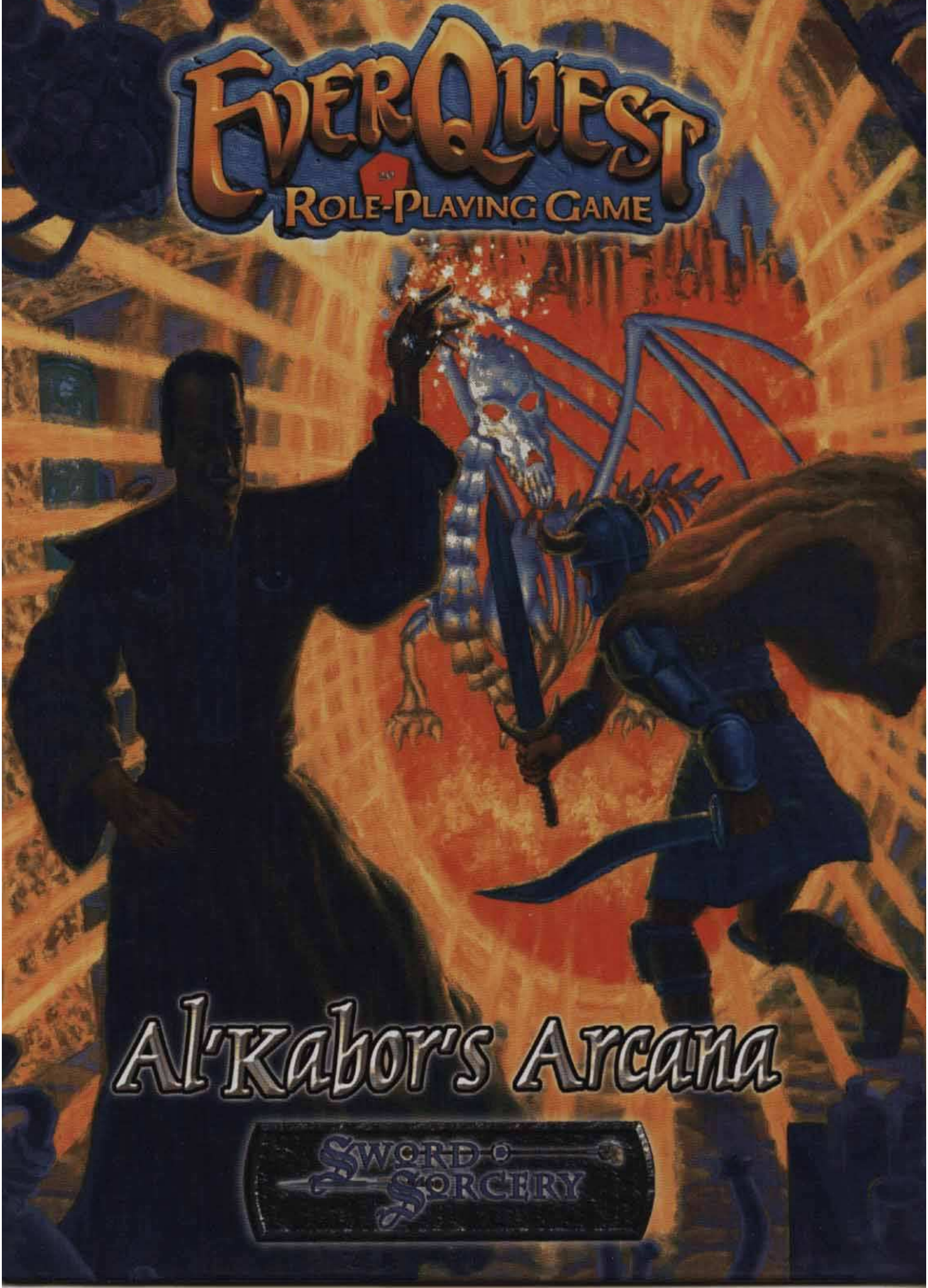
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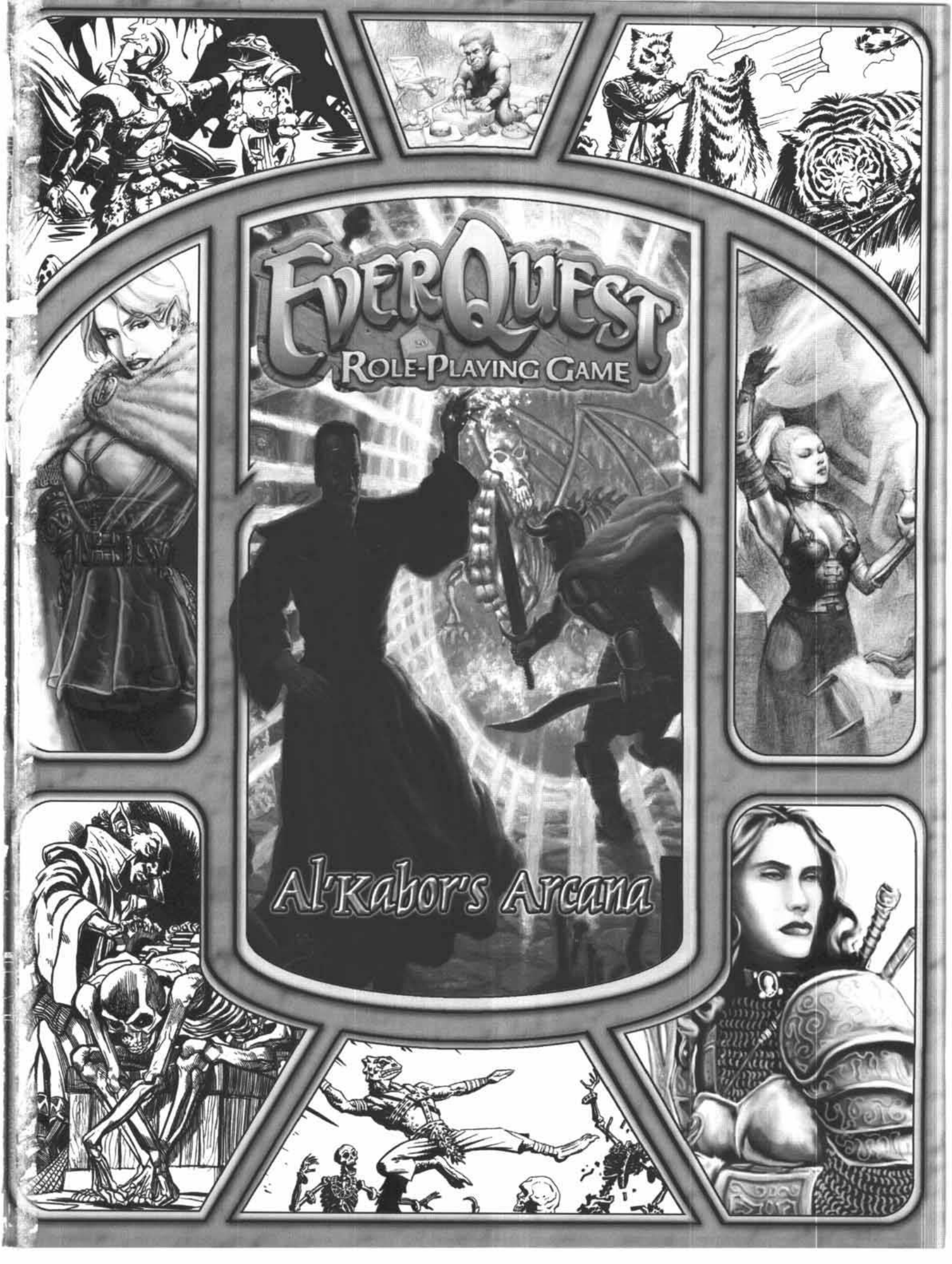
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Role-Playing Game
Al'Kabor's Arcana

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Chapter One: Converted Spells

For the foreseeable future, pen-and-paper role-playing will continue to have certain advantages and disadvantages with respect to online role-playing. While there's no computer tracking your hit points for you or giving you the three-dimensional eye-candy of comrades and opponents, pen-and-paper play does offer a lot more versatility in its magic system. For example, in online play it's terribly challenging to implement a spell like *suggestion*, which allows a spellcaster to compel an opponent into some otherwise unintended course of action. A live GM can handle such freeform outcomes in pen-and-paper play, but a computer would require massive amounts of programming to even approach it — not all that economical just to model one spell.

As the origins of the huge volume of spells and songs in the *EQ: Player's Handbook* lie in the online *EverQuest* game, that collection of spells necessarily mirrors the various limitations of online magic despite the pen-and-paper format. We recognized this fact while making the *EQ: Player's Handbook* (and many players have voiced the same sorts of concerns on our forums at **www.EQrpg.com**), yet with the Player's Handbook already pushing 400 pages, there just wasn't room to add more spells that could take advantage of the flexibility of pen-and-paper play.

In any case, some players have asked for some suggestions on converting "standard 3rd edition fantasy" spells from the spell-level-based magic system to the *EverQuest Role-Playing Game*'s mana-based system.

We've decided to hurl the first stone toward killing these two birds by converting some "standard 3rd edition fantasy" spells to the mana-based system; we've focused on those spells which, by their nature, require the flexibility of GM and player imagination to use in pen-and-paper play.

It's worth noting that the songs and spells in this appendix should *not* be considered official *EverQuest Role-Playing Game* canon: We're providing them here to offer an option that increases the versatility of spellcasters in your own campaign and provides some examples of how to convert level/slot-based spells to mana-based spells.

One thing you may note in these converted spells is that the mana cost for rather simple utility spells (such as *knock* to open locked doors, for example) at first seems quite high. The high mana cost of these spells counterbalances the flexibility *EverQuest* spellcasters have to prepare almost any of their spells with but a moment's notice as often as they require (as long as their mana pool sustains it). Worse, and perhaps more importantly, an *EverQuest* wizard throwing *knock* spells around for 1 mana would trivialize not only the challenge of locked doors, but one of the rogue class's specialties.

Bard Songs

Before we get to the spells, though, we can't in good conscience short-change Norrath's magical minstrels. Here are three bard songs converted from the standard 3rd edition fantasy spells *jump*, *protection from arrows*, and *song of discord*.

Jig of Jumping

Bard Song
Level: Brd 1
Song Line: *Jig of jumping*
Instrument: Percussion (Dex)
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Performance
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)

The target of this jig gets a +15 bonus on Jump checks and does not have the usual maximum limits for jumping distance. For leaps of maximum horizontal distance, the jump reaches its peak (one-fourth the horizontal distance) at the halfway point.

The Jump bonus increases to +30 with the successful use of a percussion instrument.

Altora's Aria against Arrows

Bard Song
Level: Brd 2
Song Line: *Altora's aria against arrows*
Instrument: Wind (Dex)
Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Creatures warded by this song gain damage reduction 8/+1 against ranged weapons. (They ignore the first 8 points of damage each time they take damage from a ranged weapon, although a weapon with a +1 enhancement bonus or any magical attack bypasses the reduction.)

The damage reduction increases to 12/+1 with the successful use of a wind instrument.

Strain of Discord

Bard Song [Compulsion, Mind-Affecting]
Level: Brd 14
Song Line: *Song of dawn*
Instrument: Wind (Dex)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels
Duration: Performance
Saving Throw: Will negates
Spell Resistance: Yes

As *song of dawn*, except the bard cannot choose opponents for the affected targets (they simply turn on each other rather than attacking the bard) and the instilled aggravation lasts for as long as the bard continues this song. Each affected target has a 50% chance to attack the nearest other creature affected by this spell (roll to determine each creature's behavior each round at the beginning of its turn). An affected creature that does not attack the nearest target also affected by this spell is free to attack another opponent of its own choice, although it cannot attack the bard who sings this song.

Creatures forced to attack their fellows by means of this song use their most efficacious attacks, casting their best spells and otherwise practicing their most effective tactics. They need not, however, attack a foe that is apparently unconscious.

Spell Lists

Beastlord Spells

1st-Level Beastlord Spells

Speak with Animals (2). Subject can communicate with natural animals.

2nd-Level Beastlord Spells

Animal Messenger (3). Sends a Tiny animal to a specific place.

3rd-Level Beastlord Spells

Spider Climb (10). Subject can walk on walls and ceilings.

4th-Level Beastlord Spells

Freedom of Movement (6). Subject moves normally despite impediments.

7th-Level Beastlord Spells

Dream (12). Caster sends message to anyone sleeping.

10th-Level Beastlord Spells

Regenerate (40). Subject's severed limbs grow back.

Cleric Spells

1st-Level Cleric Spells

Command (2). Target obeys one-word command for 1 round.

Magic Weapon (3). Weapon gains a +1 enhancement bonus to attack and damage.

2nd-Level Cleric Spells

Courage of Marr (4). Grants subject +2 on attacks, saves, and skill checks.

Shield Other (4). Caster takes half of subject's damage.

3rd-Level Cleric Spells

Augury (4). Caster learns whether an action will be good or bad.

Glyph of Warding (12). Inscription harms those who pass it.

Rage of Zek (13). Up to six targets gain +2 Str and Con, +1 on Will saves, and –2 AC.

4th-Level Cleric Spells

Freedom of Movement (6). Subject moves normally despite impediments.

Lesser Geas (14). Commands subject of 7 HD or less.

Negative Energy Protection (4). Subject resists level and ability drains.

Speak with Dead (3). Corpse answers one question/two levels.

5th-Level Cleric Spells

Divination (7). Provides useful advice for specific proposed actions.

Greater Command (16). As *command*, but affects multiple targets for up to 8 rounds.

Symbol of Terris-Thule (28). Triggered rune causes nearby creatures to slumber.

6th-Level Cleric Spells

Geas (30). As *lesser geas*, with no save and affecting any creature.

Greater Magic Weapon (28). +3 bonus to a weapon or set of ammunition.

Symbol of Innoruuk (30). Triggered rune wracks nearby creatures with pain.

7th-Level Cleric Spells

Regenerate (40). Subject's severed limbs grow back.

Symbol of Cazic-Thule (34). Triggered rune instills supernatural fear in 1 or more creatures.

True Seeing (12). Subject sees all things as they really are.

8th-Level Cleric Spells

Symbol of Vazaelle (45). Triggered rune renders nearby creatures insane.

12th-Level Cleric Spells

Epic Magic Weapon (52). +5 bonus to a weapon or set of ammunition.

Druid Spells

1st-Level Druid Spells

Feather Fall (2). Caster falls slowly.

Speak with Animals (2). Subject can communicate with natural animals.

2nd-Level Druid Spells

Animal Messenger (3). Sends a Tiny animal to a specific place.

Speak with Plants (2). Caster can talk to normal plants and plant creatures.

Warp Wood (4). Wood bends (shaft, handle, door, plank).

3rd-Level Druid Spells

Augury (4). Caster learns whether an action will be good or bad.

Spider Climb (10). Subject can walk on walls and ceilings.

4th-Level Druid Spells

Freedom of Movement (6). Subject moves normally despite impediments.

5th-Level Druid Spells

Wall of Thorns (15). Thorns damage anyone who tries to pass.

6th-Level Druid Spells

Divination (7). Provides useful advice for specific proposed actions.

Wall of Fire (10). 2d8 fire damage out to 10 ft. and 1d8 out to 20 ft. Passing through wall deals 4d10.

Wall of Stone (14). Creates a stone wall that can be shaped.

7th-Level Druid Spells

Control Weather (20). Changes weather in local area.

True Seeing (12). Subject sees all things as they really are.

8th-Level Druid Spells

Regenerate (40). Subject's severed limbs grow back.

Enchanter Spells

1st-Level Enchanter Spells

Command (2). Target obeys one-word command for 1 round.

Ventriloquism (1). Caster throws voice for 1 min./level.

2nd-Level Enchanter Spells

Detect Thoughts (4). Caster may "listen" to targets' surface thoughts.

Feather Fall (2). Caster falls slowly.

Magic Mouth (3). Speaks once when triggered.

3rd-Level Enchanter Spells

Courage of Marr (4). Grants subject +2 on attacks, saves, and skill checks.

Suggestion (6). Compels target to follow stated course of action.

Tongues (5). Subject may speak and understand any language.

4th-Level Enchanter Spells

Rage of Zek (13). Up to six targets gain +2 Str and Con, +1 on Will saves, and –2 AC.

Lesser Geas (14). Commands subject of 7 HD or less.

5th-Level Enchanter Spells

Greater Command (16). As *command*, but affects multiple targets for up to 8 rounds.

Seeming (14). Changes appearance of one person/two levels.

Symbol of Terris-Thule (28). Triggered rune causes nearby creatures to slumber.

Telepathic Bond (6). Mental link lets allies communicate.

6th-Level Enchanter Spells

Dream (12). Caster sends message to anyone sleeping.

Mass Suggestion (20). As *suggestion*, affecting one target/level.

Veil (20). Changes appearance of group of creatures.

7th-Level Enchanter Spells

Geas (30). As *lesser geas*, with no save and it affects any creature.

8th-Level Enchanter Spells

Symbol of Vazaelle (45). Triggered rune renders nearby creatures insane.

True Seeing (12). Subject sees all things as they really are.

Magician Spells

2nd-Level Magician Spells

Feather Fall (2). Caster falls slowly.

Magic Mouth (3). Speaks once when triggered.

Web (4). Fills 20-ft-radius spread with sticky spider webs.

3rd-Level Magician Spells

Glyph of Warding (12). Inscription harms those who pass it.

Tiny Hut (8). Creates magical shelter for 10 creatures.

4th-Level Magician Spells

Secure Shelter (15). Creates sturdy but temporary cottage.

Stinking Cloud (9). Creates cloud of nauseating vapors, 1 round/level.

5th-Level Magician Spells

Wall of Fire (10). 2d8 fire damage out to 10 ft. and 1d8 out to 20 ft. Passing through wall deals 4d10.

Wall of Stone (14). Creates a stone wall that can be shaped.

6th-Level Magician Spells

Instant Summons (30). Prepared object appears in caster's hand.

Necromancer Spells

2nd-Level Necromancer Spells

Speak with Dead (3). Corpse answers one question/two levels.

3rd-Level Necromancer Spells

Negative Energy Protection (4). Subject resists level and ability drains.

Stinking Cloud (9). Creates cloud of nauseating vapors, 1 round/level.

4th-Level Necromancer Spells

Glyph of Warding (12). Inscription harms those who pass it.

5th-Level Necromancer Spells

Shield Other (4). Caster takes half of subject's damage.

Symbol of Innoruuk (30). Triggered rune wracks nearby creatures with pain.

6th-Level Necromancer Spells

Magic Jar (16). Caster may possess another creature.

Symbol of Cazic-Thule (34). Triggered rune instills supernatural fear in 1 or more creatures.

Paladin Spells

1st-Level Paladin Spells

Command (2). Target obeys one-word command for 1 round.

Magic Weapon (3). Weapon gains a +1 enhancement bonus to attack and damage.

2nd-Level Paladin Spells

Shield Other (4). Caster takes half of subject's damage.

4th-Level Paladin Spells

Holy Weapon (18). Caster's held weapon gains +5 enchantment, deals +2d6 damage against evil, and wards 10 ft. area.

5th-Level Paladin Spells

Greater Command (16). As *command*, but affects multiple targets for up to 8 rounds.

Greater Magic Weapon (28). +3 bonus to a weapon or set of ammunition.

Negative Energy Protection (4). Subject resists level and ability drains.

6th-Level Paladin Spells

Freedom of Movement (6). Subject moves normally despite impediments.

9th-Level Paladin Spells

Regenerate (40). Subject's severed limbs grow back.

12th-Level Paladin Spells

Epic Magic Weapon (52). +5 bonus to a weapon or set of ammunition.

Ranger Spells

1st-Level Ranger Spells

Speak with Animals (2). Subject can communicate with natural animals.

2nd-Level Ranger Spells

Animal Messenger (3). Sends a Tiny animal to a specific place.

Feather Fall (2). Caster falls slowly.

Speak with Plants (2). Caster can talk to normal plants and plant creatures.

Warp Wood (4). Bends wood (shaft, handle, door, plank).

3rd-Level Ranger Spells

Spider Climb (10). Subject can walk on walls and ceilings.

5th-Level Ranger Spells

Wall of Thorns (15). Thorns damage anyone who tries to pass.

6th-Level Ranger Spells

Freedom of Movement (6). Subject moves normally despite impediments.

7th-Level Ranger Spells

Wall of Fire (10). 2d8 fire damage out to 10 ft. and 1d8 out to 20 ft. Passing through wall deals 4d10.

9th-Level Ranger Spells

Regenerate (40). Subject's severed limbs grow back.

Shadow Knight Spells

2nd-Level Shadow Knight Spells

Speak with Dead (3). Corpse answers one question/two levels.

3rd-Level Shadow Knight Spells

Stinking Cloud (9). Creates cloud of nauseating vapors, 1 round/level.

4th-Level Shadow Knight Spells

Negative Energy Protection (4). Subject resists level and ability drains.

5th-Level Shadow Knight Spells

Symbol of Innoruuk (30). Triggered rune wracks nearby creatures with pain.

6th-Level Shadow Knight Spells

Shield Other (4). Caster takes half of subject's damage.

Symbol of Cazic-Thule (34). Triggered rune instills supernatural fear in 1 or more creatures.

Shaman Spells

1st-Level Shaman Spells

Feather Fall (2). Caster falls slowly.

2nd-Level Shaman Spells

Augury (4). Caster learns whether an action will be good or bad.

Speak with Animals (2). Subject can communicate with natural animals.

3rd-Level Shaman Spells

Animal Messenger (3). Sends a Tiny animal to a specific place.

Rage of Zek (13). Up to six targets gain +2 Str and Con, +1 on Will saves, and –2 AC.

Spider Climb (10). Subject can walk on walls and ceilings.

4th-Level Shaman Spells

Divination (7). Provides useful advice for specific proposed actions.

Freedom of Movement (6). Subject moves normally despite impediments.

Lesser Geas (14). Commands subject of 7 HD or less.

Speak with Plants (2). Caster can talk to normal plants and plant creatures.

5th-Level Shaman Spells

Dream (12). Caster sends message to anyone sleeping.

True Seeing (12). Subject sees all things as they really are.

6th-Level Shaman Spells

Geas (30). As *lesser geas*, with no save and it affects any creature.

Symbol of Terris-Thule (28). Triggered rune causes nearby creatures to slumber.

7th-Level Shaman Spells

Regenerate (40). Subject's severed limbs grow back.

9th-Level Shaman Spells

Control Weather (20). Changes weather in local area.

Wizard Spells

1st-Level Wizard Spells

Hold Portal (2). Holds door shut.

Magic Weapon (3). Weapon gains a +1 enhancement bonus to attack and damage.

Sense Secret Door (3). Caster senses nearest hidden portal or covering within range.

2nd-Level Wizard Spells

Feather Fall (2). Caster falls slowly.

Knock (12). Opens locked or magically sealed portal, lid, or fastener.

3rd-Level Wizard Spells

Detect Thoughts (4). Caster may "listen" to targets' surface thoughts.

Magic Mouth (3). Speaks once when triggered.

4th-Level Wizard Spells

Glyph of Warding (12). Inscription harms those who pass it.

Tiny Hut (8). Creates shelter for 10 creatures.

Spider Climb (10). Subject can walk on walls and ceilings.

Stinking Cloud (9). Creates cloud of nauseating vapors, 1 round/level.

5th-Level Wizard Spells

Greater Magic Weapon (28). +3 bonus to a weapon or set of ammunition.

6th-Level Wizard Spells

Wall of Fire (10). 2d8 fire damage out to 10 ft. and 1d8 out to 20 ft. Passing through wall deals 4d10.

12th-Level Wizard Spells

Epic Magic Weapon (52). +5 bonus to a weapon or set of ammunition.

Spells

Animal Messenger

Alteration [Mind-Affecting]
Level: Bst 2, Dru 2, Rng 2, Shm 3
Spell Line: *Animal messenger*
Mana: 3
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One Tiny animal
Duration: 1 day/level
Saving Throw: None
Spell Resistance: Yes

The character compels a Diminutive or Tiny animal to go to a spot the character designates. The animal cannot be one tamed or trained by someone else.

Using some type of food desirable to the animal as a lure, the character calls the animal to him. It advances and awaits the character's bidding. The character can mentally impress upon the animal a certain place well known to him or an obvious landmark. The directions must be simple, because the animal depends entirely on the character's knowledge and can't find a destination on its own. The character can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows other people to approach it and remove any scroll or token it carries. The intended recipient of a message gains no special ability to communicate with the animal or to read any attached message.

The spell works only on normal animals with an Intelligence score of 1 or 2.

Augury

Divination
Level: Clr 3, Dru 3, Shm 2
Spell Line: *Augury*
Mana: 4
Components: V, S, F
Casting Time: 1 action
Recast: 10 minutes
Range: Personal
Target: Caster
Duration: Instantaneous

An augury can tell the caster whether a particular action in the immediate future will bring good or bad results. The base chance for receiving a meaningful reply is 70% + 1% per caster level; the GM makes the roll secretly. The GM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, the character gets one of four results:

- "Weal" (if the action will probably bring good results).
- "Woe" (for bad results).

- "Weal and woe" (for both).
- "Nothing" (for actions that don't have especially good or bad results).

If the spell fails, the character gets the "nothing" result. A caster who gets this result has no way to tell whether it resulted from a failed or successful augury.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the augury. Thus, it might miss the long-term consequences of the contemplated action. All auguries cast by the same person about the same topic use the same dice result as the first augury.

Focus: (Un)holy symbol worth at least 25 gp value.

Command

Alteration [Language-Dependent, Mind-Affecting]
Level: Clr 1, Enc 1, Pal 1
Spell Line: *Command*
Mana: 2
Components: V
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

The character gives the subject a one-word command in the form of a simple verb in the imperative mood, which the subject then obeys to the best of his or her ability. For instance, a command of "Suicide" fails because "suicide" is a noun, not a verb. The command "Drop" is a viable option, since "drop" can be used as a verb, but the target might simply drop an item held in its hands rather than falling to the floor, as the caster had intended. A command of "Die" causes the subject to swoon and fall prone, faking death for 1 round.

A very reasonable command may impose a penalty on the saving throw (from –1 to –4, at the GM's discretion).

Control Weather

Alteration
Level: Dru 7, Shm 9
Spell Line: *Control weather*
Mana: 20
Components: V, S
Casting Time: 10 minutes
Recast: Instant
Range: Fixed
Area: Two-mile-radius circle, centered on the character's location
Duration: 8d12 hours (D)
Saving Throw: None
Spell Resistance: No

The character changes the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. The character can call forth weather appropriate to the climate and season of the area she is in.

Season	Possible Weather
Spring	Tornado, thunder storm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw

The character controls the general tendencies of the weather, such as the direction and intensity of the wind. She cannot control specific applications of the weather, such as the direction of a tornado once it manifests. When the character selects a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually over that time). This weather continues for the duration, or until the character uses a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (whether naturally occurring, such as precipitation or "St. Elmo's fire," or otherwise) as well as create them.

Courage of Marr

Alteration [Mind-Affecting]
Level: Clr 2, Enc 3
Spell Line: *Courage of Marr*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Touch
Targets: One creature
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell grants the creature touched a +2 morale bonus on attack rolls, saving throws, and skill checks.

Detect Thoughts

Divination [Mind-Affecting]
Level: Enc 2, Wiz 3
Spell Line: *Detect thoughts*
Mana: 4
Components: V, S, F
Casting Time: 1 action
Recast: 1 minute
Range: 60 ft.
Area: Quarter circle emanating from the caster to the end of the range
Duration: Concentration, up to 1 minute/level (D)
Saving Throw: Will negates (see text)
Spell Resistance: No

The caster can detect other creatures' surface thoughts. The amount of information revealed depends on how long the caster studies a particular area or subject:

1st Round: The presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: The number of thinking minds and the Intelligence score of each. If the highest Intelligence in the area is at least 10 points higher than the caster's and at least 26 or higher, the caster is stunned for 1 round and the spell ends.

3rd Round: The surface thoughts of any mind in the area. A target's Will save prevents the caster from reading its thoughts, and the caster must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that the caster can pick up.

Each round, the caster can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. The caster cannot pinpoint the location of thinking minds in the area if he cannot see the creatures whose thoughts he is detecting.

Focus: A copper piece.

Divination

Divination
Level: Clr 5, Dru 6, Shm 4
Spell Line: *Augury*
Mana: 7

Components: V, S, M, F
Casting Time: 10 minutes
Recast: 10 minutes
Range: Personal
Target: Caster
Duration: Instantaneous

This spell can provide the caster with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme, vision, or omen.

In all cases, the GM controls what information the caster receives. Note that if the caster doesn't act on the information immediately, the conditions may change subsequently so that the information is no longer useful.

The base chance for a correct divination is 70% + 1% per caster level. The GM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against divination spells have been taken). If the dice roll fails, the caster knows the spell failed, unless specific magic yielding false information is at work.

Multiple divinations about the same topic by the same caster use the same dice result as the first divination and yield the same answer each time, unless the circumstances about that topic have changed.

Material Component: Religious offering worth at least 25 gp.

Focus: (Un)holy symbol worth at least 25 gp.

Dream

Divination [Mind-Affecting]
Level: Bst 7, Enc 6, Shm 5
Spell Line: *Dream*
Mana: 12
Components: V, S
Casting Time: 1 minute
Recast: Instant
Range: Unlimited
Target: One living creature touched
Duration: See text
Saving Throw: None
Spell Resistance: Yes

The caster or a messenger touched by the caster sends a phantasmal message to another creature in the form of a dream. At the beginning of the spell, the caster must name the recipient or identify her by some title that leaves no doubt as to her identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message (and thus this spell's duration) can technically be of any length, and the recipient remembers it all perfectly upon waking.

The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing her dreams. Once the message is delivered, the messenger's mind returns instantly to his body.

If the recipient is awake when the spell begins, the messenger can choose to wake up (thus ending the spell) or to remain in the trance until the recipient goes to sleep, then enter her dream and deliver the message as normal. If the messenger is disturbed during the trance, he awakens and the spell ends.

Creatures that don't sleep or dream cannot be contacted by this spell.

The messenger is totally unaware of his own surroundings or the activities around him while in the trance: In game terms, he is *helpless* while in the trance.

Epic Magic Weapon

Alteration
Level: Clr 12, Pal 12, Wiz 12
Spell Line: *Magic weapon*
Mana: 52

As *greater magic weapon*, except this spell provides a +5 enhancement bonus to the affected weapon or projectiles.

Feather Fall

Alteration
Level: Dru 1, Enc 2, Mag 2, Rng 2, Shm 1, Wiz 2
Spell Line: *Feather fall*
Mana: 2
Components: V
Casting Time: Free action (see text)
Recast: Instant
Range: Personal
Target: Caster
Duration: Until landing, up to 1 round/level (D)
Saving Throw: None
Spell Resistance: No

The caster can cast *feather fall* quickly enough to save herself if she falls unexpectedly. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one free-action spell per round.

While feather falling, the caster's rate of falling is instantly changed to a mere 60 feet per round, with no damage incurred upon landing if the spell remains in effect. However, when the spell duration ceases, the normal rate of acceleration ensues.

Feather fall does not function any time *levitate* or similar magic does not function.

Freedom of Movement

Abjuration
Level: Bst 4, Clr 4, Dru 4, Pal 6, Rng 6, Shm 4
Spell Line: *Freedom of movement*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)

This spell enables the creature touched (the caster may touch himself) to move normally for the duration of the spell, even under the influence of magic that usually impedes movement such as *root* or *snare* spells.

The spell also allows a caster to move and fight normally while under water, provided that any weapon used is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, allow water breathing, nor does it negate any slow effects.

Against other types of entanglement, such as nets, being grappled or pinned, etc., *freedom of movement* grants its recipient a +20 bonus to all Escape Artist or grapple checks.

Geas

Alteration [Language-Dependent, Mind-Affecting]
Level: Clr 6, Enc 7, Shm 6
Spell Line: *Lesser geas*
Mana: 30
Casting Time: 1 full round
Target: One living creature
Saving Throw: None (see text)
Spell Resistance: Yes

As *lesser geas*, except that there is no saving throw against this spell and if the subject fails to obey or pursue the action(s) or task(s) dictated by the *geas* for a whole day, he takes 3d6 points of damage for that unfulfilled day. Additionally, he must make a

Fortitude saving throw each unfulfilled day or become *sickened*. A *sickened* creature is effectively *exhausted*, except that he also heals damage at only one-tenth his normal rate and cannot benefit from any magical healing effects. A creature sickened in this way that still fails to fulfill the *geas* must make a Fortitude save each day or become *crippled*. A crippled subject is effectively *nauseated*. These effects end 1 day after the creature attempts to resume the *geas*.

A *geas* and all associated penalties can be negated by the spell *remove greater curse* (see the upcoming supplement *Luclin* for this spell).

Glyph of Warding

Abjuration
Level: Clr 3, Mag 3, Nec 4, Wiz 4
Spell Line: *Glyph of warding*
Mana: 12
Components: V, S, M
Casting Time: 10 minutes
Recast: Instant
Range: Touch
Target or Area: Object touched or surface area up to 5 sq. ft./level
Duration: Permanent until discharged
Saving Throw: See text
Spell Resistance: Yes (object)

The caster creates an inscription that unleashes a magical trap on those who enter, pass, or open the warded area or object. The caster sets the conditions of the ward when it is created. Typically, any creature violating the warded area without speaking a pass phrase (which the caster sets when casting the spell) is subject to the magic it stores.

Glyphs can also be set according to physical characteristics or to creature type, subtype, or species. Glyphs can also be set with respect to good, evil, order, or discord, or set to pass those of the caster's religion (cleric casters only) or faction. They cannot be set according to class, HD, or level. Glyphs respond to invisible or incorporeal creatures normally. Multiple glyphs cannot be cast on the same 5 ft. by 5 ft. area. However, discrete areas of one large object can be separately warded.

The glyph can be placed to conform to any shape up to the limitations of the caster's total square footage. When the spell is completed, the glyph becomes nearly invisible.

Glyphs cannot be affected, bypassed, or disabled by normal physical or magical probing, although they can be nullified by any spell capable of dispelling magic effects. A rogue (only) can use the Search skill to find a glyph and the Disable Device skill to render it inoperative. In either case, the DC is 25 + the spell level (thus DC 28 for clerics' or magicians' versions, DC 29 for necromancers' or wizards').

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast deals 3d10 + caster level (at time of casting) points of damage to the intruder and to all within 5 feet of the intruder. This damage can be of different types depending on the caster's class (the type chosen at casting):

Caster	Damage Types
Cleric	Magic, sonic
Magician	Acid, cold, fire
Necromancer	Disease, poison
Wizard	Cold, electricity, fire, magic

Those affected can make Reflex saves for half damage.

Spell Glyph: The caster can store any harmful spell of up to 3rd level that she knows. All level-dependent features of the spell are based on the caster's level at the time of casting. If the spell has targets, it targets the intruder. If the spell has an area or an amorphous effect (such as a cloud), the area or effect is centered on the intruder. All saving throws operate as normal, except that the DC is based on the level of the glyph rather than that of the contained spell.

Material Component: Platinum dust worth at least 200 gp.

Greater Command

Alteration [Language-Dependent, Mind-Affecting]
Level: Clr 5, Enc 5, Pal 5
Spell Line: *Command*
Mana: 16
Recast: 1 round
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: 8 rounds (see text)

As *command*, except it affects multiple targets for up to 8 rounds. At the start of each commanded creature's round after the first, it gets another Will save to attempt to break free from the spell.

Greater Magic Weapon

Alteration
Level: Clr 6, Pal 5, Wiz 5
Spell Line: *Magic weapon*
Mana: 28
Range: Close (25 ft. + 5 ft./2 levels)
Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)
Duration: 1 hour/level

As *magic weapon*, except this spell provides a +3 enhancement bonus to the affected weapon. Alternatively, the caster can affect up to fifty arrows or sling bullets. The projectiles must all be of the same type, and they have to be together in one group (such as in the same quiver). Projectiles (but not thrown weapons or a missile launcher such as a bow) lose the enhancement bonus when used.

Hold Portal

Abjuration
Level: Wiz 1
Spell Line: *Hold portal*
Mana: 2
Component: V
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One portal, up to 20 sq. ft./level
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This spell magically bars a door, gate, window, or shutter of wood, metal, or stone. The magic holds the portal fast, just as if it were securely closed and normally locked, except that this "lock" cannot be picked. A *knock* spell or any spell which can dispel magic effects can negate the *hold portal*. For a portal affected by this spell, add 5 to the normal DC for forcing it open.

Holy Weapon

Evocation
Level: Pal 4
Spell Line: *Magic weapon*
Mana: 18
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: Caster's weapon

Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell allows the paladin to channel holy power into a melee weapon of the paladin's choice. The weapon temporarily gains a +5 bonus on attack and damage rolls and gains the *holy* quality (see *EQ: Game Master's Guide*, p. 117). These bonuses and abilities supersede and suppress for the duration of the *holy weapon* spell any masterwork bonus, enhancement or augmentation bonus to attack or damage, or other magical powers that affect attack rolls or damage (including process effects from the weapon or from other spells) the weapon might have.

Further, a paladin wielding a weapon augmented with *holy weapon* emits a ward that protects creatures within 10 feet. This ward has three major effects:

First, the creatures protected gain a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply only against attacks made by evil creatures.

Second, the barrier blocks any attempt to possess the warded creatures or to exercise mental control over the creature. The protection does not prevent the use of supernatural powers or of charm spells or songs that establish mental control over a warded creature, but it prevents anyone from actually exercising mental commands upon the protected creature while it is warded. Should the ward expire or the creature leave the 10-foot range of the *holy weapon* ward, any mental control that was previously established may then be exercised on the formerly warded creature. The barrier also keeps out a possessing life force (such as from a *magic jar* spell) but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the ward prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good-aligned elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch a warded creature.

If the ward ends (for example, if it is dispelled), the holy weapon creates a new one on the paladin's next turn as a free action.

This spell automatically ends 1 round after the affected weapon leaves the paladin's hand for any reason, unless the paladin once again grasps the weapon before that time elapses. Thus, the paladin cannot give his holy weapon to another wielder to use for more than 1 round. The paladin cannot have more than one *holy weapon* active at a time.

Instant Summons

Conjuration (Summoning)
Level: Mag 6
Spell Line: *Instant summons*
Mana: 30
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: See text
Target: One object weighing up to 10 lb. whose longest dimension is 6 ft. or less
Duration: Permanent until discharged
Saving Throw: None
Spell Resistance: No

The magician calls some nonliving item from virtually any location directly to her hand. First, the magician must prepare the object by casting *instant summons* upon it, which magically attunes the item to a gem worth at least 1,000 gp. Thereafter, the magician can summon the item by speaking a special command word (set by the magician when the spell is cast) and crushing the gem; these actions are included as part of the spell's casting time. The item appears instantly in the magician's hand. Only the magician can use the gem in this way.

If the item is currently being worn or carried by another creature when the magician attempts to summon it, then the spell does not work. In this case, however, the magician knows who the possessor is and roughly where he, she, or it is located when the summons is attempted. The item can be summoned from another plane, but only if no other creature wears or carries it.

The magic of this spell on the gem is invisible even to a character making a Spellcraft check. However, an *identify* spell will reveal the gem's nature as the material component for this spell, and a character casting *identify* upon the gem may make a Spellcraft check (DC 26) to determine both the nature of the item the gem can summon and the name of the magician who cast the *instant summons* upon it.

Material Component: A gem worth at least 1,000 gp.

Knock

Alteration
Level: Wiz 2
Spell Line: *Knock*
Mana: 12
Components: V
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Target: One door, box, or chest with an area of up to 10 sq. ft./level
Duration: Instantaneous (see text)
Saving Throw: None
Spell Resistance: No

The knock spell opens stuck, barred, locked, or held doors, including automatically opening ones sealed with the *hold portal* spell. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut or to bind creatures or objects). *Knock* does not raise barred gates or similar impediments, nor does it affect ropes, vines, and the like. Note that the effect is limited by the area. Each spell can undo up to two means of preventing egress through a portal; thus, if a single door has two locks and a bar as well as a *hold portal* upon it, two castings of this spell are required to open it.

Lesser Geas

Alteration [Language-Dependent, Mind-Affecting]
Level: Clr 4, Enc 4, Shm 4
Spell Line: *Lesser geas*
Mana: 14
Components: V
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature of up to 7 HD
Duration: 1 day/level or until service is completed (D)
Saving Throw: Will negates

Spell Resistance: Yes

This spell places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the caster. The creature must have 7 or fewer HD and be able to understand the caster. While *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity. If the instructions involve some open-ended task that cannot technically be "completed" through the target's own actions (such as "Wait here" or "Defend this area against all intruders"), the spell remains in effect for a maximum of 1 day per caster level. Otherwise, the creature must follow the given instructions until the *geas* is completed, no matter how long it takes. Note that a clever recipient can subvert some instructions; for example, if the caster orders the recipient to protect the caster from all harm, it might place the caster in a nice, safe dungeon for the duration of the spell.

If the target fails to or is prevented from obeying the *lesser geas* for a whole day, it suffers a –2 penalty on each ability score. Each day, another –2 penalty accumulates, up to a total of –8. Abilities are not reduced below 1. The ability penalties end 1 day after the caster resumes obeying the *lesser geas*.

A lesser geas (and all ability penalties) can be ended by *remove curse* or *remove greater curse* (spells that will appear in the upcoming *Luclin* book).

Magic Jar

Necromancy

Level: Nec 6
Spell Line: *Magic jar*
Mana: 16
Components: V, S, F
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft.+10 ft./level)
Target: One creature
Duration: 1 hour/level or until the caster returns to her own body
Saving Throw: Will negates (see text)
Spell Resistance: Yes

By casting *magic jar*, the necromancer places her own soul in a gem or large crystal (known as the "magic jar"), leaving her body lifeless. The necromancer can then attempt to take control of a nearby body, displacing its soul into the magic jar. The necromancer may move back to the jar (thereby returning the trapped soul to its body) and then attempt to possess another body as she wishes throughout the duration of the spell. The spell ends when the necromancer returns to her own body (leaving the jar empty).

To cast the spell, the magic jar must be within spell range and the necromancer must know where it is, although the necromancer does not need to be able to see it. When the necromancer transfers her soul with this spell, her body is, as near as any observer can tell, dead.

While in the jar, the necromancer can sense and try to displace any life force within 10 feet per caster level (as long as it resides on the same plane). However, she cannot determine the creatures' exact types or positions. Among a group of life forces, the necromancer can sense a difference of 4 or more levels/HD and can determine whether a life force is positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have — or are — souls.)

Attempting to possess a body is a full-round action. The necromancer possesses the body and forces the creature's soul into the magic jar unless the subject succeeds at a Will save. Failure to take over the host leaves the necromancer's life force in the magic jar, and a target automatically succeeds at further saving throws if the necromancer attempts to possess its body again after it has already made a successful save against this casting of the spell.

If the possession is successful, the necromancer's life force occupies the host body and the host's life force is imprisoned in the magic jar. The necromancer keeps her Intelligence, Wisdom, and Charisma scores, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, and natural and physical abilities, such as water breathing or regeneration. A body with extra limbs does not allow the necromancer to make more attacks (or more advantageous two-weapon attacks) than normal. The necromancer can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body, but with the soul.

As a standard action, the necromancer can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The spell ends when the necromancer shifts from the jar back to her own body.

If the host body is slain, the necromancer returns to the magic jar, if it is within range, and the life force of the host departs (that is, it is dead). If the host body is slain when the jar is beyond the range of the spell, both the necromancer and the host die. If the spell ends while the necromancer is in the magic jar, she returns to her body (or else dies if her body is out of range or destroyed). If the spell ends while the necromancer is in a host, she returns to her body (or dies, if it is out of range of her host's current position), and the soul in the magic jar returns to its own body (or dies if it is out of range). Any life force displaced or transplanted by means of *magic jar* that has no body or jar to inhabit is treated as slain.

Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or the host. Incorporeal creatures (spirits and the like) with the *magic jar* ability can use any nearby object (not just a gem or crystal) as the magic jar.

Focus: A gem worth at least 1,000 gp.

Magic Weapon

Alteration

Level: Clr 1, Pal 1, Wiz 1
Spell Line: *Magic weapon*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: Weapon touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus to attack and damage rolls. This enhancement bonus does not stack with a masterwork weapon's +1 bonus on attacks nor with any magic weapon's existing

bonus to attack or damage, regardless of whether the existing bonus is enhancement, augmentation, arcane, etc.

This spell cannot be cast on a natural weapon, such as an unarmed strike.

Magic Mouth

Divination
Level: Enc 2, Mag 2, Wiz 3
Spell Line: *Magic mouth*
Mana: 3
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or object
Duration: Permanent until discharged
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that remains invisible and undetectable until the next time a specified event occurs, at which time it suddenly appears and speaks its message. The message, which must be 25 or fewer words long, can be in any language known by the caster and can be delivered over a period of 10 minutes. The mouth cannot speak verbal components, use command words, or otherwise activate magical effects. It does, however, move according to the words articulated, and thus its message can be discerned by means of the Read Lips skill, if necessary.

The spell functions when specific conditions are fulfilled according to the caster's command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. A message can be set to trigger when the next robe-clad elf with a staff walks by, for instance. Triggers react to what appears to be the case; disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Note that actions can serve as triggers if they are visible or audible in nature. *Magic mouth* cannot distinguish invisible creatures, alignments, level, HD, or class.

The range limit of a trigger is 15 feet per caster level. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Material Component: Precious stone worth at least 10 gp.

Mass Suggestion

Alteration [Language-Dependent, Mind-Affecting]
Level: Enc 6
Spell Line: *Command*
Mana: 20
Range: Medium (100 ft. + 10 ft./level)
Targets: One creature/level, no two of which can be more than 30 ft. apart

As *suggestion*, except that this spell can affect more creatures. The same suggestion applies to all creatures affected. If the GM applies modifiers for the rationality of the suggested actions or activity, different modifiers might be applied to different targets depending on their individual viewpoint regarding the suggestion.

Negative Energy Protection

Abjuration
Level: Clr 4, Nec 3, Pal 5, Shd 4
Spell Line: *Negative energy protection*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: Living creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The creature warded by this spell gains partial protection from certain weapons, undead creatures, and spells or other effects that drain energy levels or ability score points. Each time the warded creature is struck by a negative energy attack that would drain levels or ability scores, it rolls 1d20 + the *negative energy protection*'s caster level, against a DC of 11 + the attacker's (caster) level/HD.

If the warded creature succeeds, it takes only hit point damage from the attack and does not suffer any drain of experience levels or ability scores, regardless of the number of levels or ability score points the attack would have drained. If the warded creature does not succeed, the negative energy attack deals its normal damage.

Negative energy protection does not ward against ability score loss from attacks such as poison or disease, but only from attacks based on the negative energy of undead or necromantic spells and magic items.

Rage of Zek

Alteration [Mind-Affecting]
Level: Clr 3, Enc 4, Shm 3
Spell Line: *Rage of Zek*
Mana: 13
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Medium (100 ft. + 10 ft./level)
Targets: Up to six living creatures, no two more than 30 ft. apart
Duration: Concentration + 3 rounds (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus to Will saves, and a –2 penalty to AC. While berserk, a creature cannot use skills or abilities requiring patience or concentration, as with the warrior's berserking class skill.

Regenerate

Conjuration (Healing)
Level: Bst 10, Clr 7, Dru 8, Pal 9, Rng 9, Shm 7
Spell Line: *Regenerate*
Mana: 40
Components: V, S
Casting Time: 3 full rounds
Recast: 1 round
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

The subject's severed body parts (digits, limbs, even heads, if applicable), broken bones, and ruined organs grow back to full health and functionality. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 5d8 points of damage as well as all subdual damage, and removes all *fatigued* or *exhausted* condition penalties.

This spell has no effect on nonliving creatures (including undead).

Secure Shelter

Conjuration (Creation)
Level: Mag 4
Spell Line: *Secure shelter*
Mana: 15
Components: V, S, M (see text)
Casting Time: 10 minutes
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 20-ft.-square structure
Duration: 12 hours
Saving Throw: None
Spell Resistance: No

The magician conjures a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. The lodging resembles a normal cottage in all respects, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does provide considerable security otherwise — it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal ranged weapons (but not the sort cast by siege machinery or giants).

The door, shutters, and even chimney are secure against intrusion, the former two sealed as if by the *hold portal* spell and the latter secured by an iron grate at the top of a narrow flue. In addition, the shelter is warded as if by a *sentinel* spell.

Further, if the caster knows the *elementalkin: earth* spell, he may also conjure a type 1 earth elemental along with the shelter to serve him and defend the cottage from intrusion by anyone not admitted by the magician. This elemental does not count as the magician's pet and, if included, is conjured as part of this spell's casting — the caster need not have *elementalkin: earth* prepared to include this benefit.

The secure shelter contains rude furnishings of either wood or stone, depending on the availability of those substances in the area — eight bunks, a trestle table, eight stools, and a writing desk.

Material Component: A piece of local stone, a pinch of crushed lime or mortar, a pinch of sand or mud, a drop of water, and several splinters of wood. A piece of malachite must be included if the shelter is to include an earth elemental servant.

Seeming

Divination
Level: Enc 5
Spell Line: *Seeming*
Mana: 14
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/two levels, no two of which can be more than 30 ft. apart
Duration: 12 hours (D)
Saving Throw: Will negates (see text)
Spell Resistance: Yes and No (see text)

The enchanter can make the targets — including clothing, armor, weapons, and equipment — look different. The targets can seem up to 1 foot shorter or taller, thin, fat, or in between. The enchanter cannot change the targets' body type. Otherwise, the extent of the apparent change is up to the enchanter, including racial changes. Affected creatures resume their normal appearances if slain.

The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of the targets or the targets' equipment. If the enchanter uses this spell to create a disguise, the subject gets a +10 bonus on applicable Disguise checks.

Unwilling targets can negate the spell's effect on them by making Will saves or by means of spell resistance.

Creatures who interact with the illusion in a way that brings it under suspicion (for example, touching what appears to be an iksar's scaly skin but finding it smooth) get Will saves to recognize the illusion, but spell resistance does not apply to seeing through the illusion.

Sense Secret Door

Divination
Level: Wiz 1
Spell Line: *Sense animal*
Mana: 3
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./2 levels)
Area: Circle centered on caster, with a radius of 100 ft. + 10 ft./2 levels
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

As *sense animal*, except the wizard can detect the nearest secret door, compartment, cache, and so forth. Only passages, doors, or openings specifically constructed to escape detection are located by this spell. Additionally, the wizard learns the mechanism or trigger for the particular secret portal that she sensed. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Shield Other

Abjuration
Level: Clr 2, Nec 5, Pal 2, Shd 6
Spell Line: *Shield other*
Mana: 4
Components: V, S, F
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell wards the subject and creates a mystic connection between the caster and the subject so that some of the subject's wounds are transferred to the caster. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus to saving throws. Further, the subject takes only half damage from all wounds and attacks (including those inflicted by special abilities) that deal it hit point damage. The amount of damage not taken by the warded creature is taken by the caster. Forms of harm that do not involve hit points are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with the caster.

If the subject has any temporary hit points (see *EQ: Player's Handbook*, p. 179), then damage to the subject is deducted fully from the temporary hit points first and is not split between the subject and caster. Only damage to the target's actual hit points is

affected by this spell. Finally, any damage the subject takes as a result of spells or effects such as *cannibalize* or the hungry spirits shaman class ability is not split.

When the spell ends, subsequent damage is no longer divided between the subject and the caster, but damage already split is not reassigned to the subject.

If the caster and the subject of the spell move out of range of each other, the spell ends.

Focus: (Un)holy symbol worth at least 50 gp.

Speak with Animals

Divination

Level: Bst 1, Dru 1, Rng 1, Shm 2
Spell Line: *Speak with animals*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: None (harmless)
Spell Resistance: No (harmless)

The caster grants the subject of this spell the ability to comprehend and communicate with animals as if he were a 1st-level beastlord (including the +2 bonus on Animal Empathy, Handle Animal, and Ride checks).

Speak with Dead

Divination [Language-Dependent]

Level: Clr 4, Nec 2, Shd 2
Spell Line: *Speak with dead*
Mana: 3
Components: V, S
Casting Time: 10 minutes
Recast: 1 minute
Range: 10 ft.
Target: One dead creature
Duration: 1 minute/level
Saving Throw: Will negates (see text)
Spell Resistance: No

The caster grants the semblance of life and intellect to an otherwise inanimate corpse, allowing it to answer several questions that the caster puts to it. The caster may ask up to one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, and repetitive. If the creature's alignment was different from the caster's, the corpse gets a Will save to resist the spell as if it were alive.

If the corpse has been subject to *speak with dead* already within the past week, the new spell automatically fails. The caster can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct

answers, but it must at least have a mouth in order to speak at all.

This spell does not let the caster actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned.

Any corpse that has been turned into an undead creature, even if it has since been "slain," can't be spoken to with *speak with dead*.

Speak with Plants

Divination
Level: Dru 2, Rng 2, Shm 4
Spell Line: *Speak with plants*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Personal
Target: The caster
Duration: 1 minute/level
Saving Throw: None (harmless)
Spell Resistance: No (harmless)

The caster can comprehend and communicate with plants, including normal plants and plant creatures. The caster is able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If the plant creature is friendly, it may do some favor or service for the caster (as determined by the GM).

Spider Climb

Alteration
Level: Bst 3, Dru 3, Rng 3, Shm 3, Wiz 4
Spell Line: *Spider climb*
Mana: 10
Components: V, S
Casting Time: 1 round
Recast: 1 round
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject of this spell can climb and travel on vertical surfaces or even traverse ceilings as a spider can. The affected creature must have bare, free hands to climb in this manner. The subject gains a climb speed of 20 feet or half its base speed, whichever is higher; it need not make Climb checks to traverse a vertical or horizontal surface (even if upside down). The affected creature retains its Dexterity bonus to AC (if any) even while climbing, and opponents get no special advantage or bonus when attacking it. However, the creature cannot run while climbing.

An attacker must make a Strength check (DC 20 + 1 per caster level) to pull the subject off a wall.

Stinking Cloud

Conjuration (Creation)
Level: Mag 4, Nec 3, Shd 3, Wiz 4
Spell Line: *Stinking cloud*
Mana: 9
Components: V, S, M
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: Cloud that spreads in 30-ft. radius, 20 ft. high
Duration: 1 round/level
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes

This spell creates a bank of faintly yellowish fog that obscures all sight, including infravision and ultravision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

Further, the fog's vapors are nauseating. Living creatures in the cloud are *nauseated* (Fortitude save negates), making them unable to attack, cast spells, concentrate on spells, and so on. The only action a nauseated creature can take is a single move action per turn. These effects last as long as the creature is in the cloud and for 1d4+1 rounds after it leaves the cloud. Those who succeed at their saves but remain in the cloud must continue to save each round.

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Material Components: A rotten egg, several skunk cabbage leaves, or something equally odorous.

Suggestion

Alteration [Language-Dependent, Mind-Affecting]
Level: Enc 3
Spell Line: *Command*
Mana: 6
Components: V
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level or until completed
Saving Throw: Will negates
Spell Resistance: Yes

The caster influences the actions of the target creature by suggesting a course of activity (limited to one full, comprehensible sentence). The suggestion must be worded in such a manner as to make the activity sound reasonable — impaling one's self, for example, is not reasonable.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what he was asked to do. The caster can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell expires, the activity is not performed.

A very reasonable suggestion may impose a penalty on the saving throw (usually just –1 or –2, at the GM's discretion).

Symbol of Cazic-Thule

Alteration [Compulsion, Fear]
Level: Clr 7, Nec 6, Shd 6
Spell Line: *Symbol of Terris-Thule*
Mana: 34
Components: V, S, M
Casting Time: 10 minutes (see text)
Recast: 10 minutes
Range: Touch (see text)
Effect: One symbol

Duration: See text
Saving Throw: Will negates
Spell Resistance: Yes

As *symbol of Terris-Thule*, except that all creatures within 60 feet of this symbol when it is triggered or that come within 60 feet for 10 minutes per caster level of the symbol's being triggered are affected as if by the spell *fear*. This fear effect lasts 1 round per level of the caster or until it affects 150 hit points' worth of creatures, whichever comes first. Creatures that flee or otherwise leave the area and then re-enter while the symbol is still active must save again, although their hit points do not count a second time against the symbol's hit point limit.

Symbol of Innoruuk

Alteration
Level: Clr 6, Nec 5, Shd 5
Spell Line: *Symbol of Terris-Thule*
Mana: 30
Saving Throw: Will negates
Spell Resistance: Yes

As *symbol of Terris-Thule*, except that all creatures within 60 feet of this symbol when it is triggered are wracked by intense pain that imposes a –4 penalty on all attack rolls, ability checks, and skill checks. These pains last for 1 hour after the creature moves beyond the 60-foot range of the symbol.

Symbol of Terris-Thule

Alteration [Compulsion, Mind-Affecting]
Level: Clr 5, Enc 5, Shm 6
Spell Line: *Symbol of Terris-Thule*
Mana: 28
Components: V, S, M
Casting Time: 10 minutes (see text)
Recast: 10 minutes
Range: Touch (see text)
Effect: One symbol
Duration: See text
Saving Throw: Will negates
Spell Resistance: Yes

This spell allows the caster to inscribe a rune upon a solid surface. The symbol is inactive when finished (although it is visible and legible to 60 feet in normal lighting conditions) and remains so until triggered. Once triggered, it becomes active and glows, remaining effective for 10 minutes per caster level. When the *Symbol of Terris-Thule* is triggered, all creatures of 10 HD or less within 60 feet of it fall into a catatonic slumber for (3d6)x10 minutes. Creature so affected cannot be awakened before this time expires.

Generally, the symbol is triggered when a creature does one or more of the following, as the caster selects: reads, touches, or passes over the rune; looks at the rune; or passes through a portal bearing the rune. In this case, "reading" the rune means any attempt to study or identify it or to fathom its meaning. Throwing a cover over the symbol to render it inoperative triggers it immediately if it reacts to touch. In any case, however, a creature must be within 60 feet of the symbol to trigger it.

The caster can also set special triggering conditions of his own. These can be as simple or elaborate as the caster desires. Special conditions for triggering the symbol can be based on a creature's name, identity, faction, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. Once the spell is cast, the symbol's triggering conditions cannot be changed.

To be effective, the symbol must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the symbol ineffective (except as noted above), unless a creature then removes the covering, in which case the symbol is triggered.

The symbol's triggering conditions must always be defensive in nature. A touch-triggered symbol remains untriggered if an item bearing the symbol is used to touch a creature. For example, a symbol cannot be placed on a weapon and set to activate when the weapon strikes a foe.

The caster always ignores the effects of his own symbols and cannot inadvertently trigger them. When scribing the symbol, the caster can specify a password or phrase that prevents a creature using it from triggering that particular symbol. Further, anyone using the password remains immune to that particular rune's effects as long as the caster also remains within 60 feet of the rune. If such a creature leaves the radius and returns later, it must use the password again or it will be affected by the symbol.

The caster can also choose to attune any number of creatures to the symbol, but doing this can extend the casting time. Attuning one or two creatures takes a negligible amount of time, for instance, while attuning a small group (from 3 to 10 creatures) increases the casting time to 1 hour. Attuning a large group (up to 25 creatures) takes 1 full day. Attuning larger groups takes proportionately longer, as the GM sees fit. An attuned creature cannot trigger that particular rune, and it is immune to the effects of that particular rune even if within the radius when it is first triggered.

When triggered, a *Symbol of Terris-Thule* affects all creatures within a 60-foot radius except for the caster and any individuals attuned to it. Any spell capable of dispelling a magic effect may be used to attempt to remove the effects of a symbol from a creature unless the symbol's effect is instantaneous or the description specifies another remedy. The rune itself can also be removed by a successful dispel effect (such as from the *annul magic* spell) targeted solely on the rune. Destruction of the surface where a symbol rests destroys the symbol but also triggers its effects.

A *remove greater curse* spell (see the *Luclin* sourcebook) can awaken a sleeping creature; similarly, a successful dispel check (from an *annul magic* spell or the like) can awaken it, but in this case the sleep effect is considered to 5 levels higher than the actual caster level of the symbol's creator.

A successful Spellcraft check (DC 19) allows a caster to identify the type of symbol. Of course, making such a check also triggers the rune if it is set to be triggered by reading.

A rogue (only) can use the Disable Device skill to render it inoperative. The DC is 25 + the spell level (thus DC 31 for clerics' versions, and DC 30 for clerics' and enchanters' versions, and DC 31 for shamans').

Material Component: Inscribing the symbol requires the powder of crushed gems worth at least 5,000 gp in total.

Symbol of Vazaelle

Alteration [Mind-Affecting]
Level: Clr 8, Enc 8
Spell Line: *Symbol of Terris-Thule*
Mana: 45
Saving Throw: Will negates
Spell Resistance: Yes

As *symbol of Terris-Thule*, except that all creatures within 60 feet of this

symbol when it is triggered become permanently insane: the creature acts randomly from round to round, as described in the *chaotic feedback* spell. (Other effects of insanity, if any, are left to the GM's discretion).

Telepathic Bond

Divination
Level: Enc 5
Spell Line: *Telepathic bond*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/three levels, no two of which can be more than 30 ft. apart
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No

The caster forges a telepathic bond with 1 or more other creatures, each of which must have an Intelligence score of 6 or higher. Each creature affected by the spell is linked to all the others. The bond can be established only among willing subjects, which therefore receive no saving throw or spell resistance. Affected creatures can communicate telepathically through the bond regardless of language, but no special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

Tiny Hut

Evocation [Force]
Level: Mag 3, Wiz 4
Spell Line: *Tiny hut*
Mana: 8
Components: V, S, M
Casting Time: 1 action
Recast: Instant
Range: 20 ft.
Effect: 20-ft.-radius sphere centered on the caster's location
Duration: 8 hours (D)
Saving Throw: None
Spell Resistance: No

The caster creates an unmoving, opaque sphere of force of any color she desires around herself. Half of the sphere projects above the ground, and the lower hemisphere passes through the ground. Up to 10 Medium-size creatures can fit into the field in total; they can freely pass into and out of the hut without harming it. However, if the caster removes herself from the hut, the spell ends.

The temperature inside the hut remains at a constant 70° F as long as the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises, respectively, the interior temperature on a 1-degree-for-1 basis (thus, if it's –20° outside, inside it'll be 50° in the sphere). The hut also provides nearly complete protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. The caster can illuminate it dimly upon command or extinguish the light as desired. Note that although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they are considered to have total concealment).

Material Component: A small crystal or glass bead.

Tongues

Divination
Level: Enc 3
Spell Line: *Tongues*
Mana: 5
Components: V
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

This spell grants the creature touched the ability to speak and understand the language of any other intelligent creature. The subject can speak only one language at a time, of course, although he or she may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures that don't have the ability to speak. This spell does not predispose any creature addressed toward the subject in any way.

True Seeing

Divination
Level: Clr 7, Dru 7, Enc 8, Shm 5
Spell Line: *True seeing*
Mana: 12
Components: V, S, F
Casting Time: 1 action
Recast: Instant
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster confers on the subject the ability to see all things as they actually are within a distance of 120 feet. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under magical concealment or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of shape-changed or transmuted things.

True seeing, however, does not penetrate solid objects. It does not cancel natural concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. (In all such cases, the usual Spot checks are required.) In addition, the spell effects cannot be further enhanced with known magic, so a caster cannot use *true seeing* through an *eye of Zomm* or similar magic.

Focus: A perfectly cut crystal monocle worth at least 250 gp.

Veil

Divination
Level: Enc 6
Spell Line: *Seeming*
Mana: 20
Range: Long (400 ft. + 40 ft./level)
Duration: Concentration + 12 hours (D)
Saving Throw: Will negates (see text)
Spell Resistance: Yes and No (see text)

As *seeming*, except that the enchanter can make the subjects appear to be any mundane object the enchanter wishes, as if by means of the spell *minor illusion*. The subjects look, feel, and smell just like the objects the spell makes them resemble.

Ventriloquism

Divination
Level: Enc 1
Spell Line: *Ventriloquism*
Mana: 1

Components: V
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Intelligible sound, usually speech
Duration: 1 minute/level (D)
Saving Throw: See text
Spell Resistance: No

The caster can make her voice (or any sound that the caster can normally make vocally) seem to issue from someplace else. The caster can speak in any language she actually knows. With respect to such voices and sounds, anyone who hears it and makes a successful Will save recognizes the sound as illusory (but still hears it).

Wall of Fire

Evocation [Fire]
Level: Dru 6, Mag 5, Rng 7, Wiz 6
Spell Line: *Wall of fire*
Mana: 10
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Effect: Opaque sheet of flame up to 20 ft. long/caster level or a ring of fire with a radius of up to 5 ft./two caster levels; either form is 20 ft. high
Duration: Concentration + 1 round/level
Saving Throw: See text
Spell Resistance: Yes

An immobile, blazing curtain of fire springs into existence wherever the caster wishes within range, either perfectly straight or perfectly round in shape. One side of the wall, selected by the caster, sends forth waves of heat, dealing 2d8 points of fire damage to creatures within 10 feet and 1d8 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and each round that a creature enters or remains in the area. In addition, the wall deals 4d10 points of fire damage to any creature passing through it.

If the caster evokes the wall so that it appears upon target creatures, each such creature takes damage as if passing through the wall; a creature can avoid the wall by making a successful Reflex save. If the creature ends up on the hot side of the wall, it takes 2d8 points of damage, as normal.

If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

For purposes of a victim's fire resistance (if any), all damage from the *wall of fire* is considered to be from one continuous source (similar to a DOT spell), for as long as a victim remains close enough to the wall to keep taking damage. If the a victim stops taking damage from the *wall of fire* for even 1 round, his or her fire resistance is "reset" — should the victim thereafter take damage again from the same wall, treat the new damage as a new attack (see "**Resistance**" on p. 180 of the *EQ: Player's Handbook* for more information).

Wall of Stone

Conjuration (Creation)
Level: Dru 6, Mag 5
Spell Line: *Wall of stone*
Mana: 14
Components: V, S

Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Effect: Stone wall whose area is up to one 5-ft. square/level (S)
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

This spell creates a wall of rock that merges into adjoining rock surfaces. The wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. The caster can choose to double the wall's area by halving its thickness, or vice versa. The wall cannot be conjured so that it occupies the same space as a creature or another object.

The caster can create a wall of stone in almost any shape he desires. The wall created need not be vertical, nor need it rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or to make a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement effectively reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area, at the GM's discretion.

Each 5-foot square has 15 hit points per inch of thickness and Hardness of 8. A section of wall whose hit points drop to 0 is breached. (See the *EQ: Player's Handbook*, p. 379, for rules on attacking and damaging objects.) If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful Reflex saves, and gain a +4 circumstance bonus to this save.

Wall of Thorns

Conjuration (Creation)
Level: Dru 5, Rng 5
Spell Line: *Wall of thorns*
Mana: 15
Components: V, S
Casting Time: 1 action
Recast: 2 rounds
Range: Medium (100 ft. + 10 ft./level)
Effect: Wall of thorny brush, up to one 10-ft. cube/level (S)
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No

This spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through the wall of thorns takes 25 points of piercing damage per round of movement, minus 1 point for each point of the creature's AC. Dexterity bonuses to AC and dodge bonuses do not count for this calculation. Creatures with an AC of 25 or higher take no damage from contact with the wall.

The caster can make the wall as thin as 5 feet thick, which allows the caster to shape the wall as a number of 10-by-10-by-5-foot blocks equal to caster level x 2. This has no effect on the damage inflicted by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall. To make any progress in a given round, a creature must succeed at a Strength check (DC 20). A successful check allows the creature to move a number of feet equal to its check result minus 19. Of course, moving or attempting to move through the thorns is likely to incur damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at their normal speed without taking damage.

A *wall of thorns* can be carefully breached by slow work with slashing weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns away one 10-foot cube of thorns per 30 points of fire damage.

Warp Wood

Alteration
Level: Dru 2, Rng 2
Spell Line: *Warp wood*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 Small wooden object/level, all within a 20-ft. radius
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (Object)

The caster causes wood to bend and warp, permanently destroying its straightness, form, and strength. A warped wooden door springs open and will not close properly; a banded or reinforced wooden door may simply become stuck, at the GM's discretion. Boards or planks can also be affected. Warped ranged weapons are useless. Warped melee weapons suffer a –4 penalty to their attack rolls.

The caster may warp one Small or smaller object (such as a cart wheel or a halfling-sized shortbow) or its equivalent per caster level. A Medium-size object (such as a boat oar) counts as two Small objects, a Large object counts as four, a Huge as eight, and so on up to a Gargantuan object (such as a typical sailing ship), which counts as thirty-two.

Alternatively, the caster can *unwarp* wood with this spell, effectively straightening wood that has previously been warped by this spell or by other means.

The caster can combine multiple castings of this spell to warp (or unwarp) objects too large to be affected by one casting of this spell. Until an object is completely warped in this way, it suffers no ill effects.

Web

Conjuration (Creation)
Level: Mag 2
Spell Line: *Web*
Mana: 4
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: Webs in a 20-ft.-radius spread
Duration: 10 minutes/level (D)
Saving Throw: Reflex negates (see text)
Spell Resistance: Yes

This spell creates a many-layered mass of strong, sticky strands that entrap those caught in them. The strands are similar to spider webs but

far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web or simply touching its strands may become *entangled* among the gluey fibers. An entangled creature suffers a –2 penalty to attack rolls, suffers a –4 penalty to effective Dexterity, and can't move. An entangled caster who attempts to cast a spell must make a Channeling check (DC 15) or lose the spell.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is not entangled in the webs and is free to act, although moving may be a problem (see below). If the save fails, the creature is entangled. An entangled creature can break loose by spending 1 round and succeeding at a Strength check (DC 20) or an Escape Artist check (DC 25). Once loose (either by making the initial Reflex save or by means of a later Strength or Escape Artist check), a creature may progress through the web very slowly. Each full round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

The web provides one-quarter cover for every 5 feet of the substance between the caster and an opponent — one-half cover for 10 feet of web, three-quarters for 15 feet, and total cover for 20 feet or more.

The strands of a web spell are flammable. Any fire can set them alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Chapter Two: Magic Items

Random Magic Item Generation

To generate random magic items, first roll on Table 2–1: Random Magic Item Category. Then, given that result, roll again on the appropriate table in this chapter (unless the result is either scrolls or research components, each of which refers to a table from the *EQ: Game Master's Guide*).

Of course, GMs should keep in mind that the best method for distributing magic items to the players is always to choose, or even to design or convert them herself using the rules found elsewhere in this chapter. Total randomization in giving out treasure can lead to campaign problems. Finally, if a random item seems too powerful for the characters at a given level, there is no reason the GM can't simply decide that, rather than the item itself, the characters find some clue as to the item's whereabouts, or she might incorporate the item into a new quest.

Note that the following table replaces "Table 5–5: Random Magic Item Category" in the *EQ: Game Master's Guide* (p. 120).

Table 2-1: Random Magic Item Category

Minor	Medium	Major	Epic	Item Type
01–03	01–03	01–03	01–02	Back (Table 2–2)
04–06	04–07	04–07	03–05	Blunt (Table 2–3)
07–09	08–13	08–16	06–36	Body (Table 2–4)
10–12	14–16	17–18	37	Ear (Table 2–5)
13–14	17–18	19–21	—	Face (Table 2–6)
15–17	19–21	22–25	38–41	Feet (Table 2–7)
18–22	22–25	26–30	42–49	Finger (Table 2–8)
23–25	26–28	31–33	50–51	Hands (Table 2–9)
26–27	29–32	34–35	52–55	Hand-to-Hand (2–10)
28–29	33–35	36–38	56	Head (Table 2–11)
30–31	36–38	39–40	57	Legs (Table 2–12)
32–34	39–42	41–44	58–61	Neck (Table 2–13)
35–37	43–46	45–48	62–64	Piercing (Table 2–14)
38–43	47–51	49–53	65–67	Ranged (Table 2–15)
44–46	52–55	54–57	68–70	Shield (Table 2–16)
47–48	56–58	58–60	71	Shirt (Table 2–17)
49–51	59–61	61–63	72	Shoulder (Table 2–18)
52–55	62–65	64–70	73–79	Slashing (Table 2–19)
56–57	66–68	71–73	80	Waist (Table 2–20)
58–60	69–71	74–76	81–82	Wrist (Table 2–21)
61–74	72–80	77–88	83–91	Miscellaneous (Table 2–22)
75–80	81–90	89–91	92	Potions (Table 2–23)
81–92	91–92	92	—	Specialty Food and Drink (Table 2–24)
93–95	93–95	93–95	93–95	Scrolls (Tables 5–27 to 5–29, *EQ: GMG*)
96–100	96–100	96–100	96–100	Research Components (Table 5–30, *EQ: GMG*)

In the following tables, all of the magic items found in the various EQrpg sources currently in print have been compiled for your convenience. Unmarked items can be found in this book. Items marked with an asterisk (*) or a superscript numeral are from other sources, as follows:

* *EQ: Game Master's Guide.*

[1] *Realms of Norrath: Freeport.*

[2] *Befallen.*

[3] *Realms of Norrath: Everfrost Peaks.*

Note: Items from the *Realms of Norrath* books and *Befallen* were not included if they were unique items that could be gained only through the successful completion of a distinct quest.

Table 2-2: Back Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–16	—	—	—	Netted Cape*	580 gp
17–21	—	—	—	Festering Cloak	900 gp
22–30	—	—	—	Foreigner's Cape	1,000 gp
31–35	—	—	—	Whirling Bladecloak†	1,500 gp
36–44	—	—	—	Thermal Cloak†	2,000 gp
45–48	—	—	—	Falling Shield (choose)†	2,000–2,135 gp
49–56	01–09	—	—	Cloak of the Ice Bear*	2,700 gp
57–62	10–14	—	—	Gargantuan Panda Pelt	3,150 gp
63–70	15–20	—	—	Shimmering White Shroud	3,450 gp
71–76	21–25	—	—	Cloak of Feathers	4,000 gp
77–90	26–35	—	—	Lizardscale Cloak	4,500 gp
91–96	36–45	—	—	White Wolf-Hide Cloak*	5,440 gp
97–100	46–52	—	—	Kunzar Cloak*	5,600 gp
—	53–65	—	—	Ravenscale Cloak*	5,980 gp
—	66–71	—	—	Seahorse-Scale Cloak*	7,200 gp
—	72–78	—	—	Mammoth-Hide Cloak[3]	7,650 gp
—	79–84	—	—	Cloak of Leaves*	10,350 gp
—	85–88	01–06	—	Cloak of Shelter	11,200 gp
—	89–95	07–08	—	Molten Cloak*	11,500 gp
—	96–100	09–15	—	Cloak of Crystalline Waters	11,700 gp
—	—	16–20	—	Ancient Seahorse-Hide Cloak	12,355 gp
—	—	21–25	—	Onyx Drakescale Cloak*	12,750 gp
—	—	26–31	—	Hooded Black Cloak*	14,830 gp
—	—	32–40	—	Withered Leather Cloak*	16,500 gp
—	—	41–50	—	Azur Jack	16,900 gp
—	—	51–56	—	Cloak of Shadows	18,100 gp
—	—	57–62	—	Moveable Menagerie	18,285 gp
—	—	63–70	—	Cloak of the Vagabond	24,000 gp
—	—	71–75	—	Crusader's Cloak[1]	49,000 gp
—	—	76–79	—	Frostreaver's Embroidered Cloak	53,200 gp
—	—	80–86	—	Mistveil	56,000 gp
—	—	87–91	01–05	Pegasus-Feather Cloak	58,000 gp
—	—	92–96	06–20	Cloak of Warding[1]	101,150 gp
—	—	97–100	21–50	Cloak of Flames*	216,500 gp
—	—	—	51–100	Hierophant's Cloak	807,800 gp

† This is a Trade Skill item

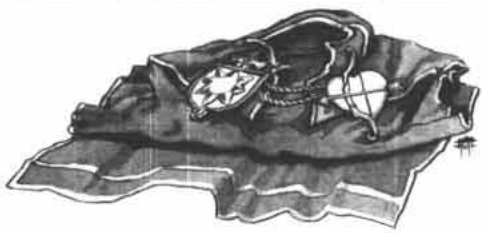


Table 2-3: Blunt Weapons

Minor	Medium	Major	Epic	Item Name	Market Price
01–40	—	—	—	Masterwork Silver Weapon†	+400 gp
41–60	—	—	—	Combine Morningstar*	2,308 gp
61–80	—	—	—	Combine Warhammer[3]	2,312 gp
81–85	01–04	—	—	Velium Weapon†	+5,300 gp
86–90	05–09	—	—	Ivory-Imbued Northman Weapon†	+5,900 gp
91–95	10–14	—	—	Jade-Imbued Northman Weapon†	+6,300 gp
96–99	15–22	—	—	Glowing Wooden Crook*	7,900 gp
100	23–30	—	—	Runed Totem Staff*	8,000 gp
—	31–38	—	—	Sap of Piety*	8,350 gp
—	39–45	—	—	Ice Crystal Staff[3]	9,600 gp
—	46–50	—	—	Noble's Walking Staff	11,800
—	51–58	—	—	Master Wu's Trance Stick	18,302
—	59–66	—	—	Mammoth Hammer	19,112 gp
—	67–78	—	—	Cold Iron Morningstar*	24,508 gp
—	79–84	—	—	Enameled Black Mace*	24,512 gp
—	85–90	—	—	Rod of Oblations*	24,805 gp
—	91–93	01–04	—	Wallbreaker	32,500
—	94–96	05–08	—	Etched Steel Baton*	34,305 gp
—	97–99	09–10	—	Staff of Battle	36,600
—	100	11–14	—	Dark Ember	40,312
—	—	15–18	—	Lacquered Black Mace†	47,598 gp (ave.)
—	—	19–24	—	Velium Etched Stone Mace*	55,305 gp
—	—	25–31	—	Corrupted Combine Weapon†	+55,376 gp (ave.)
—	—	32–36	—	Treant Staff	59,600
—	—	37–42	—	Runed Elder Staff*	63,850 gp
—	—	43–46	—	Varnished Wooden Crook†	65,199 gp (ave.)
—	—	47–51	—	Rod of Battle	69,600
—	—	52–57	—	Mootogo Focus Staff	73,600
—	—	58–61	—	Scepter of Shared Lives[3]	75,312 gp
—	—	62–66	—	Drummer's Mallet	80,312 gp
—	—	67–71	—	Ketchata Koro Mis*	81,606 gp
—	—	72–77	—	Iksar Berserker Club*	82,301 gp
—	—	78–81	—	Morningstar of Burning Hate[1]	87,308 gp
—	—	82–85	—	Wraith-Bone Hammer*	96,812 gp
—	—	86–89	—	Smoldering Brand*	100,302 gp
—	—	90	—	Iron-Rib Club[3]	118,430 gp
—	—	91–94	—	Mace of Righteous Might[1]	125,312 gp
—	—	95–97	01–05	Quick Quarterstaff[1]	212,600 gp
—	—	98–100	06–20	Staff of Forbidden Rites*	261,800 gp
—	—	—	21–40	Stave of Shielding	275,300
—	—	—	41–60	Staff of Elemental Affinity[3]	541,500 gp
—	—	—	61–70	Nature's Wrath	604,500
—	—	—	71–100	Dragon-Bone Hammer[3]	2,270,200 gp

† See "Blacksmithing," either in Chapter 3 of this book or in the *EQ: Game Master's Guide*. The GM should determine a weapon type (e.g., light mace, warhammer, etc.) and apply the price modifier given above.

