Included below are various magical items and artifacts from the World of Greyhawk Campaign Setting that have not been converted. If a magical item has been previously converted it is included in this file for reference purposes only, each is clearly marked with the appropriate resource.

**Resources List**
Against the Giants: the Liberation of Geoff, Book of Artifacts, City of Skulls, Crypt of Lyzandred the Mad, Dungeon 112 (Maure Castle), Dungeon Master’s Guide (1st-edition), Eldritch Wizardry, Falcon’s Series (WGA1-3), Five Shall Be One, Greyhawk Adventures hardback, Howl from the North, Iuz the Evil, Ivid the Undying, Mordenkainen’s Fantastic Adventure, Queen of the Spiders (GDQ 1-7), Rary the Traitor, Return of the Eight, Return to the Temple of Elemental Evil, Return to the Tomb of Horrors, Return to White Plume Mountain, Slavers, Temple of Elemental Evil (T1-4), The Doomgrinder, The Forgotten Temple of Tharizdun, The Lost Caverns of Tsojcanth, The Marklands, The Scarlet Brotherhood, The Star Cairns, The Vale of the Mage, Unearthed Arcana (1st-edition), etc...

**Other Resources List**

**3.5e Edition Resources**
Several magic items make use of the following non-Core D&D books: Arms & Equipment Guide, Epic Level Handbook, Heroes of Battle, Libris Mortis, Spell Compendium, Stormwrack, Sword & Fist.

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WEAPONS

ARM OF NERULL
This dull metal +1 longsword is etched with hazy red runes, and a pair of non-precious green stones is set in the crossbar. Once per day, the wielder may cast a wall of gloom that has the effects of an enervation spell on any who touches it. The wall extends outward in a straight line from the sword. To activate this ability, the user must make a successful Will save (DC 15) or the sword's power backfires and affects the wielder instead.

Moderate varied; CL 7th; Prerequisites: Craft Magic Arms and Armor, enervation, wall of gloom; Price: 11,115gp; Cost to Create: 5557gp + 445 XP; Reference: The Star Cairns.

AXE OF SULWARD
Magically sharpened to aid woodsmen in cutting the rare woods to be exported from the Lordship of the Isles, this axe acts as a +2 keen mighty-cleaving plant-bane battle axe (vs. wooden objects or plants). On a critical hit, the axe destroys an opponent's wooden shield.

Moderate transmutation; CL 10th; Prerequisites: Craft Magic Arms and Armor, bane, divine power, keen edge; Price: 50,310gp; Cost to Create 25,155gp + 2,012 XP; Reference: Greyhawk Adventures hardback.

BLACK ARROW OF IUZ
Carved from the bone of a black dragon, this deadly +3 arrow calls upon deadly powers, causing the target to make a successful Fortitude save (DC 20) or die immediately; good-aligned characters save at DC 22. This power may only be used once per day, and must be invoked before the arrow is loosed. A miss wastes its killing magic for that day. The arrow reappears in the owner's quiver each dawn after it is used.

Strong necromancy; CL 13th; Prerequisites: Craft Magic Arms and Armor, arrow of bone, word of recall, creator must be evil; Price: 65,887gp; Cost to Create: 32,943gp + 2635 XP; Reference: Greyhawk Adventures hardback.

BLADE OF BLACK ICE
This +5 keen icy burst bastard sword is said to have been forged by Iuz, and was gifted to Robilar by Mordenkainen shortly before Robilars' disastrous legendary last foray into Castle Greyhawk. Tenser, who was present at the time, claims that the blade had been enhanced with special dispelling magics that aided Robilar in his release of the Old One from his magical prison beneath that great edifice. Seemingly made of ice, the blade protects its wielder from heat and fire absorbing the first 10 points of fire damage each round. The blade also has a 50% chance of extinguishing any fire which its blade is thrust. This power extends to a 10-foot radius and includes lasting effects such as wall of fire but excludes instantaneous effects such as fireball.

Strong abjuration; CL 14th; Prerequisites: Craft Magic Arms and Armor, ice storm, dispel magic, keen edge, protection from elements; Price: 128,335gp; Cost to Create: 64,335gp + 5,133 XP; Reference: Epic Level Handbook, Rary the Traitor.

BOLTS OF POWER
These magical quarrels are found in groups of three, each bolt having a different function. The bolts are identical in appearance, though an identify or similar spell can discern their different functions.

Dart of blinding: These +1 bolts cause the victim hit and all within 10ft. must make a successful Fortitude save (DC 15) or be blinded from a sudden, bright light.

Faint varied; CL 5th; Craft Arms and Armor, blindness/ deafness, daylight; Price 367gp per bolt; Cost to Create 184gp + 14 XP each; Reference: Queen of the Spiders (GDQ 1-7).

Dart of vapors: This creates a 30ft. by 30ft. cloud by 20ft. high, centered on the impact point. The cloud is similar in all ways to that created by a stinking cloud spell.

Faint varied; CL 5th; Craft Arms and Armor; stinking cloud; Price 367gp per bolt; Cost to Create 184gp + 14 XP each; Reference: Queen of the Spiders (GDQ 1-7).

BOW OF CENTAURS
The desert centaurs use several varieties of magical bows the most powerful and valued is a gleaming white composite longbow simply called the bow of centaurs. Despite its name, it can be used by any race. This weapon acts as a +3 distance speed composite longbow.

Strong transmutation; CL 12th; Prerequisites: Craft Magic Arms and Armor, clairaudience/ clairvoyance, haste; Price: 50,400gp; Cost to Create: 25,200gp + 2,016 XP; Reference: Rary the Traitor.

CAMBION ICE
Said to have been forged with the blood of a half-demon, this +3 defending frost greatsword is made of bright steel and engraved with narrow runes inlaid with blue enamel. Once per day, it can also freeze liquids once per day or transmit a chill touch spell to its target (the spell adding to the damage of the weapon). Its bearer gains the
benefits of a protection from elements (fire) spell. There are rumors of a companion weapon to this sword, created from the blood of a half-fiend, although its name and powers are unknown.

Moderate Evocation; CL 9th; Prerequisites: Craft Magic Arms and Armor, chill touch, ice storm, protection from elements, shield or shield of faith; Price: 50,350; Cost to Create: 25,175gp + 2,014 XP; Reference: Against the Giants-The Liberation of Geoff.

**CLAWED GAUNTLETS**
These +4 iron gauntlets appear strong and unusually flexible. When a command word is spoken, the fingers of the gauntlets sprout viciously curved, talon-like claws, several inches in length. On a successful critical hit, a poison spell is activated. The clawed gauntlets inhibit spellcasting, and are unwieldy -2 to hit if both are not used; a successful Balance check (DC 12) will negate the -2 to hit for one round.

Strong necromancy; CL 12th; Prerequisites: Craft Magic Arms and Armor, poison; Price: 32,330gp; Cost to Create: 16,165gp + 1293 XP; Reference: Iuz the Evil.

**CORD OF EKBIR**
Since strangulation is the favorite attack method of assassins and rogues in the civilized northwest, a magical garrote was destined to appear in the hands of Ekbian murderers. This +1 black cord grants an assassin +1 to the DC of their Death Attack. Should the attack fail the victim must still make a successful Fortitude save (DC 12) or be stunned.

Moderate Necromancy; CL 9th; Prerequisites: Craft Magic Arms and Armor, sound burst, slay living; Price: 18,302gp; Cost to Create: 9,302gp + 720 XP; Reference: Greyhawk Adventures hardback.

**DAGGER OF PARRYING**
This +1 defending dagger grants the wielder the ability to parry and gain a +2 bonus to Armor Class three times per day. The dagger must be in hand to use in this fashion, and the wielder must declare how the weapon is used for each combat round (offense or defense).

Moderate abjuration; CL 8th; Prerequisites: Craft Magic Arms and Armor, cats grace, shield or shield of faith; Price: 8,302; Cost to Create: 4,151gp + 332 XP; Reference: Slavers.

**DEATH LANCE**
This 10ft.-long +3 enervating adamantine longspear is apparently of drow manufacture, but its precise origin is unknown. When the wielder of the spear scores a critical hit against a living creature, the weapon bestows one negative level on the victim. (See Magic Item Compendium 34 or Shining South 54 for more on enervating weapons.)

Moderate necromancy; CL 11th; Craft Magic Arms and Armor, enervation; Price 53,305gp; Cost to Create 25,000gp + 1,000 XP; Reference: Queen of the Spiders (GDQ 1-7).

**DEATHTOOTH**
This dagger is in part prepared by each aspiring student of the Black Academy. The aspirant must ritually prepare a common dagger with their own hands. This is a secret procedure, but the preparation is known to take at least one full year and requires the lives of many living creatures. When all is in readiness, the student necromancer petitions for admittance into the school. If all goes well for the necromancer, the headmistress of the school confers the blessing of Acererak permanently into the blade. From this point the dagger takes on the metallic semblance of a long, vicious tooth of a particularly aggressive animal. The deathtooth acts as a +2 dancing wounding dagger.

Strong varied; CL 15th; Prerequisites: Craft Magic Arms and Armor, animate objects, mordenkainen’s sword; Price: 128,302gp; Cost to Create 64,000gp + 5,120 XP; Reference: Return to the Tomb of Horrors.

**FLYING SCIMITAR OF TUSMIT**
Forged in preparation for a possible war against Ekbir, this +3 keen throwing returning scimitar is used only by the Pasha’s most trusted war-ministers. When thrown, the scimitar spins like a razor-edged propeller returning to the thrower’s hand the next round. Anyone else who attempts to catch the flying sword must make a successful Fortitude save DC 20 or suffer a critical hit on his/her hand. There will be no effect on the weapon’s flight.

Strong transmutation; CL 12th; Prerequisites: Craft Magic Arms and Armor, keen edge, magic stone, telekinesis; Price: 72,315gp; Cost to Create: 36,157gp + 2,892 XP; Reference: Greyhawk Adventures hardback.

**HEADSMAN’S AXE OF MOIL**
The wielder of this +3 keen vorpal battle axe can activate a death knell power, as the spell three times per day.

Strong varied; CL 11th; Craft Magic Arms and Armor, circle of death, death knell, keen edge; Price 169,496gp; Cost to Create 84,593gp + 6,767 XP; Reference: Return to the Tomb of Horrors.
IRON GAUNTLET OF URNST
This item was created by an iron-fisted wizard who wanted a magical item to symbolize his philosophy of life. This +2 knockback gauntlet is fashioned of rough leather with flat-iron plates riveted to it.

Strong abjuration; CL 11th/ 13th; Prerequisites: Craft Magic Arms and Armor, repulsion; Price: 50,302gp; Cost to Create: 25,151gp + 2,012 XP; Reference: Greyhawk Adventures hardback.

RAZOR CLAWS OF CHAKYIK
The first pair of these potent weapons were crafted by the powerful Chakylk illusionist Syrqa sometime around 200 C.Y., and at least two dozen duplicates have been crafted by her apprentices and other Chakylk spell casters over the last few centuries.

Each of this pair of weapons is a leather gauntlet with three razor-sharp blades that extend from the back of the wrist following the line of the forearm. The razor claws of the Chakylk are +1 keen bladed gauntlets. (Bladed gauntlets are light exotic weapons that deal slashing damage, and have a normal critical threat range of 17-20. Non-magical, non-masterwork bladed gauntlets cost 30gp per gauntlet.)

Moderate transmutation CL 10th; Craft Magic Arms and Armor, keen edge; Price: 8,330gp per gauntlet; Cost to Create 4165gp + 333 XP per gauntlet; Reference: Greyhawk Adventures hardback.

REL ASTRAN SWORD OF ENMITY
This +1 holy bane longsword was created for a long forgotten paladin from the City of Rel Astra. The sword was rumored to have the ability to determine its wielder’s most hated racial foe and enhance the wielders’ combat prowess vs. them.

Moderate evocation (good); CL 7th; Prerequisites: Craft Magic Arms and Armor, holy smile, summon monster I, creator must be good; Price: 32,315; Cost to Create: 16,157gp + 1292 XP; Reference: Greyhawk Adventures hardback.

SABRE OF STORMS
This +3 sabre allows its wielder to breathe underwater via a water breathing spell. In addition, once per day the wielder may cast call lightning (CL 9; subject to the spell’s restrictions).

Moderate transmutation; CL 9th; Prerequisites: Craft Magic Arms and Armor, water breathing, call lightning; Price: 18,320gp; Cost to Create: 9160gp + 733 XP; Reference: Slavers.

SCIMITAR OF LIGHT
This unique +4 scimitar is currently in possession of the rogue dervish, Tolan Kai. Once per day the wielder may cast sunbeam and cure serious wounds.

Strong evocation; CL 14th; Prerequisites: Craft Magic Arms and Armor, sunbeam, cure serious wounds; Price: 35,280gp; Cost to Create: 17,640gp + 1,411XP; Reference: Rary the Traitor.

SPEAR OF IMPALING
This wicked-looking +3 keen longspear inflicts double-base damage when used to charge an opponent. When set to receive a charge, the spear’s bases damage is tripled.

Moderate transmutation; CL 9th; Prerequisites: Craft Magic Arms and Armor, bull’s strength, keen edge; Price: 36,000gp; Weight 9lbs.; Reference: Slavers.

STONEFIST SWORD OF RAGE
This +2 crazed greatsword was created during the reign of Vlek Col Vlekedz. No one is sure if Vlek wielded it himself, though the warriors of the Hold of Stonefist stubbornly (and violently) claim so. No one doubts that the weapon contains the strength and ferocity upon which Vlek built his domain.

Strong enchantment; Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, emotion; Price: 18,350; Cost to Create: 9,175gp + 734 XP; Reference: Greyhawk Adventures hardback.

SWORD OF AIR
This +2 longsword has a silver circle set into the pommel, indicating its elemental alliance. When the sword is drawn, it acts as a minor ring of elemental resistance (electricity). In addition, the wielder can project a blast of wind from the blade that inflicts 2d6 points of impact damage as a ranged touch attack with a range of 100ft.; usable once per day.

Faint varied; CL 5th; Prerequisites: Craft Magic Arms and Armor, gust of wind, resist energy; Price: 22,715gp; Cost to Create: 11,200gp + 896 XP; Reference: Return to the Temple of Elemental Evil.

SWORD OF EARTH
This +2 greatsword has a brown triangle shape set into the pommel, indicating its elemental alliance. When the sword is drawn, it acts as a minor ring of elemental resistance (acid). In addition, the wielder can project a blast of solid rock from the blade that inflicts 3d6 points of impact damage as a ranged touch attack with a range of 60ft.; usable once per day.

Faint varied; CL 5th; Prerequisites: Craft Magic Arms and Armor, magic stone, resist energy; Price: 22,350gp; Cost to Create: 11,000gp + 880
XP; Reference: Return to the Temple of Elemental Evil.

**SWORD OF FIRE**
This +2 *short sword* has a red lozenge shape set into the pommel, indicating its elemental alliance. When the sword is drawn, it acts as a *minor ring of elemental resistance* (fire). In addition, the wielder can project a blast of flame similar to a *scorching ray* spell, with a range of 40ft.; usable once per day.

Faint varied; CL 5th; Prerequisites: Craft Magic Arms and Armor, *resist energy, scorching ray*; Price: 24,310gp; Cost to Create: 12,000gp + 960 XP; Weight: 3 lb.

**SWORD OF WATER**
This +2 *longsword* has a blue-green square shape set into the pommel, indicating its elemental alliance. When the sword is drawn, it acts as a *minor ring of elemental resistance* (fire). In addition, the wielder can project a blast of normal water from the blade that inflicts 3d6 points of impact damage as a ranged touch attack with a range of 50ft.; usable once per day.

Faint varied; CL 5th; Prerequisites: Craft Magic Arms and Armor, *sleet storm, protection from elements*; Price: 22,715gp; Cost to Create: 11,200gp + 896XP; Reference: Return to the Temple of Elemental Evil.

**TENSER’S ARROWS OF HUNTING**
These ordinary-looking arrows turn into a celestial eagle when fired. The eagle then heads for the target at full speed, it always sees its target if the archer could see it but cannot attack out-of-phase, ethereal, or astral targets. The eagle attacks with a +1 to attack and damage, and will continue until the victim dies or it is destroyed. Any number of arrows of hunting may be fired at a victim.

Strong conjuration; CL 15th; Prerequisites: Craft Magic Arms and Armor, *summon monster II*; Price: 247; Cost to Create: 123gp + 10 XP bonus; Reference: Return to the Eight.

**TENSER’S BOW OF EAGLE SIGHT**
This +2 *seeking distance longbow* grants *darkvision* to anyone gripping it when aiming an arrow at a target.

Strong divination; CL 12th; Prerequisites: Craft Magic Arms and Armor, *clairvoyance, darkvision, true seeing*; Price: 32,375gp; Cost to Create: 16,187gp + 1,295 XP; Reference: Return of the Eight.

**TENSER’S BOW OF STEADINESS**
This +2 *precise shortbow* confers upon a moving archer or crossbowman a steady shooting hand. No matter how fast the archer is moving or the type of terrain traveled over. The archer suffers no attack penalty on shot made from this weapon.

Strong abjuration; CL 7th; Prerequisites: Craft Magic Arms and Armor, Precise Shot, *cat’s grace, freedom of movement*; Price: 50,375; Cost to Create: 25,187gp + 2,015 XP; Reference: Return of the Eight.

**TENSER’S DAGGER OF FROST AND FLAME**
This +3 *flaming frost dagger* seems normal until one of two command words is spoken. Once one command is spoken the dagger will acts as a flaming weapon, while the other acts as a frost weapon.

Moderate evocation; CL 9th; Prerequisites: Craft Magic Arms and Armor, *fireball, ice storm*; Price: 40,302; Cost to Create: 20,151gp + 1,612 XP; Reference: Return of the Eight.

**TENSER’S IRON STAFF OF SMITING**
This +4 *spell-storing impact quarterstaff* made of ironwood may be commanded to shrink to the size of a nail up to three times per day.

Strong evocation; CL 12th; Prerequisites: Craft Magic Arms and Armor, creator must be at least 12th level, *shrink item*; Price: 72,640; Cost to Create: 36,320gp + 2,905 XP; Reference: Return of the Eight.

**TENSER’S SWORD OF DEADLY STRIKES**
This +3 *keen deadly precision short sword* grants the user the ability to cast *fell the greatest foe*, once per day when the user calls out a verbal command.

Moderate transmutation; CL 12th; Prerequisites: Craft Magic Arms and Armor, *fell the greatest foe, keen edge*; Price: 72,310; Cost to Create: 36,155gp + 2,892XP; Reference: Return of the Eight.

**TRIDENT OF THE OLIJATT SEA**
Rumored to be a weapon of sahuagin fighters, this +2 *trident* can fire a line of steam (60ft. feet long and 5ft. wide) three times per day. The steam inflicts 6d6 points of damage, Reflex save (DC 13) for half.

Moderate evocation; CL 6th; Prerequisites: Craft Magic Arms and Armor, *lightning bolt*; Price: 18,315; Cost to Create: 9,157gp + 732 XP; Reference: Greyhawk Adventures hardback.

**WARLORD BLADE OF THE SHIELD LANDS**
This +2 *bastard sword* grants its possessor a +2 morale bonus on all Will saving throws, and acts as a *rod of leadership* (See Heroes of Battle 131). In
addition, the wielder may use a greater status spell, once per day.

Strong varied; CL 12th; Prerequisites: Craft Magic Arms and Armor, eagle’s splendor, major creation, enthrall, greater status, scry; Price: 59,335gp; Cost to Create 29,500gp + 2360 XP; Reference: Greyhawk Adventures hardback.

WHIP OF ZEIF
This +3 keen whip can be cracked in the air, twice per day to produce a deafening sound. Anyone within a 20ft. radius must make a Will save or be deafened for one round. This sound can be heard up to a thousand feet away, but bears no effect on anyone outside the 20ft. radius.

Strong evocation; CL 9th; Prerequisites: Craft Magic Arms and Armor, keen edge, shout; Price: 72,301; Cost to Create: 36,150gp + 2,892 XP; Reference: Greyhawk Adventures hardback.

INTELLIGENT WEAPONS
ANSANTHER, THE HOLY AVENGER
NG Tiny object (holy avenger, +5 holy cold iron longsword)
Senses darkvision 120ft., detect evil 60ft., see invisibility, hearing; Spot +4, Listen +14
Languages Celestial, Common, Elven (speech, telepathy)
Hardness 8 hp 50 Ego 17
Abilities Str -, Dex -, Con -, Int 17, Wis 10, Cha 17
SA 15d6 heightened disintegrate (DC 21)
Spell-like abilities: (CL 15th): (3/day) – locate object
Skills Sense Motive +14
Personality: Xenous Zenpor is an evil mage who, years ago, slew Ansanther’s last adventuring group and caused the loss of her sword arm. Ansanther will want the character “most pure of heart” to carry and wield her. She will use her new powers to the best of her ability when wielded by a lawful good individual. She will make her presence and desires known to the first person who picks up the sword.

Strong Conjunction; CL 15th; Craft Magic Arms and Armor, holy aura, trap the soul; Price 120,630gp; Cost to Create N/A; Reference: Treasures of Greyhawk.

BLADESTAR
CN Tiny object (+2 anarchic deadly precision adamantine dagger)
Senses darkvision 120ft., see invisibility, hearing; Spot +13, Listen +13
Languages Common, Elven, Slaad, Undercommon (speech, telepathy)
Hardness 8 hp 70 Ego 23
Abilities Str -, Dex -, Con -, Int 17, Wis 10, Cha 17
SA slay living (DC 18); on successful hit against a lawful creature (once/ month)
Spell-like abilities: (CL 15th): (3/day) – charm person, (1/day) – bull’s strength
Description: This elegant black metal dagger is wound with a dark-red cord pattern around its handle. Embedded in the pommel is a deep blue sapphire, encircled by an array of tiny diamonds.

Strong Conjunction; CL 15th; Craft Magic Arms and Armor, trap the soul; Price 75,301gp; Cost to Create N/A; Reference: Treasures of Greyhawk.

MOUTH OF A GRAVEYARD
LG Tiny object (+3 short sword)
Senses darkvision 120ft., deathwatch, detect evil 60ft., hearing; Spot +3, Listen +3
Languages Celestial, Common (speech, limited-telepathy)
Hardness 8 hp 90 Ego 17
Abilities Str -, Dex -, Con -, Int 14, Wis 16, Cha 20
SA turn undead 8/day (+5, 2d6+7)
Spell-like abilities: (CL 5th): (At will) – detect undead; (3/day) – zone of truth (DC 15)
SQ +2 luck bonus on abilities, saves, and checks; lay on hands (up to 50hp)
Personality: Crafted by the evil wizard Ministeer as a tool for his loyal minion. The Keoish wizard captured and killed a paladin named Brickell and bound her soul to the weapon. However, the paladin was stronger than Ministeer expected, and she was able to retain a certain level of sentience within the weapon. Instead of helping the minion track evil folk and convince them to join with Ministeer, the sword dominated the minion’s mind completely. It used the minion to slay the wizard and then forced the minion to carry it eastward until they reached the Sheldomar River. There, the sword had the minion sever his own Achilles tendons and drag himself into the river to die. The sword has changed hands several times since then. It dominates those of evil alignment and those who wish to travel east.

When Brickell dominates someone, that person fights as a 10th-level paladin and can activate any of the sword’s powers at will.

Strong Conjunction; CL 15th; Craft Magic Arms and Armor, trap the soul; Price 76,200gp; Cost to Create N/A; Reference: Slavers.

THE SWORD OF AZOR’ALQ
NG Tiny object (+4 holy longsword)
Senses darkvision 120ft., detect evil 60ft., see
invisibility, hearing; Spot +13, Listen +13

Languages Ancient Baklunish, Celestial, Common, Elven (speech, telepathy)

Hardness 8 hp 50 Ego 26

Abilities Str -, Dex -, Con -, Int 17, Wis 17, Cha 10

SA 15d6 heightened *disintegrate* (DC 21)

Spell-like abilities: (CL 15th): (1/day) – fly

SQ The sword retains all of its powers on any plane, although on the lower planes, the detect evil power is neutralized by the overwhelming evil of the plane. Any randomly encountered fiend will have a 10% chance of having seen or heard of the Sword of Azor’alq, and will seek to destroy the possessor and take the sword.

Skills Sense Motive +13

Personality: The sword is very proud, and does not wish to serve anyone who is not an important baron or king. It also expects its owner to provide it with a new scabbard, with many gems fixed to it. In general, the sword thinks it is in charge of any owner, and with its intelligence and ego it may well be. If the sword is in control, it will compel its owner to seek out and destroy powerful otherplanar beings of evil alignment. The sword especially hates fiends of all sorts, and the owner may soon find himself on a quest in another plane, if the sword has its way.

Strong Conjuration; CL 15th; Craft Magic Arms and Armor, trap the soul; Price 72,315gp; Cost to Create N/A; Reference: Treasures of Greyhawk.

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**SWORD OF LYONS**

CG Tiny object (+1 vanishing blurskite short sword)

Senses darkvision 120ft., hearing; Spot +0, Listen +10

Languages Common, Elven, Old Oeridian (speech, limited- telepathy)

Hardness 8 hp 25 Ego 17

Abilities Str -, Dex -, Con -, Int 16, Wis 10, Cha 16

Spell-like abilities: (CL 5th): (3/day) – invisibility

SQ hide in plain sight

Skills Hide +10

Personality: This legendary short sword was dumped by order of the slave lords, in hopes that it would never be found. Little is known of the blades persona, other than it riled up the slave lords enough to be tossed into a mass of white goo.

Strong Conjuration; CL 10th; Craft Magic Arms and Armor, trap the soul; Price 26,310gp; Cost to Create N/A; Reference: Assault on the Aerie of the Slave Lords

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**THE BLADE PERILOUS**

CN Medium object (+3 skillful wounding greatsword)

Senses blindsense, darkvision 120ft., deathwatch, detect evil 60ft., hearing; Spot +12, Listen +12

Languages Abyssal, Common, Draconic, Elven, Flan (speech, telepathy)

Hardness 8 hp 90 Ego 31

Abilities Str -, Dex -, Con -, Int 19, Wis 14, Cha 19

Spell-like abilities: (CL 5th): (3/day) – invisibility

purge (30ft. range); (1/day) – *scintillating pattern*

(DC 22) [activated by swinging the blade overhead twice]

Skills Search +14

Personality: This blade was crafted by one of the Lord High Exultants of Acererak, as a weapon against defeated warriors who sought the destruction of the city of Moil. The blade contains the spirit of one of the previous Lord High Exultants.

Strong Conjunction; CL 15th; Craft Magic Arms and Armor, trap the soul; Price 162,350gp; Cost to Create 81,175gp + 6,494 XP; Reference: Return to the Tomb of Horrors.

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**ARMOR**

**BLUE ARMOR OF THE CRYSTALMIST MOUNTAINS**

When first found, this +3 improved electricity resistance scale mail often appears sized for dwarves. From a distance, this armor appears to be made from the hide of a blue dragon. In reality, it is masterwork scale mail that has been enameled to look like blue dragon scales.

Moderate abjuration; CL 9th; Prerequisites: Craft Magic Arms and Armor, resist energy; Price: 51,200gp; Cost to Create: 25,600gp + 2,048 XP; Reference: Greyhawk Adventures hardback, Defenders of the Faith.

**FIEND ARMOR**

Worn by more than a dozen commanding officers of the Companion Guard and a handful of military leaders outside of Rauxes, these sets of armor were forged in hellish fires. Chain mail and plate mail versions are known to exist, though both are wearable only by creatures of Lawful Evil or Neutral Evil alignments. Others donning the armor suffer 3d6 points of unholy damage per round; double this if they are of good alignment. Fiend armors are worn by powerful warriors in the service of evil masters aligned with devils.

Fiend armor confers the same resistances that all half-fiend devils possesses including damage
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d armor and may draw the ire of the patron devils.

Strong varied; CL 17th; Craft Magic Arms and Armor, animate dead, miracle/ wish, neutralize poison, resist energy, spell resistance, stoneskin, unholy blight; Price + 124,571gp; Reference: Ivid the Undying, Dragon 206.

KEOLANDISH PLATE MAIL OF THE SEAS
This +1 breastplate was given by the King of Keoland to an admiral who had fought successfully against the Sea Princes. The armor also stays afloat in water, negating the chance for its wearer to sink in mild or slightly choppy water. The wearer can tread water indefinitely, but it cannot dive underwater more than two feet. Swimming speed is not affected by this armor.

Moderate abjuration; CL 7th; Prerequisites: Craft Magic Arms and Armor, feather fall, freedom of movement; Price: 50,750gp; Cost to Create: 25,375gp + 2,030 XP; Reference: Greyhawk Adventures hardback.

RED ARMOR OF THE HELLFURNACES
This blood-red +4 moderate fortification improved fire resistance dragonhide full-plate armor was cut from the back plates of an adult red dragon. Many warriors from the Yeomanny died in the battle to kill the creature, and the best dwarven armorers were hired to rework the plates into a wearable suit. Those wearing this armor suffer a -4 penalty to all Charisma skill checks with red dragons.

Strong abjuration; CL 13th; Prerequisites: Craft Magic Arms and Armor, limited wish, resist energy; Price: 94,300; Cost to Create: 47,150gp + 3,772 XP; Reference: Greyhawk Adventures hardback.

THE DRAGON'S SCALES
This ceremonial suit of scale mail is the personal armor of the high cleric of the Earth Dragon Cult. Rumored to be made from the very scales of the Earth Dragon, this armor protects the faithful from harm. The scales vary in color from black to brown to gold and are arranged to form a crest of the coiled form of the great god. There is no matching helmet, since the high clerics traditionally wear an Earth Dragon Helm.

The Dragon's Scales is a suit of +4 scale mail that grants the wearer a +4 resistance bonus to all saving throws. In addition, the coiled crest of the armor stores a symbol of persuasion and a mass suggestion spells as a 20th-level sorcerer, each usable once per day.

If any non-believer touches this armor, the ground will tremble at his/her feet. Someone of good alignment who handles the armor must make a Fortitude save (DC 20) or suffer 3d6 points of unholy damage. The first time anyone dons the Dragon's Scales, the stone melts beneath the wearer's feet and he/she is sucked into the ground, becoming trapped far beneath the earth as an imprisonment spell. There, in the bowels of the earth, the Earth Dragon judges the creature who dared to put on the armor. Those who are found worthy return to the surface to become high clerics. Those who are not languish in suspended animation for all time in the bowels of the earth or are consumed, proof that it is not wise to cross the Earth Dragon.

Strong abjuration; CL 20th; Prerequisites: Craft Magic Arms and Armor, imprisonment, mass suggestion, resistance, symbol of persuasion, creator must be evil; Price: 97,720gp; Cost to Create 48,860gp + 3,909 XP; Reference: Slavers.

WHITE ARMOR OF THE GRIFF MOUNTAINS
After tribesmen of the Griff Mountains slew an adult white dragon, they sold the hide to the dwarven armorers who created this suit of +3 dragonhide fortification-moderate improved-cold-resistance scale mail.

Strong abjuration; CL 14th; Prerequisites: Craft Magic Arms and Armor, limited wish, resist energy; Price: 78,400; Cost to Create: 39,200gp + 3,136 XP; Reference: Greyhawk Adventures hardback.

SPECIFIC SHIELDS

GOBLIN SHIELD OF THE POMARJ
This +2 heavy steel shield bears the coat of arms of goblins in the Pomarj: the red face of a medusa. Its creator is unknown, though rumors indicate a weak and treacherous wizard who sought his own safety during the invasion of humanoid from the Lortmil Mountains. Now the shield is found only in the hands of a goblin chief. While giving a +2 bonus to its wielder's armor class, the shield can cast flesh to stone once per day.

Moderate transmutation; CL 11th; Prerequisites: Craft Magic Arms and Armor, flesh to stone; Price: 23,930; Cost to Create: 11,965gp + 957 XP; Reference: Greyhawk Adventures hardback.
SHIELD OF GREYHAWK
This +3 heavy steel shield bears Greyhawk’s coat of arms, and it was created by the Society of the Magi. It now hangs in the audience hall of the Lord Mayor’s mansion and is well guarded. The shield can cast *dispel evil* as a 9th level cleric, once per day.

Moderate abjuration (good); CL 9th; Prerequisites: Craft Magic Arms and Armor, *dispel evil*; Price: 16,370; Cost to Create: 8,185 gp + 655 XP; Reference: Greyhawk Adventures hardback.

THILLONRIAN SHIELD OF BERSERING
A prized magical item to fighters in the Thillonrian Peninsula (home of Frost, Ice, and Snow Barbarians), this +2 heavy wooden shield grants the wielder the ability to cast rage, three times per day. As long as, at least half of whose troops are barbarians.

Moderate transmutation; Caster Level: 6th; Prerequisites: Craft Magic Arms and Armor, rage, creator must be chaotic; Price: 45,247; Cost to Create: 22,623 gp + 1,810 XP; Reference: Greyhawk Adventures hardback.

ICHOR OF INTOXICATION
This colorless syrup found in half-ounce vials can be mixed with a liquid, applied to food, or simply ingested straight. The ichor dries when exposed to air, hardening in ten minutes. When a vial of the fluid is consumed, the user becomes greatly intoxicated. If more is then consumed, the user must make a cumulative Fortitude saving throw starting at (DC 12) or become comatose from the excess. A quarter-vial produces mild intoxication, but lesser doses have little or no effect. One vial can be used to treat one diminutive-sized foodstuff (about 10 square inches of area) or any beverage. Recovery from intoxication simply requires time, while an exhausted condition requires 1d8 hours of sleep. The effects for minor doses are listed below.

