.
Original Purpose: Created as a form of immortality for Devruar.

Item Description: The Circlet is a headband made of dull gray platinum. Set in the center over the "third eye" of the wearer, is a large black pearl. If subject of a *detect magic* spell, it reads strongly as being of the school of divination.

When worn by a divine spell caster, it magically allows the user to know that they can cast the following spells twice/day: *detect evil*, *detect thoughts*, *discern lies*, and *clairaudience/clairvoyance*, and once/day: *scrying* and *true seeing.*

However, that is not exactly true. Permanently bound into the Circlet is the life essence and spirit of Devruar, a 13th level cleric of an evil god. Devruar has an Int of 17 and a Wis of 18, and is CE in alignment. Each time the wearer uses one of the spells, what he really sees or hears is filtered through Devruar's malevolent intellect. He is clever, subtle and totally dedicated to corrupting good people everywhere. Although he is still technically a 13th level cleric of Trickery and Evil, one of the conditions of his "immortality" is that he can only cast domain spells, and only with the consent of the wearer. He is thus largely helpless on his own.

Each month that the wearer uses the circlet, he must succeed at a Will save (or vs. Insanity for earlier editions) versus a DC of 18. For each failure, the wearer's effective alignment slips one step toward CE. This manifests itself particularly in increasing levels of paranoia. Once the wearer and Devruar are in accord, the real nastiness begins. This is when he will reveal his "extra" powers (the domain spells) and he and the wearer will begin holding dark rituals of slaughter and mayhem.

The circlet has no power for anyone other than a divine spell caster, but Devruar will try to subtly influence them to hand it over to a cleric, particularly one of LG alignment, or a divine spell caster in a place of power and influence.

Suggested Method of Destruction: Destroying the artifact requires smashing the pearl, which has an AC of 21, a Hardness of 15, and 50 hit points (it is magically protected)

Weight: *1.5 lbs.*
Caster Level: *13th*

Submitted By: COPYRIGHT 2002 Joshua Turton
Submission Member ID Number: 097

Artifact Name: Crown of the Ages
Artifact Power: Minor

Artifact History: King Azariah of the Ancients had his high priest create the crown to allow him to continually scry upon his troubled lands, the Ancient kingdoms, in which he had to constantly fight his siblings for command.
Uriah youngest brother to Azariah murdered him at the bequest of their sister Delilah. Delilah insisted its powers would make Uriah Immortal. Once Uriah gained the Crown and realized its powers did not include the ability to make him immortal he disposed of Delilah too, but she was such a manipulator of men that in her after life she became a succubus. Uriah had now been set on the path of a mad man, and used the incredible power of the Crown to gain the knowledge required to enter Lichdom and become Truly Immortal, However once Undead the powers of the Crown ceased to work for him, and so it was discovered that only a living mortal could access the Crowns powers. In recent times the Crown is rumored to be in the ruins of the Ancient's capital.

Item Description: The Crown of Ages appears as a plain 1inch wide gold band that rides high on the brow, it has no markings save for the draconic word for Life repeated at the base of the crown for its entire circumference. The Crown gives a +4 enhancement bonus to Intelligence and Wisdom. It also grants the wearer the ability to cast *scry* as a free action, at will. The wearer gains a +10 bonus to any knowledge skill in which they have at least 1 rank. And it acts as an amulet of non-detection. The wearer can 1/day use *true seeing* through the *scry* spell but to do so *exhausts* the wearer.

Weight: *1 lb*
Caster Level: *18th*

Submitted By: COPYRIGHT 2001 Stefan J Simons
Submission Member ID Number: 037

Artifact Name: Diamond of Jezzara
Artifact Power: Major

Original Creator: Jezzara
Original Purpose: To act as his phylactery

Item History: Back before the Dark Times, before the War of Chaos, there was a prosperous kingdom called Eltheria, it was ruled by a fair and benevolent king, Relben. His son, Jezzara, however did not take after his father in matters of morality. Instead he delved into the dark secrets of Necromancy to find a way to transcend his ailing body and to live on past his allotted years.