Table 2-4: Body Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–05	—	—	—	Resin-Covered Leaves	600 gp
06–14	—	—	—	Cured Silk Armor†	1,650 gp
15–25	—	—	—	Gossamer Robes*	1,800 gp
26–30	—	—	—	Truesilver Mail*	1,950 gp
31–38	—	—	—	Robes of Silence	2,700 gp
39–45	—	—	—	Field Priests' Leather Tunic‡	3,160 gp
46–55	01–03	—	—	Spell Robe (Type I)	3,250 gp
56–70	04–08	—	—	Damask Robes*	3,800 gp
71–80	09–11	—	—	Ornate Silver Chain†	4,300 gp
81–88	12–13	—	—	Gnomish Environmental Suit*	5,160 gp
89–94	14–16	—	—	Spell Robe (Type II)	5,500 gp
95–99	17–20	—	—	Wu's Fighting Apparel†	5,900 gp
100	21–23	—	—	Robe of the Keeper	6,155 gp
—	24–27	—	—	Ornate Electrum Chain†	7,300 gp
—	28–30	—	—	Dark Muslin Armor	9,155 gp
—	31–33	—	—	Imbued Mithril Studded Leather†	9,875 gp
—	34–35	—	—	Blind-Eye Breastplate[3]	10,350 gp
—	36–40	—	—	Imbued Northman Ringmail†	10,400 gp
—	41–45	—	—	Ornate Gold Chain†	12,300 gp
—	46–50	—	—	Blackened Alloy Armor*	12,900 gp
—	51–54	—	—	Spell Robe (Type III)	13,750 gp
—	55–58	—	—	Froglok Brigandine Armor*	15,175 gp
—	59–62	—	—	Robe of the Oracle[1]	15,700 gp
—	63–66	—	—	Armor of Night[1]	16,175 gp
—	67–73	—	—	Flowing Black Robe*	16,800 gp
—	74–76	—	—	Imbued Dwarven Bristlemail†	18,695 gp
—	77–79	—	—	Imbued Dwarven Chainmail of Brell†	18,955 gp
—	80–83	—	—	Ice Lizard-Hide Armor‡	18,765 gp
—	84–87	—	—	Spell Robe (Type IV)	19,000 gp
—	88–91	—	—	Chestplate of the Dark Flame	19,350 gp
—	92	—	—	Robes of the Steward[3]	21,120 gp
—	93–95	01–02	—	Ornate Platinum Chain†	21,500 gp
—	96–97	03–04	—	Skeletal Struts†	24,150 gp
—	98–99	05–06	—	Acrylia Chain†	24,600 gp
—	100	07	—	Acrylia Plate†	25,050 gp
—	—	08–09	—	Ry'gorr Battle Mail*	25,200 gp
—	—	10–11	—	Imbued Mithril Reinforced Leather†	26,980 gp
—	—	12	—	Robe of the Ishva	27,950 gp
—	—	13–14	—	Enchanted Cabilis Scale Mail†	28,480 gp
—	—	15–16	—	Royal Velium Armor†	29,550 gp
—	—	17–21	—	Imbued Field Plate†	29,725 gp (ave.)
—	—	22–27	—	Shining Metallic Robe*	30,200 gp
—	—	28–30	—	White Wolf-Hide Armor[3]	30,270 gp
—	—	31–33	—	Imbued Vale Reinforced Leather†	30,660 gp
—	—	34–35	—	Ornate Velium Chain†	32,600 gp
—	—	36–37	—	Trakanasaur-Hide Armor	32,775 gp
—	—	38–39	—	Robe of the Great Panda*	32,925 gp
—	—	40–42	—	Green Silken Drape	33,350 gp
—	—	43–44	—	Enchanted Silver Full Plate†	34,650 gp
—	—	45–47	—	Imbued Dwarven Plate†	35,720
—	—	48	—	Miragul's Robe[3]	36,250 gp
—	—	49–50	—	Sebilite Scale Armor*	38,650 gp
—	—	51–53	—	Spell Robe (Type V)	41,500 gp
—	—	54–55	—	Clockwork Watchman Armor†	42,000 gp
—	—	56–57	—	Reinforced Acrylia Armor†	44,175 gp
—	—	58–60	—	Bloodstained Armor*	44,300 gp
—	—	61	—	Teir'Dal Adamantite Chain Armor†	45,585 gp

Table 2-4: Body Items (Continued)

Minor	Medium	Major	Epic	Item Name	Market Price
—	—	62–63	—	Enchanted Elven Chainmail†	46,030 gp
—	—	64	—	Nathsar Armor*	50,975 gp
—	—	65–66	—	Lightcrawler Armor	51,000 gp
—	—	67–69	—	Imbued Ogre War Plate†	52,710 gp
—	—	70–71	—	Enchanted Electrum Full Plate†	53,050 gp
—	—	72–75	—	Shielded Robes[3]	55,650 gp
—	—	76	—	Golden Mail of Marr[2]	57,700 gp
—	—	77–78	—	Netted Kelp Armor*	60,800 gp
—	—	79–80	—	Spell Robe (Type VI)	62,500 gp
—	—	81	—	Symphonic Mail[1]	64,380 gp
—	—	82–83	—	Studded Tigerraptor Armor†	64,3675 gp
—	—	84	—	Arctic Wyvern-Hide Armor†	65,915 gp
—	—	85–86	—	Black Pantherskin Armor†	68,150 gp
—	—	87	—	Haze Panther Armor†	71,660 gp
—	—	88–89	—	Enchanted Gold Full Plate†	73,350 gp
—	—	90	—	Tyrant's Platemail[1]	73,750 gp
—	—	91	—	Ice Burrower Silk Armor†	73,810 gp
—	—	92–93	—	Brown Chitin Armor	77,400 gp
—	—	94	—	Ceremonial Solstice Robe†	89,250 gp
—	—	95	—	Enchanted Platinum Full Plate†	94,350 gp
—	—	96	—	Clockwork Shadow Walker Armor†	97,100 gp
—	—	97–99	—	Hardened Robe[1]	97,700 gp
—	—	100	—	Spell Robe (Type VII)	100,000 gp
—	—	—	01–02	Faith-Tempered Mail[1]	104,300 gp
—	—	—	03–04	Crustacean Shell Armor*	107,550 gp
—	—	—	05	Spell Robe (Type VIII)	146,500 gp
—	—	—	06–07	Robes of Hate[1]	153,155 gp
—	—	—	08–09	Crusader's Plate[1]	166,750 gp
—	—	—	10–11	Skeleton Mail[3]	173,100 gp
—	—	—	12–14	Iron Skin of Contempt[1]	176,000 gp
—	—	—	15	Grand Robe of the Oracle[1]	186,700 gp
—	—	—	16–17	Imbued Steelsilk Armor†	226,426 gp (ave.)
—	—	—	18	Robes of Justice[3]	232,350 gp
—	—	—	19–20	Red Dragon Scale[3]	326,200 gp
—	—	—	21–22	White Dragon Scale[3]	326,200 gp
—	—	—	23–25	Golden Steel Plate[1]	365,650 gp
—	—	—	26	Teir'Dal Adamantite Plate Armor†	435,260 gp
—	—	—	27–28	Imbued Koada'Dal Mithril Plate Armor†	477,010 gp
—	—	—	29–32	Heavy Dragonhide Armor*	582,850 gp
—	—	—	33–34	Imbued Woven Platinum Armor†	743,293 gp (ave)
—	—	—	35–37	Loam-Encrusted Robe*	836,900 gp
—	—	—	38–39	Barbed Ringmail Armor*	860,050 gp
—	—	—	40–41	Crystal Chitin Armor	899,650 gp
—	—	—	42–43	Tae Ew Silk Armor†	980,850 gp
—	—	—	44–45	Rubicite Armor*	1,060,350 gp
—	—	—	46–48	Mithril Plate Armor*	1,211,650 gp
—	—	—	49–52	Dragon-Plate Armor[3]	1,243,750 gp
—	—	—	53–55	Stormreaper Boned Armor†	1,676,460 gp
—	—	—	56–57	Shissar Scaled Armor	1,756,350 gp
—	—	—	58–59	Black Lace-Boned Armor†	2,753,740 gp
—	—	—	60–62	Brellium Chain Armor†	3,185,585 gp
—	—	—	63–64	Tae Ew Leather Armor†	3,344,960 gp
—	—	—	65–66	Mischievous Chain Armor†	3,707,250 gp
—	—	—	67–68	Stormreaper Chainwoven Armor†	4,022,050 gp
—	—	—	69–71	Underfoot Chain Armor†	4,216,800 gp
—	—	—	72	Clockwork Observer Armor†	4,639,750 gp
—	—	—	73–75	Tunarean Soldier Armor†	4,645,435 gp

Table 2-4: Body Items (Continued)

Minor	Medium	Major	Epic	Item Name	Market Price
—	—	—	76–77	Artificer's Ringmail†	4,376,160 gp
—	—	—	78	Fearsome Skyiron Armor†	5,014,680 gp
—	—	—	79–80	Tunarean Scout Armor†	5,665,035 gp
—	—	—	84–85	Darksplint Armor†	6,633,180 gp (ave.)
—	—	—	86	Dark Prince Sovereign Chain Armor†	6,682,770 gp
—	—	—	87–88	Fine Heraldic Armor†	7,225,085 gp
—	—	—	89	Blessed Artkeeper's Mithril Chain†	7,649,970 gp
—	—	—	90–91	Imbued Heraldic Armor†	8,633,180 gp (ave.)
—	—	—	92	Stormreaper SteelwovenArmor†	9,530,770 gp
—	—	—	93	Mischievous Plate Armor†	9,739,885 gp
—	—	—	94	Dark Prince Regent Armor†	10,655,365 gp
—	—	—	95	Imbued Steelweave†	11,327,120 gp (ave.)
—	—	—	96–97	Underfoot Plate Armor†	12,120,255 gp
—	—	—	98	Blessed Full Mithril Plate Armor†	13,212,085 gp
—	—	—	99	Darkscale Armor†	13,941,385 gp (ave.)
—	—	—	100	Helanic Tundra Armor†	20,605,400 gp

† See "Blacksmithing," either in Chapter 3 of this book or in the *EQ: Game Master's Guide*.
‡ This is a Trade Skill item from *RoN: Everfrost Peaks*.

Table 2-5: Ear Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–15	01–13	01–07	—	Jewelcraft item	Varies
16–25	—	—	—	Alligator Tooth Earring*	220 gp
26–32	—	—	—	Gunthak Earring*	690 gp
33–47	—	—	—	Onyx Studs	1,600 gp
48–51	—	—	—	Earrings of the Puppeteer	2,000 gp
52–57	—	—	—	Jade Meditation Hoop	2,000 gp
58–64	14–16	—	—	Forest Loop	3,050 gp
65–75	17–19	—	—	Obsidian Bead Hoop	3,200 gp
76–80	20–23	—	—	Opalline Earring	4,150 gp
81–90	24–28	—	—	Golden Ear Stud*	4,500 gp
91–99	29–38	—	—	Cougar Claw Earring	5,100 gp
100	39–46	—	—	Vhal'Sera Skull Earring*	5,610 gp
—	47–54	—	—	Batskull Earring*	6,050 gp
—	55–59	—	—	Ear of the Blind Wolf*	8,430 gp
—	60–65	—	—	A Saprophyte Eye*	9,350 gp
—	66–75	—	—	Kin Magi Earring*	10,820 gp
—	76–87	08–10	—	Earring of Essence*	10,925 gp
—	88–92	11–13	—	Earring of the Frozen Skull	11,450 gp
—	93–99	14–17	—	Elder's Earring*	13,800 gp
—	100	18–22	—	Healer's Earring*	16,750 gp
—	—	23–31	—	Truewind Earring*	17,000 gp
—	—	32–40	—	Shrunken Goblin Skull Earring	18,200 gp
—	—	41–48	—	Earring of the Icecaster*	30,300 gp
—	—	49–60	—	Fingerbone Hoop	32,100 gp
—	—	61–69	—	Head of the Valiant*	36,500 gp
—	—	70–80	—	Ivandyr's Hoop	65,450 gp
—	—	81–93	—	Inlaid Jade Hoop	86,400 gp
—	—	94–100	01–15	Fishbone Earring	163,000 gp
—	—	—	16–100	Crimson Cuff	1,020,000 gp

Table 2-6: Face Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–08	—	—	—	Skinned Halfling Face Mask*	580 gp
09–20	—	—	—	Dented Brass Mask[3]	1,000 gp
21–29	—	—	—	Sheer Bone Mask*	1,050 gp
30–38	—	—	—	Deathmask	2,000 gp
39–50	—	—	—	Crystal Spectacles[3]	2,150 gp
51–64	—	—	—	Nightwatch Monocle[3]	2,400 gp
65–77	—	—	—	Moss Mask*	2,870 gp
78–91	—	—	—	Bloodstone Eyepatch	3,120 gp
92–96	01–04	—	—	Feathered Mask	3,200 gp
97–99	05–14	—	—	Split Paw Hide Mask*	3,900 gp
100	15–17	—	—	Mask of Warfare†	5,550 gp
—	18–25	—	—	Stone Face	7,920 gp
—	26–33	—	—	Carved Ivory Mask*	8,000 gp
—	34–38	—	—	Mask of Observance†	8,100 gp
—	39–55	—	—	Elliptical Veil	8,250 gp
—	56–66	—	—	Nose Ring of Vr'i*	9,650 gp
—	67–77	01–03	—	Mask of Espionage	11,480 gp
—	78–86	04–06	—	Golden Veil*	12,200 gp
—	87–99	07–12	—	Glass Visor	15,000 gp
—	100	13–19	—	Enshrouded Veil	17,500 gp
—	—	20–29	—	Impenetrable Mask of Al'Kabor	20,800 gp
—	—	30–34	—	Mask of War*	33,200 gp
—	—	35–38	—	Mushroom Veil	35,900 gp
—	—	39–43	—	Death Mask of the Elysians	41,800 gp
—	—	44–48	—	Golem's Jawbone	56,400 gp
—	—	49–54	—	Dragon-Scale Mask*	65,000 gp
—	—	55–59	—	Mask of the Leprechaun	78,400 gp
—	—	60–70	—	Eyepatch of Plunder	81,000 gp
—	—	71–80	—	Tobrin's Mystical Eyepatch*	83,000 gp
—	—	81–85	—	Myotis Mask	87,300 gp
—	—	86–93	—	Guise of the Deceiver*	115,400 gp
—	—	94–100	—	Iksar-Hide Mask	151,700 gp

Table 2-7: Feet Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–16	—	—	—	Firewalker Boots*	300 gp
17–27	—	—	—	Goo Boots†	500 gp
28–33	—	—	—	Prosthetic Legs†	2,000 gp
34–47	—	—	—	Slippers of Stealth	2,000 gp
48–56	—	—	—	Charred Boots	2,450 gp
57–65	—	—	—	Stoneshift Sandals	6,000 gp
66–80	—	—	—	Dwarven Work Boots	6,100 gp
81–90	01–07	—	—	Wolf-Fur Slippers*	6,150 gp
91–99	08–13	—	—	Fungus Feet	6,500 gp
100	14–23	—	—	Traveler's Boots*	6,500 gp
—	24–31	—	—	Muck-Covered Boots*	7,000 gp
—	32–43	—	—	Polished Stone Anklet*	7,200 gp
—	44–50	—	—	Boots of Stability[3]	9,000 gp
—	51–59	—	—	Sea Mountain Boots	8,000
—	60–66	—	—	Boots of the Sacred Dance*	9,550 gp
—	67–79	—	—	Boots of Jumping	10,000 gp
—	80–86	—	—	Grave Sandals	11,700 gp
—	87–99	—	—	Kobold-Hide Boots	12,830 gp
—	100	01–05	—	Boots of Deception	16,000 gp

Table 2-7: Feet Items (Continued)

Minor	Medium	Major	Epic	Item Name	Market Price
—	—	06–10	—	Spore-Covered Boots*	17,150 gp
—	—	11–15	—	Terror Boots*	19,700 gp
—	—	16–22	—	Ghostly Blood-Soaked Boots*	24,000 gp
—	—	23–30	—	Boots of Shadow Walking	33,200
—	—	31–34	—	Golden Efreeti Boots*	35,950 gp
—	—	35–40	—	Boots of Brawn[1]	36,000 gp
—	—	41–44	—	Mithril Boots*	36,000 gp
—	—	45–48	—	Sarnak-Hide Boots	38,200 gp
—	—	49–55	—	Dire Wolf-Fur Boots[3]	38,600 gp
—	—	56–60	—	Frozen Efreeti Boots*	39,000 gp
—	—	61–64	—	Boots of Flowing Slime	40,750
—	—	65–69	—	Shrouded Boots	41,150 gp
—	—	70–75	—	Boots of the Dead Dream*	44,250 gp
—	—	76–81	—	Journeyman's Boots	45,000 gp
—	—	82–86	—	Boots of the Mosquito	49,000
—	—	87–91	—	Boots of Superiority*	52,950 gp
—	—	92–95	—	Boots of Repulsion	60,080 gp
—	—	96–98	01–10	Boots of Deep Thought*	94,920 gp
—	—	99–100	11–20	Yttrium-Studded Leather Boots*	108,800 gp
—	—	—	21–30	Wyvern-Hide Boots*	182,400 gp
—	—	—	31–50	Boots of the Pathfinder	228,000 gp
—	—	—	51–75	Sandals of Alacrity	394,250 gp
—	—	—	76–100	Grey Suede Boots*	443,700 gp

† This is a Trade Skill item

Table 2-8: Finger Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–05	01–07	01–05	—	Jewelcraft item	Varies
06–09	—	—	—	Ring of Slime	850 gp
10–14	—	—	—	Ring of Dark Knowledge[2]	950 gp
15–18	—	—	—	Rat-Shaped Ring	1,000 gp
19–23	—	—	—	Cutthroat Insignia Ring[1]	1,000 gp
24–28	—	—	—	Ring of Power (type 1)	2,000 gp
29–34	—	—	—	Softfoot Ring	2,000 gp
35–40	—	—	—	Glimmer Ring*	2,110 gp
41–44	—	—	—	Eagle Eye	2,250 gp
45–50	—	—	—	Ring of Shadows*	2,455 gp
51–54	—	—	—	Slime-Covered Ring	2,500 gp
55–56	—	—	—	Black Ceramic Band†	2,700 gp
57–58	—	—	—	Blue Ceramic Band†	2,700 gp
59–60	—	—	—	Green Ceramic Band†	2,700 gp
61–62	—	—	—	Red Ceramic Band†	2,700 gp
63–64	—	—	—	White Ceramic Band†	2,700 gp
65–70	—	—	—	Ring of Quintessence*	2,800 gp
71–75	—	—	—	Ring of Frost	2,870 gp
76–79	—	—	—	Band of Flesh*	3,000 gp
80–86	—	—	—	Ring of the Charlatan	3,000 gp
87–89	—	—	—	Ring of Xorbb	3,260 gp
90–93	—	—	—	Icebone Knuckle	4,000 gp
94–97	08–10	—	—	Ring of Ghostly Servitude	4,000 gp
98–100	11–13	—	—	Jagged Band	4,150 gp

Table 2-8: Finger Items

Minor	Medium	Major	Epic	Item Name	Market Price
—	14–18	—	—	Clawed Knuckle-Ring*	6,000 gp
—	19–23	—	—	Fungus Ring	6,250 gp
—	24–29	—	—	Ring of Goblin Lords*	6,250 gp
—	30–35	—	—	Band of Fairy Eyes	6,300 gp
—	36–42	—	—	Silent Fist Ring	6,500 gp
—	43–48	—	—	Ring of Thoughts	7,200 gp
—	49–58	—	—	Assassin's Ring	7,500 gp
—	59–68	—	—	Ring of Power (type 2)	8,000 gp
—	69–77	—	—	Moonstone Ring*	9,250 gp
—	78–82	—	—	Ring of the Jungle Lord	11,200 gp
—	83–86	06–07	—	Ring of Stone	12,000 gp
—	87–90	08–09	—	Ring of the Frost Spiders*	14,500 gp
—	91–93	10–12	—	Platinum Skull Ring	14,600 gp
—	94	13–15	—	Ring of Roses[3]	16,000 gp
—	—	16–18	—	Diamond Wedding Band	17,900 gp
—	95	19–23	—	Ring of Ash	18,000 gp
—	—	24–29	—	Ring of Power (type 3)	18,000 gp
—	96	30–34	—	Duennan Shielding Ring*	18,660 gp
—	97	35–38	—	Hand of Tranquility	18,750 gp
—	98	39–40	—	Miner's Ring	20,000 gp
—	99	41–43	—	Goblin Gazughi Ring*	21,450 gp
—	100	44–46	—	Glowing Stone Band*	24,000 gp
—	—	47–50	—	Ring of Power (type 4)	32,000 gp
—	—	51–54	—	Knotted Turtlebone Ring*	33,240 gp
—	—	55–57	—	Gem-Encrusted Ring	36,000 gp
—	—	58–61	—	Ring of Grace[1]	36,000 gp
—	—	62–65	—	Ring of Animal Charming[3]	36,400 gp
—	—	66–67	—	Summoner's Ring[3]	46,300 gp
—	—	68–70	—	Ring of Granite Skin[3]	50,000 gp
—	—	71–74	—	Ring of Guarding[1]	50,000 gp
—	—	75–79	—	Ring of Power (type 5)	50,000 gp
—	—	80–82	—	Djarn's Amethyst Ring*	58,500 gp
—	—	83–84	—	Shadel Bandit Ring	60,700 gp
—	—	85–86	—	Ring of Flowing Slime	67,000 gp
—	—	87–89	—	Ring of Translocation[3]	71,600 gp
—	—	90–92	—	Ring of Power (type 6)	72,000 gp
—	—	93	—	Regal Band of Bathezid*	81,650 gp
—	—	94	—	Ring of Innoruuk[1]	86,300 gp
—	—	95–96	—	Ring of Power (type 7)	98,000 gp
—	—	97–98	—	Ring of Power (type 8)	128,000 gp
—	—	99–100	01–05	Ring of Charms[1]	151,500 gp
—	—	—	06–15	Ring of Power (type 9)	162,000 gp
—	—	—	16–20	Ring of Seers[1]	168,000 gp
—	—	—	21–25	Ring of Lords[1]	178,000 gp
—	—	—	26–35	Ring of Power (type 10)	200,000 gp
—	—	—	36–45	Ring of Power (type 11)	242,000 gp
—	—	—	46–55	Ring of Power (type 12)	288,000 gp
—	—	—	56–65	Ring of Power (type 13)	338,000 gp
—	—	—	66–75	Ring of Power (type 14)	392,000 gp
—	—	—	76–85	Ring of Power (type 15)	450,000 gp
—	—	—	86–100	Ring of Lightning	784,300 gp

† This is a Trade Skill (pottery) item from the *EQ: Game Master's Guide*.

Table 2-9: Hand Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–07	—	—	—	Clay-Encrusted Gloves*	520 gp
08–09	—	—	—	Stabilizing Handwraps†	590 gp
10–12	—	—	—	Prosthetic Hands†	1,500 gp
13–16	—	—	—	Powered Gloves†	1,700 gp
17–26	—	—	—	Ruffian Gloves	1,800 gp
27–36	—	—	—	Wizard's Touch	1,800 gp
37–44	—	—	—	Hands of the Righteous[2]	2,250 gp
45–55	—	—	—	Pit Fighter Handwraps	2,801 gp (single)
56–60	—	—	—	Griffon Talon Gloves*	3,437 gp
61–66	—	—	—	Gloves of Slipperiness	3,600 gp
67–76	—	—	—	Gloves of the Lariat	4,000 gp
77–82	—	—	—	Gloves of Marr	4,320 gp
83–92	—	—	—	Gem-Inlaid Gauntlets	4,500 gp
93–99	01–04	—	—	Dusty Bloodstained Gloves	5,200 gp
100	05–15	—	—	Frosted Gloves*	5,560 gp
—	16–24	—	—	White Satin Gloves*	5,700 gp
—	25–29	—	—	Trakanasaur-Hide Gloves*	5,712 gp
—	30–36	—	—	Burning Gauntlets (type I)	6,000 gp
—	37–41	—	—	Gauntlets of the Black	6,025 gp
—	42–51	—	—	Archer's Gloves[3]	7,500 gp
—	52–55	—	—	Imp-Skin Gloves	8,850 gp
—	56–60	—	—	Stalker Gauntlets*	9,440 gp
—	61–67	—	—	Burning Gauntlets (type II)	10,000 gp
—	68–76	—	—	Gauntlets of Mortality*	11,400 gp
—	77–87	—	—	Wire Gauntlets	13,000 gp
—	88–95	—	—	Burning Gauntlets (type III)	14,000 gp
—	96–99	01–06	—	Accusers	16,200 gp
—	100	07–09	—	Oakenfist Gloves	16,250 gp
—	—	10–14	—	Thunder-Etched Gauntlets	16,800 gp
—	—	15–21	—	Gloves of the Rock Climber*	17,500 gp
—	—	22–26	—	Woven Bark Gloves*	17,600 gp
—	—	27–34	—	Dark Mail Gauntlets	17,800 gp
—	—	35–41	—	Burning Gauntlets (type IV)	18,000 gp
—	—	42–45	—	Gauntlets of Potence*	19,000 gp
—	—	46–53	—	Primitive Leather Gloves*	19,000 gp
—	—	54–56	—	Laoch Combat Gauntlets*	19,600 gp
—	—	57–61	—	Gauntlets of Far Strength	20,000 gp
—	—	62–67	—	Terror Gauntlets*	24,605 gp
—	—	68–74	—	Gauntlets of Iron Tactics	26,000 gp
—	—	75–80	—	Gloves of Fire*	33,400 gp
—	—	81–84	—	Coldain-Skin Gloves	38,800 gp
—	—	85–90	—	Sporali Gloves*	39,960 gp
—	—	91–95	01–10	Onyx Gauntlets*	57,200 gp
—	—	96–97	11–25	Twisted Steel Gauntlets*	59,400 gp
—	—	98–99	26–63	Mithril Gauntlets*	71,600 gp
—	—	100	64–100	Viscid Slime Gloves	91,500 gp

† This is a Trade Skill item

Table 2-10: Hand-to-Hand Weapons

Minor	Medium	Major	Epic	Item Name	Market Price
01–60	—	—	—	Masterwork Silver Weapon†	+400 gp
61–70	01–10	—	—	Velium Weapon†	+5,300 gp
71–82	11–30	—	—	Ivory-Imbued Northman Weapon†	+5,900 gp
83–85	31–37	—	—	Horns of the Beast*	6,102 gp
86–98	38–57	—	—	Jade-Imbued Northman Weapon†	+6,300 gp
99	58–63	—	—	Shissar Ulak	7,320 gp
100	64–73	—	—	Bladed Thulian Claws*	8,322 gp
—	74–80	—	—	Fist of Bone	8,504 gp
—	81–85	—	—	Khaliz's Katar*	9,702 gp
—	86–95	—	—	Horns of the Spirits*	10,552 gp
—	96–99	—	—	Claws of the Huntress*	13,312 gp
—	100	01–05	—	Yeken's Katar*	16,602 gp
—	—	06–20	—	Fist of Wood	17,954 gp
—	—	21–30	—	Fist of Horn	22,804 gp
—	—	31–41	—	Fist of Rock	31,004 gp
—	—	42–50	—	Fireclaw Talons*	32,312 gp
—	—	51–62	—	Black-Bladed Ulak*	36,302 gp
—	—	63–71	—	Horns of Discipline	41,102 gp
—	—	72–80	—	Zekhas's Katar*	50,302 gp
—	—	81–88	—	Coldsteel Clawed Handwraps[1]	56,875 gp (pair)
—	—	89–94	—	Khashek's Katar*	110,702 gp
—	—	95–99	01–10	Gold-Inlaid Ulak*	158,102 gp
—	—	100	11–20	Fist of Lightning	177,304 gp
—	—	—	21–35	Glowing Mithril Ulak*	291,302 gp
—	—	—	36–50	Fist of Iron	842,204 gp
—	—	—	51–70	Fist of Mithril	1,015,304 gp
—	—	—	71–85	Fist of Glowing Acrylia	1,351,804 gp
—	—	—	86–100	Fist of Acrylia	1,525,204 gp

† See "Blacksmithing," either in Chapter 3 of this book or in the *EQ: Game Master's Guide*. The GM should determine a weapon type (e.g., clawed handwraps and ulak, etc.) and apply the price modifier given above.

Table 2-11: Head Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–45	01–10	01–10	—	Jewelcraft item	Varies
46–55	—	—	—	Stalking Probe†	1,500 gp
56–65	—	—	—	Aqualung†	2,000 gp
66–80	—	—	—	Fine Silk Turban[1]	2,900 gp
81–90	—	—	—	Helm of Hukulk	3,152 gp
91–94	—	—	—	Rebreather†	4,000 gp
95–97	11–15	—	—	Elemental Binder	5,150 gp
98	16–20	—	—	Exquisite Silk Turban	5,500 gp
99	21–24	—	—	Dreadful Cap	5,700 gp
100	25–29	—	—	Kejekan Tribal Headband*	5,850 gp
—	30–34	—	—	Chieftain's Headdress*	6,000 gp
—	35–38	—	—	Crown of Deception	6,400 gp
—	39–45	—	—	Skull-Shaped Barbute	7,260 gp
—	46–49	—	—	Dark Circlet*	7,550 gp
—	50–54	—	—	Batfang Headband	9,000 gp
—	55–60	—	—	Runed Circlet[3]	9,000 gp
—	61–68	—	—	Savant's Cap*	9,010 gp
—	69–74	—	—	Helm of Brute Strength*	9,105 gp
—	75–78	—	—	Kerran Headband*	9,125 gp

Table 2-11: Head Items (Continued)

Minor	Medium	Major	Epic	Item Name	Market Price
—	79–82	—	—	Circlet of Vallon	10,500 gp
—	83–86	—	—	Shazda Turban*	11,000 gp
—	87–88	—	—	Crown of Eyes	11,700 gp
—	89–92	—	—	Nightshade Wreath*	12,060 gp
—	93–95	11–12	—	Executioner's Hood	14,300 gp
—	96–100	13–16	—	Helm of the Ecclesiastic	15,000 gp
—	—	17–20	—	Square Helm	17,302 gp
—	—	21–26	—	Black Feathered Circlet*	18,350 gp
—	—	27–35	—	Circlet of Fire*	18,982 gp
—	—	36–43	—	Coronet of Buried Blood[3]	19,800 gp
—	—	44–54	—	Runed Cowl*	20,250 gp
—	—	55–62	—	Siryn-Hair Hood*	30,600 gp
—	—	63–66	—	Headband of the Master[1]	36,000 gp
—	—	67–71	—	Burning Eye	36,400 gp
—	—	72–80	—	Circlet of Shadows*	40,435 gp
—	—	81–86	—	Fine Silver Hairpiece	42,000 gp
—	—	87–89	01	Cursed Halo of Thought*	50,000 gp
—	—	90–94	—	Crown of King Tranix	50,200 gp
—	—	95–100	—	Jungle Spider-Fur Cap	56,550 gp
—	—	—	02	Crown of the North[3]	315,000 gp
—	—	—	03–40	Shadow Crown[3]	362,200 gp
—	—	—	41–100	Sapphire of Souls[3]	701,300 gp

† This is a Trade Skill item

Table 2-12: Leg Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–15	—	—	—	Scaled Wolf-Hide Leggings*	550 gp
16–24	—	—	—	Barbed Legplates*	965 gp
25–38	—	—	—	Mammoth-Hide Leggings*	1,540 gp
39–50	—	—	—	Black Chitin Leggings*	1,850 gp
51–59	—	—	—	Rider's Chaps	2,500 gp
60–73	—	—	—	Weasel Kilt	2,800 gp
74–86	—	—	—	Bone Legplates*	3,145 gp
87–98	—	—	—	Lion-Skin Leggings*	3,150 gp
99	01–16	—	—	Gatorscale Leggings*	5,900 gp
100	17–26	—	—	Silversilk Leggings*	5,900 gp
—	27–35	—	—	Silver-Plated Leggings*	7,700 gp
—	36–43	—	—	Feathered Leggings*	9,200 gp
—	44–50	—	—	Sarnak-Hide Leggings*	9,500 gp
—	51–60	—	—	Kromrif Military Leggings	9,800 gp
—	61–72	—	—	Prowling Leopard Leggings	11,030 gp
—	73–85	—	—	Petrified Bark Leggings	11,800 gp
—	86–92	—	—	Drake-Hide Leggings*	12,250 gp
—	93–100	01–10	—	Oiled Greaves	15,580 gp
—	—	11–23	—	Sharkskin Leggings	18,000 gp
—	—	24–34	—	Sun Leggings	18,700 gp
—	—	35–45	—	Astral Leggings of the Titans	18,800 gp
—	—	46–54	—	Icy Greaves[3]	19,400 gp
—	—	55–63	—	Enduring Pants	20,250 gp
—	—	64–74	—	Sunlord's Leggings*	21,400 gp
—	—	75–87	—	Jester's Stockings	26,125 gp
—	—	88–95	—	Dreadfang-Hide Leggings*	40,350 gp
—	—	96–100	01–05	Greaves of the Deep Sea	86,380 gp
—	—	—	06–100	Black Runed Pants	966,000 gp

Table 2-13: Neck Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–15	01–10	01–10	—	Jewelcraft item	Varies
16–23	—	—	—	Velvet Choker	210 gp
24–29	—	—	—	Amulet of Sight[3]	1,050 gp
30–37	—	—	—	Spiked Leather Wolf Collar*	2,660 gp
38–44	—	—	—	Beartooth Necklace*	2,680 gp
45–56	—	—	—	Black Iron Medallion	3,000 gp
57–60	—	—	—	Allize Volew Medicine Bag*	3,200 gp
61–64	—	—	—	Torque of Hoar Frost	3,200 gp
65–68	—	—	—	Bear-Claw Necklace[3]	4,000 gp
69–76	—	—	—	Gnomish Vanishing Device†	4,000 gp
77–86	—	—	—	Whispering Cameo	4,000 gp
87–93	—	—	—	Looking Pendant†	4,300 gp
94–99	—	—	—	Runed Lava Pendant	4,700 gp
100	11–17	—	—	Petrified Erudite-Heart Amulet	5,450 gp
—	18–23	—	—	Goblin Soul Caller	5,500 gp
—	24–29	—	—	Torque of Tongues	6,000 gp
—	30–34	—	—	Choker of Pestilence*	6,400 gp
—	35–40	—	—	Cape of Midnight Mist*	7,500 gp
—	41–49	—	—	Guardian Choker*	8,000 gp
—	50–53	—	—	Amulet of Deception	8,960 gp
—	54–56	—	—	Charm of Eventuality	9,000 gp
—	57–60	—	—	Talisman of Vhal Sera*	9,000 gp
—	61–65	—	—	Investigator's Badge*	9,400 gp
—	66–69	—	—	Initiate Symbol of the Tribunal[3]	9,675 gp
—	70–74	—	—	Spider-Fang Choker*	9,700 gp
—	75–78	—	—	Chrysoberyl Talisman	9,800 gp
—	79–82	—	—	Blood Weave Choker*	10,100 gp
—	83–87	—	—	Grey Fur Gorget	10,500 gp
—	88–92	—	—	Gypsy Medallion	10,650 gp
—	93–97	—	—	Etched Ivory Charm Pendant[3]	14,000 gp
—	98–99	—	—	Goranga Warbeads	14,250 gp
—	100	11–14	—	Talisman of Evasion*	18,500 gp
—	—	15–19	—	Tserrina's Symbol*	19,420 gp
—	—	20–24	—	Amulet of the Wind Spirit[3]	22,680 gp
—	—	25–27	—	Amulet of Wizard's Might[3]	25,000 gp
—	—	28–29	—	Bone Necklace[3]	27,000 gp
—	—	30–33	—	Spade of Digging	27,360 gp
—	—	34–39	—	Amulet of Spirit Sight[3]	30,000 gp
—	—	40–44	—	Torc of Benevolent Mien[3]	35,000 gp
—	—	45–50	—	Torc of Might[3]	41,000 gp
—	—	51–56	—	Brooch of Wariness[3]	50,000 gp
—	—	57–60	—	Necklace of Superiority	53,600 gp
—	—	61–69	—	Monkey's Paw	54,000 gp
—	—	70–75	—	Talisman of Frost	64,800 gp
—	—	76–79	—	Necklace of Nightstalking*	67,500 gp
—	—	80–83	—	Pendant of Animism[3]	85,000 gp
—	—	84–90	—	Talisman of Faith[1]	128,000 gp
—	—	91–95	—	Pendant of Sharp Sight[3]	137,000 gp
—	—	96–97	01–05	Faded Skull Medallion*	149,200 gp
—	—	98–100	06–10	Amulet of Necropotence	150,000 gp
—	—	—	11–25	Dragon Charm[3]	231,000 gp
—	—	—	26–50	Lava Torc[3]	453,600 gp
—	—	—	51–85	Burning Amulet	500,000 gp
—	—	—	86–100	Diamond Torc[3]	1,850,000 gp

† This is a Trade Skill item

Table 2-14: Piercing Weapons

Minor	Medium	Major	Epic	Item Name	Market Price
01–40	—	—	—	Masterwork Silver Weapon†	+400 gp
41–60	—	—	—	Combine Dagger*	2,302
61–75	—	—	—	Dragoon Dirk*	3,427 gp
76–90	—	—	—	Chill Dagger	3,802 gp
91–97	—	—	—	Crysknife	4,802 gp
98	01–05	—	—	Velium Weapon†	+5,300 gp
99	06–20	—	—	Ivory-Imbued Northman Weapon†	+5,900 gp
100	21–35	—	—	Jade-Imbued Northman Weapon†	+6,300 gp
—	36–40	—	—	Sacrificial Dagger	7,070 gp
—	41–46	—	—	Ebon War Spear[1]	7,704 gp
—	47–60	—	—	Stiletto of the Bloodclaw	8,302 gp
—	61–70	—	—	Lead Dagger	8,927 gp
—	71–79	—	—	Spear of Winter	10,302 gp
—	80–87	—	—	Harpoon of the Depths	11,315 gp
—	88–95	—	—	Dagger of Dropping*	12,802 gp
—	96–97	01–03	—	Woe	15,427 gp
—	98–99	04–08	—	Dagger of Night[3]	15,802 gp
—	100	09–12	—	Jade Chokidai Prod	15,890 gp
—	—	13–18	—	Obsidian Shard*	18,007 gp
—	—	19–23	—	Gloomwater Harpoon*	26,506 gp
—	—	24–25	—	Polished Obsidian Shard†	31,720 gp
—	—	26–29	—	Despair Needle*	32,827 gp
—	—	30–34	—	Riptide Spear*	39,001 gp
—	—	35–37	—	Slime-Coated Harpoon*	43,827 gp
—	—	38–41	—	Glowing Iron Pike*	45,305 gp
—	—	42–45	—	Serrated Bone Dirk	48,810 gp
—	—	46–53	—	Assassin's Stiletto[3]	49,852 gp
—	—	54–56	—	Crystalline Spear*	50,900 gp
—	—	57–61	—	Treacherous Dagger[1]	53,302 gp
—	—	62–65	—	Corrupted Combine Weapon†	+55,376 gp (ave.)
—	—	66–70	—	Windruned Dagger*	66,427 gp
—	—	71–76	—	Dagger of Venom[1]	72,302 gp
—	—	77–82	—	Othmir Chieftain Spear*	84,204 gp
—	—	83–87	—	Shadow Rager	92,306 gp
—	—	88–93	—	Boneshear	92,902 gp
—	—	94–97	—	Sebilite Croaking Dirk*	103,902 gp
—	—	98–100	—	Fire Hook[3]	128,420 gp
—	—	—	01–30	Intricate Silver Rapier*	1,142,320 gp
—	—	—	31–60	Electrum-Bladed Koshigatana*	1,214,320 gp
—	—	—	61–100	Fanged-Skull Stiletto*	1,445,302 gp

† See "Blacksmithing," either in Chapter 3 of this book or in the *EQ: Game Master's Guide*. For weapons with a "+*x* gp" notation, the GM should determine a weapon type (e.g., dagger or spear, etc.) and apply the price modifier given above.

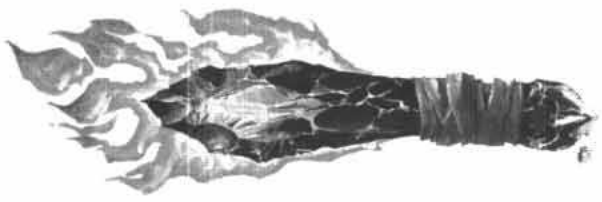


Table 2-15: Ranged Weapons

Minor	Medium	Major	Epic	Item Name	Market Price
01–04	—	—	—	Clockwork Arrow†	44 gp (per arrow)*
05–08	—	—	—	Barbed Arrow of War†	47 gp (per arrow)*
09–13	—	—	—	Arrow of Glass†	98 gp (per arrow)*
14–16	01–02	—	—	Arrow of the Horizon†	107 gp (per arrow)*
17–23	03–05	—	—	Pathfinder Arrow†	126 gp (per arrow)*
24–26	06–09	—	—	Arrow of Venom†	129 gp (per arrow)*
27–30	10–14	—	—	Forcewrack Arrow†	151 gp (per arrow)*
31–35	15–17	—	—	LarkTwitter Arrow*	167 gp (per arrow)*
36–40	18–19	—	—	Pondfish Spine*	183 gp (per spine)*
41–43	—	—	—	Cheese Slinger†	255 gp
44–47	20–24	—	—	Arrow of Penetration†	263 gp (per arrow)*
48–52	25–29	—	—	Icicle Arrow†	295 gp (per arrow)*
53–58	—	—	—	Masterwork Silver Weapon†	+400 gp
59–62	30–34	01–04	—	Forked Arrow of Karana†	632 gp (per arrow)*
63–67	35–39	05–09	—	Thunderclap Arrow†	732 gp (per arrow)*
68–72	—	—	—	Underbulk Claw*	946 gp
73–75	40–43	10–12	—	Arrow of Pain†	985 gp (per arrow)*
76–79	44–47	13	—	Gloomwater Arrow*	1,007 gp (per arrow)*
80–83	48–52	14–15	—	Blessed Champion Arrow†	1,008 gp (per arrow)*
84–86	53–56	16–19	—	Arrow of Nullification†	1,296 gp (per arrow)*
87–90	57–60	20–25	—	Ultimate Arrow†	1,447 gp (per arrow)*
91–99	—	—	—	Silk Bow	3,330 gp
100	61–65	—	—	Velium Weapon†	+5,300 gp
—	66–69	—	—	Ivory-Imbued Northman Weapon†	+5,900 gp
—	70–73	—	—	Jade-Imbued Northman Weapon†	+6,300 gp
—	74–80	—	—	LarkTwitter Bow*	8,320 gp
—	81–85	—	—	Breezeboot's Frigid Gnasher	8,335 gp
—	86–90	—	—	Dragon-Horn Shortbow[3]	8,675 gp
—	91–95	—	—	Dragon-Horn Longbow[3]	8,700 gp
—	96–100	—	—	Blessed Faydark Bow (Stinger)†	12,618 gp
—	—	26–29	—	Runed Oak Bow*	18,630 gp
—	—	30–33	—	Talisen, Bow of the Trailblazer*	19,780 gp
—	—	34–38	—	Tarmok Hunting Spear	19,830 gp
—	—	39–44	—	Blessed Faydark Bow (Swiftbolt)†	20,268 gp
—	—	45–49	—	Shissar Fang*	24,100 gp
—	—	50–59	—	Bow of the Underfoot	32,890 gp
—	—	60–66	—	Efreeti War Bow	33,790 gp
—	—	67–72	—	Blessed Faydark Bow (Cloudburster)†	37,280 gp
—	—	73–79	—	Light Velium Bow*	51,000 gp
—	—	80–83	—	Corrupted Combine Weapon†	+55,376 gp (ave.)
—	—	84–88	—	Bow of the Huntsman*	72,600 gp
—	—	89–94	—	Windstriker	96,040 gp
—	—	95–100	01–05	Bow of Shadows*	107,975 gp
—	—	—	06–15	Wild Stormbow†	191,900 gp
—	—	—	16–35	Blessed Faydark Bow (Thunderbolt)†	248,246 gp
—	—	—	36–100	Bow of Doom*	1,280,600 gp

† See "Blacksmithing," either in Chapter 3 of this book or in the *EQ: Game Master's Guide*. The GM should determine a weapon type (e.g., arrows, bow, etc.) and apply the price modifier given above. When applied to arrows or other ammunition, this value applies to 50 such items.

* Magic arrows are usually found in batches of 1 to 50, as befits the encounter level. Thrown ranged weapons such as *pondfish spines* are usually found in batches of 1 to 12, as appropriate to the encounter level. Note that the price for *ultimate arrows* listed in this table supercedes that given in Chapter 6 of the *EQ: Game Master's Guide*.

Table 2-16: Shields

Minor	Medium	Major	Epic	Item Name	Market Price
01–25	—	—	—	Bone Shield*	1,450 gp
26–50	—	—	—	Shield of Kurn	2,532 gp
51–75	—	—	—	Tainted Shield of Blessed Faith	3,659 gp
76–100	—	—	—	Shield of the Forlorn*	4,659 gp
—	01–13	—	—	Velium Round Shield*	5,809 gp
—	14–21	—	—	Northman Kite Shield of the Justiciar†	7,010 gp
—	22–29	—	—	Northman Zekkite Shield†	7,010 gp
—	30–38	—	—	Devlas Ilkvel*	8,553 gp
—	39–46	—	—	Imbued Woodlander's Shield†	9,077 gp
—	47–62	—	—	Hardened Steel Shield[1]	10,450 gp
—	63–70	—	—	Imbued Teir'Dal Dragoon Shield†	11,559 gp
—	71–80	—	—	Shiny Brass Shield*	12,159 gp
—	81–86	—	—	Clay Guardian Shield*	12,870 gp
—	87–93	—	—	Etched Chitin Shield	13,020 gp
—	94–99	—	—	Bark Shield	14,153 gp
—	100	01–05	—	Charred Guardian Shield*	16,403 gp
—	—	06–11	—	Runewood Shield	17,557 gp
—	—	12–15	—	Small Acrylia Shield[1]	19,660 gp
—	—	16–19	—	Large Acrylia Shield[1]	19,690 gp
—	—	20–24	—	Cracked Darkwood Shield*	26,134 gp
—	—	25–29	—	Shield of Spectral Essence	28,659 gp
—	—	30–34	—	Ry'gorr Oracle Shield*	28,970 gp
—	—	35–40	—	Passive Sunshield*	29,553 gp
—	—	41–44	—	Crested Mistmoore Shield*	32,319 gp
—	—	45–48	—	Crustacean-Shell Shield*	34,760 gp
—	—	49–53	—	Aegis of Life	43,794 gp
—	—	54–57	—	Cryosilk Webshield*	51,225 gp
—	—	58–64	—	Ornate Rune Shield*	52,549 gp
—	—	65–68	—	Shield of Prexus*	53,159 gp
—	—	69–74	—	Shield of Bane Warding	55,620 gp
—	—	75–78	—	Stretched Fungus-Hide Shield	56,857 gp
—	—	79–85	—	Ward of the Faithful[1]	58,170 gp
—	—	86–88	—	Stone Tower Shield	58,600 gp
—	—	89–92	—	Shield of Burning Flame	59,660 gp
—	—	93–95	—	Imbued Shield of Paineel	63,059 gp
—	—	96–97	—	Starlight Shield[5]	65,170 gp
—	—	98	—	Rokyl's Channeling Crystal	65,765 gp
—	—	99–100	—	Mighty Bulwark[1]	93,170 gp
—	—	—	01–20	Sarnak Battle Shield*	384,165 gp
—	—	—	21–40	Bladestopper*	400,670 gp
—	—	—	41–60	Insignia Protector*	680,759 gp
—	—	—	61–100	Shield of Rainbow Hues*	1,722,159 gp

† See "Blacksmithing," either in Chapter 3 of this book or in the *EQ: Game Master's Guide*.

Table 2-17: Shirts

Minor	Medium	Major	Epic	Item Name	Market Price
01–10	—	—	—	Prosthetic Arm†	1,500 gp
11–25	—	—	—	Barbed Armplates	1,562 gp
26–40	—	—	—	Black Shadow Tunic	2,005 gp
41–55	—	—	—	Wolf-Hide Sleeves	3,050 gp
56–70	—	—	—	Crystal Enervated Armbands	3,250 gp
71–85	—	—	—	Blouse of the Green Man	3,750 gp
86–100	—	—	—	Silk Evening Tunic	4,150 gp
—	01–08	—	—	Drake-Hide Sleeves*	5,350 gp

Table 2-17: Shirts (Continued)

Minor	Medium	Major	Epic	Item Name	Market Price
—	09–17	—	—	Gatorscale Sleeves*	5,440 gp
—	18–27	—	—	Platinum Armband	7,500 gp
—	28–36	—	—	Black Embroidered Sleeves*	8,450 gp
—	37–45	—	—	Black Ice Sleeves*	9,700 gp
—	46–59	—	—	Follower's Sleeves*	9,960 gp
—	60–65	—	—	Bloody Tunic	10,000 gp
—	66–71	—	—	Charlatan's Sleeve	10,500 gp
—	72–77	—	—	Dark Scale Sleeves*	11,000 gp
—	78–82	—	—	Sleeves of the Ancients	11,000 gp
—	83–89	—	—	Azure Sleeves*	11,050 gp
—	90–96	—	—	Sleeves of Power*	11,200 gp
—	97–100	—	—	Lockjaw Hide Vest[1]	11,600 gp
—	—	01–25	—	Sun-Soaked Tunic	16,500 gp
—	—	26–40	—	Shardwurm Skin	17,360 gp
—	—	41–60	—	Fungus-Covered Scale Tunic	42,745 gp
—	—	61–80	—	Arms of Augmentation*	76,000 gp
—	—	81–100	—	Vestments of the Druid	90,000 gp
—	—	—	01–100	Wistful Tunic of the Void	1,555,600 gp

Table 2-18: Shoulder Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–13	—	—	—	Barnacle-Covered Pauldrons*	375 gp
14–26	—	—	—	Frozen Mantle	850 gp
27–37	—	—	—	Blackened Iron Spaulders*	1,145 gp
38–43	—	—	—	Steam Spaulders	2,160 gp
44–56	—	—	—	Embroidered Black Cape*	2,400 gp
57–65	—	—	—	Bloodstained Mantle*	2,570 gp
66–74	—	—	—	Lizardscale Mantle*	3,100 gp
75–89	—	—	—	Crested Spaulders*	4,250 gp
90–99	—	—	—	Drolvarg Mantle	4,550 gp
100	01–09	—	—	Ravenscale Shoulderpads*	5,355 gp
—	10–18	—	—	Shawl of the Hidden	5,500 gp
—	19–25	—	—	Hivemistress Wing Mantle	5,650 gp
—	26–32	—	—	Braided Ivy Cords*	6,000 gp
—	33–39	—	—	Silver Shroud	6,000 gp
—	40–51	—	—	Rusty Spiked Shoulderpads*	6,967 gp
—	52–57	—	—	Carnal Pauldrons*	10,765 gp
—	58–64	—	—	Adamantite Epaulets*	11,165 gp
—	65–72	—	—	Rawhide Mantle	11,000 gp
—	73–79	—	—	Prayer Shawl*	12,000 gp
—	80–85	—	—	Shifting Shawl	12,000 gp
—	86–93	—	—	Grim Pauldrons	14,162 gp
—	94–100	01–06	—	Imbued Granite Spaulders*	14,800 gp
—	—	07–13	—	Loam-Encrusted Amice*	16,350 gp
—	—	14–22	—	Stone Mantle	16,500 gp
—	—	23–30	—	Gilded Cloth*	17,000 gp
—	—	31–39	—	Obulus Mantle	17,250 gp
—	—	40–48	—	Squallsurge Shawl*	21,900 gp
—	—	49–60	—	Meditative Blanket	22,100 gp
—	—	61–74	—	Fancy Velvet Mantle[3]	4,200 gp
—	—	75–77	—	Parasitic Shroud[3]	44,600 gp
—	—	78–87	—	Obulus Death Shroud*	56,600 gp
—	—	88–94	—	Elder Wolf Hide	63,800 gp
—	—	95–100	—	Pauldrons of Eyes	120,000 gp
—	—	—	01–50	Neriad Shawl	214,300 gp
—	—	—	51–100	Mantle of Queen Culayne[3]	1,159,740 gp

Table 2-19: Slashing Weapons

Minor	Medium	Major	Epic	Item Name	Market Price
01–20	—	—	—	Masterwork Silver Weapon†	+400 gp
21–35	—	—	—	Combine Short Sword*	2,310 gp
36–50	—	—	—	Combine Longsword*	2,315 gp
51–65	—	—	—	Combine Scimitar*	2,315 gp
66–80	—	—	—	Combine Claymore*	2,350 gp
81–99	—	—	—	Axe of the Iron Back*	4,820 gp
100	01–07	—	—	Velium Weapon†	+5,300 gp
—	08–19	—	—	Ivory-Imbued Northman Weapon†	+5,900 gp
—	20–31	—	—	Jade-Imbued Northman Weapon†	+6,300 gp
—	32–39	—	—	Gnoll Hide Lariat*	7,801 gp
—	40–49	—	—	Blade of Passage	9,810 gp
—	50–56	—	—	Bone-Hilted Companion's Blade[3]	10,350 gp
—	57–65	—	—	Ornate Rune Blade*	12,520 gp
—	66–74	—	—	Shiny Brass Halberd	12,810 gp
—	75–81	—	—	Singing Sword	12,815 gp
—	82–92	—	—	Gleaming Shortsword	13,310 gp
—	93–99	—	—	Obsidian Scimitar*	13,345 gp
—	100	01–05	—	Polyphenomenal Axe	15,820 gp
—	—	06–08	—	Zwielhander[3]	16,335 gp
—	—	09–14	—	Whip of Strangulation	16,626 gp
—	—	15–19	—	Ebon Razor	20,310 gp
—	—	20–24	—	Storm Blade	21,283 gp
—	—	25–28	—	Crystallized Shadow Scimitar	27,565 gp
—	—	29–37	—	Langseax of the Wolves	29,330 gp
—	—	38–42	—	Goblin Two-Handed Sword*	29,315 gp
—	—	43–46	—	Runic Carver*	32,350 gp
—	—	47–51	—	Green Jade Axe*	33,710 gp
—	—	52–56	—	Wurmslayer	35,840 gp
—	—	57–58	—	Marble Greatsword[1]	50,850 gp
—	—	59–60	—	Ice Blade[3]	51,915 gp
—	—	61–64	—	Corrupted Combine Weapon†	+55,376 gp (ave.)
—	—	65–69	—	Polished Granite Tomahawk*	60,706 gp
—	—	70–72	—	Crystalline Blade[3]	61,485 gp
—	—	73–77	—	Fierce Longsword[1]	78,440 gp
—	—	78–81	—	Dark Reaver	84,524 gp
—	—	82–84	—	Venomous Axe of the Velium Brood	84,810 gp
—	—	85–86	—	Lamentation*	93,440 gp
—	—	87–89	—	Longsword of the Faith[1]	98,315 gp
—	—	90	—	Harmonic Longsword[1]	109,315 gp
—	—	91–92	—	Defiance*	112,440 gp
—	—	93–95	01–15	Mithril Two-Handed Sword*	128,350 gp
—	—	96–98	16–25	Brilliant Sword of Faith[1]	149,315 gp
—	—	99	26–30	Frostbeam[3]	204,225 gp
—	—	100	31–35	Scimitar of the Mistwalker[3]	552,565 gp
—	—	—	36–50	Balanced Mithril Two-Handed Sword†	810,365 gp (ave.)
—	—	—	51–60	Short Sword of the Ykesha*	1,531,560 gp
—	—	—	61–70	Earthshaker*	2,007,650 gp
—	—	—	71–80	Honed Blade of Ykesha†	2,093,913 gp
—	—	—	81–90	Blade of the Black Dragon Eye*	2,420,315 gp
—	—	—	91–99	Glowing Black Sword*	2,906,315 gp
—	—	—	100	Connall's Sword of Justice[3]	3,125,335 gp

† See "Blacksmithing," either in Chapter 3 of this book or in the *EQ: Game Master's Guide*. The GM should determine a weapon type (e.g., battleaxe, longsword, etc.) and apply the price modifier given above.

Table 2-20: Waist Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–20	—	—	—	Gnome-Skin Belt*	320 gp
21–30	—	—	—	Iron Skullhead Buckle[2]	550 gp
31–45	—	—	—	Giant Snakespine Belt	2,250 gp
46–60	—	—	—	Purity Belt[1]	2,400 gp
61–75	—	—	—	White Training Sash[1]	3,000 gp
76–90	—	—	—	Giant's Reminder String*	4,100 gp
91–100	01–05	—	—	Yellow Sash of the Order[1]	5,100 gp
—	06–14	—	—	Crested Blood Wolf Harness	5,360 gp
—	15–24	—	—	Red Fur Sash	6,000 gp
—	25–33	—	—	Braided Cinch Cord*	7,500 gp
—	34–39	—	—	Orange Sash of the Order[1]	8,400 gp
—	40–47	—	—	Belt of the Zephyr	9,000 gp
—	48–55	—	—	Rotting Sash	9,500
—	56–62	—	—	Fletcher's Girdle	9,600
—	63–70	—	—	Drakescale Belt*	9,750 gp
—	71–79	—	—	Chromatic Girdle	10,000 gp
—	80–87	—	—	Belt of the Cenobite	12,750 gp
—	88–99	—	—	Sphinx-Hair Cord*	13,400 gp
—	100	01–05	—	Belt of the River*	16,600 gp
—	—	06–12	—	Belt of Wrath[3]	23,400 gp
—	—	13–19	—	Mountain Death Belt	23,500
—	—	20–27	—	Silken Cat-Fur Girdle*	32,200 gp
—	—	28–35	—	Fetid Flesh Belt	42,200 gp
—	—	36–44	—	Belt of Protection[3]	44,550 gp
—	—	45–50	—	Brell's Girdle	45,000 gp
—	—	51–57	—	Girdle of the Nereid	45,000 gp
—	—	58–62	—	Silver Sash of the Order[1]	50,500 gp
—	—	63–71	—	Belt of the Great Turtle*	76,400 gp
—	—	72–81	—	Flowing Black Silk Sash	84,000 gp
—	—	82–87	—	Runed Bolster Belt[3]	105,000 gp
—	—	88–92	—	Belt of Physical Harmony[1]	111,000 gp
—	—	93–98	—	Belt of Sturdiness[1]	111,000 gp
—	—	99–100	01–45	Sash of the Dragonborn*	171,300 gp
—	—	—	46–100	Bone-Clasped Girdle	1,475,370 gp

Table 2-21: Wrist Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–25	01–15	01–15	—	Jewelcraft item	Varies
26–37	—	—	—	Bracers of Security	800 gp
38–46	—	—	—	Bat-Hide Wristband*	925 gp
47–58	—	—	—	Friendship Bracelet	1,000 gp
59–70	—	—	—	Wristlet of Mending	1,000 gp
71	—	—	—	Symbol of Loyalty to Vox[3]	3,300 gp
72–80	—	—	—	Bracers of Elemental Control	3,360 gp
81–93	—	—	—	Bracers of Safeguard	4,000 gp
94–100	16–19	—	—	Bracers of Erollisi	5,100 gp
—	20–25	—	—	Jilleo's Bracelet*	6,030 gp
—	26–32	—	—	Bracelet of Charms	6,300 gp
—	33–38	—	—	Basilisk Bracer*	6,400 gp
—	39–45	—	—	Bracelet of Woven Grass	6,800 gp
—	46–50	—	—	Ring of the Ancients[1]	7,000 gp
—	51–56	—	—	Carmine Trinket*	8,780 gp
—	57–62	—	—	Chipped Bone Bracelet	9,000 gp
—	63–69	—	—	Purified Spirit Bracer*	9,500 gp
—	70–74	—	—	Sebilite Scale Bracelet	9,500 gp

Table 2-21: Wrist Items (Continued)

Minor	Medium	Major	Epic	Item Name	Market Price
—	75–82	—	—	Hero Bracers	10,400 gp
—	83–86	—	—	Sarnak Bracer of Honor	10,800 gp
—	87–92	—	—	Bracelet of Ice	11,200 gp
—	93–99	—	—	Drakescale Bracelet*	12,900 gp
—	100	16–21	—	Whetstone Bracers	16,200 gp
—	—	22–28	—	Gantru Bracelet†	18,600 gp
—	—	29–36	—	Seahorse-Spine Bracelet*	24,300 gp
—	—	37–46	—	Supple Scale Armband	24,700 gp
—	—	47–56	—	Serpentine Bracer*	25,250 gp
—	—	57–64	—	Steel Wristband of Strategy*	39,000 gp
—	—	65–75	—	Dragon-Bone Bracelet[3]	47,800 gp
—	—	76–82	—	Bracelet of the Deep Sea*	89,000 gp
—	—	83–91	—	Bracers of the Bear[1]	111,000 gp
—	—	92–98	—	Bracers of Might[1]	116,000 gp
—	—	99–100	01–35	Bracers of the Dragon[3]	180,000 gp
—	—	—	36–70	Burning Bracer	312,000 gp
—	—	—	71–100	Clouded Jade Bracer[3]	331,500 gp

† If determining treasure randomly, roll 1d6 to determine the type of *Gantru bracelet* found.

Table 2-22: Miscellaneous Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–03	01–06	01–05	—	Poison (choose)†	Varies
04–07	07–11	—	—	Imbued Deity (choose)†	Varies
—	12–14	06–11	—	Golden Idol (choose)†	Varies
08–09	15–23	12–14	—	Mantra (choose)†	Varies
—	24–26	15–18	01–25	Recitation (choose)†	Varies
10	—	—	—	Animated Bait†	15 sp
11	—	—	—	Gnomish Fireworks†	12 gp
12–14	—	—	—	Compass†	30 gp
15	—	—	—	Collapsible Fishing Pole†	40 gp
16–17	—	—	—	Flameless Lantern†	60 gp
18–19	—	—	—	Stein of Good Health†	60 gp
20–21	—	—	—	Bone Totem*	100 gp
22	—	—	—	Gnomish Chalk†	100 gp
23–24	—	—	—	Mummy Wrappings*	110 gp
25–26	—	—	—	Bearskin Potion Bag†	150 gp
27	—	—	—	Corking Device†	150 gp
28	—	—	—	Mechanical Lockpicks†	155 gp
29	—	—	—	Blessed Dust of Karana†	175 gp
30–31	—	—	—	Stein of the Underfoot†	200 gp
32	—	—	—	Crackstem†	210 gp
33–34	—	—	—	Minotaur Horn*	210 gp
35–36	—	—	—	Small Resisting Deity†	220 gp
37	—	—	—	Flash Tube†	250 gp
38	—	—	—	Conch Shell Horn*	260 gp
39	—	—	—	Blessed Dust of Tunare†	300 gp
40	—	—	—	Snare Flare†	375 gp
41–43	—	—	—	Gnomish Brew Barrel†	400 gp
44–45	—	—	—	Small Protection Deity†	420 gp
46	—	—	—	Fused Dragon Crystal†	500 gp
47–50	—	—	—	Geerlock Trade Skill Tool (choose)†	500 gp
51	—	—	—	Gypsy Lute*	550 gp
52	—	—	—	Bronze Spider Totem*	600 gp

Table 2-22: Miscellaneous Items

Minor	Medium	Major	Epic	Item Name	Market Price
53–54	—	—	—	Manalyzer†	600 gp
55	—	—	—	Shard Tracer†	750 gp
56	—	—	—	Spyglass†	1,000 gp
57	—	—	—	Stone of Warding	1,000 gp
58	—	—	—	Dusty Ransacker's Pack*	1,050 gp
59–60	—	—	—	Small Wisdom Deity†	1,100 gp
61	—	—	—	Minor Animal Trapper-Hunter†	1,190 gp
62–63	—	—	—	Gate Coin	1,400 gp
64	—	—	—	Locket of Binding†	1,500 gp
65	—	—	—	Quill of the Apprentice	1,800 gp
66	—	—	—	Snakeskin Cord	1,800 gp
67	—	—	—	Quill of the Arcane	2,000 gp
68	—	—	—	Glob of Gooey Goo*	2,200 gp
69–70	—	—	—	Stein of Smiting†	2,300 gp
71	—	—	—	Assassin Bug†	2,320 gp
72	—	—	—	Boom Brush	2,400 gp
73	—	—	—	Sharkskin Drum*	2,400 gp
74	—	—	—	Stein of the Stalwart†	2,400 gp
75	—	—	—	Stein of Inspiration†	2,500 gp
76	—	—	—	Stein of Valor†	2,500 gp
77	—	—	—	Hunting Hound	3,240 gp
78–79	—	—	—	Box of Nil Space*	3,250 gp
80	—	—	—	Wooly Spider-Silk Net*	3,300 gp
81	—	—	—	Lightning Rod (Type I)	3,375 gp
82	27–28	—	—	Bone Barrel (+1)	3,600 gp
83	—	—	—	Negative Material Sensory Apparatus†	3,600 gp
84	—	—	—	Genesis Paper	3,750 gp (per sheet)
85–86	—	—	—	Carafe of Pure Waters†	4,550 gp
87	—	—	—	Challace of Consecration	4,800 gp
88	—	—	—	Goblet of Sacrilege	4,800 gp
89–90	—	—	—	Crimson Pearl	4,850 gp
90	—	—	—	Lightning Rod (Type II)	4,860 gp
91–92	—	—	—	Bag of the Tinkerers*	5,000 gp
93	—	—	—	Boulder Stone†	5,000 gp
94	29–30	—	—	Brute Sack (+1)	5,000 gp
95	—	—	—	Dustscryer's Crystal Ball*	5,000 gp
96	31–32	—	—	Iron Casket (+1)	5,000 gp
97–98	—	—	—	Oil Veritas	5,000 gp (per flask)
99	33–34	—	—	Pouch of Bright Spirits (+1)	5,000 gp
100	35–36	—	—	Satchel of the Tiger (+1)	5,000 gp
—	37–39	—	—	Faun Flute*	5,360 gp
—	40–43	—	—	Bowl of Endless Gruel	5,400 gp
—	44–45	—	—	Purghk's Quill*	5,500 gp
—	46–48	—	—	Fulgurite Wand of Karana†	5,760 gp
—	49–50	—	—	Biolocator†	6,000 gp
—	51	—	—	Faithstone (choose)†	6,000
—	52–53	—	—	Rod of Access	6,000 gp
—	54–57	—	—	Fleeting Quiver†	6,500 gp
—	58	—	—	Spiritstone (choose)†	6,500
—	59–60	—	—	Lightning Rod (Type III)	6,615 gp
—	61–64	—	—	Sun Chalice*	7,200 gp
—	65–67	—	—	Crucible of Escape†	7,800 gp
—	68–69	—	—	Lightning Rod (Type IV)	8,640 gp
—	70–73	—	—	Stones of the Seer	9,000 gp
—	74–75	—	—	Idol of the Underking*	9,600 gp
—	76–79	—	—	Fetish of the Nimble*	10,250 gp
—	80–82	—	—	Water Stone	10,800 gp
—	83–84	—	—	Lightning Rod (Type V)	10,935 gp

Table 2-22: Miscellaneous Items (Continued)

Minor	Medium	Major	Epic	Item Name	Market Price
—	85–86	—	—	Gypsy Jewel	11,200 gp
—	87–90	—	—	Fire Snuffer	11,520 gp
—	91–94	—	—	Totem of the Warrior Spirit*	12,700 gp
—	95–96	—	—	Manacle of the Keeper	12,800 gp
—	97–98	—	—	Lightning Rod (Type VI)	13,500 gp
—	99–100	19–20	—	Bone Barrel (+2)	14,400 gp
—	—	21	—	Lizard Case	15,300 gp
—	—	22–23	—	Drums of the Beast*	15,740 gp
—	—	24	—	Eye of Melnor*	16,150 gp
—	—	25–26	—	Lightning Rod (Type VII)	16,335 gp
—	—	27–28	—	Dream Sender	18,000 gp
—	—	29	—	Fabricator	18,000 gp
—	—	30	—	Scrollcase of Sending	18,000 gp
—	—	31	—	Tortured Lament	19,000 gp
—	—	32–33	—	Liar's Knuckles	19,500 gp
—	—	34–35	—	Brute Sack (+2)	20,000 gp
—	—	36	—	Globe of Darkness*	20,000 gp
—	—	37–38	—	Iron Casket (+2)	20,000 gp
—	—	39–41	—	Leatherfoot Haversack†	20,000 gp
—	—	42–43	—	Pouch of Bright Spirits (+2)	20,000 gp
—	—	44–45	—	Satchel of the Tiger (+2)	20,000 gp
—	—	46	—	Spring-Loaded Boat	20,500 gp
—	—	47–48	—	Runed Writ*	21,800 gp
—	—	49	—	Glass of Time	22,950 gp
—	—	50–51	—	Seer Lore Book*	23,500 gp
—	—	52	—	Metamage Rod	24,000 gp
—	—	53–54	—	Creature Compass	25,200 gp
—	—	55	—	Kedge Horn	25,750 gp
—	—	56–57	—	Bone Barrel (+3)	32,400 gp
—	—	58–59	—	Globe of Boons	34,650 gp
—	—	60	—	Book of Obulus*	35,400 gp
—	—	61–62	—	McVaxius' War Horn*	40,500 gp
—	—	63–64	—	Fan of a Thousand Breaths	42,500 gp
—	—	65–67	—	Skull Charm of the Oracle*	43,720 gp
—	—	68–69	—	Brute Sack (+3)	45,000 gp
—	—	70–71	—	Iron Casket (+3)	45,000 gp
—	—	72–73	—	Pouch of Bright Spirits (+3)	45,000 gp
—	—	74–75	—	Satchel of the Tiger (+3)	45,000 gp
—	—	76–77	—	Lyran's Mystical Lute*	49,100 gp
—	—	78	—	Book of Accounts	56,000 gp
—	—	79	26–30	Bone Barrel (+4)	57,600 gp
—	—	80–82	—	Portal Boxes	62,400 gp (pair)
—	—	83–84	31–36	Book of Legends	66,000 gp
—	—	85	37–41	Brute Sack (+4)	80,000 gp
—	—	86	42–46	Iron Casket (+4)	80,000 gp
—	—	87	47–51	Pouch of Bright Spirits (+4)	80,000 gp
—	—	88	52–56	Satchel of the Tiger (+4)	80,000 gp
—	—	89	57–60	Bone Barrel (+5)	90,000 gp
—	—	90–91	—	Summoning Lamp	105,840 gp
—	—	92–93	—	Improved Stalking Probe†	112,000 gp
—	—	94	61–73	Flying Carpet	120,000 gp
—	—	95	74–76	Brute Sack (+5)	125,000 gp
—	—	96	77–79	Iron Casket (+5)	125,000 gp
—	—	97	80–82	Pouch of Bright Spirits (+5)	125,000 gp
—	—	98	83–85	Satchel of the Tiger (+5)	125,000 gp
—	—	99–100	86–95	Crypt Master's Conjuring Stone*	149,580 gp
—	—	—	96–100	Sarcophagus of Resurrection	240,000 gp

† This refers to a Trade Skill item, whether magical or mechanamagical, either from Chapter 3 of this book or from Chapter 6 of the *EQ: Game Master's Guide*.

Table 2-23: Potions

Minor	Medium	Major	Epic	Item Name	Market Price
01–15	01–05	—	—	Alchemy ingredients (choose)†	Varies
16–30	06–15	—	—	Enhancement Potion (choose)*	Varies
31–34	—	—	—	Fleeting Languor	135 gp
35–37	—	—	—	Blood of the Wolf*	150 gp
38–40	—	—	—	Feline's Grace	200 gp
41–42	—	—	—	Greenmist Musk	200 gp
43–45	—	—	—	Vampiric Spirit*	200 gp
46–48	—	—	—	Wrackbane*	200 gp
49–52	—	—	—	Thule's Face	225 gp
53–56	—	—	—	Assassin's Favor	235 gp
57–59	16–17	—	—	Mana Preservation I	250 gp
60–63	18	—	—	Stillblood	250 gp
64–68	19	—	—	Titan*	250 gp
69–70	20	—	—	Disease Focus I	270 gp
71–72	21	—	—	Fire Focus I	270 gp
73–74	22	—	—	Ice Focus I	270 gp
75–76	23	—	—	Poison Focus I	270 gp
77–80	24	—	—	Anti-Weight*	300 gp
81–83	25	—	—	Ant's Potion*	300 gp
84–87	26	—	—	Aquatic Haunting*	300 gp
88–91	27	—	—	Assailing	300 gp
92–95	28	—	—	Gravity's Bane	300 gp
96–98	29	—	—	Snake Spirit Oil*	300 gp
99–100	30	—	—	Wolf's Tongue	300 gp
—	31–32	—	—	Beastlord's Brew	350 gp
—	33–34	—	—	Magic Focus I	350 gp
—	35–36	—	—	Serpent's Conviction	350 gp
—	37	—	—	Big Mouth	375 gp
—	38–39	—	—	Craknek Surprise	375 gp
—	40	—	—	Five Limbs Elixir	400 gp
—	41–43	—	—	Hawk's Eye Tonic*	400 gp
—	44–45	—	—	Unlife Awareness*	400 gp
—	46–47	—	—	Mana Preservation II	450 gp
—	48	—	—	Smashem Juice	450 gp
—	49–50	—	—	Spirit Shift	450 gp
—	51–52	—	—	Disease Focus II	475 gp
—	53–54	—	—	Fire Focus II	475 gp
—	55–56	—	—	Ice Focus II	475 gp
—	57–58	—	—	Poison Focus II	475 gp
—	59–61	—	—	Rageblood (hill)*	500 gp
—	62	—	—	Scaled Atavism	500 gp
—	63–64	—	—	Soul of the Incorporeal	500 gp
—	65–66	—	—	Drake's Breath (1)	600 gp
—	67–68	—	—	Judgment	600 gp
—	69–70	—	—	Magic Focus II	600 gp
—	71	—	—	Dragon Hide	700 gp
—	72	—	—	Xev's Humor	700 gp
—	73–74	—	—	Etherea's Poison Antidote*	750 gp
—	75	—	—	Kilva's Skin of Flame*	750 gp
—	76–77	—	—	Kithor's Disease Treatment*	750 gp
—	78	—	—	Rageblood (frost)*	750 gp
—	79–80	—	—	Shifting Spectre	750 gp
—	81	—	—	Ancestral Recourse	800 gp
—	82	—	—	E'ci's Vitae	850 gp
—	83	—	—	Stone Feets Form Eular	875 gp
—	84–85	—	—	Army Ant Potion	900 gp
—	86–87	—	—	Drake's Breath (2)	900 gp

Table 2-23: Potions

Minor	Medium	Major	Epic	Item Name	Market Price
—	88–89	—	—	No Magic Poshun	900 gp
—	90–92	—	—	Revitalization	900 gp
—	93–94	—	—	Mystical Aptitude	950 gp
—	95–97	01–05	—	Elixir of Divine Endurance*	1,000 gp
—	98	06–09	—	Rageblood (fire)*	1,000 gp
—	99–100	10–15	—	Rejuvenation*	1,000 gp
—	—	16–17	—	Golem Flesh	1,100 gp
—	—	18–19	—	Test of Faith	1,100 gp
—	—	20–22	—	Spider's Shell	1,150 gp
—	—	23–26	—	Drake's Breath (3)	1,200 gp
—	—	27–29	—	Mana Preservation III	1,200 gp
—	—	30–32	—	Disease Focus III	1,220 gp
—	—	33–35	—	Fire Focus III	1,220 gp
—	—	36–38	—	Ice Focus III	1,220 gp
—	—	39–41	—	Poison Focus III	1,220 gp
—	—	42–46	—	Fleshknit	1,350 gp
—	—	47–49	—	Drake's Breath (4)	1,500 gp
—	—	50–52	—	Magic Focus III	1,500 gp
—	—	53–56	—	Mystical Infusion	1,500 gp
—	—	57–60	—	Essence of Oblivion	1,400 gp
—	—	61–65	—	Concentration	1,750 gp
—	—	66–67	—	Drake's Breath (5)	1,800 gp
—	—	68–70	—	Venril's Legacy	1,800 gp
—	—	71–72	—	Drake's Breath (6)	2,100 gp
—	—	73–74	—	Drake's Breath (7)	2,400 gp
—	—	75–77	—	Mana Preservation IV	2,500 gp
—	—	78–80	—	Disease Focus IV	2,530 gp
—	—	81–83	—	Fire Focus IV	2,530 gp
—	—	84–86	—	Ice Focus IV	2,530 gp
—	—	87–89	—	Poison Focus IV	2,530 gp
—	—	90–91	—	Passage: Cabilis*	3,000 gp
—	—	92–93	—	Passage: Grobb*	3,000 gp
—	—	94–95	—	Passage: Halas*	3,000 gp
—	—	96–97	—	Passage: Oggok*	3,000 gp
—	—	98–99	—	Magic Focus IV	3,200 gp
—	—	100	01–100	Soul Bonding	11,250 gp

† The GM should choose one or more alchemy ingredients with a cost appropriate to the encounter level or treasure found. See Table 3–2: Cost of Potion Ingredients in Chapter 3 of this book.

Note: When found as treasure, most potions and the like should be considered to have been created using the minimum number of Trade Skill ranks required to craft that item.

Table 2-24: Specialty Food and Drink

Minor	Medium	Major	Item Name	Market Price
01–10	01–03	—	Baking or brewing ingredients†	Varies
11–12	—	—	Mammoth Steak*	7 sp/serving
13	—	—	Royal Mints	8 sp/pack
14–15	—	—	Jumjum Cake	1 gp/cake
16–17	—	—	Jumjum Spiced Beer	1 gp/bottle
18	—	—	Ranger's Omelette	1 gp/omelette
19–20	—	—	[Animal] Fillet in Cream	2 gp/serving
21	—	—	Blackened Panther Steak	3 gp/serving
22–24	—	—	Cheesy Vegetable Casserole	3 gp/serving
25	—	—	Chocolate Marr Cherries	3 gp/serving
26–27	—	—	Marinated Rathe Muskie*	3 gp/serving
28–30	—	—	Caynar Nut Stuffed Trout	4 gp/serving

Table 2-24: Specialty Food and Drink

Minor	Medium	Major	Item Name	Market Price
31–32	—	—	Anaconda Stir-Fry	5 gp/serving
33–34	—	—	Bixiebread*	5 gp/serving
35	—	—	Blackburrow Stout‡	5 gp/bottle
36–39	—	—	Fish Rolls*	6 gp/dozen
40–41	—	—	Boot Beer*	8 gp/cask
42–43	—	—	Gnomish Spirits*	8 gp/bottle
44–45	—	—	Ohabah Truffles	8 gp/serving
46	—	—	Raptor Stew*	10 gp/serving
47	—	—	Skull Ale	10 gp/jug
48–49	—	—	Miregobbet	12 gp/block
50	—	—	Cheesy Anaconda Casserole	15 gp/serving
51–53	—	—	Faydwer Shaker*	15 gp/bottle
54	—	—	Cheesy Griffon Casserole	20 gp/serving
55	—	—	Lucky Cabbage	20 gp/cabbage
56	—	—	Pickled Drake*	20 gp/serving
57–59	—	—	Purified Water	20 gp/jug
60	—	—	Mind Worm Steaks	25 gp/serving
61–62	—	—	Ogre Swill*	25 gp/cask
63	—	—	Liquidized Meat	28 gp/skin
64	—	—	Bleeding Brain*	30 gp/bottle
65–66	—	—	Emerald Orange Schapps	30 gp/bottle
67	04	—	Hot and Spicy Halfling	30 gp/serving
68–69	—	—	Spiced Tearspine*	30 gp/serving
70	05	—	Erudite Roast	32 gp/serving
71	06	—	Dwarf Chops	35 gp/serving
72	07–08	—	Holy Cakes	35 gp/cake
73	09	—	Pickled Troll	35 gp/serving
74	10	—	Sarnak Steak	35 gp/serving
75	11	—	Smoked Wood Elf	35 gp/serving
76	—	—	Lotus Pie	36 gp/pie
77	12	—	Leg of Vah Shir	38 gp/serving
78	13	—	Centi Steak	40 gp/serving
79	14	—	Iksar Fillet	40 gp/serving
80	—	—	Underfoot Brown	40 gp/cask
81	15	—	Blackened Teir'Dal	45 gp/serving
82	16	—	Ogre Patties	45 gp/serving
83	17	—	Elven Veal	50 gp/serving
84–86	—	—	Faydwer Port*	50 gp/bottle
87	18	—	Gnome Kabob*	50 gp/serving
88–89	—	—	Ol' Tujim's Fierce Brew*	50 gp/cask
90	19	—	Stewed Tae Ew Heart*	50 gp/serving
91–92	—	—	Thubr's Darkened Ale	55 gp/cask
93	—	—	Innothule Triple Bile	60 gp/bottle
—	20	—	Dryad Pâté	70 gp/serving
94–95	—	—	Skunk Breath Ale*	70 gp/cask
96	—	—	Broog's Old Peculiar	75 gp/bottle
—	21–23	—	Wurm Steak*	100 gp/serving
97–98	—	—	Halfling Stouter*	150 gp/cask
99	24–25	—	Large Slumberfish Pie	150 gp/pie
100	26–35	—	Lothran's Ancient Absinthe	150 gp/bottle
—	36–50	—	Elven Wine	250+ gp/bottle
—	51–60	—	Halas 10-lb. Meat Pie	350 gp/pie
—	61–65	—	Neriak Nectar	350 gp/bottle
—	66–75	—	Kaladim Constitutional	400 gp/bottle
—	76–85	—	Minotaur Hero Brew*	500 gp/cask
—	86–100	01–100	Fizzy Odus Juice	1,000 gp/bottle

† The GM should choose one or more baking or brewing ingredients with a cost appropriate to the encounter or treasure found.

‡ This is a Trade Skill item from *RoN: Everfrost Peaks*.

Note: When found as treasure, baking and brewing goods should generally be considered to have been created using the minimum number of Trade Skill ranks required to craft that item. Of course, the GM should always feel free to alter the amount or number of portions and the item discovered to accord with the locale and the encounter level.

Back Items

Back items include capes, cloaks, and anything else chiefly worn over or along the back. A back item does not have to remain strictly on the back: for instance, a cloak can be wrapped around a wearer's body for warmth or protection, but it is still considered a back item.

For more on back items, see *EQ: Game Master's Guide*, p. 120.

Random Generation: To generate back items randomly, roll on Table 2–2: Back Items.

Ancient Seahorse-Hide Cloak

Description: The giant seahorses of Siren's Grotto near Velious are sometimes caught in the nets of the local fisherfolk. As a rule, the nature-loving fishermen there set these creatures free, for it is considered bad luck to kill these ancient creatures. However, sometimes they are found dead, their bodies washed up on shore, and some individuals are willing to work with these corpses, transforming their hide into durable armored cloaks. So far, no ill has befallen the makers or wearers of these cloaks, leading some to suggest hunting the giant seahorses, but so far the folk of the region have reacted with horror to such a notion.

Powers: Although technically a back item, this cloak protects as if it were *+2 cloth armor*. The armor bonus granted does not stack with similar bonuses from other armor worn.

Ancient Seahorse-Hide Cloak (AC +3, max Dex +8, check +0; hardness 3, 6 hp, Break DC 23)

Hp +6.

Bonus types: AC = armor. Hit points = enhancement.

Caster Level: 6th.

Market Price: 12,355 gp.

Slot: Back.

Weight: 9 lbs.

Azur Jack

Description: This wide expanse of cloth is worn as a cloak, though it has far more folds and gathers than most cloaks. The material is a rich, deep blue with black trim, though the *azur jack* is reversible to an all-black side as well. Silver clasps with detachable chains allow the cloak to be attached to shoulder armor, worn as a wrap over one shoulder, or act as a cloak either with or without a hood. The *azur jack* is always rippling as though blown by a light breeze, even in perfectly still air. The tough material automatically moves to divert or interfere with weapon strikes made at its wearer, and billows out to an impressive 15-foot span whenever the wearer falls or jumps down.

Powers: The wearer of this cloak gains a +10 bonus on Safe Fall checks and may make such checks untrained. Further, depending on which way the cloak is worn, the wearer gains one of two further benefits: If the *azur jack* is worn with its elegant blue side out, she gains a +2 bonus on all Charisma-based checks, while if it is worn black side out she gains a +4 bonus on all Hide checks made in darkened or shadowy conditions. Finally, the billowing, nearly animate folds of the cloak grant the wearer a +2 bonus to AC.

Bonus types: AC = dodge. Skill = competence.

Caster Level: 6th.

Market Price: 16,900 gp.

Slot: Back.

Weight: 3.4 lbs.

Cloak of Crystalline Waters

Description: The potameid water-maidens of Jaggedpine Forest generally prefer to be left in peace, but from time to time unscrupulous or overly enthusiastic adventurers violate the sanctity of their underwater caves. Their ruler, Queen Nyhalia, is well known among the Jaggedpine folk for her wisdom and beauty, and also for the fact that she wears one of these shimmering cloaks, seemingly made of semi-solid (but not frozen) water. It is said that adventurers who perform tasks for the potameids are sometimes rewarded with one of these cloaks, but unfortunately many who seek them out to test the validity of the story end up drowned, either by the potameids or their own incompetence.

Powers: Int +2, Wis +2, magic resistance (6), magic save +1.

Bonus types: Ability scores = enhancement. Resistance = enhancement. Saves = enhancement.

Caster Level: 7th.

Market Price: 11,700 gp.

Slot: Back.

Weight: 0.1 lbs.

Cloak of Feathers

Description: This warm, comfortable cloak is constructed of banded reeds with multicolored feathers across the back. The clasp is a stunning ruby cut into the shape of a long feather and set in gold. The front of the cloak features slits for arms and pockets just outside them, allowing the wearer to keep his hands out of the wind. Numerous aviak tribes make cloaks of this kind, often using them as rewards and gifts for those who earn their favor.

Powers: At will, the wearer can invoke a power identical to the spell *feather fall* (see Chapter One: Converted Spells). Activating the *cloak of the feather* is a free action that may be taken at any time (even when it is not the wearer's turn), allowing the wearer to save himself if he unexpectedly falls.

Activation: Use Activated.

Caster Level: 2nd.

Market Price: 4,000 gp.

Slot: Back.

Weight: 2 lbs.