<table>
<thead>
<tr>
<th>Dose</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>full-vial</td>
<td>exhausted</td>
</tr>
<tr>
<td>3/4-vial</td>
<td>fatigued</td>
</tr>
<tr>
<td>1/2-vial</td>
<td>inebriated (-2 to all actions)</td>
</tr>
<tr>
<td>1/4-vial</td>
<td>Mildly intoxicated (-1 to all actions)</td>
</tr>
<tr>
<td>1/8 or less</td>
<td>No effect</td>
</tr>
</tbody>
</table>

Faint necromancy; CL 5th; Prerequisites: Brew Potion, 5 ranks in Craft (alchemy) or Craft (poisonmaking), *sap strength* or *ray of exhaustion*; Price: 750 gp; Cost to Create: 375 gp + 30 XP; Reference: The Temple of Elemental Evil.

POTION OF BLACK SIGHT
Drinking this dark colored ichor gives the imbiber to see in the dark as a darkvision spell.

Faint transmutation; CL 3rd; Prerequisites: Brew Potion, darkvision; Price: 300 gp; Cost to Create: 150 gp + 12 XP; Reference: Vale of the Mage.

POTION OF CONTROLLING DAMAGE
When this potion is imbibed it grants the user the abilities of a divine power spell.

Moderate evocation; CL 7th; Prerequisites: Brew Potion, Craft Wondrous Item, divine power; Price: 1,000; Cost to Create: 500 gp + 40 XP; Reference: Mordenkainen's Fantastic Adventure.

POTION OF INTENSITY
Quaffing this potion gives the imbiber the ability to apply the Maximize SpellFeat to the next three spells cast (these spells can be no higher than 3rd level). Afterward the imbiber may not cast any spells using metamagic feats for another hour. It is rumored that stronger variations of this potion may exist.

Faint (no school); CL 6th; Prerequisites: Brew Potion, Maximize Spell; Price: 2,700; Cost to Create: 1,350 gp + 108 XP; Reference: Vale of the Mage.

SPORE REPELLENT
This mixture renders the imbiber immune to spore infection—including indirect infection from phycoids, fungus hulks, mold wyrm, and even Mossmutter’s spore cough—for one month. It does not grant immunity to direct hit point damage from spore contact. The bottle contains enough elixir for one creature.

Moderate conjuration; CL 7th; Prerequisites: Brew Potion, Craft Wondrous Item, neutralize poison; Price: 1,400; Cost to Create: 700 gp + 56 XP; Reference: Return to White Plume Mountain.

TENSOR’S ELIXIR OF PRIMAL FURY
This elixir endows the character with a surge of rage.

Moderate Enchantment; Caster Level: 5th; Prerequisites: Brew Potion, rage; Price: 750 gp; Cost to Create: 375 gp + 30 XP; Reference: Return of the Eight.

RINGS

ADMUNDFORT RING OF LEADERSHIP
This silver ring was created by a wizard in the service of the Knights of the Shield. The ring is traditionally given to rangers and paladins, in return for loyal friendship or unexpected favor. The
Lucky Ring of the Wild Coast
This magical ring was created by a wizard who liked to gamble, though his greatest gamble was to use it under the suspicious eyes of the local Thieves Guild. The ring increases a gambler's chances of winning, and it is prized among the rogues of the Wild Coast.

The ring grants the wearer a +10 bonus to any Profession (gambling) skill check and allows them to re-roll any one roll made in a game of chance, once per day.

Moderate transmutation; CL 12th; Prerequisites: Forge Ring, prestidigitation, any one luck feat (See Complete Scoundrel); Price: 18,000gp; Cost to Create 9,000gp + 720 XP; Reference: Greyhawk Adventures hardback.

Lucky Ring of the Wild Coast (Altered)
This magical ring was created by a wizard who liked to gamble, though his greatest gamble was to use it under the suspicious eyes of the Thieves Guild. The ring increases a gambler's chances of winning, and it is prized among the rogues of the Wild Coast. Recently some of these rings have developed a quirk; each use there is a 1 in 20 chance, that the ring will alter a die roll to the worst possible outcome for the gambler. Since this effect requires a certain amount of intelligence, it is possible that the item has been possessed by a mischievous spirit or possibly a demon (which sought a way to escape the fiend-banishing caused by the Crook of Rao).

The ring grants the wearer a +10 bonus to any Profession (gambling) skill check and allows them to re-roll any one roll made in a game of chance, once per day.

Moderate transmutation; CL 12th; Prerequisites: Forge Ring, prestidigitation, any one luck feat (See Complete Scoundrel); Price: 18,000gp; Cost to Create 9,000gp + 720 XP; Reference: Slavers

Rary's Ring of Memories
This tarnished silver ring was created by the archmage Rary, but was lost when his tower was sacked after he attacked the Circle of Eight. The ring acts as a ring of mind shielding and gives the wearer the ability to cast rary's memory alteration three times per day. (See spell below)

Rary's Memory Alteration (Enchantment)
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

This spell allows the caster to alter a part of a creature's memory. The effect is limited to one specific event in the creature's life. The memory of a real event can be altered as the caster wishes. Hence, the caster could replace real facts with false one, or even create new memories. The caster may not remove a memory of an event entirely. There is no limit on how far into the past an event can be altered. Only a restoration or limited wish type spell will correct any alterations made to a creature's memory.

Strong varied; CL 12th; Prerequisites: Forge Ring, rary's memory alteration, non-detection; Price: 41,533gp; Cost to Create 20,767gp + 1,661XP; Reference: Greyhawk Adventures hardback.

Ring of Anti-Venom
This item appears to be ornately carved from the horn or tooth of some magical beast.

The ring grants the wearer full protection from poison. Any time the character becomes poisoned, the ring activates, and a charge is automatically expended from the ring to nullify the poison.

The ring has 50 charges, and crumples into dust when the last is charge is used.

Moderate Conjuration (Healing); CL 12th; Prerequisites: Forge Ring, neutralize poison; Price: 28,000gp; Cost to Create 14,000gp + 1,120 XP; Reference: Queen of the Spiders (GDQ 1-7).

Ring of Boccob
This ornate piece of jewelry initially appears to be a valuable but non-magical ring. Even magical detection of the most powerful sort will not reveal the dweomer of the item.

The function of the ring comes into play whenever the wearer is assailed by some magical device. In such a case the wearer is instantaneously protected by an anti-magic field, this ability is usable twice per day. Once per day, the wearer may attempt to destroy any magical trap that they are aware of with a mordenkainen's disjunction spell.

Strong Abjuration; CL 17th; Prerequisites: Forge Ring, anti-magic field, mordenkainen's disjunction; Price: 91,800gp; Cost to Create 45,900gp + 3,672
XP; Reference: Unearthed Arcana hardback.

RING OF FAERIE
This especially dweomer ring is given by the grey elves to their closest associates and allies only.

The ring acts as a boots of elvenkind, cloak of elvenkind, and goggles of night. Further, the wearer can detect secret doors and see invisibility, at will. Each ring is aligned either toward evil (5%), good (75%), or neutrality (20%). Rings of an alignment not corresponding to that of the wearer will not function.

Moderate varied; CL 12th; Prerequisites: Forge Ring, darkvision, detect secret doors, invisibility, see invisibility, creator must be grey elven; Price: 31,000 gp; Cost to Create 15,500 gp + 1,240 XP; Reference: Unearthed Arcana hardback.

RING OF NEGATIVE ENERGY MASTERY
This black iron ring is set with a smoky quartz. The rings wearer is constantly protected by protection from evil and protection from negative energy spells at all times. In addition, it grants its wearer the ability to summon a nightshade, once per week. The wearer may at any time telepathically converse with the summoned nightshade.

Finally, grants the wearer the following abilities:
- (3/day) – death ward
- (1/day) – vampiric touch
- (1/week) – destruction (DC 17)

Strong conjuration; CL 17th; Forge Ring, death ward, destruction, gate, protection from evil, protection from negative energy, rar’s telepathic bond, vampiric touch; Price 119,400 gp; Cost to Create 59,700 gp + 4,776 XP; Reference: Return to the Tomb of Horrors.

RING OF THE POMARJ
This black ring was created by a wizard from the Wild Coast. Hating all inhabitants of the Pomarj, he used it to gather troops of goblins, orges, or orcs. He then led these troops into battle against the humanoids of the Pomarj. The ring is considered a threat by many other lands other as well.

The ring allows an evil-aligned user to charm a horde of goblins, orges, or orcs for a specific purpose. The horde can be raised only on the Wild Coast and must be raised for a specific, short-term purpose. For example, the horde might be gathered to attack a rival tribe, to raid the County of Ulek, or to destroy elves in Celene. Whatever its purpose, the horde remains together for 15 days + 1 day for every successful Diplomacy skill check made (DC 18). Deviation from the stated purpose may cause the horde to disband sooner, at the DM’s discretion. Disbanded humanoids will return to the Wild Coast by the quickest and safest route. Note that a ring wielder whose humanoids disband will not receive a warm welcome the next time he returns to them.

The ring can be used once per week.

The wearer of the ring decides which race he wishes to gather, and can gather a number of creatures determined by their Challenge Rating. For instance, the user could charm up to 15 ogres, 120 orcs, or 180 goblins. Upon being charmed the user must make a successful Diplomacy skill check to retain the loyalty of the humanoids beyond the spells duration, failure means that the humanoids will stay for the 15 day duration but no longer. If the check is successful the user may retain the humanoids services for 1 day beyond the duration for each successful Diplomacy skill check.

Strong enchantment; CL 15th; Prerequisites: Forge Ring, mass charm monster; Price: 30,000 gp; Cost to Create 15,000 gp + 2,400 XP; Reference: Greyhawk Adventures hardback.

RING OF UNIVERSAL MOVEMENT
This platinum ring is set with a gleaming emerald. The ring bestows upon the wearer the ability to move with a base speed of 60ft. on normal terrain. Further, the ring allows the wearer to move on any surface, regardless of orientation or solidity, at their normal rate of speed. The wearer may do the following:
- (3/day) - spider climb
- (2/day) – air walk, water walk

Finally, the ring allows movement in any environment but does not confer any special protection against dangerous conditions, nor does it allow its wearer any special power to move through water or physical barriers.

Strong transmutation; CL 7th; Prerequisites: Forge Ring, air walk, expeditious retreat, freedom of movement, spider climb, water walk; Price 84,000 gp; Cost to Create 42,000 gp + 3,360 XP; Reference: Return to the Tomb of Horrors.

RINGS OF FORCE ARMOR
This pair of black iron rings must be worn as a set, one on either hand with no other magic ring, to function. They sheath their wearer in a field of energy, granting a +4 armor bonus (the wearer is treated as having mage armor). This sheath is harmful to the touch, so any creature touching the wearer with bare flesh suffers 1d4 points of damage. Further, because of the sheath, the wearer’s unarmed attacks gain a +1 enhancement bonus and add an additional 1d4 points of damage.

Moderate varied (Force); CL 12th; Prerequisites: Forge Ring, magic weapon, mage armor, wall of
force; Price: 25,000gp; Cost to Create 12,500gp + 1,000 XP; Reference: Return to the Temple of Elemental Evil.

RODS

BISSELITE ROD OF PEACE
This item has served the priests and border guards of the March of Bissel. Once per day it can cast a heightened (5th)-widened calm emotions spell affecting all mortal beings in a 40ft.-foot radius to make a successful Will save (DC 15) or become calm and unwilling to fight.

Strong enchantment; CL 15th; Prerequisites: Craft Rod, Heighten Spell, Widen Spell, calm emotions; Price: 10,800gp; Cost to Create: 5,400gp + 432 XP; Reference: Greyhawk Adventures hardback.

BONEROD
Twice per day, when a charge is expended from this black ashen rod, a volley of sharpened bone shards shoot out, mimicking the effect of a blade barrier spell. In addition, the user of the rod may also animate dead spell once per day.

Moderate evocation; CL 11th; Prerequisites: Craft Rod, animate dead, blade barrier; Price: 95,040gp; Cost to Create: 47,520gp + 3,082XP; Reference: Izuz the Evil.

DARK ROD OF THE SULHAUT MOUNTAINS
This ebony wand was created by an elven wizard who traveled from Loftwick to the Sulhaust Mountains to hunt down the ancient enemies of his race. The rod acts as a rod of enemy detection. However, its range is one mile per charge expended. The rod may also be used to scry on the chosen target, once per day. When pointed in the proper direction and commanded, the rod can create a silent image, three times per day, showing the target and its immediate surroundings. The wand user receives a vague impression of distance (e.g., within a mile, within five miles, far away). The image lasts one minute and reveals whatever target is doing in some detail, but not enough for the user to be able to, for example, read a scroll being read by the subject.

Moderate divination; Caster Level: 11th; Prerequisites: Craft Rod, find the path, scrying, silent image, true seeing; Price: 90,100gp; Cost to Create: 45,050gp + 3,604XP; Reference: Greyhawk Adventures hardback.

DIPLOMACY ROD OF FURYONDY
This rod was created for use by the Prince of Furyondy, though his disappearance left it in the hands of less noble officials. The rod gives the holder a +10 insight bonus to Diplomacy when negotiating or debating with other intelligent creatures. Once per day the rod allows the holder to cast a suggestion spell, the suggestion must involve matters of peace or cooperation, or else the subjects of the spell receive a +1 saving throw bonus.

Faint enchantment; Caster Level: 5th; Prerequisites: Craft Rod, divine insight, suggestion; Price: 15,400; Cost to Create: 7,700gp + 616 XP; Reference: Greyhawk Adventures hardback.

ROD OF A WONDER
Quite similar to its cousin, the ever-popular rod of wonder, this item produces strange unpredictable results for its users. The exact effect produced in any single use is determined by a random d100 roll, with reference to the following chart. The rod uses one charge per function and holds 100 charges. Allow a Will save (DC 17) to negate most effects unless specific reference to a spell is given.

<table>
<thead>
<tr>
<th>d100</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-02</td>
<td>Target loses all body hair, fur, or feathers.</td>
</tr>
<tr>
<td>03-07</td>
<td>10ft. deep pit opens beneath target's feet</td>
</tr>
<tr>
<td>08-09</td>
<td>Target gains +1 bonus to attacks of the next three rounds.</td>
</tr>
<tr>
<td>10-11</td>
<td>One-hundred small bats appear, swarm around the wielder's head for one round, and then flit away.</td>
</tr>
<tr>
<td>12-13</td>
<td>Target grows wings, arms, or tentacles.</td>
</tr>
<tr>
<td>14-15</td>
<td>Cage of heavy iron bars (10ft square) surrounds the wielder.</td>
</tr>
<tr>
<td>16-17</td>
<td>Each piece of headgear within 20ft. changes to a skullcap topped by a bladed device, the blades turning in any breeze.</td>
</tr>
<tr>
<td>18-22</td>
<td>Target's color turns to hot pink.</td>
</tr>
<tr>
<td>23-25</td>
<td>All gold with 10ft. of the wielder turns to lead.</td>
</tr>
<tr>
<td>26-29</td>
<td>Target is covered with a layer of honey.</td>
</tr>
<tr>
<td>30-32</td>
<td>In each of the next 5 rounds, 264gp shoot forth from each of the wielder's ears.</td>
</tr>
<tr>
<td>33-34</td>
<td>Target is garbed in a beautiful, well-tailored, embroidered silk coat (2,000gp value; but magical and dispensable).</td>
</tr>
<tr>
<td>35-39</td>
<td>Target is polymorphed into a giant rabbit (as the polymorph other spell, target must make a Will save DC14 or mentally become rabbit as well).</td>
</tr>
<tr>
<td>40-41</td>
<td>Target grows a large moustache in 1 round (possibly with a goatee).</td>
</tr>
<tr>
<td>42-43</td>
<td>Thousands of horseshoes fill the area with 30ft. of the wielder, interfering with Concentration and provoking such checks on all cast spells.</td>
</tr>
<tr>
<td>44-48</td>
<td>Target is affected by Otto's irresistible dance for 3 rounds (no save).</td>
</tr>
<tr>
<td>49-52</td>
<td>Stream of acid shoots out to 10ft. range, inflicting 4d6 points of damage, Reflex save (DC 15) for half.</td>
</tr>
<tr>
<td>53-55</td>
<td>Invisible bards begin playing music on visible instruments. They play loudly for 3-6 rounds, then vanish.</td>
</tr>
</tbody>
</table>
Tree grows under wielder, lifting to the ceiling or 50ft. height, whichever is less.

One-hundred dead and putrid fish rain down with 30ft. of the wielder.

Target glows for 2-5 rounds as if affected by faerie fire spell, but thereafter the wielder vanishes for 2-5 rounds as if an invisibility spell was cast.

The sounds of bells ring forth dazzling all noise and speech for 2-5 rounds.

Casts diazpel magic within 20ft. radius as a 12th level sorcerer.

Casts summon monster IV as a 12th level sorcerer.

Target gains 3d4hp which remain for thirty minutes (non-dispensable; damage taken is first removed from these bonus points).

Wielder floats 10ft. up (as if feather fall was cast in reverse gravity), hovers for 3-6 rounds then drops suddenly.

Eight fiery spheres of different hues shoot forth, striking the target and seemingly causing great amounts of damage (actually only 1hp/each).

All weapons held in hand within 30ft. turn into bunches of flowers.

Circle of death at target (max. range 20ft.)

Strong varied; CL 13th; Prerequisites: Craft Rod, confusion, limited wish, creator must be chaotic; Price: 31,500gp; Cost to Create: 15,750gp + 1,260XP; Reference: The Temple of Elemental Evil.

**ROD OF BONE**

This item appears to be a small rod of bone, carved subtly along the entire elongated humanoid skeleton whose arms are raised above its head.

The secret of these rods’ manufacture was discovered at the Black Academy, and only a few of them exist. The rod has the following abilities:

- **(2/day)** - bestow curse (bone blight, -6 to Con.)
- **(1/day)** - bestow greater curse (fuse bone, -8 penalty on attack rolls, saving throws, ability checks, and skill checks. (Spell Compendium 27)
- **(5/day)** - clutch of orcus (Spell Compendium 49)

Strong necromancy; CL 13th; Prerequisites: Craft Rod, bestow curse, bestow greater curse, clutch of orcus; Price: 78,400gp; Cost to Create 39,200gp + 3,136 XP; Reference: Return to the Tomb of Horrors.

**ROD OF FORCE**

This rod is made of black iron, 18 inches long and a half-inch wide. The rod has three functions, any of which can be used, in any combination, five times per day:

Blast of force: A blast of force projects from the rod with a range of 100ft. This blast strikes a ranged touch attack. It inflicts 10d6 points of damage.

Blade of force: A 30in.-long glowing blade of force springs forth from the rod that lasts 10 rounds. This can be used as a +1 brilliant energy longsword.

Strong evocation; CL 13th; Prerequisites: Craft Rod, magic missile, wall of force, mordenkainen’s sword; Price: 125,000gp; Cost to Create: 62,500gp + 5,000 XP; Reference: Return to the Temple of Elemental Evil, Forgotten Temple of Tharzidun.

**ROD OF ONNWAL**

This magical rod was originally created to protect the inhabitants of Onnwal against the fierce storms that regularly lash the Sea of Gearnat. It is also known to have been used effectively against dust storms in the Bright Desert, blizzards in the northern countries, and winds on the peaks of various mountain ranges. Upon command, the rod allows the user to cast gust of wind (3/day), control winds, control water (2/day), and control weather (1/day).

Strong transmutation; CL 13th; Prerequisites: Craft Rod, control water, control weather, control winds, gust of wind; Price: 98,280gp; Cost to Create: 49,140gp + 3,931 XP; Reference: Greyhawk Adventures hardback.

**ROD OF THE HIGHFOLK**

A favorite weapon of high elves in the northwest, this wand causes dissension between humanoids of evil alignment.

Once per day, up to eleven creatures within a 30ft. area must make a successful Will saving throw (DC 16) or become unusually factious and quarrelsome, convinced that its allies are in fact dangerous enemies. This may lead to fighting: those affected by the rod must make a successful Will saving throw (DC 16) at each significant provocation to avoid coming to blows.

If the DM desires, attacks by common enemies or strong leadership may improve the saving throws, while malicious insults or actual blows may worsen them. The effect lasts a maximum of eleven hours, less if one faction has been slain.

Moderate enchantment; CL 11th; Prerequisites: Craft Rod, mass suggestion; Price: 26,400gp; Cost to Create 13,200gp + 1,056 XP; Reference: Greyhawk Adventures hardback.

**ROD OF THE HORNWOOD**

This wooden rod was created by a wizard who wanted to make his travels in the wilderness less dangerous.

When the command word is spoken, the rod creates an aura of antipathy, centered on the user,
which is avoided by normal animals (including giant variations) unless attacked by the rod holder or his party. Animals with greater than animal Intelligence can enter the warded area by making a successful Will saving throw (DC 18). In addition, the rod can also be used as a melee weapon, in which case it is treated as a +1 light mace that causes any animal struck to make a successful Will save (DC 18) or flee. Each successful hit drains a charge from the rod. The rod has 50 charges.

Denizens of the forest are often irritated by the operation of the rod; 75% of the time these leave the area in disgust, and the other 25% of the time they take steps to drive away the rod holder.

Strong enchantment; CL 15th; Prerequisites: Craft Rod, antipathy; Price: 110,000gp; Cost to Create 55,000gp + 4,400 XP; Reference: Greyhawk Adventures hardback.

**ROD OF THE NECROPHIDIIUS**
This black wooden rod is topped by the skull of a necrophidius (golem).

The rod acts as a rod of absorption with the additional power of being able to animate dead as a 9th-level necromancer, once per day.

Strong varied; CL 15th; Prerequisites: Craft Rod, animate dead, spell turning; Price: 68,000gp; Cost to Create 34,000gp + 2,720 XP; Reference: The Star Cairns.

**ROD OF VISCID GLOBS**
This metallic baton is unadorned by decoration. If the command word spoken, a blob of gummy, sticky, glue-like material can be fired up to 10ft. away. The gummy glob covers a circular area about 10ft. in diameter. Those items within that area are permanently bonded to each other-hands to weapons held, arms to shields, armor to bodies, etc. A successful ranged touch attack is required to hit. However, if the attack fails a glob will hit somewhere—either behind the original target, or on the floor 10ft. beyond (leaving a sticky mass that will solidify in 10 rounds).

The bond created by this glob is extremely strong, requiring a Break DC of 25. The globs can be dissolved by alcohol. The amount found in ordinary wine is sufficient to free two glued areas (painfully if living flesh is involved). The rod can be used up to five times per day.

Moderate varied; CL 9; Prerequisites: Craft Rod, grease; Price: 16,200gp; Cost to Create 8,100gp + 648 XP; Reference: Queen of the Spiders (GDQ 1-7).

**SCEPTER OF THE FORGOTTEN CITY**
A relic of a lost civilization, this wand-like scepter is a 2-foot-long shaft of silver with a large red gem at the tip. It was used by some of the original lords of the Suel Empire; when that kingdom was turned into the Sea of Dust, the rod was lost. A recent expedition from the Yeomanry rediscovered the rod, and those explorers claimed that it came from the Forgotten City itself. Whether or not that claim is true, the scepter certainly contains some of the greatness that built the lost empire, and much of the madness that destroyed it.

Once per day, when the command word is spoken, the holder of the scepter receives a bonus +2 insight bonus to Wisdom and Charisma points for a day. He must then make a successful Will saving throw (DC 21) or become affected by a confusion spell until a remove curse or greater magic is received; this will also remove the beneficial effects of the scepter.

The scepter has 50 charges. Each use costs one charge. A character who attempts to use the scepter, more than once per week must make a successful Will save (DC 21) or die.

Strong enchantment; CL 12th; Prerequisites: Craft Rod, charm monster, confusion, creator must be 12th-level; Price: 12,000gp; Cost to Create 6,000gp + 480 XP; Reference: Greyhawk Adventures hardback.

**SPIDER ROD**
This ordinary-looking basalt rod can project silvery-strands of web-like material, three times per day. These strands act like a rope of entanglement. The user may also use the rod as a +1 light mace in melee, and once per day, on a successful hit the victim must make a successful Fortitude save or suffer the effects of a poison spell.

Moderate varied; CL 9; Prerequisites: Craft Rod, poison, web; Price: 20,691gp; Cost to Create 10,193gp + 815 XP; Reference: Queen of the Spiders (GDQ 1-7).

**YATIL ROD OF ZOOMING**
This item was created by mountaineers of the Yatils to ease their travels among the jagged slopes and ledges. However, the rod has since become a device of mischief and the cause of many deaths.

The rod can affect one object or creature at a time, "zooming" up to 200 pounds per charge expended, to a maximum weight of 600 pounds. Zooming movement is in a straight line, and any creature moved in this fashion is responsible for its own landing. The maximum distance is 100 feet, though a shorter distance can be specified by the wand's user. An unwilling creature can make a Will save (DC 17) to avoid the effect.

An object or creature can be hurled horizontally
through the air and accelerated as if falling vertically if (twice) the normal number of charges are expended. A creature that hits an obstacle takes 1d6 points of damage for every 10 feet traveled; items must make a successful Fortitude save (DC 17). A 30-foot “zoom,” for example, inflicts a total of 3d6 points of damage upon an enemy striking a solid surface. Note that a creature hurled over the edge of a cliff takes no damage from the "zoom,” but does suffer normal falling damage. If insufficient charges are expended, the results are correspondingly slight.

Strong transmutation; CL 13th; Prerequisites: Craft Rod, reverse gravity; Price: 81,900; Cost to Create: 40,950gp + 3,276 XP; Reference: Greyhawk Adventures hardback.

**STAVES**

**BLACKSTAFF**

This ghastly blackwood staff is hod with silver banding and tipped with a skull likewise banded and decorated with runes of Iuz's cult. As such these staves may only be used by an evil divine spellcaster.

A blackstaff functions as a +3 spell-storing quarterstaff, (typically stores inflict serious wounds when created). Anyone wielding a blackstaff is has a permanent protection from good cast upon them as long as they wield the staff. By gripping the staff firmly and touching one creature, the user may cast or cause fear, scare and spectral hand without draining charges. The staff has 50 charges. The following uses require the expenditure of charges.

- harm, slay living (1 charge); requires successful melee hit
- inflict critical wounds (1 charge); up to a range of 90ft.
- destruction (2 charges); requires successful melee hit
- horrid wilting, summon monster IX (2 charges)

Strong necromancy; CL 18th; Prerequisites: Craft Staff, Reach Spell, cause fear, destruction, harm, horrid wilting, inflict critical wounds, inflict serious wounds, protection from good, scare, slay living, spectral hand, summon monster IX, creator must be evil; Price: 204,613gp; Cost to Create 102,156gp + 8,173 XP; Reference: Iuz the Evil.

**DEMON STAFF**

This ornately carved staff of leather-like horn is inscribed with fell runes and vile depictions of creatures of the lower planes, and topped by the grim visage of a demonic ruler. The demon’s eyes glow when the staves special functions are used. The following uses require the expenditure of charges.

- cause fear (no charge); on a successful melee hit
- protection from evil (no charge)
- inflict critical wounds (1 charge); on a successful melee hit
- planar binding* (1 charge)
- polymorph (2 charges); into a demon of equal to or less hit dice than the character.
- greater planar binding* (2 charges)

The staff has 50 charges.

Note: Should the demons summoned by the staff be slain, the ruler of those demons may exact a high price from the wielder, and may likely to transform the luckless soul into a demon to replace the one lost.

Strong conjuration; CL 15th; Prerequisites: Craft Staff, cause fear, greater planar binding, inflict critical wounds, planar binding, polymorph, protection from evil, creator must be evil; Price: 133,594gp; Cost to Create 66,797gp + 5,344 XP; Reference: Queen of the Spiders (GDQ 1-7).

**SCANT STAFF OF STORMS**

This staff was created in the capital city of Onnwal, and has been used against raiding warships from the South Province. Its creator was undoubtedly influenced by observing the furious weather in the Sea of Gearnat.

Each time the staff is used, the general weather conditions over a broad area can become unexpectedly severe. The charges drained for severe weather are immediately lost from the wand if the severe weather occurs. The chance for any type of severe weather depends on the original effect that the caster has attempted to summon:

<table>
<thead>
<tr>
<th>d20 Effect Attempted</th>
<th>Type of Weather</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5 gust of wind, obscuring mist, stormrunner's ward</td>
<td>thick, persistent fog, rain or snow squall</td>
</tr>
<tr>
<td>6-10 call lightning, control winds, sleet storm</td>
<td>gale, hailstorm or severe snow</td>
</tr>
<tr>
<td>11-15 call lightning storm, control water, stormwalk</td>
<td>lightning storm or heavy rain</td>
</tr>
<tr>
<td>16-20 control weather, waterspout, whirlwind</td>
<td>blizzard, hurricane or tornado</td>
</tr>
</tbody>
</table>

The following uses require the expenditure of charges.

- gust of wind, obscuring mist, stormrunner's ward (no charge)
- call lightning, control winds, sleet storm (1 charge)
- call lightning storm, control water, stormwalk (2 charges)
- control weather, waterspout, whirlwind (3 charges)
The staff is usable only outdoors and has 50 charges.

Strong varied; CL 15th; Prerequisites: Craft Staff, obscuring mist, fog cloud, gust of wind, sleet storm, chain lightning, control water, control weather; Price: 124,162gp; Cost to Create 62,081gp + 4,967 XP; Reference: Greyhawk Adventures hardback.

SKULL-STAFF OF HEPMONALAND

This 7-foot-long pole topped with a skull features a wild mane of white hair and sharp, demonic features. The shaman who uses the staff claims that it is the skull of an ancient demon, though many suspect that it belonged to an evil sorcerer who died in the hands of head-hunters in Hepmonaland.

The following uses require the expenditure of charges.
- protection from evil (no charge)
- displacement (1 charge)
- symbol of fear (2 charges); to any creature gazes upon the skull, once activated.

The staff has 50 charges.

Strong varied; CL 12th; Prerequisites: Craft Staff, displacement, protection from evil, symbol of fear; Price: 45,000gp; Cost to Create 22,500gp + 1,800 XP; Reference: Greyhawk Adventures hardback.

STAFF OF GNATMARSH

This crooked staff made of willow was created by a shaman of the tribesmen in Gnatmarsh. This staff is only usable by divine spellcasters.

The following uses require the expenditure of charges.
- hide from animals, summon swarm (no charge)
- giant vermin, repel vermin (1 charge)
- animate dead, slay living (2 charges); by touch (insects only).

The staff has 50 charges.

Strong varied; CL 12th; Prerequisites: Craft Staff, animate dead, giant vermin, hide from animals, repel vermin, slay living, summon swarm; Price: 62,213gp; Cost to Create 31,107gp + 2,489 XP; Reference: Greyhawk Adventures hardback.

STAFF OF KITSYRRA

This acts as a major ring of spell storing, except that spells cast from the staff can be cast as a swift action. The staff is usable only by divine spellcasters.

Strong evocation; CL 17th; Prerequisites: Create Staff, Quicken Spell, imbue with spell ability; Price 210,000gp; Cost to Create 105,000gp + 8,400 XP; Reference: Falcon series.

STAFF OF SUEL LAW

Made of deklo wood that has been bleached bone-white, the staff is carved with a circle around a skull, with the space inside the circle inlaid with red enamel. The staves are symbols of law within the lands of the Scarlet Brotherhood, and are carried by the shokal of the police branch of the Office of Order, the shokal can use the staves to solve difficult crimes.

The following uses require the expenditure of charges:
- command, comprehend languages, detect magic, detect poison (no charge)
- charm person, detect thoughts, knock, locate object (1 charge)
- clairaudience/ clairvoyance, speak with dead, suggestion, tongues (2 charges)
- discern lies (3 charges)

The staff has 50 charges.

Strong varied; CL 12th; Prerequisites: Create Staff, charm person, clairaudience/ clairvoyance, command, comprehend languages, detect magic, detect poison, detect thoughts, discern lies, knock, locate object, speak with dead, suggestion, tongues; Price: 105,375gp; Cost to Create 52,688gp + 4,215 XP; Reference: The Scarlet Brotherhood.

STAFF OF THE AERDI SEA

This defensive weapon was fashioned for use by merchants who sail the pirate-infested waters between Hepmonaland and the Great Kingdom.

The staff takes one round to activate, and the user can move normally but may not engage in melee, to maintain concentration on the effect.

The following uses require the expenditure of charges.
- fog cloud, major image, stormrunner’s ward, (no charge)
- favorable wind, hallucinatory terrain, turbidity (1 charge)
- control currents, control weather, programmed image (2 charges)

The staff has 50 charges.

Strong varied; CL 13th; Prerequisites: Craft Staff, control currents, control weather, favorable wind, fog cloud, hallucinatory terrain, major image, programmed image, stormrunner’s ward, turbidity; Price: 100,669gp; Cost to Create 50,335gp + 4,026 XP; Reference: Greyhawk Adventures hardback.

STAFF OF WELKWOOD

Fashioned from an oaken branch, this staff was created by druids serving the woodsmen who inhabit this majestic forest. As they created the
branch, they instilled in it their awe and respect for the great trees and vegetation that set this woodland apart.

The following uses require the expenditure of charges.

- **entangle, shillelagh** (1 charge)
- **plant growth, speak with plants** (2 charges)
- **transport via plants, wall of thorns** (3 charges)

The staff has 50 charges.

Strong varied; CL 12th; Prerequisites: Craft Staff, entangle, plant growth, shillelagh, speak with plants, transport via plants, wall of thorns; Price: 51,750gp; Cost to Create 25,875gp + 2,070 XP; Reference: Greyhawk Adventures hardback.

**WAR STAFF OF NYROND**

Just after Nyrondese troops willingly withdrew from the Theocracy of the Pale and the County of Urnst, a Nyrondese wizard created this staff because he feared that other lands might see this as a sign of weakness and attack the Kingdom of Nyrond. Though such attacks never occurred, the staff was useful to certain powerful wizards guarding the borders of Nyrond.