Sometime before his 30th birthday, he undertook what was to become the first transformation to lichdom. Instead of a normal phylactery, he used a carefully cut diamond the size of a grown man's head as the focus of his spell. Soon after, he killed his father and took the thrown of Eltheria, ruling the land harshly with a skeletal fist.

Many long years later, a priest of Allaan, the Shining One, led a massive revolt against Jezzara. They hunted the Undying One throughout the kingdom until they trapped him deep inside a mountain. There, the forgotten priest and his cohorts defeated Jezzara and shattered his Diamond.

Item Description: Each of the 20 fragments from the

Diamond grants the possessor a +1 luck bonus to all rolls. The bonuses do not stack if the character wears one than one fragment.

Whenever the possessor reaches –10 hit points, they must make a Will Save vs. DC 27 (without the bonus from the fragment) or else they die, their soul captured by the fragment. If the character makes the save, nothing happens other than the usual effects of reaching –10 hit points. The fragment then teleports to the resting place of Jezzara's remains. The possessor cannot be raised or resurrected by any means as long as the fragment holds their soul.

When all 20 fragments have captured a soul and returned to Jezzara's resting place, they fuse back into one large gemstone and Jezzara will return to his former state of lichdom. Once whole, the Diamond will continue to try to absorb the souls of anyone within a one mile radius unfortunate to reach –10 hit points. They must make a Will Save vs. DC 27 or have their soul stolen by the Diamond also.

The only way to free the souls held by the fragments is for the Diamond to re-form and then be broken. The Diamond of Jezzara possesses 50 hit points, has a hardness of 25, and a break DC of 50. It can only be damaged by a holy or a blessed weapon. It is immune to all forms of energy other than holy energy.

Weight: *8 lbs for the whole diamond or a half-pound for each fragment.*
Caster Level: *25th*

Note: *These fragments are sometimes found jewelry collections of wealthy people, and fetch a handsome 50,000gp each.*

Submitted By: Troy Lenze
Submission Member ID Number: 072

Item Name: Mirror of Chaos
Artifact Power: Minor
Original Creator: A now-forgotten worshipper of Belnard, Chaotic Neutral god of Discord

Original Purpose: To sow chaos among his god's enemies.

History: Created before the worldwide civil war known as The Great Upheaval, and in some stories blamed for The Great Upheaval itself, this mirror has been lost and found more times than sages care to count. Its original creator sent the Mirror to the King of Urman. He was known as a fair and just king, who ruled his land with strong and evenhanded laws. Shortly after its arrival, the king's behavior became erratic, and the kingdom of Urman soon became embroiled in a devastating civil war. Blamed for many other civil wars and signs of insanity in rulers, its legend has grown with every decade. Because it is so ridiculously easy to use many unfortunate souls have become victim to this twisted artifact over the centuries.

Item Description: The mirror is about 3 feet wide and 6 feet high. Its frame is made of polished gold and bears intricate scrollwork. If checked, the back of the mirror bears the command word in the Common, Elven, and Dwarven alphabets, increasing the ease of fulfilling its function. Its appearance is very similar to a mirror of opposition, but its function is very different.

After the command word is spoken, the mirror becomes active for one hour. During its active period, any sentient being that views itself in the mirror must make a Will save versus DC 22, or be plane shifted to a chaotic neutral plane of existence of the DM's choice. In addition, the mirror creates a duplicate of the creature. The duplicate is exactly the same as the original character, except its alignment has been reversed, as per a *Helm of Opposite Alignment*. Any intelligent items the creature carries also get a Will save against DC 22 or the duplicate will bear a similar item, only with a reversed alignment also. The duplicate bears all the memories of the original, and it will continue its life under the views of its new alignment, even to the point of a former Paladin eventually attempting to become Blackguard. The clone and original are totally oblivious to the fact that the other exists. If the original creature escapes their planar prison and meets the duplicate, a battle as described in the entry for a *Mirror of Opposition* occurs, with the listed results. If either the original or clone is killed by anything other than their opposite, the remaining being continues their life oblivious to the fact.