Cloak of Shadows

Description: The title of "Guano-Gatherer" is not an especially appealing one to most, but for the fire goblin servants of Lord Nagafen, dragon ruler of Nagafen's Lair, the duty that title entails is a truly challenging and dangerous enterprise. To this end, the goblins dispatched to gather the guano produced by the lair's giant bats wear various magic items to protect them while performing their duties. The *cloak of shadows* enhances its wearer's agility and ability to hide, as well as protecting him against any diseases that might be encountered while collecting bat excrement. In addition, it is feather-light, and moves like a shadow itself.

(Guano-Gatherers are also often protected with invisibility spells and items.)

Powers: The wearer of this cloak gains a +2 bonus on Hide checks made in shadowy or darkened conditions.

Dex +4, disease resistance (4), disease save +1.

Bonus types: Ability score = enhancement. Resistance = augmentation. Saves = augmentation.

Caster Level: 11th.

Market Price: 18,100 gp.

Slot: Back.

Weight: 0.1 lbs.

Cloak of Shelter

Description: This rather plain-looking hooded cloak is made of full length homespun wool, simple and comfortable, and is fastened with a sturdy copper clasp in the shape of a frog. This special cloak was masterfully crafted by the halflings of Riverdale for maximum comfort while away from home. Wearing it creates a warm feeling of comfort and welcome. In fact, faint homey odors rise up from within the cloak, smells alternating between things like a nice, comfortably burning hearth and freshly baked bread, warm mead, and a good, home-cooked stew.

Powers: Although apparently sized for a halfling or gnome when found, this item will adjust itself to fit any wearer of Tiny to Large size. Once per day, at will, the wearer can invoke an effect similar to the spell *secure shelter* (see Chapter One: Converted Spells). However, the shelter created remains for only 8 hours each time.

Activation: Use Activated.

Caster Level: 7th.

Market Price: 11,200 gp.

Slot: Back.

Weight: 2.5 lbs.

Cloak of the Vagabond

Description: This cloak always appears ragged and tattered, no matter how recently it has been patched and mended. It hangs slightly askew, its hem is uneven, and the clasp is chipped and dull. The threadbare fabric scarcely holds the patches that cling to it in various places.

Powers: Once per day, the wearer of this cloak can cause a nonmagical item of up to 10 cubic feet each to shrink with a touch and a word. The item shrinks to 1/12th of its normal size in each dimension (to roughly 1/2,000th of its original volume and mass), transforming into a colorful two-dimensional fabric patch. This patch automatically clings to the cloak and remains in its patch state for up to one week, or until retrieved and returned to its normal size and appearance. The cloak may have up to five such shrunk items attached to it at any given time. Each object changed by the cloak can be returned to normal composition and size at any time merely by pealing the patch off the cloak and tossing it onto any solid surface.

Activation: Command Word.

Caster Level: 5th.

Market Price: 24,000 gp

Slot: Back.

Weight: 5 lbs.

Festering Cloak

Description: The Estate of Unrest is an old dwarven manor that has been overrun by undead. Many adventurers journey here in order to battle the overwhelming forces of the walking dead, and hopefully plunder some of the estate's ancient treasures. Some of the most powerful undead casters of Unrest have become creatures known as festering hags. Adventurers who are powerful enough to slay these undead can remove the defeated hag's skin, which can then be worn as a magical cloak. Such a garment's blessings are mixed, however, for the hag's fell aura continues to infest the garment, reducing its wearer's resistance to disease and magic.

Powers: Due to the hideously unpleasant nature of this item, the wearer suffers a –1 penalty on all Charisma-based checks except the following: Intimidate, Taunt, and Undead Empathy. In the latter three instances, this penalty becomes a +2 bonus.

Mana +2, disease resistance (–3), magic resistance (–3), disease save –1, magic save –1.

Bonus types: Ability score = augmentation. Resistance = enhancement. Save = enhancement. Skills = circumstance.

Caster Level: 3rd.

Market Price: 900 gp.

Slot: Back.

Weight: 0.5 lbs.

Foreigner's Cape

Description: These simple, nondescript capes are made of finely woven cotton or silk, or, more rarely, of thin leather. They are reversible, generally grey or tan in color on one side and blue, black, or red on the other. This allows the capes to be worn stylishly with a variety of other clothes, which is an important consideration given how the capes are to be used. These items were created at the height of the Combine Empire, used by its diplomats to gain acceptance in the courts of the Empire's enemies and allies. After the fall of the Empire, many of these capes fell into the hands of traders and merchants, who greatly value their effect on bargaining prices.

Powers: There are several different kinds of these capes, each attuned to a different race. The most common *foreigner's capes* are those attuned to dark elves, ogres, trolls and humans, though capes attuned to any race are possible. Each grants its wearer a +4 bonus on all Charisma-based checks when dealing with members of the attuned race.

Bonus types: Skill = competence.

Caster Level: 12th.

Market Price: 1,000 gp.

Slot: Back.

Weight: 1.2 lbs.

Frostreaver's Embroidered Cloak

Description: Dain Frostreaver IV is the dwarven ruler of the Coldain. Leading and guiding his people from his citadel at Icewell Keep, in the heart of the city of Thurgadin, he is known for his wisdom, his bravery, and his skill at arms. Universally beloved by his people, Dain has ruled for many decades, aided by able counselors, powerful priests

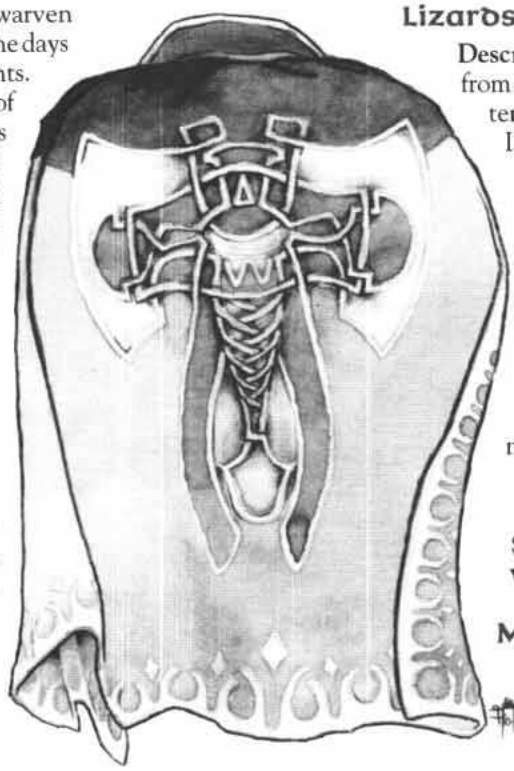
and spellcasters, and several ancient dwarven heirlooms, whose origin dates back to the days before the coming of the hated giants. *Frostreaver's Embroidered Cloak* is part of Dain's royal regalia, and he credits its abilities with saving him from several attempts on his life by magic-wielding giants and their agents. Duplicates of this cloak are said to exist, possibly among the regalia of other dwarven monarchs, but they are rare and the dwarves themselves dislike the notion of outsiders wearing them.

Powers: Int +3, Wis +3, Cha +3, mana +8, cold resistance (6), fire resistance (6), cold save +1, fire save +1.

Focus effect: Spell Haste III.

Bonus types: Ability score = augmentation. Mana = divine. Resistance = augmentation. Save = augmentation.

Caster Level: 15th.
Market Price: 53,200 gp.
Slot: Back.
Weight: 2 lbs.



Gargantuan Panda Pelt

Description: The titan-spirit creatures of the Stonebrunt Mountains near Erudin are prized for their pelts and feared for their ferocity. The *gargantuan panda pelt* is easily transformed into a magic garment once its owner is slain. The large black and white cloak drapes evenly over the wearer's shoulders and flows effortlessly in the wind, making its owner a striking sight indeed. This is something of a mixed blessing, however, for foes know of the pelt's powers and often concentrate their attacks on anyone who wears it.

Powers: Str +1, Dex +1.

Bonus types: Ability score = enhancement.

Caster Level: 3rd.
Market Price: 3,150 gp.
Slot: Back.
Weight: 2 lbs.

Hierophant's Cloak

Description: The high priests of the old iksar capital, Sebilis, wore rich embroidered cloaks that served as symbols of office and also enhanced their ability to cast beneficial magic, to tend to their followers wisely, and, if necessary, to defend the city from its foes. Today the city is largely in ruins and the hierophants exist as skeletal undead. Some still bear these cloaks, though, carrying on their civic and religious duties in a grotesque parody of their former acts.

Powers: Str +2, Dex +2, Con +2, Int +2, Wis +2, Cha +2, hp +19, mana +13.

Bonus types: Ability scores = enhancement. Hit points = enhancement. Mana = enhancement.

Caster Level: 19th.
Market Price: 807,800 gp.
Slot: Back.
Weight: 1 lb.

Lizardscale Cloak

Description: The lizardscale cloak comes from the green lizardmen who guard the temple of Cazic-Thule, God of Fear. Its polished green scales infuse its wearer with magical powers. However, the lizardmen do not give up their treasures easily, resisting fiercely any who would take them—and they are skilled fighters who tend to attack in great numbers.

Powers: Dex +2.

Bonus types: Ability score = augmentation.

Caster Level: 7th.
Market Price: 4,500 gp.
Slot: Back.
Weight: 2.5 lbs.

Mistveil

Description: Sewn from the finest elven fabrics, this hooded cloak is truly magnificent to behold. Outside, the cloak is one solid, rich color, which changes to match the desire of the wearer. Inside, the cloak is comprised of myriad scintillating colors, all swirling and winking at every touch. Three small clasps fasten down the front of the cloak. Each one is made from the purest silver and fashioned into round knots that become whatever small shape the wearer desires. Though this cloak drapes dramatically, as if it were very heavy and wet, it is extremely light on the shoulders.

Powers: When the *mistveil* is worn and the hood is pulled up over the head, the wearer and all his gear become insubstantial, misty, and translucent. The wearer gains damage reduction 20/+1. His material armor (including natural armor) becomes worthless, though his size, Dexterity, deflection bonuses, and armor bonuses from [force] effects still apply. He becomes immune to poisons, poison damage, critical hits, and backstabs. He can't attack or cast spells with verbal, somatic, material, or focus components while in this misty form. (Note that this does not rule out certain spells that the subject may have prepared using the metamagic feats Silent Spell and Still Spell.) The wearer of the cloak loses access to his supernatural abilities while in gaseous form.

The misty creature can't run, but he can fly (Spd 10, perfect maneuverability). He can pass through small holes or narrow openings, even mere cracks, with all he was wearing or holding in his hands, as long as the cloak's ability persists. He is subject to wind effects, and he can't enter water or other liquid.

A misty wearer can resume material form at any time as a move action.

Activation: Use Activated.
Caster Level: 7th.
Market Price: 56,000 gp.
Slot: Back.
Weight: 3 lbs.

Moveable Menagerie

Description: These long, heavy cloaks are made of patchwork furs ranging in color from dull brownish-grey to white. They are thick and warm, drawn together by steel clasps bound with a heavy steel chain. The origin of these cloaks is unclear, though they first appeared in the Northlands many decades ago. They are occasionally found on orc shamans in the Everfrost Peaks.

Powers: This cloak does not offer any magical protection from the cold, but it is considered the equivalent of cold weather clothes (see *EQ: Player's Handbook*, p. 165). Up to 10 times each week, but never more than twice per day, the cloak's wearer may rip free one of the fur patches that make up the cloak. As soon as the patch is at least 20 feet away from the cloak (whether it is tossed or the wearer sets it down and walks away) and the wearer speaks a command word, it turns into an animal. The animal serves the character who drew it from the cloak for 10 minutes (or until it is slain or ordered back into the cloak), at which point it disappears. Use the following table to determine what animal arises from a given patch.

d%	Animal
01–15	Giant Bat
16–30	Kodiak Bear
31–55	Tundra Lion*
56–80	Tundra Tiger*
81–100	War Wolf

* Use the stats for a normal lion or tiger, as applicable, but apply the tundra creature template from Appendix One of *Realms of Norrath: Everfrost Peaks*. If you don't have access to this template, simply have the creature's racial Hide bonus apply to snowy regions instead of its usual terrain.

The kind of animal that grows from a patch is always determined randomly, and only one animal from the cloak can exist at a time. If an animal from the cloak is slain, it reverts to patch form; if the patch is subsequently held to the cloak, it reattaches itself as if it were never removed. If patches are not replaced (if the animal doesn't rejoin the cloak before its duration expires and the wearer doesn't reattach the patch), they regenerate themselves at a rate of one lost patch per week.

Activation: Command Word.
Caster Level: 8th.
Market Price: 18,285 gp.
Slot: Back.
Weight: 8 lbs.

Pegasus-Feather Cloak

Description: Some adventurers journey to the southern reaches of the Plain of Karana in search of the magnificent Quillmane, a great winged horse that dwells there. Patient individuals spend months or even years collecting the white feathers that fall from the gorgeous beast's wings as it flies, but others — less gentle and respectful of nature — go so far as to capture Quillmane and pluck his feathers. Yet none have held him for long (and certainly none have been so brazen as to slay the beast, who is apparently beloved of some god). Some high-ranking druids claim to know the difference between the two types of *pegasus-feather cloaks*, and they are said to deal harshly with those who wear one that was fashioned from feathers gained by force.

Cloaks made from the feathers of this beast (and perhaps even from those of lesser beasts he has sired) are indeed wondrous, for they allow their wearers to gain something of his power of flight.

Powers: The wearer gains the benefits of a *levitate* spell at all times.

Dex +3.

Bonus types: Ability score = enhancement.

Caster Level: 9th.
Activation: Use Activated.
Market Price: 58,000 gp.
Slot: Back.
Weight: 5 lbs.

Shimmering White Shroud

Description: The rift between the living and the dead is very apparent in the ruins of Lower Guk. War has transformed this once great city into a labyrinthine dungeon gripped by the deadly turmoil between living and undead frogloks. Most adventurers choose to aid the forces of the living and help them destroy the undead frogloks, but some choose to slay both living and unliving froglok indiscriminately. The fabled *shimmering white shroud* is normally worn by living froglok herbalists, whom such unscrupulous folk slay for their treasures.

Powers: Mana +3, disease resistance (3), poison resistance (3).

Bonus types: Ability score = enhancement. Resistance = augmentation.

Caster Level: 9th.
Market Price: 3,450 gp.
Slot: Back.
Weight: 2.5 lbs.

Blunt Weapons

This class of weapons includes clubs, maces, hammers, and the like. For more on blunt weapons, see *EQ: Game Master's Guide*, p. 122.

Random Generation: To generate back items randomly, roll on Table 2–3: Blunt Weapons.

Dark Ember

Description: The Ry'Gorr snow orcs dwell in the cold wilderness in and around Ry'Gorr Keep. The snow orc known only as the Blacksmith of Ry'Gorr is known to craft some of the most potent iron weapons in the region. His brother, Firbrand the Black, bears one of his most infamous weapons, the black iron warhammer known as *Dark Ember*. Fierce in his defense of Ry'Gorr Keep, Firbrand is even more devoted in defense of his brother, and he would die rather than see the Blacksmith of Ry'Gorr come to harm. The Blacksmith has since created a few other weapons identical to Firbrand's hammer, but the original remains the best known.

Powers: This black iron warhammer has a +2 bonus to attacks and damage. Further, up to once per round, it can process (Proc DC 18) the *burn* spell (Reflex half, DC 16) on a target struck.

Magnos

Dwarf Cleric

Magnos is well-suited to his role as priest and militant servant of Brell Serilis. His childhood consisted less of youthful games than those of most other races would find normal and more of theology. With his strict upbringing, he learned early the benefit of discipline. Whereas the elves of the forest worship freely and with a jovial sense of admiration for the divine, Magnos was taught that the only way to honor and revere the Duke of Below was by adhering to strict rules and guidelines. Perhaps Erollisi appreciates a ring of dancing elves drunk on berry wine — but Brell (at least according to Magnos' teachings) is best honored through sacrifice and obedience.

Magnos eventually took his firm beliefs with him to Freeport, where he came into company with a barbarian from the north named Vagner and a human cleric of Rodcet Nife called Halwain. Magnos shared a common bond with both men: like Halwain, he bears a great hatred for the undead and all who seek to defile the sacred remains of those who have passed on, and like Vagner he respects strength of arms and lives by a stringent warrior's code of honor. For himself, Magnos brought a sense of stability and order to the somewhat chaotic wanderings of his dear comrades (though "dear" is not a word he would ever use, at least aloud, to describe them...).

The three devoted months to the exploration of the dungeon Befallen, a hive of undead activity hidden in the hills of the Commonlands. Worn and weary from battling the hordes of skeletons and zombies there, Halwain, Vagner, and Magnos retreated to the safety of Freeport once again, more than willing to drown their memories in a deep tankard of ale. They were, for the longest time, reluctant to discuss their adventures in Befallen. Perhaps the horrors within bore too heavily on their souls.

As the years pass, Magnos has become less of a warrior and adventurer and more a wandering priest in search of a higher calling. While he can still be convinced to help deal with undead, he otherwise seems content offering what small bit of comfort he can to the people of Antonica. His hands, though calloused and worn, offer the cool, earthy healing of Brell Serilis, and though he complains little when asked for aid or advice, Magnos has only become more temperamental in his age, wearing his gruff and brutally honest personality as a badge of honor and dwarven pride.

Dark Ember (1d8+2 and *burn* proc, delay 5; AC 7, hardness 12, 12 hp, Break DC 28).

Str +1, Wis +2, hp +5, mana +3, fire resistance (2).

Bonus types: Attack = enhancement. Damage = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = enhancement.

Caster Level: 6th.

Market Price: 40,312 gp.

Slot: Blunt.

Weight: 5 lbs.

Drummer's Mallet

Description: These large wooden mallets, generally about 4 to 5 feet long, have ornate carvings along their length and leather caps tied onto each end of their bulbous hammer heads. Each is surprisingly well balanced and easily swung. Whenever the mallet strikes a surface, it creates a deep boom as if it had struck a kettle drum (although the mallet can also make a much louder noise at the will of its user).

These weapons were once used by drummers in the giant armies of Rallos Zek, both to keep cadence and to protect the giant warriors from enemy spellcasters. Though giants have not made these items since the destruction of Zek's legions, a few still turn up on ancient battlegrounds or in the hands of the giants of Velious.

Powers: Each mallet is the equivalent of a Large heavy mace with a +2 bonus to attacks and the *sonic* and *speed* qualities. On a successful critical hit, the mallet produces a thunderous boom that does not harm the

wielder but deals an additional 1d8 points of sonic damage to the target; further, the target struck by the critical must make a Fortitude save (DC 14) or be *deafened* permanently.

Additionally, the mallet can be used to create a deep, booming resonance simply by striking it against any hard, solid object (such as a wall or the ground). This requires a single attack each round (either an attack action, or one iterative attack from a full attack action). For 1 round following this blow, anyone within 30 feet of the mallet must make a Listen check (DC 20, modified by distance, as usual) to hear anything other than the mallet's deep tone. Additionally, any spellcaster within 30 feet who attempts a spell with a verbal component during that round must make a Channeling check (DC 15 + spell's level) to cast successfully.

Drummer's Mallet (2d6 and 2d6 sonic [+1d8 sonic on critical], delay 4; AC 6, hardness 8, 27 hp, Break DC 27).

Bonus types: Attack = enhancement.

Caster Level: 7th.

Market Price: 80,312 gp.

Slot: Blunt.

Weight: 20 lbs.

Mammoth Hammer

Description: These heavy iron warhammers are made with iron-bound ivory hafts, carefully wrapped in grayish leather about the handle. The hammer's head is shaped like a stylized mammoth, essentially square in shape but with the features of tusk, hair, and legs obvious in relief. These weapons are most often found in the hands of Ry'gorr orcs on the continent of Velious. The orcs claim the hammers are heirlooms from the days when their ancestors were powerful shamans and marched in the armies of Rallos Zek, though most doubt the orcs' claims.

Powers: This two-handed hammer has a +1 bonus to attacks and damage. Additionally, the wielder can command the hammer to shoot forth a ramming force, manifested by a vaguely discernible shape that resembles the head of a mammoth. This force effect strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance. The hammer is quite useful for knocking opponents off parapets or ledges, among other things.

The force of the blow is considerable, and those struck by it are subject to a bull rush if within 30 feet of the ring-wearer. In addition to its ranged attack mode, the *mammoth hammer* can also burst open doors or similar barricades requiring brute force. For these purposes, the force has an effective Strength of 25 and is treated as being a Large creature. The force gains a +1 bonus to the bull rush or burst attempt if 2 charges are expended, or +2 if 3 charges are expended.

The *mammoth hammer* may use 6 charges per day in this way.

Mammoth Hammer (2d6+1, delay 6; AC 6, hardness 7, 26 hp, Break DC 26)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 7th.

Market Price: 19,112 gp.

Slot: Blunt.

Weight: 16 lbs.

Master Wu's Trance Stick

Description: In the heart of the Emerald Jungle lie the ruins of the City of Mist, a cursed metropolis now inhabited by the ghosts and undead remnants of its old iksar inhabitants. The ancient monk Master Wu once dwelt here, as well, but it is not known whether he survived the city's doom. He left behind a number of items, including these short polished rods that accomplished monks can use to inflict magical damage upon their foes. The skeletal inhabitants of the City of Mist, many the shambling remains of the ancient monks, still sometimes carry these weapons.

Powers: This item functions as a nunchaku with a +1 bonus to attacks and damage. Further, up to once per round, it can process (Proc DC 20) the *smite* spell (Fort half, DC 19) on the target struck.

Master Wu's Trance Stick (1d4+1 and *smite* proc, delay 4; AC 7, hardness 7, 6 hp, Break DC 22).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 9th.

Market Price: 18,302 gp.

Slot: Blunt.

Weight: 1 lb.

Mootogo Focus Staff

Description: The Fungus Grove lies in a cavern deep beneath the Twilight Sea on the moon of Luclin. The spellcasters of the reptilian chakta have found that staves crafted from the woody flesh of the mootogo mushroom provide a number of interesting magical effects, aiding in concentration and channeling, adding to the bearer's magical potency, and increasing intellectual capacity. The resulting *mootogo focus staff* also functions as an effective weapon, and is highly prized by those adventurers who venture beneath the surface of Luclin and into the depths of the Fungus Grove. Unfortunately, this usually results in the deaths of chakta spellcasters, and hence the reptiles are notoriously hostile to outsiders.

Powers: This weapon functions as a quarterstaff with a +3 bonus to attacks and damage. In addition, the wielder gains a +2 bonus on all Channeling checks.

Mootogo Focus Staff (1d6+3/1d6+3, delay 5; AC 6, hardness 7, 13 hp, Break DC 24).

Int +3, Wis +3, mana +4, disease resistance (3), poison resistance (3).

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Mana = augmentation. Resistance = augmentation.

Caster Level: 9th.

Market Price: 73,600 gp.

Slot: Blunt.

Weight: 1 lb.

Nature's Wrath

Description: The Caller of Sathir, who walks the corridors of Karnor's Castle, might once have been a ranger, for he bears a potent weapon known as *Nature's Wrath* that is said to have been a ranger's weapon from ages past. Today, the Caller is an undead servant of the iksar lich Venril Sathir, who now rules the castle's ruins.

Powers: This staff has a +3 bonus to attacks and damage, as well as the *massive* and *speed* qualities. Further, up to once per round, the weapon's primary head can process (Proc DC 20) the *wrath* spell (Fort half, DC 25) on the target struck.

Nature's Wrath (1d8+3 and *wrath* proc/1d8+3, delay 5; AC 6, hardness 13, 6 hp, Break DC 28).

Wis +1, mana +3.

Bonus types: Ability score = divine. Attack = enhancement. Damage = enhancement. Mana = divine.

Caster Level: 15th.

Market Price: 604,500 gp.

Slot: Blunt.

Weight: 4 lbs.

Noble's Walking Staff

Description: The frost giant nobles of Kael Drakkal carry these elaborately carved and polished staves, which are astonishingly light for their great size. They act more as symbols of rank than as weapons, but they do provide some advantage in combat, and they also grant their bearer some magical enhancement to physical, spiritual, and intellectual capacities. The frost giants are a generally hostile race, and those who steal or loot a frost giant *noble's walking staff* risk attack by other giants.

Powers: This polished weapon functions as a Huge club with a +1 bonus to attacks and damage and the *massive* quality.

Noble's Walking Staff (2d6+1, delay 6; AC 5, hardness 6, 34 hp, Break DC 28).

Str +1, Int +1, Wis +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement.

Caster Level: 3rd.

Market Price: 11,800 gp.

Slot: Blunt.

Weight: 4 lbs.

Rod of Battle

Description: A massive two-headed spiked warstaff, the *rod of battle* is currently borne by the Reaver of Xalgoz, one of the chief minions of the undead sarnak Xalgoz. The sarnak lord currently controls the ruins of Kaesora, a labyrinth that lies buried in the heart of the field of bones.

Powers: This Huge double weapon, similar to a *ketchata koro mis*, has a +3 bonus to attacks and damage as well as the *speed* quality.

Rod of Battle (2d6+3/2d6+3, delay 5; AC 5, hardness 8, 22 hp, Break DC 28).

Con +1, Str +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement.

Caster Level: 9th.

Market Price: 69,600 gp.

Slot: Blunt.

Weight: 9 lbs.

Staff of Battle

Description: The ancient iksar once ruled a vast empire from their capitol city of Sebilis. The Protectors of Sebilis were an elite group of monks and warriors who helped defend the realm against outside foes and enforced imperial edict within the city. The empire was smashed by the dragon Trakanon and his minions, however, and today the mighty city lies in ruins. A handful of iksar still live there, reduced to savagery but still following some of the old ways. Sebilite Protectors remain elite tribal guardians, though, and are sometimes encountered bearing these ancient staves.

Powers: This heavy wooden staff has a +3 bonus on attacks and damage.

Staff of Battle (1d6+3/1d6+3, delay 5; AC 6, hardness 9, 15 hp, Break DC 26).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 9th.

Market Price: 36,600 gp.

Slot: Blunt.

Weight: 7 lbs.

Stave of Shielding

Description: The sarnak overlords of Chardok, a fortress located in the Burning Wood, keep numerous slaves from among the iksar, froglok, ratman, and other races. Sarnak guards and other functionaries sometimes carry these staves, intended to protect them against attack by rebellious slaves.

Powers: This simple, stout staff functions as a club with a +1 bonus to attacks and damage. Whenever the item is held, the wielder gains the benefit of the spell *major shielding*.

Stave of Shielding (1d6+1, delay 5; AC 6, hardness 6, 11 hp, Break DC 24).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 13th.

Market Price: 275,300 gp.

Slot: Blunt.

Weight: 3 lbs.

Treant Staff

Description: The mighty guardian treants wander the Plains of Karana, protecting their people and the living things of the region. While most druids, barbarians, and beastlords find the thought abhorrent, it is said that anyone who can slay one of these great beings can craft from his iron-tough heartwood a powerful staff.

Powers: This wooden double weapon has a +1 bonus on attacks and damage and the *massive* and *speed* qualities. Further, up to once per round each, the weapon's two heads can process (Proc DC 18) a *root* spell (Reflex negates, DC 16) on the target struck.

Treant Staff (1d8+1 and *root* proc/1d8+1 and *root* proc, delay 5; AC 6, hardness 11, 29 hp, Break DC 27).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 6th.

Market Price: 59,600 gp.

Slot: Blunt.

Weight: 9.5 lbs.

Grizlik Grizzlemaw

Male Ogre Warrior

Not since the days of legendary Sutang has an ogre bloodied his blade as fervently as Grizlik Grizzlemaw. Some joke that this behemoth was born sword in hand, yet few will find the Grizzlemaw family laughing in earnest. Son of Thag, himself a warrior of some renown, Grizlik began chopping his way through foes from the moment he could walk. The Ogguk warrior's guild immediately took the promising young ogre into training. When he had spilled blood with a club, he was given a sword. When he had bloodied his sword sufficiently, he was given an axe.

Any weapon that Grizlik clenched in his monstrous fist was soon mastered as he hacked his way through lizardmen and orcs. Once he had cleared the kobold camps near Ogguk, nearly single-handedly, he ventured into the deserts of Ro, leaving a bloody trail of corpses behind him. Men, trolls, and other beings who sought to join the famous ogre in his battles found adventure for a while, at least until Grizlik tired of them and sent them on their way or put them to the sword.

While cleaving his way through the plains of Karana and into the vicinity of Highkeep, he came across a wandering storyteller. This human spoke hurriedly of Sutang and the blade of Rallos Zek. Grizlik paused in his attack and listened intently, a sense of higher purpose welling within him. Once he had done away with the storyteller, he set out to find Sutang's Blade of War.

Blind to the folly of Sutang's arrogance, Grizlik was convinced that, had Sutang borne *his* strength and weapon prowess, the gods would have not stood a chance. Obviously, this Sutang was no Grizzlemaw. Such a blade in the hands of one like Grizlik would bring Ogguk to a new level of power and dominance, one that couldn't help but bring an end to the human and elvish influence that had plagued the land for far too long.

His wanderings and his lust for blood have taken Grizzlemaw across the face of Norrath, from the swamps of his homeland to the icy tundra of Velious and the ruins of Kunark. He cares little for companionship unless it serves his greater needs. A brute in the worst sense, he has no compunction against pummeling an innocent traveler if only to amuse himself with the sound of her cries.

Wallbreaker

Description: This enormous club is in actuality a 9-foot-long gnarled section of tree with its root system partially intact. Iron studs have been hammered into the club's root-covered head, and rawhide straps are wrapped around the other end to form a crude handle. When the club is swung against earthen or stone targets, its roots shoot out to weaken it and tear off stone chunks.

These weapons have been found on ogre shamans worshiping Rallos Zek at an old ruined temple in the Plains of Karana. They claim the weapons were given to their forefathers by the God of War himself to aid them in sieges. Some adventurers claim to have seen enormous versions of these weapons in the hands of nightfall giants, lending some credence to the ogres' claims regarding the weapons' origin.

Powers: This Huge greatclub has a +2 bonus to attacks and a +5 bonus to damage, as well as the *massive* quality. Additionally, the weapon ignores hardness when used against nonmagical earthen or stone ramparts, embankments, and walls; against similar materials that have been enchanted, the *wallbreaker* ignores only half of the surface's hardness.

Wallbreaker (4d6+5, delay 7; AC 5, hardness 8, 38 hp, Break DC 29).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 10th.
Market Price: 32,500 gp.
Slot: Blunt.
Weight: 22.5 lbs.

Body Items

Armor is the most common item to fill one's body slot, though tunics and robes also fit the category. For more on body items, see *EQ: Game Master's Guide*, p. 125.

Random Generation: To generate body items randomly, roll on Table 2–4: Body Items.

Brown Chitin Armor

Description: The giant insectoid creatures known as the shik'nar inhabit the Fungus Grove, a vast cavern beneath the surface of Luclin. Territorial and aggressive when defending their homes, the shik'nar are covered by heavy chitinous shells. They shed their old chitin as they grow, and these shells can be crafted with little effort into effective armor. The various bandits of the Fungus Grove, some of the Vah Shir of Shar Val, some explorers, and the occasional innovative tarmok tribesman may venture into shik'nar territory to obtain these molts for use as armor. Shells taken from slain shik'nar can likewise be made into armor, but this requires actually fighting the things. Not all armor obtained from the shik'nar has magical properties (it must first be properly treated), but some suits provide their wearers with enhanced strength and endurance. Scholars speculate that this is due to the chitin's absorption of some of the mana that infuses the Fungus Grove.

Powers: This armor functions as *+4 chainmail*.

Brown Chitin Armor (AC +9, max Dex +2, check –4; hardness 13, 19 hp, Break DC 26)

Str +2, Dex +3, Con +3, Wis +2, hp +10, disease resistance (1).

Bonus types: None.
Caster Level: 12th.
Market Price: 77,400 gp.
Slot: Body
Weight: 36 lbs.

Chestplate of the Dark Flame

Description: The vampire lord Mayong Mistmoore provides his dark elf followers — both living and undead — with many powerful magic items, including these strength-enhancing breastplates. Crafted of light black-enameled steel, these highly wrought and somewhat ungainly chestplates are inscribed with a stylized flame sigil, signifying that its wearer is especially favored by his undead ruler.

Powers: This armor is similar to a *+3 breastplate*.

Chestplate of the Dark Flame (AC +8, max Dex +2, check –4; hardness 14, 18 hp, Break DC 27)

Str +3.

Bonus types: None.
Caster Level: 9th.
Market Price: 19,350 gp.
Slot: Body.
Weight: 18 lbs.

Crystal Chitin Armor

Description: Ice-crystal spiders are only one of many hazards to be encountered in the frigid depths of Velketor's Labyrinth. These deadly spiders are worth fighting, however, for their shards can be combined to create a powerful armor that improves its wearer's strength and stamina and helps her to shrug off damage. Those who have seen *crystal chitin armor* claim that its gleaming, luminous qualities improve the wearer's appearance and aura of command.

Powers: This armor, crafted from diamond-hard, icy crystal, acts as *+5 full plate*.

Crystal Chitin Armor (AC +13, max Dex +2, check –5; hardness 17, 25 hp, Break DC 29)

Str +4, Dex +3, Con +3, Wis +3, Cha +3, hp +20.

Bonus types: None.
Caster Level: 20th.
Market Price: 899,650 gp.
Slot: Body.
Weight: 40 lbs.

Dark Muslin Armor

Description: The goblins of Runnyeye Citadel, a tunnel complex near Misty Thicket, weave this thick black cloth and imbue it with magical enhancements. The Runnyeye, who originally inhabited the citadel, have now been displaced by the Pickclaw goblins, who want to steal the secret of this armor's creation. So far, some surviving Runnyeyes continue their fight to regain their home, and they are believed not to have given up their techniques for making this armor.

Powers: This padded black long-coat acts as *+3 cloth armor*.

Dark Muslin Armor (AC +4, max Dex +9, check +0; hardness 4, 9 hp, Break DC 22)

Bonus types: None.
Caster Level: 9th.
Market Price: 9,155 gp.
Slot: Body.
Weight: 8 lbs.

Green Silken Drape

Description: Woven from the silk of extremely poisonous giant spiders that dwell in the fiery tunnels of the Lavastorm Mountains, *green silken drapes* are highly prized by spellcasters and can sometimes be found in the marketplaces of Freeport.

Powers: This item acts as *+2 raw silk armor*.

Green Silken Drape (AC +4, max Dex +9, check +0; hardness 3, 6 hp, Break DC 22)

Dex +2, Con +2, Int +1, poison resistance (6), poison save +1.

Focus Effect: Affliction Haste II.
Bonus types: None.
Caster Level: 10th.
Market Price: 33,350 gp.
Slot: Body.
Weight: 3.5 lbs.

Lightcrawler Armor

Description: Lightcrawlers are a species of giant centipedes found on the light side of Luclin, primarily around the Dawnshroud Peaks, Sanctus Seru, and Marus Seru. The armorer Kanthek Ogrebane is known for his ability to craft the shells of these creatures into effective armor with several magical properties. The armor is also remarkably light and durable, given the protection it provides. Several suits of this armor are known to exist, but Kanthek is loathe to share the secrets of their creation. If he takes a liking to someone, he will often craft armor for them in exchange for lightcrawler shells.

Powers: This armor functions as *+4 banded mail*.

Lightcrawler Armor (AC +10, max Dex +1, check –5; hardness 13, 22 hp, Break DC 29)

Str +2, Dex +3, Con +1, Int +1, Wis +1, acid resistance (1), disease resistance (1), fire resistance (1), magic resistance (1), poison resistance (1), sonic resistance (1),.

Bonus types: None.

Caster Level: 12th.

Market Price: 51,000 gp.

Slot: Body.

Weight: 24 lbs.

Resin-Covered Leaves

Description: The dryads of the Jaggedpine Forest are covered in magical leaves. When enough of these leaves are accumulated, they can be pieced together into a body covering that provides its wearer some protection against the elements. Jaggedpine explorers will sometimes collect the fallen leaves of the dryads, but others are impatient and slay the unfortunate creatures, thus earning the enmity of the druids and rangers who live there.

Powers: Cold resistance (1), disease resistance (1), electricity resistance (1), fire resistance (1), magic resistance (1), poison resistance (1).

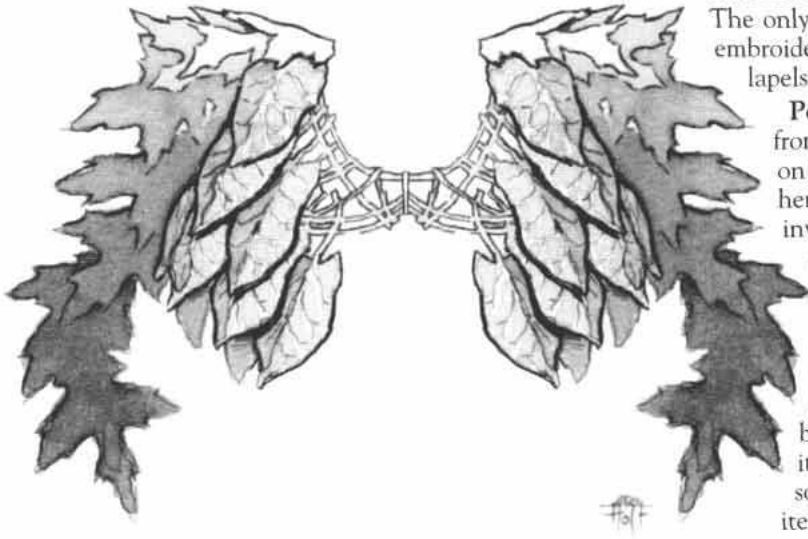
Bonus types: None.

Caster Level: 1st.

Market Price: 600 gp.

Slot: Body.

Weight: 0.1 lbs.



Robe of the Ishva

Description: This item is named for the Ishva, a leader of the Split Ear gnolls of southern Karana. The robe provides protection to its wearer, as well as enhancing his spellcasting abilities. Though it is considered to be a sign of office for the Ishva, some of these robes have been found elsewhere, most notably among the dark elves of the Kithicor Forest, who may have traded with the gnolls or possibly plundered them.

Powers: This fine cloth robe acts as *+2 raw silk armor*.

Robe of the Ishva (AC +4, max Dex +9, check +0; hardness 2, 4 hp, Break DC 22)

Cha +2, mana +8, poison resistance (5).

Bonus types: None.

Caster Level: 8th.

Market Price: 27,950 gp.

Slot: Body.

Weight: 1.8 lbs.

Robe of the Keeper

Description: Vampire lord Mayong Mistmoore employs several shadowmen as lorekeepers and librarians, since their invisibility keeps them from disturbing him unduly when he is otherwise occupied. Some of these beings wear these lengthy, swirling robes, which, given the shadowmen's powers, turn invisible as well when they wear them.

Powers: This robe acts as *+2 cloth armor*.

Robe of the Keeper (AC +3, max Dex +8, check +0; hardness 3, 8 hp, Break DC 22)

Int +1.

Bonus types: None.

Caster Level: 6th.

Market Price: 6,155 gp.

Slot: Body

Weight: 3.5 lbs.

Robes of Silence

Description: These robes were once commonplace among worshipers of Quellious, who usually employed them to effect a quiet and serene area for deep meditation. The knee-length robes are multi-layered, cut of simple unbleached muslin, and stitched with simple cotton strands. The only adornment is a small row of mantra passages embroidered in a staid brown thread running down the lapels and the accompanying sash.

Powers: These robes mute sounds coming to or from the wearer, effectively granting her a +4 bonus on Sneak checks but also imposing a –4 penalty on her Listen checks. Once per day, the wearer may invoke an area of complete silence in a 15-foot radius. For 3 minutes, all sound in the area is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The effect can be stationary, affecting the point in space currently occupied by the wearer so that she may then move out of it; alternately, it can be emitted by the robe itself, so that it moves with the wearer. Items and magic items in the area that emit sound receive saves

against this effect if they are in the possession of a creature, and the creature's spell resistance applies as well; unattended objects and points in space do not receive a save.

Although these robes are a body item, they may be worn over magic light armor or other magic robes without interrupting the proper function of either item.

Bonus types: None.

Activation: Use Activated.

Caster Level: 3rd.

Market Price: 2,700 gp.

Slot: Body.

Weight: 1.8 lbs.

Shissar Scaled Armor

Description: The shissar snake-folk, who today dwell on the moon of Luclin, are a shadow of their former selves. Once they produced some of the finest armor on Norrath, and with typical shissar efficiency they crafted it from the scales of their own slain comrades. Light and durable, it provided the protection of fine magical chain armors at only a fraction of the weight. Today, the shissar have fled Norrath and live as a small remnant on the moon. A few suits of this armor remain, though, mostly in the hands of undead revenant shissar who roam the Grey.

Powers: This studded leather and reptile-scale armor functions similarly to *+4 chainmail*.

Shissar Scaled Armor (AC +9, max Dex +3, check –4; hardness 14, 19 hp, Break DC 26)

Dex +6, Int +3, Wis +3, hp +24, mana +16, poison resistance (6), poison save +1.

Bonus types: None.

Caster Level: 24th.

Market Price: 1,756,350 gp.

Slot: Body.

Weight: 30 lbs.

Spell Robe

Description: These robes can be found in many different colors and styles. Most are made of a thin, light material such as linen, gauze, or silk, and all have arcane symbols worked into the cuffs and trim. It is unclear who first created these robes. They are used extensively among the dark elves, Erudites, and high elves, all of whom claim to have been the first to create the robes. Although all three races now have a few experts who can make such robes, the secret of their construction is closely held.

Powers: Although variously sized when found, a *spell robe* will adjust itself to fit a spellcaster of any size. The exact fit, style, and color of the robe also changes, though much more slowly, eventually matching the style and personality of the wearer. This change takes 1d2 weeks (the robe cannot effectively be used as a disguise), and is then permanent until it is worn by a new caster.

A *spell robe* has one or more spells permanently imbued into its fabric, allowing a wearer of the appropriate class to cast those spells as if he had them currently prepared. These spells may come from the spell list of any dedicated spellcasting class, though all the spells in a given robe must belong to the same list. These spells may be rolled randomly or set by the GM. The wearer of the robe casts the spells in all ways as if he had them prepared, even if he already has all of his current preparation slots filled; as with casting his own spells, he must have any required materials, must be able to complete all components for the spell, and must spend mana from his own pool normally.

Once specific spells are imbued into a robe, those spells can never be changed; that robe is effectively "tied" to a particular class (or classes, if all of the spells in the robe can be found on the lists of more than one class). If the robe's wearer is not high enough level to cast the spells in his robe, he may suffer a mishap when trying to use that spell (see "Scroll Mishaps" under Scrolls in the *EQ: Game Master's Guide*, p. 174).

The different types of robe have a different number of spells of varying levels, as follows:

Robe Type	Total Spell Levels	Maximum Spell Level
Type I	1	1st
Type II	2	1st
Type III	3	2nd
Type IV	4	2nd
Type V	6	3rd
Type VI	8	3rd
Type VII	10	4th
Type VIII	12	5th

Thus, a type IV *spell robe* could have two 2nd-level spells, or a 2nd-level spell and two 1st-level spells in it, or four 1st-level spells — any combination, as long as its total number of spell levels is no higher than 4 and no single spell is higher than 2nd level.

Focus effect: Reagent Conservation I.

Activation: Spell Trigger (dedicated spellcaster).

Caster Level: 5th (types I–VI); 7th (type VII); 9th (type VIII).

Market Price: 3,250 gp (type I); 5,500 gp (type II); 13,750 gp (type III); 19,000 gp (type IV); 41,500 (type V); 62,500 (type VI); 100,000 gp (type VII); 146,500 gp (type VIII).

Slot: Body.

Weight: 2.5 lbs.

Trakanasaur-Hide Armor

Description: The ferocious trakanasaurs of Kunark are hunted for their hides, which can be made into a highly durable leather armor and enchanted to provide other benefits to the wearer, such as providing some of the trakanasaur's strength and vitality.

Powers: This armor is equivalent to *+3 studded leather*.

Trakanasaur-Hide Armor (AC +6, max Dex +5, check +0; hardness 6, 12 hp, Break DC 24)

Str +3, Con +3, disease resistance (4), sonic resistance (2).

Bonus types: None.

Caster Level: 9th.

Market Price: 32,775 gp.

Slot: Body.

Weight: 18 lbs.

Paired Items and Body Slots

Although most characters have two ear slots and two wrist slots, ear items and wrist items often come in pairs. Does this mean a character wearing such paired items actually "loses" slots that might otherwise wear some single item that grants an advantage or benefit?

While it is up to the GM to make this ruling for her own campaign, it is suggested that a character be allowed to wear paired ear or wrist items as a single item. Thus, a character may wear a pair of *earrings of the puppeteer* (q.v.) normally — i.e., one on each ear — as well as an *earring of essence* on one of those ears, yet still gain the benefits of both items. Similarly, it is possible to wear a pair of magic bracers and still have a magic bracelet over one bracer, for example. (In practical terms, though, a GM *is* perfectly justified in saying that a character cannot wear two pairs of magic bracers at the same time, as they simply don't fit.)

Skareye

Male Troll Beastlord

The youngest of three brothers born in Grobb, Skareye lacked the strength and sheer brutality of his brothers. Small and agile, he had no troubles keeping up with his siblings on their various mischievous excursions, but when push came to shove, he was more of a hindrance during a fight than he was a help. Eager to gain the acceptance of his older kin, though, he tagged along whenever possible.

Eventually, however, Skareye's nearly full-grown brothers grew more resentful of the "runt" and set out to rid themselves of the nuisance once and for all. On their next outing, Skareye's brothers took him deeper into the swamps of Innothule than he had ever been. They made camp for the night, ostensibly intent to push even further into the swamps the following morning.

When Skareye woke, however, he found himself alone. His brothers had broken camp before dawn and left the young troll in the wild to fend for himself. Armed only with a short fighting stick, Skareye began to search the area for tracks. Unfortunately, the tracks only led him in circles and by noon he was hopelessly lost.

The jungle soon came alive, and Skareye realized he had more to worry about than being lost. He began to run, stumbling blindly through the mud and water. Losing his balance, he fell face first into a large pool of water. Lifting his head, he came nose to snout with a large alligator. The reptile hissed and bared what looked like a thousand teeth.

Skareye tried to scramble to his feet but the gator had already moved in to attack. Its huge jaws snapped, chomping at the troll's face. Skareye cried out in pain, reaching up to the empty, gaping hole where his eye had so recently been. Rolling in the water, Skareye gripped his staff and lashed out blindly against his foe. As luck — or fate — would have it, he struck the alligator soundly on the end of its snout. Stunned, the animal flailed for only a moment before Skareye delivered a killing blow between its eyes.

Half blind, Skareye felt the blood gushing from the wound beginning to slow, given the great healing gift of his race. A rustling sound nearby broke him from his daze and he turned to see movement from where the alligator had emerged. Darting through the water, quick as a tadpole, came a tiny alligator. It circled the fresh corpse in the water, examining every inch of it. Skareye backed away. The gator followed. Skareye waved an arm toward the little creature, but it stood its ground.

Two days later, Skareye's brothers found their bedraggled sibling on the outskirts of Grobb. Seeing him with the torn cloth wrapped over one eye and the small alligator tagging along behind him, they paused and scratched their heads in confusion. Not only had their brother survived the night in the swamp, but he had returned with a warder who would not leave his side (and who has never done so since that day).

The shaman's guild recognized the incident as a sign that the young troll was better suited for the spirit world than he was for work with blade and club. Trained thereafter in the mystical ways of the beastlord, Skareye quickly found a new sense of belonging among his fellow animists. Content to remain in Innothule, he and his warder, whom he calls Eyetooth, patrol every inch of the swamp, walking the outskirts in search of those who would bring disharmony to Innothule.

Ear Items

Ear items are almost exclusively earrings. They generally increase the wearer's ability scores, but sometimes grant additional abilities.

For more on body items, see *EQ: Game Master's Guide*, p. 129.

Random Generation: To generate ear items randomly, roll on Table 2–5: Ear Items.

Cougar Claw Earring

Description: The deadly snow cougars of the Iceclad Ocean and the Eastern Wastes are a constant hazard to lone travelers. Fierce, cunning, and usually quite hungry, snow cougars are among the region's most skilled hunters. The inhabitants of the region — the Coldain dwarves, snow orcs, and gnomes — have learned how to craft the cougars' body parts into potent magic items, including these earrings, which aid in spellcasting.

Powers: Str +1, Dex +1.

Focus effect: Mana Preservation I.

Bonus types: Ability scores = enhancement.

Caster Level: 5th.

Market Price: 5,100 gp.

Slot: Ear.

Weight: 0.5 lbs.

Crimson Cuff

Description: This ear cuff (a ring-like piece of jewelry designed to clip onto the back of the wearer's ear, rather than to the lobe as an earring does) is made of a blood-red metal. The exact nature of this material is unknown, though it behaves in most ways like silver. Ornate knotwork patterns cover the cuff.

These items have only ever been found in ruins along the base of the cliffs in the Emerald Jungle, though obviously looters have carried them elsewhere on Norrath. It is unknown if they are a lost secret of the iksar, or if they were created by some older race.

Powers: This item grants the wearer SR 21.

Caster Level: 18th.

Market Price: 1,020,000 gp.

Slot: Ear.

Weight: 0.2 lbs.

Earring of the Frozen Skull

Description: The frost giants of the Great Divide are obsessed with hunting down and destroying, once and for all, the Coldain dwarves. The giants' ruler, Narandi the Wretched, is an especially powerful and fanatic foe of the dwarves, and bears many magic items that he uses in the struggle against the Coldain. It is known that several smaller versions of the earring exist, created with powers that duplicate the larger original.

Powers: Mana +7, cold resistance (1), disease resistance (1), fire resistance (1), magic resistance (1), poison resistance (1), sonic resistance (1).

Bonus types: Mana = augmentation. Resistance = augmentation.

Caster Level: 7th.

Market Price: 11,450 gp.

Slot: Ear.

Weight: 0.1 lbs.

Earrings of the Puppeteer

Description: These tiny golden earrings are intricate reproductions of marionettes with smiling faces, no larger than a quarter of an inch tall. They hang on short strands of silver from the ear stud and freely sway to and fro as the wearer moves. When the wearer uses the earrings, the tiny marionettes animate and mouth the words that the character throws, but the mouths are so small it is nearly impossible to see them move unless one is very, very close.

Powers: At will, the wearer can invoke an effect identical to the spell *ventriloquism* (see Chapter One: Converted Spells).

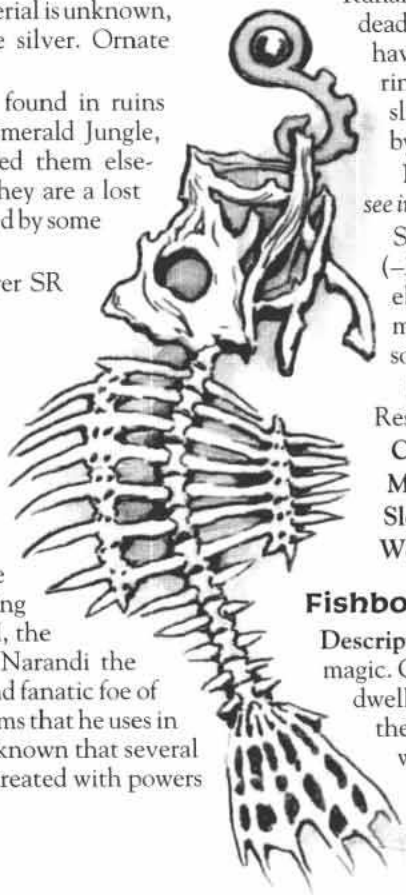
Caster Level: 1st.

Market Price: 2,000 gp.

Slot: Ear.

Weight: 0.1 lbs.

Fingerbone Hoop



Description: These items are made from the skeletal creatures that dwell in Charasis, an ancient estate on Kunark that has been taken over by the walking dead. They are both powerful and rare, and few have been found on living wearers. In fact, these rings are most frequently found absorbed by slimes and oozes, preserved from full digestion by their magical qualities.

Powers: The wearer gains the benefit of the *see invisible* spell for as long as he wears the earring. Str +2, Con +2, Int +2, Cha –3, acid resistance (–3), cold resistance (2), disease resistance (–3), electricity resistance (2), fire resistance (2), magic resistance (2), poison resistance (–3), sonic resistance (2).

Bonus types: Ability scores = enhancement. Resistance = enhancement.

Caster Level: 5th.

Market Price: 32,100 gp.

Slot: Ear.

Weight: 0.1 lbs.

Fishbone Earring

Description: These items utilize a form of sympathetic magic. Crafted by barbarian shamans from tribes who dwell near oceans, lakes, or streams, they provide their wearers with the ability to survive under water, and even to actively hunt larger aquatic monsters in their home environment.

Powers: The wearer gains the benefits of the *enduring breath* and *freedom of movement* spells (see Chapter One: Converted Spells for details regarding the latter effect) for as long as she wears the earring.

Dex +1.

Bonus types: Ability score = augmentation.

Caster Level: 7th.

Market Price: 163,000 gp.

Slot: Ear.

Weight: 0.1 lbs.

Forest Loop

Description: These items were originally created by the druids of Kunark as symbols of their friendship with the giants of that continent. Since then, relations between the groups have soured somewhat, but many *forest loops* remain in the giants' possession. They are of varying sizes, most often worn as earrings, but sometimes found as brooches or other types of ornamentation, and some are small enough to be worn by human-sized creatures.

Powers: Dex +1, Wis +1.

Bonus types: Ability scores = enhancement.

Caster Level: 3rd.

Market Price: 3,050 gp.

Slot: Ear.

Weight: 0.1 lbs.

Inlaid Jade Hoop

Description: These items are most commonly found in the possession of the sarnak dwelling in the fortress of Chardok, who use their illusory powers to lead foes into traps. These items can be worn as earrings or finger-rings, and no one is certain who originally created them. A few scholars have speculated that these rings are not in fact of sarnak manufacture, but were instead created by the Combine Empire to allow their agents to enter elvish territory undetected.

Powers: The wearer gains the benefit of the *illusion—high elf* spell for as long as she wears the earring.

Cha +1, hp +9, mana +6.

Bonus types: Ability score = enhancement. Hit points = enhancement. Mana = enhancement.

Caster Level: 7th.

Market Price: 86,400 gp.

Slot: Ear/Finger.

Weight: 0.1 lbs.

Ivandyr's Hoop

Description: These earrings enhance their wearers' intellect and wisdom, and they also grant the ability to drain essence from a foe and transfer it to the wearer. Named for the sorceress who originally created them, *Ivandyr's hoops* have been duplicated by several other spellcasting jewelers.

Powers: Once per day, the wearer may invoke an effect identical to the spell *spirit tap* (Fort half, DC 25).

Int +2, Wis +2, hp +1.

Bonus types: Ability scores = enhancement. Hit point = augmentation.

Caster Level: 15th.

Market Price: 65,450 gp.

Slot: Ear.

Weight: 0.1 lbs.

Jade Meditation Hoop

Description: Low-ranking sarnak spellcasters know that they are useful to their nation only so long as they are able to cast their lesser spells consistently, allowing their masters to conserve their mana for more important magics. *Jade meditation hoops* grant their wearers with greater mana, but also lower their mental acuity. As a rule, when an apprentice sarnak caster moves up in rank, he passes his *jade meditation hoop* on to his successor, with the proviso that the successor serve the sarnak race well, even at the cost of his own individuality and freedom.

Powers: Int –3, Wis –3, mana +10.

Bonus types: Ability scores = augmentation. Mana = enhancement.

Caster Level: 5th.

Market Price: 2,000 gp.

Slot: Ear.

Weight: 0.1 lbs.

Obsidian Bead Hoop

Description: The fire goblins of Solusek's Eye sometimes wear jewelry, though it is not known whether they themselves make it — certainly the volcanic activity in the region creates temperatures high enough to forge weapons or allow silver and other precious metals to be worked and shaped. The *obsidian bead hoop* is one item commonly worn by more powerful fire goblins, yet so far none has been able to communicate with the goblins sufficiently to determine who originally made the baubles.

Powers: Dex +1, Int +1.

Bonus types: Ability scores = enhancement.

Caster Level: 3rd.

Market Price: 3,200 gp.

Slot: Ear.

Weight: 0.1 lbs.

Onyx Studs

Description: These black onyx studs are always found in pairs. Most have simple iron settings, though silver and gold settings are not unknown. These are made by enchanters in Freeport, who sell them to bartenders, barmaids, and occasionally thieves.

Powers: This item grants the wearer a +4 bonus on all Fortitude saves to resist or overcome negative effects of intoxication.

Bonus types: Save = augmentation.

Caster Level: 8th.

Market Price: 1,600 gp.

Slot: Ear.

Weight: 0.1 lbs.

Kelton

Wood Elf Bard

Kelton was born into a family where tale and song reverberated joyously, mingled with the sweet smell of his mother's baked goods. His father was, after all, Tivik Strongbow, traveling bard and loremaster of the Kelethin forest. Tivik and his wife Nikara had traveled the globe in search of song and story. When Nikara found herself with child, the two returned home and began a new adventure: parenthood.

With stories of far off lands and adventures tantalizing his young mind, Kelton dreamed of pursuing far-off quests in the lands of his father's tales. His parents afforded him every luxury in regard to feeding his unquenchable desire for music, and no expense was spared when it came to educating the youth. His father taught him a handful of exotic languages: Troll, Ogre, Orc, Iksar. When he had proven to his family that his boyish whims had turned into a sincere love for the bardic arts, his father crafted him a fine lute and began to fine-tune Kelton's obvious talent.

Kelton learned quickly, perhaps even more quickly than his father had anticipated. By the time Kelton had reached his "official" adulthood, at 111 years of age, his musical skill had surpassed his father's best expectations. Young and impatient, Kelton set out to see the world of Norrath with his own eyes. Perhaps then he could taste the passion and the excitement that had once poured forth from his father's now aging lips.

The young bard made his way across the Ocean of Tears, documenting all he saw in his diary. Lyric and story poured from his quill and he reveled in the new sites and sounds. Strangers soon became traveling companions and he spent days and days walking the lands of Antonica, always feeding the insatiable appetite of his own curiosity.

While nearing the swamps of Innothule, Kelton came upon a half-dozen ogres picking through the contents of a ransacked caravan. The travelers were being herded together and bound with rope. The half elf failed to find cover quickly enough, however, and the ogres became alerted to his presence. Kelton gulped and grabbed the neck of his lute. As the ogres lumbered purposefully toward him, he began to sing.

What came forth was his guttural rendition of an ancient ogre battle chant he had uncovered in his previous journeys. He strummed along as he stumbled over the awkward Ogre tongue of old. The brutes stopped dead in their tracks. Never before having heard such a song, they looked upon Kelton with confusion. Kelton continued to play, willing his own panic away. He made the tune as ugly as he could, as savage and as dissonant as he could muster. The uglier the tune became, the more enraptured the ogres grew.

While he played, he noted a few of the caravan folk wriggling free from their bonds. He played louder and more intently until he saw that every last one of the prisoners was free and running toward the safety of the hills. How Kelton himself was able to win free of the ogres is unknown... and if asked he offers only a smile and a wink.

Kelton never stays in one place for long, opting to see new lands and hear new songs and tales. Quick with a joke, a song, or a story, he gladly offers his assistance to most who would ask (and even to those who would not, if they are attractive enough), be it with a swift blade or some crucial information he's gathered along his way.

Opalline Earring

Description: Worn by the affluent dwarves who once inhabited the Estate of Unrest, these items are most commonly found today on the undead creatures who now inhabit that fell place.

Powers: Cha +2.

Bonus types: Ability score = augmentation.

Caster Level: 6th.

Market Price: 4,150 gp.

Slot: Ear.

Weight: 0.1 lbs.

Shrunken Goblin Skull Earring

Description: The goblins of Kunark are an especially savage race, often engaging in cannibalism and necromantic magic. Powerful goblin warriors bedeck themselves with all sorts of jewelry, including necklaces, bracelets, rings, nose-rings, and earrings, many of which are made from the bones of slain foes, and most especially from those from rival goblin tribes. *Shrunken goblin skull earrings* are said to contain some small essence of the warrior from whom they were made, providing the wearer with some of his rival's martial prowess.

Powers: The wearer gains the benefit of the *grim aura* spell for as long as she wears the earring.

Caster Level: 3rd.

Market Price: 18,200 gp.

Slot: Ear.

Weight: —.

Face Items

Face items are designed to protect or hide the wearer's face. They include things as durable as iron masks, or as flimsy as gauzy veils.

For more on face items, see *EQ: Game Master's Guide*, p. 131.

Random Generation: To generate face items randomly, roll on Table 2–6: Face Items.

Bloodstone Eyepatch

Description: This crimson eyepatch is richly embroidered and set with a single cabochon-cut bloodstone. When worn, it does not hamper the wearer's vision — in fact, it enhances his perception somewhat, and also improves his agility and dexterity. Most of these eyepatches are controlled by the vampire Mayong Mistmoore, and may have been created by the original inhabitants of his fortress in the Lesser Faydark.

Powers: Dex +1, Wis +1.

Bonus types: Ability scores = enhancement.

Caster Level: 3rd.

Market Price: 3,120 gp.

Slot: Face.

Weight: 0.1 lbs.

Death Mask of the Elysians

Description: The ancient Elysians once dwelt in the Umbral Plains of Luclin, and their reanimated corpses are sometimes encountered there still, defending their ancient homelands. Some of these undead wear finely-crafted death masks, which, adventurers have discovered, provide substantial benefits once their owners have been permanently put to rest.

Powers: Int +1, Wis +1, Cha +2, hp +9, mana +6, disease resistance (2), poison resistance (2).

Bonus types: Ability score = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = enhancement.

Caster Level: 9th.

Market Price: 41,800 gp.

Slot: Face.

Weight: 1.2 lbs.

Deathmask

Description: White, smooth, and polished, this mask is actually crafted from the front half of a dark elf necromancer's skull. Gold and silver line the smooth, high cheekbones and fill out the nostrils and ear lobes. The teeth are sharpened shards of stained ivory gathered from some great beast. When activated, the monstrous mask emanates the sound of hideous giggling, reminiscent of the sounds common to the skeletons of Norrath. Several dozen of these masks were made by worshipers of the Daughter of Hate, but the art of their manufacture was apparently lost when her cult was scattered.

Powers: By spending a full round observing any visible creatures within 30 feet, the wearer can determine the condition of those near death. The wearer instantly knows whether each creature within the area is *dead*, *dying*, "fragile" (alive and wounded, with 3 or fewer hit points left), fighting off death (alive and wounded, but with 4 or more hit points), undead, or neither alive nor dead (e.g. a construct).

If used on a character using the *feign death* spell or a similar ability, the wearer may make an opposed Will save against the feigning creature to see through the ruse. If the wearer fails, he believes the creature to be dead.

Activation: Use Activated.

Caster Level: 1st.

Market Price: 2,000 gp.

Slot: Face.

Weight: 2.5 lbs.

Elliptical Veil

Description: The iksar emperor Venril Sathir originally created these delicate veils for his followers. Since then, *elliptical veils* have occasionally been found among the twisting passages of his old estate, called *Charasis* (Com. "Howling Stones") in the iksar tongue.

Powers: Int +1, Cha +2, magic resistance (2).

Bonus types: Ability scores = augmentation. Resistance = augmentation.

Caster Level: 6th.

Market Price: 8,250 gp.

Slot: Face.

Weight: —.

Enshrouded Veil

Description: These ancient items appear to date from the Elder Age, when they were used by ancient elven fire wizards. Such items were common in that era, for it was an age of mighty magic, and such was the enchantment of these veils that some survive to this day.

Powers: Int +1, Wis +1, fire resistance (4), fire save +1.

Focus effect: Summoning Efficiency III.

Bonus types: Ability score = augmentation. Resistance = enhancement. Save = enhancement.

Caster Level: 15th.

Market Price: 17,500 gp.

Slot: Face.

Weight: 0.1 lbs.

Eyepatch of Plunder

Description: The first and best-known of these black and silver eyepatches was worn by the gnomish captain Nalot, a famous pirate on the Iceclad Ocean. It is strongly suspected that he stole it from another pirate, for Nalot himself had two perfectly good eyes. Like other magical eyepatches, this item does not interfere with normal vision. Since it has become famous as one of Nalot's items, other

pirates have created their own, although to their chagrin the item's name has stuck.

Powers: The wearer of this eyepatch is under the continual effect of *Captain Nalot's quickening*, which reduces the weapon delay of all weapons she wields by 1 point (to a minimum of delay 2). In addition, the eyepatch grants the following benefits:

Str +3, Dex +3, hp +12, cold resistance (2), disease resistance (2), electricity resistance (2), fire resistance (2), magic resistance (2), poison resistance (2).

Bonus types: Ability scores = enhancement. Hit points = buff. Resistance = enhancement.

Caster Level: 12th.

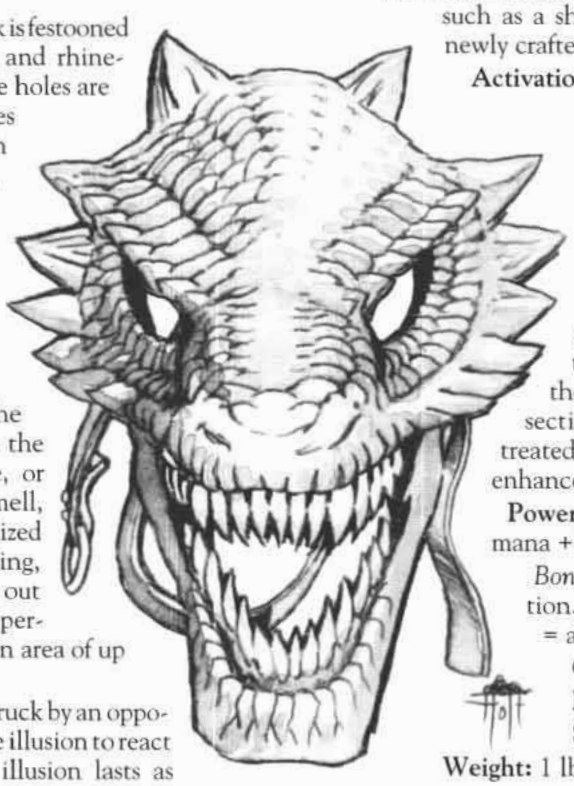
Market Price: 81,000 gp.

Slot: Face.

Weight: 0.5 lbs.

Feathered Mask

Description: This leather mask is festooned with brightly colored feathers and rhinestones and lined in silk. The eye holes are rimmed in semi-precious stones and the mask is held on with woven straps of fine samite. These masks were made by aviaks living in the Ocean of Tears, with the aid of an Erudite enchanter who had befriended them. They have since been sold in markets across Norrath.



Powers: Once per week, the wearer of this mask may create the illusion of an object, creature, or force, complete with sound, smell, and thermal properties, as visualized by the wearer. While concentrating, the wearer can move the image out to a range of 500 feet from her person. The illusion itself can fill an area of up to eight 10-foot cubes.

The image disappears when struck by an opponent unless the wearer causes the illusion to react appropriately. Otherwise, the illusion lasts as long as the character concentrates. Anyone interacting with the illusion or who has good reason to suspect that it is an illusion realizes it isn't real with a successful Will save (DC 17). In no case can the illusion cause direct harm, although it can certainly be used to cause characters to take actions that result in harm. For example, an illusion of a pit may convince a character he has fallen and can't get out, but it can't actually hurt him. Using the illusion to cover a real pit may cause characters to fall in and hurt themselves.

Activation: Use Activated.

Caster Level: 8th.

Market Price: 3,200 gp.

Slot: Face.

Weight: 2 lbs.

Glass Visor

Description: This mask, made of formed glass, covers not only the face but also the throat. It is held on through the use of a corded yoke that attaches around the back of the neck. When not in use, the face of the mask is a simple human form with average features. However, each time the mask is donned, the visage of the mask melts and forms to match that of the wearer, indeed, the user no longer appears to be wearing a mask. These items were created by the followers of Miragul during their war with the Erudites, used to search for spies. The arcane crafters who knew how this was done were all killed during the war, and only a few visors still exist.

Powers: With a word, the wearer of the visor may surround himself with a sphere of energy waves that negates all forms of invisibility within a radius of 25 feet. The sphere lasts for 5 minutes, and anything invisible becomes visible while in the area. Only creatures with no visible form, such as a shadowed man, remain invisible. A newly crafted *glass visor* has 50 charges.

Activation: Command Word.

Caster Level: 5th.

Market Price: 15,000 gp.

Slot: Face.

Weight: 1.9 lbs.

Golem's Jawbone

Description: From time to time, destroyed golems leave behind pieces that contain some small amount of their essence. The intact "jawbone" section of a stone golem, if properly treated, can be worn on the face to provide enhancements to the wearer.

Powers: Wis +3, Int +3, Cha +3, hp +6, mana +8.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation.

Caster Level: 9th.

Market Price: 56,400 gp.

Slot: Face.

Weight: 1 lb.

Iksar-Hide Mask

Description: The city of Sebilis once stood in the swamps known as Trakanon's Teeth, but the lizard-folk there were driven from the region and their great city reduced to ruin. Enemies of the iksar, including the frogloks who now control the region, created these items from the bodies of slain iksar. Flensed, cured, and painstakingly tailored, *iksar-hide masks* allow their wearers to masquerade as iksar themselves. Agents using these illusory disguises may have been responsible for the destruction of Sebilis, but the true story is lost to history.

Powers: While worn, this item grants its wearer the effects of the spell *illusion—iksar*, as well as the following benefits:

Cha +4, magic resistance (2).

Bonus types: Ability score = enhancement. Resistance = augmentation.

Caster Level: 12th.

Market Price: 151,700 gp.

Slot: Face.

Weight: 0.4 lbs.

Impenetrable Mask of Al'Kabor

Description: Worn by the famous spellcaster Al'Kabor in his journeyman years, this item has been duplicated many times since then, but continues to bear his name.

Powers: Hp +10, mana +2.

Caster Level: 10th.

Market Price: 20,800 gp.

Slot: Face.

Weight: 0.1 lbs.

Mask of Espionage

Description: The loyalist agents of the lingering Combine Empire are among the most skilled and deadly spies on the moon of Luclin. From the city of Katta Castellum, they battle the loyalists' foes such as the Coterie vampyres and the Inquisition. The *mask of espionage* is one of the many items in the Combine agents' arsenal.

Powers: Once per day, the wearer may invoke an effect identical to the spell *invisibility*.

Dex +2.

Bonus types: Ability score = enhancement.

Caster Level: 6th.

Activation: Command Word [*invisibility*], Use Activated [ability score].

Market Price: 11,480 gp.

Slot: Face.

Weight: 0.4 lbs.

Mask of the Leprechaun

Description: This magical face covering looks like a simple blindfold made of bright green fabric. It is a hardy but soft cotton material that allows the character to see through it, although everything so viewed has a green tint. What the casual observer does not see, however, are the images inside the mask. Superimposed over the character's real surroundings are the sights of the magical point of view created by the mask.

Powers: Once per day, the wearer can invoke an effect similar to that of the spell *eye of Tallon*. The eye created by the mask, however, may be considered an additional pet, so a character need not dismiss any other pet summoned by his own magic or another item. The view of the eye sensor created by the mask is "played" on the inner surface of the mask, visible only to the wearer.

Caster Level: 14th.

Market Price: 78,400 gp.

Slot: Face.

Weight: 0.5 lbs.

Mushroom Veil

Description: The woody flesh of the sentient mushrooms of the Fungus Grove, located in caverns beneath the surface of the moon of Luclin, can be pounded into a light, somewhat durable cloth. While not suited for clothing, this material has been crafted into veils that provide wearers with substantial benefits.

Powers: Dex +4, mana +9, disease resistance (6), disease save +1.

Bonus types: Ability score = enhancement. Ability score = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 12th.

Market Price: 35,900 gp.

Slot: Face.

Weight: 1 lb.

Myotis Mask

Description: This black mask is made of thin, hardened leather. Tufts of fine, soft, dark fur form bat-like wings that start at the wearer's nose and spread out to cover his eyes, temples, and cheeks. The two wing sections of the mask are joined by a small metal face, set just above the wearer's nose, that has tiny ruby chips for eyes. Though the wearer's eyes are covered, he maintains excellent vision.

Masks of this type were common in the dark elf empire that existed long ago, and are sometimes found in ruins and old battlegrounds on the eastern coast of Antonica. They are less common in Neriak itself, though some are still held as heirlooms by families of spies and assassins.

Powers: This mask grants its wearer a +5 bonus on Hide and Listen checks. The wearer is also able to hang upside down from the ceiling, like a bat, and gains a climb speed of 10 ft. or one-quarter his base speed, whichever is higher. In addition, he gains the blindsight ability to a range of 30 feet.

Most remarkably, though, the wearer is actually able to assume the form of a giant bat — as if using the *wolf form* spell, except he assumes the shape and abilities of a giant bat. The wearer may remain in this form for up to 1 hour, although once he leaves the bat form he cannot take it again for 24 hours.

AC +2.

The wearer's blindsight ability, Listen bonus, and AC bonus are all rendered useless in areas of magical silence or cacophonous noise (such as within 100 feet of a waterfall or on a battlefield).

Bonus types: AC = dodge. Skills = competence.

Caster Level: 13th.

Market Price: 87,300 gp.

Slot: Face.

Weight: 0.3 lbs.

Stone Face

Description: This heavy stone mask is finely chiseled to appear as the face of a beautiful woman with a wild mane of leaves for hair. The mask shrinks or grows to fit the user when donned and, more remarkably, becomes as light as air while worn. Further, it animates to match the facial movements of the wearer. The sounds that come from the mask when used to speak to rock are, to others, simply grinding and whispering noises. But the stones understand and respond.

These items were created by the elven druids of Tunaria to aid them in their quest to force back the Desert of Ro. Sadly, their quest failed, and the desert in time swallowed all the elven lands. Most of the masks were lost when druids fell to foul ends, but some few survived and are still in elven hands. Others might still be found next to a pile of long-dried elven bones in the dark and forgotten places of Norrath.

Powers: Once per week, the wearer may speak with nearby stones for up to 10 minutes. The stones will relate to the character who or what has touched them, as well as reveal what is covered or concealed behind or under them. The stones relate complete descriptions if asked. Note that a stone's perspective, perception, and knowledge may prevent the stone from providing the details the character is looking for (GM's discretion). The character can speak with both natural and worked stone.

Activation: Command Word.

Caster Level: 11th.

Market Price: 7,920 gp

Slot: Face.

Weight: 10 lbs. (carried); — (worn).

Feet Items

These items include all things worn on or about the feet. They generally encompass boots, shoes, and slippers, but anklets and toe-rings are also included. To receive benefit from feet items that come as a pair, both must be worn. If the item is solitary (such as an anklet) the wearer *cannot* receive benefit from wearing two; even if two such items fit physically, magical benefit can still only be gained from one. Feet items can be worn with full sets of armor or with leg items with no penalty.

For more on feet items, see *EQ: Game Master's Guide*, p. 133.

Random Generation: To generate feet items randomly, roll on Table 2–7: Feet Items.

Boots of Deception

Description: These lovely deep red boots are constructed of the finest red suede and lined with soft rabbit fur. They are cobbled in an unusual style, slightly heeled and strapped across the ankle for the attachment of spurs. Gold threads stitched around the top of each calf-high boot create a graceful pattern that spirals its way down the boot and ending at the toe, which itself is tipped in plated gold.

Powers: Once per day, the wearer can make any natural terrain he is standing on (or in) look, sound, and smell like

Morada

Female Erudite Enchanter

The name Morada has become synonymous with grace and beauty amongst the Erudite people of this generation. Not a citizen exists on the continent of Odus that has not heard of the young woman's loveliness and elegance. Born to commoners of little note, Morada learned early on that she possessed a comeliness far beyond the average Erudite female (and even beyond that of some great elven beauties). Men of all ages and creeds would stop to gaze upon the young girl, their eyes filling with adoration and (often) desire.

Otherwise condemned to lose her youth and luster to the harsh reality of being a tavernkeeper's daughter, Morada sought a new life for herself within the halls of the Craftkeepers. Like the renowned mage Akhbar, Morada did not receive the privileges of arcane study open to those of high birth. Tuition to such studies would cost her father a lifetime of earnings, an amount she could not conceive as a young commoner.

Morada's eye lingered desperately on the knowledge she so badly wanted. One evening, while her father was busy filling drink orders and taking care of customers, Morada heard the faint sound of music drifting through her father's inn. A traveling bard had taken his place in the corner and was strumming a lively tune. Inspired by the sound and weary of belaboring her ominous and uncertain future, she removed her shoes and began to lose herself in the dance.

Around and around she spun, moving her hips and arms to the rhythm. The patrons all began to clap, urging Morada to continue. Her face lit up and her eyes shone with a newfound joy. She had been aware of her beauty in the past but this was the first time she had ever used it purposefully to gain the attention and favor of all in her presence. By the end of the night she had more coins than she knew what to do with — more than her father brought home in a week's time.

Morada continued to dance for others after that night, but she did so away from her father's sight, generally in the privacy of the patrons' homes. Many hypothesize that Morada offered more than dancing on those occasions, and to this day she has not addressed this rumor-mongering. Regardless, Morada soon had enough money to pursue her own lust for knowledge.

Her allure and charm helped her forge steadily ahead in her studies, twisting charms and enchantments in the same way that a gifted weaver spins fine threads. Morada not only excelled in her learning, but helped fashion a new movement within the enchanters' community, breathing new life into the old, traditional incantations and redefining the role of the beguiler from that of stodgy, book-ridden elitist into a graceful, fascinating seductress.

some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Structures, equipment, and creatures within the area are not hidden or changed in appearance. The wearer may affect up to ten 30-foot cubes with this illusion, which remains in effect for 10 hours.

A creature interacting with the changed terrain may attempt a Will save (DC 20) to realize the surroundings are an illusion.

Caster Level: 10th.
Market Price: 16,000 gp.
Slot: Feet.
Weight: 10 lbs.

Boots of Flowing Slime

Description: The swamps of Feerott and the Lost Temple of Cazic-Thule are home to tribes of primitive lizard men, predatory dinosaurs, disease-carrying insects, bloodthirsty carnivorous fish, and many different oozes and slimes. Among these last creatures are the swirling oozes, an especially nasty species known for actively hunting and devouring travelers. During a recent expedition to the region, a band of adventurers retrieved a pair of leather boots from a slain ooze — the last remnants of one of the creature's last meals. The boots had not yet been digested, and when the adventurers began to experiment with them, they determined that the boots, though foul-looking and somewhat repulsive to wear, had gained several magical powers from their time within the ooze. Since then, adventurers have experimented with "feeding" other items to the oozes in hopes that they will be similarly affected.

Powers: The wearer of these boots gains *flowing thought III* (see sidebar, *EQ: Game Master's Guide*, p. 115), as well as the following benefits:

Hp +5, mana +10, acid resistance (2), magic resistance (4), magic save +1.

Bonus types: Hit points = augmentation. Mana = augmentation. Resistance = enhancement. Save = enhancement.

Caster Level: 15th.
Market Price: 40,750 gp.
Slot: Feet.
Weight: 0.5 lbs.

Boots of Jumping

Description: This versatile pair of thigh-high soft boots is made of supple violet-dyed suede. They lace up the back and allow the wearer to keep them full height or to adapt the height by folding or rolling them down to nearly any length. The soles of the *boots of jumping* are very special. Between the inner and outer soles is a layer of fabric sewn into pockets. Each pocket is filled with natural sea sponges, giving the boots a naturally springy and bouncy feel.

Powers: The wearer of these boots receives a +20 bonus on Jump checks and has no maximum jumping distance. For long horizontal leaps, the jump reaches its peak (one-fourth the horizontal distance) at the halfway point.

Bonus type: Skill = competence.
Caster Level: 5th.
Market Price: 10,000 gp.
Slot: Feet.
Weight: 3 lbs.

Boots of Repulsion

Description: These are very heavy plate-metal boots with solid, thick leather soles. The metal plates are made of brushed steel, lined with leather, and buckle up the outside of the wearer's legs. Each plate is attached to the boots individually, allowing for movement and for replacement if damaged.

Powers: Once per day, the wearer may invoke an effect similar to the spell *gravity flux* on any target within 200 feet. The initial magic damage component of the spell is not duplicated. To use the boots, the wearer must stomp once on the ground while speaking a command word and pointing at his target.

Activation: Command Word.
Caster Level: 19th.
Market Price: 60,080 gp.
Slot: Feet.
Weight: 15 lbs.

Boots of Shadow Walking

Description: These mysterious items are often found upon members of the mysterious faction known only as the Autarkic Umbrage. Hooded, wraith-like beings, the Autarkics appear to operate according to their own agenda, and tend to carry magical weapons and wear enchanted clothing. These boots are one of the Autarkics' lesser items, but are highly prized nonetheless, for their rarity if for no other reason.

Powers: Three times per day, the wearer can invoke an effect identical to the spell *shadow step*.

Dex +4.

Bonus types: Ability score = enhancement.

Caster Level: 12th.

Activation: Command Word [*shadow step*], Use Activated [ability score].

Market Price: 33,200 gp.

Slot: Feet.

Weight: 3 lbs.

Boots of the Mosquito

Description: Possibly one of the strangest sources of shoemaking material in Norrath, some of the giant mosquitos that inhabit the swamps near the Temple of Cazic-Thule can actually be transformed into footwear. Boots made from these mosquitoes are said to be surprisingly durable and comfortable, and some even provide magical benefits.

Powers: At will, the wearer may invoke an effect identical to the spell *invisibility to animals* upon himself.

Mana +8, hp +4.

Caster Level: 8th.

Activation: Use Activated.

Market Price: 49,000 gp.

Slot: Feet.

Weight: 3.5 lbs.

Boots of the Pathfinder

Description: This motley pair of patched hobnail boots does not appear to be special in any way. In fact, they always look badly cared for and ready to fall apart at any moment, yet somehow they remain whole. The boots are made of hard leather and covered all over with ill-matching leather patches sewn into place with bits of leather lacing. Additionally, the hard soles are worn and thin, but still quite sturdy and ready for hard work.

Powers: Three times per day, the wearer can find the shortest, most direct physical route to a specified destination. Note that this effect works with respect to locales, not objects or creatures within a locale. The location must be on the same plane as the character at the time of activation. This sense lasts for up to 1 hour at a time, or until he reaches the destination, whichever comes first.

The wearer must visualize his desired destination mentally (which he can do even if he has never actually seen the place), and the *boots of the pathfinder* then enable him to sense the correct direction that will eventually lead him to his destination. While this power remains in effect, the boots indicate at the appropriate times the exact path to follow or physical actions to take — thus, the wearer might suddenly sense that he should jump over a trip wire he didn't even see, or might suddenly learn the command word to open a magical portal or trap that bars his way. This sense is keyed to the wearer, not his companions, and does not predict or allow for the actions of creatures (including guardians).

Caster Level: 19th.