Possession of this wooden staff grants its user a +2 enhancement bonus to their Leadership score for the purpose of attracting personal followers, once per year. The staff must remain in the spellcaster's possession for a full month after the followers have gathered, or the troops disband and desert. Once the month has passed, the troops are personally loyal to the spellcaster for one year, barring exceptional conditions or poor treatment. Note that this in no way affects the hiring of men-at-arms in the normal fashion.

The following uses require the expenditure of charges.

- **calm emotions, remove fear** (no charge)
- **heroism, suggestion** (1 charge)
- **good hope, mass suggestion** (2 charges)
- **geas/ quest, mass charm** (3 charges)

The staff has 50 charges.

Strong enchantment; CL 15th; Prerequisites: Craft Staff, calm emotions, geas/ quest, good hope, heroism, mass charm, mass suggestion, remove fear, suggestion, creator must have Leadership feat; Price: 73,625gp; Cost to Create 36,813gp + 2,945 XP; Reference: Greyhawk Adventures hardback.

**WONDROUS ITEMS**

**ABBOR ALZ BROOCH OF WARNING**

The barbarians of the hills value alertness in battle highly. Anyone wearing this brooch receives a mental ping at any time, they are about to be overcome by a sneak attack.

Faint abjuration; CL 3rd; Prerequisites: Craft Wondrous Item, alarm; Price: 6,000gp; Cost to Create 3,000gp + 240 XP; Reference: Rary the Traitor.

**AMULET OF THE BATRACHIAN**

Given to the elite followers of Wastr, an amulet of the batrachian is a crude frog-like shape made of ancient gold worn on a chain of similar material. Wastr becomes very angry if his amulets fall into the hands of anyone but his followers, so he may even send his subjects to reclaim them.

The wearer of such an item can detect poison, three times per day, and may jump and speak with animals (amphibians only), once per day as the spells of the same name. In addition, the user receives a +4 competence bonus to all Fortitude saves vs. amphibian poisons. The wearer may also control up to as many control up to 5 HD worth of amphibians, once per day.

Moderate varied; CL 9th; Prerequisites: Create Wondrous Item, detect poison, jump, resistance, speak with animals, creator must be worshiper of Wastr; Price: 59,800gp; Cost to Create 29,900gp + 2,392 XP; Reference: The Scarlet Brotherhood.

**AMULET OF THE CAIRN HILLS**

Originally created to protect the common folk from the spirits that haunt these hills, this amulet has become a favorite among grave-robbers.

The amulet grants its wearer the effects of a death ward spell, instead draining one charge from the amulet for every level lost. Ability damage/loss can also be regained but also drains once charge per point restored. Further, upon activation the user is protected by protection from evil, remove fear, and remove paralysis spells for 10 minutes. Activating this ability is a standard action that does not provoke attacks of opportunity.

The amulet has 50 charges.

Strong abjuration; CL 13th; Prerequisites: Craft Wondrous Item, death ward, restoration, protection from evil, remove fear, remove paralysis; Price: 72,000gp; Cost to Create 36,000gp + 2,880 XP; Reference: Greyhawk Adventures hardback.

**AMULET OF FURYONDY**

The first of these amulets were created to protect the good natives of Furyondy, though they have since been used by characters of many lands and alignments.

Hung around the neck from a silver chain, the amulet bestows a break enchantment upon any
wearer who is subjected to enchantments, transmutations, or curses; each use expending one charge. Note that the amulet allows a character to be rid of a cursed item, although the amulet cannot cure lycanthropy. The amulet has 50 charges.

Moderate Abjuration; CL 7th; Prerequisites: Craft Wondrous Item, break enchantment; Price: 28,000gp; Cost to Create 14,000gp + 1,120 XP; Reference: Greyhawk Adventures hardback.

AMULET OF REPUDIATION
Among the potent items that the original Keraptis crafted during his stay in the volcano were eight amulets of repudiation, which draw their energy from the Negative Material Plane. Living creatures gain no benefit from these, but an undead being who wears one immediately becomes connected with the Negative Material Plane.

This unholy item grants the wearer a +4 on its turn resistance. In addition, an undead wearer can absorb the constant energy "leakage" from the amulet over time, gaining 2 hit points every round (though they can’t exceed their full normal hit point total from this effect).

Moderate necromancy [evil]; CL 10th; Prerequisites: Craft Wondrous Item, negative energy aura, able to rebuke undead as a 10th-level cleric; Price: 39,000gp; Cost to Create 19,500gp + 1,560 XP; Reference: Return to White Plume Mountain.

AMULET OF SPINECASTLE
The wizards of the Kingdom of Aerdy created this amulet to aid in the war against the northern barbarians. After the fall of Spinecastle, the amulet disappeared. Scholars assumed it didn’t survive the wrath of the barbarians, but stories of the amulets’ use still surface in the Bone March.

This golden amulet can be commanded, twice per day to radiate a magical aura in a 150-foot cube for a maximum of 30 hours. The aura has negative effects on all chaotic barbarians, raising their superstitious fears and generating hatred toward magic. Any barbarian in the area must make a successful Will save (DC 16) or immediately retreat out of the area. A successful Will save allows them to enter the area but with a -4 circumstance penalty to Dexterity.

Strong Enchantment; CL 15th; Prerequisites: Craft Wondrous Item, antipathy, creator must be lawful; Price: 86,400gp; Cost to Create 43,200gp + 3,456 XP; Reference: Greyhawk Adventures hardback.

ANVIL OF THE LORTMIL MOUNTAINS
This blacksmith’s tool was created in a shrine to Moradin, king of the dwarven gods.

It grants a dwarven weaponsmith a +10 competence bonus to all Craft (weaponsmithing) skill checks when creating extremely strong or sharp blades. Each weapon takes twice as long to create, but when finished is either a normal weapon (on an unsuccessful skill check) or a weapon of masterwork quality (on a successful skill check). It is rumored that this anvil was used to forge legendary magical weapons for the dwarves. In fact, any bladed weapon forged upon this anvil that is immediately crafted into a magical weapon can have the keen enhancement may remove the XP component during the creation process.

Moderate transmutation; CL 10th; Prerequisites: Craft Wondrous Item, guidance, keen edge, creator must be dwarven; Price: 40,000gp; Cost to Create 20,000gp + 1,600 XP; Reference: Greyhawk Adventures hardback.

ARM OF NYR
This artificial arm made of mithral replaces an arm that has been lost by a good or neutral character. An evil character who tries to attach it takes 1d4 points of temporary Dexterity damage. A character who makes successful use of the arm gains +2 Strength and +2 Dexterity. The arm also provides a +2 deflection bonus to Armor Class. Generally, 70% of these items are left arms and 30% are right arms, though there are rumors of rare arms that adapt to the user.

Moderate Transmutation; CL 11th; Prerequisites: Craft Wondrous Item, animate object, bull’s strength, cats’ grace, shield; Price: 66,500gp; Cost to Create: 33,250gp + 2,660 XP; Weight: 20lbs/ - (if attached); Reference: Sword and Fist.

ARMBAND OF REDUCTION
This metal armband allows its wearer to reduce his height to one-half normal, as if a reduce spell had been cast upon him. This effect functions once per day and lasts for 2 hours (and may be dismissed at will by the wearer).

Faint transmutation; CL 5th; Prerequisites: Craft Wondrous Item, Extend Spell, reduce person; Price: 4,000gp; Cost to Create 2,000gp + 160 XP; Reference: Return to the Temple of Elemental Evil.

BEAR CLOAK OF THE SULHAUT MOUNTAINS
Many years ago, tribal shamans called upon their gods to enchant the hide of a cave bear slain in combat. The cloak became a powerful aid in their struggle to survive against the hostile creatures and the forces of nature that forever threaten their tribes. The fur cloak includes a bear-head cap, pelt, and claws. The current location of the cloak is unknown.
The cloak grants the wearer a +4 enhancement bonus to Strength, and grants a +4 moral bonus to all fear-based Will saves. In addition, the wearer may speak with animals, twice per day and dominate animal and hold animal, once per day.

Moderate varied; CL 10th; Prerequisites: Craft Wondrous Item, bull’s strength, dominate animal, hold animal, remove fear, speak with animals; Price: 53,467gp; Cost to Create 26,734gp + 2,139 XP; Reference: Greyhawk Adventures hardback.

**BLACK OPAL OF SYRUL**

Unearthed from Maznoth in 6027 SD, the uncut gem that was to become the black opal of Syrul was purchased by Syrul’s clerics and invested with the magical power of the goddess of lie and deceit.

Anyone who carries the opal is protected by protection from good and protection from law spells. In addition, the user of the gem may cast charm person (DC 15), suggestion (DC 18), confusion (DC 19), each once per day.

Moderate varied; CL 9th; Prerequisites: Create Wondrous Item, Heighen Spell, charm person, confusion, protection from good, protection from law, suggestion, creator must be worshiper of Syrul; Price: 35,000gp; Cost to Create 17,500gp + 1,400 XP; Reference: The Scarlet Brotherhood.

**BLACK SAILS OF SCHNAI**

Created in the land of Snow Barbarians and blessed by shamans of their barbaric gods, these square sails are hoisted only on the funeral ships of great barbarian heroes and lords. The deceased warrior’s body is burned along with the ship and all but a small piece of the sail. Afterwards, the character’s spirit can be called on by the tribal chiefs in time of battle by burning the remainder of the sail. The spirit appears as a ghost warrior and fights on the side of the tribe until destroyed. The spirits bear the equipment they used in life. Such creatures can be turned, though the ritual grants them +4 turn resistance. It is reported that several villages have up to 10 of these spirit warriors on call. Burning the sail releases the spirit from service.

Strong necromancy; CL 15th; Prerequisites: Craft Wondrous Item, create greater undead, geas/ quest; Price: 9,000gp; Cost to Create 4,500gp + 360 XP Reference: Greyhawk Adventures hardback.

**BLACK THURIBLE**

This is a censer for burning incense, a black iron egg (hinged so it can be opened and incense placed within) hung on a chain so that can be easily carried. The egg-like censer has holes to let out the incense odor. This device has various functions within the temples dedicated to Tharizdun, most of them protective in nature. (These functions are described in the adventure in the rooms where the black thurible has an effect.) It functions only when ball-shaped incense of dreaming (see below) is burned within.

Moderate varied; CL 10th; Prerequisites: Cannot be made (the secrets of making this item are now lost); Price: N/A; Reference: Return to the Temple of Elemental Evil.

**BLACKCLOAK**

This item is in part prepared by each aspiring student of the Black Academy. Initially, the aspirant must ritually craft a cloak with his or her own hands from the skin of a living creature of appropriate size, using the appropriate secret rituals. When all is in readiness, the student necromancer petitions for admittance into the school. If all goes well for the necromancer, the headmistress of the school confers the blessing of Acererak permanently into the garment, giving it a shadowy, light-absorbing appearance.

The finished cloak is partially animated, and in combat it stiffens and moves providing the wearer with a +3 natural armor bonus. The way the cloak moves and shifts about can be unsettling for foes, but the wearer of the cloak is unaffected and can move and cast spells normally. In addition, the cloak grants its user a +1 resistance bonus to all saving throws and a +5 competence bonus to all Hide skill checks.

Moderate varied; CL 11th; Prerequisites: Craft Wondrous Item, animate objects, invisibility, resistance, creator’s caster level must be at least three times the cloak’s bonus, creator must be evil; Price: 24,000gp; Cost to Create 12,000gp + 960 XP; Reference: Return to the Tomb of Horrors.

**BONE WHEEL OF NEBIRKOS**

This item is a 3ft.-diameter round of bone with a 2in.-wide hole through the center. The wheel was presumably cut from a dragon’s skull or spine carved with the image of hundreds of bones, skulls, and strange faces. It is mounted on a pole or axle and spun to invoke its effect.

The bone wheel grants any undead created within its presence +4 Strength and 2 hit points per HD. Further, the user may control undead, once per day, and may control any undead created with the wheel at a range of up to one mile. This item does not grant the power to see through the eyes of the undead, so the caster must use scrying or a lookout point in order to issue precise commands, such as battle tactics. The wheel can be spun once per day to produce a fear effect (as the spell). Once per month, if the caster can fuse
together any of the undead created by the wheel into a Dragonbone Golem (see Draconomicon pp. 164).

Strong necromancy; CL 15th; Prerequisites: Craft Wondrous Item, Corpsecrafter, animate dead, fear, control undead, polymorph any object; Price: 131,800 gp; Cost to Create 65,900 gp + 5,272 XP; Reference: Slavers.

BOOTS OF THE HORIZON
These metal-shod boots have especially thick soles; they change size to fit their wearer just as other magical boots do. The boots were created to allow messages to be carried very quickly; the wearer of these boots may travel at a speed of 240 ft. (This ability does not stack with any other movement-based spells or effects.) However, the wearer can barely turn when moving at that speed; one round must be taken to slow down to normal speed before any turns greater than 45 degrees in one round can be taken. The boots glow with great heat for five rounds after being used if the wearer makes a kick with the boots during this time, the attack does 1d4 damage from the force of the blow and another 1d6 from heat. The boots otherwise are as boots of speed for limitations on use, need for rest and so forth.

Strong transmutation; CL 13th; Prerequisites: Craft Wondrous Item, haste, limited wish; Price: 91,000 gp; Cost to Create 45,500 gp + 3,640 XP; Reference: The Star Cairns.

BROOCH OF ACCESS
This piece of silver jewelry is typically set with obsidian or some other dark gemstone.

The brooch allows the wearer entry through any portal, even if it is locked, barred, held, or warded. In fact, the brooch functions as a continuously active knock spell centered on the wearer. All the wearer must do is place their hand upon the object to be opened and it will swing open. In the case of arcane locked portals, the brooch merely bypasses the warding, suppressing its effect for one minute. Each use of the brooch drains one charge. The brooch has 100 charges.

Strong transmutation; CL 12th; Prerequisites: Craft Wondrous Item, knock; Price 36,000 gp; Cost to Create 18,000 gp + 1,440 XP; Reference: Return to the Tomb of Horrors.

CASKET OF FURYONDY
Clerics of Furyondy first created this finely engraved wooden coffin to preserve the bodies of the honorable deceased. Any lawful-good cleric can activate its powers by placing into the casket the body of a humanoid (of any character class) who is not more than nine days dead, then casting a bless spell upon the body. The casket preserves the body from decay indefinitely. The deceased character can be returned to life by a resurrection spell after any length of time. He or she also receives the benefits of a heal spell once the resurrection is complete. Once the casket has been used, the preservation magic cannot be used again, however, the casket itself is not consumed and may be used to re-create the item.

Strong Conjuration (healing); CL 17th; Prerequisites: Craft Wondrous Item, Extend Spell, gentle repose, true resurrection; Price: 19,650 gp; Cost to Create 9,825 gp + 786 XP; Reference: Greyhawk Adventures hardback.

CHALICE OF THE SHIELD LANDS
This golden chalice was created in response to the growing menace of the Horned Society. It allows a lawful-good fighter to temporarily become a paladin of the same level for a single quest, with all appropriate powers and abilities of a paladin. The chalice can be activated only by a lawful-good cleric who performs a ceremony that includes special vows and the geas/quest spell. The fighter takes vows to the cause of lawful good, then drinks holy water from the chalice. Thereafter he or she can act as a paladin for the duration of the assigned quest. Deviation from the vows may cause the loss of some or all acquired powers, at the discretion of the DM. The failure of the quest causes the chalice to shatter. The chalice may only be used once, and cannot be used again until the quest has been completed.

Strong varied (good); CL 15th; Prerequisites: Craft Wondrous Item, holy aura, geas/quest, creator must be good; Price: 4,800 gp; Cost to Create 2,400 gp + 192 XP; Reference: Greyhawk Adventures hardback.

CHEETAH CLOAK OF AMEDIO
This yellow and black-spotted cheetah hide was created by the original tribesmen of the Amedio jungle.

When worn it gives the wearer a +4 enhancement bonus to Dexterity and gains the effects of an expeditious retreat spell, three times per day. Once a week, at night under a moonless sky, the wearer can polymorph into a cheetah for up to six hours in any 24-hour period.

Strong transmutation; CL 17th; Prerequisites: Craft Wondrous Item, cat’s grace, expeditious retreat, polymorph, shapechange; Price: 29,349 gp; Cost to Create 14,675 gp + 587 XP; Reference: Greyhawk Adventures hardback.

CLOAK OF THE ARACHNIDA (GREATER)
This cloak has all the powers of a cloak of the
 toughest, the user may make a touch attack, once per day that acts as a *finger of death* spell (Fortitude save DC 17 or die) upon their victim.

Strong varied; CL 13th; Prerequisites: Craft Wondrous Item, *finger of death*, *spider climb*, *web*; Price: 50,400 gp; Cost to Create 25,200 gp + 2,016 XP; Reference: The Star Cairns.

**CLOAK OF THE COUATL**

This short cloak of couatl feathers allows the user to fly via an *overland flight* spell, upon wings that spread out. The user may fly up to nine hours per day. The wearer may also become invisible as the *invisibility* spell, although doing so detracts from the amount of time the user may fly. Hence, the user may fly invisibly for one hour. This item is normally only found in Hepmonaland or the Amedio, except in rare instances.

Moderate varied; CL 9th; Prerequisites: Create Wondrous Item, Extend Spell, *fly*, *invisibility*; Price: 90,000 gp; Cost to Create 45,000 gp + 3,600 XP; Reference: The Scarlet Brotherhood.

**CLOAK OF THE HELLFURNACES**

Created by a wizard who sought treasure in volcanic mountains; this crimson-red garment provides protection against many of the volcanic dangers and similar dangers of the region.

The cloak acts as a *major ring of elemental resistance*, protecting the wearer from heat, fire, sparks, and hot ash; but not chunks of rock (called "bombs" or "blocks"). The cloak’s hood has a strip of cloth that can be wrapped around a character’s mouth and nose to keep dust and ash from entering the character’s lungs granting them immunity against inhaled poisons.

Moderate varied; CL 7th; Prerequisites: Craft Wondrous Item, *gust of wind*, *resist energy*; Price: 40,000 gp; Cost to Create 20,000 gp + 1,600 XP; Reference: Greyhawk Adventures hardback.

**CLOAK OF POLYMORPHING (GARGOYLE)**

When donned, this garment polymorphs the user into a gargoyle, with the effect as the *polymorph* spell. No command word is used. Items carried are absorbed within the gargoyle form, unusable. All gargoyle abilities are bestowed while the cloak is worn. Armor class is likewise altered, but is modified by the user’s true Dexterity, magical effects, and protective devices worn or carried (but excluding modifiers for Armor and shield). The cloak’s effects may be produced up to a maximum of three times per day.

After the first ten minutes of use, the user must make a successful Will save (DC 15) or be mentally changed into a gargoyle. If this occurs, the user either attacks or flies off. Only death, a *limited wish* or like spell may return the victim to normal form. This cloak is easily damaged by any edged weapon, fire, or other hazards. If the wearer takes 20 or more points of damage from such attacks consider the cloak destroyed. The cloak may be repaired magically through the use of a *mending* spell or similar magic, but not by normal means.

As a final note, other cloaks of polymorphing may be found. Each is designed to change the user into a specific creature. Each confers benefits and hazards in the manner given above—a full *polymorph*, with the permanent mental change as well.

Moderate transmutation; CL 9th; Prerequisites: Craft Wondrous Item, *polymorph*, *suggestion*; Price: 40,500 gp; Cost to Create 20,250 gp + 1,600 XP; Reference: The Temple of Elemental Evil.

**COLLAR OF CHANGE**

The collar that the Falcon uses to perform her shapechanging is a rare, and possibly unique magical item. It was created as a ring by an unknown archmage and was stolen by Falcon before was completed. Whether the archmage created another such ring (the Falcon had the ring enlarged to fit her neck) is unknown.

The collar allows the Falcon to shapechange as the spell three times per day. The complete transformation requires one round and the Falcon may not perform any action while the transformation is in progress, and hence is prone to attacks of opportunity. If the Falcon is rendered unconscious or is killed while in an alternate form, she immediately reverts to her natural spirit naga form.

Strong transmutation; CL 17th; Prerequisites: Craft Wondrous Item (as collar), Forge Ring (as ring), *shapechange*; Price: 166,410 gp; Cost to Create 83,205 gp + 6,656 XP; Reference: Falcon Series

**COLLAR OF TUSMIT**

This adamantine neck-shield was created by a wizard who bore an unnatural fear of decapitation. He wore it until his death, though the collar gave no protection against the magical spells that killed him.

The collar grants its wearer a +2 natural armor bonus and provides immunity from decapitation, especially from vorpal weapons. The collar protects the wearer as a *stoneskin* spell once per day. Afterward, full hit-point damage is received from the attack, but the wearer still has his head attached.

Moderate varied; CL 7th; Prerequisites: Craft Wondrous Item, *barkskin*, *stoneskin*, creator’s
caster level must be at least three times the amulet’s bonus; Price: 41,200gp; Cost to Create 20,600gp + 1,648 XP; Reference: Greyhawk Adventures hardback.

CORUSKIAN STONE
Set in a golden necklace, this green stone was created by a Nyronese spellcaster who sought to control the griffons of the Corusk Mountains. Though it worked well, the wizard overlooked his inability to ride airborne creatures, and he met his doom at the bottom of a deep and jagged chasm. Since then, the stone has been used by the nomads and tribesmen who happen to find it.

The stone gives its owner the ability to charm griffons, once per day. Charmed griffons allow the charmer and his or her allies to ride them. Airborne riding maneuvers require a Ride check (DC 20). If the wearer rides a griffon into combat, the chances of breaking the spell are doubled (check before the battle) (DC 14).

Moderate enchantment; CL 7th; Prerequisites: Craft Wondrous Item, charm monster; Price: 11,200gp; Cost to Create 5,600gp + 448 XP; Reference: Greyhawk Adventures hardback.

DISK OF THE AZURE SEA
This item, popular among sea traders, was originally sold to a rich merchant on the coast of Keoland. As wide as a man’s hand, the wooden disk bears a small circle of gold in the center.

Once per day, when it is set on the bow of a ship and a prayer is spoken to Procan, god of sea travel, the ship is protected for the next 24 hours. During that time, if buccaneers, pirates, or raiders from beneath the waves try to attack a misty fog will come up, allowing the ship to escape with no damage.

Strong transmutation; CL 13th; Prerequisites: Craft Wondrous Item, control weather; Price: 32,760gp; Cost to Create 16,380gp + 1,310 XP; Reference: Greyhawk Adventures hardback.

DREAM CAP OF VELUNA
This cap was created by a wizard who sought to unlock the mysteries of the inner mind. The result of his work is a small leather cap that can affect the future of a sleeping wearer. For each full night spent asleep, the wearer of the cap experiences dreams of warning. The sleeper dreams of the next creature or force that will threaten or attack him. If the character will be attacked by an NPC, monster, spell, or natural hazard, the cap reveals this in a dream. However, the threatening creature/force is usually symbolized rather than revealed in actual form. For example, a minotaur may appear as a bull or a large, hairy man; a fireball may appear as a landscape of flames (such as the Elemental Plane of Fire).

The dreamer must make a successful Will save (DC 14) to face the danger courageously. If the saving throw is passed, he gains a +2 insight bonus to all saving throws, ability checks, and attack rolls while encountering the real danger when it actually arrives. If the saving throw is failed, the character has not faced his fears, and instead receives a -2 penalty to all of the above, in the actual encounter.

The character will always remember a dream caused by this cap, though the DM need not mention the memory unless the player asks. After the actual encounter with the danger, a character can make an Intelligence check to make the connection between the dream and reality. Thus, the cap’s owner may not realize the cap’s powers until after many nights of premonitions.

Moderate varied; CL 9th; Prerequisites: Craft Wondrous Item, clairvoyance, dream; Price: 8,200gp; Cost to Create 4,100gp + 328 XP; Reference: Greyhawk Adventures hardback.

DUST OF DULLNESS
A single dose of this dust can either be poured on a single target or hurled to cascade into a 10-foot-long cone. If used against a single target, the saving throw to resist the dust’s effects is made at a −4 penalty. Any living creature touched by the dust must make a successful Fortitude save (DC 13). Those who fail to save roll 1d6 and consult the table below to determine which of their senses are dulled. The effects of this roll are cumulative; someone who rolls a 6 has all six senses dulled. The effects of dust of dullness last for 1d6 hours.

<table>
<thead>
<tr>
<th>d6</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Taste: Victim suffers a −4 penalty on saving throws made to resist ingested toxins.</td>
</tr>
<tr>
<td>2</td>
<td>Smell: Victim loses the scent ability, if possessed.</td>
</tr>
<tr>
<td>3</td>
<td>Hearing: Victim is deafened.</td>
</tr>
<tr>
<td>4</td>
<td>Touch: Victim suffers a −2 penalty on attack rolls and Dexterity-based skill checks.</td>
</tr>
<tr>
<td>5</td>
<td>Sight: Victim is blinded.</td>
</tr>
<tr>
<td>6</td>
<td>Sixth Sense: Victim cannot cast divination spells, and suffers a −4 penalty on Will saves.</td>
</tr>
</tbody>
</table>

Moderate necromancy; CL 7th; Craft Wondrous Item, contagion; Price 1,500gp; Cost to Create: 750gp + 60 XP; Reference: Dungeon 112 (Maure Castle), Mordenkainen’s Fantastic Adventure.

EARTH DRAGON HELM
When a cleric of the Earth Dragon reaches 12th-level, he must slay a young, good dragon and bring its skull back to the temple at Mount Drachenkopf. The skulls are diminished using a shrink item spell. It is then bronzed and crafted into a ceremonial helmet. Then they are imbued
with the power of the Earth Dragon; the larger the skull, the more prestigious the priest’s new position.

Each Dragon helm has slightly different powers, but a typical helm provides a +1 insight bonus to AC and immunity to fear. In addition, the wearer can use a breath weapon attack once per day. The type of attack corresponds to the dragon skull’s species, so the skull of a gold dragon grants either a cone of fire or a chlorine-gas breath weapon. The area-of-effect and damage are half what they were for the living dragon.

Strong varied; CL 12th; Prerequisites: Craft Magic Arms and Armor, cloudkill or fireball, shrink item, heroes’ feast, creator must be 12th level, creator must be worshiper of Earth Dragon; Price: 172,500gp; Cost to Create 86,250gp + 6,900XP; Reference: Slavers.

ENIDS’ FLYING CARPET
Created by a wizy wizard of Sterich who was fond of cold climates, this glittering carpet is a beautiful weave of what appears to be metal threads and spindly pieces of ice. It acts as a normal carpet of flying (6ft. by 9ft. in size) and grants its user protection from elements (cold) as the spell.

However, the carpet is extremely vulnerable to heat and fire, its speed is reduced by -10ft. for each point of damage it suffers. Likewise, for every day the carpet spends in an environment in which the temperature is above the freezing point of water, the speed is reduced by -5ft. The carpet loses -10ft. of speed per day spent in a temperate climate-about 77 degrees (25 degrees C) or more. When the carpets speed drops to 0, it dissolves into a puddle of water and soft metal (the metal threads are made of gallium, a metal that melts at just above room temperature). Enid devised this drawback to make her carpet useless to thieves who might steal it and try to sell it in the lowlands.

Moderate varied; CL 11th; Prerequisites: Craft Wondrous Item, contingency, overland flight, permanency, protection from elements; Price: 65,000gp; Cost to Create 32,500gp + 2,600 XP; Reference: Against the Giants-The Liberation of Geoff.

EYE PATCH OF TENH
This black patch is often found in the possession of paladins and judges because of its power to discover truth. When it is worn over an undamaged eye, the wearer can see as a true seeing spell and can see things for what they really are. The patch cannot be used more than once per day without causing damage to the eye, headaches, and other complaints; resulting in a -4 penalty to all actions.

Moderate divination; CL 11th; Prerequisites: Craft Wondrous Item, true seeing; Price: 39,600gp; Cost to Create 19,800gp + 1,584 XP; Reference: Greyhawk Adventures hardback.

THE EXALTED SPELL COMPONENT CASE
This soft leather pouch acts as a heward’s handy haversack and was created to keep all spell components inside fresh indefinitely. Further, the container is water-tight and air-tight.

Faint varied; CL 5th; Prerequisites: Create Wondrous Item, endure elements, leomund’s secret chest; Price: 4,500gp; Cost to Create 2,250gp + 180 XP; Reference: Vale of the Mage.

FERRANIFER’S BROOCH
Ferranifer created this simple obsidian brooch that bears an etched image of a single fang.

The brooch grants its wearer +4 turn resistance. In addition, any non-evil character who dons the brooch must make a successful Fortitude save (DC 17) or die.

Strong necromancy; CL 13th; Prerequisites: Craft Magic Arms and Armor; finger of death, creator must be evil, 10th-level cleric; Price: 68,400gp; Cost to Create 34,200gp + 2,736 XP; Reference: Return to the Tomb of Horrors.

FIEND CIRCLET
A fiend circlet is given only to a spellcaster who has made a formal pact of service to a devil lord (one of the Dark Eight), and therefore are very rare indeed.

The wearer gains a +2 insight bonus to AC if not wearing armor. In addition, the wearer gains the same resistances that all half-fiend devils possess including damage reduction 5/ magic, immunity to poison, resistance to acid, cold, electricity, and fire 10. The wearer also gains spell resistance equal to 5 + HD /level and becomes immune to any item or spell that would force an alignment change. Finally, the following powers can be cast from a fiend circlet, three times a week each: animate dead, charm person, darkvision, detect good, major image, suggestion.

Moderate varied; CL 9; Prerequisites: Craft Wondrous Item, animate dead, darkvision, miracle/ wish, resist energy, spell resistance, stoneskin; Price: 116,700gp; Cost to Create 58,350gp + 4,668 XP; Reference: Ivid the Undying, Dragon 206.

FIRE ELEMENTAL GEM
This item functions as does a brazier of commanding fire elementals, save that the elemental may be summoned from any existing fire source. In addition, no fire elementals will attack the holder of this gem if it is strongly
presented, choosing to return to their own plane rather than attack the wielder.

Strong conjuration; CL 13th; Craft Wondrous Item, protection from evil, summon monster VI, summon monster VII; Price 110,000gp; Cost to Create 55,000gp + 4,400 XP; Reference: Queen of the Spiders (GDQ 1-7).

**FIRESTONE**

A firestone is a large piece of rock created by clerics of Surtur, god of the fire giants. After a week of ritual, prayer, and study of the ambient magical energies of the rock's location, a single piece of stone up to eight cubic feet in size (normally 10ft. by 10ft. area to a depth of 1ft., or a two-foot diameter boulder) begins to radiate heat. Fire giants use the firestone to warm their lairs to a comfortable temperature when they are forced to live in an environment that is generally too cold for their tastes.

The temperature of the firestone rises to about 150 degrees F (66 degrees C) hot enough to cause a point of damage if touched with bare skin, or one point per round of exposure through metal, wood, or thick leather (such as standing on a firestone floor). Alternately, the cleric can focus the magic into a three-foot-square area, which causes it to heat to a temperature just under that of burning paper (about 400 degrees F) momentary contact with this surface does two points of heat damage, and continued contact causes 1d4 damage per round. This variant is normally used to make a cooking surface, especially in places where wood is scarce.

A firestone is relatively fragile in terms of magical durability; a *dispel magic* spell or exposure to any sort of magical cold will destroy it. Breaking or moving the firestone will also cause its magic to fade as it loses its connection to the magical energies flowing from its environment.

Faint varied; CL 3rd; Prerequisites: Craft Wondrous Item, endure elements, produce flame; Price: 1,800gp (non-negotiable since the object loses potency rather quickly); Cost to Create 900gp + 72 XP; Reference: Against the Giants-The Liberation of Geoff.

**FLAMING MIRROR OF TENH**

This mirror is a silver oval, six feet tall and three feet wide, set in an oak stand. It was created by a plane-traveling wizard who sought easy access to her favorite plane, that of Elemental Fire. Few other wizards have shared her enthusiasm for that dangerous place, though some have found use for the mirror.

The command word causes the mirror to open a gate to the Elemental Plane of Fire. The plane can be observed, entered, or exited through the mirror. Each round the gate remains open, there is a 10% chance that a fire elemental will leap through the mirror into the Prime Material Plane, seeking to kill and burn everything in sight. The mirror has a maximum of 50 charges. One charge is spent for each round that the gate is open. When all charges are drained, the mirror shatters.

Strong conjuration; CL 17th; Prerequisites: Craft Wondrous Item, gate; Price: 137,700gp; Cost to Create 68,850gp + 2,754XP; Reference: Greyhawk Adventures hardback.

**GAUNTLET OF GUARD**

This black leather gauntlet is decorated with shimmering topaz and amethyst gems.

The gauntlet acts as +8 bracers of armor and a belt of spell resistance (SR 21), once per day for 17 minutes. In addition, on command, the gauntlet allows the caster to projects a blast of searing light (5d8 maximized for 40 points of damage), once per day.

Strong varied; CL 17th; Craft Wondrous Item, Maximize Spell, mage armor, searing light, spell resistance; Price 54,560gp; Cost to Create 27,280gp + 2,182 XP; Reference: Return to the Tomb of Horrors.

**GEMCUTTER'S TOOLS OF SUNNDI**

This magical set of vises, hammers, blades, and chisels was created by the mountain dwarves who work the gemstone mines in the County of Sunndi. It grants the user a +10 competence bonus to all Craft (gemcutting) skill checks. Further, the tools increase the value of this work increasing the final value of the gem by 1d6 x 10% gp.