If by chance the clone happens to activate the mirror and look into it, the clone will be transported to a different chaotic neutral plane from the original, unless the DM wants the clone to be sent to the same plane. In the clone's place, another copy will appear with the opposite alignment of the clone. Even if the second copy has the same alignment as the original creature, there will be differences in the way they think and act, and the second copy will start to suffer from mental instabilities.

Weight: *50 lbs.*
Caster Level: *18th*

Submitted By: Troy Lenze
Submission Member ID Number: 072

Artifact Name: Sernissa
Artifact Power: Minor

History of Creation: This unusual intelligent device is one of the oldest magic items ever created, and it has its origins with an extinct reptilian race and their allies, the hooded snake people. These intelligent species dwelled on the lands long before even the earliest elven settlements arose. During this time the two races bred a race of short, half-breed saurials. These creatures were intended to serve as slaves and scavengers for their masters. The new breed lacked the toughness and thick hide of their masters, but they were quick and resourceful creatures that possessed many of the features of the small rodent scavengers from which they were partially formed.

In time the reptiles and snake people allowed their slaves to perform much of their common labor and grew every more dependent on the runt race to satisfy their every whim, even breeding them as sacrifices for their gods or as delicacies to be eaten on their days of celebration. In time, however, the reptiles lapsed into what was for them a form of decadence. No civilized being of today would find such an existence enjoyable, for it remained a brutal and savage life. But the reptilians and snake people had become so dependent on their slaves that their limited civilization now relied almost entirely on the work of this servant breed. Exactly how it came to pass is unknown, but in time even the thoroughly subjugated half-breed grew ever more resistant to their enslavement. Perhaps it was the influence of creatures from another plane that taught the slaves how to oppose their condition, or maybe a god that took a sudden interest in their suffering. In time they discovered the power they had over their masters, and began to disrupt the civilization in which they dwelled. From this spreading conflict they soon learned the still primitive arts of warfare and insurrection to the point where they posed a threat even to the mightiest warriors among their masters.

The half-breed eventually created their own settlements, and waged unrelenting warfare against their creators. The great revolt lasted for untold numbers of years, so many in fact that without the labor of slaves the civilization of the reptiles approached collapse. It was into this crumbling world that the great hero Sernissa was born. Sernissa was unique among his people, a half-dragon reptilian being possessed of the rare skills of a sorcerer. As he grew to master his abilities, he found he could comprehend the plans and thoughts of the slave race. He learned to pass unseen into their camps and lay waste to their settlements. After much bloodshed and slaughter, his cruel and ruthless campaign slowly turned the tide. In time the slave race was so thoroughly eradicated that they could never again pose a threat to the reptiles.

At the end of the long war, the high priest asked Sernissa to commit the ultimate sacrifice for his people and his god, transforming himself into a powerful form that would ever after serve to ward against the rise of another race of rodent enemies. In a bizarre ritual lasting many days, Sernissa and a shaman hero from the hooded snake people merged into a sacred relic, there to become an eternal instrument of power and revenge.

Artifact Description: The Sernissa is completely invisible and can only be located through the senses of touch, smell, or magical detection ability. (It is only visible to the two races that created it, but they are now long extinct.) For this reason it has often gone unnoticed and only occasionally does a fortunate individual stumble upon it. The item has the feel of a crystalline serpent that is loosely coiled in a roughly spherical form. In the center of the item is a grip that can be accessed by an opening large enough to pass a hand through. Once grasped in this manner the wielder will immediately become aware of the magical nature of the item, and will sense the presence of a strange but resolute intelligence.

The Sernissa can be wielded in combat as a *+3 gauntlet*. Three times per day the wielder can spend a full round action to create a potent illusion. This magical ability will transform any long, slender object into a snake-like form and have it strike at an adjacent opponent. The power can be applied to the armament of a foe, and the only way to avoid the strike is for the target to drop their weapon. This serpent form is created through a *major image* spell, and the strike is performed through the ranged touch ability of a *spectral hand* spell. On a successful strike, the target suffers the effect of a *poison* spell.