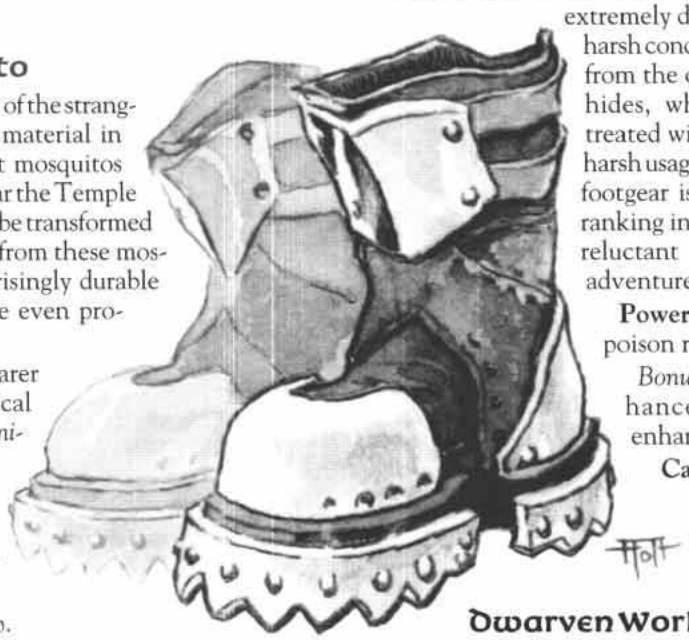
Market Price: 228,000 gp.

Slot: Feet.

Weight: 5 lbs.

Charred Boots

Description: The inferno goblins of Solusek's Eye near the Lavastorm Mountains have a relatively simple material culture, and those items that they do create must be extremely durable to survive the region's harsh conditions. These boots are crafted from the of various local lizard species' hides, which have been cured and treated with arcane spells to withstand harsh usage and high temperatures. Such footgear is usually worn only by high-ranking inferno goblin officers, who are reluctant to give them up to passing adventurers.



Powers: Dex +1, fire resistance (2), poison resistance (2).

Bonus types: Ability score = enhancement. Resistance = enhancement.

Caster Level: 3rd.

Market Price: 2,450 gp.

Slot: Feet.

Weight: 5.5 lbs.

Dwarven Work Boots

Description: Most dwarves wear boots, but those crafted by the dwarves of the clan whose domain is now known as the Estate of Unrest were prized over all others. Alas, after destruction of Dagnor's Cauldron, the estate was overwhelmed by the undead, and those few dwarves who linger there do so in a state of walking death, unable to escape from the horrors inflicted upon their people. Some dwarven undead in Unrest have been known to carry these items, and are said to give them up willingly to those who help to end their suffering and release them to the next world.

Powers: Str +1, Dex +2.

Bonus types: Ability scores = enhancement.

Caster Level: 6th.

Market Price: 6,100 gp.

Slot: Feet.

Weight: 5 lbs.

Fungus Feet

Description: These unusual items, also known as *boots of food*, are actually the remains of a sporali killed while

standing in a nurturing swamp. While the rest of the sporali rots away, the feet continue to suck up food, eventually, after many years, gaining a sort of independent life. After another lengthy period — perhaps decades — the feet, wishing to move from their current location, become hollow and wait for a creature to step into them. They then conform to that creature's feet and begin a symbiotic relationship, feeding the creature through tiny tendrils that pierce its skin painlessly in return for being moved from place to place. When an adventurer finds such "objects," she often sees them as boots (albeit awkward and strange looking ones) and finds that, when worn, they give her great vigor and allow her to endure perfectly well without sustenance.

Powers: These boots are not actually magic items, and thus cannot have their power canceled or dispelled, for instance. They continually provide their wearer with life-sustaining nourishment (i.e., she no longer needs to eat or drink). The boots also refresh body and mind, so that the wearer need only sleep 4 hours per day to gain the benefit of 8 hours of sleep. The boots must be worn for a full week before they begin to work. If they are removed, the boots must be worn for another week to reattune themselves to the wearer.

Caster Level: —.
Market Price: 6,500 gp.
Slot: Feet.
Weight: 3 lbs.

Grave Sandals

Description: Originally created by Dalnir, Haggle Baron of Cabilis, these sandals were given to his favored servants. Dalnir passed away long ago, and today his crypt has been taken over by sarnak of the Kly faction. These sandals are sometimes found in Cabilis crypts, and have earned the name *grave sandals* due to their location.

Powers: Dex +3, Int +1, Cha –1, mana +2, fire resistance (–1).

Bonus types: Ability scores = augmentation. Mana = enhancement. Resistance = augmentation.

Caster Level: 8th.
Market Price: 11,700 gp.
Slot: Feet.
Weight: 0.5 lbs.

Journeyman's Boots

Description: Finely crafted of supple leather and brass, these boots are fashioned through a secret technique known only to tailor Hasten Bootstrutter. Countless others have tried to construct these wondrous boots, but all have failed. Nor does anyone yet understand why a weapon of the shadowed men and a *ring of the ancients* might be required in their creation. Bootstrutter asks for these items along with gold whenever he sells a pair of his boots.

Powers: The wearer of these boots is continually under the effect of the spell *spirit of wolf*.

Caster Level: 5th.
Market Price: 45,000 gp.
Slot: Feet.
Weight: 2.5 lbs.

Kobold-Hide Boots

Description: The goblins of Solusek's Eye are noted neither for their squeamishness nor their mercy. Goblin artisans have discovered that the hide of certain species of kobolds can be crafted into especially durable boots. Most kobolds find this somewhat distasteful, naturally, and the practice has grown less common as kobolds grow scarcer in the region of the Eye. Many pairs of these boots can be found in the area, however.

Powers: Dex +1, hp +2.

Focus effect: Extended Affliction II.

Bonus types: Ability score = augmentation. Hit points = augmentation.

Caster Level: 10th.
Market Price: 12,830 gp.
Slot: Feet.
Weight: 2.5 lbs.

Sandals of Alacrity

Description: The monks who serve the god Veeshan on the Plane of Air craft a number of wondrous items, one example of which are the *sandals of alacrity*. These sandals are sometimes given to favored servants of the god or to those who have done an especially great service to the monks' orders. They are greatly valued and very rare beyond the elemental planes.

Powers: The wearer of these sandals is under a continual haste (5) effect. (This grants a +2 haste bonus to AC and one additional action every round.)

Str +3, Dex +3, hp +5.

Bonus types: Ability scores = enhancement. Hit points = divine.

Caster Level: 13th.
Market Price: 394,250 gp.
Slot: Feet.
Weight: 0.5 lbs.

Sarnak-Hide Boots

Description: The sarnak are an especially evil race. As efficient as they are wicked, they see nothing wrong with recycling the corpses of their own fallen brethren, and often craft clothing and other items crafted from sarnak bone and hide. These boots are such an item, often worn by capable sarnak warriors.

Powers: Dex +2, Wis +2, Int +2, Cha +2, mana +4.

Focus effect: Summoning Haste II.

Bonus types: Ability score = augmentation. Mana = enhancement.

Caster Level: 10th.
Market Price: 38,200 gp.
Slot: Feet.
Weight: 3 lbs.

Sea Mountain Boots

Description: These boots are made of fine, waterproof leather. Five steel studs are worked into the toes of each boot. When used to climb or swim, the studs transform into spikes or fins, as appropriate. These boots are most common

among the Snowfang gnolls of the Iceclad Sea, although they no longer seem to know the secret of making them.

Powers: The wearer of these boots gains climb and swim speeds each equal to half his base speed.

Caster Level: 4th.

Market Price: 8,000 gp.

Slot: Feet.

Weight: 4.5 lbs.

Shrouded Boots

Description: The mysterious xi of the Maiden's Eye on Luclin carry a number of strange and unique items that increase their wearers' abilities. These black boots, for instance, are made of a flexible yet nearly indestructible material that defies all attempts at analysis. The xi keep to themselves and dislike outsiders, so no one truly knows how these amazing boots are actually made.

Powers: Str +2, Dex +2, Con +2, Int +2, Wis +2, Cha +2.

Bonus types: Ability scores = enhancement.

Caster Level: 6th.

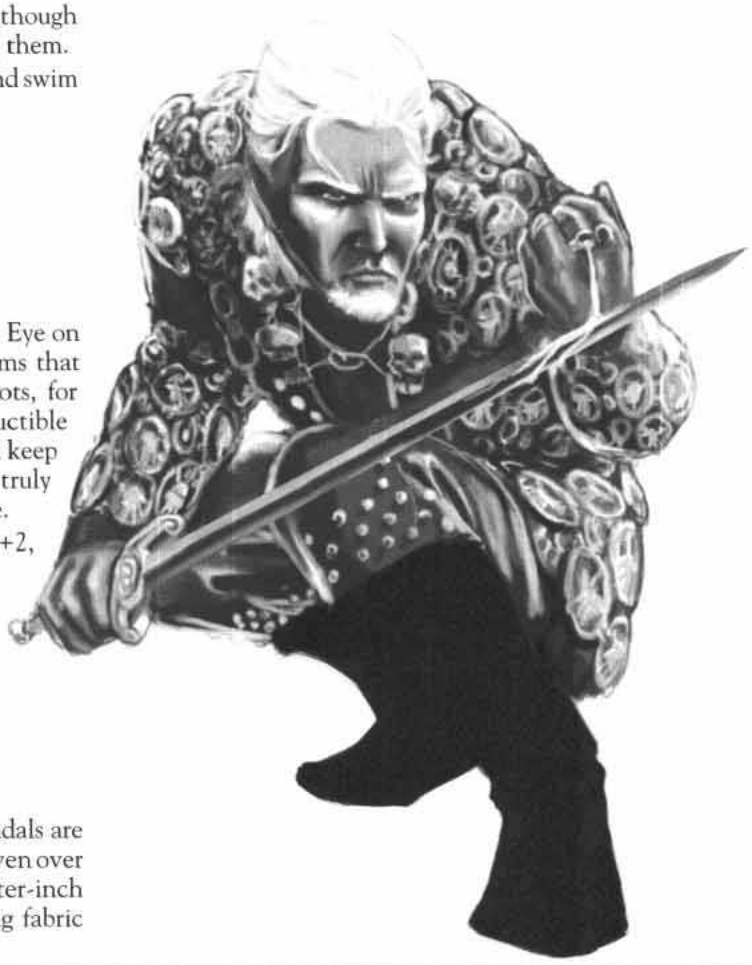
Market Price: 41,150 gp.

Slot: Feet.

Weight: 2.5 lbs.

Stoneshift Sandals

Description: These simple wood and fabric sandals are plain, but comfortable and suitable for long trips, even over harsh terrain. The wooden soles are made of quarter-inch maple, sanded smooth and free of splinters. Long fabric



Az'rael

Male Dark Elf Shadow Knight

High Priestess Verina Tomb was shamed by her daughter's blatant heresy — not to mention the disappointment of a failed prophecy — following Alluveal's scandalous departure from Neriak. As a result, she turned to her other children in the scant hope of rebuilding her standing. Az'rael, firstborn to the high priestess, was conceived and bred to embrace Innoruuk's way, even though his quiet dedication to the church had long been overlooked by his mother while Alluveal's star had shone.

As a young boy, Az'rael had no understanding of Verina's devotion to his ungrateful younger sister, and while Alluveal was being groomed to follow in her mother's footsteps, Az'rael watched from the shadow and allowed his hatred to fester. Early on he grew to despise all around him and no sooner did he recognize the first quickening of apathy than he learned to harness it and utilize its destructive nature.

Az'rael was the first to sense Alluveal's lack of dedication, but instead of bringing her faults directly to his mother, he waited and watched — trailing her in the shadows and swelling with contempt as she began to indulge in her arcane whims. He knew her actions would eventually be her own undoing, and the longer he waited the more powerful his mother's anger would become when his sister's blasphemy was discovered.

Soon enough, Alluveal fled Neriak in search of greater knowledge, and after Verina had railed and raged in self-pity, Az'rael stepped forth to pick up the pieces. Taking his rightful place as Verina's heir, Az'rael was inducted into the knighthood of hate. No task proved too sinister or horrific for the young shadow knight, and he reveled in his duty to Innoruuk. The more heinous his orders, the more his soul craved greater iniquity: more blood, more pain, and most importantly, more of the hatred that consumed his thoughts.

Sadistic and ambitious, Az'rael derives infinite pleasure at the expense of others. He bears loyalty only to his god, and he serves well those who remain high in the Prince of Hate's opinion. Intent only to spread Innoruuk's menace across the face of Norrath, Az'rael travels the world in search of any opportunity to appease the terrible darkness within him.

His journeys have most recently brought him face to face with his estranged sister. Although he still fosters a deep resentment toward Alluveal, he has come to realize the power she has obtained during her travels. Eager to reintroduce her into the way of Innoruuk, Az'rael has taken it upon himself to keep a watchful eye on his sibling, convinced that her wayward philosophies could further his own sinister agenda — until he has no more need of her.

strips weave in and out of slots in the sandals to wrap around the feet and ankles of the wearer, keeping them snug. The layers of fabric are quite warm, and with a few days' use the wooden soles meld into the shape of the wearer's foot.

Powers: Once per day, the wearer may meld his body and possessions into a single block of stone for up to 1 hour at a time. The stone must be large enough to accommodate the character's body in all three dimensions. When the sandals are activated, the character and not more than 100 pounds of non-living gear merge with the stone. If either condition is violated, the power fails and its daily use is wasted.

While in the stone, the character remains in contact, however tenuous, with the face of the stone through which he melded. The character remains aware of the passage of time and can cast spells on himself while hiding in the stone. Nothing that goes on outside the stone can be seen, but the character can still hear what happens around him. Minor physical damage to the stone does not harm the character, but its partial destruction to the extent that the character no longer fits within it expels the character and deals 5d6 points of damage to him. The stone's complete destruction expels the character and slays him instantly unless he succeeds at a Fortitude save (DC 18).

At any time before the duration expires, the wearer of the sandals can step out of the stone through the surface he entered. If the effect's duration runs out or it is dispelled before the character voluntarily exits the stone, he is violently expelled and takes 5d6 points of damage.

Caster Level: 5th.
Market Price: 6,000 gp.
Slot: Feet.
Weight: 1.4 lbs.

Slippers of Stealth

Description: Although they are found in many different styles, colors, sizes and shapes, most commonly these items are green ankle-high slippers with pointed cuffs and toes. They have no hard soles and the soft suede is flexible enough to roll the slippers up when not in use. It is said that this footwear can only be used properly if given to the wearer by a pixie or other fairy creature. But since they are commonly found in markets and shops all over Norrath, these rumors appear to be quite false.

Powers: While wearing *slippers of stealth*, a character may move through any type of terrain or ground surface such as mud, snow, or dust while leaving behind neither footprints nor scent. Tracking the wearer of these slippers is impossible by nonmagical means.

Caster Level: 1st.
Market Price: 2,000 gp.
Slot: Feet.
Weight: 1.2 lbs.

Finger Items

Finger items consist mainly of rings. Wearers usually gain an ability bonus from finger items, although they sometimes grant saving throw or resistance bonuses. Some also confer spell-like abilities to their wearer. These abilities do not have charges unless specified in the item description. Characters may only wear two finger items effectively. A third finger item does not work.

For more on finger items, see *EQ: Game Master's Guide*, p. 136.

Random Generation: To generate finger items randomly, roll on Table 2–8: Finger Items.

Assassin's Ring

Description: These rings can vary in appearance from ornate ornamentation worthy of a rich nobleman to a simple band with a common stone set in it, appropriate for a poor merchant. All the designs, however, feature a single, large gem in the center of the ring. This is because the ring is hollow, and a hidden space exists behind the gemstone.

Rings of this type were first created by iksar monks who acted as silent killers. The design has been copied by many other races, and is particularly common in Neriak and, perhaps more surprisingly, in Ak'Anon.

Powers: The hidden chamber of this ring is very difficult to find (Search DC 30), although once found it can be easily parted with a single flick of the wearer's thumb. A single dose of poison can be stored in the hollow, and a wearer can open the ring and coat a weapon with poison as a move action. More importantly, the ring's wearer cannot poison himself accidentally while coating the weapon with this poison (although poison from another source does not enjoy this benefit).

Once per day, the ring can also produce a tiny handful of silvery dust. This magic powder can conceal the passage of its possessor and, if desired, his companions. Tossing this dust into the air causes an area of up to 1,000 square feet to seem untraveled and untouched: indoors, the walls and floor space become as dusty, dirty, and cobweb-laden as if the place had been abandoned and disused for a decade; similarly, outdoors, the dust can make even the most well-traveled area seem wild and unspoiled.

Sprinkling the dust along a trail causes evidence of the passage of as many as 24 Medium-size creatures to be obliterated for a mile back into the distance. The number of creatures' trails affected is doubled for every size lower than Medium-size (so 4 Tiny creatures effectively count as a Medium-size) and halved for every size larger (so a Large creature counts as 2 Medium-size); note that a rider on horseback counts as a single Large creature. The length of the trail covered is proportionate to the number of creatures to be affected, so a group of 4 Medium-size creatures can cover their trail for 6 miles back with one handful of dust, while the dust covers the trail of a troop of 50 men for only about half a mile. Tracking checks across an area affected by this dust have their DC adjusted by +20.

The results of the dust are instantaneous, so no magical aura lingers afterward from its use.

Activation: Command Word (dust).
Caster Level: 4th.
Market Price: 7,500 gp.
Slot: Finger.
Weight: 0.1 lbs.

Band of Fairy Eyes

Description: This delicate ring is made of gold and spun glass. It depicts several fairies in flight, the toes of each touching the hair of the next. Careful examination shows that each fairy has tiny

diamond chips for eyes. These rings were constructed by the elven druids of Tunaria centuries ago to help them search for traps and snares set by orcs and similar creatures.

Powers: This ring allows the wearer to use the Search skill to detect traps just as a rogue can. In addition, she gains a +2 bonus on Search checks while the ring is worn. Note that the ring does not grant the wearer any ability to disable traps she has located.

Bonus type: Skill = insight.

Caster Level: 3rd.

Market Price: 6,300 gp.

Slot: Finger.

Weight: 0.1 lbs.

Diamond Wedding Band

Description: Magical wedding accoutrements are common on Norrath, especially among the wealthy and among magical races such as the elves. *Diamond wedding bands* are traditional elvish signs of commitment and love, even among the normally unsentimental dark elves. Understandably, given their many magical properties, these bands are also popular among adventuring couples of all races.

Powers: Dex +1, Int +2, Wis +2, mana +2, cold resistance (3), fire resistance (3).

Bonus types: Ability scores = augmentation. Mana = augmentation. Resistance = augmentation.

Caster Level: 6th.

Market Price: 17,900 gp.

Slot: Finger.

Weight: 0.1 lbs.

Eagle Eye

Description: These hefty pieces of gold jewelry feature a large eagle's head in profile. The single visible eye of the eagle is a ruby of impressive brightness, polished smooth. These rings were created by spellcasters working for Antonious Bayle I, to aid his scouts during his trek westward to what would eventually be Qeynos. They are now most commonly encountered on captains of the guard in Highkeep.

Powers: The ring's wearer gains a +5 bonus to Spot checks. During daylight hours, he suffers only half the usual distance penalties on Spot checks (i.e., –1 per 20 feet, rather than 10 feet).

Caster Level: 3rd.

Market Price: 2,250 gp.

Slot: Finger.

Weight: 0.1 lbs.

Fungus Ring

Description: This ring is not actually made of fungus, but is covered with images of tiny mushrooms. It is made by the human inhabitants of the Echo Caverns, a deep tunnel complex under the surface of Luclin. Mushrooms and fungi of all sorts grow in these caverns, and the races who make their homes there use images of fungi as Norrathian races use flowers in their art.

Powers: Dex +2, hp +2, disease resistance (2).

Bonus types: Ability score = enhancement. Hit points = enhancement. Resistance = enhancement.

Caster Level: 6th.

Market Price: 6,250 gp.

Slot: Finger.

Weight: 0.1 lbs.

Gem-Encrusted Ring

Description: The iksar of ancient Sebilis made many wondrous and beautiful objects, including these remarkably handsome rings. With the fall of Sebilis to the forces of the dragon Trakanon and his minions, the rings were scattered and today can be found as plunder both in the ruins of the fabled city and across Norrath.

Powers: This ring grants its wearer damage reduction 1/–, which is additive to any other DR protection possessed by the ring's bearer. The ring's DR value adds to the value of any existing quality. For instance, someone with DR 5/+2 who puts on the ring gains DR 6/+2, while one who already has DR 2/– will have DR 3/– with the ring on.

Str +3.

Focus effect: Affliction Efficiency III.

Bonus types: Ability score = augmentation.

Caster Level: 15th.

Market Price: 36,000 gp.

Slot: Finger.

Weight: 0.1 lbs.

Hand of Tranquility

Description: This beautiful ring of coiled silver has a single flat face, featuring the image of an open hand of pearl, palm outward, against a disk of gold. These rings were created by a small band of Erudites who worshipped Rodcet Nife, crafted to aid in their constant struggle against the undead and forces of darkness. Other Erudites soon found the rings could be used against other creatures with the proper training, and they have become highly prized among those spellcasters who can turn or rebuke any kind of creature.

Powers: If the wearer has a special ability to turn or rebuke creatures of any kind, he may do so as if he were 5 levels higher than his actual class level while wearing this ring.

Caster Level: 5th.

Market Price: 18,750 gp.

Slot: Finger.

Weight: 0.1 lbs.

Icebone Knuckle

Description: This "ring" is merely two sections of an icebone skeleton's finger, hollowed out and joined together with silver wire. It is worn over the index finger and, due to the flexible but durable wire, can easily be reshaped to fit nearly any hand, even over a glove. *Icebone knuckles* were first created by gnoll shamans from Blackburrow, but have since found their way onto the hands of many barbarian and human adventurers.

Powers: The wearer may travel at his normal speed across snow or even the most slippery horizontal ice surface without falling, slipping, or leaving visible tracks. The wearer gains no benefit when trying to climb icy slopes or vertical surfaces, however.

Cold resistance (5).

Caster Level: 3rd.

Market Price: 4,000 gp.

Slot: Finger.

Weight: —.

Jagged Band

Description: A rough, sharp-looking iron ring created by dwarven artisans, the *jagged band* is now usually found in the Estate of Unrest. The ghosts and other undead remnants of the Estate sometimes still carry the possessions that they owned in life, and among them are several of these bulky, yet surprisingly light rings.

Powers: Str +1, AC +1.

Bonus types: Ability score = enhancement. AC = deflection.

Caster Level: 3rd.

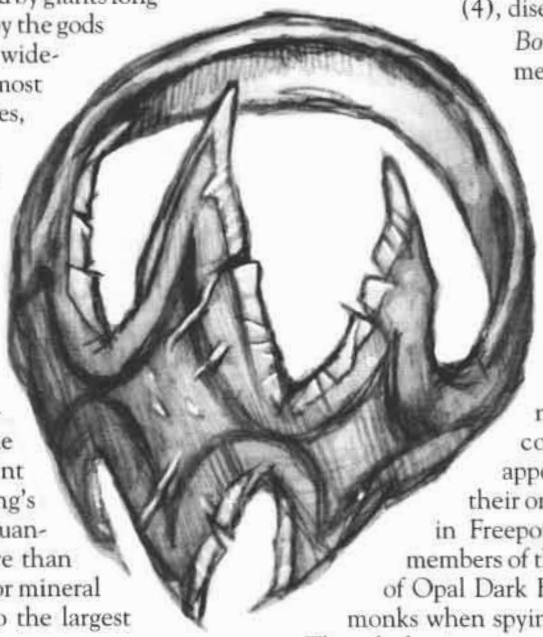
Market Price: 4,150 gp.

Slot: Finger.

Weight: 0.1 lbs.

Miner's Ring

Description: Heavy bands of iron with thick black rivets around the rim, these rings were used by giants long ago, before they were struck down by the gods for siding with Rallos Zek in his widespread wars. The rings are now most often found in the hands of dwarves, gnomes, and goblins.



Powers: Although apparently sized for a giant when found loose, this item will adjust itself to fit the hand of a roughly humanoid wearer of any size. The wearer of this ring can concentrate on a specific metal or mineral (gold, platinum, quartz, beryl, diamond, corundum, and so on). If the specific mineral is within 30 feet, the ring causes the finger it is on to point toward the deposit, and the ring's wielder knows the approximate quantity of the material as well. If more than one deposit of the specified metal or mineral is within range, the ring points to the largest local concentration first.

The ring's power can penetrate barriers, but 4 feet of wood blocks it.

Caster Level: 5th.

Market Price: 20,000 gp

Slot: Finger.

Weight: 0.5 lbs.

Platinum Skull Ring

Description: Lord Mayong, vampiric ruler of Castle Mistmoore, though thoroughly wicked, is not an ungenerous ruler. His dark elf minions serve him out of a combination of fear, loyalty, and in some cases even genuine affection. Favored servants are rewarded with potent magic items, such as this ring, which despite its magical bonuses gives its wearer a somewhat corpse-like demeanor, greatly diminishing her appeal to the living. Of course, these rings are often worn by Mayong's undead minions, so the corpse-like appearance is not considered a major handicap.

Powers: Cha –2, hp +7, mana +3.

Focus effect: Reanimation Efficiency II.

Bonus types: Ability score = circumstance. Hit points = augmentation. Mana = enhancement.

Caster Level: 10th.

Market Price: 14,600 gp.

Slot: Finger.

Weight: 0.1 lbs.

Rat-Shaped Ring

Description: Often worn by members of the Blood Sabers, a cult of Bertoxxulous that dwells in the sewers beneath Qeynos, this ring is especially useful to followers of the plague-lord, for it grants its wearer substantial protection from poisons and diseases. Several high-ranking members of the Qeynos guards were found with these rings in their possession recently, leading some to suspect that the cult has infiltrated the leadership of the city, or at least of its military.

Powers: Disease resistance (4), poison resistance (4), disease save +1, poison save +1.

Bonus types: Resistance = enhancement. Save = augmentation.

Caster Level: 8th.

Market Price: 1,000 gp.

Slot: Finger.

Weight: 0.1 lbs.

Ring of Ash

Description: These badly tarnished silver rings are crude in appearance, having a lumpy, nugget-like appearance, looking like nothing so much as lumps of ash-covered charcoal. Though their appearance and martial power suggest their origin is tied to the Ashen Monastery in Freeport, they were actually created by members of the Dismal Rage under the guidance of Opal Dark Briar to allow her agents to pass as monks when spying on the common folk of the city. Though the rings are popular with adventurers who often find themselves unarmed, anyone wearing one is treated with suspicion by monks who are aware of the ring's origins.

Powers: The wearer gains the benefits of the Dual Wield, Hand to Hand, and Improved Hand to Hand feats, regardless of prerequisites. A monk who wears the ring may determine his martial defense ability as if he were 6 levels higher.

Caster Level: 10th.

Market Price: 18,000 gp.

Slot: Finger.

Weight: 0.1 lbs.

Ring of Flowing Slime

Description: Another item sometimes retrieved from the acidic enzymes of oozes, particularly in the vicinity of the Temple of Cazic-Thule, this ring is infused with the ooze's slimy magical essence. It can be worn without harm, and provides substantial magic benefits. This effect has been duplicated artificially by alchemists and other researchers, so there are a number of rings like this one

available that did not come from the decomposed finger of a dead, acid-burned being.

Powers: Str +4, Con +3, hp +12, mana +6.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation.

Caster Level: 12th.

Market Price: 67,000 gp.

Slot: Finger.

Weight: 0.1 lbs.

Ring of Frost

Description: Mysterious creatures known as snow dervishes plague the reaches of the Iceclad Ocean and the Eastern Wastes, sometimes wearing these ice-white rings. No one is sure exactly what the snow dervishes are or where these rings come from, but the jewelry is prized by adventurers and sometimes available for purchase from the mariners of these regions.

Powers: Int +1, mana +2.

Bonus types: Ability score = enhancement. Mana = enhancement.

Caster Level: 3rd.

Market Price: 2,870 gp.

Slot: Finger.

Weight: 0.1 lbs.

Ring of Ghostly Servitude

Description: This beautiful ring is made of delicate spun glass. Though the surface of the ring is relatively flat, each strand of spun glass intertwines with the others, creating a web of interlocking plaits that work their way around the finger of the wearer in a wide band. The glass of this ring is highly polished and sparkles brilliantly under any light in a scintillating rainbow of colors.

Powers: At will, the wearer may summon an invisible, mindless, shapeless phantom servant that performs simple tasks at the character's command. This servant can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The phantom can perform only one simple activity at a time, but it repeats the same activity over and over again if told to do so. The wearer can thus command the phantom to perform some task, and then turn her attention elsewhere as long as the phantom remains within 30 feet her. It can open normal doors, drawers, lids, etc., having an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. Its speed is 15 feet.

The phantom cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If the wearer attempts to send the phantom beyond the 30 foot range (measured from her current position), the phantom ceases to exist. The wearer may have only one servant summoned at a time.

Activation: Use Activated.

Caster Level: 2nd.

Market Price: 4,000 gp.

Slot: Finger.

Weight: 0.1 lbs.

Ring of Lightning

Description: The original *ring of lightning* is among the regalia of King Tormax, ruler of the storm giants of Kael Drakkal. Smaller versions of the ring are known to exist, though, duplicating its powers for wearers of human scale.

Powers: Int +3, hp +19, mana +13, magic resistance (4), magic save +1.

Focus effect: Summoning Haste III.

Bonus types: Ability score = enhancement. Hit points = arcane. Ability score = arcane. Resistance = enhancement. Save = enhancement.

Caster Level: 19th.

Market Price: 784,300 gp.

Slot: Finger.

Weight: 0.1 lbs.

Ring of Power

Description: These rings are made of many fine strands of gold twisted together to form a complex, knotted ring. A faceted ruby of great clarity is set on the top of the ring, with another much smaller, cloudy ruby worked into the lower inside of the ring where it rests against the bottom of the wearer's finger. When the ring is used, the large ruby glows with a bright red light.

Though rare, these rings are scattered evenly across Norrath in ruins and burial grounds. No one knows their exact origins, though they are generally thought to predate the fall of the Combine Empire.

Powers: Once per day, a spellcaster who wears this ring may recast one spell he has cast during the previous 24 hours without paying its mana cost. The wearer need not have the spell currently prepared, but otherwise casts the spell normally (fulfilling all components, allowing for recast time, choosing new targets or area, and possibly provoking attacks of opportunity) aside from paying its mana cost, which the ring provides. These rings come in different types, from 1 to 15, and the caster may not use the ring to recast a spell whose level is higher than the ring's type. For example, a type 7 *ring of power* could provide the mana for any one spell the wearer had cast in the past 24 hours that was of 7th level or less.

Activation: Spell Completion (but no chance of mishap).

Caster Level: 1st (type 1); 3rd (type 2); 5th (type 3); 7th (type 4); 9th (type 5); 11th (type 6); 13th (type 7); 15th (type 8); 17th (type 9); 19th (type 10); 21st (type 11); 23rd (type 12); 25th (type 13); 27th (type 14); 29th (type 15).

Market Price: 2,000 gp (type 1); 8,000 gp (type 2); 18,000 gp (type 3); 32,000 gp (type 4); 50,000 gp (type 5); 72,000 gp (type 6); 98,000 gp (type 7); 128,000 gp (type 8); 162,000 gp (type 9); 200,000 gp (type 10); 242,000 gp (type 11); 288,000 gp (type 12); 338,000 (type 13); 392,000 gp (type 14); 450,000 gp (type 15).

Slot: Finger.

Weight: 0.1 lbs.

Ring of Slime

Description: Thought to perhaps have been a *ring of flowing slime* that for some reason did not absorb the magical energies of its host efficiently enough, this ring is nevertheless a useful item and one far more common than its namesake.

Powers: Mana +2.
Bonus types: Mana = augmentation.
Caster Level: 2nd.
Market Price: 850 gp.
Slot: Finger.
Weight: 0.1 lbs.

Ring of Stone

Description: The ring of stone is one solid piece of volcanic rock sculpted into the shape of dozens of small pebbles linked together to form the band of the ring. Each pebble is as smooth and perfect as if it was shaped over centuries in a fast-running river. The surface of the volcanic rock is glassy and cool to the touch. The inside of the band is completely flat, so as to rest flush against the wearer's finger, but one can see the underneath of the pebbles on the outside through the semi-transparent, glassy bottom. Each such ring is a slightly different shade of green, yellow, or brown.

Powers: Once per day, as a full-round action, the wearer may cause all natural, undressed earth and stone within three contiguous 10-foot squares to soften; no square affected may be more than 30 feet away from the wearer. Wet earth in the area becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. The character affects the area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot (GM's option). Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

Creatures in mud must succeed at Reflex saves (DC 13) or be caught for 1d2 rounds and unable to move, attack, or cast spells. Those who succeed at their saves can move through the mud at half speed, and they can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area are reduced to half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. For example, a party of adventurers trying to break out of a cavern might use the ring to soften a wall. While the ring does not affect dressed or worked stone, vertical surfaces such as cliff faces or cavern ceilings can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure (such as a wall or a tower) by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by the effects of the *ring of stone*, not destroyed.

Activation: Use Activated.
Caster Level: 5th.
Market Price: 12,000 gp.
Slot: Finger.
Weight: 0.2 lbs.

Ring of the Charlatan

Description: The simple band of fine silver is etched with delicate scrollwork and circular patterns that glitter and shine in the light. Inside the ring, the command word is engraved very lightly. Such rings are commonly used by rogues and swindlers to convince gullible peasants that they are actually powerful spellcasters. The secret of their manufacture is thought lost, but most such rings are found near Qeynos, perhaps suggesting that it was humans who originally constructed them. Many spellcasting guilds pay handsomely for such rings, in an effort to prevent the good name of mages from being sullied by con artists. Paradoxically, many mages prefer to keep such rings, using them to improve their quality of life in little ways.

Powers: This ring enables the wearer to perform simple magical effects at will. The effects are minor and have severe limitations. For instance, the *ring of the charlatan* can slowly lift an object weighing up to 1 pound and cause it to move up to 15 feet per round. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It can create small objects and trinkets, but they look crude and plainly artificial. Other common tricks made possible by the *ring of the charlatan* include producing tinklings of ethereal music or barely perceptible voices, brightening faded flowers, creating glowing balls that float over the character's hand (which produce just enough light for the wearer to read by), generating puffs of wind to flicker candles, and making little whirlwinds to sweep dust under rugs.

No effect of the ring can deal damage or affect the concentration of spellcasters. All effects of the ring are limited to an area of 30 feet surrounding the wearer, at most. Materials created by the ring are extremely fragile and can never be used as tools, weapons, or spell components. Finally, the *ring of the charlatan* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Activation: Command Word.
Caster Level: 2nd.
Market Price: 3,000 gp.
Slot: Finger.
Weight: 0.1 lbs.

Ring of the Jungle Lord

Description: This ring is, in actuality, a tiny living plant that grasps the finger of the wearer and grows around it quite happily. It lives in a typical seasonal cycle as do most plants. The ring flourishes in the summer, turns yellowish in the fall, becomes gray and colorless in the winter, and renews to a bright, healthy green in the spring. It even blooms tiny flowers for a few weeks early in the spring season. Although it is in all other ways a living plant, the ring does not need to be watered or exposed to regular sunlight. It thrives on the proximity to the wearer and needs no other nourishment.

Powers: The wearer may control normal plants within 40 feet. This control lasts for 7 hours and affects all normal plants within the area when the power is activated (the area of control does not move about with the wearer). Control of a plant consists of commanding it to part to allow free passage or, conversely, to hamper the wearer's pursuers (reducing movement through the affected area to anywhere from three-quarters to one-quarter, depending on

the thickness of vegetation in the area), or any other similar but simple services. The *ring of the jungle lord* does not enable plants to uproot themselves and move about, but it does allow them to move their branches, stems, and leaves.

Alternately, the wearer may exercise limited control over one or one or more plantlike creatures within 40 feet for up to 7 minutes (once in place, this effect does move with the wearer and the affected creatures). Up to 14 HD of plant creatures can be affected at once, and those targeted can negate the control effect with a Will save (DC 17). Affected plant creatures understand the wearer, and they perceive her words in the most favorable way (treat their attitude as friendly). They will not attack the wearer while affected. The wearer may try to give the affected creatures orders, but must win an opposed Charisma check to make them do anything they wouldn't normally do (retries are not allowed). A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is in fact worth doing.

The *ring of the jungle lord* may be used once per day.

Activation: Use Activated.

Caster Level: 7th.

Market Price: 11,200 gp.

Slot: Finger.

Weight: —.

Ring of Thoughts

Description: This odd-looking ring is a bright band of hammered pink copper, precisely set with dainty platinum studs all the way around. The studs are smooth and rounded, affixed with tiny rivets to the shiny copper band.

Powers: At will and for up to 3 minutes per day in total, the wearer of this ring may invoke an effect identical to the spell *detect thoughts* (see Chapter One: Converted Spells).

Activation: Use Activated.

Caster Level: 3rd.

Market Price: 7,200 gp.

Slot: Finger.

Weight: 0.1 lbs.

Ring of Xorbb

Description: The prototype of this item is worn by Xorbb, the lord of the Beholders' Maze. Items intended to be worn by giant, floating eyes — needless to say — tend not to fit wearers of other species, so altered forms of the ring have been made that are more suited to humans, dwarves, elves, and the like.

Powers: Int +1, Wis +1.

Bonus types: Ability scores = enhancement.

Caster Level: 3rd.

Market Price: 3,260 gp.

Slot: Finger.

Weight: 0.1 lbs.

Shadel Bandit Ring

Description: The Shadel bandits of the Fungus Grove on Luclin are an especially vicious lot, often using magic to aid in their attacks on innocent travelers. The *Shadel bandit ring* is worn by their spellcasters, making them an even greater danger for those who patrol the grove trying to keep the route safe for merchant caravans. These rings are prized by guards and adventurers, for they symbolize triumph over the forces of lawlessness in the Fungus Grove.

Powers: Hp +13, mana +9, cold resistance (2), disease resistance (4), disease save +1.

Focus effect: Summoning Haste II.

Bonus types: Hit points = enhancement. Mana = enhancement. Resistance = enhancement.

Caster Level: 13th.

Market Price: 60,700 gp.

Slot: Finger.

Weight: 0.5 lbs.

Silent Fist Ring

Description: Fifty of these plain bands of blackened steel were commissioned by the Order of the Silent Fist to give to allies of the order. Forged in Kaladim, the rings represented the collaboration of human monks and dwarven smiths. Unfortunately, the final shipment of rings was lost while crossing the Ocean of Tears, likely to a pirate attack. The Order of the Silent Fist always offers to buy such rings when they are found, and still hopes to exact vengeance on whoever stole them originally.

Powers: The wearer gains the benefit of the Deflect Arrows feat, except that he may catch the thrown weapons and projectiles instead of deflecting them. If the caught weapon is a thrown weapon such as a throwing axe or javelin, the wearer may throw it back at the attacker immediately as a free action, even though it is not the wearer's turn. The hand wearing the ring must be free to take advantage of the magic.

Caster Level: 3rd.

Market Price: 6,500 gp.

Slot: Finger.

Weight: 0.1 lbs.

Slime-Covered Ring

Description: Actually made of raw silk cunningly woven so that it can be stretched to fit virtually any finger, this ring has a thick coating of some green, slimy substance that always remains fresh and slick. These rings were created by froglok wizards long ago, though few now remember the art of their making. Most of the rings are now in the hands of froglok ghouls.

Powers: This ring changes the coloration of the wearer subtly, helping him to blend into his surroundings or nearby shadows. This grants him a +10 bonus on Hide checks.

Bonus type: Skill = competence.

Caster Level: 3rd.

Market Price: 2,500 gp.

Slot: Finger.

Weight: —.

Softfoot Ring

Description: Each of these small rings is crafted in the shape of a tiny dagger that curls around the wearer's finger, the tip of the blade overlapping its own pommel, adorned with five glass beads (green, red, purple, yellow, and blue). The rings have little apparent value, and are easily mistaken for costume jewelry by the unknowing. The rings are highly prized by halflings of all vocations and rogues of all the "wee" races.

Powers: These rings are crafted for the hand of a halfling; only a Small character may wear such a ring. The ring will not fit a wearer of any other size. This ring enables the wearer to move quietly in virtually any surroundings, granting a +10 bonus on Sneak checks.

Bonus type: Skill = competence.

Caster Level: 10th.

Market Price: 2,000 gp.

Slot: Finger.

Weight: 0.1 lbs.

Hand Items

Hand items are generally either gloves or gauntlets. To receive any benefit from a pair of hand items, both must be worn. Although hand items can make one relatively awkward while attempting fine work, they never impede a character's ability to fight or cast spells. They can be worn with full sets of armor or with wrist or finger items with no penalty.

For more on hand items, see *EQ: Game Master's Guide*, p. 138.

Random Generation: To generate belts randomly, roll on Table 2–9: Hand Items.

Accusers

Description: These finely crafted leather gloves are stoutly made but also stylish, making them appropriate for laborers, soldiers, and aristocrats alike. Thin piping outlines the back of each finger and laces run along the underside of each glove, allowing them to be fit tightly to the wearer's forearm. The color of the gloves automatically changes to accent the rest of the wearer's ensemble wherever possible.

Powers: Upon command, these gloves cause one of the wearer's hands to point in the direction of the nearest creature hostile to the wearer. The creature can be invisible, ethereal, hidden, disguised, or on plain sight. This effect is otherwise similar to the spell *sense animals*. Activating the gloves is an attack action, and the act of pointing is part of that action. The power can be used three times per day.

Activation: Command Word.

Caster Level: 9th.

Market Price: 16,200 gp.

Slot: Hands.

Weight: 1.2 lbs.

Burning Gauntlet

Description: These gold gauntlets are covered in etched flame patterns, with a large amber gem mounted to the back of each. The fingers are pointed, although they are not sharp enough to be used as weapons. The workmanship on these gauntlets is patently superb, and while they are too thin to afford any real protection, they are also articulate enough not to hamper the gestures required for spellcasting. Whenever the gauntlets' power is used, the ambers on their backs glow as if with an internal fire.

These items are most often found on mummies and ghouls in the Desert of Ro. Since these undead are generally the remains of elven spellcasters, it stands to reason that elves once made these items, although the style in general, and particularly the pointed, claw-like fingertips of these gauntlets, do not seem particularly elven.

Powers: These gauntlets come in four types (I–IV). Each pair grants its wearer one additional spell preparation slot that may be used for any spell up to a maximum level, as dictated by the gauntlets' type. Type I gauntlets grant a slot that may be used for any spell of 3rd level or less, type II gauntlets may be used for any spell of 5th level or less, type III gauntlets 7th level or less, and type IV gauntlets 9th or less.

Activation: Spell Trigger (spellcaster).

Caster Level: 11th (type I); 14th (type II); 17th (type III); 20th (type IV).

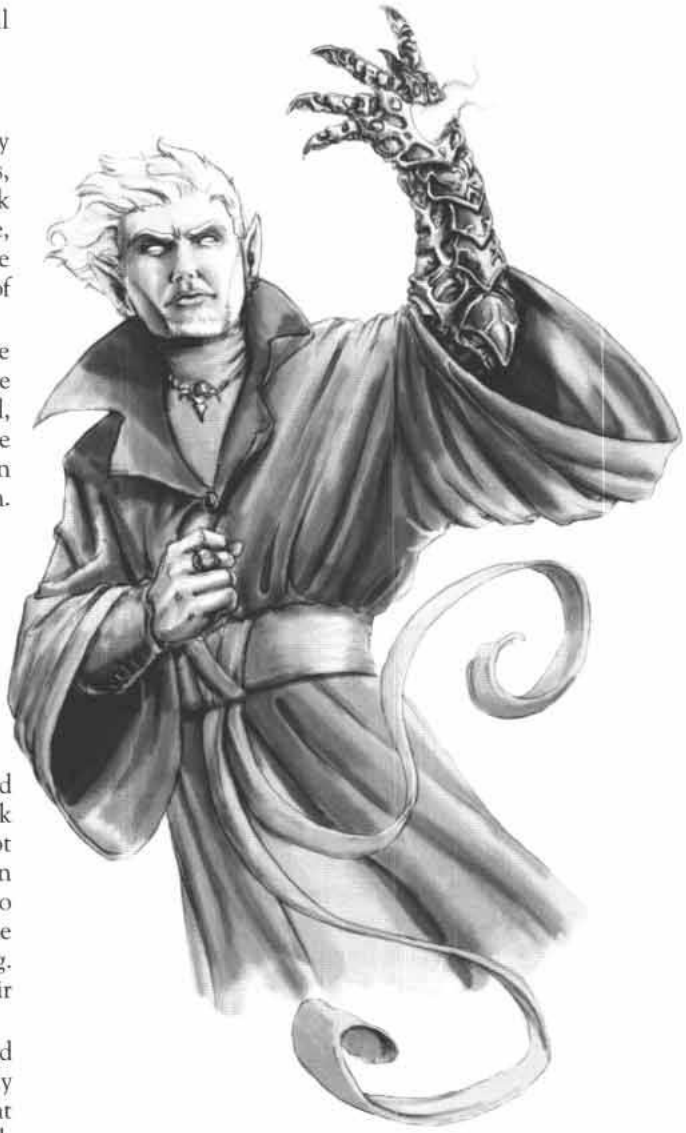
Market Price: 6,000 gp (type I); 10,000 gp (type II); 14,000 gp (type III); 18,000 gp (type IV).

Slot: Hands.

Weight: 0.8 lbs.

Coldain-Skin Gloves

Description: The brutal giants of eastern Velious are locked in a ferocious struggle with the Coldain dwarves of Thurgadin, whom they refer to as "tiny savages." Though the dwarves have managed to hold off the giants and keep



their home secure from attack, the giants have continued to exterminate the dwarves wherever they find them. *Coldain-skin gloves* are an especially repulsive item made from the tanned hides of slain dwarves. Several entire dwarf carcasses must be used to make a single giant-sized pair, but the giants themselves sometimes make smaller pairs for their allies and friends.

Powers: Con +3, Wis +3, Int +2, hp +5, mana +3.

Bonus types: Ability scores = enhancement. Hit points = augmentation. Mana = enhancement.

Caster Level: 9th.

Market Price: 38,800 gp.

Slot: Hands.

Weight: 1.5 lbs. (Medium-size).

Dark Mail Gauntlets

Description: The frogloks of Guk originally created these chain gauntlets of tough, blackened steel. With the rise of the Ghoul Lord, many slain frogloks have been raised as undead, and most of the smiths who created the gauntlets have been slain. Today, *dark mail gauntlets* are worn by froglok ghouls, and the living frogloks will sometimes pay handsomely to get their old items back.

Powers: Dex +2, mana +8.

Bonus types: Ability score = enhancement. Mana = enhancement.

Caster Level: 8th.

Market Price: 17,800 gp.

Slot: Hands.

Weight: 4.5 lbs.

Dusty Bloodstained Gloves

Description: The former dwarven Estate of Unrest has long-since been overrun by undead. Some powerful ghouls there have been known to carry these items, and some are known to cast magical spells enhanced by the gloves' powers.

Powers: Mana +4.

Focus effect: Summoning Efficiency I.

Caster Level: 5th.

Market Price: 5,200 gp.

Slot: Hands.

Weight: 0.5 lbs.

Gauntlets of Far Strength

Description: These steel gauntlets have many plates layered one over another for ease of movement. They are quite comfortable, lined with soft wool to prevent chafing.

Powers: Once per day, the wearer may move one or more objects or creatures within 800 feet of himself by concentrating on them. He may choose from one of several options in doing so: a gentle, sustained force; one of several combat maneuvers; or a single short, violent thrust.

Sustained Force: A sustained force moves a single creature or object weighing up to 250 pounds at a rate of up to 20 feet

Salelar

High Elf Magician

Salelar was born in Felwithe, raised by quiet and unassuming parents who worked in one of the many libraries within the great city. However, in a shocking turn of events, his parents were taken from him at an early age. While returning from a meeting with the wizards in Ak'Anon, a stray harpy found the traveling duo and brutally ravaged them. Upon hearing of their untimely death, Salelar vowed to avenge his parents and took a blood oath to right the wrongs committed that day in the Steamfont Mountains. While the harpy had likely returned to its lair, Norrath had endless creatures of dark intent that would (willing or not) forfeit their life in the name of vengeance.

Salelar tempered his anger with an inherent understanding that he must attain some degree of temporal power before his goals could be met. He turned to the books and knowledge that his parents had dedicated their life to preserving, and pored his way through any and all tomes of arcane lore that he could get his hands on. His appetite and ambition drew him into the world of Felwithe's magician community. As one of the youngest members ever to be admitted into the prestigious guild, it was only a matter of time before the arcane community began to take note of his rising power.

As the years passed, the heated passions of his youth were tempered with wisdom, experience, and skill. While the memory of his childhood loss faded, the anger that had beaten within him grew into a selfless determination. Where wrong existed in the world, he would right it. Where one suffered at the hands of poverty, illness, or circumstance, he would step forth and offer his aid. He dedicated his life to easing the suffering of any and all who fell prey to the evils that abounded on Norrath. Nothing less than the purification of the world became his quest.

Salelar left Felwithe for the hardships and unpredictable whims of the world outside of the Faydark. While his travels took him as far as the ice-capped peaks of Everfrost, much was still left undone on the continent of Faydwer. Gathering like-minded comrades along the way, Salelar set his sights upon the haunted Estate of Unrest — a manor within Dagnor's Cauldron that had long ago become infested with undead. Along with Taluien the Druid, Signa (a cleric), and Wyrmrender, a ranger, Salelar created a group so ambitious, successful, and loyal that their names began circulating throughout Faydwer. As they began to attract a following, their group (referred to as the *Belain*) grew larger. Together, they continue to storm the dens of evil seeking to lance its dark taint as one would poison from a wound.

per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save (DC 20). Spell resistance also applies as usual.

The sustained force lasts up to 10 rounds, but it ends if the wearer ceases concentration, causing the target affected to fall or stop. The weight can be moved vertically, horizontally, or both. An target cannot be moved beyond 800 feet away from the wearer; the effect ends if the target is forced beyond that range.

A moved target can be manipulated by the wearer as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. The wearer might even be able to untie simple knots, although delicate activities such as this require Dexterity checks against a DC set by the GM.

Combat Maneuver: Alternatively, once per round, the wearer can attempt a bull rush, disarm, grapple (including pin), or trip attack against a foe within range. Each such attempt is a full-round action. Resolve these attempts as usual, except that they don't provoke attacks of opportunity, the wearer may use a +10 attack bonus or his own base attack bonus (whichever is higher) for disarm or grapple attempts, the wearer uses his Intelligence modifier in place of Strength or Dexterity for any rolls involved in these attacks, and a failed attempt doesn't allow an attempt by the target to attack in kind (as is normal with trip attacks and the like). No save is allowed against these attempts, but spell resistance does apply. The wearer may attempt one such attack each round for up to 10 rounds, but if at any time during that period he ceases concentration on the gauntlets' power, the effect ends.

Violent Thrust: The energy of the gauntlets can also be expended in a single round, as an attack action. The wearer can hurl one or more objects or creatures within range toward any target within 90 feet of all the objects. If more than one target is to be affected, all must be within 10 feet of each other and their target(s) must be within 90 feet of each hurled object. The character can hurl up to a total weight of 250 pounds.

The wearer must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using his base attack bonus + his Intelligence modifier. Hurled weapons cause standard damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 25 pounds (for a less dangerous object such as a barrel) to 1d6 points of damage per 25 pounds (for hard, dense objects such as boulders).

Creatures weighing 250 pounds or less can be hurled, but they are allowed Will saves to negate the effect (DC 20), as are those whose held possessions are targeted by the wearer. If a creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Caster Level: 10th.
Market Price: 20,000 gp.
Slot: Hands.
Weight: 8 lbs.

Gauntlets of Iron Tactics

Description: For uncounted years, the Coldain dwarves of Thurgadin have been locked in a war with the giants of Velious. Smaller and weaker than the giants, the dwarves rely on their cunning to elude and defeat their foes. The Coldains' tactics are legendary throughout Velious, and the dwarves have created many items that enhance their cunning and agility, enabling them to better deal with the giants. The *gauntlets of iron tactics* are one of the dwarves' best-known items of this nature. As they are too small for the giants to use after they have slain a dwarven wearer, the giants will sometimes sell such gloves to outsiders, provided that they never find their way back to the Coldain.

Powers: Str +3, Dex +3, Wis +3, Cha –2.
Bonus types: Ability scores = enhancement.
Caster Level: 8th.
Market Price: 26,000 gp.
Slot: Hands.
Weight: 1 lb.

Gauntlets of the Black

Description: The snow orc Firbrand the Black, fanatically loyal brother of the Blacksmith of Ry'gorr, bears many items created by his talented sibling. The *gauntlets of the black* are another well-known item carried by Firbrand and, like other items crafted by the Blacksmith, the gauntlets have been duplicated and used elsewhere, yet the original pair remain the most famous.

Powers: Str +2, Wis +1.
Bonus types: Ability score = enhancement.
Caster Level: 6th.
Market Price: 6,025 gp.
Slot: Hands.
Weight: 2.5 lbs.

Gem-Inlaid Gauntlets

Description: Painstakingly created by Erudite craftsmen, *gem-inlaid gauntlets* are sometimes available for sale in such places as Qeynos. Prized as much for their beauty and artistry as for their magical properties, *gem-inlaid gauntlets* are occasionally found displayed as works of art in the mansions of nobles and powerful rulers.

Powers: Dex +1, Con +1.
Bonus types: Ability scores = augmentation.
Caster Level: 3rd.
Market Price: 4,500 gp.
Slot: Hands.
Weight: 1 lb.

Gloves of Marr

Description: These remarkable items appear to be nothing more than a simple pair of thin white cotton gloves, although they are sometimes found with white-threaded

embroidery around the cuffs as well. They are tailored in the fashion common to the Priests of Marr and are quite commonly used by merchants, travelers, and wanderers in good standing with those priests.

Powers: These gloves can be used only by a wearer in good standing (+2 faction rank or higher) with the Priests of Marr. Once per day, such a wearer can create the ghostly image of a hand, which she can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to the wearer if the creature is willing to follow.

When the wearer focuses and speaks the word "fetch," a ghostly hand appears in front of her. She may then specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, faction, alignment, or class. When the description is complete, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away she is from the creature, as follows:

Up to 100 ft.	1 round
1,000 ft.	1 minute
1 mile	10 minutes
2 miles	1 hour
3 miles	2 hours
4 miles	3 hours
5 miles	4 hours

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to the character, displays an outstretched palm (indicating that no such creature was found), and disappears.

Once the hand locates the subject (assuming one that fits the description is within 5 miles), it beckons the creature to follow it. If the creature follows, the hand points in the direction of the wearer of the gloves, leading him in the most direct feasible route. The hand then hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject to the wearer, it disappears.

The hand lasts for a total of 5 hours (including the time it took to find the subject); if this time expires while the subject is en route to the wearer, the hand disappears, and the creature will have to rely on its own devices to locate the wearer. The subject is not compelled to follow the hand or to act in any particular way toward the gloves' wearer. If the creature chooses not to follow, the hand continues to beckon for the remainder of its duration, and then disappears.

If more than one subject within a 5-mile radius meets the description, the hand locates the closest applicable creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

The ghostly hand has no physical form. It is invisible to anyone except the wearer of the gloves and potential subjects. It cannot engage in combat or execute any other task aside from locating the subject and leading it back to the wearer. The hand cannot pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when the wearer activated the *gloves of Marr*.

Activation: Command Word.

Caster Level: 5th.

Market Price: 4,320 gp.

Slot: Hands.

Weight: 2 lbs.

Gloves of Slipperiness

Description: These thick, heavy gloves are made from the cured hide of a great whale. The shiny exterior of the gloves is a dark blue color, while the inside is light tan. The gloves are surprisingly soft and pliable, even though the ribbed texture of a whale's underbelly can still be seen in the palms of each glove.

Powers: At will, up to 3 times per day, the wearer can cause an object of Large size or smaller or a 10-foot-square area on some solid surface within 25 feet to be covered with a layer of slippery grease. In either case, the grease lasts for 3 rounds before dissipating. Any creature in the area when the grease appears must make a successful Reflex save (DC 13) or fall. This save is repeated at the beginning of the wearer's turn each round that the creature(s) remain in the area. A creature can walk within or through the area at half normal speed with a Balance check (DC 10). Failure means that it can't move that round and must then make a Reflex save (DC 13) or fall; failure by 5 or more means that it falls without being allowed a Reflex save.

The GM should adjust saving throws by circumstance. For instance, a warrior charging through the greasy area should have little chance to avoid falling, but she will almost certainly slip along the grease to exit the area by the end of the round.

If the gloves are used to create a greasy coating on an item — a rope, ladder rungs, or a weapon handle, for instance — that is not currently in use, the item is always affected successfully; objects wielded or employed by creatures, on the other hand, receive a Reflex saving throw (DC 13) to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made each round the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and on grapple checks to escape a grapple or a pin.

Activation: Use Activated.

Caster Level: 3rd.

Market Price: 3,600 gp.

Slot: Hands.

Weight: 4 lbs.

Gloves of the Lariat

Description: This pair of worn, bleached leather work gloves does not appear magical at first glance. The fingers are worn to a shine, their lacings frayed and well-used. Such gloves were first created by Snehpets Enyajirol, a gnomish zoologist once famous for the tracking and capture of rare and exotic creatures in the hills northeast of Qeynos. The gloves actually fit anyone attempting to put them on, but the fit is still best on a gnomish pair of hands. The leather remembers that shape the best.

Powers: At will, the wearer can animate a nonliving ropelike object, including string, yarn, cord, line, rope, or even a cable, within 120 feet. The affected object can be up to 60 feet in length, assuming a rope with a 1-inch diameter.

Reduce the total length by 50% for every additional inch of thickness, and increase the length by 50% for each reduction of the rope's width by half. The possible commands are "Coil" (form a neat, coiled stack), "Coil and knot," "Loop" (loop around a creature or object), "Loop and knot," "Tie and knot" (tie up a looped object or creature), and the opposites of all of the above ("Uncoil," etc.). One command can be given each round as a standard action.

A rope animated by the gloves can enwrap only a creature or an object within 1 foot of the rope. It does not snake outward, so it must be thrown or set near the intended target. Throwing it in this way requires a successful ranged touch attack roll (range increment 10 feet). A typical animated 1-inch-thick rope has 2 hit points, AC 10, and can be burst with a Strength check (DC 23). The rope does not deal damage of any type, but it can be used as a trip line or to *entangle* a single opponent who fails a Reflex saving throw (DC 12). An entangled creature suffers a –2 penalty to attack rolls and a –4 penalty to effective Dexterity. If the rope can anchor itself to an immobile object, the entangled creature cannot move. Otherwise, it can move at half speed but can't run or charge. A creature bound by the rope and that is capable of spellcasting must make a Channeling check (DC 15) to cast a spell. An entangled creature can slip free with an Escape Artist check (DC 20).

A rope animated by the *gloves of the lariat* is not actually magical, nor are any of the knots tied in it. The gloves grant a +2 bonus to any Use Rope checks the wearer makes when using an animated rope.

Activation: Use Activated.
Caster Level: 2nd.
Market Price: 4,000 gp.
Slot: Hands.
Weight: 3 lbs.

Imp-Skin Gloves

Description: Gloves and other items made from the hides of the fire imps of Solusek's Eye provide magical enhancements to their wearers. Needless to say, the imps themselves object to this practice, and getting them to part with their hides is often quite difficult.

Powers: Int +2, mana +2.
Focus effect: Affliction Efficiency I.
Bonus types: Ability score = augmentation. Mana = augmentation.
Caster Level: 5th.
Market Price: 8,850 gp.
Slot: Hands.
Weight: 1.5 lbs.

Oakenfist Gloves

Description: Supple and cunningly tailored, these gloves are made by the druids and rangers of the Jaggedpine Forest. They are sometimes (but only rarely) sold or given to those who swear to defend the wild things of the region.

Powers: Str +3, mana +5.
Bonus types: Ability score = enhancement. Mana = divine.
Caster Level: 9th.
Market Price: 16,250 gp.
Slot: Hands.
Weight: 0.5 lbs.

Pit Fighter Handwraps

Description: The kobolds of the warrens near Paineel take great pleasure in capturing and enslaving the unfortunate creatures from surrounding lands. Sometimes these creatures are forced to fight in gladiatorial contests for the kobolds' pleasure. Lucky or successful fighters are sometimes awarded a pair of these metal-studded handwraps to improve their odds in future fights.

Powers: These wraps are considered hand items, but they also function as brass knuckles with a +1 bonus to damage.

Pit Fighter Handwraps (1d3+1, delay 4; AC 13, hardness 4, 3 hp, Break DC 24)
Str +1.
Bonus types: Ability score = augmentation.
Caster Level: 3rd.
Market Price: 2,801 gp (single).
Slot: Hands.
Weight: 0.5 lbs.

Ruffian Gloves

Description: Appearing as plain, well-worn brown leather hand-wear, these gloves nonetheless show fine workmanship. Each glove has a strap and buckle at the wrist, allowing the gloves to fit any hand snugly and securely. These gloves are very popular with warriors of all races, but most especially dwarves and ogres, many of whom claim that the gloves cause — nay, *force* them to make rather discourteous gestures to invoke their magic.

Powers: The wearer gains a +6 bonus on all Taunt checks.
Bonus types: Skill = competence.
Caster Level: 10th.
Market Price: 1,800 gp.
Slot: Hands.
Weight: 0.8 lbs.

Thunder-Etched Gauntlets

Description: The storm giants of Kael Drakkal literally treat some of their metal armor with the lightning that flashes in the surrounding mountains, their spellcasters summoning lightning to strike the metal objects. The giants believe that this imbues the items with the powers of the storm and the strength of nature, and indeed some of them truly provide their wearers with enhanced abilities and resistance to the elements. As a rule, true *thunder-etched gauntlets* are giant-sized and thus of little use to the average adventurer, but the storm giants are not adverse to turning a profit on their wares and can sometimes be persuaded to craft a pair for humans or similarly sized individuals. They will never, under any circumstances, sell the items to dwarves, however.

Powers: Str +2, Int +2, Wis +2, all resistances (1).
Bonus types: Ability score = augmentation. Resistance = enhancement.
Caster Level: 6th.
Market Price: 16,800 gp.
Slot: Hands.
Weight: 2 lbs.

Viscid Slime Gloves

Description: The slimes and oozes that dwell in the Innothule Swamp in southern Antonica are deadly opponents for all but the most experienced adventurers. However, on occasion, a slime has been killed before it can completely digest its slain victims, and when certain clothing or equipment is retrieved from the creature's dissolving bulk, they are found to be infused with some of the slime's life essence. *Viscid slime gloves* are one example of such an item, obtained only from the oldest, largest, and most dangerous acidic slimes. A few crafters of magic items claim to have duplicated these effects, but only at considerable cost.

Powers: The wearer of these gloves gains *flowing thought IV* (see sidebar, *EQ: Game Master's Guide*, p. 115). In addition, she gains the following benefits:

Str +2, Int +2, Wis +2, hp +12, mana +8, acid resistance (4), cold resistance (1), disease resistance (1), fire resistance (1), poison resistance (1), acid save +1.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation. Resistance = enhancement. Save = enhancement.

Caster Level: 20th.
Market Price: 91,500 gp.
Slot: Hands.
Weight: 0.5 lbs.

Wire Gauntlets

Description: These gloves are made of many strands of fine enchanted steel wire wrapped in the shape of a hand, though they conform themselves to the hands of whoever puts them on. When the wearer attempts certain types of delicate work requiring manual dexterity, tiny wires come from the fingertips of the gauntlets to push, hold, twist, and pull as needed to accomplish the task. These gauntlets were created long ago by a roguish gnome wizard, whose name has been lost to history, with the help of his few apprentices, and the knowledge to manufacture them is lost.

Powers: This item grants the wearer a +10 bonus on all Disable Device, Pick Lock, and Pick Pocket checks. (She still cannot attempt these checks untrained, however.)

Bonus types: Skill = competence.

Caster Level: 10th.
Market Price: 13,000 gp.
Slot: Hands.
Weight: 2.8 lbs.

Wizard's Touch

Description: The *wizard's touch* are a richly made pair of long-fingered gentleman's gloves. They are a deep blue-gray, with elegant designs embroidered across their backs in silver thread and with pearl fasteners at the wrists. The gloves are warm and soft, and they do not inhibit the movement of the wearer's fingers in any way. In fact, the fingers fold up easily to expose the fingertips. The joint in the fingers is imperceptible when the fingers are folded down.

Powers: At will, the wearer may point a finger at an object within 25 feet that weighs no more than 5 pounds and say the word "lift" in the Erudite tongue. He may then both lift and move the object at will from a distance. As a move action, the wearer can propel the object as far as 15 feet in any direction, though the magic ends if the distance between the character and the object ever exceeds the 25-foot range.

Activation: Command Word.
Caster Level: 1st.
Market Price: 1,800 gp.
Slot: Hands.
Weight: 1 lb.

Hand-to-Hand Weapons

This class of weapons generally includes certain gauntlets, fist wraps, and claws. For more on hand-to-hand weapons, see *EQ: Game Master's Guide*, p. 141.

Random Generation: To generate hand-to-hand weapons randomly, roll on Table 2–10: Hand-to-Hand Weapons.

Fist of Acrylia

Description: Though acrylia is relatively common on the moon of Luclin, these items are relatively rare, possibly due to the difficulties inherent in enchanting acrylia. A *fist of acrylia* is usually found only deep beneath the surface of the moon, in such locations as the deadly Akheva Ruins. The first such weapon was crafted by Khati Sha, an ancient Vah Shir spellcaster who improved dramatically on the effectiveness of the *fist of iron* with this design.

Powers: This Luclin fist has a +1 bonus to attacks and damage, as well as the *massive* and *speed* qualities. Further, up to once per round, it can process (Proc DC 20) an effect called the *claw of Khati Sha*: this effect deals 10d10 points of damage (Reflex negates, DC 35) to the target struck. *Claw of Khati Sha* is a force effect, and is thus not reduced

Fist (a.k.a. Luclin Fist)

Martial Weapon

These unusual weapons are similar in function to the more common brass knuckle, but they differ considerably in form, resembling a cross between a gauntlet and a club. A Luclin fist typically takes one of two forms: either a solid, glove-like mass that entirely surrounds the user's hand, or else a short club-like weapon, often with a sideways-mounted handle much like that of a punching dagger. Such weapons are generally unique to the races of Luclin, but some wielders have spread their use across portions of Norrath.

A character using a Luclin fist may choose to deal either subdual or normal damage. This decision must be made before the attack is rolled.

Weapon	Cost	Damage	Critical	Weight	Type	Delay	Size
Fist	4 gp	1d4	x2	2 lb	HtH (blunt)	Quick (4)	Small

by energy resistance of any kind, nor is it subject to damage reduction.

Fist of Acrylia (1d6+1 and *claw of Khati Sha* proc, delay 4; AC 9, hardness 10, 21 hp, Break DC 27).

Str +4, Con +4, hp +25, disease resistance (6), poison resistance (6), disease save +1, poison save +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 25th.

Market Price: 1,525,204 gp.

Slot: Hand-to-Hand.

Weight: 0.5 lbs.

Fist of Bone

Description: These weapons are most often found in the Shadeweaver's Thicket on Luclin, a typical weapon of the Loda Kai poachers who stalk the great cats of the region.

Powers: This Luclin fist has a +2 bonus to attack and damage rolls.

Fist of Bone (1d4+2, delay 4; AC 9, hardness 3, 7 hp, Break DC 24).

Hp +4.

Bonus types: Attack = enhancement. Damage = enhancement. Hit points = augmentation.

Caster Level: 6th.

Market Price: 8,504 gp.

Slot: Hand-to-Hand.

Weight: 1.4 lbs.

Fist of Glowing Acrylia

Description: Some *fists of acrylia* have been magically enhanced to provide light. This reduces some of their other magical qualities, but such items remain highly sought after on Luclin and elsewhere.

Powers: This weapon is identical to a *fist of acrylia* (q.v.), except as follows. The *fist of glowing acrylia* sheds light equivalent to a *starshine* spell whenever it is held, whether the wielder wishes it to or not.

Fist of Glowing Acrylia (1d6+1 and *claw of Khati Sha* proc, delay 4; AC 9, hardness 10, 21 hp, Break DC 27).

Str +4, Con +3, hp +25.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation.

Caster Level: 25th.

Market Price: 1,351,804 gp.

Slot: Hand-to-Hand.

Weight: 0.5 lbs.

Fist of Horn

Description: Though they probably did not craft these ancient weapons, the rieshi mushroom-folk of Luclin are often found in possession of *fists of horn*.

Powers: This Luclin fist has a +1 bonus to attacks and damage.

Fist of Horn (1d4+1, delay 4; AC 9, hardness 3, 8 hp, Break DC 23).

Str +1, Con +1, hp +8, disease resistance (1), poison resistance (1).

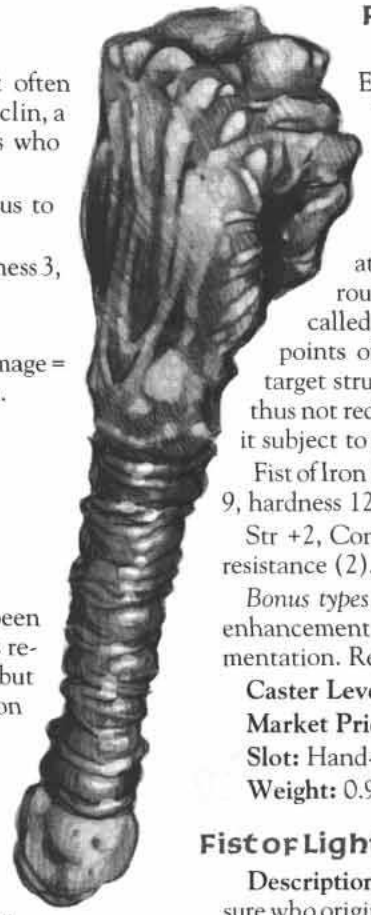
Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation. Resistance = augmentation.

Caster Level: 8th.

Market Price: 22,804 gp.

Slot: Hand-to-Hand.

Weight: 1.2 lbs.



Fist of Iron

Description: Members of the Coterie of Eternal Night, a vampyre faction in the Tenebrous Mountains of Luclin, sometimes carry this light but effective weapon. It is crafted in the shape of a clawed hand closed into a fist.

Powers: This Luclin fist has a +2 bonus to attacks and damage. Further, up to once per round, it can process (Proc DC 18) an effect called the *claw of the beast*: this effect deals 1d10 points of damage (Reflex negates, DC 30) to the target struck. *Claw of the beast* is a force effect, and is thus not reduced by energy resistance of any kind, nor is it subject to damage reduction.

Fist of Iron (1d4+2 and *claw of the beast* proc, delay 4; AC 9, hardness 12, 17 hp, Break DC 28).

Str +2, Con +2, hp +20, poison resistance (2), disease resistance (2).

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation. Resistance = augmentation.

Caster Level: 20th.

Market Price: 842,204 gp.

Slot: Hand-to-Hand.

Weight: 0.9 lbs.

Fist of Lightning

Description: These items are rare, and no one knows for sure who originally created them. The dragons that inhabit the Temple of Veeshan on Luclin appear to have a good number of them, but the dangers of that location (of which the dragons are only the best-known) have prevented adventurers from liberating too many *fists of lightning*.

Powers: This Luclin fist has a +2 bonus to attacks and damage. Further, the wielder of this weapon is under a continual haste (3) effect (this grants a +1 haste bonus to AC, one additional action every third round, and –1 weapon delay).

Fist of Lightning (1d4+2, delay 3* [haste]; AC 9, hardness 13, 17 hp, Break DC 28).

Str +3, Dex +3, electricity resistance (4), magic resistance (4), electricity save +1, magic save +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 9th.
Market Price: 177,304 gp.
Slot: Hand-to-Hand.
Weight: —.

Fist of Mithril

Description: The shissar began crafting these powerful weapons soon after their escape to the moon of Luclin. Such weapons are typically carried by powerful shissar nobles, spellcasters, or warriors of note. An especially well-known *fist of mithril* is carried by the Shissar Vyzh'dra, one of the most powerful inhabitants of the Temple of the Shissar.

Powers: This Luclin fist has a +2 bonus to attacks and damage. Further, up to once per round, it can process (Proc DC 18) an effect called the *claw of the beast*: this effect deals 1d10 points of damage (Reflex negates, DC 32) to the target struck. *Claw of the beast* is a force effect, and is thus not reduced by energy resistance of any kind, nor is it subject to damage reduction.

Fist of Mithril (1d4+2 and *claw of the beast* proc, delay 4; AC 9, hardness 17, 17 hp, Break DC 30).

Str +3, Con +3, hp +22, disease resistance (4), poison resistance (4), disease save +1, poison save +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 22nd.
Market Price: 1,015,304 gp.
Slot: Hand-to-Hand.
Weight: 0.7 lbs.

Fist of Rock

Description: Though their natural weaponry is usually more than adequate, the stonegrabbers, a race of living rock creatures who live on the moon of Luclin, sometimes carry these crudely-carved fists and employ them in combat.

Powers: This Luclin fist has a +1 bonus to attacks and damage.

Fist of Rock (1d4+1, delay 4; AC 9, hardness 9, 9 hp, Break DC 25).

Str +1, Con +1, hp +10, disease resistance (1), poison resistance (1).

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation. Resistance = augmentation.

Caster Level: 10th.
Market Price: 31,004 gp.
Slot: Hand-to-Hand.
Weight: 1.1 lbs.

Fist of Wood

Description: The *fist of wood* is most often found in the possession of the reishi fungus-people of Paludal Caverns on the moon of Luclin.

Powers: This Luclin fist has a +1 bonus to attacks and damage.

Fist of Wood (1d4+1, delay 4; AC 9, hardness 6, 5 hp, Break DC 24).

Str +1, Con +1, hp +6, disease resistance (1), poison resistance (1).

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation. Resistance = augmentation.

Caster Level: 6th.
Market Price: 17,954 gp.
Slot: Hand-to-Hand.
Weight: 1.3 lbs.

Horns of Discipline

Description: Traditionally carried by the recuso, a group of renegades exiled from the Combine city of Sanctus Seru, these weapons are crafted from the horns of the rhino beetles that roam the plains of Marus Seru.

Powers: This weapon is the equivalent of a punching dagger with a +1 bonus to attacks and damage.

Horns of Discipline (1d3+1, delay 4; AC 6, hardness 6, 4 hp, Break DC 23).

Con +1, Dex +1, hp +8, mana +8, disease resistance (1), fire resistance (1).

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = enhancement.

Caster Level: 8th.
Market Price: 41,102 gp.
Slot: Hand-to-Hand.
Weight: 1.2 lbs.

Shissar Ulak

Description: A ceremonial weapon carried by shissar temple guards on the moon of Luclin, this ulak is engraved with runic inscriptions attributing long life and health to the shissar emperor. However, it is said that many shissar weapons, including the ulak, can be crafted into weapons capable of damaging the emperor himself. For this reason, the shissar guard these items jealously, though a few are known to be in use outside the Shissar Temple.

Powers: This steel ulak has +1 bonus to attacks and damage.

Shissar Ulak (1d6+1, delay 4; AC 6, hardness 11, 11 hp, Break DC 25).

Dex +2.

Bonus types: Bonus types: Ability score = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 6th.
Market Price: 7,320 gp.

Slot: Hand-to-Hand.
Weight: 1 lb.

Head Items

Head items include anything worn chiefly to cover or protect the head. They include common items such as hats, turbans, and helmets, but also include less usual items like circlets, crowns, and tiaras.

For more on head items, see *EQ: Game Master's Guide*, p. 143.

Random Generation: To generate head items randomly, roll on Table 2–11: Head Items.

Batfang Headband

Description: The ogres of Karana revere the bat, incorporating its image into many of their artworks, including weapons and clothing. Ogre shamans sometimes craft the body parts of bats into magic items such as this headband. A black band set with fangs taken from the giant carrion bat and worked with embroidered bat-wings, the *batfang headband* is commonly found on ogre spellcasters on the Plains of Karana.

Powers: Int +1, Wis +1.
Focus effect: Extended Enhancement II.
Bonus types: Ability scores = enhancement.
Caster Level: 10th.
Market Price: 9,000 gp.
Slot: Head.
Weight: 1.5 lbs.

Burning Eye

Description: This ornate tiara has a golden band of etched flame that descends down around the wearer's eyes, with a large, round amber mounted in the attached tiara. The tiara is designed to be worn upon a bare head; many clasps and fasteners along the back to allow a snug fit on virtually any size or shape of head, but these often pinch or pull a wearer's hair if he has any. When in use, the amber on the tiara is lit with a flickering illumination as if it contained a bright flame.

Powers: At will, the wearer can see into and through solid matter. Maximum range of this

Truffles

Female Gnome Wizard

For the most part, the residents of Ak'Anon tighten their lip, quicken their step, and glower in suspicion when asked about the mishaps of gnomish wizardry. Tinkerers, on the other hand, are met with smiles and good cheer. After all, the runaway spider-machines that limp across the hills of the Steamfont Mountains are more of a nuisance than a threat to any gnome. Wizardry, on the other hand, once an honored and revered art form, has led to too many true disasters. Truffles was no small part of that fall.

The Riftwalkers were a huge time-saver, teleporting themselves and others to distant locations across Norrath. Truffles, though, changed the face of wizardry in Ak'Anon. Gone were the harmless trips to Ro's Desert and the halls of Erudin. Truffles enjoyed nothing more than turning massive works of mechanical art into steaming piles of junk metal.

As a child, daughter to the mayor himself, Truffles became fully enraptured with magic: specifically with evocations of fire, ice, and lightning. Her first love was most assuredly the lights: pretty, flaming, sparkling lights, the best of which burned great holes, lit up the night, and (most importantly) blew things up. Her thirst for knowledge was insatiable, and the moment she realized she had surpassed her tutors, Truffles began experimenting with her own incantations — mixing spell components in unorthodox fashions and (in essence) turning Ak'Anon into her own personal laboratory.

The mayor had seen his fill of Truffles' experiments when he was summoned to the zoo and found his prized tigers singed and hairless, cowering in a corner. Convincing Truffles to leave Ak'Anon was easier than the residents anticipated. All she needed was a bit of encouragement. "Go forth into your new playground. Norrath is your world now," the mayor told his daughter. She thought only for a moment before uttering a few words of magic and disappearing to parts unknown.

The people of Ak'Anon rejoiced in their newfound peace of mind, but the legacy of Truffles burned on. Rumors surfaced some years later that Truffles had scorched her way through Kunark and Velious (though she emphatically denies she had anything to do with the Burning Woods) and had even set her sights on Luclin. No dream was too lofty for the fair-haired young gnome, and it didn't surprise anyone in Ak'Anon when they heard that she had supposedly found the means to enter the planes of the gods themselves.

What business she had with the likes of Terris-Thule, Rallos Zek, and Mithaniel Marr, only the gods themselves knew. Every now and then another fantastic rumor will pop up in Freeport, detailing Truffles' latest exploits. Though the gossip cannot be confirmed, one thing is for certain: Ak'Anon is more guarded with its arcane secrets and has less to fear when things nearby go boom.

vision is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. (For example, if the wearer looks into a locked chest, he can see inside even if there's no light within.) This vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision.

While using the vision produced by the tiara in this way, the wearer gains a +10 bonus on Search checks when scanning an area looking for secret compartments, drawers, recesses, and doors.

Using the tiara is physically exhausting, dealing 1 point of temporary Constitution damage to the wearer per minute after the first 10 minutes of use during any given 24-hour period.

Caster Level: 13th.
Market Price: 36,400 gp.
Slot: Head.
Weight: 0.5 lbs.

Circlet of Vallon

Description: The storm giants of Kael Drakkal are known for their martial prowess as well as the high quality of their weapons and armor. This item, commonly called the *circlet of Vallon*, after the mage who first crafted one, is normally worn as a ring by the giants; however, it will fit most human-sized individuals as a circlet (or, failing that, perhaps a torc). The giants do not take kindly to their precious objects being used so heedlessly, though, and often treat such offenders harshly.

Powers: AC +2, disease resistance (4), fire resistance (4), magic resistance (4), disease save +1, fire save +1, magic save +1.

Bonus types: AC = deflection. Resistance = enhancement. Save = enhancement.

Caster Level: 6th.
Market Price: 10,500 gp.
Slot: Head/Neck/Finger (see text).
Weight: 0.6 lbs.

Crown of Deception

Description: Golden, encrusted with priceless gems and jewels of all descriptions, this heavy crown is the epitome of opulence. Each jewel is masterfully set and polished to a high sparkle, the gold bright and gleaming, and the inside lovingly lined with soft, quilted red velvet, making this crown worthy of any king's collection. As its name might suggest, however, the *crown of deception* is actually made of lead, cunningly crafted and plated in gold to appear valuable; the gems and jewels are highly crafted cuts of colored glass. Even so, the masterful workmanship that went into the making of the crown is flawless and the crown's ersatz nature is virtually impossible to detect.

Powers: This crown enables the wearer to misdirect the perceptions and memories of those around him so that they treat him as they would someone else. This is a mind-affecting power. At will, the wearer may choose a living target within 30 feet; the target is not allowed a saving throw against this power, and spell resistance does not apply. All who observe or interact with the wearer for the next 8 hours may make a Will save (DC 18); those who fail this save treat the wearer as if he were of the same faction as the initial target. If the wearer takes any action that would cause him to lose faction with a creature observing him, that creature gets an additional Will save to overcome the effects of the crown. The crown may be used only once per day.

Caster Level: 8th.
Market Price: 6,400 gp.
Slot: Head.
Weight: 12 lbs.

Crown of Eyes

Description: Grotesquely blinking, leering eyes cover the surface of this beaten copper crown. The eyes are animate, and appear in a variety of colors, sizes, and, apparently, races. Some of the orbs have lids, some do not, but they can all see and look about, reacting to nearby movement and following those about them who engage the wearer in conversation. Most individuals find the *crown of eyes* to be disquieting and noisome to encounter. These crowns were originally used by the council elders of the Runnyeye goblins, who received them from their evil eye masters. Since the Pickclaw goblins enslaved the Runnyeye, the crowns have disappeared.

Powers: The 13 eyes on this crown are detachable; when one is plucked, it becomes a fragile, semi-tangible floating spy for the wearer. Each spy eye can travel up to 1 mile away, scout around, and return, as the character directs when sending it off. Regardless of its size while on the crown, each spy eye grows to about the size of a small apple once activated. It is malleable, though, and can fit through spaces as small as 1 inch in diameter. When the spy eye returns from its travels, it reports what it saw to the crown's wearer, rolls back on itself, drops to the ground and shrivels where it landed, turning to unusable ash. When the last eye is used, the crown loses all magical qualities. It cannot be recharged.

While the individual spy eyes are quite fragile, they're small and difficult to spot. Treat each eye as a Fine construct with 1 hp, AC 18 (+8 size), a flying speed of 30 feet (perfect), and a +16 bonus on all Hide checks. The spy eye can see 120 feet (normal vision only) in all directions. The eyes are subject to illusions, darkness, fog, and any other factors that would affect a normal character's ability to receive visual information about her surroundings. An eye traveling through darkness must find its way by touch. Of course, if the eye is sent into darkness, then it could possibly hit a wall or similar obstacle and destroy itself.