Moderate transmutation; CL 9th; Prerequisites: Craft Wondrous Item, fabricate; Price: 28,000gp; Cost to Create 14,000gp + 1,120XP; Reference: Greyhawk Adventures hardback.

**GEM OF MUSING**

This flawed emerald or sapphire radiates faintly if detect magic is cast upon it. By contemplating the gem for one hour, a wizard can recall spells as a pearl of power (1st-4th).

Faint-Moderate transmutation; CL 3rd/ 4th/ 6th/ 8th; Prerequisites: Create Wondrous Item, creator must be able to cast spells of the spell level to be recalled; Price: (1st) 1,000, (2nd) 4,000, (3rd) 9,000, (4th) 16,000; Cost to Create 500-8,000gp + 40-640 XP; Reference: Vale of the Mage.

**GHASTROBE**

This traditional black or bloodstained-white designed robe wards off corporeal undead when
worn by worshippers of Iuz. In addition, the robe acts as bracers of armor +6 radiating a stench identical to that of ghasts through a contagion spell. Finally, the wearer may also cast ghoul touch up to 3 times per day.

; CL 12th; Prerequisites: Craft Wondrous Item, contagion, ghoul touch, mage armor; creator must be evil; Price: 112,000gp; Cost to Create 56,000gp + 4,480XP; Reference: Iuz the Evil.

**GOBLET OF THE GREAT KINGDOM**

Created for use by the tyrants of Aerdy, who had good reason to fear assassination, this magical goblet appears to be a normal drinking vessel made of polished oak. However, the goblet automatically neutralizes all venoms and poisonous liquids that are stored in it for at least one round. Moderate conjuration; CL 7th; Prerequisites: Craft Wondrous Item, neutralize poison; Price: 56,000gp; Cost to Create 28,000gp + 2,240 XP; Reference: Greyhawk Adventures hardback.

**GOLDEN GIRDLE OF URNST**

Created to protect a powerful wizard against malevolent warriors, this magical garment is made of red silk strewn with golden flakes. The belt grants its wearer damage reduction 10/- bludgeoning/ piercing while negating all critical hits by such weapons.

Strong varied; CL 7th; Prerequisites: Craft Wondrous Item, limited wish or miracle, stoneskin; Price: 99,000gp; Cost to Create 49,500gp + 3,960 XP; Reference: Greyhawk Adventures hardback.

**GOLDEN CIRCLET OF GREYHAWK**

This golden circlet was fashioned for use by the Lord Mayor of Greyhawk and is rumored to be in his treasure vaults. Once per day, when the command word is spoken the user can summon a band of rogues in much the same way as a horn of valhalla summons barbarians. At which time, the summoner must make a successful Diplomacy skill check; success means that the rogues are friendly to the user but refuse foolhardy tasks. Failure means that the rogues remain long enough steal the best magical item they can use from any treasure hoard found during their stay there (the item vanishes when they do).

<table>
<thead>
<tr>
<th>d100</th>
<th>Type of Horn</th>
<th>Rogues Summoned</th>
<th>Diplomacy DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-40</td>
<td>bronze</td>
<td>1d4+1, 3rd-level</td>
<td>20</td>
</tr>
<tr>
<td>41-75</td>
<td>electrum</td>
<td>1d4+1, 4th-level</td>
<td>25</td>
</tr>
<tr>
<td>76-90</td>
<td>platinum</td>
<td>1d4+1, 5th-level</td>
<td>30</td>
</tr>
<tr>
<td>91-100</td>
<td>mithral</td>
<td>1d3, 6th-level</td>
<td>35</td>
</tr>
</tbody>
</table>

Summoned rogues are constructs, not actual people (though they seem to be); they arrive with the starting equipment for rogues of their level. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

Strong conjuration; CL 13th; Prerequisites: Craft Wondrous Item, summon monster VI; Price: 28,080gp; Cost to Create 14,040gp + 1,123 XP; Reference: Greyhawk Adventures hardback.

**GREEN EYE OF JOHYDEE**

This small chrysoberyl was created through contact with Johydee (hero-goddess of deception, espionage, and protection) and given to one of her followers.

The gem grants its owner a +10 competence bonus to all Hide checks. In addition, its owner cannot be located with see invisibility or similar magic. Finally, the gem does not radiate magic when held, and will not be discovered if a living bearer is searched, though it can be detected as magic if not on a person.

Moderate illusion; CL 9th; Prerequisites: Craft Wondrous Item, false vision, invisibility, nystul’s magical aura, creator must be a worshiper of Johydee; Price: 114,000gp; Cost to Create 57,000gp + 4,560XP; Reference: Slavers.

**HASTY BARGE OF NYR DYV**

This magical boat was created by a wizard who was adopted by the people of Nyr Dyv. The wizard gave it as a gift to a Rhennee noble, and the wizard was in turn made a noble by the grateful lake people.

The keelboat-like barge is 20ft.-wide and 30ft.-long, and resembles a common vessel of the Rhennee.

Upon command, it can move at twice its normal speed wind speed or 20ft. per round with oars, for unlimited time and under its own magical power. Four heavy crossbows are mounted along each side, and more can be added. The barge has a lugsail that can be raised in windy weather to hide the magical nature of its movement.

Further, the barge generates an aura of antipathy to water creatures. These will not attack the barge and get no saving throw against the effect.

Strong varied; CL 15th; Prerequisites: Craft Wondrous Item, antipathy, favorable wind, 8 ranks of Knowledge (engineering); Price: 75,000gp; Cost to Create 37,500gp + 3,000 XP; Reference: Greyhawk Adventures hardback.

**HEADBAND OF THE CORUSK MOUNTAINS**

Carved from the skull of an ancient white dragon, this headband was created by a powerful wizard who sought to drive the mountain dwarves from
their homes and rich mines. Though the wizard died in a cloud of throwing axes from the dwarven army, the item was never recovered and so remains lost (or possibly in someone’s possession) in the Corusk Mountains.

Once per week, the headband allows the wearer to affect white dragons as a charm monster spell bypassing their spell resistance. In addition, the user receives a +10 bonus to the Ride skill in regards to white dragons. The wearer may cast all the following spells, once per day: protection from elements (cold), spell turning, and stoneskin.

Strong varied; CL 15th; Prerequisites: Craft Wondrous Item, charm monster, protection from elements, spell turning, stoneskin; Price: 77,730gp; Cost to Create 38,865gp + 3,109 XP; Reference: Greyhawk Adventures hardback.

HEADSMASTERS HOOD
This jet-black hood cut made of black leather, has two eye holes for the wearer to see out.

Anyone wearing this hood can activate a suggestion (DC 15), as the spell three times per day. However, if the wearer suggests the victim to fall prone, the victim suffers a -6 circumstance penalty to the save.

Strong enchantment; CL 9th; Craft Wondrous Item, Heighten Spell, bestow curse, suggestion; Price 80,839gp; Cost to Create 40,419gp + 3,224 XP; Reference: Return to the Tomb of Horrors.

HEALING CAP OF VELUNA
This small cloth cap was created to help priests of Veluna heal the dying and wounded. When worn by a priest, it restores the maximum number of hit points restored by any of the various healing spells.

Strong (no school); CL 17th; Prerequisites: Craft Wondrous Item, creator must have the Maximize Spell feat; Price: 54,000gp; Cost to Create 27,000gp + 2,160 XP; Reference: Greyhawk Adventures hardback.

HEADDRESS OF THE JOTENS
This strip of elk fur was created to insure the safety of travelers in the Jotens. When worn around a character’s head, the item allows its wearer to understand the psychology of hill giants.

If the wearer can communicate with hill giants, he receives +10 to all Charisma-related skill checks when dealing with Hill Giants, if not then the character automatically gains the ability to speak and understand the Giant language. Once per day, the character can inspire hill giants as a heroism spell.

Moderate varied; CL 7th; Prerequisites: Craft Wondrous Item, charm monster, heroism, tongues, creator must speak Giant; Price: 45,400gp; Cost to Create 22,700gp + 1,816 XP; Reference: Greyhawk Adventures hardback.

HELM OF SELNOR
The helm of sculpted bronze, has a large amethyst set above the brow, and stag horns. The helm was forged long ago, before the Rain of Colorless Fire. It was worn by Selnor, a barbarian chieftain, during raids on civilized outposts. He used the helm to recruit new raiders to his cause and to unite the feuding barbarian leaders. When his raids became too troublesome, an army was raised to crush him. He was defeated at the Battle of Tremnos and his barbarian horde was scattered. The helm was taken as a trophy and kept unused until the Invoked Devastation, when it was lost in the Sea of Dust.

This helmet grants its wearer a +1 insight bonus to Armor Class and if the wearer is a martial-based class with a Charisma greater than 15, they may also dominate person, once per day. When this power is used, the charmed character can be recognized by his purple eyes, and his personality becomes that of a northern barbarian (living for battle, drinking heavily, bragging of past glorious victories, and generally behaving in an boisterous manner).

The helm is made of sculpted bronze, has a large amethyst set above the brow, and stag horns. The gem flashes purple when the charm is cast.

Moderate enchantment; CL 10th; Prerequisites: Craft Wondrous Item, dominate person, creator must be 10th-level; Cost: 22,500gp; Cost to Create 11,250gp + 900 XP; Reference: Treasures of Greyhawk.

HOLY STAR OF THE BRIGHT DESERT
This is a copper star marked with the silver axe and energy bolts of Heironous the Invincible. It was fashioned by dervishes to aid them in their holy battles against infidels. The star grants good-aligned wearers immunity to fear, and a +10 to all Charisma-related skill checks with dervishes in the Bright Desert.

An evil-aligned wearer has a -4 penalty all saving throws involving fear (magical or otherwise). The device glows brightly within 30ft. of any extremely evil creature as a detect evil spell.

Moderate varied; CL 11th; Prerequisites: Craft Wondrous Item, enthral, detect evil, heroes’ feast, creator must be good; Price: 78,000gp; Cost to Create 39,000gp + 3,120 XP; Reference: Greyhawk Adventures hardback.

HOLY MEDALLION OF ALMOR
This golden medallion was created while Almor was
under the Great Kingdom’s rule. The priests of Almor foretold great evil coming to Flanaess, so they created this item to help keep peace.

Once per day, the medallion’s powers can be used on one humanoid creature within a 60ft. range. The affected creature must make a successful Will save (DC 14) or become extremely nauseated by violence. The mere sight of violence causes the affected creature to make a Will save (DC 14) or become helpless and unable to take action for 1d4 rounds. If the creature attempts to physically harm another living creature, it must make a Will save (DC 14) or suffer the same effect as above. Also, the creature suffers the penalties as a doom spell.

Further, if they continue to act violently they must make a Will save DC 16 or be dazed for 1 round. Remove curse will completely free a creature. The medallion’s effects last for 24 hours.

Moderate varied; CL 7th; Prerequisites: Craft Wondrous Item, calm emotions, doom, order’s wrath, creator must be lawful; Price: 14,000gp; Cost to Create 7,000gp + 560 XP; Reference: Greyhawk Adventures hardback.

**HOLY SYMBOL OF GREYHAWK**

Hung from a gold chain, this golden symbol was created to symbolize the power of its home city.

The symbol gives a wearer the combined effects of a bless and magic circle against evil spells, which can be called on once per day.

Faint varied; CL 5th; Prerequisites: Craft Wondrous Item, bless, magic circle against evil; Price: 6,400gp; Cost to Create 3,200gp + 256 XP; Reference: Greyhawk Adventures hardback.

**HORN OF THE BARRIER PEAKS**

This magical horn was created by an evil cleric who sought a source of undead to befuddle and control. The mention of this item causes all sailors and ocean-faring merchants great distress, and they refuse to sail with a character that suspect of owning the horn.

Once per week, only at night on the open sea, the horn can summon a ghost ship. A white-transparent vessel is usually a cog or caravel, with tattered sails that emits no sound. The ship materializes from the Ethereal plane into the Border Ethereal, where it can be seen from the Prime Material plane. The ghost ship remains for 15 rounds, floating beside the ship upon which the summoner stands, then vanishing back into the Deep Ethereal. Any character that sees the ghost ship must make a successful Will save (DC 16) or be struck with fear. The summoner himself is immune from this effect.

The ghost ship appears to be deserted, but is actually haunted by the following types of undead:

<table>
<thead>
<tr>
<th>Roll 1d10</th>
<th>Undead Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>1 ghost</td>
</tr>
<tr>
<td>3-4</td>
<td>3d4 shadows</td>
</tr>
<tr>
<td>5-6</td>
<td>1d6 alips</td>
</tr>
<tr>
<td>7-8</td>
<td>1d4 spectres</td>
</tr>
<tr>
<td>9-10</td>
<td>1d4 wraiths</td>
</tr>
</tbody>
</table>

These undead do not normally make themselves known, but one of them may transfer to the summoner’s ship. Thereafter it reluctantly obeys the orders of the summoner for the rest of the summoner’s life or until the undead is destroyed.

Strong necromancy; CL 15th; Prerequisites: Craft Wondrous Item, summon monster VIII, symbol of fear, creator must be evil, 8 ranks in Knowledge (the planes); Price: 60,000gp; Cost to Create 30,000gp + 2,400 XP; Reference: Greyhawk Adventures hardback.

**HORN OF THE AZURE SEA**

This magical horn was created by a dwarven smith to cement the friendship between humanoids and giant eagles. It is not used often, out of respect to the great birds, but has found occasional use in desperate times.

The horn is usable only once per week. In areas where giant eagles dwell, it can summon 2d6 giant eagles, and they arrive in 1d4 rounds. If dwarves, elves, or halflings are in danger, the eagles will attack whatever is threatening them and/or carry the humanoids and their companions to safety. The eagles will not fight to the death or risk their lives uselessly, but will call reinforcements if others need to be saved from danger. To ensure that the eagles continue to answer to the horn’s call, those rescued must accept a geas/quest to perform some service for the eagles. Failure for all those rescued to do so breaks the ancient pact and causes the horn to shatter.

Moderate varied; CL 11th; Prerequisites: Craft Wondrous Item, geas/quest, shatter, summon nature’s ally IV, creator must be dwarven; Price: 16,457gp; Cost to Create 8,229gp + 658 XP; Reference: Greyhawk Adventures hardback.

**ILUCK STONE**

This small polished agate resembles a stone of good luck (luckstone) and in fact detects as faint evocation, as the luckstone does. However, its possessor suffers a -2 penalty on saving throws, ability checks, and skill checks.

Moderate enchantment (Faint evocation); CL 7th; Craft Wondrous Item, crushing despair, nystul’s magic aura; Price 20,000gp; Cost to Create 10,000gp + 800 XP; Reference: Return to the Tomb of Horrors.
INCENSE OF DREAMING
This dark-colored incense is created by worshipers of Tharizdun for use in black thuribles (see above) and torches of revealing (see below). Incense made for the black thurible is ball-shaped, while incense designed for the torch of revealing is cone-shaped. The incense has no effect when not burned in one of the items noted here.

Faint evocation; CL 3rd; Prerequisites: Craft Wondrous Item, darkness; Price: 150gp; Cost to Create: 75gp + 6 XP; Reference: Return to the Temple of Elemental Evil.

IRON CROWN OF THE BANDIT KINGDOMS
Fashioned in the land of warriors, this metal headgear functions as the mind blank spell when the wearer is threatened by mind-affecting or emotion spells. A fighter gains a +1 competence bonus to all actions while wearing the device.

Strong varied; CL 15th; Prerequisites: Craft Wondrous Item, mind blank, creator must be 12th level; Price: 70,000gp; Cost to Create 35,000gp + 2,800 XP; Reference: Greyhawk Adventures hardback.

IRON PIN OF THE ICY SEA
Set in a circular container of transparent crystal, this pin was originally used by the barbarian hunters/raiders that sail the Icy Sea in the foggy summer. One command will make the pin point always eastward. A second command can make it point to the desired destination. Furthermore, if outside magical or supernatural forces affecting navigation are active, the crystal will glow. Like a lodestone, however, the item is subject to strong magnetic forces, and offers no protection against natural navigational hazards, such as the gigantic icebergs that loom in the northern fog.

Faint divination; CL 3rd; Prerequisites: Craft Wondrous Item, know direction, 5 ranks of Knowledge (geography); Price: 6,000gp; Cost to Create 3,000gp + 240XP; Reference: Greyhawk Adventures hardback.

HORN OF THE VAST SWAMP
This conch shell was created by a renegade wizard who was banished by the Count of Sunndi for criminal behavior. The wizard sought to gain power over the inhabitants of his new home, though he paid a heavy price for it.

The horn summons 1d6+5 giant toads. Any summoner can command these toads for a number of rounds equal to twice his level. A non-evil summoner must make a Concentration skill check (DC 21) or lose control of the toads and be attacked by them. Each use of the horn causes the summoner to make a successful Will save (DC 14) or permanently lose 2 Wisdom points. The summoner will not notice the change until his Wisdom score drops to zero, when he is transformed into a giant toad. The cumulative changes are:

<table>
<thead>
<tr>
<th>Wisdom Lost</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-2</td>
<td>glassy eyes, warts</td>
</tr>
<tr>
<td>4-6</td>
<td>light green hair</td>
</tr>
<tr>
<td>8-10</td>
<td>frog-like facial features, croaking voice</td>
</tr>
<tr>
<td>12-14</td>
<td>dark green skin</td>
</tr>
<tr>
<td>16-18</td>
<td>bloated body, hunched back</td>
</tr>
</tbody>
</table>

Strong varied; CL 7th; Prerequisites: Craft Wondrous Item, bestow curse, summon monster IV, polymorph other, creator must be chaotic; Price: 2,000; Reference: Greyhawk Adventures hardback.

LANtern OF GREYHAWK
This hooded lantern was found by looters in the abandoned castle of Zagig Yragerne, the Mad Archmage. Exactly why he used it remains a mystery, though many people suspect that it served as a guard against the supernatural creatures with which he dealt.

Once per day, the lantern can shine a magical light for one turn. This light renders visible all invisible, out-of-phase, and ethereal creatures in a 50-foot radius. The ethereal creatures will then be visible as transparent, ghostlike entities. This light also automatically turns any undead as a 15th-level cleric.

Strong abjuration; CL 15th; Prerequisites: Craft Wondrous Item, daylight, forbiddance, invisibility purge, creator must be chaotic; Price: 47,880gp; Cost to Create 23,940gp + 1,915 XP; Reference: Greyhawk Adventures hardback.

LEOMUND’S LABILE LOCKER
This copper-bound box is 2ft. wide and tall, and 3ft. long. Invisible runes are scribed upon its front; these reveal four command words.

The first shrinks the box to a twelfth of normal size, with all contents likewise becoming minute. The weight of the shrunken chest, empty or filled is 30lb. The second word causes the chest (if of normal size) to function as a leomund’s secret chest spell (but with no smaller replica necessary). The third word causes the box to return to full-size or normal place, as applicable. The fourth word causes growth to quadruple dimensions, with sides, top, bottom of 1ft. thickness, huge copper bands, and a weight of 1,200lb.

Moderate varied; CL 9th; Prerequisites: Craft Wondrous Item, arcane mark, leomund’s secret chest, shrink item; Price: 26,000; Reference: The Temple of Elemental Evil.
LOcket of the Great Kingdom
This adamantine locket was created by a wizard who greatly feared death. It has since been used by two or three other spellcasters, though usually at the expense of another living creature.

When the command word is spoken, the locket draws in the wizard's spirit and holds it safe. If the character later dies, his or her life force travels to the locket as a magic jar spell. If the owner is on a different plane than the locket, his life force has seven days to return to locket, or the spirit departs to the plane of the character's alignment.

Once the life force is in the locket, it is aware of events that occur in a 50-foot radius, though it cannot communicate with creatures that are not telepathic or have appropriate spell abilities. If the locket is destroyed while containing a spirit but no life force, the spirit is utterly and irrevocably annihilated; but if it is destroyed while containing the life force, the spirit travels to the plane of the character's alignment, allowing resurrection.

The locket allows the life force to have three spell-like abilities, each usable once per day: animate dead (a single skeleton or body only), magic jar, and feeblemind, at the users own level. Note that an animated body (zombie) or skeleton has all the characteristics of the monster, but has the user's Intelligence. Also, a zombie that is animated for more than 60 days must make a successful Fortitude save (DC 15) each additional day or turn into a skeleton.

Strong varied; CL 9th; Prerequisites: Craft Wondrous Item, animate dead, magic jar, feeblemind; Price: 128,200gp; Cost to Create 64,100gp + 5,128 XP; Reference: Greyhawk Adventures hardback.

Lurker Cloak
A jet-black cloak grants the user a +10 competence bonus to all Hide skill checks. In addition, when the command word is spoken, the user may polymorph into either a darkmantle (See Monster Manual 38) or a lurker (See Underdark 94), once per day.

Moderate varied; CL 9; Prerequisites: Craft Wondrous Item, invisibility, polymorph; Price: 26,200gp; Cost to Create 13,100gp + 1,048 XP; Reference: Queen of the Spiders (GDQ 1-7).

Mask of Charming
This ornate golden half-mask (much like one worn to a masquerade ball) inset with gems. It acts as eyes of charming at will, and has the continuous power to reflect the gaze attacks back at their users. The only known mask of this type is currently in the possession of Lyzandred the Mad.

Strong varied; CL 14th; Prerequisites: Craft Wondrous Item, Heighten Spell, charm person, spell turning; Price: 81,000gp; Cost to Create 40,500gp + 3,240 XP; Reference: Crypt of Lyzandred the Mad.

Medallion of Molag
Hung on a golden necklace, this medallion was created in the evil temples of the capital of the Horned Society. It allows any spellcasting class with a minimum of 10 Intelligence, Wisdom or Charisma (depending on class) to cast a summon monster V spell once per day.

Moderate conjuration; CL 9th; Prerequisites: Craft Wondrous Item, summon monster V; Price: 18,000gp; Cost to Create 9,000gp + 720 XP; Reference: Greyhawk Adventures hardback.

Medegian Bracelet of Lost Ships
This silver disk contains a zircon stone that was created by a greedy wizard who used it to attain great wealth before he was captured and hung by pirates.

The stone in the bracelet glows red on the side that faces the nearest sunken ship within one mile. When the gem enters within 50-feet of horizontal (not vertical) distance from a sunken ship, the stone glows blue. When the command word is spoken, the bracelet causes the sunken ship to rise to the surface for two turns.

The bracelet has 50 charges. The detection ability drains no charges, but raising a sunken ship drains a number of charges depending on the size of the ship.

<table>
<thead>
<tr>
<th>Size of ship</th>
<th># charges</th>
</tr>
</thead>
<tbody>
<tr>
<td>coracle, dugout, raft, rowboat</td>
<td>1</td>
</tr>
<tr>
<td>cog, keelboat, launch</td>
<td>2</td>
</tr>
<tr>
<td>dhow, pinnacle, war canoe</td>
<td>3</td>
</tr>
<tr>
<td>caravel, elf wingship, longship</td>
<td>4</td>
</tr>
<tr>
<td>barge, junk, theurgeme, trireme</td>
<td>5</td>
</tr>
<tr>
<td>dronmond, galley, greatship, ironclad</td>
<td>6</td>
</tr>
</tbody>
</table>

For each sunken vessel found, there may be a chance that 1d6 other lost ships lie in the same area. Only one ship can be raised at a time. Each vessel has a chance of being inhabited by a random monster. Lost ships tend to consist mostly of rotting wood covered with seaweed. Each character who boards a raised ship has a chance of falling through unstable floorboards. Note also that a ship broken into several fragments may require several separate charges to raise, and that a badly shattered ship may not be recoverable by this means.

Strong varied; CL 13th; Prerequisites: Craft Wondrous Item, control water, locate object, reverse gravity; Price: 103,000gp; Cost to Create 51,500gp + 4,120 XP; Reference: Greyhawk Adventures hardback.
OPAL OF OLFATORY ILLUSION
This iridescent opal was another of Zagyg's experiments, an item of limited utility. It forms an orb of 40' diameter around its user. All odors within that sphere are completely under the control of the user. They may edit, alter, or eliminate any odors within the sphere instantaneously. However, once the user has passed beyond the spheres area of effect any lingering odors will remain until dissipated.

The opal can also be used to create illusory odors that may deter enemies due to nausea. When they exude a scent that is repulsive to an enemy, the enemy must make a successful Fortitude save (DC 20) or be affected as by a *stinking cloud* spell.

The opal is an unobtrusive gem of high quality, which is indistinguishable from similar ordinary stones. The Falcon has the opal set into an anklet that can double as a bracelet. The opal was plundered from the "Mad Archmage's" castle northeast of Greyhawk, discovered by a thief and offered for sale by his executor. The last known owner of the opal was the Falcon.

Moderate varied; CL 6th; Prerequisites: Create Wondrous Item, *stinking cloud*, *wind wall*, *major image*; Price: 30,000gp; Cost to Create 15,000gp + 1,200 XP; Reference: Falcon Series

ORACLES OF GREYHAWK
Appearing to be crystal balls with slight tinges of color, these were created many years ago for the then Lord Mayor. However, no one is sure how many oracles are still in the government's possession, and how many have been lost or stolen. Each oracle can be asked one question per day, as if the user was consulting a sage. There are seven known oracles; their colors and areas of knowledge are: (Red): Horned Society, (Orange): Wild Coast, (Yellow): Kingdom of Furyondy, (Green): Gnarl Forest, (Blue): Shield Lands, (Violet): City of Greyhawk, (Brown): Cairn Hills.

Possible areas for questions might include current populations, numbers and types of troops, types of monsters, and special knowledge categories. Questions may be considered to be in the oracle's major field unless the question pertains to a different geographical area or to a field of study not listed above. Due to the alignment of the item's creator, the chance of knowing an answer is also affected by the reaction the user presents to the oracle. Anyone attempting to use one of the crystal balls must make a successful Diplomacy check (DC 25). Success means that the user may ask their question, failure means that the crystal ball will not function for that user that day. Spellcasting classes may substitute this skill check with a Spellcraft check DC 25.

Strong divination; CL 13th; Prerequisites: Craft Wondrous Item, *greater scrying*, *legend lore*; Price: 12,000; Reference: Greyhawk Adventures hardback.

PAINTS OF BLACKMOOR
This set of multicolored paints was created when the city of Blackmoor was in full power. After the city and castle fell into ruin, the wizard used the paints to insure his own survival in the hostile land.

Each set has twelve applications of each color. Each color comes in a tiny jar held in a box of holding (as the smallest *bag of holding*). The paint is applied all over the body of the user and lasts for 24 hours. During this time its effects can only be taken away by a *remove curse* or *dispel magic*.

<table>
<thead>
<tr>
<th>Color</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black</td>
<td>transforms the user into a rogue of equal level.</td>
</tr>
<tr>
<td>White</td>
<td>transforms the user into a monk of equal level.</td>
</tr>
<tr>
<td>Blue</td>
<td>transforms the user into a wizard of equal level.</td>
</tr>
<tr>
<td>Red</td>
<td>transforms the user into a fighter of equal level.</td>
</tr>
<tr>
<td>Yellow</td>
<td>transforms the user into a cleric of equal level.</td>
</tr>
<tr>
<td>Brown</td>
<td>transforms the user into a ranger of equal level.</td>
</tr>
<tr>
<td>Purple</td>
<td>transforms the user into a sorcerer of equal level.</td>
</tr>
<tr>
<td>Grey</td>
<td>transforms the user into a barbarian of equal level.</td>
</tr>
<tr>
<td>Green</td>
<td>transforms the user into a druid of equal level.</td>
</tr>
<tr>
<td>Tan</td>
<td>transforms the user into a bard of equal level.</td>
</tr>
<tr>
<td>Orange</td>
<td>transforms the user into a paladin of equal level.</td>
</tr>
<tr>
<td>Pink</td>
<td>transforms the user into a prestige class of DM's choice.</td>
</tr>
</tbody>
</table>

Using the paints twice in a 24-hour period results in instant death for the user (no saving throw). Upon returning to normal, the user regains 1d12 lost hit points. For purposes of operating in the assumed class, all ability scores are treated as the minimum starting scores required for the class for the duration of the effect. A transformed character has all the memories of the original character but with the powers of the new class. Failure to adhere strictly to the limits of the assumed class ends the transformation and restores the user to their original form. A transformed character is proficient in the new +2 weapon magically acquired (which vanishes with the effect) and in any weapons known before the transformation.

Strong transmutation; CL 13th; Prerequisites: Craft Wondrous Item, *limited wish*; Price: 4,550gp per pot of color; Cost to Create 2,275gp + 182 XP; Reference: Greyhawk Adventures hardback.

PENDANT OF INVISIBILITY
A pendant of invisibility consists of a diamond set on a silver chain and is meant to be worn around the neck. Up to three times a day, a creature can activate this item to benefit from invisibility, as the spell.
Faint illusion; CL 3rd; Craft Wondrous Item, invisibility; Price 7,200gp; Cost to Create: 3,600gp + 288 XP; Reference: Dungeon 112 (Maure Castle)

**PHYLACTERY OF CHANGE**
The wearer of this item can invoke a *polymorph* effect with an indefinite duration (or until the phylactery is removed, destroyed, or dispelled). A new form can be adopted only once per day. The wearer can assume his natural form without limitation, however.

Moderate transmutation; CL 11th; Prerequisites: Craft Wondrous Item, Extend Spell, *polymorph*; Price: 18,000gp; Cost to Create 9,000gp + 720 XP; Reference: Return to the Temple of Elemental Evil.

**POUCH OF HOLDING**
These apparently normal leather or cloth pouches are found in groups of 3-6 (1d4+2) attached to a belt. Each pouch can hold 10lbs. However, nothing larger than 1 x 2 x 3 inches can fit into a pouch, the maximum capacity for a pocket is 3 x 6 x 12 inches. (Thus, vials of holy water would easily fit, but a dagger or wand would not, in most cases.)

Moderate conjuration; CL 9th; Prerequisites: Craft Wondrous Item, *leomund's secret chest*; Price: 2,500gp; Cost to Create 1,250gp + 100 XP; Reference: The Temple of Elemental Evil.

**PRISM OF GREYHAWK**
This crystal sorcerer's tool was created to enhance the prism's ability to create dazzling colors. The prism can cast two spells, each once per day: color spray (DC 11 + user's CHA bonus) and rainbow pattern (DC 14 + user's CHA bonus). The prism must be used only in the presence of direct sunlight. It cannot be used under moonlight, normal torchlight, or daylight on an overcast day.

Moderate Illusion; CL 8th; Prerequisites: Craft Wondrous Item, *color spray, rainbow pattern*; Price: 12,960gp; Cost to Create 6,480gp + 518 XP; Reference: Greyhawk Adventures hardback.

**PURPLE GEM OF THE VESVE FOREST**
Set in a silver bracelet, this magical gemstone has occasionally been used by the elven wizards who created it. However, the King of Furyondy refuses to admit the gem's existence, because he prefers that elven warriors join his own infantry, not form troops outside his command.

Once per month, the gem allows an elf to enlist the aid of an elven army for a single declared purpose. The user can raise a number of elves equal to his or her age in years. This army takes a week to gather and can be kept together only as long as the stated goal is still in effect. In addition to the lesser members of the army, the summoner gains seven aides: two wizards, two clerics, and three rangers, each 1d4 levels lower than the user's level.

Strong varied; CL 13th; Prerequisites: Craft Wondrous Item, *geas/quest, limited wish*, creator must be elven; Price: 67,600gp; Cost to Create Reference: 33,800gp + 2,704 XP; Greyhawk Adventures hardback.

**PURPLE ROBE OF THARIZDUN**
These robes have pointed hoods and sleeves so long that they cover the wearer's hands by at least 6 inches. They protect against the cold peculiar to temples to the Dark God. They do nothing else, and do not give magical protection against normal cold (beyond what a normal robe might provide).

Moderate evocation; CL 10th; Prerequisites: Cannot be made (the secrets of making this item are now lost); Price: N/A; Reference: Return to the Temple of Elemental Evil.

**ROBE OF VELUNA**
Created by a wizard who enjoyed the luxuries of wealth, this purple silk garment gives its wearer the physical appearance of nobility including well-groomed hair, clean skin, and rich, colorful clothes of silk and fine wool.

The wearer gains a +5 bonus to all Charisma-related skill checks and a +10 competence bonus to all Appraise checks when bartering. It should be noted, however that etiquette and social graces are left to the characters' own wits and training—and must be role-played.

Moderate illusion; CL 10th; Prerequisites: Craft Wondrous Item, *disguise self*; Price: 22,500gp; Cost to Create 11,250gp + 900 XP; Reference: Greyhawk Adventures hardback.

**SCARF OF THE DRY STEPPES**
This brown garment was created by an evil wizard who used it against the dervishes of the Dry Steppes. Though the dervishes eventually caught and imprisoned the wizard, they never found the item. It disappeared into the wasteland, possibly into the hands of nomads or tribesmen.

Once per week, the scarf allows a wizard to summon 1d4+1 invisible stalkers. The summoner must make a successful Diplomacy skill check (DC 19) to control the creatures, if the check fails, the stalkers attack the summoner if the latter is good in alignment; otherwise they will depart. If successful, the wizard can command a service from the invisible stalkers that can be carried out within 200 miles.

Strong varied; CL 17th; Prerequisites: Craft Wondrous Item, *geas/quest, summon monster IX*,
creator must be evil; Price: 81,480gp; Cost to Create: 40,740gp + 3,259 XP; Reference: Greyhawk Adventures hardback.

**SILKEN SKIN**
The silken skin is a beautiful tightly fitting black garment embroidered with gold and platinum Balkunish symbols that covers the entire body; even the face and hands.

The skin acts as a *cloak of deflection and resistance* +5 and a *ring of greater fire resistance*. It preserves the flesh of the lich despite his extreme age; he looks a little withered, but intact. The silken skin repairs itself automatically as long as half of it remains intact. The only silken skin currently known remains in the possession of Lyzandred the Mad.