The Sernissa is an intelligent item with a chaotic neutral alignment, and has a charisma score of 9, intelligence of 15, and wisdom of 12. The reasoning of this dual natured object is nearly impossible for a non-reptilian being to comprehend, and so it is only able to communicate empathically. The item is insightful about the motivations of others, however, and has a Sense Motive skill level of +11. It also provides the wielder the free use of the Mobility feat. This item has a special purpose to slay rodents and wererats, and it has a special purpose power to cause Fear. Whenever the snake-like illusion or the Sernissa itself strikes an opponent, it must make a Will save at DC 14 or suffer Fear for 1d4 rounds. The Sernissa will never voluntarily allow itself to be wielded by a rodent or a non-living entity, using its *gaseous form* ability to escape. The item is compelled to remain hidden and so will temporarily become gaseous long enough to rid itself of any non-living attachments, such as any type of markings or a label.

Weight: *3 lbs.*
Caster Level: *18th*

Submitted By: COPYRIGHT 2002 Robert J. Hall

Submission Member ID Number: 085

Artifact Name: Sorcere Blade
Artifact Power: Minor

History of Creation: The origin of the sorcere blades is a bit fuzzy to even the most knowledgeable of sage's, and thus many rumors prevail concerning how the blades were brought to be. The most common myth is that the blades were crafted in a dwarven smithy and where then enchanted by a group of sorcerer's who set the blades to good use in the hands of heroes, but of course this is only speculation. There are said to be several such blades among the land, ten if the knowledge of such is true, but only four are in the possession of the known world. One blade is said to be in the treasure horde of Kepheranzenalithius, or Keph, an old red dragon, who plucked it from the corpse of a brave soul who sought to slay him. Another is said to be in the hands of Ugleck, a powerful storm giant king, who keeps the blade as a treasure from the sacking and destruction of the Ember Kingdom. One other such blade is in the hands of the evil sorcerer the Black Fly, who wanders the land with his minions searching the land for the other lost blades. The last such blade is wielded by Lijal of Oquet, a goodly sorcerer who wields the blade in the name of righteousness, as she seeks to destroy the one known as the Black Fly.

Artifact Description: The sorcere blades are minor artifacts that are effective weapons in the hands of a sorcerer. Unfortunately the rumors that there are 10 blades are false there are only 8 blades in existence, 3 long swords, 2 rapiers, 2 short swords, and a scimitar. They are made of the strongest steel and have been silvered, and are easily identified as blades of high quality. Other than that the blades have no marking, no magical runes, or magical inscription of any kind on them to identify them or tell them apart. Unless *detect magic* or *identify* is used on them they appear as masterwork blades. Each blade is considered a *keen +3* weapon, and does damage according the blade that applies to it. The blade also grants the wielder two other powers.

The first is that the wielder is immune to all spells of 3rd level or lower, as per a *minor globe of invulnerability*. The catch is the wielder is only immune to one school of magic. The schools of magic apply to each blade as listed.

Long sword	Evocation (Keph's blade)
Long sword	Transmutation
Long sword	Abjuration
Rapier	Enchantment (Lijal)
Rapier	Divination
Short sword	Illusion (Ugleck)
Short sword	Conjuration
Scimitar	Necromancy (the Black Fly)

The second power is the ability to cast 5 more spell levels per day. This power enables the wielder to disperse the power among many weaker spells, or to cast a few more powerful ones. An example would be that the wielder could cast a *fireball* (3rd level) and then a *melf's acid arrow* (2nd level) as extra spells for the day, but then the 5 spell levels would be used up. These spell levels can also be used to enhance a spell slot or empower a single spell. By using the 5 spell levels available a wielder could effectively cast a *fireball* as if they were 5 levels higher. Also a wielder could stack the 5 spell levels onto a 4th level spell slot and use that slot to cast a 9th level spell. The wielder must be a sorcerer or a bard in order to gain this benefit and the spells to be cast must be spells the caster already knows and can already perform.