When the wearer activates an eye, he specifies instructions for the eye to follow in a command of up to 25 words. Any knowledge of the area that the crown wearer possesses is known by the spy eye as well.

In order to report its findings, the spy eye must return to the wearer's hand. The spy replays in the character's mind everything it has seen during its travels, often emanating a small, squeaky humming noise as it does so. It takes an eye only 1 round to replay 1 hour's worth of recorded images.

If a spy eye ever gets more than 1 mile distant from the crown wearer, it instantly falls and shrivels to ash as if it had completed its mission. However, the wearer doesn't know

whether the eye was destroyed because it wandered out of range or because of some other event.

Each eye exists for up to 9 hours or until it returns to the wearer. *Cancel magic* or similar spells or effects can destroy a loose spy eye.

Activation: Use Activated.
Caster Level: 9th.
Market Price: 11,700 gp.
Slot: Head.
Weight: 5 lbs.

Crown of King Tranix

Description: Once a great ruler of the fire giants, King Tranix is today little more than a servant to the dragon Nagafen. Tranix retains his crown, though, a black iron circlet set with gemstones, and, some think, with the last remnants of his pride. In fact, several other versions of these items have been made, some as tiaras or coronets for nobles of various races and cultures. All, however, take their name from the first of their kind.

Powers: While worn, this item provides its wearer with the continuous effects of a *serpent sight* spell.

Cha +4, magic resistance (8), magic save +2.

Bonus types: Ability score = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 12th.
Market Price: 50,200 gp.
Slot: Head.
Weight: 1 lb.

Dreadful Cap

Description: Azzar Habbib, a necromancer in the employ of the heretics of Paineel, is well known for his vanity, especially as it regards his clothing. Given that many of his clothes are enchanted, this is perhaps not surprising. His *dreadful cap* is, as its name implies, somewhat ghastly looking, but many citizens of Paineel have started wearing similar headgear in imitation of the famous necromancer. Some are even similarly enchanted.

Powers: Con +2, mana +2, magic resistance (2).

Bonus types: Ability score = arcane. Mana = enhancement. Resistance = enhancement.

Caster Level: 6th.
Market Price: 5,700 gp.
Slot: Head.
Weight: 0.4 lbs.

Elemental Binder

Description: Heavy brass circlets set with blue gemstones, such items are found most commonly in the ruins near Paineel known only as the Hole.

Powers: Int +2, cold resistance (2), fire resistance (2).

Bonus types: Ability score = enhancement. Resistance = enhancement.

Caster Level: 6th.
Market Price: 5,150 gp.
Slot: Head.
Weight: 8 lbs.

Executioner's Hood

Description: The froglok ghouls of Lower Guk are well regimented and organized by their dread Ghoul Lord. Executioners are an elite class of ghoul, individuals charged with killing captives prior to their resurrection as undead. A typical executioner carries an enchanted axe and wears one of these dread black hoods. Though tailored for frogloks, *executioner's hoods* will fit any humanoid, lending an especially fearsome aspect to its wearer.

Powers: The wearer gains a +2 bonus on all Intimidate checks.

Str +2, Dex +3.

Bonus types: Ability scores = enhancement. Skill = circumstance.

Caster Level: 9th.
Market Price: 14,300 gp.
Slot: Head.
Weight: 0.2 lbs.

Exquisite Silk Turban

Description: The nomads of Ro love finery and beautiful clothing, but their lifestyle prevents them from accumulating too much of these things. Headgear such as turbans is favored, especially by spellcasters and nobles, so it's not surprising that many of these coverings carry favorable enchantments. The *exquisite silk turban* is one such item, and is sometimes traded to outsiders who have earned the nomads' trust.

Powers: Fire resistance (4), fire save +1.

Focus effect: Reagent Conservation II.

Bonus types: Resistance = enhancement. Save = enhancement.

Caster Level: 10th.
Market Price: 5,500 gp.
Slot: Head.
Weight: 0.3 lbs.

Fine Silver Hairpiece

Description: This ornate item is a series of combs and clamps connected by thin silver chains. Designed to be placed in the wearer's hair, the hairpiece can be used for a variety of hair styles, ranging from simple decoration on flat hair (in which case it looks like a tiara or crown), to putting the wearer's hair up in a top knot or out in braids, for instance. Virtually any hair style is possible with this item. Many have small gems or enameled color added to them as well.

These magic items were created by the elves of Tunaria centuries ago, long before their trek to Faydwer. They are now found most often in the hands of noble and royal families among the elves, and are often used in lieu of true crowns.

Powers: The magic of the hairpiece wraps the wearer in a shell of fresh air, making her immune to all gases and allowing her to breathe easily, even while underwater or in a vacuum. The field of air fills her lungs with fresh air as well, making it impossible to choke the target even by preventing her from drawing breath. The wearer is also immune to spells of the *disease cloud* and *shallow breath* spell lines.

Caster Level: 7th.
Market Price: 42,000 gp
Slot: Head.
Weight: 1 lb.

Helm of Hukulk

Description: The troll called Hukulk of Night Keep is known as well for his skill at crafting arms and armor as for his skill at using them. His helms are favored by shadow knights, evil warriors, and wicked clerics. He usually does not sell his helms, but instead asks a boon of those who would have one. The helm bears Hukulk's insignia, which cannot be removed without destroying the item's magical qualities, and those who wear them tend to gain the enmity of paladins, good-aligned clerics, and other champions of the forces of light.

Powers: Although technically a head item, this helm protects as armor; the armor bonus granted does not stack with similar bonuses from other armor worn. The ability score bonuses listed below function only when the helm is worn by an evil individual.

Helm of Hukulk (AC +1; hardness 11, 9 hp, Break DC 25)

Str +1, Dex +1.

Bonus types: Ability scores = enhancement. AC = armor.

Caster Level: 3rd.
Market Price: 3,152 gp.
Slot: Head.
Weight: 5 lbs.

Helm of the Ecclesiastic

Description: This pewter helmet is simple and unadorned. The rounded dome is crossed with riveted bands and topped with a simple spherical bulb. The hinged faceplate has only very small slits for breathing and for sight. Helms like these used to be very common, created by the Order of Marr's Fist, who operated in the Commonlands and Desert of Ro. Since the Order's destruction no new helms have been created, and finding one in good condition is rare.

Powers: When the helm's faceplate is fastened into place, the wearer can detect the aura that surrounds undead. This power functions at will at distances of up to 60 feet. The amount of information revealed depends on how long the wearer studies a particular area or subject.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If the wearer is of good alignment, and if the strongest undead aura's strength is "overwhelming" (see below) and its HD are at least twice the helm wearer's character level, the wearer is stunned for 1 round. While stunned, she can't act, she loses any Dexterity bonus to AC, and all attackers gain a +2 bonus to attack her.

3rd Round: The strength and location of each undead aura. If an aura is outside the wearer's line of sight, then she discerns its direction but not its exact location.

Aura Strength: The strength of the undead aura is determined by the total HD of the undead creature, as follows.

HD	Strength
1 or lower	Faint
2–4	Moderate
5–10	Strong
11 or higher	Overwhelming

Lingering Aura: An undead aura lingers after its original source is destroyed. If the wearer concentrates on an area that recently held an undead creature, the helm's power indicates an aura of "dim" strength (even weaker than a faint aura). How long the aura lingers at this level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 minutes
Moderate	1d6x10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, the wearer can turn to detect auras in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Caster Level: 5th.
Market Price: 15,000 gp.
Slot: Head.
Weight: 8 lbs.

Jungle Spider-Fur Cap

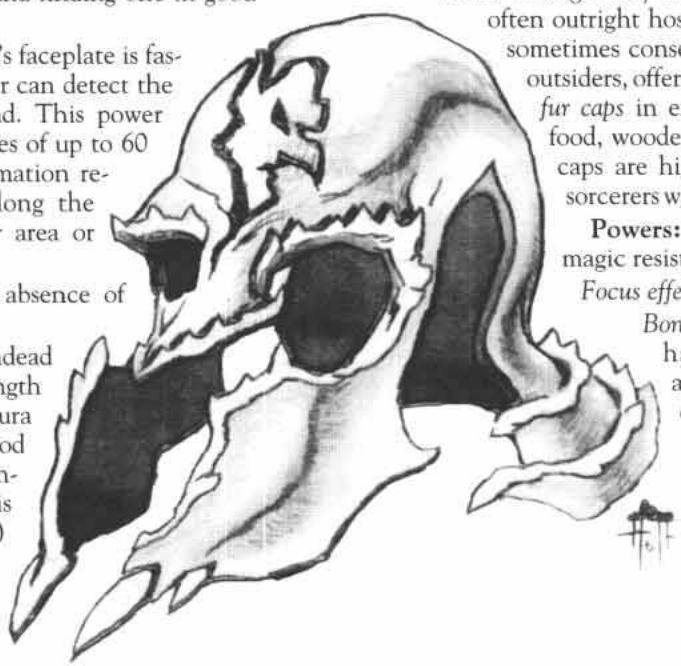
Description: Many different species of spider dwell in the swamps and jungles surrounding the Temple of Cazic-Thule. The Tae Ew lizard-folk hunt these spiders, transforming their fur and carapaces into many useful items. Though they are a somewhat distrustful and often outright hostile species, the Tae Ew will sometimes consent to trade their wares with outsiders, offering items such as *jungle spider-fur caps* in exchange for metal weapons, food, wooden utensils, and the like. The caps are highly prized, for the Tae Ew sorcerers weave them with potent magic.

Powers: Str +2, Int +2, mana +11, magic resistance (1).

Focus effect: Improved Damage III.

Bonus types: Ability scores = enhancement. Mana = augmentation. Resistance = enhancement.

Caster Level: 15th.
Market Price: 56,550 gp.
Slot: Head.
Weight: 0.1 lbs.



Skull-Shaped Barbute

Description: The creature known as the Ghoul Lord, undead froglok ruler of Lower Guk, wears one of these ornate black metal helms. Similar helms are found throughout the Guk region, although they are widely thought to have been originally made by iksar smiths and enchanted by iksar spellcasters. The *skull-shaped barbute* has been duplicated by others, constructed to appear as the skull of the creature intended to wear it.

Powers: Hp +6, magic resistance (4), magic save +1.

Bonus types: Hit points = arcane. Resistance = augmentation. Save = augmentation.

Caster Level: 6th.

Market Price: 7,260 gp.

Slot: Head.

Weight: 5 lbs.

Square Helm

Description: The lonely tower known as Skyshrine, located near the Cobalt Scar in central Velious, is critical in the struggle between the drakes and the giants, for the dragon Lord Yelinak and his minions hold that place against all foes. Many of his drakes and allied creatures possess these blocky, unattractive helms, and sometimes give them to favored servants or warriors. The helms' origin is not certain, and the dragons themselves claim they don't know who originally made them. All that is known is that there are a great number of the unseemly things, and the dragons do not part with them easily or willingly, save to proven allies.

Powers: Although technically a head item, this bulky helm protects as armor; the armor bonus does not stack with similar bonuses from other armor worn. Since the helm hampers speech rather than movement, its arcane spell failure chance applies to spells with verbal rather than somatic components.

Square Helm (AC +1; arcane 10%; hardness 10, 8 hp, Break DC 24)

Dex +1, Wis +2.

Focus effect: Extended Range III.

Bonus types: Ability scores = enhancement. AC = armor.

Caster Level: 15th.

Market Price: 17,302 gp.

Slot: Head.

Weight: 2 lbs.

Leg Items

These items are clothing that cover the legs and groin. Specific examples include pants and kilts. They can be worn under (or sometimes over) even full sets of armor with no penalty.

For more on leg items, see *EQ: Game Master's Guide*, p. 146.

Random Generation: To generate leg items randomly, roll on Table 2–12: Leg Items.

Astral Leggings of the Titans

Description: These items are not actually worn by creatures called titans. Rather, they are crafted from the hides of titanic spirit-creatures found in the Stonebrunt Mountains near the city of Erudin. Such leggings are crafted from the hides of the titanic gorilla (the best-known being a towering, snow-white creature called Old Ghostback), and the gargantuan panda (the most famous being Giang Yin). As potent and useful as the leggings are, hunting down and slaying these fearsome creatures is a task reserved for only experienced adventurers. Some druids and rangers also object to the hunting of these magnificent beasts for such selfish reasons as the creation of armor, but this has not stopped those who would venture into the Stonebrunts seeking the titan spirits.

Powers: Dex +3, Int +3, magic resistance (–2).

Bonus types: Ability score = augmentation. Resistance = enhancement.

Caster Level: 8th.

Market Price: 18,800 gp.

Slot: Legs.

Weight: 3 lbs.

Black Runed Pants

Description: The first known pair of these potent leggings was found in the hoard of the shissar lord Vyzh'dra. As snake-men have little use for conventional leggings, it is unlikely that the *black runed pants* are of shissar manufacture. More probably, they are of Combine origin, and the fact that several well-known imperial citizens of that empire's remnant on Luclin possess them lends some credence to this theory.

Powers: Dex +3, Con +2, Int +2, Wis +2, hp +21, mana +14, cold resistance (6), disease resistance (6), poison resistance (6), sonic resistance (6), cold save +1, disease save +1, poison save +1, sonic save +1.

Bonus types: Ability scores = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 21st.

Market Price: 966,000 gp.

Slot: Legs.

Weight: 2 lbs.

Enduring Pants

Description: The elementals of Luclin's Twilight Sea are under the protection of a number of greater elementals, who inevitably appear if their people are in danger. Though these greater elementals have rarely been seen, and even more rarely slain, it is believed that their inert corpses can be used in the creation of magic items. The so-called *enduring pants*, which are sometimes found in possession of Twilight Sea inhabitants, are believed to be one such item created from the remains of a slain greater earth elemental.

Powers: Con +3, hp +7, disease resistance (1), poison resistance (1).

Bonus types: Ability score = enhancement. Resistance = augmentation.

Caster Level: 9th.

Market Price: 20,250 gp.

Slot: Legs.

Weight: 1.5 lbs.

Greaves of the Deep Sea

Description: Magnificently crafted items of light, durable, sea-green metal, *greaves of the deep sea* are painstakingly engraved with images of fish, shellfish, and other sea creatures amid stylized waves. The greaves allow their wearer to survive even in the depths of the ocean. Their origin is not certain: they are clearly of ancient manufacture, and probably non-human. Most think that they were originally made by the elves during the Age of Monuments, when they were used to aid in the maintenance of vast elven undersea settlements. The few examples of these powerful items known to exist today were plundered from the hordes of dragons in the Temple of Veeshan, leading some to speculate that the dragons themselves stole the items from the elves.

Powers: Although technically a leg item, these greaves protect as armor (+1 bonus) with a +2 bonus due to their magical material and construction. The armor bonus and armor check penalties granted do not stack with similar bonuses from other armor worn. In addition, the wearer is continuously under the effects of an *enduring breath* spell while the greaves are worn.

Greaves of the Deep Sea (AC +3, check –2; hardness 13, 16 hp, Break DC 26)

Hp +14.

Bonus types: AC = armor. Hit points = enhancement.

Caster Level: 14th.

Market Price: 86,380 gp.

Slot: Legs.

Weight: 2.5 lbs.

Jester's Stockings

Description: *Jester's stockings* appear to be typical fool's garb: tight-fitting stockings of alternating red and blue stripes. They are crafted of quality silk, and when examined show remarkable workmanship, with fine silver buckles, double-stitched seams, and silk cord laces with silver tassels to ensure a snug fit. Found mostly among gypsies, these unusual clothes are remnants of the Combine Empire, where they were actually used to increase the acrobatic skill of jesters and acrobats. Now they are sought out by unarmored adventurers, especially arcane spellcasters who often conceal them beneath more dignified robes.

Powers: A character wearing this item of apparel becomes extremely nimble, able to easily perform remarkable flips and rolls. He gains the rogue's *evasion* ability (including the requirement of wearing light or no armor and using no shield), and also gains a +5 bonus on all Tumble checks and the ability to make Tumble checks untrained.

Bonus types: Skill = competence.

Caster Level: 7th.

Market Price: 26,125 gp.

Slot: Legs.

Weight: 1.4 lbs.

Kromrif Military Leggings

Description: The frost giants of the Great Divide craft many different types of arms and armor to aid them in their war with the Coldain dwarves. As with other items made by and for giants, these leggings are far too large to fit ordinary adventurers, but they are also sometimes made in smaller sizes for distribution to the giants' friends and allies.

Powers: Str +2, Wis +2, cold resistance (2), disease resistance (2).

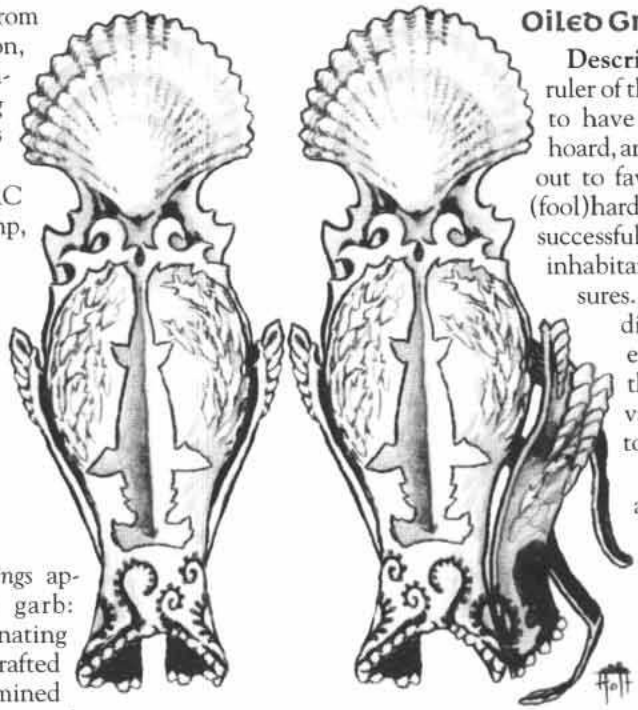
Bonus types: Ability score = enhancement. Resistance = augmentation.

Caster Level: 6th.

Market Price: 9,800 gp.

Slot: Legs.

Weight: 4 lbs (Medium-size).



Oiled Greaves

Description: Lord Yelinak, dragon ruler of the tower of Skyshrine, is known to have many pieces of armor in his hoard, and he sometimes give these items out to favored servants. As well, a few (fool)hardy adventurers claim they have successfully entered Skyshrine, battled its inhabitants, and plundered their treasures. As a rule, such individuals are dismissed as braggarts, but the evidence of their adventures, in the form of *oiled greaves* and other valuable items, is usually enough to silence most critics.

Powers: Although technically a leg item, these greaves protect as armor. The armor bonus and armor check penalties granted do not stack with similar bonuses from other armor worn.

Oiled Greaves (AC +1, check –1; hardness 10, 12 hp, Break DC 25)

Str +3, hp +5, mana +1.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation.

Caster Level: 9th.

Market Price: 15,580 gp.

Slot: Legs.

Weight: 1.5 lbs.

Petrified Bark Leggings

Description: Extremely old and prized items, *petrified bark leggings* are apparently made from the ossified remains of ancient treants.

Powers: Con +3, mana +3.

Bonus types: Ability score = augmentation. Mana = augmentation.

Caster Level: 9th.

Market Price: 11,800 gp.

Slot: Legs.
Weight: 7 lbs.

Prowling Leopard Leggings

Description: The Stonebrunt Mountains near Erudin are home to several powerful bestial titan-spirits. Among them are gigantic spirit-leopards, the most infamous of whom is known only as the Prowler of the Jungle. The Erudites are able to turn the hides of such magnificent animals into armor and clothing. Among them are these leggings, made from the skin of the fierce titan-leopard.

Powers: Dex +3, Con +1.
Bonus types: Ability scores = enhancement.
Caster Level: 9th.
Market Price: 11,030 gp.
Slot: Legs.
Weight: 0.4 lbs.

Rider's Chaps

Description: These tough, lizard-hide leggings are designed to fit an iksar, though other races can fit into them as well with only minor adjustments. Each legging is tough, scaly yet supple hide on the outer side and a softer snakeskin on the inner side. A single wide belt holds up the leggings, which are loose enough to be worn over armor.

The iksar originally developed these leggings to help the inexperienced ride their flying steeds, in the days when the iksar empire was vast and strong.

Powers: A character wearing these leggings gains a +10 bonus on all Ride checks.
Bonus types: Skill = competence.
Caster Level: 10th.
Market Price: 2,500 gp.
Slot: Legs.
Weight: 3 lbs.

Sharkskin Leggings

Description: These leggings are made of cured sharkskin. Though they appear smooth and soft, their exterior is extremely abrasive and can actually cut an unprotected hand. The leggings flare at the knee, becoming wide and loose across the calf. Each legging has a belt that is used to attach to the wearer's waist. These items are highly prized among Erudite paladins, and were supposedly made by Erud himself during his travels to Odus.

Powers: When the wearer of these leggings enters a body of water deeper than his waist, the leggings come together and transform his lower body into a shark's tail. This change grants the wearer a +3 bonus to AC, as well as allowing him to breathe water and granting him a swim speed of 60 feet. As long as he remains in the water, the wearer also gains the ability to make a slam attack with his tail as if he had the Slam feat.
Bonus Type: AC = natural.
Caster Level: 5th.
Market Price: 18,000 gp.
Slot: Legs.
Weight: 3 lbs.

Sun Leggings

Description: These leggings are very similar to *Sunlord's leggings* (see *EQ: Game Master's Guide*, p. 148), but this variety is generally worn by those Sunlords who regularly travel the Scarlet Desert.

Powers: The wearer never takes subdual damage from dehydration and sustains no damage or ill effects from exposure to natural (i.e. nonmagical) heat as long as the leggings are worn. Further, when the wearer is outdoors under sunlight, she gains a +1 bonus to AC.
Wis +2, hp +2, mana +2, fire resistance (1).
Bonus types: Ability score = augmentation. AC = augmentation. Hit points = augmentation. Mana = augmentation. Resistance = augmentation.
Caster Level: 6th.
Market Price: 18,700 gp.
Slot: Legs
Weight: 2.5 lbs.

Weasel Kilt

Description: These fine kilts are made of soft weasel fur (or, more rarely, ferret, ermine, or sable). They are tailored in the same style as those worn by the barbarians of Halas, though they bear none of the plaids or other patterns common to Northerners' clothing. It is believed that these items date back to just before the time of the Combine Empire, when barbarian raiders would rove across Antonica seeking spoils, though it is unknown whether the barbarians made them or had them constructed by talented tailors they found along the way.

Powers: Hidden within secret pockets of these kilts are thieves' tools that grant a +4 bonus on their user's Pick Lock checks; the tools can be found by anyone other than the wearer only with a successful hands-on Search check (DC 25). If the thieves' tools are ever separated by more than 15 feet from their kilt, they lose their bonus, but the bonus returns when they are returned to their kilt's pockets. Further, the kilt grants its wearer a +6 bonus on Escape Artist checks.
Bonus Type: Skills = competence.
Activation: Use Activated.
Caster Level: 9th.
Market Price: 2,800 gp.
Slot: Legs.
Weight: 2 lbs.

Neck Items

Neck items include chokers, gorgets, scarves, necklaces, and amulets, all designed to either protect or beautify the wearer's neck.

For more on neck items, see *EQ: Game Master's Guide*, p. 148.

Random Generation: To generate neck items randomly, roll on Table 2–13: Neck Items.

Amulet of Deception

Description: Shiny and reflective, this amulet is a thing of dazzling beauty. Its highly polished, mirror-like silver

front is cut in a small octagon shape approximately an inch across, and masterfully set into a fine silver bezel. Filigree etching surrounds the bezel on the amulet's face and a small, delicate loop at the top attaches the delicate charm to its dainty chain. The chain is itself a masterful piece of workmanship, adjusting to nearly any length to fit the wearer's taste and necessity.

Powers: Once per day, the wearer of the amulet may create the illusion of a wall, floor, ceiling, or similar surface at any location within 50 feet. The illusory wall may cover a space of up to 1 foot by 10 feet by 10 feet and lasts until the amulet is out of range or the wearer wishes the illusion to disappear. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the amulet is used to hide pits, traps, or normal doors, any appropriate detection abilities work normally as long as they do not require sight. Touch or probing searches reveal the true nature of the surface, although they do not cause the illusion to disappear.

Activation: Command Word.
Caster Level: 7th.
Market Price: 8,960 gp
Slot: Neck.
Weight: 0.3 lbs.

Amulet of Necropotence

Description: This strange amulet resembles a deformed, fanged skull. A rare item that is often as much a curse to its

Zatine

Female Iksar Necromancer

Perhaps no race on Norrath has suffered so greatly for its tyranny as the shissar. Once the mightiest and most glorious people of Kunark, they grew to unfathomable power, oppressing all they deemed beneath them (which is to say everyone but perhaps the great dragons and the gods themselves). The iksar, like many, were enslaved by them, and a select few were taken aside by the shissar and taught their dark rites. In this harrowing time, the iksar necromancer was born — created in the arcane image of his masters.

As the iksar grew in knowledge they began to question their overlords' rule. Some say it was the necromancers who sparked talk of revolution and (in the end) the necromancers who whispered prayers to unseen spirits and were avenged by a new dark patron. After the green mist descended upon the shissar and drew from them the breath of life, the iksar were left to build upon the ruins of their predecessors. The years have passed slowly, and Kunark has been ravaged by the torrents of history.

Zatine, child of the dark rites, has spent her life in pursuit of a higher calling. Born of a sinister caste, Zatine followed in her ancestors' footsteps and embraced the path of the dead. Like her mother, Zatine found enlightenment within the old tomes of her craft. Her mother spent years deciphering what was left of the faded shissar code and transforming it into functional modern incantation. Zatine learned under her mother, memorizing the symbols and strange glyphs once used by a race long extinguished from the face of Norrath.

Determined to unlock the mysteries of the first necromantic brood, Zatine now spends her waking hours toiling over the tomes and brittle parchments. While other iksar students rehash the traditional teachings of Miragul and muddle through confusing Teir'Dal texts, Zatine, true to her mother's intuition, is convinced that the next step of intellectual and spiritual evolution for the iksar lies somewhere hidden in the shissars' lorebooks.

When word came to Cabilis that shissar had been discovered on the moon world of Luclin, Zatine immediately packed her meager belongings and set out to pursue her lifelong ambition. Unfettered by her colleagues' vicious accusations (in regards to her loyalties), she continues her trek to piece together the missing pieces of her people's past.

Apathetic toward any non-iksar, Zatine opts for the less-traveled path. She regards curious travelers and adventurers as distractions (especially those not of the iksar race). Distractions can usually be overcome simply by moving past or away. Some, however, have forced her to take more drastic measures in order to preserve her privacy and continue her great task.

wearer as a blessing, this item is said to originate on the Plane of Fear, where the god Cazic-Thule himself wears the first and greatest *amulet of necropotence*. The God of Fear is also said to give these amulets to his most favored servants, though the journey to the Plane of Fear to obtain one is far more trouble and peril than most adventurers are ready to face.

Powers: At will, the wearer may invoke the effect of the spell *illusion—skeleton* upon herself; while this effect is in place she also gains *flowing thought I* (see sidebar, *EQ: Game Master's Guide*, p. 115). Further, the following powers apply whenever the amulet is worn:

Int +4, hp –25, magic resistance (4), magic save +1.

Bonus types: Ability score = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 11th.

Activation: Use Activated.

Market Price: 150,000 gp.

Slot: Neck.

Weight: 0.1 lbs.

Black Iron Medallion

Description: These items, relatively common in the Runnyeye lands, have passed between the Runnyeye and their Pickclaw conquerors so many times that no one knows who originally created them. Most are currently held by the Pickclaws, but the rebellious Runnyeyes, who hope to rise up one day and drive out their enemies, take great pride in stealing (or recovering) these items whenever they can.

Powers: Int +1, Wis +1.

Bonus types: Ability score = enhancement.

Caster Level: 3rd.

Market Price: 3,000 gp.

Slot: Neck.

Weight: 0.1 lbs.

Burning Amulet

Description: These amulets are large amber stones in gold settings hung from golden chains. The amber is smooth and circular, and its setting is etched with flame patterns. The chain is very thick, looking more like a chain of office or the like than a piece of jewelry. Whenever there is mana stored within the amulet, the amber is lit with flickering illumination from within as if it contained a candle's flame.

Powers: At the desire of the wearer, this amulet acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed either at the wearer of the amulet or at her equipment. The amulet automatically and completely nullifies the spell's effect and stores its energy in the form of mana the wearer can use to power his own spells (2 mana per level of the spell, regardless of how much mana was actually used to cast the spell). The amulet's wearer can instantly detect a spell's level as the amulet absorbs that spell's energy. Willing this absorption is a free action on the part of the wearer.

The wearer of the amulet can use captured mana to cast any spell she has prepared without expending her own mana. A current total mana pool for the amulet should be kept at all times. For example, an amulet that absorbs a 6th-level spell and a 3rd-level spell has absorbed a total of 9 spell levels, and has a reserve pool of 18 mana. Continuing the example above, the amulet wearer could use the 18 mana to cast *nullify magic* twice (costing 8 mana each time) and *minor healing* once (using the remaining 2 mana).

The *burning amulet* absorbs a maximum of 50 spell levels (for a total of 100 mana), and can thereafter only discharge any remaining mana stored within it. The amulet cannot be recharged. The wearer knows the amulet's remaining absorption potential and the current amount of stored mana at all times.

Activation: Use Activated.

Caster Level: 15th.

Market Price: 500,000 gp.

Slot: Neck.

Weight: 2.2 lbs.

Charm of Eventuality

Description: This beautiful charm appears to be a rather large, cabochon cut star sapphire placed into a fine golden setting. Tiny diamonds ring the sapphire and a fine, golden chain holds the charm closely about the wearer's neck. Upon very close scrutiny with a jeweler's loupe, the gem's inner surface reveals tiny acid-etched runes in Old Erudian. According to legend, a master enchanter who was taught by Erud himself created these charms, giving them to beloved students and close allies. They are now seen as a sign of great esteem by most Erudites.

Powers: When a new wearer dons the *charm of eventuality*, he may place within it a spell of his choosing, cast either by himself or by another individual; this contingent spell will come into effect under some condition dictated by the wearer upon the casting of the spell. Charging the amulet with the contingent spell takes 10 minutes.

The contingent spell must be one that affects the wearer's person (i.e. not an area-affecting spell), but may be of any level. The conditions needed to bring the spell into effect must be clear, although they can be general. For instance, the caster may place a *celerity* spell into the charm, specifying that it should take effect any time the wearer is reduced to 50% (or less) of her total hit points. Alternatively, an *everlasting breath* spell might be placed in the charm with the condition that it takes effect as soon as the wearer is fully immersed in any sort of liquid. In all cases, the *charm of eventuality* immediately brings into effect the spell, the latter being "cast" instantaneously when the prescribed circumstances occur. Note that if complicated or convoluted conditions are prescribed, the spell may fail when called on. The contingent spell occurs based solely on the stated conditions, regardless of whether the character wants it to or not.

The *charm of eventuality* can hold only one spell at a time. If a second spell is cast into the charm, the first one is automatically dispelled. Once the charm has been used successfully, it cannot be recharged with another spell: The star sapphire loses its luster and becomes a normal-looking blue quartz stone, and the diamonds turn to glass.

Activation: Use Activated.

Caster Level: 11th.

Market Price: 9,000 gp.
Slot: Neck.
Weight: 0.5 lbs.

Chrysoberyl Talisman

Description: A primitive race, the minotaurs have nevertheless created a number of useful magic items and weapons. Traditionally carried by minotaur elders, *chrysoberyl talismans* are created by their shamans from the naturally-occurring gemstones of the region.

Powers: Wis +1, mana +3.
Focus Effect: Affliction Haste II.
Bonus types: Ability score = enhancement. Mana = augmentation.
Caster Level: 10th.
Market Price: 9,800 gp.
Slot: Neck.
Weight: 0.1 lbs.

Goblin Soul Caller

Description: These dark metal torques are worn by high-ranking goblins in the Frontier Mountains. The burynai badger-folk, who hate the goblins, will pay well for one of these, and they take sadistic pleasure in using the items against their original owners.

Powers: Wis +2, magic resistance (4), magic save +1.
Bonus types: Ability score = augmentation. Resistance = augmentation. Save = augmentation.
Caster Level: 6th.
Market Price: 5,500 gp.
Slot: Neck.
Weight: 3.5 lbs.

Goranga Warbeads

Description: Worn by hunters and warriors among the savage Goranga tribesmen from the Maiden's Eye on Luclin, these "warbeads" are carefully shaped and polished from the bones of animals and tribal foes, then enchanted by shamans to provide greater advantage in battle or on the hunt.

Powers: Str +1, Int +2, Wis +2.
Bonus types: Ability scores = divine.
Caster Level: 6th.
Market Price: 14,250 gp.
Slot: Neck.
Weight: 0.1 lbs.

Grey Fur Gorget

Description: This tight-fitting neck-piece is designed to cover the wearer from chin to collarbone. It is made of thick grey fur that follows the contours of the wearer's neck and clasps in front with a series of three small buckles, each shaped roughly like a different animal's head. The barbarians of the Northlands make these items, although over the years many have fallen into the possession of gnolls and orcs.

Powers: The wearer gains 10 ranks of the exclusive skill Animal Empathy. These ranks do not stack with any already possessed by the wearer. The wearer gains all the benefits of these ranks, including synergy bonuses to Handle Animal and some Taunt checks.
Activation: Use Activated.
Caster Level: 6th.
Market Price: 10,500 gp.
Slot: Neck.
Weight: 1.6 lbs.

Gypsy Medallion

Description: The nomadic gypsies of Karana are fond of jewelry, as it a highly portable form of wealth. Gypsy nobles and leaders sometimes wear these finely-crafted medallions, which are sometimes also given to those few who have won the gypsies' friendship.

Powers: Cha +3, disease resistance (4), disease save +1.
Bonus types: Ability score = enhancement. Resistance = enhancement. Saves = enhancement.
Caster Level: 9th.
Market Price: 10,650 gp.
Slot: Neck.
Weight: 0.1 lbs.

Monkey's Paw

Description: This hideous fetish is made from the bright tail feathers of a jungle bird, the sinew of a domesticated pig, and the paw of a small, tree-dwelling monkey. The *monkey's paw* is bound at the wrist by the sinew, which continues up and around the neck of the wearer. It is decorated with the feathers, which are tucked here and there and held in place with tallow wax made from the carcass of the pig. Altogether, the talisman is a rather gruesome sight to behold, especially when the wearer activates its power. Upon uttering the activation word, a breeze blows the feathers lightly and the paw on the sinew twitches.

This type of charm is most commonly found in the hands of holgresh spellcasters, though it is not known whether they make them.

Powers: Using the *monkey's paw*, the wearer creates a ghostly, glowing hand, shaped from the character's own life force, that materializes and moves as the wearer desires, allowing him to deliver touch range spells and spell-like or supernatural abilities (such as a shadow knight's harm touch) at a distance. This effect lasts 10 rounds, allowing any touch range effect usable by the character to be delivered through the ghostly hand at up to 100 feet away from the wearer.

There is a price to this power, however: When delivering a touch range spell via the ghostly hand, the wearer loses a number of hit points equal to 1 + the level of the delivered spell; for special abilities deliverable by touch, the character loses a number of hit points equal to 1 + 1/2 the class level required to gain the ability. In either case, these hit points cannot be restored or healed for 24 hours. Further, this damage cannot be reduced in any way — the wearer always takes this amount of damage, regardless of any spells, protections, or abilities that would otherwise avert or negate hit point damage.

The hand grants the wearer a +2 bonus to his melee touch attack roll, and attacking with the hand counts

normally as an attack. The hand always strikes its target from the wearer's direction; if he is properly positioned, the hand can flank targets as a creature can. If at any time the hand goes beyond 100 feet from the wearer or passes out of the wearer's sight, or if the wearer is not actively directing it, the hand returns to the character and hovers at his side.

The ghostly hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed save against an area spell and no damage on a successful save); it uses the wearer's save bonuses and has an AC of 22 plus the character's Intelligence modifier (applied to the hand's AC as if it were the hand's Dexterity modifier). The hand has a number of hit points equal to the wearer's character level.

The wearer may have only one ghostly hand in effect at any given time.

Activation: Command Word.
Caster Level: 15th.
Market Price: 54,000 gp.
Slot: Neck.
Weight: 1 lb.

Necklace of Superiority

Description: Only one of these remarkable items is known with any certainty to exist, though rumor and legend holds that there are others. The iksar necromancer-emperor Venril Sathir long ago built the fortress called *Charasis* (Com. "Howling Stones") and dwelt there with his lover Drusella. Vain and self-centered, he nonetheless loved Drusella dearly and showered her with gifts, including the *necklace of superiority*, which boosted her already considerable spellcasting prowess. After his defeat at the hands of the Veeshan dragons, Venril was resurrected as a lich, and he now controls the ancient iksar fortress of Karnor's Castle. Drusella Sathir's undead remains still stalk the Howling Stones today. Legend holds that the *necklace of superiority* is still in her possession, and further suggests that it may have magical links to other such items created by the old iksar emperor.

Powers: Str +2, Dex +2, Con +2, Int +2, Wis +2, Cha +2, hp +2, mana +2, cold resistance (2), disease resistance (2), fire resistance (2), magic resistance (2), poison resistance (2).

Focus effect: Spell Haste II.

Bonus types: Ability scores = augmentation. Hit points = enhancement. Mana = enhancement. Resistance = enhancement.

Caster Level: 10th.
Market Price: 53,600 gp.
Slot: Neck.
Weight: 0.1 lbs.

Petrified Erudite-Heart Amulet

Description: The kobolds of Nagafen's Lair maintain extensive mining operations, handing over much of their take to the great dragon who rules the complex. From time to time, an odd stone is found there, jokingly called "petrified Erudite-heart" by the kobolds due to its size and shape. Whether these stones are truly petrified Erudite body parts is doubtful, but the name has stuck nevertheless. Nagafen has taught some of the kobolds to shape these stones into protective amulets.

Powers: Int +2, mana +2.

Bonus types: Ability score = arcane. Mana = enhancement.

Caster Level: 6th.
Market Price: 5,450 gp.
Slot: Neck.
Weight: 0.2 lbs.

Runed Lava Pendant

Description: In the fiery wilderness that is Solusek's Eye, the inferno goblins live and struggle against both gnomes and rival goblin clans that inhabit the area. The lava elementals that lurk in the hottest and most inhospitable reaches of the Eye are extremely challenging opponents, but many inferno goblin warriors and hunters can earn status by fighting them and bringing back evidence of the struggle in the form of pieces broken from the slain elemental's cooling body. Goblin spellcrafters then inscribe the igneous remains with sacred tribal symbols and call up the enchantments that still dwell in the rock. Inferno goblins are inordinately proud of these items, and will never sell or willingly give them to outsiders.

Powers: Str +2, fire resistance (2).

Bonus types: Ability score = augmentation. Resistance = enhancement.

Caster Level: 6th.
Market Price: 4,700 gp.
Slot: Neck.
Weight: 0.2 lbs.

Spade of Digging

Description: Made from a small clod of red earth, this tiny charm is fashioned into the shape of a spade. The miniature handle, slender neck, and minute scoop are all faultlessly crafted to the exact detail of a full-sized shovel. The loop holding the charm is also made of clay. It connects the diminutive spade to a thin vine, still green and living, that fastens around the wearer's neck. The muddites of the Lavastorm Mountains make these charms to trade to local goblin miners.

Powers: The wearer of this charm may move dirt (or the like — loam, mud, clay, etc.), possibly collapsing embankments, moving hillocks, shifting dunes, etc., at a range of up to 800 feet. However, in no event can rock formations be collapsed or moved. The area to be affected determines the length of time required: For every 150-foot square (which

may be up to 10 feet deep), moving takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

The effect of this charm does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The *spade of digging* cannot be used for tunneling and its power generally works too slowly to trap or bury creatures and has no effect on elemental creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

The spade can be used once per day.

Activation: Command Word.

Caster Level: 11th.

Market Price: 23,760 gp

Slot: Neck.

Weight: 0.2 lbs.

Talisman of Frost

Description: This talisman looks like a delicate crystal snowflake on a long silver chain. When active, the snowflake glows with a pale blue light no brighter than a small candle. These items are known to be created by the Coldain dwarves of Thurgadin, though they are secretive about the arts used in crafting them.

Powers: When this talisman is activated, it creates a 10-foot-radius "bubble" of warmth around its wearer. The temperature within this bubble is always at least 65 degrees Fahrenheit. This bubble moves with the talisman, but only maintains its full radius if the talisman is stationary — when moving, the talisman keeps only a 5-foot-radius area warm.

Any creature within the bubble (including the wearer) takes 20 points less damage from cold-based attacks or effects (as if the talisman granted everyone in the area an unnamed bonus of cold resistance [20]). However, if a single cold attack deals more than 90 points of damage to anyone within the area protected by the talisman, the bubble collapses and cannot be renewed for 1 full hour. If a single cold attack deals over 180 points of cold damage to any creature protected by the bubble, the talisman is destroyed.

Activation: Command Word.

Caster Level: 9th.

Market Price: 64,800 gp.

Slot: Neck.

Weight: 0.2 lb.

Torque of Hoar Frost

Description: These ice-blue torques are sometimes carried by the mysterious blizzard dervishes that dwell in the Eastern Wastes of Norrath.

Powers: Hp +2, mana +2, cold resistance (4), cold save +1.

Bonus types: Hit points = enhancement. Mana = enhancement. Resistance = enhancement. Saves = enhancement.

Caster Level: 4th.

Market Price: 3,200 gp.

Slot: Neck.

Weight: 2 lbs.

Torque of Tongues

Description: The celebrated *torque of tongues* is a large, bejeweled piece of solid gold, fashioned to look like a serpent chasing his own tail. The scaly surface of the gold is etched in silver for detail, and the eyes of the serpent are emeralds set in platinum. When not in use, the torque appears to be too tightly closed to fit around most people's necks; however, when one moves to put it on, the serpent shifts and slithers to allow its placement securely around the wearer's throat. The serpent's tongue darts out to connect to the tail end and complete the circle at the front of the wearer's collar bone. Periodically, when the torque's ability is in use, the serpent's tongue darts about, as if to sniff the air.

Powers: Once per day, the wearer of the torque may invoke a power identical to the spell *tongues* (see Chapter One: Converted Spells).

Activation: Use Activated.

Caster Level: 5th.

Market Price: 6,000 gp.

Slot: Neck.

Weight: 2 lbs.

Velvet Choker

Description: Velvet chokers are a popular fashion accessory in Qeynos, and such items are sometimes treated with magic to enhance their value.

Powers: Hp +1.

Bonus types: Hit point = enhancement.

Caster Level: 1st.

Market Price: 210 gp.

Slot: Neck,

Weight: 0.1 lbs.

Whispering Cameo

Description: Made from pure onyx, the *whispering cameo* is a gracefully detailed portrait of the goddess Erollisi Marr. The white layer of onyx is carefully sculpted into a tiny visage of a beautiful face with upswept hair, delicately revealing the black layer of onyx beneath. The cameo is set into a platinum bezel that slides on a 1-inch-wide ribbon of the finest black velvet, ending in a platinum clasp behind the wearer's neck. When the whispering cameo is activated, the tiny white lips mouth the message sent by the wearer in a silent echo of the words used. These items are generally in the possession of the Sisters of Erollisi, who refuse to say whence the cameos come.

Powers: At will, the wearer may whisper a message and receive a whispered reply with little chance of being overheard. The wearer points a finger at a creature within 120 feet and whispers a message while willing the words to be relayed to the target. When the character whispers, the face on the cameo silently mouths the words along with him. The message is then audible to the targeted creature. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks this power. The message, however, does not have to travel in a straight line. It can circumvent a barrier if there is an open path between the character and the subject, and the path's entire distance lies within the 120-foot range. The creature that receives the message can whisper a reply that the wearer of the cameo then

hears. The effect transmits sound, not meaning. It doesn't transcend language barriers.

Note: To speak a message, the wearer must mouth the words and whisper, allowing certain trained observers the opportunity to read the speaker's lips. Further, the volume of the message is only that of the slightest whisper, so other ambient noise may interfere with the ability of the target to hear the message properly.

Activation: Use Activated.
Caster Level: 2nd.
Market Price: 4,000 gp.
Slot: Neck.
Weight: 0.3 lbs.

Caetlyn

Female Barbarian Rogue

The only daughter in a family of five siblings, Caetlyn was raised by her parents for one purpose only: to promote unity by marriage between two northern clans that had (until recently) found more reasons to make war with one another than peace. Daughter of the chieftain, she was groomed from an early age to become a bargaining tool in hopes of quelling the tension between the two tribes.

Caetlyn, however, proved more headstrong than her parents could have imagined. She developed a strong relationship with her youngest brother, and often the two would steal off into parts unknown in search of excitement. If anything, her outings with young Aelfyre were a break from the dull tasks her mother forced upon her: embroidery, baking, and rug-weaving.

She and Aelfyre would travel deep into the arctic wilderness, practicing together (and on a few occasions learning the hard way) the use of dagger and sword. The two spent long hours away from the village, sharing dreams of travel beyond the Unkempt Woods and musing about what life must be like for those who lived so far from snow and ice.

One afternoon as she and Aelfyre made their way back to the village, black plumes of smoke could be seen rising into the ashen Everfrost sky. The youths ran toward the village hurriedly. Gnolls from the south had come to ransack their homes, burning and pillaging everything in sight. Villagers ran screaming, sheltering the young ones from the gnolls' jagged blades and rusted spears.

Both charged into the middle of the chaos, delivering several gnolls to their death before they were separated. When Caetlyn caught sight of her brother again, he was slumped to the ground, impaled on the point of a large gnoll's spear. Caetlyn cried out in horror, everything slowing and dimming as the gnoll barked his cruel laughter and called several others to move out. Caetlyn rushed to Aelfyre's side and clenched his bloodied hand in hers, smoothing the matted hair back from his forehead. The screams and cries of her people began to fade away; all that was left was the raspy breathing that pushed its way through her brother's grimly smiling mouth.

"Be free, my sister, always free," Aelfyre whispered before his eyes closed and his head lolled to the side. Tears burned down Caetlyn's cheeks and her jaw clenched in rage. She drew her dagger and took her brother's sword in her other hand, and then swiftly but quietly approached the large gnoll from behind. In one quick thrust, she buried her dagger into the beast's kidney and twisted. The gnoll leader clutched at its back and let out a gurgling, deranged howl, then fell to its knees, where she neatly lopped off its head with her brother's blade. Then she moved toward her family's hut, encountering another gnoll and then another, until a trail of gnoll bodies littered her path.

As the smoke began to clear and the howls subsided, the survivors of her village stood around her in mute shock. The bodies of her family lay twisted throughout the carnage, as did those of most of her neighbors. The few villagers that survived created an enormous funeral pyre from the broken bits of wood that had once been part of their homes, the lodge, the places they had known and loved their entire lives. One by one she dragged the bodies of her loved ones to the pyre, placing them atop the flame and offering a prayer to the spirits.

When all the slain were accounted for, the dead were sent to the eternal flame and the living made haste to the neighboring villages in search of refuge. Caetlyn, however, bade her people goodbye and traveled south, past the gnoll mountains and the Unkempt Woods that she and her brother had dreamed of so many times.

She found a new home in Qeynos, and from there she has staged several raids against the gnolls of the Qeynos Hills. Known for her vicious methods of dealing with enemies, especially those of the gnoll variety, she has become increasingly more mercenary over the years while following the dream within her and adhering fanatically to her brother's last words: Be free.

Piercing Weapons

This class of weapons includes spears, daggers, and similar instruments. For more on piercing weapons, see *EQ: Game Master's Guide*, p. 150.

Random Generation: To generate piercing weapons randomly, roll on Table 2–14: Piercing Weapons.

Boneshear

Description: The Brood of Di'zok, a faction of sarnak dwelling in the fortress of Chardok, employ many slaves and attack anyone who comes near. This bone dagger is carried by the sarnak overseer, Foreman Kul'ul. The weapon actually chips bones from its victims when it strikes deeply. In this, it serves a dual purpose, for the bone chips so agonizingly produced by this weapon are often used in potions and poisons brewed by the Di'zok.

Powers: This polished bone dagger has a +1 bonus to attacks and a +2 bonus to damage, as well as the *reaving* (see sidebar) and *wounding* qualities. Further, up to once per round, it can process (Proc DC 20) the *stun* spell (Fort negates, DC 18) on the target struck.

Boneshear (1d3+2 plus *wounding* and *stun* proc, crit 19–20 (x3), delay 4; AC 13, hardness 6, 3 hp, Break DC 23).

Int +3, Cha –3, mana +4, disease resistance (3), disease save +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 8th.

Market Price: 92,902 gp.

Slot: Piercing.

Weight: 1 lb.

Chill Dagger

Description: Commonly carried by the dervishes and shadow guardians of the Iceclad Ocean, *chill daggers* incorporate some of the elemental energy of that region, providing their bearers with some protection against the deadly cold. They are often found for sale in bazaars near the Iceclad Ocean, but potential purchasers should use caution, for counterfeits are often passed off as the real thing by unscrupulous merchants.

Powers: This cold-forged iron dagger has a +1 bonus to attacks and damage.

Chill Dagger (1d3+1, delay 4; AC 13, hardness 11, 3 hp, Break DC 25).

Cold resistance (4), cold save +1.

Bonus types: Attack = enhancement. Damage = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 4th.

Market Price: 3,802 gp.

Slot: Piercing.

Weight: 1 lb.

Harpoon of the Depths

Description: The Bloodgill goblins who dwell in and around the Lake of Ill Omen use these light spears for fishing, and also as weapons. The goblins consider the rare bloodgill barracuda to be a delicacy, and any goblin who can take one of these dangerous fishes while armed only with a simple spear gains considerable prestige and quite possibly a *harpoon of the depths* from the tribe's chief shaman.

Powers: This three-pronged spear of solid steel functions as a trident with a +1 to attacks and damage.

Harpoon of the Depths (1d10+1, delay 6; AC 9, hardness 11, 11 hp, Break DC 26).

Dex +1, hp +5.

Bonus types: Ability score = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation.

Caster Level: 5th.

Market Price: 11,315 gp.

Slot: Piercing.

Weight: 6 lbs.

Jade Chokidai Prod

Description: This spear was originally intended as a means of controlling the first reptilian chokidai that once served the sarnak as guards and beasts of burden. The sarnak who occupy the fortress near the Lake of Ill Omen no longer keep chokidai, but this weapon is still carried as a badge of office by some sarnak nobles.

Powers: This jade-headed spear has a +2 bonus to attacks and a +1 bonus to damage, and it deals 1 point of electricity damage with a successful touch (and thus on a successful strike).

Jade Chokidai Prod (1d8+1 plus 1 electricity, delay 5; AC 6, hardness 7, 10 hp, Break DC 23).

Con +1, Wis +2.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement.

Caster Level: 6th.

Market Price: 15,890 gp.

Slot: Piercing.

Weight: 4 lbs.

Lead Dagger

Description: Despite their name, these heavy daggers include only a small amount of lead in the core of the blade and the pommel. This metal is enchanted to enhance its mythic powers against poisons and is then encased in a steel blade and leather-wrapped handle to prevent the lead from poisoning the wielder. The goblins beneath Highpass are

New Magic Weapon Ability: Reaving

Reaving: This enchantment increases the critical damage multiplier of a slashing or piercing weapon by 1. (This quality cannot be applied to a blunt weapon, although it can be applied to a weapon such as a morningstar, which deals both blunt and piercing damage.) For instance, a longsword with this quality deals x3 damage on a critical, rather than the usual x2 (its threat range of 19–20 is unchanged).

the primary manufacturer of these weapons, some of which also find their way into the hands of the gnolls who claim parts of the Serpent Spine Mountains.

Powers: This dagger has a +1 bonus to attacks as well as the *massive* quality.

Lead Dagger (1d4, delay 5; AC 12, hardness 11, 3 hp, Break DC 24)

Con +1, poison resistance (4), poison save +4.

Bonus types: Ability score = augmentation. Attack = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 5th.

Market Price: 8,927 gp.

Slot: Piercing.

Weight: 4 lbs.

Sacrificial Dagger

Description: The vampire lord Mayong Mistmoore is served by numerous minions. His imp familiars are armed with these tiny bone daggers, which rumor holds are also used in necromantic sacrificial rites conducted by Mayong and his followers deep in the bowels of his fortress.

Powers: This Diminutive horn dagger has a +1 bonus to attacks and damage.

Sacrificial Dagger (1d2+1, delay 4; AC 15, hardness 4, 1 hp, Break DC 22).

Int +2.

Bonus types: Ability score = augmentation. Attack = augmentation. Damage = augmentation.

Caster Level: 6th.

Market Price: 7,070 gp.

Slot: Piercing.

Weight: 2.5 lbs.

Serrated Bone Dirk

Description: The undead froglok assassins of Lower Guk carry these bone weapons, which are manufactured for them by the Ghoul Lord and his archmagi servants. The weapons are especially disliked by the living frogloks of the region, who will destroy them whenever possible.

Powers: This dagger-like weapon of polished bone is treated as a short sword with a +2 bonus to attacks and damage, as well as the *speed* quality. Up to once per round, it can process (Proc DC 18) the *engulfing darkness* spell (save DC 16) on the target struck.

Serrated Bone Dirk (1d6+2 and *engulfing darkness* proc, delay 4; AC 9, hardness 5, 6 hp, Break DC 24).

Bonus types: Attack = augmentation. Damage = enhancement.

Caster Level: 6th.

Market Price: 48,810 gp.

Slot: Piercing.

Weight: 4 lbs.

Shadow Rager

Description: The Icepaw kobolds who serve the evil sorcerer Velketor are indisputably the most powerful of their race. Among the most devoted of the sorcerer's kobolds is one known as Tpos Icepaw. He carries this short, dark metal blade, though his own natural weaponry is more than enough to dispatch most foes. *Shadow Rager* has the ability to send its wielder into a berserk fury, further enhancing Tpos' already considerable strength and making him an even more challenging opponent. Many have attempted to wrest this infamous weapon from him; their skulls decorate Tpos' lair, deep inside Velketor's Labyrinth.

Powers: This stout, heavy metal blade functions as a short sword but deals piercing damage, with a +2 bonus to attacks and a +3 bonus to damage as well as the *keen* and *massive* qualities. Up to once per round, it can process (Proc DC 20) the *berserker strength* spell on the wielder.

Shadow Rager (1d8+3, crit 17–20 (x2), delay 6; AC 7, hardness 14, 14 hp, Break DC 27).

Str +3.

Bonus types: Ability score = augmentation. Attack = enhancement. Damage = enhancement.

Caster Level: 11th.

Market Price: 92,306 gp.

Slot: Piercing.

Weight: 4 lbs.

Spear of Winter

Description: Carried by certain inhabitants of the Iceclad Ocean, a *spear of winter* is crafted of pale wood and fine steel. Though it is a bit larger and clumsier than what the Iceclad Ocean gnomes are used to, even they are known to carry and fight with such weapons. These spears are also popular with those mariners and pirates of the region wealthy (or powerful) enough to possess them.

Powers: This shortspear has +1 bonus to attacks and damage, as well as the *ponderous* quality. Further, up to once per round, it can process (Proc DC 19) the *spirit strike* spell (Reflex half, DC 17) on the target struck.

Spear of Winter (1d6+1 and *spirit strike* proc, delay 6; AC 7, hardness 6, 6 hp, Break DC 23).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 7th.

Market Price: 10,302 gp.

Slot: Piercing.

Weight: 4 lbs.

Stiletto of the Bloodclaw

Description: This dread item is carried as the off-hand weapon of many of the warrior-maids who serve the dark elf sorceress Najena. Aiding their mistress in her dark lair, along with their allies the goblins, ogres, tentacle terrors, and undead, these dark elf women are fierce, fearless fighters. Their officer, Drelzna, is one of the best-known wielders of this weapon, and the Teir'Dal necromancer

known only as the Widowmistress, who creates poisons and casts foul spells on behalf of Najena, is also known to carry a *stiletto of the bloodclaw*.

Powers: This metal dagger has a +1 bonus to attacks and damage. Once per round, it can process (Proc DC 18) the *poison bolt* spell (Fort half, DC 13) on the target struck.

Stiletto of the Bloodclaw (1d3+1 and *poison bolt* proc, delay 4; AC 13, hardness 12, 3 hp, Break DC 26).

Bonus types: Attack = enhancement. Damage = enhancement.

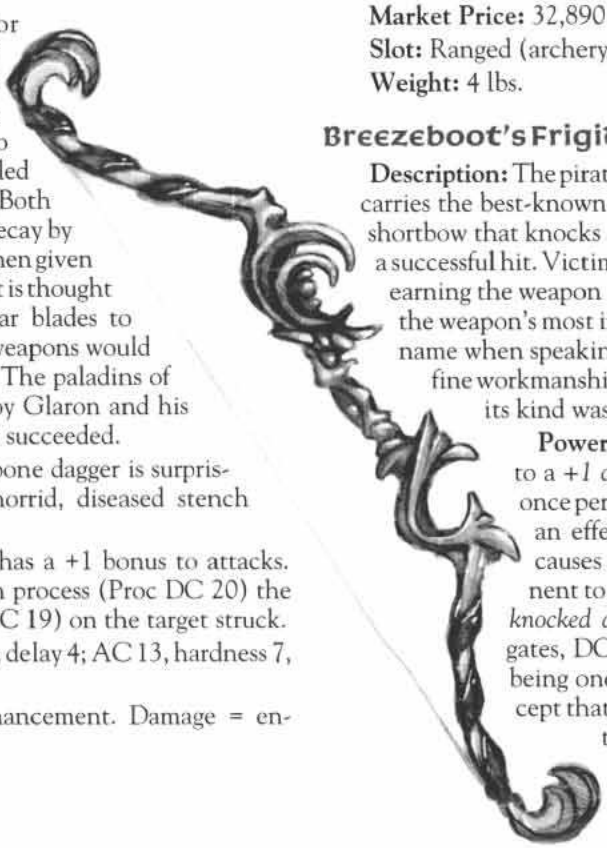
Caster Level: 3rd.

Market Price: 8,302 gp.

Slot: Piercing.

Weight: 3 lbs.

Woe



Description: The warrior Glaron the Wicked is one of the chief servants of Bertoxxulous in the Rathe Mountains. Glaron bears two weapons, the festering blade called *Woe* and another called *Envy*. Both were created on the Plane of Decay by Bertoxxulous' own hands, and then given to Glaron by the god himself. (It is thought that the god has given similar blades to other servants, though those weapons would have other names, of course.) The paladins of Mithaniel Marr seek to destroy Glaron and his fell weapons, but none has yet succeeded.

This long, wicked-looking bone dagger is surprisingly durable, and emits a horrid, diseased stench whenever it is unsheathed.

Powers: This bone dagger has a +1 bonus to attacks. Further, once per round it can process (Proc DC 20) the *affliction* spell (Fort negates, DC 19) on the target struck.

Woe (1d3 and *affliction* proc, delay 4; AC 13, hardness 7, 6 hp, Break DC 25).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 9th.

Market Price: 15,427 gp.

Slot: Piercing.

Weight: 4 lbs.

Ranged Weapons

Ranged weapons are used to attack enemies at a distance. They include magically enhanced bows and weapons designed to be thrown, such as throwing axes and shurikens.

For more on piercing weapons, see *EQ: Game Master's Guide*, p. 153.

Random Generation: To generate ranged weapons randomly, roll on Table 2–15: Ranged Weapons.

Bow of the Underfoot

Description: The elemental invaders who drove the Heretic Erudites from their original home city came armed with numerous magical weapons. The *bow of the Underfoot* was so named because it was carried by so many of the Underfoot warriors, and became quite infamous among the Heretic defenders of Paineel. Today, the Heretics seek out these weapons and, having endeavored to duplicate their powers, have produced several samples that they intend to turn against the elementals. Despite the fact that many of these bows now serve the Heretic cause, their original name has stuck.

Powers: This mighty (+2) composite longbow has a +3 bonus to attacks and damage.

Bow of the Underfoot (1d8+3, delay 5; AC 6, hardness 8, 5 hp, Break DC 25).

Str +2, Dex +2, cold resistance (4), cold save +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Resistance = augmentation. Save = enhancement.

Caster Level: 9th.

Market Price: 32,890 gp.

Slot: Ranged (archery).

Weight: 4 lbs.

Breezeboot's Frigid Gnasher

Description: The pirate captain Breezeboot Swordrattler carries the best-known *frigid gnasher*, a sturdy composite shortbow that knocks its victims violently backward on a successful hit. Victims feel tossed about by a cold wind, earning the weapon its nickname. Since Breezeboot is the weapon's most infamous wielder, most include his name when speaking of such weapons. The bow is of fine workmanship, and most believe that the first of its kind was of dwarven manufacture.

Powers: This stout weapon is equivalent to a *+1 composite shortbow*. Further, up to once per round it can process (Proc DC 18) an effect called the *gnashing wind:* this causes a Medium-size or smaller opponent to be *blown away*, while a Large foe is *knocked down* (in either case, Reflex negates, DC 13). A flying target is treated as being one size smaller for this purpose, except that a Huge flying foe is *checked* rather than knocked down. (For definitions of these terms, see "Condition Summary" in the *EQ: Game Master's Guide*, p. 143.)

Breezeboot's Frigid Gnasher (1d6+1, delay 5; AC 7, hardness 5, 4 hp, Break DC 21).

Bonus types: Attack = augmentation. Damage = augmentation.

Caster Level: 3rd.

Market Price: 8,335 gp.

Slot: Ranged (archery).

Weight: 5 lbs.

Efreeti War Bow

Description: The great efreeti carry numerous fanciful, beautifully-made weapons, often elaborately decorated and lacquered. Though typically carried by efreeti, smaller versions of this bow have been made and are often carried by adventurers.

Powers: This mighty (+4) composite longbow has a +4 bonus to attacks and damage, and it grants whoever holds it 4 ranks in the Language (Efreeti) skill (it does not grant literacy in that tongue).

Efreeti War Bow (1d8+4, delay 5; AC 6, hardness 10, 6 hp, Break DC 28).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 12th.

Market Price: 33,790 gp.

Slot: Ranged (archery).

Weight: 4 lbs (human-size).

Silk Bow

Description: This light bow is made entirely of silk. Despite the imagined frailty of such a construction, with gauzy black silk forming the body of the bow and a thin opalescent strand stringing it, the bow is solid and sturdy when drawn. Such weapons are often found in ruins across Norrath, but the history of their original users and secret of their manufacture is long since lost.

Powers: This "bow" may be folded or rolled into a small bundle merely 2 inches round, easily concealable in a pocket or even in one's palm. When it is flicked or rolled open and an arrow is knocked against its string, it becomes as sturdy as any other composite shortbow.

This silk-strung composite shortbow (see *EQ: Game Master's Guide*, p. 217) has a +1 bonus to attacks and damage.

Silk Bow (1d6+1, 80 ft., delay 5; AC 7, hardness 6, 3 hp, Break DC 21)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 3rd.

Market Price: 3,330 gp.

Slot: Ranged (archery).

Weight: 0.4 lbs.

Tarmok Hunting Spear

Description: The tarmok tribes of the Fungus Grove in the caverns of Luclin are known for their shamanic magic. These spears are carried by tribal hunters and defenders, but are sometimes found at the site of battles between the tarmok and the other races that inhabit the caverns, such as the shik'nar, the chakta, and the Shadel bandits.

Powers: This javelin has a +1 bonus to attacks and damage; it is also sturdy enough to be used as a *+1 shortspear* without incurring the javelin's usual –4 penalty to melee attacks.

Con +2, hp +6, disease resistance (3), poison resistance (3).

Tarmok Hunting Spear (1d6+1, 30 ft., delay 5; AC 7, hardness 6, 6 hp, Break DC 22).

Bonus types: Ability score = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation. Resistance = augmentation.

Caster Level: 6th.

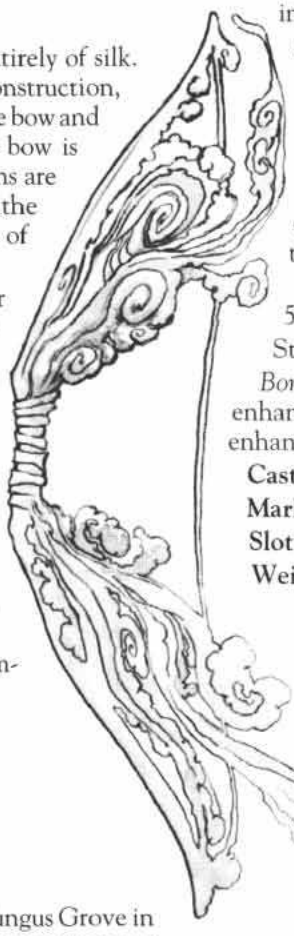
Market Price: 19,830 gp.

Slot: Ranged (thrown)/Piercing.

Weight: 1 lb.

Windstriker

Description: The spirit rangers of the Plane of Air create and carry these powerful bows. Only the most accomplished rangers of Norrath are capable of making the journey to that plane, or of surviving once they get there. It is said that the spirit rangers will bestow a *windstriker* upon any ranger who passes a series of tests to prove their worth and skill. Beyond the Plane of Air, these weapons are highly prized, and the individuals who wield them are invariably well-known and noticed wherever they go.



Powers: This composite longbow has a +5 bonus to attacks and a +1 bonus to damage, and arrows may be fired from it without penalty even amid tornado-force winds. Further, once per round when used outdoors, it can process (Proc DC 18) a *whirling wind* spell (Reflex negates, DC 22) on the target struck.

Windstriker (1d8+1 and *whirling wind* proc, delay 5; AC 6, hardness 10, 7 hp, Break DC 22).

Str +2, Dex +2, hp +12.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Hit points = enhancement.

Caster Level: 12th.

Market Price: 96,040 gp.

Slot: Ranged (archery).

Weight: 4 lbs.

Shields

Magic shields come in all the sizes, styles, and materials of regular shields, but with protective magic added. Shield bonuses to AC are almost always enhancement bonuses. Unlike normal enhancement bonuses, shield enhancement bonuses to AC stack with AC enhancement bonuses granted by armor or other body items (such as cloaks). A shield's bonus does not add to bash attacks performed with the shield.

Tower Shield (Errata)

The following description supercedes that found in the *EQ: Player's Handbook*, p. 160.

Tower Shield: This body-sized shield is almost the bearer's height and width. A tower shield normally provides its user with one-quarter cover (+2 AC, +1 Reflex save). When actively using the shield as a move action, the user can gain half cover (+4 AC, +2 Reflex); as an attack action, he can gain three-quarters cover (+7 AC, +3 Reflex), or, as a full-round action, total cover (can't be hit, always succeeds at Reflex saves). In no case does the tower shield provide cover against targeted spells — the Reflex save bonuses listed above apply only to area effects.

A character cannot bash with a tower shield. A magic tower shield normally applies its enhancement bonus only to AC, not to Reflex saves.

For more on shields, see *EQ: Game Master's Guide*, p. 156.

Random Generation: To generate shields randomly, roll on Table 2–16: Shields.

Aegis of Life

Description: The paladins of the Temple of Life in Qeynos create and bear these beautiful shields. They are sometimes granted to non-paladins who have performed great services to the temple, and are universally considered to be signs of the paladins' favor.

Powers: This *+3 small steel shield* has the *spell resistance [disease] 17* quality. It is widely recognized as a sign of favor among holy orders everywhere on Norrath, and the bearer gains a bonus of +1 faction with any paladin or good-aligned cleric. At will, the bearer can invoke an effect identical to the spell *superior healing*; this latter power has only one charge (the price below assumes a fully charged shield).

Aegis of Life (AC +4, arcane 5%, check +0; hardness 13, 14 hp, Break DC 25)

Wis +3, disease resistance (10), disease save +2.

Bonus types: Ability score = augmentation. AC = enhancement. Resistance = divine. Save = divine.

Caster Level: 17th.

Activation: Command Word [*superior healing*], Use Activated [all other powers].

Market Price: 43,794 gp.

Slot: Shield.

Weight: 9.5 lbs.

Bark Shield

Description: Crafted from the bark of naturally-fallen trees, these shields are borne by the druids of Karana, who are horrified at the idea of felling a healthy tree simply to make tools and weapons.

Powers: This item is equivalent to a *+3 small wooden shield*.

Bark Shield (AC +4, arcane 5%, check +0; hardness 8, 13 hp, Break DC 23)

Dex +2.

Bonus types: Ability score = enhancement. AC = enhancement.

Caster Level: 9th.

Market Price: 14,153 gp.

Slot: Shield.

Weight: 2.5 lbs.

Etched Chitin Shield

Description: These items were originally crafted by both Erudites and Heretics for their warriors' use during their civil war a millennium ago. Many on both sides fell in battle near Paineel, and even today these shields, apparently made from the chitin of some great insect or arthropod, can occasionally be found on ancient battlefields near the city (often borne by the undead who roam those places).

Powers: This item is equivalent to a *+1 large wooden shield*. With a word, the bearer can invoke an effect identical to the spell *rune I*; this latter power has only two charges (and perhaps fewer when found; the price below assumes a fully charged shield).

Etched Chitin Shield (AC +3, arcane 15%, check –1; hardness 11, 21 hp, Break DC 25)

Hp +4, electricity resistance (2), fire resistance (2), poison resistance (2).

Bonus types: AC = enhancement. Hit points = augmentation. Resistance = augmentation.

Caster Level: 9th.

Activation: Command Word [*rune I*], Use Activated [all other powers].

Market Price: 13,020 gp.

Slot: Shield.

Weight: 10 lbs.

Imbued Shield of Paineel

Description: Used by Heretic shadow knights during the Erudite civil war, these shields bear the fell mark of Paineel. They were enchanted to provide resistance to the cold conditions underground, and also to allow their bearers to breathe under difficult conditions, such as when under attack by hostile fire or water elementals. When the original city of Paineel fell to Master Yael's army of elementals, many *imbued shields* were lost, left behind in the ruins of the Heretic settlement. Since that day, Paineel has been rebuilt, and occasionally adventurers make their way into the Hole searching for treasures left behind by the fleeing Heretics. On occasion, they find such items as this, but more often than not they find death at the hands of the elementals and ratmen who now thrive in the depths of that place.

Powers: This item is a *+3 small steel shield*. It provides its holder with a continuous *enduring breath* spell for as long as it is worn.

Imbued Shield of Paineel (AC +4, arcane 5%, check +0; hardness 13, 13 hp, Break DC 25)

Str +2, cold resistance (2), disease resistance (2).

Bonus types: Ability score = enhancement. AC = enhancement. Resistance = enhancement.

Caster Level: 9th.

Market Price: 63,059 gp.

Slot: Shield.

Weight: 6.5 lbs.

Rokyl's Channeling Crystal

Description: Magi Rokyl, a fire giant who serves the dragon-lord Nagafen, has crafted a number of these crystals, which provide protection to their bearer and enhance his endurance and magical abilities. He distributes them to his wizardly followers, who use them to guard the region against intruders.

Powers: This crystal must be carried in the shield hand to be effective; this prevents the wielder from using a shield in this hand. When so used, however, a shield is unnecessary: The crystal surrounds the user's forearm with a force effect that cannot be penetrated, punctured, or broken (even by a *brilliant energy* weapon), effectively allowing him to fend off attacks with that arm as if it were a *+2 buckler* with the *ghost touch* quality.

Rokyl's Channeling Crystal (AC +3, arcane 0%, check +0)

Hp +12, mana +8.

Focus effect: Extended Enhancement III.

Bonus types: AC = armor (shield). Hit points = enhancement. Mana = augmentation.

Caster Level: 12th.

Market Price: 65,765 gp.

Slot: Shield.

Weight: —.

Runewood Shield

Description: Once, long ago, the druids of Antonica crafted these fine wooden shields. When the treant Mossbranch was kidnapped by a dark elf sorcerer and carried off to the Plane of Hate, an army of druids and their allies stormed the place, only to be destroyed utterly in a cunning trap set by the sorcerer. Today, *runewood shields* are rare on Norrath, as most were lost on the Plane of Hate, where many are carried by the fearsome creatures that dwell there.

Powers: This item is a *+2 large wooden shield.*

Runewood Shield (AC +4, arcane 15%, check –1; hardness 10, 16 hp, Break DC 28)

Wis +3, acid resistance (6), fire resistance (6), acid save +1, fire save +1.

Bonus types: Ability score = enhancement. AC = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 9th.

Market Price: 17,557 gp.

Slot: Shield.

Weight: 6 lbs.

Shield of Bane Warding

Description: The *shield of bane warding* is carried by warriors and others who defend the Dar Khura faction of Vah Shir shamans. A few are granted to non-Vah Shir who have done special service to the cat-folk.

Powers: This bulky escutcheon functions as a *+4 large steel shield* with the *process defense* quality.

Shield of Bane Warding (AC +6, arcane 15%, check –2; hardness 12, 13 hp, Break DC 26)

Wis +5, Cha +3, magic resistance (2).

Bonus types: Ability scores = augmentation. AC = enhancement. Resistance = enhancement.

Caster Level: 15th.

Market Price: 55,620 gp.

Slot: Shield.

Weight: 6.5 lbs.

Shield of Burning Flame

Description: The fyr jen, hostile humanoids who dwell in the Umbral Plains of Luclin, have mastered many aspects of fire magic, even going so far as to bind the essence of flame into this item. It is a large shield formed of slowly roiling flames and semi-solid smoke (and thus cannot be broken or hewn effectively), but it is in fact cool to the touch and provides its bearer with numerous protections against cold, heat, and other elements.

Powers: This item functions as a *+3 large shield* with the *arrow deflection* quality. (Further, an arrow or other flammable missile that is deflected by this ability must make a Fortitude save, DC 22, or be consumed by the shield's fire.)

Shield of Burning Flame (AC +5, arcane 15%, check –1; hardness —, Break DC —)

Dex +3, Cha +3, cold resistance (12), disease resistance (5), electricity resistance (5), fire resistance (4), magic resistance (2), poison resistance (2), cold save +3, disease save +1, electricity save +1, fire save +1.

Bonus types: Ability scores = enhancement. AC = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 12th.

Market Price: 59,660 gp.

Slot: Shield.

Weight: 4 lbs.

Shield of Kurn

Description: The undead inhabitants of Kurn's Tower in Kunark's infamous Field of Bone still bear items that they carried in life. Some that shamble through the tower — mimicking the motions of their mortal existences — carry these shields, items crafted for them by the tower's original builder, the warlord Kurn Machta.

Powers: This wood-and-hide shield functions as a *+1 large wooden shield.*

Shield of Kurn (AC +3, arcane 5%, check +0; hardness 5, 11 hp, Break DC 22)

Magic resistance (4), magic save +1.

Bonus types: AC = enhancement. Resistance = arcane. Save = arcane.

Caster Level: 4th.

Market Price: 2,532 gp.

Slot: Shield.

Weight: 8 lbs.

Shield of Spectral Essence

Description: The Spectral Guardians, undead sarnak who patrol the corridors of Kaesora (an ancient ruin in the midst of the Field of Bone), bear these shields. Whether the items were magical to begin with or their current enchanted state is a result of being borne for ages by ancient

undead spirits is not known, but these items are highly sought after and prized by those who use them.

Powers: This item is a *+1 small steel shield* with the *ghost touch* quality.

Shield of Spectral Essence (AC +2, arcane 5%, check +0; hardness 11, 11 hp, Break DC 25)

Dex +2, Int +2, magic resistance (4), magic save +1.

Bonus types: Ability scores = augmentation. AC = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 9th.

Market Price: 28,659 gp.

Slot: Shield.

Weight: —.

Stone Tower Shield

Description: This shield is a massive bulwark of stone, standing roughly 6 feet high and 3 wide. Its shape is that of a military tower, right down to the stylized crenellations at its top, with intricate relief work showing individual stone blocks and arrow slits and a drawbridge pattern worked into the shield's base. Though made of stone (usually granite or basalt), the shield is only about 1 inch thick and surprisingly light. Many are chipped or scarred, though this does not seem to hamper their magic abilities. Most have their command word carved on the inside of the shield, at eye level of anyone carrying the shield.

The first of these shields was reportedly used by Antonious Bayle I, who is said to have found it in the remains of some ancient towers in the Serpent's Spine Mountains. Some of his advisors claimed the shields were relics from other planes where earth elementals existed, and no better theory has ever been put forward.

Powers: This item generally functions as a *+1 tower shield* with the *hardness* quality. However, when its command word is spoken by the wielder, the *stone tower shield* grows to form a tower 20 feet to a side and 40 feet high, with arrow slits on all sides and a crenellated battlement atop it. The appearance of the tower matches the outline of the shield it grows from. The stone walls extend 10 feet into the ground, rooting it to the spot and preventing it from being tipped over. The tower has a small door that opens only at the command of the owner of the shield.

The enchanted walls of the tower have 100 hit points and a hardness of 11; the door has 80 hp and a hardness of 12, with a Break DC of 35. The tower cannot be repaired by mundane means, though it regains 2 hit points each day it is left in shield form. The tower springs up in just 1 round, with the front of the shield matching the front of the tower, and the shield's bearer (and any allies he wishes, as long as they are within 5 feet of him) inside the fortification. The door opens and closes instantly at the owner's command. People and creatures nearby but not brought into the tower are forced to its outer wall, though they sustain no damage from this relocation.

The tower form of the shield can be called forth only once per day, but once invoked it remains in tower form indefinitely until the owner once again speaks the command word (returning to shield form does not count as a daily use of this power).

Stone Tower Shield (AC +1†, arcane 50%, check –10; hardness 11, 25 hp, Break DC 25)

† See "Tower Shields" sidebar. The *stone tower shield* provides the usual cover bonuses, with an additional +1 AC bonus. (Its enhancement does not apply to the bearer's Reflex saves.)

Bonus types: AC = enhancement.

Activation: Command Word (tower), Use Activated (shield).

Caster Level: 16th.

Market Price: 58,600 gp.

Slot: Shield.

Weight: 26 lbs.

Stretched Fungus-Hide Shield

Description: The chakta reptile-folk who dwell in the caverns of Luclin craft these shields from the giant mushrooms of the Fungus Grove.

Powers: This item is equivalent to a bulky *+5 large wooden shield*.

Stretched Fungus-Hide Shield (AC +7, arcane 15%, check –2; hardness 10, 20 hp, Break DC 24)

Con +4, Wis +3, disease resistance (6), disease save +1.

Bonus types: Ability scores = augmentation. AC = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 15th.

Market Price: 56,857 gp.

Slot: Shield.

Weight: 4.5 lbs.

Tainted Shield of Blessed Faith

Description: The undead realm of Charasis was created by the iksar emperor Venril Sathir. Sathir was eventually forced to abandon Charasis, and afterwards took up residence in Karnor's Castle, where he lingers today as a powerful lich-lord. Today, though, Charasis still swarms with Venril's undead creations. The *tainted shield of blessed faith* is found there, carried by skeletal iksar knights known as plaguebones.

Powers: This item is the equivalent of a *+1 small steel shield*.

Tainted Shield of Blessed Faith (AC +2, arcane 5%, check +0; hardness 11, 11 hp, Break DC 25)

Str +2, Cha –2, hp –2, mana –1, disease resistance (4), disease save +1.

Bonus types: Ability scores = augmentation. AC = enhancement. Hit points = augmentation. Mana = augmentation. Resistance = enhancement. Save = enhancement.

Caster Level: 3rd.

Market Price: 3,659 gp.

Slot: Shield.

Weight: 6 lbs.

Shirts

Shirts are items worn on the torso and/or the arms. The shirt slot consists of more than just shirts: It also includes items such as magical sleeves or vambraces. These can be worn with full sets of armor with no penalty.

For more on shirts, see *EQ: Game Master's Guide*, p. 159.

Random Generation: To generate shirts randomly, roll on Table 2–17: Shirts.

Barbed Armplates

Description: These wicked-looking items are worn, usually in combination with other armor, by many dark elf shadow knights, particularly those in and around Freeport.

Powers: Although classified as a shirt, these armplates function as light armor equipped with small armor spikes. The armor bonus and arcane spell failure penalty granted do not stack with similar modifiers from other armor worn.

Barbed Armplates (1d4, delay 5; AC +1, arcane 10%; hardness 10, 6 hp, Break DC 24)

Dex +1.

Bonus types: Ability score = enhancement. AC = armor.

Caster Level: 3rd.

Market Price: 1,562 gp.

Slot: Shirt.

Weight: 4 lbs.

Kulan

Male Vah Shir Shaman

Kulan was only two days old when he was brought to the shamans' guild in Shar Vahl. His mother, a Vah Shir born into a ranking noble family, had fallen in love with one of her father's house guards and soon found herself with child. At first Shaya hid her secret under loose-fitting apparel and flowing, shapeless silks. When her condition became too noticeable to conceal any longer, she and her closest and most trusted servants retreated to an outpost in the Grimling Forest. There, Kulan was born and placed immediately into the hands of Shaya's handmaid. The handmaid, in turn, returned to Shar Vahl and placed Kulan in the hands of the spiritists.

As Kulan grew, the shamans soon detected a strong gift in the young Vah Shir. He showed an amazing affinity toward the shaman's way of life. When he reached the age of five, the shamans took him, along with several other prospective apprentices, on a short trip outside the city. Provoked by his insatiable curiosity, though, Kulan wandered away from the group and became lost. For hours the shamans searched for the missing Vah Shir boy, growing more and more concerned with each passing moment.

Kulan was found near dusk, sleeping contentedly with a family of tigers. The mother lay next to Kulan and her cubs, watching over him as though he had always been her own. The shamans waited quietly for the boy to awaken then called him over to the group. When asked how he had remained safe among such dangerous animals, Kulan replied simply, "I told her I was lost and she took care of me."

Kulan's extraordinary connection to the world around him continued to amaze his mentors. Humble and generous, he never hesitates to sacrifice all he can for those in need, with a quiet, gentle, and unassuming presence. He honors his comrades and his companions without question, as well as those with whom he has just come into contact for the first time. His calm demeanor and sense of purpose, however, should not be mistaken for passivity. When stirred by the blatant injustices of the world around him or when his closest allies or the undeserving are made to suffer, he has been known to react with swift and (sometimes) deadly force.

Protector of the spirits and all they embody, Kulan serves their will fearlessly. He is generally accepting of his position in the natural order of things, although a quiet sadness lingers in the back of his mind: He has long understood the circumstances behind his birth, but has never allowed himself to pursue a relationship with either of his parents.

Black Shadow Tunic

Description: The Greenblood Shadow Knights are a guild of ogres who inhabit the wilds of Ogguk. Guildmaster Bonlarg has had the spellcasters and weavers of Oggok craft several of these tunics, which the Greenbloods use or give to especially favored servants, minions, or friends. Made from a heavy cloth woven of shadowy strands, the tunics are stout and durable, and their night-black fibers help to stave off the effects of poison in their wearers.