Strong varied; CL 15th; Prerequisites: Craft Wondrous Item, gentle repose, mending, protection from elements, resistance, shield; Price: 133,000gp; Cost to Create: 66,500gp + 5,320gp; Reference: Crypt of Lyzandred the Mad.

**SILVER CROWN OF VELUNA**
Encrusted with small green gems, this item recently appeared among the ruling clerics of Veluna. The Canon himself has often worn it, though he may sometimes loan it to trusted agents of Veluna when they embark on important, holy missions.

The crown radiates a *protection from evil* when worn by a lawful character. A lawful-good or neutral-good character also receives +4 insight bonus to Wisdom while the crown is worn. Any evil-aligned character who wears the crown temporarily suffers a -4 Wisdom penalty, while any other aligned character suffers a -2 penalty.

Strong varied; CL 12th; Prerequisites: Craft Wondrous Item, commune, protection from evil, creator must be good, creator must be 12th-level; Price: 26,000gp; Cost to Create: 13,000gp + 1,040 XP; Reference: Greyhawk Adventures hardback.

**SENTINEL MASK**
The ancient Mollians created this dark leather half-mask at great expense so that many treasures would remain secure under the guardianship of the wearer. The mask fastens to the head with a sturdy iron buckle. One eyeocket of the mask is open allowing for normal vision, while the other features a dark violet crystal lens.

The mask acts as a *ring of x-ray vision* and grants the user *true seeing*, at all times.

Moderate divination; CL 11th; Craft Wondrous Item, *true seeing*; Price: 50,000gp; Cost to Create: 25,000gp + 1,000 XP; Reference: Return to the Tomb of Horrors.

**SHADOW LANTHORN**
This mundane-appearing lantern radiates a *desecration* aura. Once per day, if it is fueled by oil rendered from fat of human corpses, its beam will generate 5-8 shadows who will serve the possessor of the device for as long as it burns. When the oil is consumed the shadows will disappear. Typical burning time is one hour.

*Note:* Characters of good alignment will suffer one negative level if they attempt to use the device.

Strong necromancy; CL 11th; Prerequisites: Craft Wondrous Item, *create undead, desecrate, light*; Price: 35,760gp; Cost to Create: 17,880gp + 1,430 XP; Reference: Unearthed Arcana hardback.

**SKULL OF OLAREK**
The skull of Olarek is a grisly trophy of the orc victory over the former human king of the Pomarj, Olarek the Mad. Once per day, the power of the skull can be invoked to give the effects of an extended widened *bless* spell. Alternatively, the skull can be used to cast an extended widened *bane* spell the next foes the tribe meets in battle. The leader of the tribe can cause the skull to howl once per week, having the effect of a *symbol of insanity* on all non-orcs within range, but activating this power permanently reduces the leader’s Wisdom by 1 point.

Strong enchantment; CL 15th; Prerequisites: Craft Wondrous Item, extended widened *bane*, extended widened *bless, symbol of insanity*; Price: 108,000gp; Cost to Create: 54,000gp + 4,320 XP; Reference: Slayers.

**SMOKE OF LITTLE DEATH**
The Earth Dragon cult developed this oil for use in some of its rituals, although it was soon found to be quite effective in combat as well. The recipe is a secret jealously guarded by the priesthood. Only those held in favor by Stallman Klim have access to the smoke of little death.

This oil comes in small vials that shatter when thrown, producing a cloud of noxious gas within a 10-foot radius. Those within the smoke must make a successful Will save (DC 13) or fall into a deep sleep for 10 minutes. During this magical slumber, those who succumb to the oil’s effect suffer strange and vivid dreams. Clerics of the Earth Dragon say they commune with their god during this sleep, while others report nightmare visions. Dungeon Masters may exploit these dreams in their adventures, since they can be used to drop clues or impart important information with ease.

Strong varied; CL 10th; Prerequisites: Craft Wondrous Item, *deep slumber, dream* or
nightmare, 8 ranks in Alchemy skill, creator must be worshiper of the Earth Dragon; Price: 2,000gp; Cost to Create 1,000gp + 80 XP; Reference: Slavers.

SPIRIT SHROUD
This fashionably cut midnight black cloak emits a shadowy aura that comes from the wraith imprisoned within.

The wearer of the cloak is protected at all times by a death ward spell. In addition, on command the wearer may control the shadowy aura of the cloak, creating an effect similar to a blur spell. By doing so however, the wraith in the cloak is awakened and attacks anyone within range. Finally, the cloak protects the wearer from harm through a gaseous form spell, once per day.

Strong varied; CL 15th; Craft Wondrous Item, blur, create greater undead, death ward, gaseous form; Price 72,000gp; Cost to Create 36,000gp + 2,880 XP; Reference: Return to the Tomb of Horrors.

STALWART EYE
This Tiny birdlike item allows its owner to speak a command word and see through its eyes. The stalwart eye has AC 18, hardness 8, 5 hp, and cannot move on its own except to turn its head as the owner desires. No range limitation exists on the power except that the owner must be on the same plane as the stalwart eye.

Faint Varied; CL 5th; Prerequisites: Craft Wondrous Item, alarm, animal messenger; Price: 15,750gp; Cost to Create 7,875gp + 630 XP; Reference: Return to the Temple of Elemental Evil.

STAR OF CELENE
Set on a silver necklace, this golden medallion was given as a gift to a halfling rogue who performed great services for high elves in Celene. The item was intended for use by the halfling, his family and friends, though no one knows who has it now.

The star gives a good-aligned wearer a +10 circumstance bonus to all Charisma-related skill checks when dealing with elves. Should an evil-aligned wearer attempt to use this ability the star will deal 1d3 points of cold damage per round to them and will not function.

Faint enchantment; CL 3rd; Prerequisites: Craft Wondrous Item, charm person, ray of frost, creator must be elven; Price: 5,000gp; Cost to Create 2,500gp + 200 XP; Reference: Greyhawk Adventures hardback.

STORM RIDER OF THE GEARNAT SEA
This large merchant ship was created to withstand the violent storms and huge waves of the Sea of Gearnat in spring and autumn. Many merchants gathered their wealth to pay for its creation. However, a bloody fight erupted afterwards when the deed of ownership mysteriously disappeared.

Now the Storm Rider is an item for anyone strong enough to take it and crafty enough to keep it. The vessel ignores the effects of storms sailing as if in a brisk breeze at all times. Waves flatten out when the keel touches them, and the effects of rain or snow do not touch any part of the ship.

Strong transmutation; CL 13th; Prerequisites: Craft Wondrous Item, control water, control weather, gust of wind; Price: 182,000gp; Cost to Create 91,000gp + 7,280 XP; Reference: Greyhawk Adventures hardback.

SULMISH ROBES OF MAGICAL ENHANCEMENT
These red and gold-embroidered black robes were crafted by Sulmish wizards to improve their casting abilities and to protect their wearers from harm.

Though several varieties exist, the most common acts as bracers of armor +1 and enables the wearer to recall spells as a pearl of power (1st). The others act as bracers of armor +2-6 and add act as pearls of power from 2nd-6th level.

Faint – Strong varied; CL 3rd-12th ; Prerequisites: Craft Wondrous Item, mage armor, creator must be able to cast spells of the spell level to be recalled; Price: 1st-2,000; 2nd-8,000; 3rd-18,000; 4th-32,000; 5th-50,000; 6th-72,000; Cost to Create 1,000gp – 36,000gp + 80XP – 2,880 XP; Reference: Rary the Traitor.

TAPESTRY OF EKBIIR
This 10ft. by 15ft. woven tapestry displays a scene of a dark river in a bleak, rocky landscape. The tapestry was intended to be a gate from Ekbir to the lower planes, for disposal of the formers' worst criminals. It is rumored, however, that the tapestry actually opens into a previously undiscovered plane and not one of the lower planes, although the landscape is bleak enough.

The command word causes a branch of the river to enter the Prime Material Plane. The water rushes out from the tapestry and forms a 10ft.-wide, 5ft.-deep river that flows for 50ft. before vanishing back into the plane that it normally occupies. The river exists in the Prime Material Plane for three minutes and can only be summoned once per week. The water is acrid and bears a brackish stench with a swift-strong current.

A character that enters the river must make a successful Swim skill check DC 25 or be swept along with the water. This check must be made for every 10ft. of the river traveled by swimming. A character who fails the Swim skill check in the last 10ft. of the river is carried through the gate into
the land beyond and cannot return back through the gate.

Strong conjuration; CL 17th; Prerequisites: Craft Wondrous Item, control water, gate, creator must be evil; Price: 55,080gp; Cost to Create 27,540gp + 2,203 XP; Reference: Greyhawk Adventures hardback.

TENSON'S BELT OF BRAWLING
This belt, which initially appears to be a belt of many pouches, however upon closer inspection its true powers are realized. Once per day, at any time the user is grappled the belt grants its user the effects of a freedom of movement and tenser's transformation spells.

Moderate varied; CL 11th; Prerequisites: Craft Wondrous Item, freedom of movement, nystul's undetectable aura, tenser's transformation; Price: 33,840gp; Cost to Create 16,920gp + 1,354 XP; Reference: Return of the Eight.

TENSON'S BELT OF GIANT STRENGTH
When tied around the waist of a character, this heavy rope belt grants the recipient the effects of a belt of giant strength +6 and allows the user to cast tenser's transformation once per day.

Strong transmutation; CL 12th; Prerequisites: Craft Wondrous Item, bull's strength, tenser's transformation; Price: 61,920gp; Cost to Create 30,960gp + 2,477XP; Reference: Return of the Eight.

TENSON'S BOOTS OF THE RUNNING WARRIOR
These normal-looking wolf-fur boots allow the wearer to run at +10 their movement speed. In addition, the wearer may double their land speed three times per day as an expeditious retreat spell.

Faint transmutation; CL 5th; Prerequisites: Craft Wondrous Item, expeditious retreat, longstrider; Price: 7,200; Reference: Return of the Eight.

TENSON'S EYES OF THE TIGER
These tiny glasslike lenses, placed over the eyes grant the wearer darkvision, low-light vision, and the ability to read written text up to 1ft. away.

Faint divination; CL 5th; Prerequisites: Craft Wondrous Item, creator must be elven; clairvoyance, darkvision; Price: 30,000gp; Cost to Create 15,000gp + 1,200 XP; Reference: Return of the Eight.

TENSON'S FORTUNATE COIN
This silvery coin is engraved with the head of a helmeted warrior on one side and a skull on the other. To use the user must flip the coin in the air. This must be done no more than twenty-four hours before a battle. Once tossed the coin will vanish at

the peak of its arc, and disappear. Tossing the coin in this fashion grants the user the evasion class ability for the next 24-hours.

For the next twenty-four hours, the character is given one chance to re-roll on any action requiring a die roll, even if the roll resulted in death from a failed saving throw. Once this ability is used the evasion ability is lost as well.

Strong varied; CL 13th; Prerequisites: Craft Wondrous Item, cat's grace, jump, limited wish; Price: 46,050gp; Cost to Create 23,025gp + 1,842 XP; Reference: Return of the Eight.

TIGER CLOAK OF CHAKYIK
Fashioned from the complete hide of an adult tiger, this cloak includes a tiger-head cap, skin, and claws dangling at the sides. It was the favorite magical item of the Tiger Lord and the lesser khans until it disappeared. The cloak gives the wearer a +5 to Charisma-related skill checks when dealing with the Tiger Nomads, but to all -5 Charisma-related skill checks with the Wolf Nomads and tribes of the Burneel Forest.

Once per day, the wearer of the cloak can enter rage as a barbarian of equal level. Doing so, grants the wearer the same bonuses and penalties associated with raging. If the wearer wishes to cease fighting while live enemies are in sight, the character must make a successful Will save (DC 19) or continue to attack.

Moderate transmutation; CL 6th; Prerequisites: Craft Wondrous Item, creator must be chaotic, charm person or animal, bull's strength, rage; Price: 11,000gp; Cost to Create 5,500gp + 440 XP; Reference: Greyhawk Adventures hardback.

TOME OF RECORDING
A book such as this can be any size, although most are usually thick, bound with leather, and decorated with gold or silver embossing. When a command word is spoken, the book records-in one of several languages of the user's choice-anything spoken within a twenty-foot radius of the book. A second command word causes the book to stop recording. A third command erases the writing on any indicated page.

These books are also prized as spying objects, as carefully placed books can record the conversations of alleged conspirators, rival wizards, or any others.

Each book can record in six languages.

Moderate varied; CL 6th; Prerequisites: Create Wondrous Item, erase, message, tongues, unseen servant; Price: 30,000gp; Cost to Create 15,000gp + 1,200 XP; Reference: Vale of the Mage.
TORCH OF REVEALING
This black iron torch has a cupped head that is fitted so that the cone-shaped incense of dreaming (see above) can be easily set into it. When incense of dreaming is placed within the torch and lit, it creates a 10ft. radius of violet light and chill air. These torches have a very specific purpose: the revelation of specific, magically hidden objects within temples and shrines devoted to Tharizdun.
Moderate varied; CL 10th; Prerequisites: Cannot be made (the secrets of making this item are now lost); Price: N/A; Reference: Return to the Temple of Elemental Evil.

TURBANS OF TUSMIT
These colorful garments have been used for many purposes in Tusmit. Some of these turbans have led their owners to great wealth and fame, while others have caused their owners horrible suffering.

Each turban can summon one of the genie-kind each week. The genie's reaction and the course of the action are decided in play. There are three turbans, each of a different color: grey turban of djinni summoning, brown turban of janni summoning, red turban of efreeti summoning.

The summoned genie must obey the first order of the turban wearer. From then on, the wearer must make a successful Diplomacy check DC 25, +1 per additional order. If the wearer fails this check the genie ignores the order and instead attacks the summoner. There is no way to tell how many times each turban has been used. If the genie associated with the turban is killed, the turban is useless.

Strong conjuration; CL 15th; Prerequisites: Craft Wondrous Item, summon monster VIII, creator must be lawful; Price: 120,000gp; Cost to Create 60,000gp + 4800 XP; Reference: Greyhawk Adventures hardback.

TUSMIT'S BATTLE CRESCENT
Set in a golden necklace studded with gems, this medallion is a prized possession among the rulers of the northwest Flanaess. Any warlord will gladly pay the full price for it, though a treacherous lord might send his thieves and assassins to retrieve the payment.

The medallion allows the user to cast true strike as a swift action, once per day. In addition, the wearer gains a +1 insight bonus to AC and protection from arrows.

Moderate Adjuration; CL 10th; Prerequisites: Craft Wondrous Item, creator must be 10th-level; protection from arrows, true strike; Price: 20,000gp; Cost to Create 10,000gp + 800 XP; Reference: Greyhawk Adventures hardback.

WHISTLE OF AXEWOOD
This silver instrument was created by elven druids for use by young human and elven maidens. Anyone who successfully uses the whistle gains the respect of the humanoids of Axewood, while any rumor of its misuse will draw the wrath of many angry elves, gnomes, and halflings.

Once per month the whistle can summon a celestial charger unicorn. At which time the unicorns make a Sense Motive skill check vs. the summoners’ Diplomacy check to ascertain if the summoner and her companions are pure of heart. If they are evil, or if they are treated poorly, the unicorns immediately leave. If they stay, a good-aligned human or elven maiden of pure heart can attempt to tame one of them for use as a steed. To do so requires a full month of training and practice. At the end of the month, the summoner must make a successful Diplomacy check DC 27; however, for every two days spent training add a +1 competence bonus to the characters roll.

Strong conjuration; CL 11th; Prerequisites: Craft Wondrous Item, charm person or animal, summon natural ally VIII, creator must be elven; Price: 48,000gp; Cost to Create 24,000gp + 1,920 XP; Reference: Greyhawk Adventures hardback.

WINGS OF THE RAKERS
This white sea-gull feather cloak was created by an adventurer who found a welcome home among the Griff Mountains and the Rakers. He especially enjoyed his time among the aarakocra “bird people,” so he created this item to enhance his encounters with them. When he neared his natural death and returned to his home in the Theocracy of the Pale, he passed the cloak on to a trusted friend, and it has passed from owner to owner since.

The cloak acts as wings of flying, except that the user may also speak and understand the language of the aarakocra, and to mimic their diving attack maneuver. A good-aligned wearer receives a +2 bonus to all Charisma-related skills, while an evil-aligned wearer receives a -2 penalty.

Strong varied; CL 12th; Prerequisites: Craft Wondrous Item, charm monster, fly, tongues, creator must be good; Price: 84,000gp; Reference: Greyhawk Adventures hardback.

WOLF CLOAK OF WEGWIUR
This winter-wolf hide cloak includes a wolf-head cap, pelt, claws, and tail. The cloak was created by a druid-shaman of the Wolf Nomads, and since then has served as a tool for those who seek the swift, sleek power of wolves.

The cloak grants the wearer a +2 to Charisma skill checks when dealing with Wolves of the
Prairies, but a -4 Charisma check when from Tiger Nomads. In melee, the wearer gains +4 enhancement bonus to DEX and WIS. If a character wears this cloak at night in the light of the moon, he or she can turn into a winter wolf (with average statistics) for 1d4+3 hours.

Moderate transmutation; CL 9th; Prerequisites: Craft Wondrous Item, Ability to wild shape; cat’s grace, charm person or animal, owl’s wisdom; Price: 91,000gp; Reference: Greyhawk Adventures hardback.

WOODWORKER’S TOOLS OF DYVERS
This set of masterwork woodcarver’s tools was created for a carpenter in the City of Dyvers. Though he paid much gold for it, the set eventually brought him great wealth. The tools grant the user a +10 to all Craft Carpentry skill checks and any wooden construction made from them receives 150% the standard hit points, +2 to Hardness and saves.
CL 9th; Prerequisites: Craft Wondrous Item, fabricate; Price: 25,000gp; Reference: Greyhawk Adventures hardback.

ZAGYG’S FLOWING FLAGON
This well-made nickel-silver flagon engraved with bas-relief sculptures depicting inebriated revelries bears the words to a toast at the bottom of the vessel.

Anyone who picks up the flagon first will be able to read what is written, but no other can do so, until they become the owner of the vessel. Recitation of the magical toast words causes the flagon to fill with good-tasting, but rather weak, wine. The toast phrase is read to activate the flagon changes each time it is activated. Each time the flagon is drained, it refills itself with better-tasting liquid. (The weak wine initially therein is of about 10% alcohol content and every liquid thereafter will increase by 10% in alcoholic content; until the liquid is nearly 80% alcohol. The typical flagon contains about 1 pint of liquid (16 ounces). It is unlikely that any creature partaking of the first draught will notice the increase in alcohol of the second, third, and so on. To do so the drinker must make a successful Alchemy check (DC 20). Thus, unsuspecting drinkers are quickly and easily made intoxicated and possibly brought to stupor from the contents of the flagon. The container is usable a maximum of three times per day.

Moderate transmutation; CL 7th; Prerequisites: Alchemy Rank 10, Craft Wondrous Item, arcane mark, prestidigitation, read magic; Price: 800gp; Reference: Unearthed Arcana hardback.

ZAGYG’S SPELL COMPONENT CASE
This spell component case permits any arcane spellcaster possessing it to simply think of the material components desired for a certain spell, and they will appear in the pouch. Whether or not the components are used, they will disappear after one minute has passed. When found 1d8 to determine its usages per day.
(The number of times usable per day is equal to its gold piece value multiplied by 1000.)
Strong Conjuration; CL 13th; Prerequisites: Craft Wondrous Item, drawmij’s instant summons; Price: 1,000gp - 8,000gp; Reference: Unearthed Arcana hardback.

CURSED ITEMS
BLACK CROWN OF AERDY
This evil headgear was worn by one of the original Overkings of the House of Naelex in the ancient Great Kingdom. Whether the crown was created to become a receptacle for the Overking’s cruel spirit is not known. The powers of the crown exist only to recreate the greatness and wickedness of that empire.
Once donned, the crown will not be voluntarily given up by its wearer. The wearer gains a +2 insight bonus to INT and WIS, a spellcaster gains a +1 bonus to their caster level. When the crown is put on, and each month thereafter, character must make a successful Will save (DC 25) or become lawful evil, and then must save again (DC 25) or be overcome with megalomania. Once both of these are in effect, the character must make a successful Will save each month or lose a point of Constitution permanently. Any character totally drained by the crown becomes a spectre guarding it.

The crown can be removed only by use of a remove curse, dispel magic, wish or equivalent. While this removes the benefits of the item, only then can the alignment change be reversed by a remove curse and an atonement spell, while the character’s personality can be restored only with a heal spell.

Strong varied; CL 17th; Prerequisites: Craft Wondrous Item, insanity, moment of prescience, miracle/wish; Price: 50,000gp; Weight: 1 lb; Reference: Greyhawk Adventures hardback.

COIN OF ALMOR
This platinum coin was created not to harm its owner, but to benefit those in need. However, if any character who intends to keep it and not share it with others, they must make a successful Will
save DC 22 or be overcome with great feelings of philanthropy. No matter what the character's alignment, he will want to give wealth to the poor and needy. The character will not keep more than 50gp at any one time, holding extra money only until a suitable NPC (preferably a beggar, peasant, etc.) accepts the money as a gift. Such generosity does not extend to the any of the characters items, magical or otherwise. The character's uncontrollable generosity can be ended only by a remove curse spell.

Strong enchantment; CL 15th; Prerequisites: Craft Wondrous Item, antipathy, bestow curse, sympathy; Price: -; Reference: Greyhawk Adventures hardback.

COLDHEART
This +3 frost longsword is made of white steel and is engraved with icy-blue runes. The wielder of Coldheart sweats uncontrollably in above freezing temperatures, causing a loss of 1 Constitution every minute of use. Lost Constitution points are restored at a rate of 1 hour per point.

Moderate evocation; CL 9th; Prerequisites: Craft Magic Arms and Armor, bestow curse, ice storm; Price: 2,000gp; Weight 4lbs.; Reference: The Star Cairns.

CROWN OF BLACKMOOR
This black iron headpiece set with a large fire opal was created by a powerful lich who used it long ago to spread evil and destruction through the world.

When the crown is placed on the head of a deceased evil character who had reached at least 11th-level as a wizard, it animates the character as a lich. A Constitution check (DC 15) is necessary; modified by -1 per five years after the wizard's death, or the wizard's body disintegrates to dust and can never be brought back to life again. The lich's Intelligence score starts at zero, but increases by one point per day until supra-genius Intelligence is reached. At that time the lich gains the full powers and abilities of its kind. The lich may have been a friend and companion to the player characters, but it will tend to leave their company to pursue its own path.

Strong necromancy; CL 17th; Prerequisites: Forge Ring, bestow curse, create greater undead; Price: 170,000gp; Weight: 1lb; Reference: Greyhawk Adventures hardback.

CURSED RING OF THE GREAT KINGDOM
This cursed ring was created by a wizard who was loyal to the Great Kingdom who used it to plague the diplomats of the Iron League was well known.

Once the ring has been placed on a character's finger, the wearer suffers a -6 penalty to all Charisma-related skill rolls; where the roll of a 1 is considered a major faux pas. A character making a successful Will save (DC 14) is unaffected and receives his normal Charisma bonus. The ring itself can be removed from the unfortunate character's finger, but the curse remains until negated by a remove curse spell. Note that the ring can be passed to many owners, and the ring can affect them all equally.

Moderate necromancy ; CL 12th; Prerequisites: Forge Ring, bestow curse; Price: -; Reference: Greyhawk Adventures hardback.

EYE OF THE BASILISK
This +1 longsword is unadorned save for a reptilian eye inscribed at its base. On a successful melee attack, the victim must make a successful Fortitude save DC 24 or be affected as if by a flesh to stone spell. However, if the target succeeds its Fortitude save, the wielder must also make a successful save or turn to stone.

Moderate transmutation; CL 11th; Prerequisites: Craft Magic Arms and Armor, flesh to stone; Price: 16,000gp; Weight 4lbs.; Reference: The Star Cairns.

FRENZY
Anyone wielding this -2 longsword must make a successful Fortitude save DC 17 or affected by a slow spell.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, bestow curse, slow; -2 penalty; Price: 4,000gp; Reference: The Star Cairns.

FURY OF WEE JAS
This +2 longsword acts as a nine lives stealer bears an etching of a skull set on top of a fireball on the blade, the latter inlaid with red enamel. However, if the life-stealing effect is invoked the victim must make a successful Fortitude save (DC 25). If the save is successful, then the sword drains a level from the wielder instead.

Strong necromancy; CL 13th; Prerequisites: Craft Magic Arms and Armor, bestow curse, finger of death; Price: 16,000gp; Weight 4lbs.; Reference: The Star Cairns.

GREAT PARAPET
This +1 longsword protects the wielder once per day with a protection from arrows and stoneskin spells. However, during this time the wielder suffers double damage from all spells. This effect lasts five minutes.

Moderate transmutation; CL 7th; Prerequisites: Craft Magic Arms and Armor, protection from arrows, stoneskin; Price: 6,000gp; Weight 4lbs.;
MIGHTY BLADE OF RENHO
This +2 longsword causes its wielder to suffer a -6 penalty to Strength and Constitution; although they feel very powerful while fighting. All penalties are recovered at 1 point per minute, after the weapon is sheathed.

Moderate enchantment; CL 7th; Prerequisites: Craft Magic Arms and Armor, bestow curse, confusion, ray of enfeeblement; Price: -; Weight 4lbs.; Reference: The Star Cairns.

NECKLACE OF ALMOR
Appearing as a rusted, worthless piece of jewelry, this necklace was created by a spiteful spellcaster who wore it all of his life. Ironically, his peaceful death did not activate its vengeful powers. Other wearers have since used it. The necklace affects only intelligent creatures who cause the wearers death, at which point nine days after its death the victim rises as a revenant (See City of the Spider Queen 127). The revenant also gains regeneration 5, and is immune to holy items and turning. Those who slay the revenant must make a successful Will save DC 21 or contract the curse themselves. The item is cursed and cannot be removed once it is put on except with the aid of a remove curse spell.

Moderate necromancy; CL 11th; Prerequisites: Create Wondrous Item, bestow curse, create undead, desecrate; Price: -; Reference: Greyhawk Adventures hardback.

RENDERING HOOKS OF DARGESHAAD
These semi-sentient hooks are of baneful manufacture. Created during the Warlock Strife, these items contain the essence of three evil sisters whose names were Athalina, Kaerys, and Cinerine. The trio served the demigod Dargeshaad and his malevolent goals. The sisters’ names are inscribed, one to a hook, to this day. Through the treachery of the demigod, the three sisters were transformed into these implements of cruel torture and death. In their current form, the hooks obsessively remember the warmth of life and seek to drain it from those who still possess it.

The hooks function as +4 keen daggers that physically joins to the flesh of the victim. Only a remove curse or greater magic can remove the hook. Every round the hook remains the victim must make a successful Fortitude save DC 15 or suffer 1d4 points of Constitution damage per round.

Strong varied; CL 15th; Craft Magic Arms and Armor, Craft Flesh, cloudkill, keen edge, trap the soul; Price 128,302gp each; Cost to Create 64,000gp + 5,120 XP; Reference: Return to the Tomb of Horrors.

SILVER TONGUE
This +3 longsword bears a hilt shaped like a silver dragon. Anyone may attempt to use this weapon and will suffer no penalties for such action. Further, this sword will attempt to mass charm (Will save DC 18) its wielder and any around him in order to take command of an army and conquer.

Strong enchantment; CL 15th; Prerequisites: Craft Magic Arms and Armor, bestow curse, mass charm; +3 bonus; Price: 16,000gp; Reference: The Star Cairns.

SWORD OF THE WILD COAST
This +3 keen greatsword was created by a bitter wizard to expose the "true inner personalities that all warriors possess." This weapon forces its wielder to make a successful Will save DC 18 or become neutral evil and a lover of battle. He must make another save every time he fights or he will be compelled to fight to the death. If he sees a fight or a drawn weapon, he must make another save at the same difficulty to resist the urge to enter battle. The character can be released only by a remove curse spell or similar magic. In addition, any good-aligned character touching the blade must make a successful Fortitude save or suffer 1d3 points of electrical damage per round.

Moderate necromancy; CL 9th; Prerequisites: Craft Magic Arms and Armor, bestow curse, rage, keen edge; Price: -; Weight 9lbs.; Reference: Greyhawk Adventures hardback.

UNHOLY VENGEANCE
This +1 wounding longsword will break into useless shards if a critical is made; the target is damaged as normal.

Strong evocation; CL 13th; Prerequisites: Craft Magic Arms and Armor, mordenkainen’s sword, shatter; Price: 8,000gp; Weight 4lbs.; Reference: The Star Cairns.

VAMPIRE’S FANG
This +1 vampiric longsword drains the 1 hp from its wielder on any round that it does not draw blood.

Faint necromancy; CL 5th; Prerequisites: Craft Magic Arms and Armor, vampiric touch; Price: -; Reference: The Star Cairns.

Reference: The Star Cairns.
LEGACY ITEMS

Although the rules of legacy items are new the items below have been part of the D&D game for years. Therefore, presented below are items that reference the following sources:

- Return to White Plume Mountain by Bruce R. Cordell
- Outside The Mountain Is Just As Dangerous As Inside (White Plume Mountain W.E.) by Robert Wiese
- White Plume Mountain (Revised) by Lawrence Schick (originally), and Andy Collins, Gwendolyn F.M. Kestrel, and James Wyatt (3rd Edition Developers)

BLACKRAZOR, SWORD OF SOULS

Blackrazor is a greatsword that appears to be forged from an unknown alloy of steel. It is sheathed in a black scabbard decorated with pieces of cut obsidian.

Non-legacy Game Statistics: +1 greatsword; Cost 2,350 gp.

Omen: When held, Blackrazor shines like a piece of the night sky filled with stars. Its wielder hears faint whispers whenever it delivers the killing stroke to a living creature.

HISTORY

No living being can positively identify the material from which Blackrazor was crafted because the sword comes from another reality, now long dead, whose physical laws varied from those defining the multiverse known to today’s sages and plane walkers. In the dying days of that reality, the wizard Keraptis brought the weapon out of its native multiverse into his own (Knowledge [history] DC 15).

In truth, Blackrazor’s current form is not its true shape. Originally, the greatsword was a living creature, a native of the strange multiverse Keraptis visited. Through a strange ritual practiced by the denizens of that dimension, Keraptis bent first the entity’s will, and then its form, until he had the weapon he desired (Knowledge [history] DC 15; Opening the Soul ritual; see below).

The rulers of Blackrazor’s home dimension were powerful beings who controlled all known planes of existence within their multiverse. Order was absolute entropy and decay of all kinds had been virtually eliminated. But despite the power these rulers wielded, their control eventually faltered, allowing horrible creatures to pour forth from forbidden realms into their multiverse and poison all of reality (Knowledge [history] DC 25; Opening the Soul ritual; see below).

In its original state, Blackrazor was not a living being; it was a powerful undead creature similar to an atropl (see Epic Level Handbook). In fact, the entity known as Blackrazor should never have existed either in our reality or its own. It was one of the first horrid creatures to invade that long-lost multiverse, and the rulers of that dimension were all too eager to eliminate any evidence that their control was not as absolute as they would have wished. Thus, they granted Keraptis the knowledge to bend the entity into its current form as payment for taking it away from their realm forever (Knowledge [history] DC 30; Exile of the Damned ritual; see below).

LEGACY RITUALS

The following three rituals are required to unlock all the abilities of Blackrazor.

Dominating the Blade: You must anoint Blackrazor with special oils to stir its spirit to life temporarily, then defeat it in a contest of will. To do so, you must meditate uninterrupted for 1 minute while holding the blade, then make a successful DC 15 Concentration check. You can’t take 10 on this check, nor can you benefit from any skill modifiers except those derived from your own ranks, ability scores, and feats. If you fail, you gain only negative level; if you fail by 5 or more (or the ritual is interrupted), you gain one negative level and must immediately repeat the contest. Any failure ruins the materials used to anoint the blade. Removing the negative levels 24 hours later requires a DC 15 Fortitude save. Cost: 1,500 gp.Feat Granted: Least Legacy (Blackrazor).

Opening the Soul: While wielding Blackrazor, you must gain at least two negative levels from a single undead foe whose CR equals or exceeds your level. You may not remove these negative levels through any means other than by succeeding on a Fortitude save as normal. Cost: 13,000 gp. Feat Granted: Lesser Legacy (Blackrazor).

Exile of the Damned: You must travel to the Negative Energy Plane and perform an 8-hour rite to attune Blackrazor to the life-numbing forces of that plane. Cost: 40,000 gp. Feat Granted: Greater Legacy (Blackrazor).

Wielder Requirements: Fighters and barbarians are the most likely characters to wield Blackrazor, though its siren song has tempted men and women of all professions, from back-alley rogue to noble paladin. Its wielder requirements are almost ridiculously simple to meet a character need not
even be proficient with the blade to unlock its powers.

**Blackrazor Wielder Requirements:** Base attack bonus +3

**LEGACY ITEM ABILITIES**

All the following are legacy item abilities of Blackrazor.

**Sentience (Ex):** Blackrazor’s malign spirit slowly awakens as its wielder grows in power.

**Sentience, Least:** When you attain 5th level, Blackrazor’s malign spirit begins to awaken, and the greatsword becomes an intelligent item (Intelligence 13, Wisdom 10, Charisma 13). Its Ego score begins at 3 and increases as noted on Table A–1: Blackrazor. A personality conflict occurs any time the wielder attempts to use a melee weapon other than Blackrazor, even against undead enemies. Blackrazor’s alignment is chaotic neutral, and it communicates via empathy. Its primary emotion is a hungry longing, typically directed at powerful living creatures. The greatsword can hear and see to a range of 60 feet.