Weight: *as per blade*
Caster Level: *18th*

Submitted By: COPYRIGHT 2001 Micah J. Higgins
Submission Member ID Number: 035

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MAGIC ITEM REVIEW PROCESS

The criteria and balance ratings will be made on a scale of 1-5, 1 being the worst and 5 being the best for each item. A .5 increment may be used in cases of indecision for a submission that is to close to call in a specific category. The rating averages will be rounded down to one decimal place (x.x). Acceptable items must average a 4.4 rating and no single element can have a score of less than 4. The criteria used to determine the overall balance rating is based on five clear and measurable elements of the submission:

Purpose: Is the purpose of the submission clear? Does it bring something of value to the game?

1 There is no clear purpose for this submission. It adds nothing of value to the game.

2 The purpose of the submission is vague. There is little this submission brings to the game.

3 The purpose of the submission is mostly clear, but the submission duplicates another of similar purpose.

4 The purpose of the submission is clear. This submission adds something of value to the game.

5 This submission is unique in almost every way and will enhance any game that uses it.

Power: Is the submission too powerful or too weak in relation to the guidelines and similar submissions?

1 This submission is far too powerful and will certainly throw the balance out of any game, Or; this submission is virtually powerless and would never be used.

2 This submission is extremely powerful, strict caution should be used when allowing it into a group, Or; this submission is extremely weak, and of little to no use to most players.

3 This submission is powerful and could be used successfully in high-powered games, Or; this submission is not strong enough for average games, but could be used in games below the average power level.

4 This submission should fit well into any gaming session regardless of power level.

5 The power level for this submission is excellent; its use should be encouraged.

Portability: Can this submission fit easily into group, or campaign world?

1 The submission is not portable at all. It has no use outside its intended setting.

2 The submission has some portability, but is limited in its use outside of the intended setting.

3 The submission is portable, but requires additional elements be added to most groups or campaign settings.

4 This submission is portable and can easily fit into most groups or settings.

5 This submission is extremely portable and should be used in all groups and campaign settings.

Complexity: Is the submission complex or simplistic in its design? Is it well explained and easily understood?

1 The submission cannot be understood or introduces concepts to complicated for the game mechanic used.

2 The submission is confusing or introduces complex concepts that are not recommended.

3 The submission contains confusing elements that may lead to problems during use.

4 The submission is clear and appropriate for the selected game mechanic.

5 The submission is explained extremely well and contains all information required for its use.

Rule: Does the submission follow the guidelines set forth in official products or as outlined by the project team?

1 The submission fails to meet the most basic guidelines; this submission should be reevaluated under a different

game mechanic.

2 The submission meets some of the guidelines, but does not work well with the system mechanic used.

3 The submission meets most of the guidelines, but should be carefully used.

4 The submission meets all of the guidelines and is appropriate for the game mechanic chosen.

5 The submission meets or exceeds all guidelines and adds value to the game mechanic itself.

As stated above, the balance rating will act as a tool for players and DM's to determine the impact of a specific submission on his or her campaign. The balance rating is the average of all five criteria identified above. The balance rating will be represented as a subheading under the identified submission as "Balance Rating: 5 (Purp 4, Pow 5, Port 4, Comp 4, Rule 5)". With the method above, a DM can tell his players he can use anything with a 4 or better from any Community Council Product. The balance rating is just a general idea of how the submission rates against other submissions in the netbook. The more specific information provided by giving the ratings for each of the five criteria is a better indicator of how a submission will impact a specific campaign or gaming style.

The balance ratings can be defined as:

Balance Rating: (average of all criteria rounded down to one decimal place)

1 This submission should not be considered for use by any campaign.

2 This submission should only be allowed under extreme circumstances.

3 This submission should only be allowed under special circumstances.

4 This submission is suitable for most campaigns.

5 This submission is clearly suitable for any campaign.

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Appendix: 1

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