Powers: Although classified as a shirt, this tough, heavy tunic functions as cloth armor. The armor bonus granted does not stack with similar modifiers from other armor worn.

Black Shadow Tunic (AC +1, max Dex +7; hardness 1, 4 hp, Break DC 23)

Int +1, poison resistance (1).

Bonus types: Ability score = augmentation. AC = armor. Resistance = augmentation.

Caster Level: 3rd.

Market Price: 2,005 gp.

Slot: Shirt.

Weight: 8 lbs.

Bloody Tunic

Description: These shirts come in many different styles and fabrics, for they were once the shirts of dark elves, humans, trolls, ogres, and many other races. What distinguishes them from common apparel is their blood red color and moist appearance. In truth, the tunics are stained with magic-infused blood; however, they do not leave bloody prints on other things because the blood never leaves the fabric of the tunic.

Bloody tunics have been found on the bodies of those who died in the battle of Bloody Kithicor, when a stand was made to prevent the armies of the Daughter of Hate from reaching Highkeep. Though many bodies were found and properly buried, others were lost during the battle and left where they fell. Some of these corpses became the many undead that roam the forest at night. Others sat in pools of their own blood and absorbed the magics that lingered after the fighting. These became *bloody tunics*, and to this day a few are found each year.

Powers: A character wearing such a tunic never loses hit points from blood loss when at 0 or fewer hit points, and he automatically and immediately stabilizes when reduced to negative hit points. Further, he does not lose any hit points for taking strenuous actions when *disabled* (i.e. at 0 hp, or at –1 to –9 hp but stabilized).

This tunic has no effect on active blood drain attacks, such as those of a blood sapper.

Caster Level: 4th.

Market Price: 10,000 gp.

Slot: Shirt.

Weight: 1 lb.

Blouse of the Green Man

Description: This well-made shirt of cotton has a chest and upper sleeves that are bloused and full, allowing ample room for movement. The lower sleeves are fitted and fastened with laces to keep them snug. A bit of loose lacing runs up the center of the chest to the small collar. Along the tight part of the each sleeve is a bright green embroidered vine design consisting of two bands. Around the collar is a similar, matching design of one embroidered vine.

Powers: The wearer may *speak with plants* (see Chapter One: Converted Spells) up to 5 times. Each green vine pattern on the shirt represents 1 charge, and one unravels and drops off each time a charge is used. First, one drops from a sleeve, then one from the other sleeve. The collar design goes last, leaving behind a masterfully crafted, mundane swordsman's blouse.

Activation: Use Activated.

Caster Level: 5th.

Market Price: 3,750 gp.

Slot: Shirt.

Weight: 1 lb.

Charlatan's Sleeve

Description: This unusual magic item is a single thin silk sleeve, designed to be fitted inside the sleeve of some other garment. The sleeve has numerous tiny laces to allow it to be tightened or loosened as needed, and the cuff can be rolled up to ensure a perfect fit. The workmanship of the sleeve is excellent, similar to tailoring items made by the halflings of Rivervale, though none of the residents there has ever admitted to having created such items.

Powers: A *charlatan's sleeve* is difficult to spot when properly fitted into another shirt or jacket (Spot DC 30). With a mental command, one item held in the hand of the arm in the sleeve disappears. Later, with a snap of the fingers (a free action), the "stored" item reappears. The item can weigh no more than 20 pounds and must be able to be held in one hand; further, a bag or container of any kind cannot be stored in this way. A sleeve can store only one item at a time. Many owners of *charlatan's sleeves* find them to be useful and dramatic ways to store weapons, wands, or the like. Because the item is stored in complete stasis, even objects such as lit torches may be so affected.

Although the sleeve is a singular item (and not a full shirt or a pair of sleeves), it is not functional if worn with another magic item that uses the shirt slot. If the sleeve's effect is suppressed or dispelled, the stored item appears instantly in the wearer's hand or, if his hand is already full, at his feet.

Activation: Use Activated.

Caster Level: 5th.

Market Price: 10,500 gp.

Slot: Shirt.

Weight: 0.1 lbs.

Crystal Enervated Armband

Description: The mysterious, black-cloaked creature known as Doomshade, which inhabits the Umbral Plains and is known to associate with the equally mysterious Dark Masters, is said to wear a crystalline armband that is icy cold to the touch and aids its wearer in recovering and using mana. However, the armband also has adverse effects when worn by mortals, making them more vulnerable to harmful energies.

Powers: The wearer gains a +5 bonus to Meditation and a +10 bonus on all Channeling checks. However, any

living wearer (i.e., any creature with a Constitution score) also suffers the following penalties:

All resistances (–4), all saves (–1).

Bonus types: Resistance = enhancement. Save = augmentation. Skills = competence.

Caster Level: 5th.

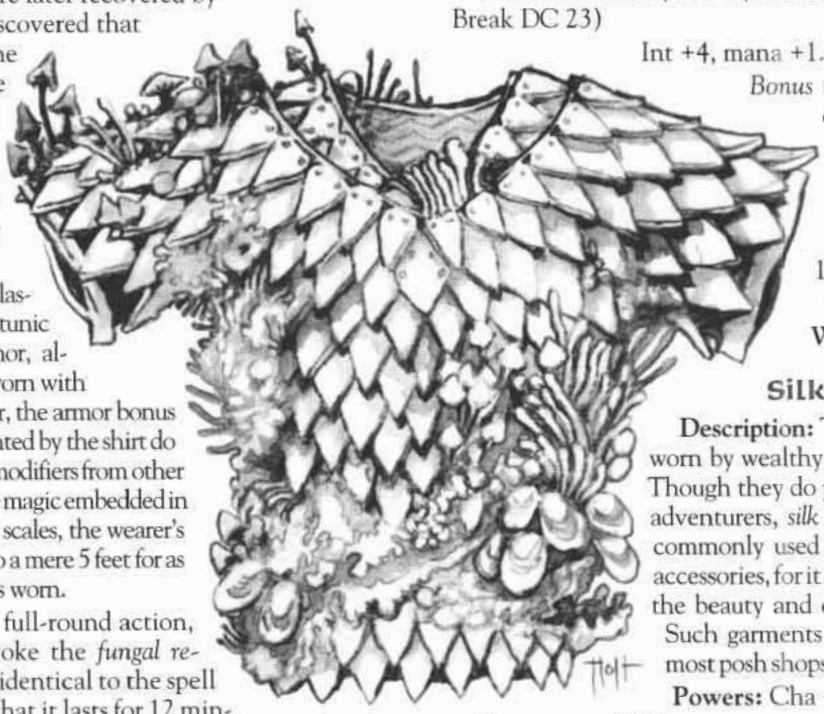
Market Price: 3,250 gp.

Slot: Shirt.

Weight: 1 lb.

Fungus-Covered Scale Tunic

Description: The frogloks of Old Sebilis craft various weapons and armor of power. When a froglok patrol was wiped out in the myconid caverns, their light scale shirts, along with their other possessions, became overgrown with the molds and fungi that are common there. When the bodies were later recovered by their allies, it was discovered that the gear had gained the power to regenerate damage to the wearer. Some have complained, though, that these shirts now severely hamper mobility.



Powers: Although classified as a shirt, this tunic functions as hide armor, although it can still be worn with other armors. However, the armor bonus and check penalty granted by the shirt do not stack with similar modifiers from other armor worn. Due to the magic embedded in the fungi covering the scales, the wearer's base speed is reduced to a mere 5 feet for as long as the *scale tunic* is worn.

Once per day as a full-round action, the wearer may invoke the *fungal regrowth* power: this is identical to the spell *regeneration*, except that it lasts for 12 minutes once activated rather than 10 minutes (and thus cures a total of up to 120 hit points).

Fungus-Covered Scale Tunic (AC +3, max Dex +3, checks –4; hardness 2, 4 hp, Break DC 24)

Str +1, Dex –3, Int +1.

Bonus types: Ability scores = augmentation. AC = armor.

Activation: Use Activated.

Caster Level: 13th.

Market Price: 42,745 gp.

Slot: Shirt.

Weight: 2 lbs.

Platinum Armband

Description: The vain efreeti of Solusek's Eye in the Lavastorm Mountains wear numerous baubles, bangles, and decorations, many of which are magical.

Powers: Str +1, Wis +1.

Focus effect: Mana Preservation I.

Bonus types: Ability scores = augmentation.

Caster Level: 5th.

Market Price: 7,500 gp.

Slot: Shirt.

Weight: 0.5 lbs.

Shardwurm Skin

Description: The mighty reptilian shardwurms inhabit the Great Divide of Velious. Ancient and quite magical, these creatures also sport tough hides that protect them as if it were the finest chainmail. Transforming a shardwurm skin into an effective suit of armor is relatively easy, and even the softest portions can be used to make supple shirts that afford some protection from blows.

Powers: Although classified as a shirt, a *shardwurm skin* functions as leather armor. The armor bonus granted does not stack with similar modifiers from other armor worn.

Shardwurm Skin (AC +2, max Dex +6; hardness 2, 2 hp, Break DC 23)

Int +4, mana +1.

Bonus types: Ability scores = enhancement. Mana = augmentation. AC = armor.

Caster Level: 6th.

Market Price: 17,360 gp.

Slot: Shirt.

Weight: 4 lbs.

Silk Evening Tunic

Description: These elegant tunics are worn by wealthy inhabitants of Qeynos. Though they do provide some benefit to adventurers, *silk evening tunics* are more commonly used as ostentatious fashion accessories, for it is said that they enhance the beauty and charm of their wearers. Such garments are often found in the most posh shops and markets of Qeynos.

Powers: Cha +2.

Bonus types: Ability score = augmentation.

Caster Level: 3rd.

Market Price: 4,150 gp.

Slot: Shirt.

Weight: 1 lb.

Sleeves of the Ancients

Description: The sarnak of the Frontier Mountains sometimes wear these ancient metal arm guards. Though the sarnak claim that they first created these items, some iksar have argued that they were in fact first made in the old Iksar Empire and have since been "stolen" by the sarnak.

Powers: Str +1, Cha +3.

Bonus types: Ability scores = augmentation.

Caster Level: 6th.

Market Price: 11,000 gp.

Slot: Shirt.

Weight: 7 lbs.

Sun-Soaked Tunic

Description: These tunics were originally created by the ancient tribes of the Scarlet Desert on the moon of Luclin. Today, they are most often worn by the region's current inhabitants, the Sun Revenants. Legend holds that these tunics are enchanted by the addition of "essence of sunlight," whatever that might be, during their making.

Powers: Str +2, Wis +2, hp +4, mana +2.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation.

Caster Level: 6th.

Market Price: 16,500 gp.

Slot: Shirt.

Weight: 3 lbs.

Vestments of the Druid

Description: Blessed by Tunare, elven goddess of growth and life, these vestments are actually a small set of short, hip-length robes — similar to a tunic — that wrap smoothly and snugly around the upper body of the wearer. The fabric and its source are unknown but it is extremely light, nearly translucent, and very silky to the touch. The vestments do not appear to have been dyed, but they bear a moving pattern of shifting colors that give off a faint light in muted purples, mossy greens and rich browns. The glow is barely discernible in well-lit areas (half that of a candle), but those within the immediate vicinity can see it easily enough if they try.

Powers: The wearer gains the ability to enter trees and move from inside one tree to inside another tree up to 1,000 feet away. The trees used must be large enough to accommodate the wearer's body and all her gear (up to her maximum load) in all three dimensions. All trees the character enters must be living. By moving into a tree, the wearer instantly knows the location of all other trees of sufficient size within 1,000 feet, and she may choose whether she wants to pass into one or simply step back out of the tree she initially moved into.

The wearer may move into a tree up to once every minute (passing from one tree to another counts only as moving into one tree). Each transport is a full-round action.

The wearer can, at her option, remain within a tree without transporting, though she is forced out after a maximum period of 9 hours. While in the tree, the wearer remains in contact, however tenuous, with its surface. She remains aware of the passage of time and can cast spells on herself while hiding in the tree. Nothing that goes on outside the tree can be seen, but the wearer can still hear what happens around her. Minor physical damage to the tree does not harm the wearer, but its partial destruction to the extent that the wearer no longer fits within it expels her and deals her 5d6 points of damage. The tree's complete destruction expels the wearer and slays her instantly (no save).

At any time before the duration (9 hours) expires, the wearer can step out of the tree. If the duration runs out or the power is dispelled before the wearer voluntarily exits the tree, she is violently expelled and takes 5d6 points of damage.

Activation: Use Activated.

Caster Level: 9th.

Market Price: 90,000 gp.

Slot: Shirt.

Weight: 1 lb.

Wistful Tunic of the Void

Description: In the wilds of the airless region of Luclin known as "the Grey" lies Ssraeshza Temple, the last outpost of the mighty Shissar Empire. The snake-folk still rule here, under the fell command of the Emperor Ssraeshza. Among Ssraeshza's favored minions is the shissar known as Vyzh'dra the Cursed, who guards a wide range of treasures, including this potent magical tunic that changes shape and size to fit its wearer. Crafted at the height of the Empire, the *wistful tunic of the void* remains an especially sought-after item among those few learned questers who know of its existence (although it is believed by some that three or perhaps even four of these items were originally made).

Powers: Str +3, Dex +4, Con +5, Wis +4, hp +25, mana +12, cold resistance (6), fire resistance (6), magic resistance (6), sonic resistance (6), cold save +1, fire save +1, magic save +1, sonic save +1.

Bonus types: Ability scores = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = buff. Save = buff.

Caster Level: 25th.

Market Price: 1,555,600 gp.

Slot: Shirt.

Weight: 1 lb.

Wolf-Hide Sleeves

Description: It is well known that armor and clothing crafted from the hides of powerful and dangerous beasts — such as the great infamous wolf known as Ashenpaw that hunts the plains of Northern Karana — can pass on some of the creature's natural qualities. Though many venture to Karana and other locations in search of the necessary hides, many rangers and druids find such conduct abhorrent, and have been known to defend the wolves, helping them to escape or even to hunt the would-be hunters.

Powers: Str +1, Cha +1.

Bonus types: Ability scores = augmentation.

Caster Level: 3rd.

Market Price: 3,050 gp.

Slot: Shirt.

Weight: 2 lbs.

Shoulder Items

These items include anything protective or decorative worn around the shoulders. Items such as mantles, shawls, stoles, spaulders, or epaulets are shoulder items. These items can be worn with full sets of armor with no penalty.

For more on shoulder items, see *EQ: Game Master's Guide*, p. 161.

Random Generation: To generate shoulder items randomly, roll on Table 2–18: Shoulder Items.

Drolvarg Mantle

Description: The drolvarg who serve the iksar lich Venril Sathir in the heart of his citadel are equipped with

fine arms, armor, and magic items. The wolf-men's officers wear these finely woven cloaks.

Powers: Dex +2, fire resistance (2).

Bonus types: Ability score = enhancement. Resistance = enhancement.

Caster Level: 6th.

Market Price: 4,550 gp.

Slot: Shoulders.

Weight: 1.5 lbs.

Elder Wolf Hide

Description: These items are not made from the hides of mundane wolves. Rather, in the wilderness of Hollowshade Moor, on the moon of Luclin, dwells a species known as sonic wolves, which are locked in a ferocious struggle with the owlbears that also dwell there. The ramifications of this conflict are not lost on local adventurers, for battles between the two species often yield rich rewards. The hides of old or powerful sonic wolves can be made into cloaks that provide great benefits to the wearers, and are sometimes available for sale in cities such as Shar Val.

Powers: Str +4, Int +4, Wis +4, hp +7.

Bonus types: Ability scores = enhancement. Hit points = augmentation.

Caster Level: 8th.

Market Price: 63,800 gp.

Slot: Shoulders.

Weight: 5 lbs.

Jamilla

Female Half Elf Druid

The druids of Surefall Glade happened upon something remarkable when they found a tiny babe hidden within the hollow of a Surefall tree. A product of both man and elf, the girl, whom they called Jamilla, struck at the heartstrings of the local druid community. No single family cared for her — instead, the entire glade took enormous interest in her well-being. Most children, especially those in the dangerous lands of Norrath, are considered lucky to be blessed with two healthy parents. Jamilla, on the other hand, had the pleasure of many parents within Surefall who all doted upon the charming, glassy-eyed girl.

As she grew, the elders of Surefall began to take note of Jamilla's affinity with the natural world around her. Perhaps this affinity was only natural, given her wood elf heritage and her upbringing among the druids. However, where most druids sought to actively maintain and preserve the harmony of the world, Jamilla seemed to encourage the enduring essence of nature to surround and protect her. As a young girl, she had the Glade resting happily in the palm of her hand. Even the reeds near the water seemed to part as she passed and the ebb and tide of the water beckoned her with soft, lapping waves.

When Jamilla was moved to anger, the winds would blow and the wolves would howl as though Norrath itself was experiencing a strange series of sympathy pains. The druids were concerned by her effect on the lands around her, and some of the ancient ones began to speak of Tunare and the Prophecy of Growth. According to the most ancient legends, Tunare would some day give birth to a child who would bring about a new era of peace and enlightenment in the wilds of Norrath. The child, it was said, would be born of the world and would carry with it the wisdom of two worlds.

The residents of Surefall, being wise and accustomed to such strange omens, courted the idea that Jamilla could indeed be the child of prophecy. However, most were wary of placing too much faith in an orphan of unknown origin, no matter how strongly the circumstances seemed to fit. In the end, most summed it up to coincidence. After all, here was a maiden whose breath was the wind in the trees, and although she never ceased to impress her fellow Surefall residents, she was no stranger to the folly of youth. One moment she was mending the wing of a fallen sparrow, and the next she frolicked so as to inspire stories of the gorgeous nymphs who lived in the wilds near Qeynos.

Prophecy or no, Jamilla has both a sweetness that would shame the faeries of Faydark and an unwavering loyalty to her family. In defense of her loved ones and her forests she would be as dangerous as the wild boar, as feral as the wolf, a thing of unbridled savagery. And in her mind, those who walk gently and reverently on the land are to be regarded in kind. Those who walk with malice ought to return to the earth… one way or another.

Fancy Velvet Mantle

Description: High-ranking sarnaks enjoy wearing rich vestments and armor. This type of mantle is usually worn by powerful female sarnak nobles and spellcasters.

Powers: Dex +3, Con +2, Int +2, mana +4.

Focus effect: Extended Range II.

Bonus types: Ability scores = enhancement. Mana = enhancement.

Caster Level: 10th.

Market Price: 34,200 gp.

Slot: Shoulders.

Weight: 1.5 lbs.

Frozen Mantle

Description: The odd snow dervishes that inhabit the wilderness of the Iceclad Ocean and the Eastern Wastes are sometimes found wearing these pale fur cloaks to enhance their spellcasting abilities.

Powers: Mana +2.

Bonus types: Mana = augmentation.

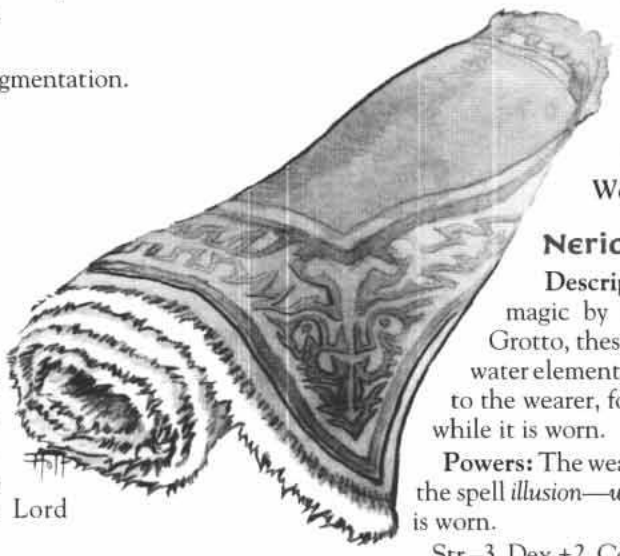
Caster Level: 2nd.

Market Price: 850 gp.

Slot: Shoulders.

Weight: 2.5 lbs.

Grim Pauldrons



Description: These armored shoulder-plates are among the fine steel items created by the frogloks of Trakanon's Teeth. They are worn by many established warriors and guards who serve the dragon Lord Trakanon.

Powers: Although technically a shoulder item, these pauldrons protect their wearer as if they were *+1 armor* with the *light fortification* quality. The armor bonus and penalties granted do not stack with similar modifiers from other armor worn.

Grim Pauldrons (AC +2, arcane 5%, check –1; hardness 11, 6 hp, Break DC 24)

Str +3.

Bonus types: Ability score = enhancement. AC = armor.

Caster Level: 9th.

Market Price: 14,162 gp.

Slot: Shoulders

Weight: 4.5 lbs.

Hivemistress Wing Mantle

Description: The shik'nar insects of Mons Letalis on Luclin are controlled by large reproductive females called hivemistresses. These powerful creatures are too big to be capable of flight, and possess only tiny vestigial wings. However, their fragile wings can be crafted into gossamer cloaks that give added dexterity and endurance to their wearers.

Powers: Dex +2, hp +2.

Bonus types: Ability score = enhancement. Hit points = enhancement.

Caster Level: 6th.

Market Price: 5,650 gp.

Slot: Shoulders.

Weight: 1 lb.

Meditative Blanket

Description: Once carried by iksar monks and other ascetics, the *meditative blanket* was used during prayer rituals and other sacred events. Unfortunately, most of the iksar who bore these blankets were slain during the fall of their empire and live on today as undead. Some of these dwell in the fortress of Trakanon's Teeth, occasionally found clinging to their ancient blankets as if trying to retain some small scrap of their mortal existence.

Powers: Str +1, Dex +1, Int +1, Wis +1.

Focus effect: Improved Healing II.

Bonus types: Ability scores = enhancement.

Caster Level: 10th.

Market Price: 22,100 gp.

Slot: Shoulders.

Weight: 0.5 lbs.

Neriad Shawl

Description: Woven of water and elemental magic by the neriad ocean-spirits of Siren's Grotto, these shawls transform their wearers into water elementals. The shawl's powers come at a cost to the wearer, for the shawl saps some of his vitality while it is worn.

Powers: The wearer is continually under the effects of the spell *illusion—water elemental* for as long as the shawl is worn.

Str –3, Dex +2, Con –2, Int +3, Cha +5, acid resistance (1), cold resistance (2).

Bonus types: Ability scores = augmentation. Resistance = enhancement.

Caster Level: 13th.

Market Price: 214,300 gp.

Slot: Shoulders.

Weight: 1 lb.

Obulus Mantle

Description: Another item originally made by the ancient iksar, this mantle is a richly-embroidered cloth garment. Though designed for iksar shoulders, it fits most similarly sized races comfortably. These items are today most commonly found in the region of Trakanon's Teeth and Old Sebilis, where they are worn by the servants of the dragon Lord Trakanon or by undead iksar.

Powers: Str +2, Con +2, mana +5.

Bonus types: Ability scores = enhancement. Mana = divine.

Caster Level: 6th.

Market Price: 17,250 gp.

Slot: Shoulders.

Weight: 4.5 lbs.

Pauldrons of Eyes

Description: These pieces of shoulder armor always come in pairs, heavy articulated plates of beaten copper covered with dozens of eyes that look in all directions. The eyes constantly track objects and people near the wearer, and though some are lidded they never close. The eyes are of various different sizes and colors, though none are larger than a human's eye.

These items were made long ago by evil eyes that ruled the Runnyeye Clan of goblins, before that clan was enslaved by the Pickclaw goblins. The most trusted Runnyeye warriors were given these pauldrons to help them act as bodyguards for their evil eye masters. Since the Runnyeyes were enslaved by the Pickclaws, such items have become exceedingly rare.

Powers: Although technically a shoulder item, these pauldrons protect as if they were armor. The armor bonus and armor check penalties granted do not stack with similar bonuses from other armor worn, although the arcane spell failure chance does stack.

The wearer of these pauldrons is able to see in all directions at once. Additionally, the pauldrons grant their wearer ultravision, the ability to see invisible (as the spell) within 120 feet, and a +10 bonus to Search and Spot checks. Further, he retains his Dexterity bonus to AC even when flat-footed and can't be flanked. However, the wearer can't avert his eyes from or close his eyes to a creature with a gaze attack.

The pauldrons' eyes must save against any magical light effect cast upon them as if it were an attack spell (Reflex save DC 10 + caster's key ability modifier + spell level) or be blinded for 1d3 minutes. The pauldrons suffer a –4 penalty to saves against actual attack spells with the [light] descriptor, and are blinded for twice the usual duration if they fail against such attacks.

Pauldrons of Eyes (AC +1; arcane spell failure 5%; hardness 10, 8 hp, Break DC 26)

Bonuses: Skills = circumstance.

Activation: Use Activated.

Caster Level: 11th.

Market Price: 120,000 gp.

Slot: Shoulder.

Weight: 3 lbs.

Rawhide Mantle

Description: This mantle is ruggedly constructed of 4-inch-by-4-inch overlapping patches of thick leather, all held together with rounded strips of rawhide lacing. The patches are stained different hues and values of dark brown, deep forest green, muted black, and rusty, ochre red. The resulting solid mantle is waterproof and lined with fur for warmth. Thick leather thongs lace down the front to keep both the mantle closed and the wearer well-camouflaged.

These items are made by the drolvargs of Kunark, likely with the aid of some other spellcaster. The drolvargs that wear these mantles are often guards with a pack of animals that act as sentries, who use the mantles to subdue particularly restless or vicious members of the pack. Fortunately, it does not seem to have occurred to the drolvarg to use these mantles to bypass guard animals at their enemies' outposts.

Powers: Once per day, the wearer may *mesmerize* (as the spell) one or more animals, beasts, or magical beasts. The wearer sways and croons gently to compel the target creature or creatures to do nothing but watch her for as long as she continues the swaying and crooning. Only creatures with Intelligence scores of 1 or 2 can be affected by this power, and only those within 30 feet of the wearer. A total of 1d4 HD of creatures per HD of the wearer may be entranced in this way. Thus, a 12-HD wearer may mesmerize up to 12d4 HD of creatures within range. The closest targets are selected first until no more targets within range can be affected.

Animals trained to attack or guard, beasts, and magical beasts are allowed a Will saving throw (DC 14) against this effect; animals not trained to attack or guard are not.

Caster Level: 4th.

Market Price: 11,000 gp.

Slot: Shoulder.

Weight: 6 lbs.

Shawl of the Hidden

Description: The savage Bloodtribe of Luclin's Scarlet Desert employs skilled scouts known colloquially as "sneaksters." Those agents are often equipped with these light, mottled cloaks, which aid them in hiding from foes while on scouting missions.

Powers: The wearer receives a +10 bonus on all Hide checks when outdoors.

Str +1, Dex +1.

Bonus types: Ability scores = enhancement. Skill = circumstance.

Caster Level: 3rd.

Market Price: 5,500 gp.

Slot: Shoulders.

Weight: 1 lb.

Shifting Shawl

Description: This light, loose-knit shawl falls to knee-length and fastens with a small silver clasp. A wispy fringe drifts around the wearer's calves, as if there were a breeze even if none exists. The shifting shawl is very light and rolls easily into a compact size for storage. These items are frequently found in the possession of agents of Mayong Mistmoore, yet it is unknown whether the vampire lord makes them himself, has a servant that does so, or simply found a cache of the shawls in some ancient crypt.

Powers: At will, the wearer may cause his body's outline to blur, shift, and waver. This distortion grants him one-half concealment (20% miss chance). A spell or special ability that allows the caster to ignore the effects of invisibility does not counter the power of the shawl, although more powerful divinations might, at the GM's discretion.

Activation: Use Activated.

Caster Level: 3rd.

Market Price: 12,000 gp.

Slot: Shoulders.

Weight: 1.8 lbs.

Silver Shroud

Description: This translucent length of white, stiffened fabric is about 6 feet in length. The paraffin, oils, and other burial scents and ingredients used generations ago in the burial rites of a few elves of Takish-Hiz still cling to the garment. When the wearer wraps the shroud around his face and shoulders, the world appears to him in black and white, though still crisp and as visible as before. Wearing the shroud creates an uncomfortable chill up the spine of the wearer and a hint of freshly-turned earth wafts about him, as if he were standing in or near a freshly dug grave.

Powers: Once per day, the shroud enables the wearer to activate the ability to vacillate rapidly back and forth between his current plane of existence and some other grey realm. This shifting lasts 5 rounds and has several effects:

Physical attacks against the wearer suffer a 50% miss chance; the Blind-Fight feat doesn't help in this case, since the wearer is actually gone part of the time and not merely invisible. However, if the attack is capable of striking incorporeal creatures, the miss chance is only 20% (for one-half concealment). If the attacker can see invisible creatures, the miss chance is also only 20%. If the attacker can both see and strike incorporeal creatures, he suffers no penalty. The wearer's own attacks suffer a 20% miss chance, since the wearer sometimes shifts just as he is about to strike.

Individually targeted spells have a 50% chance to fail against the wearer unless his attacker can target invisible, incorporeal creatures. Likewise, the wearer's own spells have a 20% chance to activate just as he shifts, in which case they typically do not affect the material world. However, force effects affect the wearer normally.

While shifting, the wearer takes only half damage from area attacks (or full damage from those that affect both material and incorporeal objects). The wearer strikes as an invisible creature (+2 bonus on attack rolls) and denies his target any Dexterity bonus to AC. Also, the wearer takes only half damage from falling, since he falls only while material.

While shifting, the wearer can step through (but not see through) solid objects and even creatures. For each 5 feet of solid material the wearer walks through, there's a 50% chance that he becomes material, with regrettable consequences (see below). The wearer can move in this way only at three-quarters speed. Since he spends about half his time incorporeal, the wearer can see and even attack incorporeal creatures. He interacts with these creatures roughly the same way he interacts with material ones. For instance, the wearer's spells against incorporeal creatures are 20% likely to activate just as he goes material and be lost.

An incorporeal wearer that becomes material while inside a material object or creature is shunted off to the nearest open space and takes 1d6 points of damage per 5 feet so traveled. The object or creature itself takes half that amount of damage.

Activation: Use Activated.
Caster Level: 5th.
Market Price: 6,000 gp.
Slot: Shoulder.
Weight: 2.2 lbs.

Steam Spaulders

Description: These linked metal shoulder plates each have three small metal vents coming out of the back at an angle. The spaulders are made of steel, heavily padded with soft leather on the inside. Numerous fine pipes run all over the plates, connecting the vents to each other, although these pipes don't seem to have any observable purpose. Often there is a valve that allows access to a hidden compartment within the spaulders, in which the item's command word is etched.

These shoulder-plates were created by an eccentric gnome wizard after his journeys into the Steamfont Mountains. The wizard had originally hoped to make them a technologically driven item, but could never make them work despite creating many dozens of different models. After his death in an explosion, all the spaulders became fully functional, though magic, items.

Powers: These spaulders are sized for a Small wearer such as a gnome or halfling. A successful Trade Skill (tinkering) check (DC 20) is required to alter them to fit a creature up to one size smaller or larger, but a failed check results in the destruction of the spaulders. The item is virtually useless to creatures of other sizes.

When the spaulders are activated by their wearer, clouds of thick steam pour out of their vents. The steam obscures all sight beyond 5 feet (including infravision and ultravision) within a 30-foot radius of the wearer. If the spaulders are left active, the steam's radius expands by 10 feet per round until it has spread to a 100-foot radius. This area remains steam-filled until the command word is spoken again, after which the steam dissipates normally. In any case, a moderate wind (11+ mph) disperses the steam in 4 rounds; a strong wind (21+ mph) disperses it in 1 round.

The spaulders may be activated only twice per day, although they may be left active for up to 30 minutes per activation.

Activation: Command Word.
Caster Level: 3rd.
Market Price: 2,160 gp.
Slot: Shoulder.
Weight: 3.6 lbs.

Stone Mantle

Description: The legendary *stone mantle* is a rather common-looking short cape, designed to cover the head, shoulders, and upper chest of the wearer. The sturdy cotton fabric is dyed a rich green-gray slate color and patterned with a slightly motley, stone-like appearance. Strong leather straps attach at the shoulder and fasten below the arms of the wearer to keep the wind from whipping the mantle about. The mantle is heavier than it looks, but still sits comfortably upon the shoulders of the wearer.

Powers: Once per day, the wearer may take in hand an uncut gemstone and, by squeezing it in his cupped hands and concentrating for 1 full minute, create a perfectly cut stone. The cut gem can be sold for 10% more than its usual market price, and practitioners of Trade Skill (jewelcraft) receive a +2 circumstance bonus to their checks when making jewelry using such gemstones. A gem may only be affected by this power once.

Secondly, once per week the wearer may invoke a power identical to the spell *wall of stone* (see Chapter One: Converted Spells).

Activation: Use Activated.
Caster Level: 9th.
Market Price: 16,500 gp.
Slot: Shoulders.
Weight: 6.8 lbs.

Blautoe

Male Halfling Ranger

A few have speculated that there exists no maiden entirely safe from the charm and wit of this, one of Norrath's most infamous cads. A halfling ranger born and raised in the Misty Thicket, Blautoe had neither the patience nor the humility for the druidic life his family had desperately hoped he would adopt. When time came for Blautoe to tend to his parents' flock, he found more pleasure tracking the goblins and wolves nearby than he did watching over the herd. Less interested in the trees and more curious about the falcons who resided in them, Blautoe ignored his family's tradition and followed the path of nature's ultimate guardian: the ranger. Even more unsettling to his kin, he developed a distinct interest in the outsiders who would occasionally travel into Rivervale.

As a lad, Blautoe reveled in the attention he was given by members of the opposite gender. Slender, willowy elf maid or buxom, hearty northern lass — all women caught his eye and many fell prey to his cheeky compliments and generous overtures. Hearing the stories of the wonders beyond the Misty Thicket, Blautoe set out into the world of Norrath, leaving his family and his townsfolk behind.

Maneuvering through the perils of Highkeep Pass, he discovered the vast plains of the Karanas as they stretched before him like a wheat-colored blanket. New animals and new dangers kept him enthralled as he ventured further west. While tracking a lioness through the Easter Karana plains, he came across tracks unlike any he had ever seen. The deep, scraping gashes in the earth led him further west and to the base of a circle of massive trees.

Baffled by what being could have created such markings (only to disappear into thin air) Blautoe sighed and scratched his head. He leaned up against one of the trees and stood in contemplation. A rough sound, like gravel grinding in a rolling barrel, boomed aloud: "I am not for leaning!" it insisted. Blautoe jumped back, looking high and low for signs of where the voice had come from. Then, before his very eyes, the tree itself began to move, shuffling along the ground toward the halfling.

"Great Bristlebane! A TREANT!" Blautoe squeaked delightedly as he beheld the great creature before him. The treant regarded Blautoe with an equal amount of curiosity and amusement. Before the end of that fateful day, Blautoe had asked the treant every question he could think of, and the treant, in turn, asked the halfling about the lands past Highhold Keep. In awe of his newfound friend, Blautoe stayed with the treants and absorbed any and all knowledge offered to him by the ancient race.

When the wanderlust struck again, Blautoe bade his arboreal friends farewell and set out into the world to seek out undiscovered mysteries. He travels alone, preferring the quick pace of solitary travel and the freedom of following his own path.

Slashing Weapons

This group includes weapons such as swords, axes, and scythes. For more on slashing weapons, see *EQ: Game Master's Guide*, p. 163.

Random Generation: To generate slashing weapons randomly, roll on Table 2–19: Slashing Weapons.

Blade of Passage

Description: The sarnak legionnaires who patrol the shores of the Lake of Ill Omen and stand watch on the wall of the sarnak city of Chardok carry these light metal blades. The iksar Legion of Cabilis, arch-enemies of the sarnak (whom many believe were created by iksar necromancers), sometimes use these bone-hilted blades against their former wielders.

Powers: This sarnak off-hand weapon is the equivalent of a fine steel short sword with a +1 bonus to attacks and damage, as well as the *massive* quality.

Blade of Passage (1d8+1, delay 6; AC 6, hardness 13, 6 hp, Break DC 25).

Hp +5.

Bonus types: Attack = enhancement. Damage = enhancement. Hit points = enhancement.

Caster Level: 5th.

Market Price: 9,810 gp.

Slot: Slashing.

Weight: 4 lbs.

Crystallized Shadow Scimitar

Description: The distant and isolated Tower of Frozen Shadow rises above the Iceclad Ocean off the eastern coast of Velious. Its once-living inhabitants are cursed to defend the freezing, lonely tower against all outsiders. *Crystallized*

shadow scimitars (and other shadow weapons) are carried by the tower's undead inhabitants, though no one knows for sure exactly where these weapons came from.

Powers: This crystal scimitar and has a +3 bonus to attacks and damage.

Crystallized Shadow Scimitar (1d6+3, delay 4; AC 7, hardness 14, 7 hp, Break DC 25).

Str +1, Con +1, Cha +1, hp +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit point = augmentation.

Caster Level: 9th.

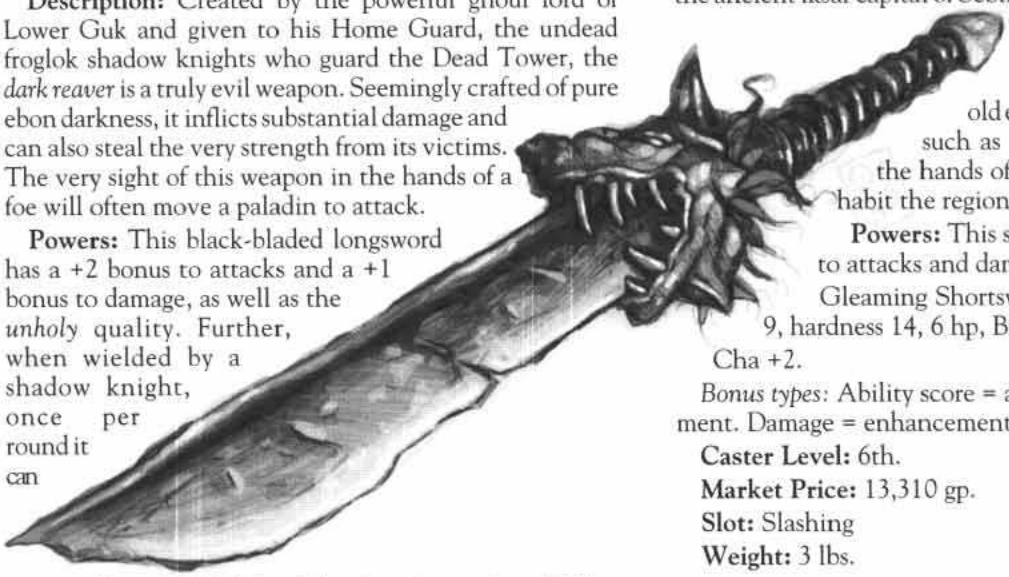
Market Price: 27,565 gp.

Slot: Slashing.

Weight: 5 lbs.

Dark Reaver

Description: Created by the powerful ghoul lord of Lower Guk and given to his Home Guard, the undead froglok shadow knights who guard the Dead Tower, the *dark reaver* is a truly evil weapon. Seemingly crafted of pure ebon darkness, it inflicts substantial damage and can also steal the very strength from its victims. The very sight of this weapon in the hands of a foe will often move a paladin to attack.



Powers: This black-bladed longsword has a +2 bonus to attacks and a +1 bonus to damage, as well as the *unholy* quality. Further, when wielded by a shadow knight, once per round it can process (Proc DC 23) the *abduction of strength* spell (Fort negates, DC 25) on the target struck.

Dark Reaver (1d8+1 [plus 2d6 unholy] and *abduction of strength* proc, delay 5; AC 7, hardness 12, 8 hp, Break DC 25).

Bonus types: Attack = enhancement. Damage = enhancement.

Activation: Spell Trigger (shadow knight) [*abduction of strength*], Use Activated [all other powers].

Caster Level: 15th.

Market Price: 84,524 gp.

Slot: Slashing

Weight: 6 lbs.

Ebon Razor

Description: Crafted by the burynai rockshapers, this black steel weapon has always been used by the badger-folks' current champion. Today, that champion is Eboneyes, an especially accomplished burynai warrior who dwells in the Frontier Mountains. *Ebon razor* is often used in battle against the goblins in the Mines of Nurga, but Eboneyes is also known among his people as an especially accomplished slaver — and a killer of overly-curious outsiders.

Powers: This short sword has a +2 bonus to attacks and damage, as well as the *keen* quality.

Ebon Razor (1d6+2, crit 17–20 (x2), delay 5; AC 9, hardness 12, 6 hp, Break DC 25).

Acid resistance (2), cold resistance (2), electricity resistance (2), fire resistance (2), magic resistance (2).

Bonus types: Attack = enhancement. Damage = enhancement. Resistance = augmentation.

Caster Level: 6th.

Market Price: 20,310 gp.

Slot: Slashing.

Weight: 3 lbs.

Gleaming Shortsword

Description: Originally created by iksar weaponsmiths, examples of this silvery fine steel weapon, its pommel bearing a large, brilliant green gem stone, can be found near the ancient iksar capital of Sebilis. Iksar adventurers sometimes come to this region hoping to liberate the weapons and armor of their old empire, but often find items such as the *gleaming shortsword* in the hands of the frogloks who now inhabit the region.

Powers: This short sword has a +2 bonus to attacks and damage.

Gleaming Shortsword (1d6+2, delay 5; AC 9, hardness 14, 6 hp, Break DC 25).

Cha +2.

Bonus types: Ability score = arcane. Attack = enhancement. Damage = enhancement.

Caster Level: 6th.

Market Price: 13,310 gp.

Slot: Slashing

Weight: 3 lbs.

Langseax of the Wolves

Description: Many of the Wolves of the North, dominant warrior faction of the Halas barbarians, carry these heavy, single-edged blades. In many ways, they are symbolic of the entire faction, yet they may also serve a different purpose, for faction leader Kylan O'Danos (see *RoN: Everfrost Peaks*) will sometimes grant one of these weapons to those who aid the Wolves in their various endeavors in and around Halas. Outsiders who aid the Wolves against rival factions such as the Rogues of the White Rose will often earn favor.

Powers: This weapon is the equivalent of a bastard sword with a +3 bonus to attacks and damage.

Langseax of the Wolves (1d10+3, delay 5; AC 7, hardness 13, 12 hp, Break DC 28).

Str +2, Dex +2.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement.

Caster Level: 9th.

Market Price: 29,330 gp.

Slot: Slashing.

Weight: 9.5 lbs.

Polyphenomenal Axe

Description: This weapon is sometimes borne by the undead inhabitants of Karnor's Castle, a ruined iksar fortress now ruled by the lich Venril Sathir, former ruler of the Iksar Empire. Though it inflicts considerable damage, the axe also makes its wielder more vulnerable to a number of energy attacks. All the same, the *polyphenomenal axe* remains an especially admired symbol of bravery and skill, for it is a sign that its wielder has actually survived the nightmarish halls and chambers of Karnor's Castle.

Powers: This greataxe has a +2 bonus to attacks and a +4 bonus to damage, as well as the *massive* quality.

Polyphenomenal Axe (2d8+4, delay 7; AC 6, hardness 7, 12 hp, Break DC 27).

All resistances (–4), all saves –1.

Bonus types: Attack = enhancement. Damage = enhancement. Resistance = enhancement.

Caster Level: 8th.

Market Price: 15,820 gp.

Slot: Slashing.

Weight: 20 lbs.

Shiny Brass Halberd

Description: The orcs of Highpass Hold consider these dangerous weapons to be a great status symbol, wielded only by the most accomplished and skilled among them. Any orc lucky enough to obtain one of these weapons will have to fight constantly to keep it out of the hands of greedy rivals, so his skill is necessary. As the warlike orcs constantly raid the inhabitants of Highpass, and also fight with each other and the gnoll tribes of eastern Karana, *shiny brass halberds* are sometimes available for purchase from the merchants in and around Highpass.

Powers: This halberd has a +2 bonus to attacks and a +3 bonus to damage.

Shiny Brass Halberd (1d12+3, delay 6; AC 6, hardness 7, 10 hp, Break DC 26).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 8th.

Market Price: 12,810 gp.

Slot: Slashing.

Weight: 15 lbs.

Singing Sword

Description: These weapons are thin, well-crafted blades of exceptional quality. Each has a silvery steel blade, leather-wrapped handle, and golden quillions and pommel. Most are decorated with images of flutes, pan pipes, and similar instruments on the hilt, and bear fine golden notes along the sword's length.

In the proper hands a *singing sword* does indeed produce music, though certainly not with a human voice. The sound is closer to that of an ethereal flute, similar in many ways to the sounds made by vibrating crystals. The wielder has control over the music created by the sword, though it is impossible to disguise the sound as that of any normal instrument.

Powers: This weapon is the equivalent of a longsword with a +1 bonus to attacks and damage. Additionally, when wielded by a character with 3 or more ranks in Play Wind Instrument, the *singing sword* can be made to bring forth mystic music to protect allies within 30 feet. The wielder makes a Play Wind Instrument check each round; any ally within 30 feet of the wielder who is affected by a sonic or language-dependent effect may use the wielder's check result in place of his saving throw if, after rolling the saving throw, the Play Wind Instrument check result proves to be better. The wielder may invoke this power up to 3 times per day, and the music can be maintained for up to 7 rounds per activation.

Singing Sword (1d8+1, delay 5; AC 7, hardness 11, 7 hp, Break DC 26)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 7th.

Market Price: 12,815 gp.

Slot: Slashing.

Weight: 3.8 lbs.

Storm Blade

Description: A single-edged, faintly curved broad sword of superior craftsmanship, folded one hundred times and tempered to a fine, sharp edge, this is the illustrious *storm blade*. The blade of this magnificent sword bears a blood groove in the swirling pattern of wind blowing over sand. The minimal cross-guard is wrought from solid steel, inlaid and detailed with more curved lines that meet up and are continued on the blade. The pommel is formed of a single piece of faceted quartz. When the powers of the *storm blade* are active, the wielder and all his gear are struck by a sudden strong breeze.

Powers: This longsword has a +1 bonus to attacks, as well as the *keen* quality. In addition, the sword can process (Proc DC 20) the *storm blast* power on the creature struck once per round: This deals 1d6 points of electricity damage and produces an effect identical to the *flash of light* spell (Fort negates, DC 13).

Further, twice per day at the wielder's will, the *storm blade* can create a severe blast of air (approximately 50 mph) roughly 10 feet wide and 10 feet high. This gust originates from the wielder and moves in the direction he is facing, out to a maximum distance of 150 feet. The force of the gust lasts for 1 round and automatically extinguishes candles, torches, and similar unprotected flames in the area of the effect. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish these lights. Creatures and objects caught in the area may be affected adversely, depending on their size (see "Table 2–4: Wind Effects" in the *EQ: Game Master's Guide*). Any creature is entitled to a Fortitude saving throw (DC 17) to ignore the effects of the *storm blade*.

The strong gust of wind created by a *storm blade* can do anything a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of the range.

Storm Blade (1d8+1 and *storm blast* proc, crit 19–20 (x2), delay 5; AC 7, hardness 11, 9 hp, Break DC 26)

Activation: Use Activated.

Caster Level: 3rd.

Market Price: 21,283 gp.

Slot: Slashing.

Weight: 7 lbs.

Venomous Axe of the Velium Brood

Description: Also known as the *axe of the frost spiders*, this weapon is often wielded by the velium stalkers, giant intelligent arachnids that furtively roam the frozen corridors of Velketor's Labyrinth. The weapon appears to be made of ice, although it is as hard as steel and not affected by temperature changes, and it inflicts deadly chilling poison damage upon foes.

Powers: This battleaxe has a +3 bonus to attacks as well as the *poisoned* quality. Further, up to once per round it can process (Proc DC 21) the *frost shock* spell (Reflex half, DC 21) on the target struck.

Venomous Axe of the Velium Brood (1d8 plus 2d6 poison and *frost shock* proc, delay 5; AC 7, hardness 8, 9 hp, Break DC 24).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 11th.

Market Price: 84,810 gp.

Slot: Slashing.

Weight: 5 lbs.

Whip of Strangulation

Description: This weapon is normally carried by the particularly sadistic goblin slavedrivers in the Temple of Droga, deep in the wilderness of the Frontier Mountains. Crafted from the hides of the goblins' victims, the whips are enchanted by goblin adepts and rockchanters. They are sometimes found in the hands of adventurers who have survived the temple, but the burynai badger-folk sometimes associate the whips with the goblin slavers, whom they despise. Normally ill-tempered and cruel, the burynai are even more vicious when attacking those who carry these whips.

Powers: This whip has a +1 bonus to attacks and damage. Once per round it can process (Proc DC 19) the *choke* spell (save DC 17) on the target struck.

Whip of Strangulation (1d2+1 subdual, delay 4; AC 9, hardness 2, 3 hp, Break DC 23).

Hp +4.

Bonus types: Attack = enhancement. Damage = enhancement. Hit points = augmentation.

Caster Level: 7th.

Market Price: 16,626 gp.

Slot: Slashing

Weight: 3 lbs.

Wurmslayer

Description: Though the creation of a dozen of these swords is recorded in old iksar journals, the location of only one is presently known. Squire Fuzzmin, a halfling of Firiona Vie who serves the aging and somewhat infirm high elf knight Sir Hobble, possesses the blade. Now old and somewhat feeble, Sir Hobble once swore to obtain scales from no less than five mighty dragons, although he has yet to recover one. Fuzzmin is very concerned about the aged knight's welfare, and has reportedly offered to give this blade to anyone who can bring him scales of the wurms, as Fuzzmin believes that Hobble will finally settle down and retire once he has the scales, assured that his oath is finally fulfilled.

Powers: This longsword has a +3 bonus to attacks and a +2 bonus to damage, as well as the *bane [dragon]* and *massive* qualities.

Wurmslayer (2d6+2, delay 6; AC 7, hardness 13, 10 hp, Break DC 27)

Str +2, magic resistance (2), sonic resistance (2).

Bonus types: Ability score = enhancement. Attack = enhancement. Damage = enhancement. Resistance = augmentation.

Caster Level: 8th.

Market Price: 35,840 gp.

Slot: Slashing.

Weight: 15 lbs.

Waist Items

Waist items include any item that is tied or fastened about the waist, such as belts, girdles, sashes, and cords. These items generally do more than hold one's pants up; they are also useful places to keep items a character would want in easy reach, such as pouches or swords.

For more on waist items, see *EQ: Game Master's Guide*, p. 166.

Random Generation: To generate belts randomly, roll on Table 2–20: Waist Items.

Belt of the Cenobite

Description: The burynai badger-people of the Frontier Mountains are a highly devout folk, for all their hostility. Their priests, known as cenobites due to their ascetic lifestyle, wear a number of cunningly crafted magic items that aid them in various ways. The *belt of the cenobite*, for instance, helps them to resist the bitter cold of the mountain wilderness.

Powers: Wis +3, cold resistance (4), cold save +1.

Bonus types: Ability score = divine. Resistance = enhancement. Save = enhancement.

Caster Level: 9th.

Market Price: 12,750 gp.

Slot: Waist.

Weight: 1.5 lbs.

Belt of the Zephyr

Description: This studded leather sword-belt, 3 inches wide and 5 feet long, has a buckle of solid nickel polished to a high shine. The belt is intended to wrap neatly around the wearer's waist, fold into a knot on the sword side, and hang the rest of its length strait down. The metal studs are made of high-quality brushed steel, alternating in placement with brushed steel grommets for buckle and tack attachments.

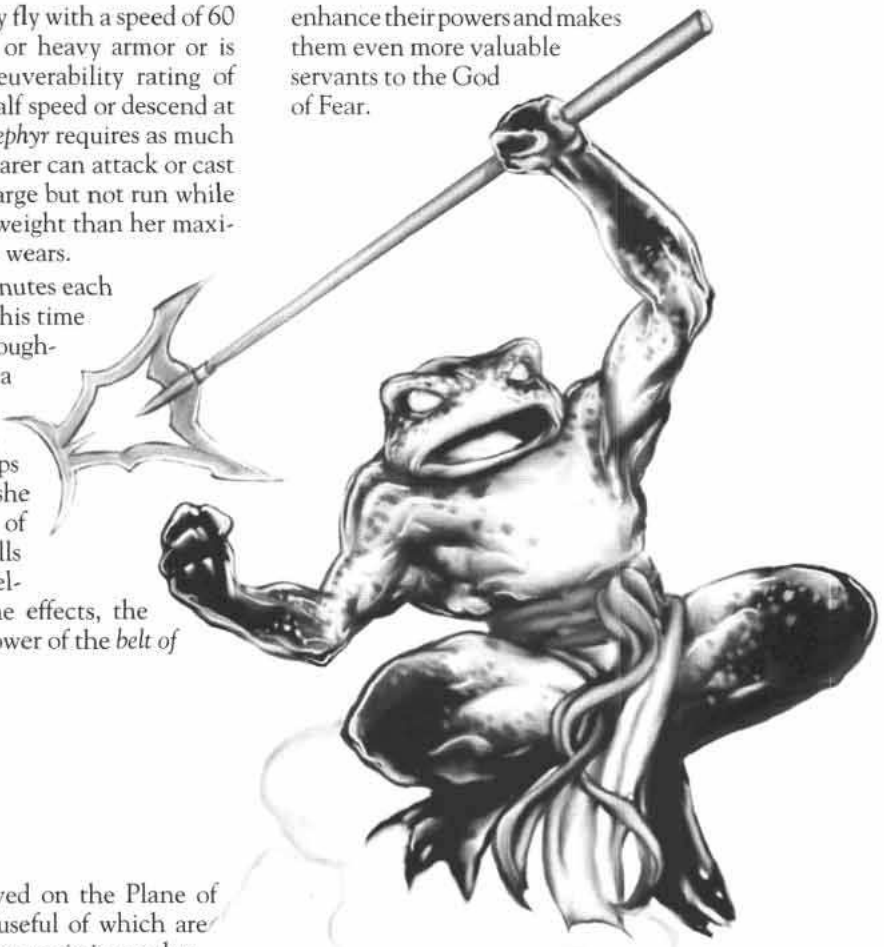
Powers: Each day, the wearer may fly with a speed of 60 feet (40 feet if she wears medium or heavy armor or is likewise encumbered) and a maneuverability rating of "good." The wearer can ascend at half speed or descend at double speed. Using the *belt of the zephyr* requires as much concentration as walking, so the wearer can attack or cast spells normally. The wearer can charge but not run while flying; she cannot carry aloft more weight than her maximum load, including any armor she wears.

The wearer may fly for up to 5 minutes each day, regardless of whether she uses this time up all at once or flies several times throughout the day for only short periods at a time. Should the 5-minute duration expire while the wearer is still aloft, the magic fails slowly: The wearer drops 60 feet per round for 1d6 rounds. If she reaches the ground in that amount of time, she lands safely. If not, she falls the rest of the distance. Since dispelling the effects of an item end the effects, the wearer also falls in this way if the power of the *belt of the zephyr* is dispelled.

Caster Level: 5th.
Market Price: 9,000 gp.
Slot: Waist.
Weight: 5 lbs.

Bone-Clasped Girdle

Description: Cazic-Thule is served on the Plane of Fear by many creatures, the most useful of which are equipped by their master with potent magic items that enhance their powers and makes them even more valuable servants to the God of Fear.



Skyjump

Male Froglok Paladin

Hatched first among four siblings, Skyjump immediately proved ambitious beyond his means. Where most tadpoles slowly and blindly adapt to their surroundings, Skyjump opened his eyes and gazed up into the blue, clear heavens above. He croaked in pain as the light tore into his new, young eyes, and then hopped straight into the air, flailing in shock and agony.

Named Skyjump from that day forth, he remained sightless for many weeks after his birth. His mother worried over him daily, licking the infected film away from the corners of his eyes until they finally began to open on their own. This time he chirped softly as he gazed for the second time upon the sky above, the vast blue blanket stretching beyond him for untold miles.

As a youth, Skyjump proved more than a handful for his family — always first to jump into unknown waters and last to consider the consequences of his actions. Dull-witted by no means, Skyjump was, however, prone to foolhardiness, and often found himself hopping from one spot of trouble to the next. Yet even with this impulsive nature, he always managed to emerge from these situations relatively unscathed. He was branded as star-lucky by his peers and god-blessed by his family. After all, *someone* had to be watching over Skyjump, for despite his many moments of tempted fate he had few scars to show for it and more optimism than he (or his family and his many friends) knew what to do with.

Skyjump's knack for getting in trouble by no means signified a lack of honor or wisdom. Quite the opposite was true, in fact. Most of his difficulties came about when he went out of his way to help those who simply could not help themselves. He spent a great deal of time with the priests and knights in the temple of Mithaniel Marr and before long was following in the steps of the brave knights before him. Where other frogloks marched to the beat of war and glory, Skyjump felt the quiet undercurrent of honor and always put the need of his people and his kin before the arts of war.

Having found his calling, Skyjump never hesitates to direct his attention toward those who need aid. Within the knightly order of Mithaniel Marr, he found the ultimate outlet for his fearlessness and has become known as a true knight among knights. Honorable to a fault and quick to leap into any danger, Skyjump's reputation as a courageous and generous being has exceeded the expectations even of those he values most dearly.

Powers: This item bestows one negative level on any wearer who does not worship Cazic-Thule. This negative level remains as long as the girdle is worn and disappears when it is doffed. The negative level never results in actual level loss, but it cannot be overcome by any means (including *lifeforce* spells or the like) while the girdle is worn.

Str +2, Dex +2, Con +2, hp +25, mana +12.

Focus effect: Extended Affliction III.

Bonus types: Ability scores = divine. Hit points = divine. Mana = enhancement.

Caster Level: 25th.

Market Price: 1,475,370 gp.

Slot: Waist.

Weight: 5 lbs.

Brell's Girdle

Description: This item is most commonly found among the minions of Brell who drove the Heretics from the area today known as the Hole. The girdle is made of tough leather and inscribed with the sigil of Brell Underfoot. Heretics will pay well for one of these, for they are interested in analyzing its magical abilities to see if its enchantments can be turned against the elementals and the other minions of Underfoot.

Powers: Str +3, Dex –2, Con +3, mana +8.

Focus effect: Summoning Haste III.

Bonus types: Ability scores = enhancement. Mana = divine.

Caster Level: 15th.

Market Price: 45,000 gp.

Slot: Waist.

Weight: 1 lb.

Chromatic Girdle

Description: On the islands of Luclin's Twilight Sea are many small communities. Somewhere among these communities is the creator of these girdles, which are often found in the area. So far, many have sought the girdles' maker without success, and so far this mysterious craftsperson has kept him- or herself well hidden, despite the rich rewards that wealthy would-be patrons have offered for more items like this.

Powers: Str +1, Dex +1, Wis +2, cold resistance (1), electricity resistance (1), fire resistance (1), magic resistance (1).

Bonus types: Ability scores = augmentation. Resistance = augmentation.

Caster Level: 6th.

Market Price: 10,000 gp.

Slot: Waist.

Weight: 2 lbs.

Crested Blood Wolf Harness

Description: The blood wolves of the Great Divide are huge, ferocious creatures that challenge even experienced hunters. The crested variety of blood wolf is said to be even more dangerous than its ordinary brethren.

Powers: Although technically a waist item, this harness protects as armor. The armor bonus granted does not stack with similar bonuses from other armor worn.

Crested Blood Wolf Harness (AC +1; hardness 5, 8 hp, Break DC 23)

Mana +5.

Bonus types: AC = armor. Mana = augmentation.

Caster Level: 5th.

Market Price: 5,360 gp.

Slot: Waist

Weight: 4 lbs.

Fetid Flesh Belt

Description: A number of shambling, zombie-like creatures inhabit the Fungus Grove of Luclin, and they are sometimes found wearing these unpleasant (but powerful) magic items. It's not known where the creatures or their accoutrements come from, but rumor suggests that a powerful necromancer or cabal of necromancers may have taken up residence in the Grove.

Powers: Int +3, mana +10, magic resistance (2).

Focus effect: Reanimation Haste III.

Bonus types: Ability score = enhancement. Mana = enhancement. Resistance = enhancement.

Caster Level: 15th.

Market Price: 42,200 gp.

Slot: Waist.

Weight: 1 lb.

Fletcher's Girdle

Description: This hefty belt is made of stiff leather covered with bronze plates. Its large buckle is decorated with the image of a bow lying in front of a starburst of arrows. Three pouches resembling small quivers are built into the girdle, one on each hip and one in the back. Long leather strips run from the bottom of the girdle to form a short, loose skirt, each with a bronze medallion hanging at its end.

These girdles are most often taken from the bodies of drolvarg warriors, though they do not fit the large creatures well. How they came to be in possession of such things is unknown, as is the case with much of drolvarg culture.

Powers: These girdles are generally sized for Medium-size creatures such as humans or elves, although they can be worn by Large creatures. They might be worn as neck or perhaps wrist items by Huge creatures, although they would likely be of little use to such beings. They cannot be worn by Small or smaller creatures, although they might be altered by a successful Trade Skill (tailoring) check (DC 28) to fit such wearer's. A failed check results in the destruction of the item, however.

This girdle allows the wearer to use any bow as if he were proficient in its use. If he already has proficiency with any type of bow, he gains the benefit of the Point Blank Shot feat. If he already has Point Blank Shot, he instead gains the benefit of the Weapon Focus feat for any bow he wields.

Additionally, the girdle's three pouches each have an extradimensional space allowing them to store far more than would normally be possible. The first and smallest one can contain up to 60 objects of the same general size and shape as an arrow. The second, slightly longer compartment holds up to 18 objects of the same general size and

shape as a javelin or shortbow. The third and longest pouch, located in the back of the girdle, can contain as many as 6 objects of the same general size and shape as a longbow (spears, staves, etc.). Once the owner has filled it, he can command the girdle to produce any stored items she wishes each round (always a free action). The belt weighs the same amount no matter what items are placed in its pouches.

Caster Level: 9th.
Market Price: 9,600 gp.
Slot: Waist.
Weight: 2.5 lbs.

Flowing Black Silk Sash

Description: Made by the frogloks of Lower Guk, these sashes are now most often found on the froglok ghouls that have taken over the area. These sashes are highly prized by both sides, as well as numerous outsiders.

Powers: The wearer of this sash is under a continual haste (3) effect (this grants a +1 haste bonus to AC, one additional action every third round, and –1 weapon delay).

Caster Level: 7th.
Market Price: 84,000 gp.
Slot: Waist.
Weight: 1 lb.

Giant Snakespine Belt

Description: Made by the ogres of western Karana, this belt is crafted from the vertebrae of various giant snakes, providing wearers with some of those creatures' agility and tolerance to poison. These belts are only very rarely found in sizes suitable for creatures other than ogres or the like.

Powers: Dex +1, poison resistance (2).

Bonus types: Ability score = enhancement. Resistance = enhancement.

Caster Level: 3rd.
Market Price: 2,250 gp.
Slot: Waist.
Weight: 3.5 lbs.

Girdle of the Nereid

Description: A thick blue-green kidney belt, roughly 12 inches wide, this item is made from the hide of a shark and covered in the large greenish scales of a giant piranha. The girdle laces up each side with what appears to be seaweed, but the material does not break or snap. At the front of the girdle is a very large, decorative silver buckle. In it is carved a detailed scene of Prexus, God of the Ocean, speaking to and controlling the waves and the creatures of the sea.

Powers: With a word, the wearer may either raise or lower (one or the other) the level of a body of water up to 750 feet away. The wearer may affect the water in an area of 90 feet by 90 feet by 18 feet deep. The raised or lowered level of the water remains in effect for up to 90 minutes, although the effect can be dismissed by the wearer as an attack action. A brand new *girdle of the nereid* can be used 50 times before it loses all magical properties and becomes a mundane girdle.

Lower Water: The wearer must clearly speak the word "ebb." This causes water (or a similar liquid) to recede up to 18 feet downward, to a minimum depth of 1 inch. The water is lowered within a squarish depression whose sides are up to 90 feet long. In extremely large and deep bodies of water, such as a deep ocean, the lowering effect creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the effect. When this version of the power is used on water elementals and other water-based creatures, the creature acts as if under a slow (4) effect. The power has no effect on other creatures. Using this version uses one charge of the girdle.

Raise Water: The wearer must clearly speak the word "surge." This causes water (or a similar liquid) to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the effect creates. If the area affected by the raised water level includes riverbanks, a beach, or other land near the raised water, the water can spill over onto dry land. Using this version uses one charge of the girdle.

For either choice, the wearer may reduce one horizontal dimension by half and double the other horizontal dimension, or may simply double one dimension by using 1 extra charge. No more than 2 charges may be used at once.

Activation: Command Word.
Caster Level: 9th.
Market Price: 45,000 gp.
Slot: Waist.
Weight: 9 lbs.

Mountain Death Belt

Description: Another item skillfully crafted by burynai artisans, the so-called *mountain death belt* incorporates elemental magic to enhance its wearer's ability to take damage, granting her flesh like the very skin of the mountains. These items are most often worn by burynai cenobites, members of the badger-folks' priestly class.

Powers: At will, the wearer may invoke an effect identical to the spell *skin like rock*. The belt holds only 10 charges of this power.

AC +1, hp +6.

Bonus types: AC = divine. Hit points = divine.
Caster Level: 6th.
Market Price: 23,500 gp.
Slot: Waist.
Weight: 2 lbs.

Red Fur Sash

Description: This item is crafted from the shiny pelt of a bushy red fox. Running around the waist of the wearer, as if it were chasing its own tail, the fox attaches nose to tail with a buckle built into the mouth. The skin is salt-cured and well-tanned, soft and supple to the touch. The eyes of the red fox are closed most of the time, but when the wearer activates the belt's power, the eyes open to reveal a pair of bright green beads of glass that sparkle and gleam in the light.

Powers: The wearer may converse with animals as if through the spell *speak with animals* (see Chapter One: Converted Spells).

Caster Level: 3rd.

Market Price: 6,000 gp.

Slot: Waist.

Weight: 4 lbs.

Rotting Sash

Description: This repugnant item appears to be mere minutes from falling apart. It is made of silk, but is completely covered in mold and fungus. Large gaping holes and ragged edges run rampant through the sash, and tattered tassels at each end constantly produce thin clouds of black dust. When wet, the sashes give off a strong musty smell.

These sashes can be found on the undead frogloks of lower Guk. They appear to absorb so much of the disease and dark energy of these walking corpses that they become disease magnets, protecting their wearers from any infection by drawing them into their own tattered remains.

Powers: The wearer is immune to the effects of mundane disease and cannot contract mundane or magical diseases. The wearer also gains a bonus of disease resistance (10).

Bonus types: Resistance = augmentation.

Caster Level: 5th.

Market Price: 9,500 gp.

Slot: Waist.

Weight: 0.5 lbs.

Wrist Items

Wrist items include bracelets and bracers. They can be worn under full sets of armor or under shirt items with no penalty.

For more on wrist items, see *EQ: Game Master's Guide*, p. 168. See also the "Paired Items and Body Slots" sidebar earlier in this chapter (p. 61).

Random Generation: To generate wrist items randomly, roll on Table 2–21: Wrist Items.

Bracelet of Charms

Description: This delicate charm bracelet is made of brushed gold and holds six tiny charms evenly spaced along its length. The bracelet is attractive, each charm intricately detailed and unique, each representing a different emotion controlled by the bracelet. The charm of despair is a quarter-inch blue teardrop diamond. The charm of fear is a tiny replica of a human spine made of amber. The friendship charm is a bright red ruby cut into the shape of a heart. The hate charm is a very tiny but quite sharp silver dagger with a wavy blade. Hope is represented by a gold charm set with a large, round opal. The charm of rage is a one-inch lightning bolt carved out of dark green malachite.

Powers: The wearer may arouse a single emotion of her choice in up to six targets within 180 feet; no two targets can be more than 20 feet apart. The bracelet holds one charge of each effect. To activate a particular power, the wearer must rip off the charm that corresponds to the emotion she wishes to stir. The wearer then crushes the charm in her fist and casts the crumbled remains in the general direction of her targets (it need not strike them, nor even come close) to produce one of the following effects:

Despair: The targets suffer a –2 penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Fear: The targets are *frightened*, fleeing from the wearer as quickly as possible.

Friendship: The targets react more positively toward others. Their attitude shifts to the next more favorable reaction (hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful). Creatures involved in combat, however, continue to fight normally.

Hate: The targets react more negatively toward others. Their attitude shifts to the next less favorable reaction (helpful to friendly, friendly to indifferent, indifferent to unfriendly, or unfriendly to hostile).

Hope: The targets gain a +2 bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Rage: The targets gain a +2 bonus to Strength and Constitution scores, a +1 bonus on Will saves, and a –1 penalty to AC. They are compelled to fight heedless of danger.

Each effect lasts 5 minutes once invoked, and each is a mind-affecting compulsion. In each case, the effect can be negated with a successful Will save (DC 19) by an unwilling target. Each time a charm is used to evoke an emotion, that charm is destroyed and that emotion is no longer available to the wearer.

Bonus types: All = morale.

Caster Level: 7th.

Market Price: 6,300 gp.

Slot: Wrist.

Weight: 0.5 lbs.

Bracelet of Ice

Description: This platinum chain bracelet has seven large diamonds set on small shiny rings that slide around the chain. Each diamond is nearly flawless, cut into a unique snowflake shape. The diamonds swing loosely around the platinum chain and make small tinkling sounds when they collide. The bracelet is always cold to the touch, even in warm climes; in fact, the bracelet is often covered in condensation, and a trace of mist continually rises off it if the surrounding air is warm enough. These charms are made by the most powerful ice goblin shamans.

Powers: At will, the wearer can evoke a wall of ice either as an anchored plane or a hemisphere, depending on the version desired, up to 180 feet away. A wall of ice cannot form in an area already occupied by physical objects or creatures. Its surface must be smooth and unbroken when

Pylor

Male Human Monk

In contrast to Magnos' gruff temper, Pylor offers a different kind of companionship. Where Magnos could be loud and opinionated, Pylor trod a more tranquil path. While both were equally dedicated to their respective beliefs and philosophies, Pylor chose the graceful, austere discipline of the Ashen Brotherhood.

As the child of a common family in Freeport, Pylor used to watch the monks spar in the courtyard a few blocks from his home. Pylor would watch the quiet, unarmed warriors through cracks in the fence and mimic their movements. When dusk came, he would return home, dodging the street thugs and riff raff that offered nightly threats against his mental and physical well-being.

One evening, while he was making haste toward his home, he was accosted by one of Freeport's more unsavory characters and pulled into an alley. The knave demanded money from Pylor — money the lad simply did not have. Pylor made every attempt to reason with the assailant, but every diplomatic reply he offered was met with a blow to the stomach or a punch in the eye.

Seeing that his words were not reaching the thug, Pylor remembered the movements he had watched the monks perform over and over again. Despite the pain and the anger, Pylor calmed his mind long enough to recall his next move. The urchin took one final swing at Pylor, watching in shock as the lad angled away from the blow and landed a kick to the back of the urchin's knee. The thug's leg folded beneath him and he fell backward, windmilling wildly.

Pylor took a step back. The anger in him began to rise again and he knew if he didn't back up, he would succumb to the temptation to pummel the urchin into a bloody pulp. Instead, he turned and ran back out into the street. Confused by what had happened and startled by his own desire to inflict pain upon the assailant, Pylor ran to the first nearby place that came to mind: the Ashen Brotherhood.

He ran blindly into the courtyard, rambling almost incoherently to the first monk he saw in a breathless rendition of the events which had just transpired. He spoke so quickly and so frantically that he could not control the words spilling from his mouth. The monk listened calmly, beckoning his brothers over to hear the boy's tale. Pylor, more than anything, wanted answers — answers that the monks would soon offer in the form of training and tutoring.

It was in Freeport, after he had been a member of the monastery for several years, that Pylor met Vagner. The two sparked an instant friendship, for some reason, and they worked together to refine their skills and pursue the youthful call to adventure. On their journeys, Pylor, quick and light on his feet, was often sent in to assess a dangerous situation. As often as not, he would return with three or more foes in tow to where Vagner was waiting, sword in hand.

Vagner, in return, often tested Pylor's patience with his brazen, no-nonsense manner of dealing with foes. The monk often made joking reference, mildly, of course, to the hulking barbarian's rough manner. Pylor's teachings gave him the ability to walk without a sound across rice paper, but the concepts of stealth and discretion were lost on Vagner, who often barreled into a fight swinging first and asking questions later.

To Pylor, Vagner was in dire need of refinement. Bashing, kicking, and slamming might indeed prove a successful manner in which to navigate open conflict, but there are times, surely, when one should opt for a more constructive solution. Still, after many frustrated attempts by Pylor to instruct the crude barbarian on the virtues of more civilized combat, Vagner remained fixed in his own methods.

created. Fire deals full damage to the wall (instead of the normal half damage suffered by objects). Suddenly melting the wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

Each time either an ice plane or a hemisphere of ice is evoked using the *bracelet of ice*, one of the bracelet's seven diamond charms turns to ice and melts quickly away, leaving only the platinum ring from which it hung. The market price of the bracelet never drops below 1,000 gp, however, even if all of its charms are gone (and it is therefore rendered nonmagical).

The two effects of the bracelet are as follows:

Ice Plane: An 8-inch-thick sheet of strong, hard ice appears. It covers up to an 80-foot-square area (so, for example, it might be made 10 feet high and 80 feet long, or perhaps 5 feet high and 160 feet long), and it lasts for 8 minutes. The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

The ice plane wall is primarily defensive in nature, simply used to stop pursuers from following the wearer, for instance. Each 10-foot square of wall has 24 hit points, and ice has a hardness of 1. A section of wall whose hit points drop to 0 is breached. (See "Attacking an Object" in the *EQ: Player's Handbook*, p. 379.) A creature may try to break through a section of the wall with a single attack (Strength check DC 23).

Even when the ice has been broken through, a sheet of magically frigid air remains. Any creature passing through it (including the one who broke through the wall) takes 2d6+8 points of cold damage.

Hemisphere: The version of the wall takes the form of a hemisphere whose maximum radius is 10 feet and which lasts for 8 minutes. It is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach. The wearer can also try to create the hemisphere so that it traps one or more creatures; targets can avoid being trapped by the hemisphere by making successful Reflex saves (DC 18).

Activation: Use Activated.
Caster Level: 8th.
Market Price: 11,200 gp.
Slot: Wrist.
Weight: 0.4 lbs.

Bracelet of Woven Grass

Description: Fragile and seemingly worthless, these bracelets are nevertheless valuable magic items. Woven and enchanted by froglok scryers of Guk, they are also highly sought after by many adventurers who come there seeking trade or plunder.

Powers: Int +1, hp +3.
Focus effect: Spell Haste I.
Bonus types: Ability score = enhancement. Hit points = augmentation.
Caster Level: 5th.
Market Price: 6,800 gp.
Slot: Wrist.
Weight: 0.2 lbs.

Bracers of Erollisi

Description: Inscribed with the sigil of the goddess Erollisi, these bracers are typically worn by paladins and others who serve the Goddess of Love.

Powers: Str +2.
Bonus types: Ability score = divine.
Caster Level: 5th.
Market Price: 5,150 gp.
Slot: Wrist
Weight: 1 lb.

Bracers of Elemental Control

Description: These fine bracers are made of gold and covered with complex geometric designs. Despite their metallic nature, they are flexible and soft to the touch, allowing them to be worn easily under other garments or even armor. Hidden in the design work are runes depicting a wave, a flame, a cloud, and a mountain. The command word for these bracers is generally broken into four parts, with a quarter of it inscribed next to each elemental rune.

These bracers were common among the spellcasters who followed Erud, and were once constructed regularly on Odus. Apparently, however, the masters who knew how to construct them were all killed an eon ago during the war with Miragul.

Powers: Once per week, the wearer may invoke a power similar to the *charm* spell on an elemental target. Only creatures of the elemental type (including magicians' pets) are subject to the effects of this item. An elemental pet charmed in this way cannot be dismissed by its former master, and, for all intents and purposes, becomes the wearer's pet for the duration of the charm effect. Note that the wearer is not held to the usual limit of one pet while he has control of the charmed elemental (he may still have his own pet active as well as the charmed creature).

Activation: Command Word.
Caster Level: 7th.
Market Price: 3,360 gp.
Slot: Wrist.
Weight: 1.4 lbs.

Bracers of Safeguard

Description: These items appear to once have been a finely crafted pair of full plate gauntlets. The fingers have been removed entirely, though, leaving only leather-lined bracers that cover wrist and hands that have been acid-etched with runes of protection. The etching is filled in with a blue pigment that glows briefly when a subject is chosen for protection by the wearer. Inside the left bracer, carved into the leather padding, is the name of each individual who ever used these bracers to save another individual's life. In the right bracer, similarly carved in the padding, is the name of each person who was saved. The names were not carved there by hand; instead, they appear automatically each time a life is saved by the bracers.

Powers: Once per day, the wearer may touch a subject to create a mystic connection that functions identically to the spell *shield other* (see Chapter One: Converted Spells). If the wearer and the subject move more than 40 feet apart

from one another, the mystic connection is severed and the effect ends.

Activation: Use Activated.
Caster Level: 5th.
Market Price: 4,000 gp.
Slot: Wrists.
Weight: 5 lbs.

Bracers of Security

Description: These leather bracers are hand-tooled with highly detailed swirls and knots, intertwined with vines, leaves, and flowers. Strange, elongated animals cavort with mythical creatures, objects of wealth, and human and near-human figures. The overall effect results in a dizzying yet masterful design. The laces have been replaced many times and the linings have been carefully patched and repatched to keep the bracers from chafing the wearer's arms. Even so, the bracers are meticulously made and crafted of the finest thick, sturdy leather.

Powers: Once per day, the wearer may invoke an effect identical to the spell *hold portal* (see Chapter One: Converted Spells).

Activation: Use Activated.
Caster Level: 2nd.
Market Price: 800 gp.
Slot: Wrists.
Weight: 3 lbs.

Burning Bracer

Description: A golden armband etched with flame patterns surrounding a rounded amber stone mounted on top, one of these bracers fits comfortably over a glove and has adjustable straps that allow it to fit snugly on a wearer of virtually any size. When the item is used, the amber flares brightly, as though briefly lit from within by a fireburst. These items are sometimes found in the troves of spectres near the lost city of Takish-Hiz.

Powers: These bracers negate the spell or spell-like function or functions of magic items. The wielder points her hand at the magic item to be negated, and a bright golden ray shoots forth to touch the target device (requiring a ranged touch attack). The ray automatically negates any and all currently active item functions and has a 75% chance to negate any other spell or spell-like functions of that device, regardless of the level or power of those functions, for 2d4 rounds. To negate instantaneous effects as they occur, the bracer's wielder needs to have taken a ready action to counter the effect. The target item gets no saving throw or means to resist this effect, although the bracers can't negate epic level items. The bracer can function 3 times per day.

Activation: Use Activated.
Caster Level: 25th.
Market Price: 312,000 gp.
Slot: Wrist.
Weight: 1.5 lbs.

Chipped Bone Bracelet

Description: Made from stone, metal wire, and the bones of foes or prey animals, *chipped bone bracelets* are made by the ogre shamans of Karana.

Powers: Wis +2.
Focus effect: Affliction Efficiency II.
Bonus types: Ability score = enhancement.
Caster Level: 10th.
Market Price: 9,000 gp.
Slot: Wrist.
Weight: 2 lbs.

Friendship Bracelet

Description: Small, simple bracelets of woven fabric, these items are often very colorful, with many different hues of thread woven through colored beads and decorative knotwork. The bracelets are light and strong, but have no way of opening. Though they magically alter to fit a new wearer, the fit is always a tight one, and most never bother to take such a bracelet off, simple eating, sleeping, bathing, and going about their day with it on. No one seems certain where these bracelets come from, but they are surprisingly common throughout Norrath, especially in the city of Freeport.

Powers: Whenever the wearer considers or contemplates an action or quest that could adversely affect his faction standing, the bracelet warns him by squeezing briefly and then relaxing again. This effect occurs only if the wearer has a current faction rank of +1 (amiable) or better with the faction(s) in question.

Caster Level: 1st.
Market Price: 1,000 gp.
Slot: Wrist.
Weight: 0.1 lbs.

Gantru Bracelet

Description: The Gantru tribesmen of Luclin's Umbral Plains are possessed of a deceptively simple culture. Though they appear brutish and savage, they nonetheless have a surprisingly sophisticated social order, and practice deep and contemplative nature magic. Their spellcasters and priests create beautiful and functional decorations, armor, and weapons, many of which are highly prized by outsiders. The tribesmen feel, with some justification, that these items contain great spiritual power, and never willingly give them away.

All six types of *Gantru bracelet* provide protection from the elements (vital in the harsh climate of the Umbral Plains), but each also provides a different benefit to its wearer. They are normally given to tribe members as appropriate to their needs — warriors are given *bracelets of might* or *fortitude*, for instance, while hunters are given *bracelets of sense* or *quickness* and spellcasters receive *bracelets of sense* or *comprehension*.

Powers: All resistances (2).

Individual bracelets confer the following bonuses:

Bracelet Type	Stat Bonus
Beauty	Cha +4
Comprehension	Int +4
Fortitude	Con +4
Might	Str +4
Quickness	Dex +4
Sense	Wis +4

Bonus types: Ability score = enhancement. Resistance = enhancement.

Caster Level: 12th.
Market Price: 18,600 gp.
Slot: Wrist.
Weight: 0.5 lbs.

Hero Bracers

Description: Often worn by gladiators or mercenaries, these bracers are most commonly found in Qeynos and nearby areas. They are usually crafted of iron and bronze, decorated with knotwork and occasionally with rough-cut semi-precious stones. They were originally designed to protect gladiators against foes who used poisoned or diseased weapons, but have proven useful for any warrior and most other adventurers.

Powers: Str +3, disease resistance (2), poison resistance (2).

Bonus types: Ability score = augmentation. Resistance = augmentation.

Caster Level: 9th.
Market Price: 10,400 gp.
Slot: Wrist.
Weight: 4 lbs.

Sarnak Bracer of Honor

Description: The Di'Zok sarnaks of Chardok award these items to individuals who have done special service to their faction. These bracers vary in appearance, some made of silver or brass, some decorated with gems or carved stones, and some occasionally sculpted using pieces of iksar or goblin bone.

Powers: Cha +3, hp +2.

Bonus types: Ability score = augmentation. Hit points = enhancement.

Caster Level: 9th.
Market Price: 10,800 gp.
Slot: Wrist.
Weight: 2.5 lbs.

Sebilite Scale Bracelet

Description: While the name implies that these bracelets were crafted from the actual scales of the iksar who once inhabited the city of Sebilis, they were in fact crafted of polished metal by the ancient iksar and made to resemble reptilian scales. These bracelets are prized for the beauty as well as for their powers.

Powers: Str +2, Cha +2.

Bonus types: Ability score = enhancement.
Caster Level: 6th.
Market Price: 9,500 gp.
Slot: Wrist.
Weight: 1.5 lbs.

Supple Scale Armband

Description: Some claim that Venril Sathir, former iksar emperor, is the secret true ruler of the drolvargs of Firiona Vie. Those few who have seen the halls of Karnor's Castle and lived to report of it say that many of these giant wolfmen do indeed serve Venril, patrolling the area for intruders. The drolvargs there are frighteningly well organized, and many are equipped with magic items. This armband is one such piece of equipment, beautiful items made of interlocking metal scales that shimmer and change color with the light.