**Sentience, Minor:** When you attain 8th level, Blackrazor’s Intelligence and Charisma scores each improve to 16. It can now communicate telepathically, and it speaks Abyssal, Common, Draconic, and Giant. It can hear to a range of 60 feet and see to the same range using darkvision.

**Sentience, Major:** When you attain 11th level, the weapon’s sentience is fully awakened. Its Intelligence and Charisma scores each improve to 18, and it gains the ability to speak Infernal in addition to its other languages. It can hear to a range of 120 feet and see to the same range using darkvision, and it has blindsense with a range of 120 feet.

**Mental Ward (Su):** While wielding Blackrazor, you gain a bonus on saving throws against mind-affecting effects. When you attain 6th level, this bonus is +1, but it improves to +3 at 14th level and to +5 at 19th level.

**Detect Life (Sp):** While holding Blackrazor, you can detect the presence of living creatures three times per day by speaking the command word. This ability functions like the detect undead spell (caster level 5th), except that it reveals only the presence or absence of living creatures (along with their number and strength of their auras, in later rounds). Lingering auras of living creatures are not detected.

**Souldrinking (Su):** When a hit from Blackrazor reduces a living opponent to 0 or fewer hit points (even −10 or below), you may activate a death knell effect targeted on that creature as a swift action. The Will save DC is 12 + either Blackrazor’s Charisma modifier or yours, whichever is higher. If the creature fails its save and dies from this effect, it is sucked into Blackrazor. Any creature slain in this manner can’t be raised from the dead by any magic less powerful than miracle, true resurrection, or wish.

If you mistakenly use this ability on an undead creature, it counts as one daily use of the ability, but instead of the normal effects, you gain a negative level (the Fortitude save to remove this negative level 24 hours later is 12 + Blackrazor’s Charisma modifier) and the undead creature gains 5 temporary hit points. If a negative level bestowed by Blackrazor would cause your total negative levels to equal or exceed your Hit Dice, you die and your soul is sucked into the blade as if you had been slain by its death knell effect.

You may use this ability once per day at 10th level, or three times per day at 13th level. When you attain 17th level, this effect automatically occurs whenever an opponent is reduced to 0 or fewer hit points by the weapon. It requires no activation, and you can’t prevent it from occurring, even when using the weapon against undead creatures. The benefits gained from multiple uses of this ability don’t stack each later use simply replaces any previous effect.

**Haste (Sp):** Beginning at 16th level, you may function as though affected by a haste spell (caster level 10th) for up to 10 rounds each day. Activating or ending this effect is a free action, and the duration of the haste effect need not be consecutive rounds.

**Table A–1: Blackrazor (Personal Costs)**

<table>
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<tr>
<th>Wielder Level</th>
<th>Attack Penalty</th>
<th>Fort. Save Penalty</th>
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<td>-</td>
<td>23</td>
<td></td>
<td>+5 vicious greatsword</td>
</tr>
</tbody>
</table>
FROSTRAZOR

Frostrazor is greatsword forged of a single piece of unknown translucent white crystal. The white steel hilt is carved in an icicle motif. Its sheath is formed of the skin of a white dragon and decorated with the claws and teeth of the beast.

Non-legacy Game Statistics: +1 greatsword; Cost 2,350gp.

Omen: When drawn, Frostrazor freezes over with ice. When it scores a critical hit, it makes a sound like ice cracking.

HISTORY

In ages past, a great wizard battled against forces from the Elemental Plane of Fire. To best these foes, he lured an ancient wyrm white dragon to a cavern of ice in the far north, where he killed it by causing a mammoth icicle to spear the creature all the way through. Acting quickly, the wizard began to incant a ritual even as the dragon’s blood was oozing over the icy instrument of its destruction. When finished, this wizard held a crystal sword. This he gave to his general because its icy properties would instantly destroy any fire-based creature. The general immediately turned on the wizard and stabbed him through the heart, for he secretly served the efreet pasha that was the enemy of the wizard. (Knowledge [history] DC 15)

This general faded into history, and so did Frostrazor for more than 1,000 years. A few hundred years ago, an adventurer of mediocre talent called Merathal found it and discovered its powers upon thrusting it through the heart of a foe. (Knowledge [history] DC 20; Piercing the Heart)

Merathal was consumed by lust for power after this, and he slew many a friend as well as enemy trying to unlock more hidden powers in the sword. All his efforts failed, and he was driven from civilization. He wandered for years, frustrated by his inability to gain more powers. Finally, he learned how the sword was created, then made the journey to the cavern where the wizard had fashioned it in the blood of the ancient white wyrm. Finding nothing of use and falling into a deep, dark despair, Merathal threw himself into the freezing waters of the arctic sea under the great wyrm’s resting place. However, he did not drown, and when he climbed back out of the water, he found himself holding a shard of ice instead of a sword. (Knowledge [history] DC 25; Bathing in the Waters of Origin)

Merathal passed into history as well, and the sword passed from hand to hand. About one hundred years ago, it fell into the hands of Garice Dragonslayer, a great hero. Garice carried the sword for three years, taking on greater and more powerful dragons in her quest to rid the world of all dragons. As she did so, she discovered the powers of Frostrazor. She became foolhardy, and this led to her downfall. She engaged a great white wyrm called Vixnaldynsa in battle, a child of the original dragon whose blood helped create Frostrazor. The dragon recognized the sword due to its own research into the past and became enraged. Though it was grievously injured, it slew Garice and consumed her. The sword was lost again until it surfaced in the hands of an adventurer who traveled to White Plume Mountain but did not return. (Knowledge [history] DC 30; Vengeance of Garice)

LEGACY RITUALS

Three rituals are required to unlock all the abilities of Frostrazor.

Piercing the Heart: You must kill a foe with a single blow by stabbing Frostrazor through the foe’s heart. While the foe bleeds over the sword, you must incant a 1-hour ritual that draws the blood into the sword. Cost: 2,500gp.Feat Granted: Least Legacy (Frostrazor).

Bathing in the Waters of Origin: You must take Frostrazor to the icy cavern where it was created and bathe it for an hour in the freezing waters that you find underneath the cavern. You must bathe yourself in those waters at the same time, and survive with at least half your hit points remaining. Cost: 12,500gp.Feat Granted: Lesser Legacy (Frostrazor).

Vengeance of Garice: You must find and slay a direct descendant of the ancient white wyrm dragon that the item’s creator originally killed; this dragon must be at least 800 years old. When this is completed, you must bathe Frostrazor in the creature’s blood and complete an 8-hour long ritual. Cost: 40,500gp.Feat Granted: Greater Legacy (Frostrazor).

Wielder Requirements: Frostrazor always seeks powerful warriors, particularly those from cold climates, to carry it into battle. Its wielder requirement is not one that non-warriors usually meet.

Frostrazor Wielder Requirements: Improved Critical (greatsword)

LEGACY ITEM ABILITIES

All the following are legacy item abilities of Frostrazor.

Implanted Shard: When Frostrazor’s wielder
scores a critical hit against a foe that is subject to critical hits, a small sliver of the sword breaks off and implants itself in the wound. Each subsequent round, the shard deals 1 point of damage as it burrows deeper into the host. Removing the shard takes 1 full-round action per round that the shard has been implanted in the victim. Thus, if the shard has been in the victim for 3 rounds, the victim or anyone else assisting the victim must take 3 full-round actions to remove it.

Frostrazor can implant three shards at a time. A shard’s energy returns to Frostrazor when its victim dies or when it is removed from the victim—even if the shard is somehow destroyed.

Enfeebling Shard (Sp): When a shard is implanted in a victim, the wielder of Frostrazor may cause a ray of enfeeblemnt spell effect as a swift action to affect that victim. This ability can be used once per day at 6th level, and three times per day at 10th level. Additionally, it can be activated every time the wielder scores a critical hit against any foe. Caster level 6th.

Winter Warding (Sp): Frostrazor can be commanded to bestow a resist energy (cold) spell upon its wielder once per day. Caster level 8th.

True Form Revealed: Frostrazor’s true form is that of a single crystal of magically enchanted ice. This form is revealed once the wielder reaches 11th level and performs the lesser legacy ritual.

Wounding Shard: When the wielder reaches 15th level, the implanted shards do 1 point of damage per round and deal 1 point of Constitution damage per round as well. This damage is automatic and lasts as long as the shard is implanted.

Life-Stealing Shard (Sp): If Frostrazor has implanted a shard in a victim, the wielder can activate an enervation effect as a swift action. The enervation affects a victim with an implanted shard at the wielder’s choosing. This ability can be used twice per day, plus one additional time every time the wielder scores a critical hit against any foe. Caster level 10th.

Chill of the North (Sp): Three times per day, Frostrazor’s wielder can command the sword to cover an area with an ice storm effect. Caster level 12th.

Death Shard (Sp): If Frostrazor has implanted a shard in a victim, the wielder can activate a finger of death effect in that victim as a swift action. This ability can be used once per day, plus one additional time every time the wielder scores a critical hit against any foe. Caster level 14th.

<table>
<thead>
<tr>
<th>Wielder Level</th>
<th>Attack Penalty</th>
<th>Save Penalty</th>
<th>Hit Point Loss</th>
<th>Abilities</th>
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<td>Enfeebling shard 1/day</td>
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<td>+2 greatsword</td>
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<tr>
<td>20th</td>
<td>-</td>
<td>-4</td>
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</table>

**WAVE**

Wave is a trident whose head is forged of steel with a distinctive blue-green sheen. The wooden haft is intricately carved with fish, twining seaweed, and similar aquatic motifs.

Non-legacy Game Statistics: +1 trident; Cost 2,315gp.

Omen: Anyone who clutches Wave constantly hears a sound like that of distant waves washing against some unseen shore. With a round of concentration, the wielder can sense the distance and direction to the nearest body of water of at least pond size.

**HISTORY**

According to legend, the trident Wave was forged by giants who were imprisoned on the desolate island called Thunderforge by agents of an ocean deity commonly called the Sea Queen. The first hero to wield it was the half-giant Dravenda, said to be the daughter of the Sea Queen herself, who used it in rebellion against her mother’s servants and paid for her insolence with her life (Knowledge [history] DC 15).

Dravenda used Wave in her epic battle with an enormous crab that was supposedly another of the Sea Queen’s offspring (and thus Dravenda’s own
half-brother). Dravenda fought bravely, but she grew weaker and weaker as the battle raged on. Finally, while held in the crab's huge claw, she managed to hurl her trident into a gap in the creature's adamantine plating, killing it instantly. Dravenda died in battle the next day, and her kin buried Wave with her (Knowledge [history] DC 20; Mastery over the Sea ritual; see below).

Shortly after Dravenda's death, the notorious wizard Kerapits encountered the imprisoned giants of Thunderforge Island and agreed to help them win their freedom. In return for the magical aid he provided, the giants exhumed Wave from Dravenda's tomb and gave it to him. Kerapits carried the weapon with him in his travels before he eventually settled in the mysterious volcano known as White Plume Mountain and disappeared from history.

Some one hundred years ago, a group of powerful heroes calling themselves the Brotherhood of the Tome entered the dungeons of White Plume Mountain, fought the monsters still living there, and returned in triumph with Wave and assorted other treasures. A ranger named Elthan claimed Wave as his own and carried it during his later adventures, long after the Brotherhood of the Tome had been disbanded. Eventually, Elthan retired from the adventuring life and married, but tragedy struck on his wedding day. Shortly after Elthan and his bride boarded the Asterian for their honeymoon journey, a sudden storm struck and the ship foundered. Elthan survived thanks to Wave's magic, but his new bride drowned, although legend says that her spirit somehow joined with the figurehead of the ship (Knowledge [history] DC 25; Raise the Asterian ritual; see below).

Elthan blamed the Sea Queen for his wife's death and swore an oath of vengeance on the deity. His quest for revenge brought him at last to Thunderforge Island, the birthplace of Wave, where he confronted an avatar of the unknown, but Elthan and Wave both disappeared. Decades later, the trident reappeared in the possession of a wealthy collector (Knowledge [history] DC 30; Reverence to the Sea Queen ritual; see below).

**LEGACY RITUALS**

Three rituals are required to unlock all the abilities of Wave.

**Mastery over the Sea:** You must defeat a creature with the aquatic subtype whose Challenge Rating equals or exceeds your character level. (The crab in area 17 could qualify. If the characters defeat it and retrieve Wave from the chest in that room, one of them must pay the cost within one day of the crab's death to gain the bonus feat.) Cost: 1,500gp. Feat Granted: Least Legacy (Wave).

**Raise the Asterian:** You must find the wreck of the sailing ship Asterian and bring its figurehead above the surface of the water. Cost: 13,000gp. Feat Granted: Lesser Legacy (Wave).

**Reverence to the Sea Queen:** You must travel to the temple of the Sea Queen on Thunderforge Island and perform an 8-hour rite in reverence to the deity and the host of sea spirits who serve her. Cost: 40,000gp. Feat Granted: Greater Legacy (Wave).

**Wielder Requirements:** Most wielders of Wave are clerics or druids devoted to deities of the sea. Rangers and fighters who follow such a deity may also find Wave an attractive weapon.

**Wave Wielder Requirements:** Base attack bonus +2, Any neutral alignment (NG, LN, N, CN, or NE)

**LEGACY ITEM ABILITIES**

All the following are legacy item abilities of Wave.

**Warning (Su):** While wielding Wave, you can detect creatures with the aquatic subtype within 60 feet. Activating this ability requires you to concentrate as a standard action. When you use Wave to attack aquatic creatures, you ignore any damage reduction they possess.

**Water Breathing (Su):** Beginning at 8th level, you can breathe water freely while holding Wave, as if you were continually affected by the water breathing spell (caster level 10th).

**Awakened Intelligence (Su):** At 10th level, you stir Wave's dormant intellect to wakefulness, and it gains the ability to communicate with you telepathically. Wave speaks Aquan, Common, Draconic, and Kuo-Toan, and it can see to a range of 60 feet using darkvision and hear to the same range. It has Int 16, Wis 10, Cha 16, and an Ego score of 10.

When you attain 11th level and unlock Wave's first lesser ability, its Ego score increases to 12. When you attain 17th level and unlock its greater abilities, its Ego increases to 14.

**Underwater Vision (Su):** When you attain 13th level, you can see underwater five times farther than the prevailing water and light conditions would normally allow, as if you were wearing a helm of underwater action. You can also ignore the miss chance when attacking an invisible creature that is in water.

**Aquatic Allies (Sp):** At 15th level, you gain the ability to call aquatic creatures to your aid as if you had cast a summon nature's ally spell (caster level 11th). Once per day, when you hold Wave above your head and call out for aid, you can summon an
elasmosaurus (dinosaur), a large water elemental, an adult tojanida, or an orca whale.

If you are using Stormwrack, you can also use this ability to summon a single ichthyosaur (dinosaur) or large monstrous crab.

**Fish Command (Sp):** At 17th level, you can charm monsters with the aquatic subtype as if using the charm monster spell (caster level 15th). This ability lets you communicate with any charmed creature telepathically. Any creature that makes its saving throw is free of your control, but it does not approach within 10 feet of the trident. This ability is usable three times per day. The saving throw DC is 16, or 14 + your Charisma modifier, whichever is higher.

**Dehydrate (Sp):** At 19th level, you can use horrid wilting as the spell (caster level 15th) once per day by pointing Wave in the direction of the targets. The save DC is 22, or 18 + your Charisma modifier, whichever is higher.

### Table A-3: Wave (Personal Costs)

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<th>Wielder Level</th>
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**WHELM**

Whelm is a plain, unadorned warhammer with a haft made from the golden wood of the gingko tree. When the weapon is wielded, its steel head glows with a soft, silver-black light.

**Non-legacy Game Statistics:** +1 warhammer; Cost 2,312gp.

**Omen:** Whelm glows more brightly when you endeavor to assess items of value—the more valuable the item, the brighter the glow. This effect grants you a +2 bonus on Appraise checks.

**HISTORY**

The hammer known as Whelm appeared most recently about twenty years ago in a dwarven community beset by ogres, though no report of its creation by those dwarves exists. Wielded by a dedicated dwarf soldier named Ctenmiir, the weapon proved quite powerful against the clan's enemies. Ctenmiir later left his ancestral home to become an adventurer, and he and the weapon promptly disappeared from sight (Knowledge [history] DC 15).

Long ago, Dagnal Mightyhammer was a skilled weaponsmith of the Dankil clan. She labored at a time when her clan had suffered grievous losses from a large band of vicious trolls. When her husband and shieldmate, Traubon, decided to lead a counterattack against the trolls, Dagnal created a mighty warhammer (which had no name at the time), putting all her love for her husband, her commitment to her clan, and her devotion to Moradin into it. Traubon and his warriors proved victorious, and Dagnal's weapon was much prized. (Knowledge [history] DC 20; Against the Giants ritual; see below).

In the years of prosperity that followed, Dagnal imbued the warhammer with the ability to sense gems, gold, and other riches, so that it might become a valuable tool in both wartime and peacetime. Many years later, the dwarves were threatened by hordes of goblins led by bugbears. Dagnal, now an old woman, again sought to improve her masterpiece so that it might help vanquish the current threat. Traubon, though he was old and in less-than-perfect health, insisted on going out with the vanguard of the counterattack. The dwarves were again victorious, but Traubon was mortally wounded in the fight. The weapon was returned to the clan with its owner for burial. Overcome by grief, Dagnal threw herself on her husband's corpse and promptly died. The two dwarves and the weapon were interred together in a single grave. At the time, many said that the three had shared one spirit, and that Dagnal and Traubon had put so much of themselves into the weapon that it had become much more than just steel and wood (Knowledge [history] DC 25; Against the Goblins ritual; see below).

**LEGACY RITUALS**

Two rituals are required to unlock all the abilities of Whelm.

**Against the Giants:** You must knowingly and willingly enter an encounter with a creature of the giant type in which the EL exceeds your party level by 1–4 points. The ogre mage encounter (area 27) in White Plume Mountain fulfills this qualification. Cost: 1,500gp;Feat Granted: Least Legacy (Whelm).
**Against the Goblins:** You must seek out a group of goblinoid marauders with 30 or more Hit Dice collectively and permanently end their foul existence. As part of this act, you must defeat in personal combat a hostile creature with the goblinoid subtype and a CR that equals or exceeds your character level. Cost: 13,000gp; Feat Granted: Lesser Legacy (Whelm).

**Wielder Requirements:** Whelm is a quintessentially dwarven weapon. Barbarians, fighters, and rangers are the most likely to benefit from its abilities, though militant clerics, especially of Moradin, can also be effective wielders.

**Whelm Wielder Requirements:**
Dwarf, Base attack bonus +3, Weapon proficiency (warhammer)

**LEgacy Item Abilities**
All the following are legacy item abilities of Whelm.

**Sense Giants (Sp):** Beginning at 6th level, you can detect any creature with the giant type within 60 feet, as if using the detect evil spell (caster level 5th).

**Locate Object (Sp):** Three times per day on command, you can use locate object as the spell.

**Sense Goblinoids (Sp):** At 8th level, you gain the ability to detect any creature with the goblinoid subtype within 60 feet, as if using the detect evil spell (caster level 5th).

**Intelligent Legacy (Su):** When you attain 10th level, Whelm’s sentence awakens (see Intelligent Items, Dungeon Master’s Guide, page 268), and it gains the ability to communicate with you telepathically. Whelm speaks Common, plus Dwarven, Giant, and Goblin, and it can see to a range of 60 feet using darkvision and hear to the same range. It has Intelligence 16, Wisdom 16, and Charisma 10, and its Ego score is as given on Table A–4: Whelm.

<table>
<thead>
<tr>
<th>Reference</th>
<th>Hit Point Loss</th>
<th>Ego</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>5th</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>6th</td>
<td>-1</td>
<td>-</td>
<td>+1 giant bane warhammer</td>
</tr>
<tr>
<td>7th</td>
<td>-1</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>8th</td>
<td>-</td>
<td>2</td>
<td>Locate object</td>
</tr>
<tr>
<td>9th</td>
<td>-2</td>
<td>-</td>
<td>Sense goblinoids</td>
</tr>
<tr>
<td>10th</td>
<td>-</td>
<td>2</td>
<td>Intelligent legacy</td>
</tr>
</tbody>
</table>

**MINOR ARTIFACTS**

**ACERERAK’S HAPHAZARD WHEEL**
The haphazard wheel has six equally spaced slots about its periphery, each of which is plainly labeled with a number (1–6); the rest of the face of the disc shows convex bumps. If any PC standing within 10ft. of the magical roulette wheel calls out any number between one and six, the wheel is activated. The disc lights up and begins to spin. A small sphere appears and goes bouncing across the surface of the spinning wheel. The spinning slowly draws to a halt, and the sphere comes to a rest in one of the six available slots upon the machine (determine randomly by rolling 1d6). If the slot the PC chose matches that of the random spin, the PC’s gains a +5 inherent bonus to their prime requisite ability score. (if the character has more than one prime requisite, randomly determine which one is raised). If the sphere falls into a slot other than the one the character selected, the character suffers the malign effect keyed to the slot the ball lands within:
1. Character permanently loses 10 hit points.
2. Character’s prime requisite is reduced by 2 points.
3. Character suffers 2d6 Constitution drain.
4. Character’s level is reduced by one-quarter (round the loss down).
5. Character’s eyes, ears, and hands are simply erased.
6. Character is forsaken; the character’s soul is transferred to Acererak’s phylactery of souls.

Anyone who stops the spinning roulette wheel prematurely loses their spin and must make a successful Will save or suffer the effects of a trap the soul spell. The wheel can only function once of any individual who spins, and those who loses a spin can never spin again. Luck items or abilities can influence the final resting point of the sphere, while ill luck can ruin a result. In such cases, when
a re-roll is required, good luck always takes the best of the two rolls, while ill luck takes the worst.

Strong varied; CL 20th; Weight 20lbs.;
Reference: Return to the Tomb of Horrors.

AFELBAIN’S GEMS
Only two of these potent gemstones exist. One of the gems is a massive sapphire, and the other is an equally massive ruby; to someone unaware of their magical powers, each is worth 20,000gp.

Either gem can be magically implanted into the base of a creature’s neck with a successful Heal check (DC 30); failure by 5 or more deals 2d6 points of Constitution damage to the recipient. Once implanted, the gem bonds with the creature’s body and cannot be removed without killing the creature. The effects of each gem are similar.

A creature implanted with the ruby gains the fire subtype and can breathe out a 20-ft.-long cone of fire as a standard action once every 1d4 rounds (but no more than five times a day).

A creature implanted with the sapphire gains the cold subtype and can breathe out a 20-ft.-long cone of frost as a standard action once every 1d4 rounds (but no more than five times a day).

Whatever the damage type, each breath weapon inflicts 10d6 points of damage. A successful Reflex save (DC 10 + half the creature’s Hit Dice + the creature’s Constitution modifier) halves the damage done. No more than one gem may be implanted on a single creature unless that creature has two or more heads.

Strong evocation [cold or fire]; CL 20th;
Reference: Dungeon 112.

DAGGER OF THE DARK GOD
This dagger once belonged to Otuluke but following his death went to his apprentice Glorial. Otuluke failed to realize the daggers powers, hence labeling it non-magical and placing it upon a shelf in his former home. Otuluke received the dagger from the archwizard Rary in Planting 583 CY Rary is noted here to have received the item as a curiosity from an infamous adventurer and former associate, Lord Robilar, less than a decade earlier. (This appears to be the same Robilar who aided Rary in his attacks on the Circle of Eight.) The catalog notes that Robilar claimed to have found the pointed, stabbing dagger in an abandoned ruin in the Yatils, near the border of Ket, during his carefree earlier days of adventuring, but could not put a date on when he found it. Rary apparently gave Otuluke the dagger because he could find no use for it, or so Otuluke conjectures in his catalog. Otuluke mentions recurring rumors of some sort of ancient temple or temples in the Yatils, but added nothing to this.

The obsidian +3 crazed dagger bears a reddish tint hinting at its use in sacrificial rites. In combat, this dagger forces the wielder to go into a blind killing rage attacking anyone within melee range, a successful Will save (DC 19) will negate this. In addition, any character who owns this dagger must make a successful Will save (DC 19) once per month or change their alignment one step closer to Neutral Evil. If the owner succeeds three saves they will feel compelled to give the dagger to someone else; preferably a friend or relative. If the owner goes into a blind-rage using the dagger six consecutive times, they must again make a successful Will save (DC 19) or change their alignment to another step closer to Neutral Evil. Further, the dagger acts as an amulet of proof against detection and location.

Strong enchantment; CL 17th; Weight: 1lb.;
Reference: House on Summoner Court.

DECK OF DESTINIES
A bound demon created this magical deck of vellum cards for Keraptis in return for its freedom. Suspicious of fiendish gifts, even when he himself has commissioned them, Keraptis filed the deck away for later research.

Anyone drawing a card from this deck becomes the recipient of its magic, for better or worse. No form of divination allows knowledge of any card’s nature prior to a draw. The designs fade away upon expending their magic; thus no card can be used twice. The DM may, if desired, use the face cards and aces from a standard deck of playing cards to simulate the deck of destinies cards according to the table below.

<table>
<thead>
<tr>
<th>Playing card</th>
<th>Destinies Card</th>
<th>Playing card</th>
<th>Destinies Card</th>
</tr>
</thead>
<tbody>
<tr>
<td>AD</td>
<td>Druid</td>
<td>AC</td>
<td>Magma</td>
</tr>
<tr>
<td>KD</td>
<td>Black Sword</td>
<td>KC</td>
<td>Hammer</td>
</tr>
<tr>
<td>QD</td>
<td>Skull</td>
<td>QC</td>
<td>Vampire</td>
</tr>
<tr>
<td>JD</td>
<td>Gauntlet</td>
<td>JC</td>
<td>Giant Crab</td>
</tr>
<tr>
<td>AH</td>
<td>Hand of Youth</td>
<td>AS</td>
<td>Withered Hand</td>
</tr>
<tr>
<td>KH</td>
<td>Ice Sword</td>
<td>KS</td>
<td>Trident</td>
</tr>
<tr>
<td>QH</td>
<td>Ogre</td>
<td>QS</td>
<td>Crow</td>
</tr>
<tr>
<td>JH</td>
<td>Sea</td>
<td>JS</td>
<td>Djinni</td>
</tr>
</tbody>
</table>

The Deck of Destinies cards have the following individual effects:

- **Black Sword:** Character gains one level.
- **Crow:** Characters grows a pair of black, feathered, wings that bestow the benefits of a cloak of flying. The wings are permanent additions to the characters body.
- **Djinni:** Character gains one wish as the spell, which must be used within 24 hours.
- **Druid:** Character gains the enmity of
nature. At least once every tow months, a natural disaster (DM's choice) affects the character and everything within a 10-mile radius of them.

- **Gauntlet**: Character's off-hand and forearm grow a layer of slimy fungus, which returns in 1d12 hours if removed. The character's touch upon the earth or any other fertile surface causes a 1ft.-diameter ring of mushrooms to form within ten minutes.
- **Giant Crab**: Character permanently grows 60% larger. The giant character gains an additional +4 size bonus to Strength and Constitution, but loses 4 points of Dexterity. Lost Dexterity returns at a rate of 1 point per month as the character adjust to the new size. Items do not grow to match the character's new size, however.
- **Hammer**: Character inflicts 5 points of damage over and above normal with an unarmed attack.
- **Ice Sword**: Character can cast chill touch as a 12th level sorcerer once per day.
- **Magma**: Character sinks into the earth over the course of 4 rounds. The tunnel so created closes up 10 rounds after the descent begins, expelling any other being within it to the surface and inflicting 1d6 points of heat damage in the process. The user reaches magma at the beginning of the 5th round unless a dispel magic (DC 20) or similar magic is used to negate the effect before that time. (Rate of descent and distance traveled vary with the depth of the magma.) Immersion in magma inflicts 20d6 points of heat damage per round and negates the victim's ability to breathe.
- **Hand of Youth**: Characters lifespan increases by 1d10x100 years.
- **Ogre**: Characters Strength increases by +4, but Intelligence drops by 6 (to a minimum of 5).
- **Sea**: Character gains the enmity of the sea. Every time a character journeys on a large body of water, roll for twice as many encounters.
- **Skull**: Character's forehead visibly swells as his/ her Intelligence increases by 5 points.
- **Trident**: Character gains the at-will abilities to breathe water, swim at a Speed of 45, and use charm monster on all natural marine creatures as an 12th-level sorcerer.
- **Vampire**: Character loses two levels as if drained by a vampire's touch

- **Withered Hand**: Character ages to a point only minutes away from a natural death and must make a successful Fort save (DC 15) each day to avoid dying of old age until anti-aging magic can be applied. Overwhelming varied; CL 21; Weight: .5 lb.; Reference: Return to White Plume Mountain.

**DECK OF DOOM**

This pack of painted parchment cards appears to be a deck of illusions. Like its more useful counterpart, it is frequently found in an ivory, leather or wood carrying case. A full deck consists of 32 cards of four suits and 2 Jokers. When a card is drawn at random and thrown to the ground, an effect that functions like a summon monster spell creates the individual or creature depicted on the card.

Characters or monsters are magical constructs but are quite real; they do not disappear when their card is picked up again, instead remaining in existence for 10 rounds or until slain. (This is also true of any items the individual possesses.) Once a card has been used, it loses its magical properties, though it retains its image (a giveaway for the knowledgeable that it is not the deck of illusions it appears to be.) When a deck is found, the DM may determine how many cards have already been used.

The summoned individuals perform normal routines and possess the skills and abilities that would be expected from someone of their class or monster type. Spellcasters have whatever spells seem appropriate for the situation into which they have been summoned.

While the deck of doom may appear to be superior to the deck of illusions it has its drawbacks. Whenever a card is used, the DM rolls 1d100. If the roll is 65 or higher, the summoned creature or character attacks the deck's possessor and anyone who tries to defend them. The creature fights until it or the deck owner is slain. Then it disappears along with all its belongings. The deck remains.

The cards in the deck of doom are as follows:

**DECK OF DOOM CARDS**

<table>
<thead>
<tr>
<th>Card</th>
<th>Hearts</th>
<th>Diamonds</th>
<th>Spades</th>
<th>Clubs</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Young gold dragon</td>
<td>Beholder</td>
<td>Lich</td>
<td>Clay Golem</td>
</tr>
<tr>
<td>K</td>
<td>9th-level fighter</td>
<td>9th-level wizard</td>
<td>9th-level cleric</td>
<td>9th-level rogue</td>
</tr>
<tr>
<td>Q</td>
<td>Dryad</td>
<td>Night hag</td>
<td>Medusa</td>
<td>Harpy</td>
</tr>
<tr>
<td>J</td>
<td>Djinni</td>
<td>Efreeti</td>
<td>Janni</td>
<td>Satyr</td>
</tr>
<tr>
<td>10</td>
<td>Frost giant</td>
<td>Fire giant</td>
<td>Stone giant</td>
<td>Hill giant</td>
</tr>
<tr>
<td>9</td>
<td>Ettin</td>
<td>Ogre mage</td>
<td>Troll</td>
<td>Ogre</td>
</tr>
</tbody>
</table>
Strong conjuration; CL 17th; Prerequisites: Craft Wondrous Item, clone, major image, summon monster IX; Price: 61,200gp; Cost to Create 30,600gp + 2,448 XP; Reference: The Doomgrinder.

DEMONSTONE
This dark rock seems naturally in the shape of a small demonic creature with batwings folded around its body. It is semi-translucent with a dark center that sometimes seems to move. It occasionally seems to whisper, and if one listens closely, the whisper can be understood—but it is a foul and evil entreaty to do some horrible act.

The stone acts like a stone of good luck (luckstone). Thought, after one day of close proximity (within 5 feet) to the stone, a character must make a Will saving throw (DC 15) or do as the stone compels and become chaotic evil in alignment. If the saving throw is successful, further saves must be made each day, with the DC increasing by 1 each time. Characters turned evil by the demonstone are particularly despicable in their sadistic and horrible actions.

Once the character becomes fully evil (or was evil in the first place), the stone need not remain in his possession for him to gain the luck bonus. It lasts until the brittle stone is destroyed (hardness 4, 10 hp, break DC 24) or until someone else succumbs to its temptation (fails his Will save while in close proximity).

When a character who was turned evil by the stone loses their connection with it (if it is destroyed or gains a new victim) the awareness of their evil deeds comes back to them, and they are usually thrown into deep despair.

Strong varied; CL 20; Weight -; Reference: Return to the Temple of Elemental Evil.

EBON SKULL
This sinister black humanoid skull bears glinting rubies in its eye sockets. Only three are known to exist at this time and even Iuz has forgotten how to craft them.

The holder of an ebon skull can animate dead and create undead 3/day each. The holder has true seeing and cannot be affected by spells that hinder sight. The skull owner will not be attacked by lesser forms of undead and greater forms of undead must make a successful Will save (DC 30) or flee. The holder is immune to cold spells, energy drain, magic jar, and ability damage/loss. In addition, the holder may cast a fear spell against any good-aligned creature 3/week. Finally, once per day the holder may cast a color spray spell.

Overwhelming necromancy; CL 21st; Weight: 3 lb.; Reference: Iuz the Evil.

ELEMENTAL POWER GEMS
Before the assault on the Temple by the forces of good. Zuggtomoy carefully hid the gems in their corresponding Elemental Nodes. She then entrusted the gemless Yellowskull to her priesthood, while she faced the onslaught of those whose magic then trapped her in her stronghold.

Four of these gems exist, each intended on being set into one of three magic orbs: the orb of oblivion, the orb of golden death (now destroyed), or the orb of silvery death.