Powers: Int +1, Wis +1, mana +4, fire resistance (4), fire save +1.

Focus effect: Extended Range III.

Bonus types: Ability scores = enhancement. Mana = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 15th.
Market Price: 24,700 gp.
Slot: Wrist
Weight: 0.5 lbs.

Whetstone Bracers

Description: Bracers of this type are heavy ornaments made of a material like coarse stone in color and texture, but surprisingly light. Each bracer has eight flat sides, forming a rough octagon around the wearer's forearms. These items are created by muddite clans, although they do not generally use these items themselves. The bracers' command word is usually inscribed on the inside of one of the bracers.

Powers: Three times per day, the wearer may spend 1 full round honing a slashing or piercing weapon against the bracers' flat edges while intoning the command word, causing sparks to fly and granting the weapon the *keen* quality. (This has no effect on weapons that already have the *keen* quality.) The weapon maintains this quality for 30 minutes with each use of this power.

Activation: Command Word.
Caster Level: 5th.
Market Price: 16,200 gp.
Slot: Wrist.
Weight: 0.5 lbs.

Wristlet of Mending

Description: This item is a shaped wooden cuff that fits snugly around the forearm of any wearer, no matter what his size. Carved into the wooden surface are numerous tiny reliefs of needles, spools, shears, awls, clamps, hammers, tongs, and other utensils of the various trade skills. When the wearer uses the cuff, the appropriate objects in the decorative relief appear to sway and move, as if they were

performing their respective functions, sometimes making barely discernible snipping and clicking noises as they work. The movement and sounds immediately cease when the mending task is complete.

Powers: At will, the wearer may cause small fractures, breaks, or tears (but not complete breakage or warping) in objects to be repaired. In metallic objects, this mending power will weld a broken ring, a chain link, a medallion, or a slender dagger, provided but one break exists. Simple ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by this mending. The *wristlet of mending* can repair a magic item, but the item's magical abilities are not restored if lost to damage.

Activation: Use Activated.
Caster Level: 1st.
Market Price: 1,000 gp.
Slot: Wrist.
Weight: 0.5 lbs.

Sun and Moon

It amused Alluveal to think of her brother Az'rael as a little boy even though he was in fact the elder. Perhaps it was his tunnel vision — devotee of Hate as he was — or maybe just the fact that he had grasped so eagerly at the opportunity to become their mother's favored when Alluveal had fled Neriak. Regardless, the gulf she had long felt between her and her brother was old, but she worked now to bridge it. Still, she was no fool and was not easily deluded: She knew the "little boy" would be grateful only for the gift itself, and not for the fact that she had prepared it.

Her reminiscence was brought short by the howling of the wind, and she reined in her wandering mind, lest her improbable present situation give rise to an anger that might imperil her. She inhaled deeply and shouted at the top of her lungs into the wind-blown sands, "The chromodrac wings you required, Sand Lord."

The massive sand giant who called himself Cazel loomed before the dark elf. Her lithe form was rendered a mere speck against the golden behemoth. Cazel insisted on standing almost directly above Alluveal. He did not kneel or bend, and barely did he even look in her direction, so she was forced to yell — *quite unseemly*, she thought — to communicate with him. The windstorm drove sand into her back, making concentration difficult as well as treacherous. The particles bit into her dark flesh even still, and, if not for the magical shields she had erected, Alluveal might have been overwhelmed, like her mule that had perished moments before. The mule lay nearby, already half-covered with sand, the brittle crystalline wings of the chromodrac still strapped in its packs.

At the tiny sound of her voice, Cazel pressed the palms of his hands toward the earth and the swirling winds immediately calmed. Alluveal's brow turned up very slightly. She hadn't known the giant possessed such powers.

Cazel's voice boomed through the suddenly motionless air. "Amazing that your kind once ruled the forest that grew here."

Alluveal bit her tongue. She did not wish to enrage the giant, and not only because she feared that he could crush her effortlessly. However, she could not entirely resist. "The depths of time are hazy, Sand Lord, and many speak with more certainty than perhaps they ought… though I would not dream of correcting you."

Cazel glared down — very nearly *straight* down, for he bestrode her — but rather than reply, he shifted his gaze to the sand-covered mule and his expression muted. He reached ponderously down and, as he wrenched the chromodrac wings free, he said, in a milder tone, "Yet perhaps it is not so amazing if one so small can defeat a foe that might give even Cazel pause."

Cazel folded the wings — they snapped but did not shatter — into one hand and with the other took up a great measure of gleaming sand, then clasped his hands. Looking straight ahead again, the giant spoke once more.

"The gemstone."

Alluveal, prepared for this moment, presented one of her three perfect garnets. It rested on her palm like a bloody, bulbous wound. Nodding, the sand giant's jaw clenched for the effort of his mighty hands. The ground near the two trembled until the giant's task was done.

With a grace surprising in such great digits, Cazel plucked away the garnet and in its place offered a vaguely metallic, glittering rod — *essence of sunlight*.

When Alluveal looked up from the shining rod, the giant was gone, and the wind began to howl once more, lifting the sands to deadly velocity. It was no matter to Alluveal. Her *gate* spell was easily cast.

As she faded from the Desert of Ro and streaked toward Freeport to purchase the metal she now required, she considered the delicious irony that in this case she was the moon and her hate-filled brother the sun. Or perhaps it was always so.

Miscellaneous Items

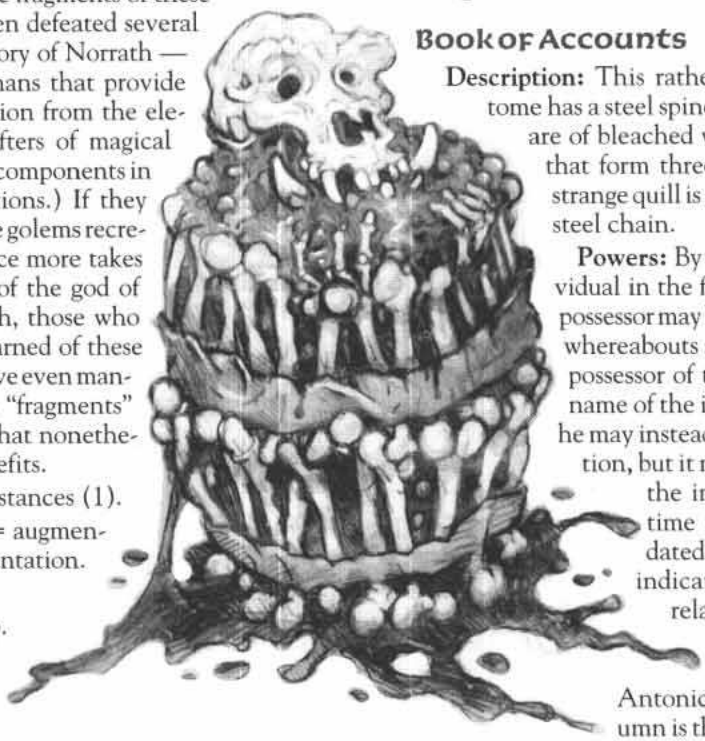
This category of items covers all those that do not fit into any other category. They include books, totems, and magic bags. Sample statistics for numerous common items can be found in Table 5–2 in the *EQ: Game Master's Guide*. When necessary, simply extrapolate other items' statistics from these examples.

For more on miscellaneous items, see *EQ: Game Master's Guide*, p. 169.

Random Generation: To generate miscellaneous items randomly, roll on Table 2–22: Miscellaneous Items.

Ball of Everliving Golem

Description: The three guardians of the god Cazic-Thule, the mighty golems Dread, Fright, and Terror, dwell on the Plane of Fear. They are deadly opponents, and only the mightiest of adventurers can hope to defeat them. However, it is said that the fragments of these golems — which have been defeated several times throughout the history of Norrath — can be crafted into talismans that provide their bearers with protection from the elements. (Truly skilled crafters of magical items use the fragments as components in even more fabulous creations.) If they are destroyed, each of these golems recreates itself quickly, and once more takes up its duties as guardian of the god of fear. Elsewhere in Norrath, those who craft magic items have learned of these famous items, and some have even managed to create fraudulent "fragments" of the everliving golems that nonetheless provide the same benefits.



Powers: Hp +4, all resistances (1).

Bonus type: Hit points = augmentation. Resistance = augmentation.

Caster Level: 3rd.

Market Price: 5,000 gp.

Slot: Miscellaneous.

Weight: 10 lbs.

Bone Barrel

Description: As the name suggests, this item is a small, watertight barrel made of humanoid thigh-bones, all bound together with iron. The outside of each bone has been marked with crude writing, and the inside of the barrel has been coated with thick tar and pitch. The barrel's lid is the top of an ogre's skull, held in place with a wax seal. Within a *bone barrel* are torches, ash, teeth, and dried eyes to be used in a ritual described on the outside of the barrel in the ogre language.

These barrels are gifts from the great spirits to the strongest ogre shamans, who keep the barrels until they grow old, knowing that someday their own strength will fail them and that the ritual will restore their might when this day comes. Of course, many barrels are lost or stolen long before their contents are used.

Powers: This barrel contains instruction on performing a ritual designed to improve an aging creature's physical might. If anyone who has lost Strength points to aging (see "Age" in the *EQ: Player's Handbook*, p. 146) performs this ritual, he gains an inherent bonus of from +1 to +5 (depending on the type of barrel) to Strength. The bonus gained can never exceed the number of points lost to aging — any additional points granted by the barrel are lost. Performing the ritual takes 48 hours over a minimum of six days. Once the ritual is completed, the magic disappears from the barrel and its materials, and it becomes a useless pile of bones.

Bonus type: Ability score = inherent.

Activation: Command Word.

Caster Level: 4th (+1); 7th (+2); 10th (+3); 13th (+4); 16th (+5).

Market Price: 3,600 gp (+1); 14,400 gp (+2); 32,400 gp (+3); 57,600 gp (+4); 90,000 gp (+5).

Slot: Miscellaneous.

Weight: 13 lbs.

Book of Accounts

Description: This rather small, red, leather-bound tome has a steel spine and a small lock. The pages are of bleached white paper with black lines that form three columns on each page. A strange quill is attached to the book by a fine steel chain.

Powers: By writing the name of an individual in the first column of the book, the possessor may keep track of that individual's whereabouts and general condition. If the possessor of the book does not know the name of the individual he wishes to track, he may instead use a short physical description, but it must be one plainly unique to the individual in question. Every time the book is opened, an updated entry in the second column indicates the named individual's relative position (e.g. "3 miles west of the village of Rifthaven in western Antonica"). Listed in the third column is the individual's current status: unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc. Once the name or description of an individual has been listed in the first column of the book, the distance between him and the book does not affect the report as long as the two remain on the same plane of existence. If they are ever separated across planes, the book ceases to track the individual's status. No matter how much information about a given individual's past locations and conditions are listed, the book always seems to have another empty page to store the next entry when next opened.

As many as seven names may be listed in the book at any given time. By wiping the feathered tip of the quill across a name while reading it aloud, the possessor may cause that name to disappear, severing the link between the book and the named individual. A name will remain in the book until erased.

An unwilling individual whose name is inscribed in the book by its possessor may make a Will save (DC 20) to keep

his name from remaining in the book. If this happens, the name simply disappears as soon as the possessor writes it in the first column.

Activation: Use Activated.
Caster Level: 7th.
Market Price: 56,000 gp.
Slot: Miscellaneous.
Weight: 3 lbs.

Book of Legends

Description: This large, hard-bound tome is of high quality, its cover impressed with brilliant colors and gold leaf. The edge of each parchment page is gilt and the ribbon mark is made of the most refined gold silk. On first perusal, the *book of legends* appears to be a beautiful book of sophisticated poetry. Each page is highly illuminated with illustrations of the poems and decoratively trimmed in dancing creatures and other intriguing marginalia. However, when the book is used to find legendary information, the pictures come alive and animate the pictorial story along with the words to give the reader the information he seeks.

Powers: If the user of the book concentrates on a particular story of legendary significance, the book can reveal various facts surrounding a person, place, or thing central to that story. If the person or thing is actually at hand, or if the user is in the place in question, finding the right page in the book takes only 1d4x10 minutes. If the user has only detailed information on the person, place, or thing, finding the right page in the book takes 1d10 days, and the resulting lore is less complete and specific (although it often provides enough information to help the character find the person, place, or thing, thus allowing a shorter search next time). If the character knows only rumors, finding the right page can take up to 2d6 weeks of poring over the tome, and the resulting lore is vague and incomplete (though it often directs the character to more detailed information, thus allowing a shorter search in the future). No matter how long it takes to look up any particular legend, when the book is being used in this way, no other legend can be sought.

While searching for the right information, the character cannot engage in anything other than routine activities: eating, sleeping, etc. When they are finally located, the appropriate pages tell the stories (if any) about the person, place, or thing sought in animated detail, and these stories may be recalled at any time, simply by marking them with the attached bookmark, as long as another search has not since been undertaken.

The legends sought may be those that are still current, those that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, the character gains no information. As a rule, characters of 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

A brand new *book of legends* may be used 50 times before it loses its magic and becomes an ordinary, if ornate book of poetry.

Caster Level: 11th.
Market Price: 66,000 gp.
Slot: Miscellaneous.
Weight: 5 lbs.

Boom Brush

Description: This item is a favorite plaything among the more adventurous ogre and troll shamans. The large wooden handle is fashioned from a knobby sapling and wrapped with leather around the upper end. The mop-like brush head is made from the fur of a corrupted black bear, loosely held in place with a ragged ferrule constructed from small strips of bark and twine. The overall effect is very crude, but still effective.

Powers: Once per week, the user may trace with the brush, using any available pigment, over any written symbols upon a book, map, scroll, or similar object bearing written information. The item to be affected must weigh no more than 10 pounds. The symbols detonate when read, dealing 6d6 points of magic damage (this is a force effect). Anyone adjacent to the symbols (a position normally required to read them) takes this damage with no saving throw. Others within 10 feet of the symbols take half damage if they succeed at a Reflex save (DC 15). The object upon which the set of symbols were painted also takes the damage, without the courtesy of a saving throw.

The user of the brush and any others he specifically instructs can read the protected writing without triggering the effects of the symbols. Additionally, by using the brush without pigment, the character can remove this effect whenever desired. Others can try to remove them with a successful *cancel magic* spell or similar magic. However, attempting to cancel the symbols and failing to do so triggers the explosion.

Note: Magic traps such as the explosive force created by a *boom brush* are hard to detect and disable. A rogue or bard can make a Search check (DC 28) to find the trap and a Disable Device check (DC 28) to deactivate it.

Activation: Use Activated.
Caster Level: 6th.
Market Price: 2,400 gp.
Slot: Miscellaneous.
Weight: 8 lbs.

Bowl of Endless Gruel

Description: This bowl is a simple chunk of earthenware, crudely formed and often lop-sided. Bits of straw and pebbles stick out of the bowl at odd angles. A single activation word is sometimes carved in the bottom of the bowl (generally Ogre for "gruel" or "lunch") so the ogres don't forget how to activate the item.

Powers: When its command word is spoken, the bowl fills with a thick, pasty gruel. Although this substance has a flavor similar to that of stale dirt, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The bowl can produce sufficient gruel each day to feed up to two Large creatures; double the number of creatures that can be fed for each decrease in size (four Medium-size, etc.), and halve it for each size increase.

Activation: Command Word.
Caster Level: 5th.
Market Price: 5,400 gp.
Slot: Miscellaneous.
Weight: 3 lbs.

Brute Sack

Description: This large, very heavy bag is made of alligator hide covered in bits of bone, rock, skin, and claws connected by dried lengths of sinew. Inside the sack are roots, teeth, rune-marked stones, dried organs, and smelly pastes to be used in a ritual described in the Troll language on the inside of the sack's surface (obvious only when the pouch is turned inside out).

These sacks are gifts from the great spirits to the toughest of troll shamans. Still, the sacks are often found in the hands of those who have dealings with the trolls, having been traded for food or for something shiny.

Powers: This sack contains instruction on performing a ritual designed to improve endurance and stamina. If anyone performs this ritual, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of sack) to his Constitution score. Once the ritual is performed, the magic disappears from the pouch and its materials, and it becomes a common, rather ugly bag.

Bonus type: Ability score = inherent.

Caster Level: 5th (+1); 10th (+2); 15th (+3); 20th (+4); 25th (+5).

Market Price: 5,000 gp (+1); 20,000 gp (+2); 45,000 gp (+3); 80,000 gp (+4); 125,000 gp (+5).

Slot: Miscellaneous.

Weight: 11 lbs.

Challace of Consecration

Description: This beautiful cup has a large glass bowl and a thick silver stem. The bowl is made of deep blue glass and detailed all the way around with images of benign-seeming priests, graceful divine servants, and joyful worshipers of all types and races. The stem is similarly decorated. This is the companion piece to the *goblet of sacrilege*.

Powers: Once per day, a good-aligned user who intones a prayer to any good deity and then drinks water from this cup (all as an attack action) thereafter emits an invisible 20-foot-radius aura of positive energy that remains active for 12 hours. All Charisma checks made to turn undead within this area gain a +3 divine bonus. Undead entering the aura suffer minor disruption, giving them a –1 divine penalty on attack rolls, damage rolls, and saving throws for as long as they remain therein. Undead cannot be created within or magically summoned into the consecrated aura.

If there is an altar, shrine, or other permanent fixture dedicated to the user's deity, pantheon, or higher power within 20 feet of the user when he drinks, the modifiers listed above are doubled (+6 bonus to turning, –2 penalty to undead rolls). If there is an altar, shrine, or other permanent fixture dedicated to a neutral or evilly aligned deity, pantheon, or higher power within 20 feet of the user when he drinks, the aura fails and that day's use of the challace is wasted.

The aura created by the *challace of consecration* counters and cancels that created by a *goblet of sacrilege*.

Caster Level: 6th.

Market Price: 4,800 gp.

Slot: Miscellaneous.

Weight: 3 lbs.

Charms of Discourse

Description: This "item" is actually a set of three pewter brooches, each shaped to look like a miniature crown of laurel leaves. Each brooch is about two and a half inches in diameter, but strong enough to hold a cloak or shawl closed if desired.

Powers: Once per week, the three creatures wearing these charms can activate the items to allow them to communicate telepathically for up to 90 minutes, as if by means of the spell *telepathic bond* (see Chapter One: Converted Spells). The three creatures must be within 30 feet of each other to establish the bond, but once that is done the telepathic link works over any distance (although not from one plane to another).

Activation: Use Activated.

Caster Level: 9th.

Market Price: 60,000 gp.

Slot: Miscellaneous.

Weight: 0.2 lbs. (each).

Creature Compass

Description: This item is a rather plain-looking, concave disc of tin. The face is covered with white enamel and painted with black letters and hatch marks that indicate the directions of the poles and the word used to activate the item. There is a hinged lid on the compass and a simple tin chain runs through a ring at the top, allowing it to be worn like an amulet (although it does not take up the place of an amulet and must be held to actually be used).

Powers: The compass user may sense the direction of a well-known or clearly visualized creature (but not an object or place) for up to 1 hour at a time. The user must clearly speak the command word and then slowly turn in a circle. He senses when he is facing in the direction of the creature to be located, provided the creature is within 750 feet. The user also knows in which direction the creature is moving, if any.

The user of the compass can locate a creature of a specific type (such as a human or a haze panther) or a specific creature known to him. He cannot find a creature of a general type (such as humanoid or magical beast). To find a type of creature, the character must have seen such a creature up close (within 30 feet) at least once.

A creature on the opposite side of running water cannot be sensed by the compass.

In addition to the magical abilities it possesses, the *creature compass* is also usable as a mundane compass. A brand new *creature compass* can be used 50 times before it loses all magical properties and becomes a mundane compass. Each use of the compass to sense a creature costs one charge.

Activation: Command Word.

Caster Level: 7th.

Market Price: 25,200 gp.

Slot: Miscellaneous.

Weight: 0.3 lbs.

Crimson Pearl

Description: These very large, lustrous red pearls are found mostly in caverns beneath the waves of the Ocean of Tears. Despite the large size of the pearls, some growing to a 3-inch diameter before they are harvested, they are quite fragile and rather easily crushed. They are highly coveted by iksar because the shellfish in which they grow are considered a crunchy culinary delicacy, but also because these unique pearls, once harvested, can be enchanted by spellcasters to function as a sort of mobile bind point for treasured objects.

Powers: The user of the pearl can call a nonliving item from virtually any location directly to his hand. First, the user touches the pearl to the item to be called, which may weigh up to 10 pounds and whose longest dimension is 6 feet or less. A magical mark vaguely resembling the touched item appears on the pearl where they touched, and the item itself glows momentarily with a red nimbus. While the glow on the item fades away, the pearl's mark remains visible. Whenever the user crushes the pearl, the touched item instantly appears in his hand. Only the user who initially bonded the pearl to the item can use the pearl in this way.

If the item is in the possession of another creature when the pearl is crushed, the retrieval does not work, but the user learns instantaneously who the item's current possessor is and roughly where he, she, or it is located. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Each pearl can be used only once.

Activation: Use Activated.

Caster Level: 13th.

Market Price: 4,850 gp.

Slot: Miscellaneous.

Weight: 0.1 lbs.

Crude Stein

Description: The ogres of Feerott enjoy their ale, and often imbue their drinking vessels with magical powers. Despite its name, this stone mug not only allows its wearer to drink ogre-sized portions of intoxicants, but also improves his overall health and natural charm. As the bearers of these mugs often get involved in brawls and tussles, the *crude stein* is also has a single-use healing spell, enough only to mend a sore head or bruised shin.

Powers: Any drinker may imbibe twice the usual amount of alcoholic beverage from this vessel while suffering only the standard effects of intoxication (i.e., as if he had consumed only half of the actual amount). By speaking the proper command word and then drinking a draught from the stein, the drinker gains the effects of the spell *minor healing*. This power may be used only once.

Further, while the stein is held, the possessor gains the following benefits:

Con +4, Cha +3.

Bonus type: Ability score = enhancement.

Activation: Command Word [*minor healing*], Use Activated [ability scores].

Caster Level: 12th.

Market Price: 24,265 gp.

Slot: Miscellaneous

Weight: 1 lb.

Drachnid Thyxl

Description: In the frozen wilderness of southern Kunark lies the region known only as the Dreadlands. This area harbors numerous drachnids, who carry out the will of their master, Mayong Mistmoore, mining for the valuable gemstones that are found in the region. The so-called *drachnid thyxl*, one of the most commonly sought but rarely discovered, is a large, black mass of glittering crystal harder than a diamond; when properly treated, the *thyxl* provides its bearer with magical enhancements. These crystalline masses are often carried by drachnid spellcasters and other magic-wielding minions of Mistmoore.

Powers: Int +2, mana +7, magic resistance (4), magic save +1.

Focus effect: Extended Range III.

Bonus types: Ability score = enhancement. Mana = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 9th.

Market Price: 29,300 gp.

Slot: Miscellaneous.

Weight: 3 lbs.

Dream Sender

Description: The creation of these items is a jealously guarded secret known only among certain Northmen shamans of Everfrost, particularly those of the Fox, Hare, and Hawk tribes. The *dream sender* is a web of silken threads, woven and knotted over and over within a smallish wooden frame. The effect resembles the woven threads of a spider's web. The frame is wrapped in cords of leather, and brightly colored feathers of exotic birds hang in sets of three from the bottom of the *dream sender*. Frequently, variously colored glass beads are strung upon the silky threads.

Powers: By hanging one of these items over his head while he meditates, a character may send phantasmal messages to others in the form of a dream. To begin the dream, the character first must name the recipient of the message or identify her by some title that leaves no doubt as to her identity. Then, he must make a Meditation check (DC 15); a failed check means the character cannot use the *dream sender* for 24 hours. If the check is successful, the sender then enters a transcendental state: His spirit leaves his body, appears in the recipient's dream, and delivers the message. The sender is unaware of his own surroundings or the activities around him while in the trance. He is defenseless, both physically and mentally (he always fails any saving throw, for example) while in the trance.

The communication afforded by the dream is one-way. The recipient cannot ask questions or offer information, nor can the sender gain any information by observing the dreams of the recipient. The message can be of any length, and the recipient remembers it perfectly upon waking. Once the message is delivered, the messenger's mind returns instantly to his body. The duration of the dream is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the dream begins, the messenger can choose to end his trance (also ending the dream) or to remain in the trance. He can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. If the sender is disturbed during the trance, he awakens and the dream ends.

Creatures that do not sleep or dream cannot be contacted in this way. Only a single dream may be sent each night.

Activation: Use Activated.
Caster Level: 9th.
Market Price: 18,000 gp.
Slot: Miscellaneous.
Weight: 0.5 lbs.

Everburn Candle

Description: Originally crafted by a barbarian in Halas called Dok (who switched to candle-making after a somewhat painful attempt at making cigars), the *everburn candle* is popular among adventurers, who appreciate the permanent, inextinguishable light that it provides.

Powers: While lit, the *everburn candle* can only be extinguished by magic or voluntarily by its bearer. It casts light in a 15-foot radius, and is never consumed no matter how long it burns.

Cold resistance (1), poison resistance (1).
Bonus types: Resistance = augmentation.
Caster Level: 3rd.
Market Price: 7,200 gp.
Slot: Miscellaneous.
Weight: —.

Fabricator

Description: These special, mystical boxes are created by the high priests of Rodcet Nife in their temple in Qeynos. Each normally appears as a small wooden chest, no larger than 6 inches wide, 4 inches tall, and 4 inches across. On the front is an elaborate bronze lock with a rather ornate key.

Powers: Once per day, the box may convert materials of one sort into products that use those materials. When the key is inserted in the lock and turned one full rotation counterclockwise, the box grows to be a large chest 6 feet wide, 4 feet tall, and 4 feet deep. The user may place up to 90 cubic feet of materials into the box and close the lid. She must then turn the key one full rotation back to the right and turn the entire box once, clockwise. She then turns the key one full rotation back to the left and opens the box. Inside, the materials have now been converted into the products desired by the character. When the items are removed, the character may return the box to its small size by turning the key all the way back to the right twice.

Creatures and magic items cannot be created or transmuted by the *fabricator*. The quality of items made is commensurate with the quality of material used as the basis for the new fabrication. If the character works with a mineral, he may use only 9 cubic feet instead of 90.

The user of the box must make an appropriate Trade Skill check to fabricate articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.). As a rule, if the item to be crafted requires a Trade Skill check of higher than 16, the user must make a successful check to fabricate it using the box (this takes no more time than a simple fabrication, however).

Caster Level: 9th.
Market Price: 18,000 gp.
Slot: Miscellaneous.
Weight: 4 lbs. (small form) or 50 lbs. (large form).

Fan of a Thousand Breaths

Description: A pleated, hand-held fan made from thin metal, one side of this item is painted in high detail, with bright scenes of ladies in colorful robes lingering in beautiful cherry blossom gardens. The origin of these fans is unknown but their craftsmanship is highly desirable, widely sought after by the rich and eclectic.

Powers: The fan's user may alter wind force in the area surrounding her in a 360-foot radius. She can make the wind blow in a certain direction or manner, or increase or decrease its strength for up to 90 minutes at a time. A brand new *fan of a thousand breaths* can be used 50 times before it loses all magical properties and becomes a mundane, if beautiful fan. Each 90-minute period of use costs one charge. The character may choose to end the effect before the time period elapses, but the charge is still expended. Only one charge may be used at a time.

While a charge remains in effect, the new wind direction and strength persist until the user chooses to alter her handiwork, which requires concentration. She may create an "eye" of calm air up to 80 feet in diameter at the center of the area if she so desires, and she may choose to limit the effect to any circular area within the fan's full radius.

Wind Direction: The user may choose one of four basic wind patterns to function over the fan's area:

- A downdraft blows from the center outward in equal strength in all directions.
- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Strength: The user may alter the current wind strength by up to three categories (which are described briefly below, with more detail to be found on "Table 2–4: Wind Effects" in the *EQ: Game Master's* Guide). Each round, a creature in the wind must make a Fortitude save (DC 24) or suffer the appropriate effect(s).

Calm winds (up to 10 mph) may adversely affect sailing speeds.

Light winds (11+ mph) have no effects on creatures or objects.

Strong winds (21+ mph) make sailing difficult.

A severe wind (31+ mph) causes minor ship and building damage.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

Hurricane-force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder.

A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

Activation: Use Activated.

Caster Level: 9th.

Market Price: 42,500 gp.

Slot: Miscellaneous.

Weight: 1.2 lbs.

Fire Snuffer

Description: A plain-seeming iron candle snuffer with a long twisted handle and flared bowl, the snuffer's once bright metal is now dark gray and, in places, blackened due to its exposure to fire. When the *fire snuffer* is used, the bowl pivots on the stem to face the conflagration.

Powers: Once per day, the user may put out forest fires and other conflagrations; the user points the snuffer like a wand at the fire and clearly states the command word. Silvery energy flies forth from the *fire snuffer*, traveling up to 180 feet, and extinguishes all nonmagical fires in an area with a maximum of eight 20-foot cubes.

The *fire snuffer* also cancels fire-based spells in the area, though the user must succeed at a dispel check of 1d20+8 against each such spell in the area to cancel it. (The DC to cancel such spells is 11 + the caster level of the fire spell.) Elemental fire creatures within the area take 8d6 points of damage from the snuffer, with no save allowed, nor does spell resistance apply.

Alternatively, the user can target a single magic item that creates or controls flame, such as a *smoldering brand*. The item loses all its fire-based magical abilities for 1d4+1 hours unless it succeeds at a Will save (DC 24). Epic items are immune to this effect.

Activation: Command Word.

Caster Level: 8th.

Market Price: 11,520 gp.

Slot: Miscellaneous.

Weight: 2 lbs.

Flying Carpet

Description: Though they vary in coloration and style, all *flying carpets* have generally similar designs. All are roughly 15 feet square, with tassels along all four edges; all have complex figures and patterns woven into their fabric, with an ornate circular design taking up the center of the carpet; and all have straps with buckles attached to the underside of the carpet so it can easily be folded in thirds and rolled up to make a 5-foot-long bundle. *Flying carpets* are generally made of silk, but always made of thin, light material that never stains or wrinkles.

These fabulous magic items have only been found in ruins on the continent of Kunark. The iksar have no history of making or possessing such items, so their origin remains a mystery. Many of the carpets have patterns depicting dragons or other flying reptiles, leading some to believe they were created by sarnak, shissar, or even the dragons themselves.

Powers: The carpet can fly at a rate of 90 feet at the mental command of whoever sits or stands in the middle. As many as nine Medium-size creatures can ride on the carpet at once, and it can carry up to 1,800 pounds. The carpet flies upward at half the rate it flies forward, and must always travel at least 10 feet before making any turn. The carpet is a remarkably stable platform, allowing riders to make ranged attacks without penalty from its surface, although spellcasters must make a Channeling check (DC 5 + spell level) to cast successfully from a carpet while it is in motion.

Activation: Use Activated.

Caster Level: 12th.

Market Price: 120,000 gp.

Slot: Miscellaneous.

Weight: 15 lbs.

Frosted Gem

Description: These magical gems are generally found only on the craggy islands of the Iceclad Ocean and neighboring regions. They tingle slightly when held in hand and are cool to the touch, and are said to make their bearers sharper and more mentally agile; however, they also sap the strength of those who carry them.

Powers: Str –2, Int +1, mana +5.

Bonus types: Ability score = enhancement. Mana = enhancement.

Caster Level: 5th.

Market Price: 3,200 gp.

Slot: Miscellaneous

Weight: —.

Gate Coin

Description: This simple coin can easily be mistaken for a common platinum piece, if not for the unusual images stamped on it: One side is marked with a pyramid, the other with a clawed, scaly hand. These coins were created by the shissar centuries ago, used extensively by them to teleport with ease to different locations. They fell out of use somewhat when the shissar discovered the secrets of portals, but were still common among that race until their disappearance. Many have found their way into common money supplies, used as currency by traders and merchants who do not realize their true value.

Powers: A character who holds a *gate coin* while affected by any spell in the *gate* or *translocate* spell lines automatically becomes attuned to the coin; simultaneously, anyone previously attuned to that coin loses that connection. Thereafter, the newly bound character may be *gated* to the location of that coin as if it were his bind point, as long as there is sufficient room from him to arrive safely within 10

feet of it. The individual always has the option of arriving at his current actual bind point or at the location of the coin when affected by such spells.

Activation: Use Activated.
Caster Level: 7th.
Market Price: 1,400 gp.
Slot: Miscellaneous.
Weight: 0.02 lbs.

Genesis Paper

Description: These rare sheets of thin parchment are covered in complex water-marks and have a gold-leaf edge. A seal impression of strange runes is pressed into the center of each sheet, all of which are 1-foot square; however, they can be stretched and pulled to larger sizes, allowing them to depict objects up to 1 cubic foot in size when used. A few of these sheets have been found in burial chambers in the Lavastorm Mountains.

Powers: These magic sheets enable their possessor to create actual, permanent objects simply by folding the paper into a rough approximation of the object's form. The user need only concentrate on what object he wishes while holding one of these sheets, and he automatically folds the sheet into a tiny, intricately folded three-dimensional representation of the item desired. One sheet of *genesis paper* is sufficient to create a 1,000-cubic-foot object by depicting it three-dimensionally at 1/10th scale; the item, once formed, increases its length by 10 in each dimension. Thus, a 1-foot-by-1-foot-by-1-foot rendition of a pit would result in an actual 10-foot-by-10-foot-by-10-foot pit; a 3.6-inch-long representation of a sword would result in a 3-foot-long sword; and so on.

Only normal, inanimate objects and spaces can be created — doors, pits, flowers, trees, cells, and so on. Creatures can't be created. Architectural elements (floors, walls, ceilings, doors, etc.) must be placed on the building they are to become part of, and they then incorporate themselves into it (thus it is possible to create a door on the outer wall of a cell, then open it and walk out).

It takes 10 minutes to depict any object with the sheets. *Genesis paper* cannot create magic items. Objects of value depicted by the sheets — precious metals, gems, jewelry, ivory, and so on — appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials. The user can create normal weapons, armor, and other mundane items whose value does not exceed 2,000 gp. Items created are not magical; the effect is instantaneous, and the *genesis sheet* actually transforms permanently into the chosen item.

Activation: Use Activated.
Caster Level: 15th.
Market Price: 3,750 gp (per sheet).
Slot: Miscellaneous.
Weight: 0.1 lbs.

Glass of Time

Description: The *sands of time* are precious and very rare grains of bright white sand found only at night in the ruins of Takish-Hiz. Sometimes these are found encased in a polished wooden minute glass, enameled in white around the lip at the top and bottom. The wooden circles that make the cap and the base are engraved with star signs and galaxy coils. Each time the delicate glass is turned, less of the gleaming white sand falls to the bottom, yet none ever remains in the top.

Powers: Using the *glass of time*, a character seems to make time cease to flow for everyone but himself. In fact, the character speeds up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. The character is free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm the character. While the sands are running, other creatures are invulnerable to the character's attacks and spells; however, the character can create spell effects and leave them to take effect when the sands run their course. (The spells' durations do not begin until the sands are finished flowing.)

A character using the *glass of time* cannot move or harm items that are held, carried, or worn by a creature stuck in normal time, but he can affect any item that is not in another creature's possession.

The character is undetectable while the sands pour. However, he still cannot enter an area whose entrance is magically barred.

Each time the glass is turned, the level of the sand is lowered. A brand new *glass of time* can be turned 3 times before it loses all magical properties and becomes an empty and mundane minute glass.

Activation: Use Activated.
Caster Level: 17th.
Market Price: 22,950 gp.
Slot: Miscellaneous.
Weight: 0.5 lbs.

Globe of Boons

Description: The *globe of boons* is a dim black globe apparently made of heavy, thick glass filled with tiny white stars. Among the white stars that float and wink within the globe are three purple ones that remain stationery and do not twinkle. Upon close inspection, the stars appear to float about in an inky, dark liquid. When the purple stars are all used up, the liquid fades to a dark blue, like the light of a late evening sky.

Powers: The marvelous *globe of boons* grants the owner three boons that result in nearly any type of effect. One boon can do any of the following:

- Duplicate any spell of 10th level or lower from a dedicated spell-casting class.
- Duplicate any spell of 9th level or lower from a hybrid spell-casting class.
- Duplicate any bardic song of 8th level or lower.
- Undo the harmful effects of any other spells, such as *boil blood* or *mala*.
- Have any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or suffering a –10 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC 31). When a boon duplicates a spell with a material component that costs more than 1,000 gp, the user must provide that component.

Once all three boons are granted, the globe becomes an inert sphere of basalt.

Activation: Use Activated.
Caster Level: 21st.
Market Price: 34,650 gp.
Slot: Miscellaneous.
Weight: 8 lbs.

Glowing Black Stone

Description: These black stones are sometimes found among the remains of undead creatures in the Qeynos Hills. No one is certain what role these stones play, but some believe that they are involved in the necromantic magic that animates the creatures. So far, research has failed to reveal their true use, and many believe that they are simply a side-effect of the dark magic that causes the dead to rise. Nonetheless, the stones do seem to grant considerable benefits to their possessors.

Powers: Int +3, magic resistance (1).

Bonus types: Ability score = augmentation. Resistance = enhancement.

Caster Level: 9th.
Market Price: 10,250 gp.
Slot: Miscellaneous.
Weight: 0.4 lbs.

Goblet of Sacrilege

Description: This beautiful yet unsettling cup has a large glass bowl and a thick iron stem. The bowl is made of glass of the deepest red and detailed all the way around with images of cruel-seeming priests, terrible divine servants, and pitiful worshipers of all types and races. The stem is similarly decorated. This is the companion piece to the *challace of consecration*.

Powers: Once per day, an evil-aligned user who intones a prayer to any evil deity and then drinks water — or some other liquid — from this cup (all as an attack action) thereafter emits an invisible 20-foot-radius aura of negative energy that remains active for 12 hours. All Charisma checks made to turn undead within this area suffer a –3 divine penalty. Undead entering the aura gain a +1 divine bonus on attack rolls, damage rolls, and saving throws for as long as they remain therein. Undead created within or summoned into an area profaned by the *goblet of sacrilege* gain +1 hit point per HD.

If there is an altar, shrine, or other permanent fixture dedicated to the user's deity, pantheon, or higher power within 20 feet of the user when he drinks, then the modifiers listed above are doubled (–6 penalty to turning, +2 penalty to undead rolls, undead gain +2 hit points/HD). If there is an altar, shrine, or other permanent fixture dedicated to a neutral or good-aligned deity, pantheon, or higher power within 20 feet of the user when he drinks, the aura fails and that day's use of the goblet is wasted.

The aura created by the *goblet of sacrilege* counters and cancels that created by a *challace of consecration*.

Caster Level: 6th.
Market Price: 4,800 gp.
Slot: Miscellaneous.
Weight: 3 lbs.

Grodan's Idol

Description: The Coterie vampyres of the Maiden's Eye and surrounding territories are known to carry these items, using them to further enhance their considerable abilities. They do not appear to have been made by the vampyres themselves, but rather to have been looted from the ruins of Akheva, whose original inhabitants used the idols for religious ritual.

Powers: Str +4, Dex +3, hp +6, cold resistance (2), poison resistance (2).

Bonus types: Ability score = enhancement. Resistance = enhancement.

Caster Level: 12th.
Market Price: 38,600 gp.
Slot: Miscellaneous.
Weight: 0.1 lbs.

Gypsy Jewel

Description: This crystal ball was created by wizards of the ancient Combine Empire to spy on their enemies. Now only found among gypsies and wanderers in the Desert of Ro, the *gypsy jewel* is a truly rare artifact, one that is difficult to identify. The simple 3-inch glass ball appears to be nothing more than a bauble. However, when used properly, the globe fills up with multi-colored smoke, swirling with shapes and images that tell the seer much.

Powers: Once per day, a *gypsy jewel* can provide a character with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The "advice" can be as simple as a short, precise image, or it might take the form of an obscure, fleeting vision.

The user must concentrate on the orb for at least 10 minutes to receive his answer. In all cases, the GM controls what information the user receives. Note that if the user and his allies don't act on the information, the conditions may change so that the information is no longer useful.

The base chance for an accurate answer is 80%. The GM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against divinations have been taken). If the dice roll fails, the character knows the *gypsy jewel* has failed, unless specific magic yielding false information is at work.

Multiple questions about the same topic by the same user use the same dice result as the first question and yield the same answer each time.

Activation: Use Activated.
Caster Level: 7th.
Market Price: 11,200 gp.
Slot: Miscellaneous.
Weight: 8 lbs.

Hive Fiend's Brain

Description: The hideous, eyeless netherbians of Luclin dwell in absolute darkness. The most powerful type of netherbian, the hive fiend, is a truly horrifying creature, but a few adventurers have discovered that such a creature's brain, if properly harvested and preserved, can be transformed into a useful magical item. Most are not equal to the task of slaying a hive fiend, however... and these creatures do not share their bodily organs readily.

Powers: Int +3, Cha +3, mana +5.

Bonus types: Ability score = augmentation. Mana = augmentation.

Caster Level: 10th.

Market Price: 26,000 gp.

Slot: Miscellaneous

Weight: 1.5 lbs.

Hunting Hound

Description: The *hunting hound* is a miniature porcelain sculpture of a hunting dog. The tiny hound is perfect in every detail, right down to the shiny nose and the lolling red tongue. When the figurine is activated, it grows to full size and comes to life. The young hound lives only to find whatever it is that the master wishes. If it does so, the *hunting hound* barks and leaps gleefully into the air, then returns to miniature size until it is called forth again.

Powers: Three times per day, the user can send the hound to search for a particular type of animal or plant for up to 10 minutes at a time. When he places the figurine on the ground and clearly states the word "fetch" (in any tongue), the statuette transforms into a dog (use stats found in *EQ: Monsters of Norrath*). The user must think of a species of animal or plant when activating the hound. As soon as the hound fully animates, it races off in search of that plant or animal. The hound searches an area up to 1,000 feet from where it is activated for its quarry. This search requires from 1 to 20 minutes, depending on whether the desired plant or animal is present in the area and how far away it is (the GM decides if a specific type of animal or plant is present).

When it returns, the hound will bark and leap to get the user's attention, pointing the way to the plant or animal, or leading the way if need be; once the user finds the plant or animal, the hound immediately transforms back into a sculpture. If the hound does not find what the user wanted, it simply returns to its master, pants once or twice and transforms back into a sculpture.

The hound will defend itself if attacked in its living form, but will not otherwise fight or attack, even at the user's behest. If slain in its animate form, the hound reverts to a statuette and cannot be used again for a full week.

Activation: Command Word.

Caster Level: 3rd.

Market Price: 3,240 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Iron Casket

Description: These heavy iron boxes, also referred to as *caskets of dread reason*, appear to be miniature coffins of an exotic nature, each no more than a foot long. The outside of each is marked with runes and pictographs showing undead iksar marching and fighting at the command of living iksar. Within the caskets are powdered bones, dark inks, dried scales, and colored waxes to be used in a ritual described in the iksar language on the inside of the casket lid.

These caskets are gifts from the great spirits to the smartest of the great iksar necromancer-shamans. More common when the iksar empire was at the height of its power, the caskets were rarely used by the iksar unless commanded by their emperor. The caskets that were never used have been looted from old iksar tombs by many other races that are less particular about performing the rituals.

Powers: This casket contains instruction on performing a ritual designed to improve memory and logic. If anyone performs this ritual, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of casket) to his Intelligence score. Once the ritual is performed, the magic disappears from the casket and its materials, and it becomes a common, if unusual, iron box.

Bonus type: Ability score = inherent.

Caster Level: 5th (+1); 10th (+2); 15th (+3); 20th (+4); 25th (+5).

Market Price: 5,000 gp (+1); 20,000 gp (+2); 45,000 gp (+3); 80,000 gp (+4); 125,000 gp (+5).

Slot: Miscellaneous.

Weight: 10 lbs.

Kedge Horn

Description: This opalescent horn is a beautiful artifact of the long-lost civilization of the kedge. Once used to announce visitors to kedge cities and warn of impending attack, the horns are now all but lost themselves, only rarely turning up in a sunken keep or some submerged sea-cave. Each horn is a marvel of workmanship, a 2-foot straight horn with no finger holes that looks as though it was carved from a single pearl. A few of these horns have been cracked without being destroyed, and master craftspersons have been able to bolt brass bands onto them to prevent their degradation. Though this ruins the sound of the horns, it seems to have no effect on their magical properties.

Powers: The horn sounds equally easily in air or under water (thus allowing a bard to use a spell requiring a brass instrument under water). Once per day, any character with at least 1 rank of the Play Brass Instrument skill (or the appropriate Perform skill), or any aquatic creature with an Intelligence score of 6 or higher, may sound this horn to produce any one of the following effects, as desired by the player.

- Calm rough waters in a 1-mile radius for 24 hours.
- Destroy a single water elemental if it fails a Fort save (DC 20).
- Affect all aquatic animals, beasts, and vermin of the user's choice within 100 feet as though a *panic animal* (Will negates, DC 20) had been cast upon them.
- Create one or more creatures that serve the player faithfully and well, obeying his commands to the best of their ability for 1 hour. The type of creature summoned is random, as determined by the table below.

% Roll	Creatures Summoned
01–30	5d4 razorgills
31–80	1d4 caiman
81–100	1 seahorse (soothbrine)

If no specimen(s) of the resulting creature type exist within 5 miles of the horn, nothing happens and the horn is not considered to have been used for the day.

Any sounding of the horn can be heard by any kedge within 5 miles (although, of course, only one such creature is known to still exist).

Activation: Use Activated.
Caster Level: 10th.
Market Price: 25,750 gp.
Slot: Miscellaneous.
Weight: 2 lbs.

Liar's Knuckles

Description: This item is actually a pair of knucklebones, each with four numbers carved into it, the numerals generally taken from different alphabets. The knucklebones are always slightly cool to the touch, but never cold, and they periodically rattle as if being fondled even when left alone (for this reason, many owners of these dice keep them in padded bags, where their rattling can't give the owner away in tense situations).

These items are made from the knuckles of those who cheat at various games and are killed after being caught. Ghoul magi often create them for their own amusement, using them to play their macabre games when gathered at a Convocation.

Powers: Once per day, the *liar's knuckles* can be cast on the ground to create an illusion of a creature. They type of creature depicted by the illusion is random, depending on the results of the die toss; whenever the knuckles are used to create an illusory creature, roll 2d4 and consult the table below. The user may attempt to make a Pick Pocket skill check to produce a specific combination on the knuckles as a feat of legerdemain (DC 25). The illusions created obey the will of whoever threw the knuckles, but cannot move more than 60 feet from the location of the knuckles.

These illusions seem real in all regards except touch. They have the look, sound, and smell of the thing they emulate, even giving off the proper heat image to creatures with infravision. The illusions cannot be touched, however. Thus if ordered to attack they always miss their target, and all attacks made against them seem off-target or (for spells and ranged weapons) simply ineffectual. If it is impossible for an illusion to avoid being touched, or if an attack rolls a critical threat against the illusion, it is immediately dispelled. Otherwise, each illusion lasts 1d4+4 minutes, or until the dice are moved.

2d4 Result	Illusion
1,1	Holgresh
1,2	Bat, giant
1,3	Tiger, sabertooth
1,4	Drake, ebon
2,1	Fire imp
2,2	Evil eye
2,3	Tigerraptor
2,4	Cockatrice
3,1	Orc warrior (random clan)
3,2	Bixie
3,3	Giant (random type)
3,4	Snake, cistern asp
4,1	Illusion of whoever tossed the knuckles
4,2	Illusion of whoever tossed the knuckles (in garb of random class)
4,3	Illusion of whoever tossed the knuckles (random species)
4,4	Illusion of whoever tossed the knuckles (sex reversed)

Activation: Use Activated.
Caster Level: 9th.
Market Price: 19,500 gp.
Slot: Miscellaneous.
Weight: 0.1 lbs.

Lightning Rod

Description: A *lightning rod* is a slim 2-foot-long bar of iron with golden lightning bolts etched along its length, an amber stone mounted in a gold setting on its head. A fur-wrapped handle makes the rod comfortable to grip even in cold weather.

The goblins of the Lavastorm Mountains seem to know the secret of creating these rods, and they often use them against enemies resistant to fire damage. Only a few of these goblins actually carry such rods, however, so making them is either a difficult process or a closely guarded secret that only a few of the goblin spellcasters know.

Powers: A *lightning rod* allows a wielder to fire a bolt of lightning at a single target; a Reflex save (DC varies, see below) allows the target to take only half damage. The base damage from a particular bolt may vary from 1d6 to 11d6 points of electricity damage, depending on the type of rod and the desire of the wielder. Each rod has a number of mana and a maximum number of dice it can deal with each bolt. A bolt requires 2 mana per die of damage dealt. Thus, for instance, a wielder using a type IV rod might fire a bolt for anywhere from 1 to 8 dice of damage, costing from 2 to 16 mana, respectively.

The seven types of rods and their varying statistics are provided on the table below:

Type	Total Mana	Max Damage	Range	Reflex DC
Type I	24	5d6	150 ft.	15
Type II	35	6d6	160 ft.	16
Type III	48	7d6	170 ft.	17
Type IV	63	8d6	180 ft.	18
Type V	80	9d6	190 ft.	19
Type VI	99	10d6	200 ft.	20
Type VII	120	11d6	210 ft.	21

The rods cannot be recharged, and once they are out of mana they become inert lengths of iron.

Activation: Command Word.

Caster Level: 5th (type I); 6th (type II); 7th (type III); 8th (type IV); 9th (type V); 10th (type VI); 11th (type VII).

Market Price: 3,375 gp (type I); 4,860 gp (type II); 6,615 gp (type III); 8,640 gp (type IV); 10,935 gp (type V); 13,500 gp (type VI); 16,335 gp (type VII).

Slot: Miscellaneous.

Weight: 2 lbs.

Lizard Case

Description: This item is a combination of a spellbook and a writing desk. When closed, it is a box 12 inches tall, 9 inches across, and 3 inches thick. It is covered in a tough reptilian hide, with black iron hinges and a simple iron clasp. Opening the case reveals hundreds of pages of vellum, each so thin that light can pass through it. There is also storage space for four ink vials, several quills, a bit of gum for erasures, and four small folding legs that can be removed from the case and used to turn it into a small writing desk.

Lizard cases are rare and ancient, believed to come from the lost civilization of the shissar. Many are kept as relics by elven and dark elven schools of magic, though occasionally one is found in a crypt in the Desert of Ro.

Powers: A spellcaster can fill the 500 vellum pages of a lizard case without paying the usual 100 gp/page for scribing spells. The inks in the case can only be used to scribe spells onto the case's special vellum, but they never run dry, thus allowing a caster to inscribe up to 1,000 spells (one on either side of each sheet) in the case. Further, each spell inscribed by a caster is visible only to him, preventing any of his magics from falling into enemy hands if the case is stolen. If a new spellcaster comes into possession of the case, the pages are effectively empty to him, so he may immediately scribe his own spells onto the pages. Meanwhile, if a previous owner were to recover the case, it would still — to his eyes — contain only whatever spells he had formerly scribed in it.

The case is waterproof and protects its contents from any harm unless it is totally destroyed (the case has an AC of 12, hardness 15, and 50 hp).

Caster Level: 6th.

Market Price: 15,300 gp.

Slot: Miscellaneous.

Weight: 3.5 lbs.

Manacle of the Keeper

Description: This item appears to be a broken cuff attached by a stout, rusty chain to a large steel spike.

Powers: Once per day, the user can completely block a creature from bodily extradimensional travel for 8 minutes. The user "pulls" a ghostly image of the manacle from the rusty item, and must throw this energy manacle at the feet of a target up to 180 feet away, requiring a ranged touch attack. If the attack is successful, the ghostly manacle clamps around one ankle of the target. The ghostly manacle does not inhibit the target's physical mobility in any way, but all forms of teleportation or extradimensional movement, including spells from the *gate* and *translocate* spell lines and similar spell-like abilities, are barred. However, the *manacle of the keeper* does not prevent summoned creatures from disappearing at the end of a spell.

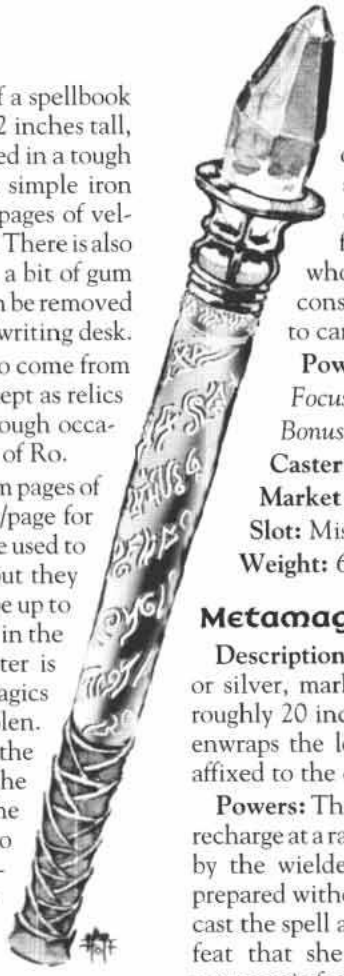
Activation: Use Activated.

Caster Level: 8th.

Market Price: 12,800 gp.

Slot: Miscellaneous.

Weight: 7 lbs.



Medicine Totem

Description: These carved wooden idols are carried by shamans and other members of the burynai race. They are said to represent the bearer's soul, and each is personally crafted by a burynai priest. Unfortunately for the badger-folk, these items function for whoever carries them, even if most burynai consider it a sacrilege for those not of their race to carry one.

Powers: Wis +2.

Focus effect: Improved Healing I.

Bonus types: Ability score = augmentation.

Caster Level: 6th.

Market Price: 7,000 gp.

Slot: Miscellaneous

Weight: 6.5 lbs.

Metamage Rod

Description: A rod of this type is generally made of steel or silver, marked with phrases of arcane lore. Most are roughly 20 inches long and an inch in diameter. Leather enwraps the lower end of the rod, and a large crystal is affixed to the opposite end.

Powers: These rods contain 24 mana that automatically recharge at a rate of 1 mana per hour. This mana can be used by the wielder only to augment a spell that has been prepared without metamagic feats; using the rod, she may cast the spell as if she had prepared it with any metamagic feat that she knows. The spellcaster must know the metamagic feat to be used, and can only augment the spell with one feat in this way. The additional cost for the metamagic is taken from the reserve within the rod.

Caster Level: 15th.

Market Price: 24,000 gp.

Slot: Miscellaneous.

Weight: 1 lb.

Oil Veritas

Description: This white oil has a light, pungent smell and a slight golden sheen. It does not leave a residue when touched or poured on surfaces, and feels like water rather than oil to the touch. The oil does not burn unless placed within a lamp or lantern — in fact, if sitting in a bowl or other open reservoir it can even be used to extinguish candles without repercussion.

Powers: When lit in a lamp or lantern, this oil emanates a soft white light out to the normal limits of the lantern.

The unusual properties of the oil lie in the fact that creatures illuminated by this light can't speak any deliberate and intentional lies. This is a mind-affecting compulsion. Illuminated creatures are allowed a Will save (DC 15) to avoid the effects when the oil is lit or when they first enter the illuminated area. Affected creatures are aware of this enchantment; therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the illuminated area are free to speak as they choose.

A brand new flask of *oil veritas* burns for 50 minutes before it is gone.

Caster Level: 5th.
Market Price: 5,000 gp (per flask).
Slot: Miscellaneous.
Weight: 1 lb (per flask).

Orb of the Deep Sea

Description: This glowing spherical stone appears to come from the depths of Norrath's oceans and has so far only been found in the hordes of sea-dragons or similarly powerful creatures. It protects and strengthens its bearer while enabling her to breath underwater. The orb's considerable weight is a mere inconvenience on land, but in the water it provides somewhat dubious aid to adventurers, for the weight of the *orb of the deep sea* can cause its possessor to sink like a stone.

Powers: The orb provides its possessor with the effects of a permanent *enduring breath* spell while it remains on her person. However, Swim checks made to avoid sinking while burdened with the stone suffer a –5 penalty.

The stone also grants the following benefits while carried:

Str +3, AC +3.

Bonus types: Ability score = enhancement. AC = deflection. Skill = enhancement.

Caster Level: 9th.
Market Price: 59,375 gp.
Slot: Miscellaneous.
Weight: 15 lbs.

Orb of the Infinite Void

Description: Created by Keldor Dek'Torek, court wizard to the storm giant monarch Tormax, the *orb of the infinite void* is a full 12 inches across — a mere pebble in the hand of the giant king. Several other storm giant spellcasters have created their own versions of the *orb*, some of which have since found their way into the arsenals of the giants' foes, who often turn them against their former owners.

Powers: Int +2, Wis +2, AC +3, hp +19, mana +13.

Bonus types: Ability scores = enhancement. AC = deflection. Hit points = enhancement. Mana = enhancement.

Caster Level: 19th.
Market Price: 791,800 gp.
Slot: Miscellaneous.
Weight: 0.2 lbs.

Othmir Prexus Totem

Description: The peaceful otter-folk of the Cobalt Scar revere the spirits of the sea who serve Prexus, for it is upon those beings that they depend for their livelihood. The *othmir Prexus totem* represents the ancestral and natural spirits who fill othmir nets with the ocean's bounty, draw fish to othmir spears, and keep the region rich in abalone and other shellfish. Such tokens are carried by othmir priests, hunters, chieftains and the like. Sometimes, one of these valuable totems is given to an individual who has won the friendship of the otter-people.

Powers: Con +5, Wis +5, Cha –3.

Bonus types: Ability scores = augmentation.

Caster Level: 14th.
Market Price: 42,000 gp.
Slot: Miscellaneous.
Weight: 0.5 lbs.

Pearl Kedge Totem

Description: The aqua goblins of Dagnor's Cauldron create these intricate idols from the giant pearls found in the deep sea of their region. They are useful to those who use divine magic, even if the totems somewhat reduce the strength of their bearers.

Powers: Str –3, Wis +5.

Bonus types: Ability scores = enhancement.

Caster Level: 13th.
Market Price: 16,450 gp.
Slot: Miscellaneous.
Weight: 0.8 lbs.

Portal Boxes

Description: These boxes always come in pairs. Each box is a cube a little over a foot long on each side. The boxes are always made of hardwood, ornately carved with images of insects, flowers, and stars. Each box has a hinged lid, but the lids have no means of being latched or locked. The inside of a *portal box* is painted a flat black, making it difficult to determine its true depth. These boxes are made by bixies, who use them as a mean of transportation. Many bixie communities keep a pair of boxes linking them to nearby allies, be those other bixies, druids, or even an adventurer who has befriended them.

Powers: This useful device allows for instantaneous transport of items, messages, and even attacks. The boxes must be within 100 miles of each other to function. Whatever is put into one box comes out the other, and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through do not count.) If an object to

be transported would surpass this limit, the transport simply fails to occur. A character can reach through to grab things near the other box, or even stab a weapon through if so desired. Alternatively, a character could stick his head through to look around. A spellcaster could even cast a spell through the box. A Small character can make an Escape Artist check (DC 18) to slip through. Creatures of Tiny, Diminutive, or Fine size can pass through easily.

Caster Level: 13th.

Market Price: 62,400 gp.

Slot: Miscellaneous.

Weight: 3 lbs. (per box).

Pouch of Bright Spirits

Description: A pouch of this kind is made of light, tanned leather with silver buckles and fringe decorations. A strap allows the pouch to be carried easily, and is adorned with white feathers and small crystal beads. Inside the pouch are herbs, candles, powders, oils, and chalks to be used in a ritual described in Barbarian language on the inside of the pouch's surface (obvious only when the pouch is turned inside out).

These pouches are gifts from the great spirits to the wisest of barbarian shamans. The shamans value these gifts highly, as a sign of the great spirits' affections. They do occasionally allow others to perform the rituals, and occasionally such pouches are found elsewhere after being taken from a dead barbarian — or looted from his grave.

Powers: This pouch contains instruction on performing a ritual designed to improve instincts and insight. If anyone performs this ritual, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of pouch) to his Wisdom score. Once the ritual is performed, the magic disappears from the pouch and its materials, and it becomes a common bag.

Bonus type: Ability score = inherent.

Caster Level: 5th (+1); 10th (+2); 15th (+3); 20th (+4); 25th (+5).

Market Price: 5,000 gp (+1); 20,000 gp (+2); 45,000 gp (+3); 80,000 gp (+4); 125,000 gp (+5).

Slot: Miscellaneous.

Weight: 4 lbs.

Quill of the Apprentice

Description: This simple but useful item is a very small quill made from a short, fluffy white eagle feather, taken from the eagle's soft underbelly. The size of the quill makes it very easy to keep hidden (even while it does its work), and it takes up very little room in a sack or backpack. The *quill of the apprentice* needs no ink and is continuously ready to write. When placed on a writing surface, the quill balances quietly on its writing edge, and all the user need do is will the thing to work.

Powers: The *quill of the apprentice* does several things for the user. It can copy documents, dictate conversations, and erase nearly anything that has been written.

If used to copy, the quill can duplicate mundane writing, drawings, or maps written in any language, using the same letters and symbols without error. The user passes the quill over the document to be copied, then sets the quill on an empty writing surface. The quill then animates and duplicates the document perfectly within 30 minutes. The quill will not change any details to the document, including language or art style. Magical writing cannot be copied in this manner.

If used to take dictation, the quill can record all things said within 30 feet of it for as long as the user wishes it to. Every spoken word is recorded in the language in which it is spoken, with loyalty to the common spelling. Nothing is translated. All unwilling creatures within the area are allowed a Will save (DC 11) to avoid being recorded. The quill may be set up to do this task and left alone indefinitely, but if the user does not remain within 300 feet, the quill will not record.

If used to erase, the quill can remove writings of either magical or mundane nature from any writing surface. Passing the quill under nonmagical writings automatically erases them if they are not currently in the possession of another creature. Otherwise, the chance is 90%. Magic writings receive a Will save (DC 11) to remain unharmed.

Activation: Command Word.

Caster Level: 1st.

Market Price: 1,800 gp.

Slot: Miscellaneous.

Weight: —.

Quill of the Arcane

Description: The *quill of the arcane* is made from the long, brilliantly colored tail feather of a cockatrice. As they are extremely rare to come by, these quills are usually only found in the largest bazaars of unique and eclectic items. The plume is reinforced with a slender metal rod along the length of its hollow spine, and the nib is capped in copper for strength. Fine copper wiring circles up the spine from the nib, creating a comfortable resting place for the fingers.

Powers: This item allows the user to inscribe a personal rune or mark upon any surface. The mark may be no taller than 6 inches in height and consist of no more than six strokes. The rune created by the quill can be visible or invisible, as desired by the user, and can be etched upon any substance (even stone or metal) without harm to the material upon which the mark is placed. The mark can be removed by the caster or by a *cancel magic* spell or similar effect. If drawn upon a living being, normal wear gradually causes the mark to fade in about a month's time. An invisible mark can always be seen by a living creature with the same mark upon him, and the mark of every user of the quill is unique — it cannot be forged by another wielder of the quill.

Activation: Use Activated.

Caster Level: 1st.

Market Price: 2,000 gp.

Slot: Miscellaneous.

Weight: 0.2 lbs.

Rod of Access

Description: A rod of this type is generally made of bone, ivory, or iron, and marked with runes representing keys, lock picks, and small knives. Most such rods are between 18 and 24 inches long and no more than an inch in diameter. A few have handles wrapped with leather or cord for easy

grip, or come in a sheath designed to be hidden up a voluminous sleeve or within a robe.

Powers: When its command word is spoken, the *rod of access* sends forth magic vibrations that cause locks, lids, doors, valves, and portals to open as if by the spell *knock* (see Chapter One: Converted Spells). A brand-new rod can be used a total of 50 times before it becomes inert.

Activation: Command Word.

Caster Level: 3rd.

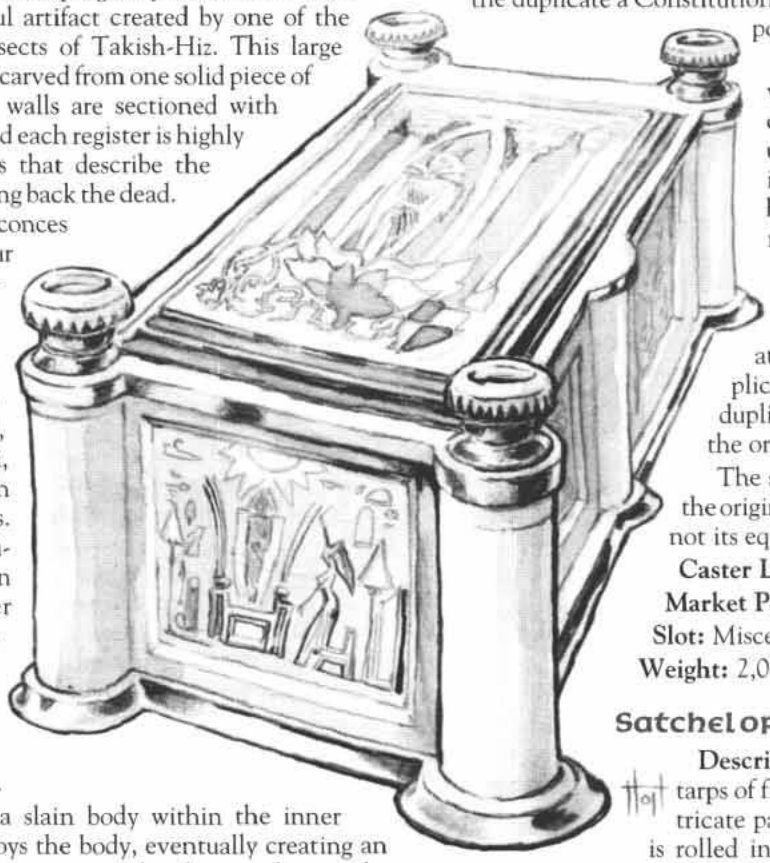
Market Price: 6,000 gp.

Slot: Miscellaneous.

Weight: 1 lb.

Sarcophagus of Resurrection

Description: The *sarcophagus of resurrection* is an ancient and powerful artifact created by one of the arcane spellcasting sects of Takish-Hiz. This large stone vault is wholly carved from one solid piece of granite. The 4-foot walls are sectioned with engaged columns, and each register is highly detailed with scenes that describe the ceremony used to bring back the dead. Open jars of oil sit in sconces mounted to the four corners of the sarcophagus. The weighty lid of the *sarcophagus of resurrection* is heavily decorated with gold, inlaid with lapis lazuli, and encrusted with rubies and diamonds. Inside the sarcophagus is a smaller wooden coffin whose outer shape resembles the body of the creature most recently raised by the sarcophagus, carved in full three-dimensional realism.



Powers: Placing a slain body within the inner wooden coffin destroys the body, eventually creating an inert duplicate of that creature that lies on the wooden coffin's upper surface, but within the stone outer structure. If the original creature died because it simply reached the end of its natural life span (died of natural causes), the sarcophagus cannot return it to the realm of the living.

The original's physical remains need not be intact, as only a small piece of the original creature is necessary for the sarcophagus to work. However, the user(s) must have a piece of flesh (not hair, nails, scales, or the like) taken from the original's living body, with a volume of at least 1 cubic inch. The piece of flesh need not be fresh, but it must be kept from rotting. Once the remains are carefully wrapped and anointed with the oils found within the sarcophagus, they must be placed within the wooden coffin, which soon takes on the appearance of the contained creature. The sarcophagus must then remain sealed for 2d4 months while inside the original remains are destroyed and the duplicate body is slowly created.

When the duplicate is complete, the soul of the original creature, if it is available and willing, enters the new body. The sarcophagus must be opened 24 hours before the new body is due to receive the original soul. Otherwise, the soul cannot enter, and the new body remains dormant until the lid is unsealed.

The duplicate has the personality, memories, and skills the original had at the time the piece of flesh was taken. However, the replacement must be at least one character level lower than the original was at the time of death. If the original is multiclassed, he may decide from which of his classes the level is lost. If the original was 1st level, the duplicate's Constitution score drops by 1; if this would give the duplicate a Constitution score of 0, the sarcophagus' power fails.

A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh, which rots if not somehow preserved. If the original creature had lost levels since the flesh sample was taken and died at a lower level than the duplicate would otherwise be, the duplicate is at the level at which the original died.

The sarcophagus duplicates only the original creature's body and mind, not its equipment.

Caster Level: 15th.

Market Price: 240,000 gp.

Slot: Miscellaneous.

Weight: 2,000 lbs.

Satchel of the Tiger

Description: These rare items are tarps of fine linen decorated with intricate patterns and beadwork. Each is rolled into a satchel and tied with braids of hair bound in gold. Wrapped within the tarp are paints, powders, packets of dried herbs, and long hair brushes to be used in a ritual. The details of this ritual are worked into the designs of the tarp in the language of the Vah Shir.

These satchels are gifts from the great spirits to the fastest of Vah Shir shamans. The shamans do occasionally allow others to perform the rituals, to aid great heroes or those who go on difficult quests. A few of these satchels are found in hidden caches on Odus every few years, and quickly find their way to market.

Powers: This satchel contains instruction on performing a ritual designed to improve agility and speed. If anyone performs this ritual, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of pouch) to his Dexterity score. Once the ritual is performed, the magic disappears

from the pouch and its materials, and it becomes a common tarp.

Bonus type: Ability score = inherent.

Caster Level: 5th (+1); 10th (+2); 15th (+3); 20th (+4); 25th (+5).

Market Price: 5,000 gp (+1); 20,000 gp (+2); 45,000 gp (+3); 80,000 gp (+4); 125,000 gp (+5).

Slot: Miscellaneous.

Weight: 3 lbs.

Scrollcase of Sending

Description: The *scrollcase of sending* appears as a simple leather tube, capped at both ends with darker leather caps dipped in wax for a good seal. The space inside is waterproof and cool, keeping all documents within it dry and free from wear. Each *scrollcase of sending* is typically marked with a rune or initial of some kind identifying the owner of the tube, although some do remain blank, usually on purpose.

Powers: The user can send a short message of 25 words or less to a particular creature with whom the character is familiar. The character writes out the message on a scroll or similar surface, rolls it up and places it within the scrollcase. When the character utters the command word, the scrollcase, along with its contents, teleports to the creature to whom the message was written. When the target removes and reads the message inside, the message disappears from the writing surface. Even if the subject is not literate, the scrollcase's sigil and its message are still recognizable to him, and a reply is still possible. A creature with an Intelligence score as low as 1 may reply to the message with another 25-word message of his own simply by mentally composing it while holding a page; these instructions are instinctive with the reading of the initial message. The words automatically appear on the page. The subject's ability to react is otherwise limited as normal by its Intelligence score. When the reply is placed back into the tube, the scrollcase returns to the sender with the new message inside. He may then remove the reply, which also disappears after it's read, and reuse the scrollcase as desired. If there is no reply, the scrollcase simply returns empty.

Even if the message is received, the subject is not obligated to act upon it in any manner. If the creature in question is not on the same plane of existence as the character is, there is a 5% chance that the scrollcase does not arrive, but instead is lost to some nameless interplanar limbo. (Local conditions on other planes may worsen this chance considerably, at the option of the GM.)

The *scrollcase of sending* may be used only once per day.

Activation: Use Activated.

Caster Level: 9th.

Market Price: 18,000 gp.

Slot: Miscellaneous.

Weight: 2 lbs.

Seal of Thoridain

Description: Grand Historian Thoridain, an advisor to the Coldain King Dain Frostreaver IV, has imbued his personal seal with a number of valuable enchantments. These seals are sometimes passed on to those who have done service to the Coldain and to the historian himself; their magical qualities are symbols of the seal's authenticity. Some have tried to create fraudulent seals with different enchantments, but the dwarves invariably see through these forgeries and punish the bearers harshly.

Power: Int +1, Wis +1, mana +5, cold resistance (1), magic resistance (1).

Bonus types: Ability scores = enhancement. Mana = augmentation. Resistance = augmentation.

Caster Level: 5th.

Market Price: 13,200 gp.

Slot: Miscellaneous.

Weight: 1 lb.

Shardwurm Eye

Description: The eyes of the shardwurms that dwell in the wilderness of Kunark's Great Divide can be transformed into magical talismans that enhance the bearer's agility and intelligence. These items are rare, as the shardwurms are challenging opponents, and those who slay them generally keep the spoils for themselves.

Powers: Dex +1, Int +2.

Bonus types: Ability scores = enhancement.

Caster Level: 6th.

Market Price: 6,200 gp.

Slot: Miscellaneous.

Weight: 0.1 lbs.

Shimmering Orb

Description: Crafted by the frogloks of Guk, these tiny talismans, dangling from their silver chains, do not at all resemble the object for which they are named. However, when the talisman's chain is looped about the fingers of one's shield hand, the reason for the item's odd name quickly becomes clear. Such items are often carried by spellcasters, who find that a *shimmering orb* provides protection from attack without hampering their magical abilities.

Powers: When the orb talisman is held properly in the shield hand and the user wills it, a shimmering hemisphere of solid air (which thus resembles an orb from the front) forms around the user's arm. The wielder can use this orb as if it were a large shield. If destroyed, the orb is automatically reformed by the talisman at the beginning of the user's next round, if the user wishes it (this is a free action). The wielder cannot have a *shimmering orb* in effect if he also bears a shield, although the orb talisman does not technically take up a shield slot.

Shimmering Orb (AC +2, arcane 0%, check +0; hardness 15, 20 hp, Break DC 28)

Hp +5.

Focus effect: Affliction Efficiency I.

Bonus types: AC = armor (shield). Hit points = enhancement.

Activation: Use Activated.

Caster Level: 5th.

Market Price: 12,630 gp.

Slot: Miscellaneous.

Weight: 0.1 lbs.

Snakeskin Cord

Description: This 1-inch-thick, 60-foot-long cord is of braided snakeskin, each made from several cured skins that run the full length of the cord. The end of the cord, which usually includes three or four snake heads, has a wooden handle on which the cord's command word is carved.

These cords are made by Mucktale gnolls living in the Plains of Karana from the skins of unusually large dawnbane serpents.

Powers: A *snakeskin cord* is strong enough to support 3,000 pounds. Upon command, the cord snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner. A *snakeskin cord* can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the cord. Knotting shortens the overall length of the cord by 10 feet until the knots are untied, but lowers the DC of Climb checks made while using it by 10. A creature must hold one end of the cord when its magic is invoked.

Activation: Command Word.
Caster Level: 1st.
Market Price: 1,800 gp.
Slot: Miscellaneous.
Weight: 4 lbs.

Sorcerous Bowl

Description: The witch Cara Omica, who dwells in the chambers of the distant Tower of Frozen Shadow, bears a number of items that she herself created, including this metal bowl. It must be carried in hand for its bearer to gain any magical benefit, but the bowl provides substantial advantages to spellcasters when so held. Cara Omica is a dangerous opponent who guards this and her other items ferociously.

Powers: Though not intended as a weapon, this item can be used as a makeshift club of sorts. It gains no bonuses to attack or damage, and is considered to be a simple 2-handed blunt weapon when used in this way.

Sorcerous Bowl (1d3, delay 4; AC 9, hardness 9, 3 hp, Break DC 20).

Int +3, Wis +3, Cha –2, hp +12, mana +2, acid resistance (2), cold resistance (2), fire resistance (2), magic resistance (2).

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = enhancement. Resistance = enhancement.

Caster Level: 12th.
Market Price: 59,550 gp.
Slot: Miscellaneous (or Blunt).
Weight: 1 lb.

Spirit Tome

Description: Only the dead now walk the ruins of Kaesora, where once the living ruled. Many ancient chambers remain there, left behind by their living inhabitants. Among these are many libraries, upon whose shelves can be found at least a few copies of this small book — apparently once a magical treatise, its enchantments were transformed by the same cataclysm that destroyed Kaesora. The ghostly iksar who dwell in Kaesora will defend their old homes, mindlessly fighting as if they still lived. Those who wish to retrieve and use one of these books must thus face the spectral remnants of the librarians and guards who once watched over the sacred volumes of the iksar.

Powers: Int +2, Wis +2.
Bonus types: None.
Caster Level: 6th.
Market Price: 13,860 gp.
Slot: Miscellaneous.
Weight: 1 lb.

Spring-Loaded Boat

Description: This curious magic artifact mixes the skill of gnomish tinkerers with true magic. When not in use, the item appears to be a box 6 inches on a side, with many gears and springs visible both on the box's surface and deeper in. Generally, one or more command words (usually in Gnomish) are etched on the largest gear.

When deployed, the *spring-loaded boat* is a vessel 18 feet long, 8 feet wide, and 4 feet deep. A large paddlewheel in the back propels the boat, and a helm wheel to control its direction sits just front of center. The boat also sports a small aft cabin and an anchor.

These vessels are very rare, and are almost always found in the hands of gnomish merchants or pirates who have stolen them. According to gnomish legend there are only 12 of these boats, and they were all created centuries ago.

Powers: When the command word is spoken, the *spring-loaded boat* box unfolds itself in a single round to form a self-propelled boat. If there is not enough room for the boat to safely unfold, it does not do so. Up to 8 Medium-size creatures can travel comfortably in the boat, which moves with ease over even the roughest waters at a speed of up to 30 feet (nearly 3 1/2 mph, or roughly 80 miles per day). The boat can hold a total of 2,500 pounds without jeopardizing its seaworthiness. The boat has an AC of 5, hardness 15, and 60 hit points. If it is reduced to 0 hit points, it immediately turns back into a box and cannot be used again for 30 days.

A second command word causes the boat to fold itself into a box once again. Up to 1,000 pounds of non-living material may be left in the boat, which folds into the box without increasing its size or weight. It is not possible to add things to or remove them from the box — items left in the boat are inaccessible until the box springs into boat form again.

Activation: Command Word.
Caster Level: 9th.
Market Price: 20,500 gp.
Slot: Miscellaneous.
Weight: 4 lbs. (folded).

Stein of Moggok

Description: The *stein of Moggok* is yet another variety of enchanted ogre drinking vessel. Like others of its kind, this stein provides various bonuses to its bearer — among them greater agility and intelligence, as well as resistance to the various diseases that might be found lurking in ogre beverages. Like the *crude stein*, this vessel also has a healing spell embedded in it, this one usable several times before its enchantment fades away. The command word for this power is usually inscribed on the vessel's bottom.

Powers: By speaking the proper command word and then drinking a draught from the stein, the drinker gains the effects of the spell *minor healing*. This power may be used only thrice.

Further, while the stein is held, the possessor gains the following benefits:

Dex +2, Int +2, hp +2, disease resistance (9), disease save +2.

Bonus types: Ability score = enhancement. Hit points = enhancement. Resistance = augmentation. Save = augmentation.

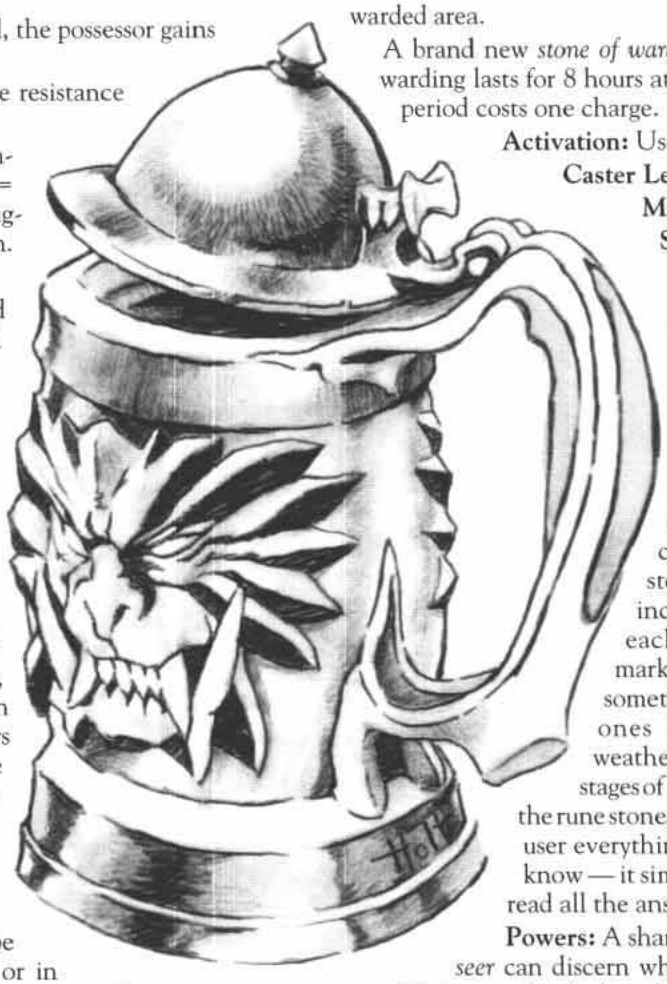
Caster Level: 8th.

Activation: Command Word [*minor healing*], Use Activated [all other powers].

Market Price: 19,060 gp.

Slot: Miscellaneous.

Weight: 2.5 lbs.



Stone of Warding

Description: These stones are relatively common in the markets of Freeport and other large cities all over Norrath. Some *stones of warding* are simple, smooth river stones, painted with a single rune of warding. Others are more elegant, with decorative scrollwork carved into crystal or worked into semi-precious stones. In all cases, however, a *stone of warding* can be told from other more mundane stones by the mark, which may be very large, very small, hidden, or in plain sight, but is always present on one of these stones.

Powers: The *stone of warding*, when activated and placed in the center of an area with a maximum radius of 25 feet, sounds a mental or audible signal each time a creature of Tiny or larger size enters or touches the warded area. A creature who speaks the password (determined by the user of the *stone of warding* at the time of its activation) does not set off the signal. The possessor decides at the time of activation whether the signal will be mental or audible.

Mental Signal: A mental signal alerts the stone's possessor (and only the possessor) so long as she remains within a mile of the warded area. The possessor notes a single mental "ping" (which makes no actual sound, and thus cannot be blocked by a silence effect) that awakens her from normal sleep but does not otherwise disturb concentration.

Audible Signal: An audible signal produces the sound of a hand bell, which anyone within 60 feet of the warded area can hear clearly. This distance is reduced by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly up to 180 feet away. The ringing lasts for 1 round. Creatures within a silence effect cannot hear the ringing.

Incorporeal creatures do not trigger the signal (mental or audible) unless the intruder becomes material while in the warded area.

A brand new *stone of warding* has 50 charges. The warding lasts for 8 hours at a time, and each 8-hour period costs one charge.

Activation: Use Activated.

Caster Level: 1st.

Market Price: 1,000 gp.

Slot: Miscellaneous.

Weight: 3 lbs.

Stones of the Seer

Description: The *stones of the seer* are a set of four dozen runestones, all of different sizes, shapes, and compositions. All of the stones are no larger than one inch in any dimension and each of them is indelibly marked with a rune that means something different, such as the ones for the elements, for weather, for seasons, or for the stages of life. When tossed together, the rune stones are said to tell a shamanic user everything he could ever desire to know — it simply takes the right seer to read all the answers.