Each gem, when touched, transports that character and all creatures within 50ft to the corresponding elemental node. This function only works if the gate in the Temple of Elemental Evil corresponding to that node is cleared and operational.

These gems can be placed within one of the Orbs (Oblivion or Silvery Death), which enable their full powers to be utilized. These gems are not destroyed when the Orb they are set into is destroyed. Instead, they are flung back into one or more of the elemental nodes.

Strong conjuration; CL 20; Weight -; Reference: Return to the Temple of Elemental Evil, Temple of Elemental Evil.

FACE OF XENUOS
From the outside, this exquisitely carved rosewood box with copper trim is a thing of beauty. Inside however, is the twisted living face of the archmage Xenous Zenphor. Unwilling to die or become undead, she made two wishes to barter a deal with Nerull the Reaper. The wicked Nerull granted her wishes and ripped away her beautiful face, placing it in a specially created box. Xenous has since gone mad from the experience and will offer capricious advice to any whom seek her council. Although, she may no longer cast spells, she may still access the powers of the box itself, granted to her by Nerull. Any non-evil creature touching the box must make a successful Will save DC 19 or suffer the full effects of an unholy blight spell.

The box grants the user the ability to comprehend languages, when held. In addition, the user gains the following abilities:

(1/week) - Summon one huge elemental of any type
(3/day) - color spray (DC 16), darkness (DC 17)
(2/day) - cone of cold (DC 20), telekinesis
(1/day) - flesh to stone (DC 21), widened web (DC 17)
Note: Whenever a power is used from the mask, all small fires within 60 ft. are instantly extinguished as a gust of wind issues forth lowering the temperature by 20-60 degrees Fahrenheit.

Strong varied; CL 20th; Weight 3 lbs.; Reference: Treasures of Greyhawk

FIRE ROD OF SULOISE
Many ill-informed sages believe this is the device that caused the destruction of the Suel Empire, while others have come to realize that it may have been created to reproduce the event. No scholar doubts that its creator was a wizard of great power and violent tendencies. The rod is rarely bought or sold, since few wizards dare to use it. Often it merely falls into the hands of an unsuspecting spellcaster who never realizes its full powers and dangers until too late.

The rod can summon deadly gouts of hellfire to rain down in a 60-foot cube from a range of up to 240 ft. The hellfire inflicts 1d6 points of damage per round to all creatures, regardless of protections, resistances, or immunities to normal or magical flame. Such damage cannot be cured by any spell less powerful than a heal spell. Furthermore, the fire destroys buildings of less than stone construction and evaporates free-standing liquid to a depth of 1 foot per round. Objects exposed to the "fire" must successful Fort save (DC 30) or be destroyed. Note, however, that matter is burned to dust and ashes, not vaporized. Though the rod itself is never affected by the fire, it has a 5% chance of malfunction, in which case the effect is centered upon the wand user.

The fire requires three charges to operate and has a minimum duration of six rounds. After this, the caster can end the rain by concentrating for a round and making a successful Will save (DC 25). Each round the rod continues to operate drains one more charge. If the rod is emptied, then the fiery rain vanishes and the rod explodes, engulfing the wizard and everything within 10 feet in a blast that inflicts 10d6 points of damage.

The rod can be only restored to full use on either the Elemental Plane of Fire or the Negative Material Plane.

Strong evocation; CL 20th; Weight 1 lb; Reference: Greyhawk Adventures hardback.

FRAGARACH "THE ANSWERER"
CG Tiny object (+4 keen mighty-cleaving whirling longsword)

Senses darkvision 120 ft., deathwatch 60 ft., detect evil 60 ft., hearing; Spot +10, Listen +10

Languages Common, Elven, Flan, Old Oeridian (speech, telepathy)

Hardness 8 hp 55 Ego 24
Abilities Str -, Dex -, Con -, Int 17, Wis 10, Cha 17

SA chaos hammer (DC 21); on successful critical

SQ The sword only functions for a Chaotic Good wielder any other user attempting to use the blade suffers the effects of a chaos hammer spell, while a chaotically-aligned character suffers the effects of a slow spell.

Personality: This hefty steel bastard sword has a hilt of silver and gold wire, most cunningly wrought. Its guard and pommel are set with perfect emeralds (corundum)-7 gems, total value 65,000 gp. Its scabbard is likewise trimmed with precious metal and decorated with many gems of green and golden hue, worth another 35,000 gp.

The sword was originally fashioned for a demigod of elsewhere, and eventually passed into the Flanaess. It served well for a short time, all too soon falling into the hands of evil. It lay within their grasp for over a decade, resting within the Temple of Elemental Evil. It was guarded by the worst of elemental grunts until freed by a party of adventurers around 560 CY, its current location is unknown.

Strong varied; CL 20th; Weight 6 lbs.; Reference: The Temple of Elemental Evil.

FRAGARACH REPLICA

When Fragarach first came to Oerth it received immediate attention and quick renown; so much so, in fact, that six other swords like it were forged. These are lesser weapons, of course, and their alignments vary. Each is a +2 keen melee weapon, and on a successful critical hit the damage from these weapons is tripled. These lesser swords are identical by the different gems set in guard and pommel. They are reported to be amethyst, aquamarine, garnet, peridot, topaz, and tourmaline stones, with a combined value of 24,000gp per weapon, 16,000gp per scabbard. The swords names are as follows: Rebutter, Scather, Repler, Retorter, Squelcher, and Back-Talker.

Strong varied; CL 12th-20th; Weight varies; Reference: The Temple of Elemental Evil.

IRON FLASK OF TUERNY THE MERCILESS

This small, plain cold iron flask is sealed with a stopper covered in engraved runes and embossed sigils of power. The flask’s creator, Tuerny the Merciless was a powerful spellcaster who killed the royal family of an ancient land to gain control of the kingdom. He enslaved the considerable army of the land with magic and forced them to war with neighboring lands. Tuerny then began to summon demons, but he lacked the ability to control them.
The fiends ravaged the countryside and threatened his kingdom, so Tuerny fashioned a device that would imprison them and bind them to his will. This worked, and with the device Tuerny’s might grew even further, until one day the demons within his Iron Flask broke free and claimed his soul.

When found the flask holds 1d4 demons, as determined below.

<table>
<thead>
<tr>
<th>d100</th>
<th>Demon type</th>
</tr>
</thead>
<tbody>
<tr>
<td>01–40</td>
<td>glabrezu</td>
</tr>
<tr>
<td>41–80</td>
<td>nalfsnee</td>
</tr>
<tr>
<td>81–95</td>
<td>marilith</td>
</tr>
<tr>
<td>96–00</td>
<td>balors</td>
</tr>
</tbody>
</table>

When the owner unstoppers the flask, a demon will emerge, under the command of the flask owner. The demon will remain for 8 hours or until slain (at which point the demon goes back into the flask). No demon can be called forth more than once per week.

More demons can be added to the Iron Flask, however they must be within 30ft., and the owner of the flask must use a standard action and a command word to attempt to imprison it. The user makes a spell resistance check (if needed), using the Iron Flask’s caster level of 20, and if that is successful, the demon must make a Will save (DC 20) to avoid imprisonment. The flask can hold up to 100 demons. At the time that a demon is imprisoned, 1d4 other demons attempt to get free from the flask. For each attempted escape, the possessor must make a Will saving throw (DC 20 plus 1 per demon in the flask). If a demon frees itself, it turns on the possessor and attempts to slay him.

Each time a demon is called from the Iron Flask, the owner must make a successful Will saving throw (DC 20 plus 1 for each previous save plus 1 per demon in the flask) or become chaotic evil. Further, each time he must also make a level check (DC 10 plus 1 for each previous save plus 1 per demon in the flask) or the demon called is freed and turns on him.

If the possessor is ever slain by one of the demons from the Iron Flask, the demon is able to immediately steal his soul and carry it off to the Abyss.


LENS OF TRANSFORMATION

This device is a sheet of cloudy crystal, 7ft. broad and tall and 3in. thick. It was created by Iuz, who placed it in the Temple of Elemental Evil for his own evil purposes.

The crystal sheet appears cloudy on one side, but clear from the other. No detection or divination spell works within 20ft. of it, except for detect magic, which reveals that a powerful dweomer is upon the crystal sheet.

The lens is activated whenever any creature approaches within 3ft. of the clear side. At which time, the cloudy side then begins to brighten, its radiance producing effects equal to a daylight spell within one round. Viewed from the cloudy side, the users (those on the clear side) appear as the purest opposites of their actual forms. A paladin would appear as a demon, whereas as demon would look like a deva, planetar, or solar. Additional visual effects (flames, smoke, sky and clouds, etc.) are automatically produced as a background setting appropriate to the false visual form. Subtle feelings (fear, peace, etc.) are likewise projected to the viewers of the illusion, allowing no saving throw (though innate total immunity to detect thoughts negates the emotional effects). The cloudy side of the lens quickly darkens when the user(s) back away from the clear side.

The lens will function as often as desired. It is protected by a powerful and permanent wall of force, and is impervious to harm by anything less than wish/miracle or mordenkainen’s disjunction spell, and these may cause the lens to shatter in the attempt (lens must make a Fort save DC 33). A final dweomer lets Iuz know if the lens is destroyed, and who did it.

Strong varied; CL 18th; Weight: 200lb.; Reference: The Temple of Elemental Evil.

MASK OF THE DEVOURER

This green-hued devil-faced mask of semi-rigid leather fastens to the head with two leather straps. The eyes are open allowing for normal vision, but the mouth opens into a chasm of darkness. Bound within the mask is the spirit of a fiendish devourer.

Anyone putting on the mask feels it meld itself to the user. However, once the mask it put on it cannot removed by any means short of a remove curse or greater magic. Should the wearer attempt to do so without this the mask peels away revealing only a blank expanse of flesh, where the mouth used to be.

For the most part, the mask and its powers are under the control of the wearer. However, there are a few minor quirks associated with the mask, as might be expected from a chaotic item. Whenever the wearer sleeps, the mask is likely to begin chortling in maniacal glee, belch forth sulfurous gas, drool copiously, or engage in some other annoying or disgusting behavior. The wearer is not aware of this and does not awaken. His or
her companions are not so lucky and will find that only waking the wearer of the mask causes the disgusting mouldings to cease.

The most significant power (and curse) of the mask is its devouring ability, usable once per day. In these regards, the wearer must make a successful bite attack, when this happens the victim is sucked into the void of a mouth much like a sphere of annihilation. However, when this occurs the wearer gains information as if they had cast a detect thoughts spell prior to devouring the victim. At any time the wearer of the mask is in melee, they must make a successful Will save (DC 20), to keep the mask from attempting to attack living creatures within range, including the wearer itself.

The mask grants the wearer immunity to all poisons, and acts as a minor ring of energy resistance (cold and fire).

Finally, the mask of the Devourer confers the following powers:

(1/day) - see invisibility, telekinesis, tongues
(1/day) - dispel magic, fear (DC 14)
(2/day) scare (DC 12), suggestion (DC 13)

Using and/or wearing this mask is considered an evil act and any good character doing so must seek atonement or slowly change their alignment to Chaotic Evil.

Strong varied (evil); CL 20th; Price: 172,800gp; Weight: -; Reference: Return to the Tomb of Horrors.

**ROBLAR’S MECHANICAL DESTRIER**

Forged by Rary the Traitor, this construct resembles a mechanical heavy warhorse with gleaming silver skin and burning yellow eyes. It follows the orders of its creator, or whomever its creator designates as its new master. The device is activated when someone mounts the device.

**Mechanical Destrier**

CR 13

*AL N Large Construct*

Init -1; Senses low-light vision; Spot -, Listen –

Language – (understands Common)

AC 30, touch 8, flat-footed 28
hp 99 (18 HD) damage reduction epic/ 10, fast healing 1

Immunity construct traits

Fort +6 Ref +5 Will +6

Spd 50 ft.

Melee 2 hooves +23 (2d10+11, 20/x2) and bite +18 (2d6+5, crit 20/x2)

Space 10 ft. Reach 5 ft.

Base Atk +7; Grp +25

Atk Options dire charge

Special Atks rust vulnerability

Abilities Str 33, Dex 9, Con -, Int -, Wis 11, Cha 1

SQ must rest 4 hours/day to recharge or cease function until this has been done

**Dire Charge (Ex.):** If a metal destrier charges a foe during the first round of combat (or the surprise round, it can make a full attack against the opponent charged.

**Magic Immunity (Ex.):** An metal destrier is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows a metal destrier (as the slow spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a metal destrier hit by a fireball gains back 6 hit points if the damage total is 18 points. A metal destrier gets no saving throw against fire effects.

**Rust Vulnerability (Ex.):** A metal destrier is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

Strong varied; CL 16th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, geas/quest, limited wish, polymorph any object, Craft (armor smithing) DC 20, 2 months of extended magical ritual to complete; Market Price: 200,000; Weight 1,750lbs.; Reference: Rary the Traitor, Epic Level Handbook

**SILVER KEY OF PORTALS**

This silver skeleton key, a relic created by the god Dalt, functions like a chime of opening when it is touched to the bars, door, lock, lid, portal, or shackles to be opened.

The key automatically dispels a hold portal or arcane lock with a caster level of less than 30th level. The wielder gains a +30 insight bonus on Escape Artist checks. The wielder can call on each of the following powers:

(2/day) - ethereal jaunt, passwall, word of recall

Overwhelming transmutation; CL 30th; Weight 1lb.; Reference: Dungeon 112.

**STAFF OF SHADOW MAIMING**

This is an ironwood staff covered with ancient necromantic symbols. One end of the staff bears an ornate “Y” sigil, while the other bears a stylized glyph shaped like a gnoll’s face.

The Staff of Shadow Maiming is a +3 undead bane ghost touch quarterstaff; both ends of the staff bear these qualities.

The staff grants four additional effects to the one who carries it. First, the wielder gains a +2 deflection bonus to his Armor Class against undead. His mind is protected as if by protection
from evil, preventing possession and mental commands. All necromancy spells cast by the wielder gain a +2 bonus to caster level. Finally, any shadow, slow shadow, or creature from the Plane of Shadow that is damaged by this weapon must make a successful Fortitude save (DC 15) or be slain (or destroyed, if the creature is not living).

Strong necromancy; CL 20th; 4 lbs.; Reference: Dungeon 112.

**SWORD OF THE EBON FLAME**

This +4 flaming burst chaotic unholy longsword emits black flickering flames dance about its face and edge, although the weapon does not radiate warmth. In combat, the flames wreath the entire sword but do not harm the wielder. A victim that takes fire damage from the Sword of the Ebon Flame catches fire if he fails a Will save (DC 15); the flames are as much a physical force as they are a spiritual force. They inflict 1d6 points of fire damage per round, and cannot be extinguished by water, wind, sand, or any other physical medium. The victim can make a new Will save each round (DC 15) as a move action to extinguish the fires; quench can also extinguish them, as can dispel magic. This magic fire is much less effective against creatures with the water subtype, and always deals minimum damage to such creatures. Water creatures cannot be ignited by the ebon flames.

The wielder of the Sword of the Ebon Flame gains darkvision to a rage of 60 feet; if he already possesses darkvision, its range increases by 60 feet. The sword also hones his senses, and grants the Alertness feet to the wielder as long as it is held.

It is thought that several varieties of this sword exist, one each for all combinations of alignments. Information is scarce and unreliable, indicating that the swords might be more likely found on other planes. Each of these swords also comes with a specific curse. This sword’s curse causes it to be less effective when used against chaotic evil targets. Against such targets, the sword functions as a –3 longsword, and such creatures gain a +4 bonus on Listen and Spot checks made to notice the wielder.

Strong evocation [chaos, evil]; CL 20th; 4 lb.; Reference: Dungeon 112.

**weeping hexagram**

This strange device was found by the Scarlet Brotherhood in 6091 SD, in a cavern near the Ziggurat of Black. It was a ten-foot-diameter ring of black iron inset with a bowed hexagram that seeped blood when exposed to sunlight. Believed to be tied in some way to the mysterious god, Tharizdun, the Brotherhood began exploring and cataloging its magical abilities, until it was broken in 6096 SD when a party of outworlders led a paladin of Heironeous infiltrated Hesuel Ilshar and discovered the location of the hexagram. The paladin’s holy sword broke the hexagram (and was destroyed itself) into three pieces when the two made contact, but the Brotherhood was able to intervene before the artifact was completely destroyed. Now they study the pieces and their fragmented powers, and seek a way to repair the item. Each fragment bears a portion of its former abilities, each as follows.

The outer ring fragment can be used to cast deeper darkness 2/day and create greater undead 1/week.

The inner circle fragment can be used to cast a variance of summon monster spells up to nine times per week, (i.e. the wielder could cast summon monster I nine times per week or summon monster IX once per week)

The right arch fragment can be used to cast phantasmal killer three times per day.

Strong varied; CL 18th; Weight: 5lbs.; Reference: The Scarlet Brotherhood.

**Whip of red shadows**

This +4 brilliant energy shocking burst whip can on a successful critical hit, tears away the victim’s shadow, leaving behind a weeping scarlet silhouette in its wake as the victim’s actual shadow merges with the whip. Until the shadow is healed, the wielder of the whip gains a +2 bonus on attack rolls and damage rolls with the whip against that target, and inflicts 2 points of Wisdom drain with each successful hit. A torn shadow can be healed with a greater restoration, miracle, or wish spell; otherwise it must be allowed to heal naturally (which it does after the victim gets 8 hours of uninterrupted rest).

Strong necromancy; CL 20th; Weight 2 lbs.; Reference: Dungeon 112.

**major artifacts**

**Bringer of doom**

This metallic 6in.-square-box-shaped device covered in various sigils and engraved with arcane markings predates the destruction of the Suel Imperium. In fact, this very same artifact was used in the Invoked Devastation against the Baklunish Empire. The bringer of doom created by Xodast Xuel-Crix around -618 CY was crafted with the aid of another ancient artifact known as the codex of infinite planes. Utilizing the arcane knowledge...
within the codex, Xodast breached the planar boundaries, allowing for a temporary planar transposition, and from hence the bringer of doom was first utilized.

When activated, the bringer of doom allows its user to enhance the effects of any spell that involves extraplanar activity. If used with the proper rituals, large areas of one plane can temporarily transpose over another, effectively producing a major planar bleed. During this "bleed", properties of the transposing plane would effect the entire area. Xodast’s early experiments were tested within the confines of his various laboratories, with varying, though staggering results. During these conjunctions, denizens of the transposed plane could cross the barrier without gates or portals, effectively existing on both planes at once. Though once the spell expires the outsider must choose which plane to stay on (such as in the case of Incabulos and the hordlings released during the Invoked Devastation). Though, it was not until he had tapped the Gray Wastes, that he discovered the destructive power of such a planar conjunction. At which time, Xodast realized that the device must be secreted away for fear of it being used for foul means.

Three centuries later, after Xodast’s untimely demise during a major planar bleed, the artifact was removed from the vaults of the Royal Academy of Magic and used in a rare ritual developed by Xodast himself, called the Invoked Devastation. Which ironically, begat the name for the actual event as well.

While using this artifact, any spells cast that utilize conjuration or evocation are Intensified, Extended, Enlarged, and Widened. The spell’s range extends to Unlimited, as long as the caster can see the target (via scrying) and as long as the target is on the same plane. The spells duration is extended by 2 ranks, (instantaneous becomes 1 round/ level). The spell’s area of effect also can span up to a 900 mile radius. Spells cast in this fashion require the aid of eleven other spellcasters to empower the artifact. Each spellcaster must submit an epic level spell and burn 1,000 XP. Casting spells in this fashion from the artifact adds a +445 Spellcraft DC, which is reduced to +9 if all conditions are met.

Overpowering evocation and conjuration; CL 21+; Weight 5 lbs; Reference: Monster Manual II (1st-edition).

**CRYSTAL OF THE EBON FLAME**
The origin of this artifact is unknown. It is a beautifully formed, diamond-hard mineral the size of a human’s hand.

When a living creature touches the Crystal, it sends forth rays of light while a black flame seems to leap and dance in the heart of the jewel. The character touching the Crystal must attempt a Will saving throw (DC 20). If this save is successful, she remains unaffected by the Crystal’s powers, and all other creatures within 30ft. of the Crystal must make successful Will saves (also DC 20) or be affected as by a symbol of persuasion cast by the character. If the character fails the initial saving throw, she is affected as by a symbol of insanity, and all other creatures within 30ft. must make Will saving throws or be likewise affected, regardless of their hit points.

If the character touching the Crystal successfully against its initial effects, she can control the other powers of the Crystal by gazing into its depths at the dancing black flame.

The character can use the following abilities:
- (1/day) - *discern location, greater scrying* (DC 25), and *vision.*
- (1/day) - *mind blank or protection from spells* (on self only)

*The Crystal allows a -10 circumstance penalty on victims Will save when the user activates the greater scrying ability.

Note: If the Crystal is called upon to perform its maximum number of powers in a single day, the character using the last power becomes the target of a *trap the soul* effect as soon as the last power is complete. If the character fails the saving throw against this effect, her soul becomes part of the flickering black flame within the Crystal, and is utterly lost until the Crystal is destroyed.

Strong varied; CL 20th; Weight *- ; Reference: Arms and Equipment Guide (3rd edition), Book of Artifacts, Dragon 294, Dungeon Masters Guide (1st Edition).*

**DAOUS’ WONDROUS LANTERN**
This beautifully-crafted yellow-gold lantern is set with huge, colorful gems and clear crystal lenses. An unwavering pure flame burns within. The faces are normally fitted with the crystal lenses, but the colorful gems are actually additional lenses, fashioned to fit the four faces of the lantern. The lantern’s magical powers change depending upon which of the lenses are fitted to it.

The flame of daoud’s wondrous lantern cannot be extinguished by any known means, other than by exhausting its supply of fuel. If this occurs, however, the lantern’s possessor is instantly slain. The lamp is fueled by crushed transparent gems, contained in a small compartment at its base. The lantern can be refueled with 10,000gp worth of crushed transparent gems, such as diamonds, rubies, and sapphires. No gemstone worth less
than 500gp can be used as fuel. This load of fuel provides the lantern with 100 charges. If used as a normal lantern, it expends 1 charge per year of burning. The use of magical powers requires additional charges, and thus burns fuel at a faster rate.

The four faces of the lantern can be shuttered so that no light shines through. If all four openings of the lantern are fitted with the crystal lenses, anyone exposed to the lantern’s glow for 4 consecutive hours does not need food, drink, or sleep for the next 12 hours. A full day of exposure to this salubrious radiance acts as a maximized cure light wounds and slow poison spells as well as halting the effects of any disease. Seven consecutive days of exposure grants the user the benefits of a remove disease and neutralize poison spells.

(2 charges) - Ruby (red): heightened hold monster (DC 19), Jacinth (orange): maximized flame strike (DC 15), Topaz (yellow): maximized lightning bolt (DC 13), Emerald (green): haste, Diamond (blue): heightened color spray (DC 19), Sapphire (indigo): heightened fear (DC 19), Amethyst (violet): heightened feeblemind (DC 19); Activation – shuttering three and placing a colored lens is placed in the remaining opening.

(3 charges) - heightened confusion (DC 19); Activation - placing a colored gem lens in each opening of the lantern.

(4 charges) - heightened prismatic spray (DC 19); Activation - placing all seven colored lenses, in any order, in a single opening of the lantern.

(5 charges) - prismatic sphere (DC 19); Activation - placing the diamond lens is alone in one opening, the ruby and jacinth lenses are in the next, the topaz and emerald lenses in the third, and the sapphire and amethyst lenses in the fourth.

Note: Any of these uses runs a chance of breaking a lens, the lantern must make a successful Fortitude save DC 25 or a lens used will shatter.

If a lens shatters, a spellcaster with the Craft Wondrous Item feat can make a new one. The lens requires an enormous gemstone of the appropriate variety, worth at least 10,000 gp, and it must be cut by an expert gemcutter (Craft [gemcutting] check DC 30) who has access to one of the other lenses to use as a guide. In addition to the Craft Wondrous Item feat, the character making the lens must have access to the spell power that lens duplicates and must spend 5,000 gp and 10 days in the crafting process.

Opening or closing one or two shutters on the lantern is a move-equivalent action that does not provoke attacks of opportunity. Placing or removing a lens in an opening is a full round action that does provoke attacks of opportunity from threatening foes.

A character who owns daoud’s wondrous lantern gradually becomes highly possessive of the item, suspicious of those who look at it, and increasingly secretive about it. This increases to paranoid intensity by the time the owner has held the lantern for one year.

Strong varied; CL 20th; Weight 2lbs.; Reference: Arms and Equipment Guide (3rd edition), Book of Artifacts, Dungeon Masters Guide (1st Edition), The Lost Caverns of Tsojcanth

EQUALIZER OF THE GRAN MARCH
Also known as the Sword of Neutrality, this silver longsword is a tool for the balancing powers of the universe. Its creator desired that it be used to equalize (or, more accurately, to termate) the extremes of nature, shifting the universe closer to a neutral balance. Only a True Neutral character can fully use this sword. In the hands of such a character, the weapon bypasses all damage reduction (excluding epic) and the wielder receives special combat modifiers according to the opponent’s alignment:

<table>
<thead>
<tr>
<th>(Opponent’s Alignment)</th>
<th>(Atk/Dmg)</th>
</tr>
</thead>
<tbody>
<tr>
<td>LN, CN</td>
<td>+2/+1d6</td>
</tr>
<tr>
<td>NG, NE</td>
<td>+4/+1d10</td>
</tr>
<tr>
<td>LG, CG, LE, CE</td>
<td>+6/+2d6</td>
</tr>
</tbody>
</table>

Each time an opponent of an extreme alignment is struck, the creature must make a successful Fortitude saving throw (DC 25) or be affected as by a disintegrate cast by a 20th-level-sorcerer. Against true-neutral opponents, the sword receives only the bonuses of a +1 longsword.

Strong varied; CL 20th; Weight: 4lbs.; Reference: Greyhawk Adventures hardback.

EYE OF THE ELDER
The Eye of the Elder is an ancient and potent artifact that looks like a crystal ball. It exudes a greenish light that provides illumination equal to that of a candle. Its history is obscure and ancient indeed, and is said to be tied to gods that existed prior to those now worshiped in the World of Greyhawk.

The Eye of the Elder functions as a crystal ball with see invisibility, detect thoughts, telepathy, and true seeing. While its owner sleeps, a large white eye shot with yellow roams within its confines, stopping at times to look upon the sleeper if he is nearby. It disappears amongst the swirling green lights as the sleeper awakens or when someone approaches within 30 feet. The stare of this strange eye initiates dreams and visions in the owner’s mind. The orb’s owner must
make a successful Will save (DC 25) each month or spend 1d4 days using the orb in a “forever search.” During this search, the scryer has no idea of what he seeks, but the compulsion to scry upon things seemingly unrelated is so strong that he continues to use the Eye for the duration of these 1d4 days without sleep and without pausing to eat or drink.

Once per month, the owner may make a DC 27 Spellcraft check while using the Eye to scry. Success causes two arcane words to manifest in his mind; these are command words that can be used to activate two additional powers. After the word is used, it is lost and it must be regained in a month with another successful Spellcraft check.

Maw (Form): The owner can use this command word to spontaneously cast any transmutation spell he knows. This does not use up a spell slot. The transmutation spell is enhanced by the Extend Spell feat.

Kus (Power): The owner can use this command word to spontaneously enhance a spell he casts with any two metamagic feats from the Player’s Handbook.

Strong divination; CL 20th; 7lbs.; Reference: Dungeon 112.

**JACINTH OF INESTIMABLE BEAUTY**

This reddish gemstone is indescribably beautiful and exquisitely cut in dozens of facets that reflect the smallest light into a splendid display of radiant beams.

When openly displayed in the presence of any light source, the stone doubles the effective radius of illumination. When held, the Jacint of Inestimable Beauty grants its possessor blinding beauty like that of a nymph. This ability affects all creatures within 60 feet of the possessor and of the same creature type (humanoid, outsider, and so on). Those who look directly at the possessor must succeed on a Fortitude save (DC 17) or be permanently blinded. The possessor cannot suppress this ability while holding the gem, only by putting it away.

Once per day on command, the Jacinth can wrap its possessor in unearthly beauty, again like a nymph’s special ability. Creatures of any type within 30 feet who look directly at the item’s owner must succeed on a Will save (DC 19) or become temporarily blinded.


**JOHYDEE’S MASK**

When not worn, Johydee’s Mask appears as a simple white porcelain mask with very plain features. When put on by any creature, however, it immediately transforms into an exact replica of the creature’s face, appearing as though the creature had no mask on at all.

The mask grants its wearer immunity to all gaze attacks and mind-affecting spells and effects. In addition, the wearer gains the following abilities:

- (At will) – disguise self
- (3/day) – alter self
- (1/day) – polymorph
- (1/week) – shapechange


**MANTLE OF CELESTIAN**

This garment is of black cloth, signifying the color of the 7th Order of clerics of Celestian. It acts as a necklace of adaptation, grants a +1 insight bonus to all saves, and acts as a ring of energy resistance (allowing changes in the energy form).

In addition, the mantle is also well suited for travel, and may cast create food and water twice per day.

Further, the Mantle of Celestian has seven large and seven small pockets, and only one of each are needed for food and water, so the remaining 12 act as a bag of holding (type 1).

The mantle also has a special power which is conveyed to the wearer only if he or she is a cleric of Celestian. This dweomer enables the wearer to continual effect to detect chaos/evil/good/law. The power is not automatically bestowed, however, for the wearer must concentrate to sense the aura.

Overwhelming varied; CL 21+; Weight 2lbs.; Reference: Unearthed Arcana hardback.

**ORB OF GOLDEN DEATH**

This item (a.k.a. Yellowskull, Goldenskull, or the Death Orb) was created by Zuggtmoy and Iuz. The artifact resembles a rounded, gold skull three inches in diameter, shaped to resemble a human skull minus the lower jaw. The gold skull with four small niches placed equidistant around the “crown.” Like the orb of silvery death, this is a slightly inferior copy of the orb of oblivion. The Orb’s powers and how to use them are communicated by the Orb mentally to the possessor.

By itself, the orb has the following powers:

- (At will) - detect chaos, detect good, detect evil, detect law, discern lies, and poison.

The following abilities and drawbacks are not mentally described by the Orb.

- No divine spell cast by a cleric of Iuz or Zuggtmoy can affect the possessor when

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the Orb is held (treat as if the cleric always failed a spell resistance check against the possessor). Furthermore, both Zugtmoy and Iuz may scry upon any who possess the Yellowskull as if they were wearing an amulet of inescapable location. Thereby bypassing all magical and mundane protections they have. The protection of the Death Orb notwithstanding, Zugtmoy and Iuz can attempt to persuade or coerce the possessor to hand over the Orb (though they may not take it by force). However, the possessor is forced to react to these evil beings in a somewhat cooperative manner, the degree corresponding to Charisma loss (from the use of the mass suggestion spell) - they receive a -1 to all Charisma and Wisdom-based skills for each Charisma point lost.

Any character who actually gives the Death Orb to either Zugtmoy or Iuz becomes their hopeless thrall afterward.

- If the possessor gazes upon the great throne in the Temple of Elemental Evil, he/she will immediately know how to operate it. The throne can be caused to raise or lower itself, with the user, as an elevator through the Temple.

- The user can command evil beings as if using a mass suggestion spell (DC 20). Each time this ability is used, however, the possessor suffers 1 point of permanent Charisma drain.

- The possessor of the orb of oblivion knows the location of the orb of silvery death as if a discern location spell were used.

- If the possessor is a good-aligned divine spellcaster, he gains a negative level while in contact with the Orb.

**The Orb with the Elemental Power Gems:** The orb gains the following powers when one of the elemental power gems is set into it:

- **All gems:** The gems grant the user the ability to plane shift, at will, to and from the corresponding elemental plane. In addition, the user gains immunity to environmental damage incurred on the corresponding elemental plane. Finally, the user can summon a demon via a summon monster VI-IX spell, each once per week.

- **Fire:** flame strike (1/day), immunity to fire.

- **Water:** wall of ice (1/day), water breathing (at will; possessor only).

- **Air:** fly (1/day), feather fall (at will), immune to any gas.

- **Earth:** wall of stone (1/day), immunity to petrification and poison.

**Destroying the Orb:** The Death Orb can only be destroyed if all the gems are properly inset. It must then be subjected to the following effects, in succession and in the proper order, which causes the Orb to shatter:

- A wind of 50 mph or more.
- A strike from a maul made from a solid piece of granite.
- A very hot flame (1,000 degrees).
- Very cold water (32 degrees).

The procedure causes the Orb to shatter, which causes the Elemental Nodes and Temple to collapse. Zugtmoy takes 111 hp of damage, and is unable to use any powers for four days, and cannot leave her own Abyssal Plane for forty years. Iuz, having less invested in the Death Orb, merely loses the services of evil elemental creatures for four years.

Strong varied; CL 20; Weight: 5 lbs.; Reference: Return to the Temple of Elemental Evil, The Temple of Elemental Evil.

**ORB OF OBLIVION**

This artifact resembles a rounded, clear crystal skull with four small niches placed equidistant around the "crown." This is the "master orb" from which the orb of golden death (now destroyed) and the orb of silvery death were patterned as lesser copies. The orb's powers and how to use them are communicated by the orb mentally to the possessor.

By itself, the orb has the following powers:

(at will) - cause fear, detect good, detect evil, discern lies

(1/day) - insanity

The following abilities and drawbacks are not mentally described by the Orb.

- No divine spell cast by a cleric of Tharizdun or the Elder Elemental Eye can affect the possessor when the Orb is held (treat as if the cleric always failed a spell resistance check against the possessor).

- The user can command evil beings as if using a mass suggestion spell (DC 20). Each time this ability is used, however, the possessor suffers 1 point of permanent Charisma drain.

- The possessor of the orb of oblivion knows the location of the orb of silvery death (and the orb of golden death if it still existed) as if a discern location spell were used.

- If the possessor is a good-aligned divine spellcaster, he gains a negative level while in contact with the Orb.
The Orb with the Elemental Power Gems: The orb gains the following powers when one of the elemental power gems is set into it:

- **All gems:** The gems grant the user the ability to *plane shift*, at will, to and from the corresponding elemental plane. In addition, the user gains immunity to environmental damage incurred on the corresponding elemental plane. Finally, the user can summon a demon via a summon monster VII or VIII spell, each once per week.
- **Fire:** *flame strike* (1/day), immunity to fire.
- **Water:** *wall of ice* (1/day), *water breathing* (at will; possessor only).
- **Air:** *fly* (1/day), *feather fall* (at will), immune to any gas.
- **Earth:** *wall of stone* (1/day), immunity to petrification and poison.

Destroying the Orb: The *orb of oblivion* cannot be destroyed while the *orb of silvery death* exists. When the lesser orb is gone, the owner can will the *orb of oblivion* to consume itself, becoming a sphere of *annihilation*, if all four elemental power gems are inset.

Overwhelming varied; CL 21+; Weight: 5lbs.; Reference: Return to the Temple of Elemental Evil.

ORB OF SILVERY DEATH

This artifact resembles a rounded, silver skull with four small niches placed equidistant around the "crown." Like the *orb of golden death* (now destroyed), this is a slightly inferior copy of the *orb of oblivion*. The Orb’s powers and how to use them are communicated by the Orb mentally to the possessor.

By itself, the orb has the following powers:

(At will) - *cause fear*, *detect good*, *detect evil*, *discern lies*, and *poison*.

The following abilities and drawbacks are not mentally described by the Orb.

- No divine spell cast by a cleric of Tharizdun or the Elder Elemental Eye can affect the possessor when the Orb is held (treat as if the cleric always failed a spell resistance check against the possessor).
- The user can command evil beings as if using a *mass suggestion* spell (DC 20). Each time this ability is used, however, the possessor suffers 1 point of permanent Charisma drain.
- The possessor of the *orb of oblivion* knows the location of the *orb of silvery death* as if a *discern location* spell were used.
- If the possessor is a good-aligned divine

spellcaster, he gains a negative level while in contact with the Orb.

The Orb with the Elemental Power Gems: The orb gains the following powers when one of the elemental power gems is set into it:

- **All gems:** The gems grant the user the ability to *plane shift*, at will, to and from the corresponding elemental plane. In addition, the user gains immunity to environmental damage incurred on the corresponding elemental plane. Finally, the user can summon a demon via a summon monster VI or VII spell, each once per week.
- **Fire:** *flame strike* (1/day), immunity to fire.
- **Water:** *wall of ice* (1/day), *water breathing* (at will; possessor only).
- **Air:** *fly* (1/day), *feather fall* (at will), immune to any gas.
- **Earth:** *wall of stone* (1/day), immunity to petrification and poison.

Destroying the Orb: The Orb of Silvery Death can only be destroyed if all the gems are properly inset. It must then be subjected to the following effects, in succession and in the proper order, which causes the Orb to shatter:

- A wind of 50 mph or more.
- A strike from a maul made from a solid piece of granite.
- A very hot flame (1,000 degrees).
- Very cold water (32 degrees).

Strong varied; CL 20; Weight: 5lbs.; Reference: Return to the Temple of Elemental Evil.

PRISON OF ZAGYG

This small, well-made brass birdcage covered in arcane runes generates a constant anti-magic field within the cage while its exterior is protected by a *screen* spell. The Prison of Zagyg attunes itself to the spellcaster possessing it when he or she learns the power words that activate particular Prison of Zagyg.

The first word locks and unlocks the cage with an *arcane lock* spell. The portal can be opened only from the outside by a spellcaster who can normally overcome such an arcane lock without resorting to additional magic.

The second word binds a creature via a *binding* spell and may also be used to imprison them via an *imprisonment* spell, should the possessor know the true name of the creature to be imprisoned, or else its history (any appropriate Knowledge skill DC 20) in the case of creatures without a name. If the creature being commanded into imprisonment
fails to make its Will save (DC 19 + possessors intelligence bonus), it shrinks to about foot in height and is instantaneously transported into the cage.

The third word releases the captive via a *freedom* spell. Once freed, the former captive is restored to its former size and abilities. Imprisoned creatures are treated as if a *sequester* spell had been cast upon them. An imprisoned creature cannot be freed, unless it is freed by a spellcaster able to open the door of the device or by any other being who casts a miracle or wish spell. A Prison of Zagyg cannot be harmed or affected by the use of force or magic.

Overwhelming abjuration; CL 21+; Weight: 15lbs.; Reference: Unearthed Arcana hardback.

**QUEEN EHLISSA’S MARVELOUS NIGHTINGALE**

This strange esoteric device is a gold songbird mounted in a golden cage. The bird has crystal eyes, tiny golden feathers delicately layered over its body, and a small wind-up key on its underside.

At all times the possessor of the nightingale is protected by a *mind blank* spell. Anyone approaching the possessor of the nightingale must make a Will Save DC 20 or fall under the effects of a *mind fog* spell.

When animated, a marvelous nightingale enlarges and acts in all ways like a roc under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the marvelous nightingale once again becomes a tiny statuette.

In addition, a narrow groove with five notched slots is embedded in the bottom of the cage. By moving a small lever into different notches, the Nightingale plays five different songs each useable at certain times per day.

(3/day) - *good hope, zone of truth* (DC 17)
(2/day) - *modify memory* (DC 19), *mass suggestion* (DC 20)
(1/day) - *mass charm monster* (DC 21)

Unlocking the abilities of the marvelous nightingale requires several hours of research and a successful Knowledge (arcana) or Knowledge (architecture and engineering) skill check DC 20 to discover the features of the levers. A successful Perform check DC 30 unlocks the animation ability and all the rest of the features of the nightingale.

Anyone who uses the nightingale must make a Will save DC 20 or be compelled to covet it more than other item they own, being reduced to a blithering child at its loss.


**RECORDER OF YE'CIND**

This 18-inch piece of hollowed-out lake reed has 10 holes drilled into it. Unlike a flute, it is held vertically and played by blowing into the open end.

Over a century ago, an elf named Ye’Cind traveled throughout the country, compiling and creating ballads and songs to tell the rich history of his beloved land. During this time, he became renowned in all of the lands often bringing music and justice to the surrounding kingdoms.

The recorder protects its owner by emitting an audible and mental *alarm* at anytime any item of the owner’s is stolen within 30ft. of it.

In addition, the recorder has the following abilities:

(1/day) – *lullaby, enthrall*
(3/day) - detect thoughts, suggestion
(2/day) – modify memory, song of discord
(1/day) - *programmed image*

Finally, anyone who hears the music from the recorder for more than one consecutive day must make a successful Will save DC 15 or become tone deaf to all but the recorders music as a blindness/deafness spell.


**SCORPION CROWN**

This heavy cold black iron crown resembles a large scorpion with the legs encircling the head, and the stinger curling up over the head. The crown is currently in the ruins of Shattados's Palace in the Bright Desert.

While, the *scorpion crown* has no practical uses and will curse any who place it upon their head to make a successful Fortitude save (DC 27) or become a master scorpion, while any who owe the wearer allegiance turn into manscorpions (DC 27). The crown's effect only extends to the Bright Desert and is useless if taken elsewhere.

Overwhelming transmutation (evil); CL 21st+; Weight: 2lbs.; Reference: Rary the Traitor.

**SHOES OF FLARLANGHN**

These low, thick-soled shoes are so durable and tough that they never wear out.

Better still, the individual shod in this footwear will never grow fatigued from walking, being able to easily maintain a pace of 20-30 miles per day.

If the wearer is of neutral or neutral good alignment, the following additional benefits are gained: The wearer will receive the benefits of a *ring of jumping* as well as the Lightning Reflexes Feat.

In addition, the wearer receives a +2 luck bonus to all saves that affect movement. The wearer of
the Shoes of Flarlanghn may tread upon any earthen surface as easily as if he or she were on a smooth roadway.

Should the person shod actually be a worshiper of Flarlanghn, then he or she also gains the constant effects of a foresight spell, as well as the following abilities:

(3/day) – spider climb
(1/day) - find the path
Overwhelming varied; CL 21+; Weight 1lb.; Reference: Unearthed Arcana hardback.

TIMEGLASS OF THE MAGE

Appearing to be a 1-foot-tall hourglass, this artifact made its sudden appearance in the hands of an adventurer who had forced his way into the Valley of the Mage. He returned with only the timeglass and the scars of many dangerous encounters. Since then, the timeglass has been sought by many spellcasters because of its reputed powers, which are rumored to be as follows:

1. Stasis. Time itself will bypass a 30-foot cubic area for one-hour per charge expended. Subjective time does not pass for those within the area, and they simply appear to vanish for the intervening time. They reappear at the end of the duration set by the number of charges expended.

2. Free-casting. If the timeglass is held while casting a spell that would normally require the loss of XP, the spell will instead drain one charge from the timeglass for each 500xp the caster would have lost.

3. Restore youth. Youth can be restored to the wielder or any creature of his choice upon command. The process drains one charge from the timeglass and one level from the wielder, but will restore twenty years of youth to the subject creature. The level given up cannot be restored, as doing so will cancel the time reversal; the lost level must be earned anew.

4. Chronomancy. Once per 24-hour period, the owner can invert the timeglass and command one of the following spell effects to occur: time stop, haste, slow, or control water. Each use ages the wielder one year, except time stop, which ages the wielder two years.

The timeglass has up to 50 charges. When the last charge is expended, it shatters into useless fragments. Note: It is rumored that this device is of extra-planar origin and cannot be constructed on the Prime Material Plane.

Overwhelming transmutation; CL 21st+; Weight 2lbs.; Reference: Greyhawk Adventures hardback.

TOME OF THE BLACK HEART

This book was written by several evil magi, whose time of existence upon Oerth is not recorded, save that they dwelt near the Valley of the Mage. The Tome was lost during those years when the Mage of the Valley brought down a great ruin upon these evil ones. The Tome slipped from the ways of dread for a time, only to be located by Tomorast in a curio shop in the city of Greyhawk! The legends do not tell how it came to be there, but it was truly lucky for Tomorast that he found it, for it contained what he had always sought: power and arcane knowledge to procure still more power. He has read extensively from this book, although he is forced to offer a sacrifice to Kerzit every time he peruses its wormeaten pages.

Through the use of the Tome and his own baleful spells, Tomorast has created and brought to life many of the objects that reside on the dungeon levels beneath Maure Castle. His greatest artificing was performed, using the knowledge imparted by the Tome, in the creation of the iron golem that protects the Great Hall. Through the use of the Tome, he has summoned many evil and knowledgeable spirits to guide him in acquiring knowledge of other planes, and how to traverse this realm while remaining in his physical body.

The Tome of the Black Heart is written in Abyssal, and is comprised of many and varied powers and summonings. Each area covered is listed hereafter. Anyone who can cast 6th-level arcane spells can make use of the rituals contained in this book; a Use Magic Device check to emulate a class feature (DC 20) also allows use of the rituals.

Pages 1–12: These pages describe the calling of the guardian demon Kerzit. This conjuration requires 10,000 gp in crushed black opals, the sacrifice of an intelligent humanoid, and two weeks of preparation and meditation. Appropriate vestments must be worn (see area 96), and the words, “Kerzit the Mighty, Kerzit the Strong, Kerzit the Guardian, Kerzit! Kerzit!! Kerzit!!!” must be chanted. This chant protects the conjurer from Kerzit’s attack. At the end of the ritual, which takes 10 minutes to perform, Kerzit appears in a blast of putrescent wind and black smoke. He is immediately affected by a binding spell cast at caster level 20, and gets no saving throw to resist the effects of the spell. Every time the Tome is used, a new sacrifice must be offered to the guardian demon, and the precise ritual must be repeated. Until this binding ritual is completed, the other rituals in the Tome do not function. Pages 13–50: These pages contain the history of the Tome as recorded by its unknown authors. Tomorast’s scrawl can be identified, as he keeps updating the Tome as he learns from it.

Pages 51–120: These pages describe the making of a special iron golem identical to the one found in
area 22. These instructions grant a +5 competence bonus on skill checks made to craft the golem’s body; assembling the body requires a DC 24 Craft (armor smithing) check or a DC 24 Craft (weaponsmithing) check. The ritual holds the prerequisite spells needed for the golem, and effectively grants the builder use of the Craft Construct feat. The ritual can be performed once a year, and it supplies the required XP for creating the golem. The builder must still take six months of time and spend 200,000 gp in raw materials. The builder can incorporate two weapons of his choice into the building of the golem; doing so grants the golem Two-Weapon Fighting as a bonus feat but binds the weapons to the golem so that they cannot be removed without destroying them.

Pages 121–200: These pages describe the construction of an item known as the Dagger Obelisk. This requires three months of preparation time and magical investigation and a 30,000-gp sacrifice to the deities Pharlanghn and Celestian. The ritual itself provides the XP required to create the dagger. The components required for the creation of the dagger include 3 pounds of horn-blende, a teleport spell, an extended plant growth spell, and a sapphire worth at least 5,000 gp (the sapphire must also be at least 95% flawless). Once complete, the Dagger Obelisk functions as a +5 dagger. Its primary function, however, is much different. If the Dagger Obelisk is thrust into fertile ground up to its hilt, a rumbling manifests and the ground parts to make way for a green, spiraling, 30-ft. by 8-ft. plant stalk that pushes up out of the ground and stops in front of the character. A grotto near the front of the stalk appears to be a passageway. This is, in fact, a portal to the Lost City of the Elders. The Dagger Obelisk is consumed when it creates this portal.

Pages 201–268: These pages cover the names of four spirits that can provide information about other planes, if conjured or summoned. The book itself does not grant the ability to contact the spirits, but if the book is used as a focus for any spells to contact, call, or summon these creatures, the caster gains a +4 bonus to his effective caster level. Spells that this can apply to include contact other plane and gate.

Rar-Tum is a spirit of the Elemental Planes. He appears as an admixture of fire, air, water, and earth.

Kesh-Gurh is a spirit of the Para-Elemental Planes, and appears as flowing dust particles filled with ice, heat, and vapor.

Sha-Duan, a spirit of the Plane of Shadow, appears as a 10-ft.-high shadow, and talks in low, sonorous tones.

Mezzik is a spirit of the Demiplane of Knowledge Concerning the 666 Layers of the Abyss and the Layers of Carceri. He prefers to appear as a vrock with bright red skin and green feathers. In fact, he is actually an imp with the ability to shapechange into a vrock for one hour per day.

Strong conjuration [chaos, evil]; CL 20th; 5 lbs.; Reference: Dungeon 112.

COLLABORATIVE ARTIFACTS
Collaborative magic items or artifacts are items that were cast from the same mold or imbued with magical properties through the long-term efforts of their owners. These items bear powers and abilities similar to magic item sets (See Magic Item Compendium 191).

THE BLADES OF CORUSK
The five Blades of Corusk are ancient magical swords created to function most powerfully as a group. Their power depends upon who wields them and how many of the blades are together in one place at one time. Each blade is immune to magical scrying and detection, however they do not confer this protection on their wielders. All of the blades are intelligent weapons with the following statistics.

Varied Alignment Tiny object (See description)

Senses darkvision 120 ft., deathwatch, detect evil 60 ft., hearing; Spot +14, Listen +14

Languages Celestial, Common, Cold Tongue (speech, limited-telepathy)

Hardness 28 hp 70 Ego 17

Abilities Str -, Dex -, Con -, Int 10, Wis 19, Cha 19

Spell-like abilities: varies

SQ varies

Personality: varies

LORE
They are five Blades of Corusk are very ancient blades forged from barbarian magic and wielded by great heroes of the past. The five weapons are lost and scattered, or at least they have been for quite some time. Not even a diviner could find them, for the magic used in their creation bars any form of scrying or detection spell.

The legends say that if the five blades are brought together again, greatness shall come upon the barbarian people. The legends say that a great force is unleashed which will beat down the enemies of the barbarians. The power of the weapons themselves will be greatly magnified and expanded when the Five Become One and a
greater force will inspire the barbarian folk to glory and dominion. All under the guidance of the Great God of the North, Vatun.

COLLECTION BENEFITS
When Blades are brought together, their powers are greater than when they are apart. The wielder of these blades gain the following benefits so long as the other blades are within 120ft. When all of the blades are collected

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<tr>
<td>3 blades</td>
<td>greater teleport (1/week)</td>
</tr>
<tr>
<td>4 blades</td>
<td>freedom (1/day)</td>
</tr>
<tr>
<td>5 blades</td>
<td>gate (ritual of summoning)</td>
</tr>
</tbody>
</table>

Ritual of the Summoning
This ritual spell requires all five of the blades of Corusk. By inspecting the engravings in the blades and making a successful Decipher Script skill check (DC 30) the user can scribe a gate scroll to supposedly summon Vatun from his imprisonment. The ritual itself requires an arcane and a divine spellcaster, as well as a follower of Vatun within the summoning circle. When all five blades are pointed blade in, in a summoning circle and the spell is cast everyone within range is teleported to a pre-destined location where a frozen citadel spell is cast everyone within range is teleported to a pre-destined location where a frozen citadel appears and large doors covered in ice runes bar the way.

DREAMSINGER
This white steel blade features a platinum crosspiece and pommel set with fine moonstones. The blade communicates information about future events involving the quests for the blades to its wielder, but only in a strange manner. Dreamsinger communicates in dreams, as its name suggests, and in these dreams the owner of the weapon sleepwalks and sings in their sleep. The song is in an unknown language and the sleepwalker does not remember it, but fragments of the song remain in the mind. The DM should carefully use these dreams to tantalize the PC’s with hints about the latter stages of the searches for the other Blades of Corusk. This +3 keen harmonizing adamantine rapier (See Magic Item Compendium 35) causes the wielder to suffer bouts of lucidity, as a result of this the wielder suffers a -2 circumstance penalty to Will saves.

In the hands of the barbarian or bard, the wielder may enter a fugue state after waking from a dream vision. At which time the owner must make a successful Concentration skill check (DC 15) or suffer -2 penalty to all Dexterity and Wisdom-based skill checks for the next 5 minutes. These dreams bestow knowledge to the locations of the other four blades of Corusk. Further, the wielder gains the following abilities:

- (At/ Will) - shield
  - (1/day) - augury*, detect thoughts* (DC 16)
  - (2/day) - prayer, sonic scorching ray† (3 rays, 4d6 fire + 4d6 sonic damage each)
  - (1/week) - divination*

* The answers and information gained by the character through the use of these spells should always be conveyed in a cryptic metaphor, simile, or allegory of some kind.
† Energy Admixture effect – Complete Arcane 78

GREENSWATHE
This strange-looking scimitar appears almost arcane or alien in design. The polished gold-looking admanatine blade bears peculiar arabesques and signs are etched into the blade and decorate the handle. While a single emerald is set into the pommel.

Greenswathe acts as a +3 keen blurstrike adamantine scimitar (See Magic Item Compendium 29). In the hands of a barbarian or druid it grants the wielder a +2 insight bonus to Armor Class. When dealing with plants or plant creatures the user gains the following abilities:

- (At Will) - detect animals or plants, speak with plants
  - (1/day) - barkskin, command plants, plant growth

Finally, a druid who possesses Greenswathe may cast one additional spell per day per each level, with the provison that the spell is of the animal or plant domains.

Strong varied; CL 20th; AL N; Weight: 3lbs.; Reference: Five Shall Be One/ Howl from the North.

EDGE, THE
This unusual-looking grayish steel blade never features an edge that dulls or nicks. It is said that The Edge is so sharp it splits hairs with the slightest touch. The hilt of the sword is covered in soft suede leather. Jutting from the pommel like fangs are three blackened daggers.

The Edge acts as a +3 keen sundering adamantine bastard sword that can fire the two daggers from its pommel. These daggers act as +3 keen venomous returning daggers (See Magic Item Compendium 45).

In addition, in the hands of a barbarian, the blade has the ability to locate Harmonizer when within 1,000-ft. of it. When in range The Edge will
thrum when held and will stop and point to the location of Harmonizer.  
In addition, the blade grants the following abilities:
  (2/ day) – shatter (DC 16)
  (1/day) - locate object
  (1/week) – discern location

Strong varied; CL 20th; AL CN; Weight: 10lbs.; 
Reference: Five Shall Be One/ Howl from the North.

HARMONIZER
This shiny surfaced blades bears etchings of a white-robed wizard performing a ritual over five swords can be clearly made out. Behind him is a swirling mass of wind and earth coils eerily. Harmonizer’s size and composition make the weapon look heavy, but it weighs the same as a regular short sword.

When this sword is first retrieved, it immediately scans the immediate area, determining who is a foe and who is a friend of the rogue who possesses the weapon. Once this has been determined, the sword waits until the friends are alone. At this moment, Harmonizer brings into being exact replicas of the characters. The newly arrived duplicates are constructs, not actual people (though they seem to be); they arrive with begin fighting the characters with the precision and skill of the characters. They also possess identical weapons and magical items that the PC’s possess. Harmonizer does this in order to determine the worth of its new wielder, and will not do so again once the PC’s have passed. When battling another rogue, the rogue PC realizes another drawback of the sword. If the rogue puts the sword down to battle at an advantage, this tactic works, but the rogue and his companions must again fight their duplicates when the rogue picks up the sword again.

Harmonizer acts as a +3 defending parrying adamantine short sword (See Magic Item Compendium 40). In addition, in the hands of a rogue the sword grants the user the ability to see invisibility at all times.

Further, the blade grants the following abilities:
  (2/day) – disguise self
  (1/day) – dimension door
  (1/week) – polymorph any object (on blade only, can change weapon type and composition)

Strong varied; CL 20th; AL N; Weight: 1lb.; 
Reference: Five Shall Be One/ Howl from the North.

STALKER
This slender blue steel blade features a hilt, pommel, and crosspiece of stark black adamantine. If it is stared at for any length of time, it seems to have shadows slithering across its surface.

Stalker acts as a +3 keen blurstrike adamantine longsword (See Magic Item Compendium 29). However, in the hands of a ranger, the wielder also receives a +2 insight bonus to Wisdom and Charisma while in possession of this blade. In addition, the ranger also gains a +10 Hide, Move Silently, and Survival skill checks.

Finally, the wielder of the blade gains an affinity with lupine (dog-like) creatures for an unknown reason. All dogs within 60ft. of the wielder are treated as if they had been charmed. When dealing with dogs and wolves the wielder gains the following abilities:
  (At will) – detect animals or plants, speak with animals
  (1/day) – hide from animals, hide from undead, invisibility

Note: In the process of becoming invisible, Stalker’s wielder seems to become shadowy and semi-translucent before he fades from sight.

Strong varied; CL 20th; AL NG; Weight: 5lb.; 
Reference: Five Shall Be One/ Howl from the North.

DOOMGRINDER WEAPONS
These horrible weapons were created by the same unknown people who constructed Doomgrinder. They are highly magical, designed to inflict a maximum number of casualties with maximum suffering. Hundreds of the weapons were mounted on the juggernaut’s exterior, but when it was defeated, the victors stripped it of its weapons, disassembled them, and scattered their parts (which were as resistant to damage as Doomgrinder itself). The derro repairing the juggernaut tried to locate the weapon parts, but they had only limited success and were able to assemble only a few Doomgrinder weapons.

The Doomgrinder weapons share certain common traits:
  • They break into three pieces: a barrel, a firing mechanism and a magical powerpack/ magazine. Even disassembled, individual pieces may have magical properties.
  • They are immune to damage from all magical sources.
  • The weapons have only 1d4+1 charges remaining. Once the charges are gone, the weapons cannot be recharged.
  • The Doomgrinder weapons were intended to be controlled through the juggernaut’s control panels; when fired by a mortal, the user must make a successful Reflex save
(DC 20) or the weapon will backfire causing the same damage to the wielder as to the target. The wielder cannot save against a backfire, but takes the full brunt of the damage.

- Spell Resistance functions against these weapons. Both targets and wielder should roll for Spell Resistance. If Spell Resistance takes effect, the character is not harmed by the weapon.
- These weapons are so horrible that a paladin using one may automatically lose his status, and good-aligned clerics doing so may find that they draw their god’s anger. Atonement and perhaps even a quest may be required to return to their status.

**COLLECTION BENEFITS**

When combined on a juggernaut or other war machine like the Doomgrinder or the Machine of Lum the Mad, these weapons gain the following abilities:

- All save DC’s increase by 5.
- All effects are widened as the Widen Spell feat.
- Anyone struck by a Doomgrinder weapon that fails their save by five or more, must make a second save or suffer the weapons primary and secondary attack forms.

**BONE MELTER**

When fired, this weapon emits a 40ft. cone of white light. The beam does not penetrate walls or even windows, nor does it affect plant life.

The weapons primary attack form forces all beings caught in the beam to make a successful Fortitude save DC 20, or suffer the effects of a sculpted avascular spell (Libris Mortis 62). Alternatively, the secondary attack form forces all victims to make a successful Fortitude save DC 20, or their body will start to spread like a jellyfish- every bone in their body turned to a gel, creatures thus affected suffer a -4 circumstance penalty to all actions. Characters thus affected can only be saved using heal or greater magic.

Strong necromancy; CL 20th; Weight 15lbs.; Reference: The Doomgrinder.

**FLESH EATER**

When fired, this weapon emits a 40ft. cone of sickly greenish light. The beam does not penetrate walls or windows, nor does it affect plant life.

The weapons primary attack form forces all beings caught in the beam to make a successful Reflex save DC 20 or suffer the effects of a sculpted horrid wilting spell.

The weapons secondary attack form forces all victims to make a successful Fortitude save DC 20, or suffer the effects of a sculpted mass contagion spell (mummy rot) that leaves the victim’s skin a reeking paste. Further, anyone touching the victim with bare skin must make a successful Fort save (DC 20) or contract mummy rot themselves.

Strong necromancy; CL 20th; Weight 20lbs.; Reference: The Doomgrinder.

**SHADOW-THROWER**

When fired, this weapon emits 40ft. cone of shadows. The beam does not penetrate walls or windows, nor does it affect plant life.

The weapons primary attack form forces the victim to make a successful Will save DC 20 or suffer the effects of a shadowy grappler spell (Spell Compendium 187).

The weapons secondary attack form summons 2d4 slow shadows (See Dungeon 112 for stat-block) per charge. These shadows relentlessly pursue the being at whom the weapon was aimed until they or the target is slain. Once the target is dead, the summoned shadows fade, although the shadow created from their victim remains to menace his former comrades and allies.

Strong conjuration & illusion; CL 20th; Weight 20lbs.; Reference: The Doomgrinder.

**THE DOOMHEART**

These pieces of the war machine known as the Doomgrinder were arcane components crafted by a cabal of Suel wizards in the Cairn Hills. Following the destruction of the Doomgrinder, these artifacts have gone missing.

**COLLECTION BENEFITS**

If the following pieces of the doomheart are combined the following properties can be attained.

(5/day) – sculpted disintegrate spell (40ft. square or four 10ft. cubes); Activation: sliding the hand of the doomheart downward into the diagonal grooves on the egg, the runes on the soul of the doomheart brighten, showing themselves to be markings of danger, destruction, warning and death.

(5/day) – sculpted widened disintegrate spell (cone 80ft. long); Activation: placing the Spear of the Doomheart into the hole in the front of the egg, thus completing the weapon and reducing the alarming glow of the runes.
(5/day) – sculpted widened empowered disintegrate spell (cone 80ft. long); Activation: placing the doomheart at the head of a colossal vehicle such as the Doomgrinder.

Activating any of the above abilities requires a successful Fortitude save (DC 25) for both the weapon and its user or both suffer feedback and overload the doomheart. Each usage raises the DC by 1. Once the doomheart has been assembled only a limited wish or greater magic can separate them.

**HAND OF THE DOOMHEART**
This U-shaped piece of metal has four indentations, almost as if it were meant to be gripped and held with the points outward like some strange dagger. Its ends taper off into sharp points.

If wielded in combat, it is considered to be a +1 spell-storing adamantine dagger. If held in this fashion and placed against an item that requires a command word, the hand may activate the item if the user makes a successful Use Magic Device check (DC 25); the item will function even if a command word is required.

**SPEAR OF THE DOOMHEART**
This steel rod is 1ft. in length, one inch thick, with a hemisphere of diamond sticking out of the end.

The spear grants the user the ability to enhance their spells with any metamagic feats they know (3/day).

If the user does not have metamagic feats they may use any of the following (3/day):
Empower spell, Sculpt Spell, or Widen Spell.

For each use in this manner, the user must make a successful Spellcraft check (DC 25 + spell level) or the item will overload, ruining the spell and causing the wielder 5d6 electrical damage.

**SOUL OF THE DOOMHEART**
This shiny grey-metal 18in. tall egg is covered with faint runes too faint to figure out. On two sides are parallel diagonal grooves tapering slightly at one end. The side on the downward point of the diagonal grooves has a 2in. deep hole bored into it.

The egg acts as a rod of absorption, in regards to any evocation spell cast near its user. Further, the egg glows red hot for 1 minute per die of damage afterwards. In such a state, the egg deals 2 points of heat damage per round to its bearer.
Caster Level: 20th (artifact); Weight: 5lbs.; Reference: The Star Cairns.

**HELM & WAND OF LYNERDEN THE SPINNER**
Such was the power of the ancient Oeridian mage Lynerden that the individual items of this pairing are powerful indeed, though neither can be used save by an arcane spellcaster. Currently, Delglath and Lakaster busily interrogate extraplanar beings, pore over old tomes, and so on. Lakaster has even expended a wish to learn more, but to no avail. The truth only can be found (if one does not possess both halves of an artifact) in the original writings of Krevell and Lynerden the Spinner. If any copies of their works survive, they are in far-flung places, perhaps guarded by powerful mages, fiends, or worse.

Each of these artifacts are protected by screen and sequester spells (CL 21+), so that the combined properties are almost impossible to determine unless one possesses both halves.

**COLLECTION BENEFITS**
If the two are held by a wizard of at least 17th-level, however, their combined power is vastly enhanced. When combined the artifacts grant the user the ability to add any of their Spell Focus feats to spells cast from either artifact. In addition, the user retains the ability to add their INT, WIS or CHA bonus to this as well.

- (1/day) - delayed blast fireball (DC 17), incendiary cloud (DC 18), mass invisibility, screen (DC 18)
- (1/ week) - limited wish (DC 17), meteor swarm (DC 19)
- (1/ every 3 months) – wish (DC 19)

Overpowering varied; CL 21+; Weight - see above; Reference: Ivid the Undying.

**THE HELM OF LYNERDEN THE SPINNER**
The helm, if worn, grants a +4 insight bonus to Armor Class and a +4 insight bonus to all saves against all mental-affecting spells or effects. The user may also cast color spray (3/day), major image (2/day), and shadow evocation (1/day).

Strong varied; CL 17; Weight 1lbs.

**THE WAND OF LYNERDEN THE SPINNER**
The wand grants its user a +4 insight bonus to all saves against cold, fire-based attacks. The user may also cast fireball and cone of cold (1/day each).

Strong varied; CL 17th; Weight 4lbs.
MACE & TALISMAN OF KREVELL

Krevell was a dreaded priest of Nerull, and his baneful items have the appropriate magical qualities, though neither can be used save by an evil divine spellcaster.

Each artifact is protected by a *screen* and a *sequester* spell (CL 21+), so that combined properties are almost impossible to scry unless one possesses both halves.

COLLECTION BENEFITS

If the two are held by a cleric of Nerull, however, their combined power is vastly enhanced. When combined the artifacts grant the user the ability to add any of their Spell Focus feats to spells cast from either artifact. In addition, the user retains the ability to add their INT, WIS or CHA bonus to this as well. In addition, the functions above can be used seven times more frequently, and the following powers are gained.

- +2 CL when creating or rebuking undead.
- (At will) – *gaseous form*
- (1/day) – *blasphemy* (DC 17), *destruction* (DC 17), *symbol of death* (DC 18)
- (1/week) – *gate*, *implosion* (DC 19)
- (1/month) – *plane shift* (Negative Material plane with no ill-effects)

Overpowering varied; CL 21+; Weight - see above; Reference: Ivid the Undying.

THE MACE OF KREVELL

This +5 *unholy spell-storing light mace* which allows the user to cast *animate dead* (1/day), and *energy drain* (3/week) on a successful hit.

Strong varied; CL 17th; Weight 4lbs.

THE TALISMAN OF KREVELL

The talisman projects an aura of paralysis (Fortitude save DC 25) emanating in a 20ft.-radius around its user.

Strong varied; CL 17th; Weight 1lbs.

OTHER ARTIFACTS OF OERTH

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<td>The Lost Caverns of Tsojcanth, various issues of Dragon</td>
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<td>Gauntlet, The; UK2 The Sentinel</td>
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<td>Heward’s Mystical Organ</td>
<td>Dragon 29, Dungeon Master’s Guide 1e</td>
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<td>Horn of Change</td>
<td>Book of Artifacts, Dungeon 124 - Chambers of Antiquities, Dungeon Master’s Guide 1e</td>
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<td>Hunger</td>
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<td>Invulnerable Coat of Arnd</td>
<td>Book of Artifacts, Dungeon Master’s Guide 1e, Epic Level Handbook 154</td>
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<td>Kuroth’s Quill</td>
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<td>Teeth of Dahlver Nar</td>
<td>See Tome of Magic - Pact, Shadow, &amp; Truename Magic 77</td>
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<td>Isle of the Ape, Return of the Eight</td>
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