Powers: A shaman using the *stones of the seer* can discern whether a particular action will bring good or bad results for himself in the immediate future as if he had cast the spell *augury* (see Chapter One: Converted Spells). The user always uses his own shaman level to determine the accuracy of the augury.

Activation: Spell Trigger (shaman).

Caster Level: 3rd.

Market Price: 9,000 gp.

Slot: Miscellaneous.

Weight: 0.7 lbs.

Summoning Lamp

Description: This old-fashioned oil lamp of beaten copper has seven gems set along the outside of its bowl, each with a command word written under it in the Elven tongue.

Powers: Each gem on the lamp may be attuned to an individual by touching the gem and the individual at the same time and speaking the individual's name. This attunement is permanent unless the gem is thereafter attuned to a new individual. When the lamp is grasped and the appropriate command word is spoken, the lamp pours forth a cloud of smoke and the individual attuned to that gem is called to the spot (as if by an effect similar to that of the *decession* spell, with no range limit) along with his or her gear. Unwilling characters are allowed a Will saving throw (DC 37) to avoid being summoned. Spell resistance does apply.

Once a gem is activated, whether or not the summoned creature appears, the stone disappears, so such lamps discovered as treasure may have fewer than a full complement of seven gems when found.

Activation: Command Word.
Caster Level: 24th.
Market Price: 105,840 gp.
Slot: Miscellaneous.
Weight: 2.6 lbs.

Testament of Vanear

Description: Several copies of this book exist, found primarily in the libraries of Erudin. The memoirs of the famous Erudite mage Vanear, even a copy of *Testament* is said to pass some of its author's wisdom and magical ability on to anyone who carries it. For this reason, reproductions of the book periodically disappear from Erudite libraries, causing the librarians considerable frustration.

Powers: Wis +2, mana +2.

Focus effect: Mana Preservation I.

Bonus types: Ability score = enhancement. Mana = enhancement.

Caster Level: 6th.
Market Price: 9,800 gp.
Slot: Miscellaneous.
Weight: 2 lbs.

Tortured Lament

Description: This flute is made of hollowed fingerbones connected by silver joints. Such items are sometimes found in the possession of the undead servants of Mayong Mistmoore, but such creatures never play them. It has been speculated that Mayong has made these instruments as part of his ongoing war against the League of Antonican Bards, but like most speculation regarding the vampire lord's actions or motives, there is little evidence to support the theory.

Powers: When played by a person with at least 1 rank in the Play Wind Instruments skill, the flute creates a wondrous melody. All within 30 feet, including the player, must make a Will save (DC 15) or be enchanted by the sound. (This is a sonic, mind-affecting compulsion.) For as long as the flute is played, all affected creatures are listless and inactive, effectively *dazed*. Even if the player is dazed, however, he still plays on for 1d10 rounds.

As soon as the flute music stops, all those affected are stricken by intense pain at even the slightest noise. Unless an affected character is in a totally silent area, he takes 1d4 points of damage each round for the next 2d4 rounds. During this time, damage from other sonic attacks is also doubled. Thereafter, the creature is hypersensitive to sound: the least noise causes him to wince, giving him a –2 penalty to attack rolls, skill checks, and saving throws for 1 round. This hypersensitivity lasts for 2d4 days.

Activation: Use Activated.
Caster Level: 5th.
Market Price: 19,000 gp.
Slot: Miscellaneous.
Weight: 2 lbs.

Water Stone

Description: This common-looking stone is about the size of an elf's fist and is smooth, as if worn down after many years in a river. Each *water stone* has three words carved into it (the three command words), although in some cases the words are worn as well and may be quite difficult to read. These stones are common among some gypsies that travel in the deep sections of the Desert of Ro, and may date back to the Combine Empire or beyond.

Powers: If the *water stone* is placed in a watertight container (such as a mug, water bottle, barrel, or vat) and a command word spoken, a stream of fresh or salt water pours from the stone. Separate command words determine the type as well as the volume and velocity of the water. The stone can produce a stream (1 gallon per round), fountain (5-foot-long stream at 5 gallons per round), or geyser (20-foot-long, 1-foot-wide stream at 30 gallons per round). The geyser causes considerable back pressure, requiring the holder to make a Strength check (DC 12) to avoid being knocked down. The force of the geyser deals 1d4 points of damage but can only affect one target per round. The same command word that activates the stone must be spoken to stop it. However, the stone does not produce water if sealed within a container (if a water flask is stoppered, for example), and cannot produce more than 120 gallons of water in any given day.

Note: Water weighs just over 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Activation: Command Word.
Caster Level: 15th.
Market Price: 10,800 gp.
Slot: Miscellaneous.
Weight: 2 lbs.

Converting *Everquest* Online Magic Items

EverQuest online (or *EQo*) contains literally thousands of magic items — far too many to adequately cover in this or any volume. The following rules allow you to convert magic items from the online game to your pen-and-paper role-playing campaign.

Armor in *EverQuest*

In *EQo*, suits of armor and the AC bonus of armor are split into many parts of the body (chest, arms, legs, helmet, etc.). In the *EverQuest Role-Playing Game* (or *EQrpg*), each suit of armor provides a single AC bonus that can't be split into individual armor components (although certain shoulder or leg items, for example, might provide a small armor bonus as a nod to this fact). A character in the *EverQuest* RPG doesn't find and combine chainmail vambraces, breastplate, helm, etc., but simply dons a suit of chainmail armor.

For example, in *EQo* a character could wear a *ceremonial iksar breastplate* in his chest slot, then other pieces for his arms, legs, neck, etc., combining all the items' AC bonuses into a single number. In *EQrpg*, only magic items that are robes, full sets of armor, or armor tunics/breastplates that take up the body slot are considered armor. Other items can be worn, but do not provide additional AC bonuses. The *iksar ceremonial breastplate* becomes the one and only set of armor that a character wears, acting as, say, a *+2 breastplate* with a *regeneration* spell effect.

Translating *EQo* bonuses to *EQrpg* is a relatively straightforward conversion process. Each online magic item provides a number of bonuses, which translate into *EQrpg* statistics as follows:

Mana: 6 *EQo* = 1 *EQrpg*.

Hit Points: 4 *EQo* = 1 *EQrpg*. This applies to most calculations that involve hit points, such as converted damage shields.

Damage: Determining the magical bonus of a weapon is not an exact process. GMs should use common sense when converting items, as well as such factors as the history of the item and even the rarity of the item and the monster that carries it. For those who desire a more consistent rule, use the following as a guideline:

To convert the damage inflicted by the item to *EQrpg* damage, simply convert the item's damage to that of an equivalent weapon or item from *EQrpg* (so a dagger would deal a base of 1d3 points of damage, a longsword would deal 1d8, and so on), then add attack and damage bonuses equal to +1 per 10 levels of the zone where the item is found (or of the monster who "drops" the item).

Stat Bonuses: These bonuses should be adjusted as shown on the following chart.

EQo	*EQrpg*
1–3	+1
4–6	+2
7–11	+3
12–17	+4
18–25	+5
26–34	+6
35–44	+7
45–55	+8
55+	+9

Note that the *EQo* Agility attribute may translate to *EQrpg*'s Dexterity, or it may be applied as a dodge bonus to AC or perhaps an initiative bonus. *EQo*'s Dexterity attribute translates directly to Dexterity in the *EQrpg*.

Resistances (poison, disease, magic, etc.): 2.5 *EQo* = (1) *EQrpg*.

Saves: 10 *EQo* = +1 *Eqrpg*. Round to the nearest whole number. Thus, if the *EQo* item provides a save bonus of +6 to +15, this converts to a +1 bonus in *Eqrpg* saving throws. If the *EQo* save is +5 or less, it does not add to the *Eqrpg* save bonus. For instance, an item with a fire save of +8 in *EQo* would convert to fire resistance (3) and a +1 save vs. fire in *Eqrpg*. An item with a fire save of +4 on the other hand would convert to fire resistance (2) and provide no saving throw bonus in *Eqrpg*.

Haste: These bonuses should be adjusted as shown on the following chart.

EQo	*EQrpg*
1–5%	None
6–12%	Haste (1)
13–18%	Haste (2)
19–26%	Haste (3)
27–35%	Haste (4)
36–45%	Haste (5)
46–55%	Haste (6)
56–65%	Haste (7)
66–75%	Haste (8)
76% +	Haste (9)

Armor Class: As with weapon bonuses, there's no hard and fast rule for determining total AC bonus. As a general rule, the bonus should equal +1 per 10 levels of the zone where the item is found (or of the monster who "drops" the item).

Spell Effects: Most items have effects that are equivalent to *EQrpg* spells. If the item's effect has no spell equivalent, then provide a game effect that duplicates its mechanics. Most spell effects are command word activated, except those items that are specific to caster classes, especially those effects that inflict damage on opponents, which should be activated in a fashion that allows them to be interrupted by attacks of opportunity.

Spell-based process effects also convert directly to the appropriate *EQrpg* spells. The DC for the Proc check is equal to 10 + the minimum level required to cast the spell, to a minimum of DC 20, while the saving throw is equal to 10 + the minimum level required to cast the spell. As noted in the *EQ: Game Master's Guide*, weapons cannot have more than one process effect.

Charges: If the online item has limited charges, convert these directly to create the role-playing item.

Bonus Types: Magic item bonuses are generally (at least 80% of the time) either augmentation or enhancement bonuses.

Examples of *EverQuest* Online Item Conversions

To find the cost of these items, see "Pricing Magic Items" elsewhere in this chapter.

Akhevan Sacrificial Dagger

The online version of the *Akhevan sacrificial dagger* provides a +5 bonus to the wielder's Intelligence and +20 to his mana. As the item is a dagger, it deals 1d3 points of damage when converted to *EQrpg*. Since it drops in a level 50–60 zone online, a +5 bonus would be the default, but since it seems a rather ordinary item and is carried online by an unnamed "mob," we convert this item to a +3 *dagger*. The Intelligence bonus converts to +2, while the mana converts to a +3 bonus.

Sword of Skyfire

The online *sword of skyfire* provides a +5 to the wielder's Charisma, +15 to the wielder's cold resistance, and +25 hit points. It has a process effect in the form of a *rain of fire* spell. As the item is equivalent to a longsword (thus dealing 1d8 points of damage in *EQrpg*) and is dropped by a rare and powerful monster (level 55), we will convert this to a +6 *longsword*. The Charisma bonus converts to +2 for *EQrpg*, while the hit point bonus converts to a +6 bonus. With a successful Proc check, the wielder can unleash a *rain of fire* spell; *rain of fire* is 6th level and thus can be cast by an 11th-level caster, so the Proc DC is 10 + 11 = 21. The saving throw DC is also 10 + the minimum level required to cast *rain of fire* (11th) = 21.

Truthbringer's Breastplate

The *Truthbringer's breastplate* grants its *EQo* wearer a +12 to AC, +3 to Dexterity, and +4 to Wisdom. This converts to a +1 bonus to Dexterity and a +2 bonus to Wisdom for the *EQrpg*. The item converts easily to a simple breastplate, and a +1 enhancement bonus is appropriate for the item's magic since it can be gained via a quest that can be completed by a 10th-level *EQo* character.

Creating Magic Items

So your enchanter has mastered the art of making arcane jewelry, but for some reason he still can't craft anything quite like a *Djarn's amethyst ring*. And just how, exactly, do the pixies of the Lesser Faydark craft their *LarkTwitter* bows and arrows?

The following section outlines a set of optional rules for using the existing subcategories of Trade Skill to create "exotic" magic items such as those found in the *EQ: Game Master's Guide* and elsewhere in this book.

Item Creation Feats

The existing trade skills allow a crafter to make magic items that have only arcane or metabolic bonuses (or, in the case of body items, untyped bonuses). This section introduces a new type of feat — the "item creation" feat — which allows spellcasters to craft items with other kinds of bonuses in place of the usual Trade Skill bonuses. Each feat is named for the type of bonus it allows its user to imbue into items. Trade Skills that produce items or goods with metabolic bonuses can not be affected by item creation feats.

Note that item creation feats are a class of mystic feats, much like metamagic feats (see *EQ: Player's Handbook*, p. 127), and thus can be taken as bonus feats by many of the dedicated spellcasting classes as they rise in levels.

Embed Augmentation [Item Creation, Mystic]

The character can create items with augmentation bonuses.

Prerequisite: Caster level 1+, Int 13.

Benefit: When crafting items using any subcategory of Trade Skill, the character may choose to have certain of the item's bonuses (see below) take the augmentation type as opposed to arcane. The character must successfully craft the item per the usual Trade Skill rules and must meet any other costs or requirements for the item (see "Costs of Item Creation" in this chapter).

An augmentation bonus can be applied only to AC, attacks or damage, ability scores, mana, hit points, resistance, or saves.

Normal: Trade Skill items have arcane, metabolic, or untyped bonuses.

Embed Competence [Item Creation, Mystic]

The character can create items with competence bonuses.

Prerequisite: Caster level 1+.

Benefit: When crafting items using any subcategory of Trade Skill, the character may choose to have certain of the item's bonuses (see below) take the competence type as opposed to arcane. The character must successfully craft the item per the usual Trade Skill rules and must meet any other costs or requirements for the item (see "Costs of Item Creation" in this chapter).

A competence bonus can be applied only to attacks, saves, or skill or ability checks.

Normal: Trade Skill items have arcane, metabolic, or untyped bonuses.

Embed Deflection [Item Creation, Mystic]

The character can create items with deflection bonuses.

Prerequisite: Caster level 3+, Cha 13.

Benefit: When crafting items using any subcategory of Trade Skill, the character may choose to have the item's AC bonus take the deflection type as opposed to arcane. The character must successfully craft the item per the usual Trade Skill rules and must meet any other costs or requirements for the item (see "Costs of Item Creation" in this chapter).

Normal: Trade Skill items have arcane, metabolic, or untyped bonuses.

Embed Divine [Item Creation, Mystic]

The character can create items with divine bonuses.

Prerequisite: Divine caster level 2+, Wis 17.

Benefit: When crafting items using any subcategory of Trade Skill, the character may choose to have certain of the item's bonuses (see below) take the divine type as opposed to arcane. The character must successfully craft the item per the usual Trade Skill rules and must meet any other costs or requirements for the item (see "Costs of Item Creation" in this chapter).

A divine bonus can be applied only to AC, mana, hit points, or skill or ability checks.

Normal: Trade Skill items have arcane, metabolic, or untyped bonuses.

Embed Enhancement [Item Creation, Mystic]

The character can create items with enhancement bonuses.

Prerequisite: Caster level 1+.

Benefit: When crafting items using any subcategory of Trade Skill, the character may choose to have certain of the item's bonuses (see below) take the enhancement type as opposed to arcane. The character must successfully craft the item per the usual Trade Skill rules and must meet any other costs or requirements for the item (see "Costs of Item Creation" in this chapter).

An enhancement bonus can be applied only to AC, attacks or damage, ability scores, mana, hit points, resistance, or saves.

Normal: Trade Skill items have arcane, metabolic, or untyped bonuses.

Embed Luck [Item Creation, Mystic]

The character can create items with luck bonuses.

Prerequisite: Caster level 3+, Cha 17.

Benefit: When crafting items using any subcategory of Trade Skill, the character may choose to have certain of the item's bonuses (see below) take the luck type as opposed to arcane. The character must successfully craft the item per the usual Trade Skill rules and must meet any other costs or requirements for the item (see "Costs of Item Creation" in this chapter).

A luck bonus can be applied only to AC, attacks or damage, saves, or skill or ability checks.

Normal: Trade Skill items have arcane, metabolic, or untyped bonuses.

Imbue Focus Effect [Item Creation, Mystic]

The character can create items with focus effects.

Prerequisite: Caster level 5+, Int 13.

Benefit: When crafting items using any subcategory of Trade Skill, the character may choose to give the item a focus effect. The character must successfully craft the item per the usual Trade Skill rules and must meet any other costs or requirements for the item (see "Costs of Item Creation" in this chapter). Further, the character must be able to benefit from the focus effect in question: Thus, for example, a cleric could not embed a *reanimation haste* effect, since his class does not have the ability to summon undead pets.

In any case, the crafter must be at least 10th level in an appropriate class to embed a type II focus effect, and 15th level to embed a type III focus effect.

Imbue Power [Item Creation, Mystic]

The character can create items that cast or emulate spells or supernatural abilities.

Prerequisite: Caster level 1+, Cha 13.

Benefit: When crafting items using any subcategory of Trade Skill, the character may choose to give the item the ability to cast a spell, spell-like ability, or supernatural power (or invoke an effect that emulates the spell or power). The character must successfully craft the item per the usual Trade Skill rules and must meet any other costs or requirements for the item (see "Costs of Item Creation" in this chapter). Further, the character must be able to cast the spell or use the spell-like or supernatural ability in question.

In any case, the caster level of the item created must be at least the minimum level required to cast the spell or invoke the effect to be imbued.

Imbue Process [Item Creation, Mystic]

The character can create magic weapons that may process various effects.

Prerequisite: Caster level 3+, Dex 13, Cha 13, Imbue Power.

Benefit: When crafting items using any Trade Skill to craft a magic weapon, the character may choose to give the item a process effect that processes a spell, spell-like ability, or supernatural power. The character must successfully craft the item per the usual Trade Skill rules and must meet any other costs or requirements for the item (see "Costs of Item Creation" in this chapter). Further, the character must be able to cast the spell or use the spell-like or supernatural ability to be imbued.

In any case, the caster level of the item created must be at least the minimum level required to cast the spell or invoke the effect to be embedded. The Proc DC of the item's process effect is 10 + the minimum level of the caster required to cast the spell effect, to a minimum of DC 20. For every caster level of the crafter beyond the minimum level needed to cast the embedded process effect, he may choose

to reduce the Proc DC by 1 point; such an item's market price is increased by a number of gp equal to the square of the difference in DC x 2,000. Further, if the Proc DC is reduced to less than 15 + spell level in this way, the additional cost is 20,000 gp x the square of the difference in DC. In no case, however, may a Proc DC ever be reduced to less than 18 (although a DC 18 item may also have the *enhanced process* quality embedded into it).

For example, if a magician wishes to craft a magic spear that can process *cinder bolt* (a 9th-level spell, requiring a 17th-level caster), the effect's standard Proc DC is 10 + 17 = 27. If the magician is actually 23rd level, then he can choose to decrease the Proc DC by up to (23 – 17) = 6 points, to DC 21, for an additional cost of 6^2 x 20,000 = 720,000 gp. If he chooses to reduce the DC to only 24 (i.e., to 15 + spell level), the cost is only 3^2 x 2,000 = 18,000 gp.

Special: A character must have the Imbue Process feat to imbue weapon or armor special abilities (see Table 2–26: Weapon Special Abilities) or to imbue spell resistance into an item.

The Creation Process

In addition to the appropriate item creation feat(s), the prospective crafter of exotic magic items must have an appropriate workplace, all the necessary tools of the trade to be utilized, and a quiet, unhurried atmosphere. The crafter is assumed to work for 8 hours per day at her task, and she cannot rush the process by working longer. The crafter can work on only one item at any given time (she cannot break up her days between two or three different items, intending to have them all finished at the same time, for instance).

The crafter can do nothing else while working on an item; during rest periods, she can engage in light activity such as talking or walking, but she cannot fight, cast spells, use magic items, conduct research, or perform any other physically or mentally demanding task. The crafter can take a short break from working (for naps and the like) as often as she likes, as long as she spends at least 8 out of every 24 hours working on the item. The crafter cannot take a day off: Once the process has started, she must see it through to the end or admit defeat. If the caster is disturbed while making the item or spends less than 8 hours working in any period of 24 hours, the process is ruined. All materials used and XP spent up to that point are wasted.

Creating a magic item using an item creation feat requires one day per 1,000 gp in the item's base price (see "Costs of Item Creation"), with a minimum of at least one day.

Other Requirements

Generally, a crafter may embed a +1 bonus for every three caster levels; thus, a crafter who also has a caster level of 12 may make items with up to +4 bonuses. The exceptions to this rule are as follows:

- Energy resistance bonuses may be embedded at a rate of (1) per caster level, and energy-based save bonuses at a rate of +1 per four caster levels.
- Mana and hit point bonuses may be embedded at a rate of +1 per caster level.
- Competence bonuses to skills may be embedded at a rate of +1 per two caster levels.
- Bonuses to specific saving throws that apply only under limited conditions (e.g. a bonus to Fortitude saves against extremely hot weather conditions) may be embedded at a rate of +1 per two caster levels.
- Focus effects may be imbued as explained in the Imbue Focus Effect feat.
- SR may normally be imbued up to a value equal to the caster's level – 5, although this value may be increased with the addition of rare and possibly dangerous materials to the enchantment process. To imbue SR, a crafter must first have the Imbue Process feat.

To make specific items from the EQ: *Game Master's Guide* or some other printed source, the crafter must always be at least the same level as the item's caster level. Thus, to make a *shissar fang*, a crafter must be at least a 9th-level spellcaster.

In some cases, a character may wish to craft a new, unique item that invokes some power or effect that cannot be ascribed to any known spell or ability. In such cases, the GM may rule that the power can only be the result of some extremely rare or unique substance or material to be used in the item's construction. At the very least, the crafting of such an item should constitute a quest for the materials in question.

Further, in some special circumstances, the GM may wish to allow a character to craft "standard" items that allow a bonus higher than the crafter's level would otherwise allow. However, this should be very carefully weighed, and should be allowed under only two conditions: First, if the crafter has access to rare or unique substances or materials that would logically have some effect on the nature or power of the desired enchantment; or, second, if the item to be crafted incorporates some penalty or curse that counterbalances its positive benefits. Thus, for instance, a dagger made from the tooth of an ice drake might have the *frost* quality even if the crafter doesn't have the prerequisites to embed that quality. Similarly, a 5th-level caster might craft a ring that grants +10 mana (where normally he could embed only a +5 mana bonus), if the ring also imposes, say, a –5 penalty to hit points.

Using the Trade Skills

Unlike Trade Skill items, magic items do not normally list a Trade Skill DC. Under this alternate magic item creation system, though, it may become necessary for the GM to assign such a value to any item a character might seek to create. There is no simple way to arrive at such a number.

However, as a general rule, no magic item will ever have a Trade Skill DC of less than 25 + the item's caster level + the item's highest bonus (if any) or total bonus (in the case of armor and weapons with special abilities). Thus, for instance, a longsword with a +3 enhancement bonus to attacks and damage (caster level 9) should have a Trade Skill (blacksmithing) DC of 25 + 9 + 3 = 37 (and perhaps higher, at the GM's discretion). The exception to this rule occurs with embedded competence bonuses, which are always divided by 3 when figuring an item's Trade Skill DC.

In general, to find the DC for a pure Trade Skill item, first figure out the caster level that would be required to make the item if it were a "standard" magic item, per the rules elsewhere in this section. Then, use the following formula: Trade Skill DC = 30 + 3/4 of the caster level (round down), to a minimum of the base DC for a normal version of the item plus 10; if the effective caster level is greater than 30, then use DC = 40 + 1/2 caster level, and if the caster level is greater than 60, use DC = 55 + 1/4 caster level.

For cultural Trade Skill items (see Chapter 3), subtract 5 from the DC as figured above, with a minimum value equal to the base DC for a normal version of the item, plus 8.

This Trade Skill DC may be mitigated by certain factors such as special materials, detailed instructions from a crafter who has successfully created the same item before, and so on, at the GM's discretion. (See *EQ: Player's Handbook*, p. 106, "Favorable and Unfavorable Conditions.") Further, a crafter can benefit from a single assistant (see *EQ: PH*, p. 107, "Combining Skill Checks"), although the assistant must first have the appropriate item creation feat(s).

A magic item is always considered to be an item of masterwork quality where applicable for an item of its type (this is likely to affect the item's base cost, as described below). However, the Trade Skill DC modifier for crafting masterwork items is already incorporated into the DC formula above. Masterwork bonuses are always treated as enhancement bonuses, and never stack with an item's magical enhancement bonuses.

If the character fails the Trade Skill check while working on an exotic magic item, the raw materials used take on a flawed or tainted magical charge, and they cannot be used to create a magic item in the future (they might still be used to create a nonmagical version of the item, or to make some other item).

A crafter cannot take 10 (or 20) when crafting magic items.

Optional Rule: As a variant rule, a magic item may have some flaw or even be cursed (at the GM's discretion) if the creator makes the Trade Skill check exactly (i.e., if he does not exceed the DC by at least 1 point).

Which Trade Skill Do I Use?

Some magic items may be difficult to classify in terms of the Trade Skill one would use to create them. For instance, a *glimmer ring* is crafted of glass, yet it is a finger item meant for adornment — is it made using Trade Skill (jewelcraft) or Trade Skill (pottery)?

The GM must answer this question for each individual item. In the example above, the GM might rule that crafting a *glimmer ring* requires a Trade Skill (pottery) check, but that a crafter who also has at least 5 ranks in Trade Skill (jewelcraft) gains a +2 synergy bonus to this pottery check.

For items with no clear classification, such as a *conch shell horn*, the GM must simply arbitrate a reasonable application of some Trade Skill — in this case, for instance, she might adjudicate that the conch shell be crafted using Trade Skill (tailoring), since it involves altering a natural "hide" of sorts.

Materials and Ingredients

The most important requirement for making exotic magic items, other than the appropriate skills and feats, is the correct materials. In each case, the GM should assign a set of materials and ingredients necessary to craft the item. A brief glance at the various Trade Skill items in this book or in Chapter 6 of the *EQ: Game Master's Guide* should give a good indication of the kinds of things required.

Sometimes special materials are called for that can be produced only by enchanters using spells such as *thicken mana* (see *EQ: Game Master's Guide*, p. 238) or *enchant steel* (see sidebar, p. 184), or by other casters using *imbue [gem]* (see p. 157).

Costs of Item Creation

Depending on the materials the GM requires for making a magic item, the gp-cost of producing it may vary. However, as a rule, the base creation costs for an item should always be roughly one-half to two-thirds of the item's market price in gold pieces and 1/25 of the market price in XP. There are two exceptions to this rule:

- Body items cost the usual amount in gold and 1/20 of the market price in XP.
- Mana and hit point bonuses cost the usual amount in gold, but also cost 1/10 of the market price in XP.

A caster may never craft an item if the XP cost for doing so would reduce his character level. Any such attempt simply results in failure and the waste of the materials used.

To determine an item's market price, see "Pricing Magic Items."

Sample Item Creation

Suppose a character wishes to make a *Shazda turban* (see *EQ: GMG*, p. 145). The GM rules that she needs to acquire 6 perfect swatches of silk and a vial of *cloudy mana*; the crafter must have a caster level of at least 9 and have the Embed Enhancement and Imbue Focus Effect feats. (Any spellcaster can benefit from an *extended enhancement* effect, so the crafter obviously meets the requirement that she be able to use the focus effect in question.)

The GM rules that a Trade Skill (tailoring) check is then required, with a DC of 25 + 9 (item's caster level) + 3 (item's highest bonus) = 37.

Creating Variant Items

It is suggested that the GM not allow characters to craft items similar to those in the *EQ: Game Master's Guide* or elsewhere but which grant different types of bonuses. For instance, a *Shazda turban* should never grant an augmentation bonus to Dexterity rather than the usual enhancement bonus or grant a *spell haste* focus effect rather than *extended enhancement*.

However, a crafter might well be allowed to make an item similar to a known item in terms of bonus types, but more powerful than the "standard" version. That is, a 15th-level crafter might wish to make a *superior Shazda turban* that grants a +5 enhancement bonus to Dexterity and an *extended enhancement III* effect. The costs and Trade Skill DC will simply be higher as a result, and the material requirements should also be greater. For instance, a vial of

purified mana might be required in this case, as well as, perhaps, swatches of silk specially prepared from a rare and dangerous variety of giant spider native only to the Greater Faydark.

Similarly, a crafter might be allowed to make a less powerful version of a known item, as long as his caster level is sufficient to allow him to embed or imbue any effects or powers of the item. Thus, a 3rd-level caster might make a *lesser Shazda turban* that grants only a +1 Dexterity bonus, rather than the usual +3, and has no focus effect (he could not have the Imbue Focus Effect feat at 3rd level, in any case). To do so, he might need only a vial of *viscous mana* rather than *cloudy mana*.

Pricing Magic Items

Calculating market prices for magic items can be a time-consuming process, which is why all magic items in the *EverQuest Role-Playing Game* come with prices already attached. Most of the time, the prices for particular bonuses, powers, or abilities follow a series of relatively simple formulae or have flat rates assigned to them.

In general, any item's market price is determined by adding its base cost (i.e., always the cost for a masterwork item of its type, if applicable) to the sum of all modifiers listed in this section. If this total is less than the cost of the base materials required to produce the item (although this should occur only extremely rarely), then figure the market price as 150% of the base cost of all materials.

Table 2-25: Armor and Shield Special Abilities

Ability	Base Price Modifier	Armor	Shield
Animated	+2 bonus[1]	No	Yes
Arcane Harmony	+3 bonus[1]	Yes	Yes
Arrow Deflection	+2 bonus[1]	No	Yes
Bashing	+1 bonus[1]	No	Yes
Blinding	+4,000 gp	Yes	Yes
Fortification, Light	+1 bonus[1]	Yes	No
Fortification, Moderate	+3 bonus[1]	Yes	No
Fortification, Heavy	+5 bonus[1]	Yes	No
Ghost Touch	+3 bonus[1]	Yes	Yes
Glamered	+1,000 gp	Yes	No
Hardness	+600 gp	Yes	Yes
Invulnerability	+3 bonus[1]	Yes	No
Process Defense	+2,000 gp	Yes	Yes
Process Immunity	+5 bonus[1]	Yes	Yes
Reflection	+3 bonus[1]	Yes	Yes
Shadow	+3 bonus[1]	Yes	Yes
Silent Moves	+3 bonus[1]	Yes	Yes
Slick	+3 bonus[1]	Yes	Yes
Spell Resistance 13	+22,000 gp	Yes	No
Spell Resistance 15	+42,000 gp	Yes	No
Spell Resistance 17	+62,000 gp	Yes	No
Spell Resistance 19	+82,000 gp	Yes	No
Spell Resistance 21	+1,020,000 gp	Yes	No
Spell Resistance 23	+1,220,000 gp	Yes	No
Spell Resistance 25	+1,420,000 gp	Yes	No
Spell Resistance 27	+1,620,000 gp	Yes	No
Spell Resistance [typed]* 13	+1,000 gp	Yes	Yes
Spell Resistance [typed]* 15	+4,000 gp	Yes	Yes
Spell Resistance [typed]* 17	+9,000 gp	Yes	Yes
Spell Resistance [typed]* 19	+16,000 gp	Yes	Yes
Spell Resistance [typed]* 21	+25,000 gp	Yes	Yes
Spell Resistance [typed]* 23	+36,000 gp	Yes	Yes
Spell Resistance [typed]* 27	+49,000 gp	Yes	Yes
Spell Resistance [typed]* 31	+64,000 gp	Yes	Yes
Spell Resistance [typed]* 35	+81,000 gp	Yes	Yes

* **Typed** refers to any ability such as *spell resistance [cold]* that applies to a specific type of energy-based attack.

[1] Add this bonus to the total magical bonus of the armor. Thus, *+3 light-fortified armor of shadow* is priced as if it were +7 armor.

Note: Some items in the *EQ: Game Master's Guide* and elsewhere may not conform exactly to these pricing guidelines. Such items should be considered special cases either due to the relative cost of the materials required in their manufacture (which may make enchanting the item easier or more difficult) or because of their rarity or frequency.

Armor and Weapon Special Abilities

All of the armor and weapon special abilities from currently published *EverQuest Role-Playing Game* products are included below, along with the prices associated with their inclusion in an appropriate item.

Once a weapon's, armor's, or shield's total bonus has been established, the market price can be calculated using Table 2–28: Estimating Magic Ability GP-Values.

A crafter must have the Imbue Process feat (and thus all of that feat's prerequisites) to imbue a special ability into weapons or armor. Note also that a caster's level limits the special abilities he can imbue, just as if the ability provided an actual bonus. For instance, a crafter must have a caster level of 6 before he can imbue an ability that is treated as a +2 bonus (see Table 2–25: Armor and Shield Special Abilities). For abilities that have actual cost modifiers rather than bonus equivalents, simply figure the equivalent

Table 2-26: Weapon Special Abilities

Ability	Base Price Modifier	Melee	Ranged
Acidic*	+2 bonus[1]	Yes	Yes[2]
Bane*	+1 bonus[1]	Yes	Yes
Bludgeoning	+1 bonus[1]	Yes	Yes[2]
Brilliant Energy	+4 bonus[1]	Yes	No
Chaotic*	+2 bonus[1]	Yes	Yes[2]
Dancing	+4 bonus[1]	Yes	No
Defending	+1 bonus[1]	Yes	No
Diseased*	+2 bonus[1]	Yes	Yes[2]
Disruption*	+2 bonus[1]	Yes	No
Distance	+1 bonus[1]	Yes[3]	Yes
Enhanced Process	+1 bonus[1]	Yes	Yes
Flaming*	+2 bonus[1]	Yes	Yes[2]
Frost*	+2 bonus[1]	Yes	Yes[2]
Ghost Touch	+1 bonus[1]	Yes	Yes[2]
Great Speed	+3 bonus[1]	Yes	Yes
Hardness	+1,500 gp	Yes	Yes
Holy*	+2 bonus[1]	Yes	Yes[2]
Keen	+1 bonus[1]	Yes	Yes[2]
Lawful*	+2 bonus[1]	Yes	Yes[2]
Massive	+1,500 gp	Yes	Yes
Mighty Cleaving	+1 bonus[1]	Yes	No
Poisoned*	+2 bonus[1]	Yes	Yes[2]
Ponderous	–1,000 gp	Yes	Yes
Reaving†	+2 bonus[1]	Yes	No
Returning	+1 bonus[1]	Yes[3]	Yes
Shock*	+2 bonus[1]	Yes	Yes[2]
Slaying*††	+5 bonus[1]	Yes	Yes
Sonic*	+2 bonus[1]	Yes	Yes[2]
Speed	+1 bonus[1]	Yes	Yes
Sundering	+1 bonus[1]	Yes	No
Throwing	+1 bonus[1]	Yes	No
Unholy*	+2 bonus[1]	Yes	Yes[2]
Wounding*	+2 bonus[1]	Yes	Yes[2]

* When imbuing this ability as a process effect, consider its bonus to be one less than that listed here.

† This new quality appears in a sidebar in Chapter Two: Magic Items.

†† This new quality appears in a sidebar in Appendix Two of *Realms of Norrath: Everfrost Peaks*.

[1] Add this bonus to the total magical bonus of the weapon. Thus, a *+2 flaming short sword of speed* is priced as if it were a +5 weapon.

[2] Bows and slings so enchanted bestow their power upon their ammunition. The *bludgeoning* quality can be placed only on a sling, and *keen* only on bows.

[3] This quality can be placed on a melee weapon only if the weapon also has the *throwing* quality.

bonus based on the ability's cost: Thus, a caster must be 12th level to produce a shield with the *spell resistance [fire] 19* ability — since armor or shield abilities cost (bonus squared x 1,000) gp, the bonus equivalent of this ability would be the square root of (base price modifier ÷ 1,000), or +4. However, imbuing nonspecific spell resistance is a special case (see "The Creation Process," Other Requirements).

While a weapon or armor's actual bonus and special ability bonuses are limited by the caster's level, the total equivalent bonus of the weapon is limited only by its cost. Thus, a 3rd-level caster could make a *+1 keen dagger of speed* with the *defending* and *ghost touch* qualities, since none of these powers exceeds the equivalent of a +1 bonus, but the total gp and XP costs of crafting the weapon would all be figured at its total bonus of +5. Note that such a case, for the purpose of establishing a Trade Skill (blacksmithing) DC for crafting the weapon, the total bonus of the item (+5) should be used in place of the single highest bonus (+1). Thus, this dagger would have a Trade Skill DC of 25 + 3 (caster level) + 5 (total bonus) = 33.

Note: All body slot items (armor, robes, etc.) have a bonus type of "None."

For magic weapons that produce process effects that emulate spells or spell-like powers, instead use the guideline in Table 2–27: Process Effect Costs.

Table 2-27: Process Effect Costs

Effective Spell Level	Base Price Modifier
1–3	+1 bonus[1]
4–6	+2 bonus[1]
7–9	+3 bonus[1]
10–12	+4 bonus[1]
13–15	+5 bonus[1]
16+*	+6 bonus[1]

[1] Add this bonus to the total magical bonus of the weapon. Thus, a *+2 longsword* that can proc a 4th-level spell effect is priced as if it were a +4 weapon. Note that some spells may have more powerful effects than others of a similar level, and that this relative power is usually balanced by a higher mana cost. However, since mana is not an issue in process effects, the GM should feel free to adjust some spell-based process effects to a higher bonus level for pricing purposes.

* Use this modifier only if the item has some unique power that is clearly more potent than any 15th-level spell.

Pricing Damage Reduction

Items that grant damage reduction (DR) are priced two different ways in the *EverQuest Role-Playing Game*.

- Those that grant DR X/Y, where Y is a value between +1 and +5, are figured as follows: (X cubed x 1,500) + (Y squared x 2,000) gp.
- For those that grant DR X/–, estimate the price as if the item granted a continuous use-activated spell effect (see Table 2–28: Estimating Magic Ability GP-Values), setting the spell level based upon the actual spell that most closely resembles the level of DR provided, and then multiply the result by 5.

Thus, DR 10/+1 has a cost of 1,502,000 gp, while DR 10/+5 costs 1,550,000 gp.

A bonus of DR 10/– is identical to the protection offered by the 10th-level cleric spell *guard* (duration 10 min./level), and thus has a base cost of 10 (spell level) x 19 (caster level) x 2,000 (gp) x 1.5 (duration) x 5 (special cost modifier) = 2,850,000 gp.

Table 2-29: Focus Effect Prices

Focus Effect	Type I	Type II	Type III
Affliction Efficiency	1,000 gp	4,000 gp	9,000 gp
Affliction Haste	1,000 gp	4,000 gp	9,000 gp
Enhancement Haste	1,000 gp	4,000 gp	9,000 gp
Extended Affliction	2,000 gp	8,000 gp	18,000 gp
Extended Enhancement	1,000 gp	4,000 gp	9,000 gp
Extended Range	1,000 gp	4,000 gp	9,000 gp
Healing Efficiency	1,000 gp	4,000 gp	9,000 gp
Improved Damage	2,000 gp	8,000 gp	18,000 gp
Improved Healing	2,000 gp	8,000 gp	18,000 gp
Mana Preservation	2,000 gp	8,000 gp	18,000 gp
Reagent Conservation	1,000 gp	4,000 gp	9,000 gp
Recast Haste	1,000 gp	4,000 gp	9,000 gp
Reanimation Efficiency	1,000 gp	4,000 gp	9,000 gp
Reanimation Haste	1,000 gp	4,000 gp	9,000 gp
Spell Haste	1,000 gp	4,000 gp	9,000 gp
Summoning Efficiency	1,000 gp	4,000 gp	9,000 gp
Summoning Haste	1,000 gp	4,000 gp	9,000 gp

Disparate Attack and Damage Bonuses

Some weapons in the *EverQuest Role-Playing Game* have different attack and damage bonuses. For the purpose of pricing, always begin with the higher of the two bonuses, and then modify it downward by the difference between the two numbers, as follows: If the attack bonus is higher, modify it downward by .25 for every point of difference. If the damage bonus is higher, modify it downward by .5 for every point of difference. (Since attack bonuses are harder to come by than damage bonuses — and tend to have a little more impact on combat — they are valued more highly.)

Thus, a weapon that has a +4 attack bonus and a +1 damage bonus is treated as a +3.25 weapon for pricing purposes; if it had a +1 attack bonus and a +4 damage bonus, it would be treated as a +2.5 weapon.

Table 2-28: Estimating Magic Ability GP-Values

Effect	Base Price	Sample Item
Ability score bonus	Bonus squared x 1,000 gp	*Feathered leggings*
Armor bonus (body item)	Bonus squared x 1,000 gp	*Gossamer robes*
AC bonus (other)	Bonus squared x 2,000 gp	*Ring of guarding*[1]
Bonus feat	2,000–10,000 gp (discretionary)	*Laoch combat gauntlets*
Hit point bonus	Bonus squared x 200 gp	*Alligator tooth earring*
Initiative bonus	Bonus squared x 100 gp	*Dragon-bone bracelet*[2]
Mana bonus	Bonus squared x 200 gp	*Kejekan tribal headband*
Natural armor bonus	Bonus squared x 2,000 gp	*Ring of granite skin*[2]
Resistance bonus (typed)[3]	Bonus x 100 gp	*Firewalker boots*
Save bonus	Bonus squared x 1,000 gp	*Ring of charms*[1]
Save bonus (typed)[3]	Bonus squared x 100 gp	*Gold topaz tiara*[4]
Skill bonus (physical skill)[5]	Bonus squared x 25 gp	*Netted cape*
Skill bonus (mental skill)[5]	Bonus squared x 50 gp	*Clay-encrusted gloves*
Spell resistance	1,000 per point up to SR 12; 10,000 gp per point over SR 12	*Mantle of Queen Culayne*[2]
Spells, unique mana pool[6]	(Highest spell level squared + mana pool) x 1,000 gp	*Unholy coldstone*[2]
Weapon bonus	Bonus squared x 2,000 gp	*Combine longsword*

Spell Effect°	Power's Base Price
Single use, spell completion	Spell level x caster level x 25 gp
Single use, use-activated	Spell level x caster level x 50 gp
Continuous/at will*	Spell level x caster level x 2,000 gp

Special	Base Price Adjustment
Charges per day	Divide price for continuous effect by (5 ÷ charges per day)
Charged (50 charges)	1/2 base price for effect usable at will
Spell trigger	3/4 power's base price
Command word	9/10 power's base price
No space limitation**	Multiply entire cost of item by 2

Bonus Type	Power's Base Price Adjustment
Buff	Multiply cost by 1.25
Deflection	Multiply cost by 1.25
Divine	Multiply cost by 1.25
Dodge	Multiply cost by 1.25
Inherent	Multiply cost by 5
Insight	Multiply cost by 1.5
Luck	Multiply cost by 1.25
None§	Multiply cost by 1.5

Component	Extra Cost
Armor, shield, or weapon†	Add cost of masterwork item
Spell has costly material component	Add component cost directly into price of item
Spell has XP cost	Add 5 gp per 1 XP per charge††

[1] This item can be found in the Appendix of *Realms of Norrath: Freeport*.

[2] This item can be found in Appendix Two of *Realms of Norrath: Everfrost Peaks*.

[3] Such as acid, cold, fire, etc., or Fort, Ref, or Will.

[4] Trade Skill (jewelcraft) item.

[5] For this calculation, physical skills are those modified by Strength, Dexterity, or Constitution; mental skills are those modified by Intelligence, Wisdom, or Charisma. Thus, a +5 bonus on Jump checks (Str) costs 625 gp, while a +5 bonus on Spot checks (Wis) costs 1,250 gp.

[6] Use this pricing method only if the item's mana pool is capable of being recharged or of replenishing itself. Otherwise, simply price the item as if it had an appropriate number of charges.

° A crafter can create an item at a lower caster level than his or her own, but never lower than the minimum level needed to cast the needed spell.

* If the spell or power has a duration normally measured in rounds, multiply that power's cost by 4; if it is normally measured in minutes, multiply cost by 2; if normally tens of minutes, multiply by 1.5; if the spell or power normally has a duration of 24 hours or more, divide the cost by half.

** See "Item Slots" in *EQ: Game Master's Guide* (p. 111). In general, an item that does not take up one of these limited spaces costs double what it otherwise might.

§ Do not apply this modifier for body items, which always have a bonus type of "None."

† For items that are not body slot items but that function as armor (e.g. *barnacle-covered pauldrons*), figure their cost as masterwork armor of the appropriate type before adding in modifiers for any other powers or abilities. Similarly, for items that are not technically weapons but that function as weapons (e.g. *trakanasaur-hide gloves*), figure their cost as masterwork weapons of the appropriate type before adding any other price.

†† If the item is continuous or unlimited in duration, calculate this value as if it had 100 charges; if it has some daily limit, calculate it as if it had 50 charges.

Table 2-30: Flowing Thought Prices

Flowing Thought Class	Cost
Class I	1,000 gp
Class II	4,000 gp
Class III	9,000 gp
Class IV	16,000 gp
Class V	25,000 gp
Class VI	36,000 gp

Epic Pricing

Items that bear exceptionally powerful enchantments are similarly highly priced. In such cases, simply multiply the market price of the ability or bonus in question by 10. The guidelines as to what abilities warrant epic pricing are as follows:

- Any single bonus of more than +5 to armor or natural armor, AC, initiative, saves, attacks or damage. (Thus, a sword with a +5 bonus to attack and a +6 bonus to damage, treated as a +5.5 bonus for pricing purposes, uses epic pricing. A +5/+4 weapon, treated as +4.5, does not.)
- A total modified bonus of greater than +10 on any weapon, armor, or shield (for instance, a *+5 spear of great speed* that processes a 12th-level spell effect, which is thus equivalent to a +12 item).
- Any bonus of more than +6 to an ability score.
- Any bonus of +10 or more to a skill or ability check unless that bonus emulates a particular spell effect (such as *jump* [q.v.]), in which case the price should be calculated according to the spell.
- Bonuses to hit points, mana, or any energy resistance of +15 or higher, or spell resistance of 20 or higher.

Multiple Abilities

Many magic items in the *EverQuest Role-Playing Game* offer more than one type of bonus or benefit. In such cases, modify the item's final cost by the total number of benefits or powers it grants.

For this purpose, do not count weapon or armor special qualities, since they already have enhanced costs built in. Further, all resistance bonuses and energy-based save bonuses count as one power — thus, a *shield of rainbow hues* is considered to have only 3 powers for this purpose (its total item bonus, its illumination effect, and its resistance/save bonuses), despite the fact that it actually offers bonuses to all resistances and all saves. As well, do not count any penalty an item imposes upon its user among its "powers" for this purpose.

Finally, as with all matters of item pricing, use your best judgment: A magic item with three potent or useful abilities and a single bonus of resistance (1) might not warrant the full +6,000 gp modifier listed below, but perhaps something more like +3,500 gp.

Table 2-31: Multiple Power Price Modifiers

Number of Powers	Additional Cost
2 powers	+1,000 gp
3 powers	+3,000 gp
4 powers	+6,000 gp
5 powers	+10,000 gp
6 powers	+15,000 gp
7 powers	+210,000 gp
8 powers	+280,000 gp
9 powers	+360,000 gp
10 powers	+450,000 gp

Chapter Three: Trade Skills

Hard-to-Find Ingredients

The trade skills of EQrpg are extremely interconnected. A single trade skill can create many hundreds of items, each of which requires components wholly unrelated to other trade skills, yet for every item like that there is another that requires a component from another skill. For instance, brewers must provide tanning agents for tailors and blacksmiths, who in turn create arrowheads for fletchers.

In light of this interconnectedness, it's impossible to note the location of details about related components every time those components are listed. Hence this little bit of advice: Every item mentioned herein is also described elsewhere (either in this book or in the *EQ: Game Master's Guide*), so if you come across a list of components required and something seems unfamiliar, be sure to look through the other trade skills for information.

The economies of villages, cities, and nations rely on trade to prosper, and successful trading relies not only on agricultural goods and livestock, but on handmade products created by skilled craftsfolk of every persuasion. Race and alignment guide the course of trade, but do nothing to lessen its importance to flourishing nations. High elven smiths purchase ore from dwarven miners, who purchase tools from gnomish tinkerers, who bake with foods purchased from wood elven foragers, who arm themselves with weapons produced by their high elven cousins. Dark elven artisans provide many goods to ogres and trolls in return for strong backs or poisonous flora found only in the Feerrott or Innothule Swamp. Elsewhere on Antonica, human caravans ferry goods from Qeynos to Freeport and back again, with stops in High Keep and Rivervale along the way. From these cities, commodities spread to settlements across Antonica and to the continents of Faydwer and Odus. Even the vile Erudites of Paineel take part in this commerce, exchanging goods and foodstuffs with ignorant or equally evil humans and Teir'Dal merchants. Only the iksar, it seems, refrain from commercial interaction beyond limited exchanges with members of any race bold enough to oblige them. This is most likely a blessing, however; no one wishes to see the iksar empire return to prominence.

Of course, the village farrier, the lone huntsman with his fletching kit, and the resident seamstress do not think in such universal terms. For such simple folk, survival, profit, and professional pride urge them to ply their trades. Competition, too, drives the craftsperson to create new and better goods to further his or her name and fortune. While Norrath's markets exchange products familiar to every eye on a day-to-day basis, every generation also tends to produce something new, or at least slightly different. Ingenuity, innovation, and dedication result in a better blade, a deadlier poison, a tastier recipe, and a headier brew. Demand for the novelty dries up supply, the market molds itself to take into account these innovations, and a few years later the avant-garde becomes passé.

Not every trade skill item finds its way into the common market. The greatest craftsfolk produce items magical in nature, far too precious for the average buyer. Only the affluent consider such purchases, and their wealth cannot sustain more than a few such acquisitions in the course of a lifetime. Because grandmaster tradesfolk rarely share the secrets of their discoveries with those not in close confidence, demand for such objects remains forever high, and even one sale allows the craftsman an easy retirement (even if only a few who reach such exalted heights can resist the compulsion to continue developing their craft).

Other items simply aren't fit for the open market, due not only to cost and uniqueness but to limited use beyond a certain clientele. In particular, all races create armor and other items specifically forged (or woven) for members of that race. These "cultural goods" require inordinate attention to detail and the gathering of rare and unusual substances. Only the most skilled armorers and tailors of a given race possess the knowledge to fashion these items, and they almost certainly never do so without a specific commission.

Additionally, through the use of certain gems and blessings sacred to a given deity, some craftsfolk create items that benefit only worshippers of that deity. As with cultural armors, artisans create most deity-specific items with a buyer in mind.

This chapter contains a multitude of examples of race- and deity-specific trade skill items, as well as more common products adventurers may procure or create to give them that vital edge during their journeys. This chapter also introduces two new aspects of Trade Skill — calligraphy and tattooing — allowing for further diversification of magical goods characters can create.

Deity-Specific Gems and Imbuing

Those gods of Norrath who created or adopted mortal followers each hold a particular gem or mineral holy unto themselves. Certain followers of each god may bless these gems in a process called imbuing, using spells included below. Advanced craftsfolk use *imbued gems* to create blessed items far more powerful than their nonmagical counterparts, including suits of armor, special jewelry and pottered idols. Only worshippers of a particular god benefit from the full power inherent to imbued items; for others they provide minimal protection or no advantages at all.

Table 3-1: Deity-Specific Gems

Deity	Gem
Bertoxxulous	Black sapphire
Brell Serilis	Ruby
Bristlebane	Peridot
Cazic-Thule	Amber
Erollisi Marr	Star rose quartz
Innoruuk	Sapphire
Karana	Plains pebble*
Mithaniel Marr	Diamond
Prexus	Black pearl
Quellious	Topaz
Rallos Zek	Jade
Rodcet Nife	Opal
Solusek Ro	Fire opal
The Tribunal	Ivory*
Tunare	Emerald
Veeshan	Fused dragon crystal

* Plains pebbles form where lightning bolts strike the ground in the plains of Karana. Considered good luck to followers of Karana, they hold only basic value as a gemstone (10 gp). The average mammoth's tusks yield 1d8+8 pieces of ivory; a walrus yields two pieces from each of two tusks.

Imbuing gems requires, in most cases, the services of a priest class possessing the appropriate *imbue [gem]* spell, where [*gem*] is the particular type of gem holy to that priest's deity. Wizards imbue fire opals with the blazing power of Solusek Ro, and those rare bardic worshippers of Veeshan musically imbue fused dragon crystals with her draconic might.

New Spells

Chant of Dragonkind

Bard Song
Level: Brd 10
Song Line: *Chant of Dragonkind*
Instrument: None
Components: V, M
Casting Time: 1 round
Range: Personal
Target: One fused dragon crystal
Duration: Permanent
Saving Throw: None
Spell Resistance: No

This song imbues one fused dragon crystal with the power of the Wurmqueen. Craftsfolk may then use the crystal in creating items of special use to followers of Veeshan.

Imbue [Gem]

Alteration
Level: Clr 10, Dru 10, Shm 10, Wiz 10
Spell Line: *Imbue [gem]*
Mana: 30
Components: V, M
Casting Time: 1 action
Recast: None
Range: Personal
Target: One gem of the appropriate type
Duration: Permanent
Saving Throw: None
Spell Resistance: No

This spell imbues one gem with the blessings of the appropriate god and the appropriate spell may only be cast by a worshipper of that god. For example, *imbue amber* enchants amber for use by worshippers of Cazic-Thule. Craftsfolk may then use these gems to create armor, jewelry, and other items that grant special benefits to worshippers of the appropriate deity.

Limited User Items

While it's a convention in EQo that magic items (whether created by trade skills or not) are usable only by certain classes, races, religions, etc., that limitation was dropped from the initial design of EQrpg. After all, it didn't make much sense that an axe should suddenly no longer have magical properties when wielded by a cleric as opposed to a warrior or a shadow knight. However, in the new Trade Skill items presented in *Al'Kabor's Arcana*, we have decided to re-introduce this idea of limitation of use into EQrpg.

While most items are still not restricted by class, it does make sense in the extremely polarized and polytheistic world of *EverQuest* that some magic should function only for members of certain races or worshippers of a particular god. With this in mind, we present a number of culture- and religion-dependent items.

GM's will surely find a number of ways to put these items to use. For instance, you no longer need fear putting overly potent items in the hands of good-aligned players if you confront them with an evil dark elf clad in *dark prince sovereign chain armor*. (And Innoruuk would be mighty pleased if one of them changed alignments and came to know Hate...)

Alchemy

Those ancient and wise spirits worshipped by the barbarian shamans often reward those who serve them well; similarly, spirits sometimes repay the Vah Shir who venerate them, the iksar who sacrifice to them, and the ogres and trolls who coerce them. Such rewards most commonly take the form of new spells, new wisdom, or lost secrets, but those shamans devoted to the sacred tradition of alchemy sometimes receive mysteries more in accord with their practice: the formulae for new potions.

In the majority of cases, these secrets eventually spread to all shamanic races, but each race also benefits from spirits possessing unique powers. When properly implored through the offering of rare herbs and other substances, the spirits pass on their power through the use of unique, racially specific potions.

Regardless of the bonus type indicated in a potion's effect, all numeric benefits (or penalties) derived from potions are treated as metabolic bonuses for the purposes of stacking. For more on potions, see "Alchemy" in Chapter 6 of the *EQ: Game Master's Guide*.

Costs of Trade Skill Materials and Ingredients

The costs of many gems and other such ingredients commonly used in various trade skills are usually given a uniform price. However, no two diamonds are created equal, of course, and not every blue vervain bulb dug up is in perfect condition. In general, the uniform price for such materials should be treated as the minimum value required for that material to be usable in making Trade Skill items with magical properties (or other magic items). GMs should feel free to adjust the prices of gems and similar objects when found by adventurers by up to +/– 50% or even more, so that, for instance, a character might have a (nonmagical) jeweled dagger crafted using slightly inferior emeralds worth only 100 gp each. However, only emeralds worth at least 140 gp can be used in crafting an enchanted ring made with Trade Skill (jewelcraft).

Table 3-2: Cost of Potion Ingredients

Reagent	Cost (gp)
Agrimony	900
Alkaret root	10
Allspice	36
Aloe	37
Balm leaves	240
Belthyrian bark	350
Benzoin	36
Birthwart	22
Bistort	175
Blade leaf	350
Blessed bone dust	50
Blue vervain bulb	45
Boneset	91
Briar thistle	52
Bugbane	125
Burdock root	14
Celandine herb	55
Clover	190
Clubmoss	57
Comfrey	250
Cyclops eye	80
Damiana	110
Dhea	95
Duskglow vine	200
Echinacea	45
Elderberry	80
Eucalyptus leaf	22
Eyebright	525
Fennel	45
Fenugreek	22
Feverfew	45
Figwort	550
Heliotrope	900
Horehound	77
Hydrangea	80
Hyssop	45
Jatamasi	45
Lady's mantle	22
Lucerne	22
Maliak leaf	85
Maidenhair fern	22
Mandrake root	55
Mercury	100
Mint	25
Mullein	36
Mystic ash	43
Nightshade	36
Oakmoss	900
Peat moss	54
Sage leaf	22
Sandalwood	900
Sea spirit	675
Sickle leaf	550
Star-leaf clover	80
Sticklewort	90
Stinging nettle	150
Sumbul	45
Trifern leaf	45
Valerian root	140
Vetiver root	400
Violet tri-tube	750
Yarrow	125
Yebamante	725
Yerbhimba	350
Wolf's blood	11
Wormwood	100
Woundwort	45

Utility Potions

Army Ant Potion

Description: When an adventuring party as a whole must squeeze through the tight places of the world to reach their objective, this potion offers a quick solution to their dilemma.

Powers: This is essentially an alchemically reduced *ant's potion*. Thus, up to 6 characters may share a single dose of *army ant potion*, which duplicates for each of them the effects of the *ant's potion* (see *EQ*: GMG). Each character receives all the bonuses and penalties provided by their new sizes. Shrinking effects of a potion and a spell or similar effect stack with one another, while multiple doses or castings of one or the other do not, but in no case can such combined effects reduce a character's size below Diminutive.

Market Price: 900 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Celandine herb, feverfew, sumbul, valerian root, pinch of ant antennae.

Trade Skill (DC): Alchemy (37).

Assailing

Description: This potion temporarily improves a character's speed and strength, transforming even a mediocre combatant into a whirlwind of destruction. Note that "cyclops eye" refers to a particular herb, not the biological component of an actual cyclops.

Powers: This potion grants the drinker a +2 bonus to Strength and Dexterity, as well as a haste (3) effect (this grants a +1 haste bonus to AC, one additional action every third round, and –1 weapon delay). The haste bonus from this potion cannot bring the character's haste above the normal cap of (8). The effects of a *potion of assailing* last for 2d6 rounds.

Market Price: 300 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Bugbane, cyclops eye.

Trade Skill (DC): Alchemy (28).

Assassin's Favor

Description: Vah Shir and barbarian shamans have created this mixture for the rogues of their respective peoples for many years. More recently, ogre and troll shamans received the recipe from the spirit servitors, and sell it or provide it as a gift to the Ebon Mask in Neriak and other rogues willing to deal with the servants of dark gods. *Assassin's favor* enhances the toxicity of poisons, making them far more likely to damage a victim.

Powers: A rogue must mix *assassin's favor* with the ingredients of a poison she is preparing. This process actually increases the DC of successfully making the poison by 1, but for every 5 ranks of Trade Skill (alchemy) possessed by the potion's creator (rounded down), the resulting poison gains a saving throw modifier of –1.

For example, a shaman with 12 ranks of Trade Skill (alchemy) creates a dose of *assassin's favor* for a rogue ally. The rogue attempts to mix it with the ingredients while making a dose of lancer's grin. The rogue's Trade Skill (poison making) DC increases to 17 (from the DC 16 usually associated with lancer's grin), but if he is successful the poison's victim suffers a –2 penalty on saving throws against both initial and secondary damage.

Market Price: 235 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Eucalyptus leaf, mandrake root.

Trade Skill (DC): Alchemy (27).

Beastlord's Brew

Description: Shamans share a special relationship with their more martial beastlord kin. The two derive many of their spells from the same spirits, and in most societies they often coordinate in rituals of observance and in war. Shamans create these potions to further enhance the bond between beastlord and warder and to increase the effectiveness of each.

Powers: Once beastlord and warder both partake of this potion, each receives certain benefits. The beastlord may choose any single feat possessed by the warder and, for the duration of this potion's effects, she also gains the benefits of that feat. The warder gains attack and damage bonuses equal to its magic attack value. Both beastlord and warder also receive a buff bonus of 1 hit point per rank in Trade Skill (alchemy) possessed by the potion's creator.

This potion also works on a shaman's spirit wolf companion and a druid's spirit bear. However, in this case, only the spirit companion (and not the shaman or druid) receives the benefits of *beastlord's brew*.

Market Price: 350 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Clubmoss, sage leaf, 5 hit points' worth of the shaman's blood.

Trade Skill (DC): Alchemy (25).

Concentration

Description: Spellcasters thrive on the flow of mana, constantly seeking to increase the amount they possess and the rate at which they recover it. This potion improves the latter condition, and though its increase is small, over time it becomes significant.

Powers: This imbiber gains a +3 bonus to Meditation (this applies to the amount of mana recovered with each hour of meditation, as well). This potion lasts twice as long as most utility potions: 20 minutes per rank the creator has in Trade Skill (alchemy).

Market Price: 1,750 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Duskglow vine, violet tri-tube.

Trade Skill (DC): Alchemy (30).

Drake's Breath

Description: This elixir enables the drinker to expel a conical blast of flame capable of causing significant damage when prepared by a skilled alchemist. Slaying the average

drake yields enough of the proper scales for 1d4+4 attempts at creating this potion.

Powers: The imbiber may breathe a cone of flame that extends 40 feet from the character and expands to a 20-foot width at its terminus. The creator's number of ranks in Trade Skill (alchemy) dictates the number of times the breath may be used and its frequency (i.e., the number of rounds that must pass before the breath may be used again, rolled with each breath), as well as the amount of fire damage the cone deals, as shown on the following table.

Alchemy Ranks	No. of Breaths	Max. Frequency	Damage
1–5	1	N/a	1d6
6–10	2	2d4 rounds	2d6
11–15	3	1d8 rounds	3d6
16–20	4	1d8 rounds	4d6
21–25	5	1d6 rounds	5d6
26–30	6	1d4 rounds	6d6
31+	7	1d3 rounds	7d6

With each breath, a successful Reflex save (DC 5 + the creator's alchemy bonus) halves the damage.

Market Price: 600 gp + 300/five ranks of creator beyond 5.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Clubmoss, mystic ash, crushed drake scales.

Trade Skill (DC): Alchemy (30).

Essence of Oblivion

Description: An old iksar secret recently discovered by trolls and rooted out by Greenblood ogres, this chilling, vaporous concoction extends tendrils of darkness through and around the potion's drinker, causing a painful sort of pleasure. This darkness also empowers certain spells common to necromancers and shadow knights, allowing them to drain or destroy the life essence of their victims with greater potency.

Powers: Consuming *essence of oblivion* immediately deals 1d6 points of damage to the drinker, as it draws upon her life force to enhance its power. Thereafter, for the duration of the potion's effect, any spells of the *lifetap* line cast by the imbiber have their damage increased by 1 point per level of the caster. Spells of the *leach* line deal 2 extra points per die of damage each time the damage recurs (e.g., *vexing mordania* inflicts 4d10+8 points of damage per round). In either case, this additional damage is not affected by a successful Fortitude save against the spell. Lastly, the victim of a shadow knight character's harm touch attack suffers a –4 penalty to its saving throw.

Essence of oblivion lasts for either 20 minutes per Trade Skill (alchemy) rank of the shaman who created it, or until it enhances 1 spell or harm touch attack for every 3 ranks of the shaman's skill (rounded up). Thus, a shaman with 11 ranks in Trade Skill (alchemy) creates a potion that lasts for 110 minutes or for 3 "charges" of enhancing a spell or a harm touch, whichever occurs first. For each charge remaining to the imbiber when the potion's timed duration expires, he takes 1d6 points of damage (no saving throw). Thus, in the above example, if the necromancer who drank the potion only used its benefits once, he would take 2d6 points of damage when the 110 minutes has elapsed.

Market Price: 1,400 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Heliotrope, nightshade.

Trade Skill (DC): Alchemy (27).

Golem Flesh

Description: This powerful potion causes its user to undergo a startling metamorphosis from flesh and tissue into a dense, clay-like, yet still mobile form. The character becomes as a grayish golem, difficult to harm but mentally sluggish, resistant to certain magical forms of attack but incapable of being aided by mundane medicine.

Powers: Over the course of 1 full round after this potion is imbibed, the drinker takes on the physical traits of a construct, thereafter benefiting from immunity to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, and death effects, as well as any effect that specifically targets a living creature. Poison and disease effects currently affecting the character lie dormant during the potion's effect, but continue their course once *golem flesh* wears off. The character is not subject to critical hits, subdual damage, ability damage, or ability or energy drain, and he is immune to any effect that requires a Fortitude save unless that effect specifically targets objects.

The drinker also suffers a –6 penalty to Intelligence, Wisdom, and Charisma for the potion's duration and cannot be treated for wounds with the Heal skill. If the character is reduced to 0 hit points or less he is destroyed and cannot be resurrected until the potion's effects end.

Market Price: 1,100 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Belthyrian bark, block of clay, maliak leaf, peat moss.

Trade Skill (DC): Alchemy (35).

Fleeting Languor

Description: Even the hardiest adventurer sometimes becomes exhausted by her efforts, but the perils of questing often leave no time for rest. This refreshing potion quickly revitalizes tired muscles and sore joints.

Powers: *Fleeting languor* completely cancels the effects of the *fatigued* and *exhausted* conditions.

Market Price: 135 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Burdock root, mint.

Trade Skill (DC): Alchemy (18).

Mystical Aptitude

Description: Spellcasters hold great power, but if they cannot overcome physical harm during the casting of a spell or if they otherwise lose concentration, friends may not receive healing magic or foes may stand unscathed. This potion focuses a spellcaster's mind and provides fluidity to her movements, allowing her to recover from

distractions and cast successfully. Additionally, this potion enhances the caster's magical strength, granting additional power to all her spells.

Powers: *Mystical aptitude* grants the drinker a +6 bonus to all Channeling checks. Also, for the potion's duration, treat all level-dependent factors in her spells as if she were 1 level higher for every 8 ranks of Trade Skill (alchemy) possessed by the shaman (round down).

Market Price: 950 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Duskglow vine, yerbhimba.

Trade Skill (DC): Alchemy (37).

Mystical Infusion

Description: This potent brew expands the drinker's access to mana. Though such a concoction is expensive, the extra mana provided may be the difference between victory and failure in many endeavors.

Powers: *Mystical infusion* grants the drinker a bonus of 20 mana to his mana pool (and increases its maximum capacity by a like amount). This effect lasts for 30 minutes per rank of Trade Skill (alchemy) possessed by the potion's creator. Only one *mystical infusion* may affect a character at any given time, and only characters with a mana pool may acquire mana from this potion.

Market Price: 1,500 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Sickle leaf, yerbhimba.

Trade Skill (DC): Alchemy (39).

Revitalization

Description: Few horrors short of death daunt the stalwart adventurer as much as the life-draining powers of certain undead foes. In light of this threat, shamans developed invigorating potions containing the essence of spirits with strong positive energy. The drinker's eyes momentarily emit a faint golden light following consumption.

Powers: A potion of *revitalization* grants a +6 bonus to the drinker's Fortitude saving throw to prevent an acquired negative level from becoming permanent. The character may drink the potion any time between the acquisition of negative level(s) and the save. The potion affects saving throws made against all negative levels received within 24 hours previous to its consumption.

Market Price: 900 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Blade leaf, nightshade.

Trade Skill (DC): Alchemy (30).

Serpent's Conviction

Description: One cannot fight what one cannot see. Barbarians, night blind as they are, produce many of these potions for scouts, guards, and adventurers who travel by night.

Powers: *Serpent's conviction* grants the drinker infravision for 12 hours (see **"Infravision"** in Chapter 11: Adventuring, *EQ: Player's Handbook*).

Market Price: 350 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Eucalyptus leaf, fennel, 1 fire beetle eye.

Trade Skill (DC): Alchemy (18).

Shifting Spectre

Description: This elixir produces visual warping effects around the imbiber's body. To an onlooker, each movement results in an unnatural shifting of position, and at times the body seems to disappear behind some invisible shield. This decreases an attacker's effectiveness significantly, as blades, claws and teeth find empty air where eyes suggest limbs should be.

Powers: The drinker gains the benefit of three-quarters concealment (30% of an attacker's strikes simply miss). This effect benefits strongly from a visual component: Blind creatures and those who can see invisible are not so easily fooled, but still suffer a 10% chance of missing their target. This potion lasts for 2 rounds per rank of Trade Skill (alchemy) possessed by the potion's creator.

Market Price: 750 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Birthwart, dhea, hyssop.

Trade Skill (DC): Alchemy (30).

Soul of the Incorporeal

Description: Many adventurers' greatest fear is the unseen predator, the invisible assailant ready to strike at unsuspecting prey. This potion provides a small measure of freedom from such concerns, allowing anyone to see what lies hidden from mundane senses. A slain willowisp yields the lightstone component of this potion.

Powers: The drinker can see, and in fact gains a limited "sixth sense" regarding invisible and otherwise magically hidden objects and creatures, including incorporeal creatures that have not yet manifested. The character may make a Spot check to note any such creature or object within 100 feet, even if she is not facing that direction. The character may also notice magical efforts to spy upon her with a successful Spot check (DC = the scryer's caster level or the caster level of the scrying device used). The character may also see writing made with *gnomish chalk* (see "Tinkering").

Market Price: 500 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Ground lightstone, mystic ash, stinging nettle.

Trade Skill (DC): Alchemy (25).

Spirit Shift

Description: In the event of emergency, this potion may save the user's life by magically transporting him a short distance away. The direction and distance are unpredictable, but with luck the user appears a safe distance away from any immediate threat.

Powers: At the end of the round during which the character drinks the potion (requiring 1 action, whether move or attack, but always provoking an attack of opportunity), he disappears and then reappears a short distance away, as if by means of the spell *shadow step*.

Market Price: 450 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Mercury, mystic ash, sumbul.

Trade Skill (DC): **Alchemy (25).**

Stillblood

Description: This bitter, russet fluid coagulates the drinker's blood to the point where no pulse is detectable nor bleeding possible. This condition causes the imbiber no harm, and in certain circumstances may save her life.

Powers: Ingestion of *stillblood* increases a *dying* character's chances of stabilization each round to 80%. Additionally, the character cannot bleed, even if magically induced to do so (such as by a weapon with the *wounding* quality), and all damage that would otherwise be caused by blood loss or drain (such as the special attack of a blood sapper) is reduced to 1 point (whether a hit point or an ability — usually Constitution — point). Characters under the influence of this potion may be mistaken for dead if they lie perfectly still or are rendered unconscious; a Heal check must succeed against a DC of 30 to find a pulse.

Market Price: 250 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Jatamasi, mullein.

Trade Skill (DC): Alchemy (18).

Test of Faith

Description: Even the brutish shamans of the trolls and the ogres occasionally seek the wisdom of the spirit world. This potion provides a means of acquiring that wisdom, but not without cost. The effects of this potion are unique for every shaman who uses it. Some fall into a deep slumber from which they may not wake for days; others wander about aimlessly, caught up in their own visions. Still others gaze into a nearby fire or the surface of a pond for hours. All, however, in some way interact with the spirits or, at least, with images provided by them. Some few never return from their quest, but none can say whether they are lost in another plane, whether they decide willingly to remain among the spirits, or whether they suffer spiritual destruction at the hands of unknown adversaries. In any case, most shamans do return, somewhat wiser, having received images of the past, present, and/or future. Still, few choose to undergo the ordeal a second time.

Powers: Only the creator of this potion may drink it safely. Within minutes, the shaman enters some sort of trance or undergoes a waking vision. The character's mind enters the spirit world, and, there, encounters numerous visions and challenges left to the GM to describe. Any other creature who drinks it suffers terrible nightmares and hallucinations, and must also make a Will save (DC 20) or fall into a coma. In either case, the effects of the potion on the drinker last for an amount of time as determined on the following table.

(d4) Die Roll	Duration
1	1d4 hours
2	4d4 hours
3	4d10 hours
4	1d4+1 days

If the creator drinks the potion and succeeds at a Will save (DC 25), he receives a number of pieces of useful (though possibly cryptic) information equal to 1 + the amount by which he exceeded the Will save DC. Failure indicates that the shaman receives no information, and a "1" on the Will save results in the loss of the shaman's spirit — barring the most powerful of magics or divine intervention, the shaman is lost.

The above rules represent an artificial, mechanical method of handling the use of this potion. However, such a method is unlikely to further the overarching story of a GM's campaign. For this reason, the GM is encouraged to develop a less rules-bound system, instead detailing the shaman's spiritual journey and the tests he must face, as he would with any other kind of quest or scenario, and thus to allow the player to determine his or her own success or failure, rather than relying on a simple roll of the dice.

A shaman may not use this potion more than once per year; the roll to create another *test of faith* potion within a year of the first automatically fails.

Market Price: 1,100 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Eyebright, sickle leaf, 5 hit points' worth of the creator's blood.

Trade Skill (DC): Alchemy (36).

Soul Bonding

Description: Adventurers in the world of Norrath face a multitude of dangers, some of which involve prolonged quests with close companions. Too often, a moment's miscommunication, the slightest hesitation or lack of coordination among party members, results in failure or worse. By sharing a potion of *soul bonding*, up to six individuals may pool their thoughts, allowing them to act as a cohesive unit even when separated by short distances. Greater skill allows an alchemist to imbue such a potion with additional powers. Adventurers prize these potions, but in most cases they cannot be purchased. Rather, a high-ranking shaman bestows such a boon upon a questing group as a means of sanctioning (and abetting) their mission.

Powers: All characters to be part of the questing group must drink a portion of this potion at the same time; no more than six may do so. The potion creates a telepathic bond among the drinkers, per the spell *telepathic bond* (see Chapter One: Converted Spells). This bond extends up to 30 feet per rank in Trade Skill (alchemy) possessed by the potion's creator. Further, for every 8 ranks he has in Trade Skill (alchemy), the potion's creator may add an additional effect from the list below:

- Each bonded character always knows the distance and direction to any other character in the questing party, so long as that character is within range of the telepathic bond.
- The bonded characters may grant each other bonuses of +3 to any skill when aiding one another at making skill checks, rather than the usual +2 bonus

(see EQ: *Player's Handbook*, p. 106, "Combining Skill Checks"). Further, once per day while the potion remains in effect, a bonded character may make a single skill check as if he had any skill possessed by of one of his questing companions, even if he himself has no ranks in that skill. He effectively gains half the number of ranks in the chosen skill as those possessed by his companion, to a maximum of 6 ranks. For example, a warrior urgently needs to make a Heal check to stabilize a fallen companion, but he has no ranks in the Heal skill. However, his cleric questing companion is within range of his telepathic bond, and she has 9 ranks in Heal. The warrior may make a single Heal check as if he had 4 ranks in Heal; he applies his Wisdom modifier as if the skill were his own.

- Each bonded character always knows the health status of every other member of the questing group, including relative health (hit points), mana pool, and whether a character suffers from disease, poison, or other malevolent effects. This knowledge grants members a +4 circumstance bonus to Heal checks made upon one another.
- Once per day while the potion remains in effect, a character may "borrow" points of any ability score from another member of the questing group at a 3:1 ratio. For example, a magician might lend 6 points of Strength to the warrior in his group, who would gain 2 points of Strength as a result. This exchange lasts up to an hour and requires the willing consent of both members of the party; at the end of the hour, the ability points revert fully to the lender. If the borrowing character is killed or rendered unconscious, however, the points revert, but the lender must make a Fortitude save (DC 15 + the number of points loaned) or take a like amount of ability score damage. Thus, if the warrior in the above example is knocked unconscious, the magician must make a Fortitude save (DC 21) or take 6 points of Strength damage. Ability score increases are treated as inherent bonuses, so do not stack with similar bonus points "loaned" by a different member of the same group.

The potion's effects last one day for every 3 ranks of Trade Skill (alchemy) possessed by the shaman who created the potion. Once the effects pass, a character may not benefit from this potion again until 3 days have passed.

Market Price: 11,250 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Eyebright, sea spirit, yebamante, 1 hit point's worth of blood from each member of the quest.

Trade Skill (DC): Alchemy (35).

Xev's Humor

Description: Named for the God of Fortune, this potion improves the odds of succeeding at any endeavor for anyone under its influence. A few knowledgeable folk say, however, that in time Xev settles the karmic debt so incurred with a dose of misfortune. This is not a widely known rumor, and is readily discounted by most alchemists.

Powers: The drinker receives a +1 bonus on all rolls while the potion remains in effect. Once the effect ends, the next time the character makes a roll that yields precisely the number needed for success, she instead fails at whatever she was trying to accomplish. If the character benefits from another *Xev's humor* potion prior to this misfortune being realized, the misfortune accumulates doubly — the next *two* times the character makes rolls that yield either the number needed for success or that number +1, she instead fails. This accumulation of ill luck continues with repeated uses of *Xev's humor*, the number of failures and the modifier to the required DC increasing by 1 point each time (three checks at DC +2, then four at DC +3, etc.) without the cancellation of the luck debt through failed checks.

For example, a character has drunk two *Xev's humor* potions recently (their effects have both run their course), and has not yet paid any karmic debt. She tries to search for a trap in a lock she wishes to pick (Search DC 25); she makes a Search check and gets a total result of 25, but she still fails — she actually needs a 27 to succeed, since any roll of (DC + 1 = 26) or less is a failure. Not finding a trap, she then tries to pick the lock. She manages to open it, beating the Pick Lock DC by more than 2, so her debt is still not paid. Now, since she didn't find the trap in the lock, she must make a Fortitude save against the poison needle trap that pricks her finger as the lock clicks open: The Fort save DC is normally 16, and she manages a total of 17 on her save, but she still fails, since she needs to get an 18 to succeed (again, she fails on DC + 1 or less). Now, though, her double debt paid (and the poison running its course through her veins), she may make any further rolls without penalty.

Market Price: 700 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Clover, star-leaf clover.

Trade Skill (DC): Alchemy (27).

Cultural Potions

For centuries, each race that boasts shamans among its number has cultivated relationships with certain specific spirits who tend to view that chosen people favorably. These spirits share much wisdom with their mortal allies, some of which comes in the form of potions specially designed to benefit that race (and that race only) — only members of that race may use these potions safely, while others might find themselves taken by ill effects after affronting the shaman's patrons in such a manner.

Barbarian Potions

E'ci's Vitae

Description: Centuries of living in the harsh climate of Everfrost have inured the bodies of the barbarian people against cold that would cripple or kill those of many other races. This vaporous elixir grants the drinker the blessings of a multitude of frost spirits, not only enhancing her resistance to frigid temperatures, but actually transforming her physically into an icy being for a time. Her crystallized flesh shrugs off the effects of cold, and her perceptions remain unimpaired by foul weather.

Powers: Drinking *E'ci's vitae* imparts several useful qualities to the barbarian. Firstly, she gains the cold subtype: she becomes immune to all effects related to cold, but takes double damage from fire except on a successful save. She gains partial immunity to critical hits, as if she were wearing armor with the *moderate fortification* quality (50% chance to ignore any critical hit). Further, snow and hail do not impede her vision, although rain and fog unrelated to wintry weather obscure sight normally. She also gains a +8 bonus on all Balance and Climb checks to maintain her footing or gain ground on snowy or icy surfaces. Lastly, she may meld into snow or ice without a trace; in this state she need not breathe and can only be located upon close observation of the space she occupies (Search DC 30), but in this form she suffers double damage (even on a successful save) if an opponent brings fire or weapon to bear on her hiding place. The volume of snow or ice into which she would meld must be at least as great as that of the character for her to use this ability. If the potion's effects wear off while she is melded, the character must make a Fortitude save (DC 25), with success means she is violently expelled from the snow bank or ice surface in which she hides, taking 1d6 points of damage; failure means death.

Market Price: 850 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: 2 benzoin, fresh snow, vetiver root.

Trade Skill (DC): Alchemy (28).

Judgment

Description: To exact true justice, one must know the truth of a given matter. The Tribunal has often gifted its barbarian servants with means by which to discover truths. Making a witness drink this potion places the burden of truth upon the witness, with terrible pain as the price for falsehood. Barbarians do not use this potion frivolously, but chieftains, shamans, and wise men will call for it in matters of grave importance.

Powers: The drinker of this potion (who can be of any race) must answer truthfully the next three questions put to him. The drinker gains a Will save (DC 10 + the potion creator's ranks in Trade Skill [alchemy]) to resist being compelled to answer the questions posed to him. However, if he does answer, whether or not he has been compelled to do so, each false answer angers the spirit of the potion, who attacks the character from within. Any lie or prevarication while this potion remains in effect immediately deals 4d6 points of damage and 1d4 points of temporary Strength and Constitution damage to the liar, as well as a further 1d6 points of (hit point) damage every 10 minutes for the following hour. There is no save against the hit point damage, but a Fortitude save (DC 25) reduces the ability damage (both Strength and Constitution) by half. All damage applies with each lie of the drinker, so that a character who lies three times takes all of the damage listed above three times.

Market Price: 600 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Bistort, mandrake root, sticklewort.

Trade Skill (DC): Alchemy (35).

Wolf's Tongue

Description: This potion grants its user greatly increased sensory acumen. Through use of this potion, talented scouts can track the movements of goblin and orc hordes without ever coming within sight of the enemy.

Powers: The barbarian receives a +8 bonus to Balance, Listen, Search, and Spot checks, as well as the *scent* ability (see *EQ: Monsters of Norrath*, p. 16). Due to his heightened sense of smell, he also gains a +4 bonus on Wilderness Lore checks made to track a creature that has a discernible scent.

Market Price: 300 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Star-leaf clover, wolf's blood.

Trade Skill (DC): Alchemy (23).

Iksar Potions

Scaled Atavism

Description: This oily brew effects an impressive transformation upon the iksar who consumes it. The iksar's tail flattens into a paddle, flesh grows between his fingers and toes, gills grow along his neck, and his snout develops into a gigantic maw filled with sharp, backward curving teeth. Some iksar believe this to be the original, ancient form of their race long prior to their enslavement by the shissar.

The shark oil required to make this potion is taken from a relatively small gland of the creature; an average cauldron shark yields enough oil for only 1d4+4 attempts to create this potion.

Powers: The iksar gains a +6 bonus on Swim checks and a +10 feet bonus to swimming speed while under the influence of this potion, and he can breathe normally underwater. He also gains a bite attack that deals 2d6 points of damage. If this is used as a primary attack, the iksar may add 1 1/2 times his Strength bonus to damage; if secondary, the bite suffers a –5 penalty to its attack roll and the iksar adds only 1/2 his Strength bonus. Finally, the iksar's scales thicken, providing him with damage reduction 2/–.

Market Price: 500 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Damiana, shark oil.

Trade Skill (DC): Alchemy (23).

Dragon Hide

Description: This potion causes an iksar's scales to expand slightly and harden into a more protective coat of armor, as well as forming vicious barbs that harm attackers, all at the cost of some agility. The average drake yields enough scales for 1d4+4 attempts to create this potion.

Powers: The iksar's natural armor bonus to AC increases to +5 and he gains a damage shield (2) that affects all hand-to-hand or natural weapon attacks made against him. The scales are rather heavy and cumbersome, though, resulting in a –2 penalty to the iksar's Dexterity while the potion remains in effect.

Market Price: 700 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Powdered drake scales, stinging nettle, sumbul.

Trade Skill (DC): Alchemy (28).

Greenmist Musk

Description: Kunark's topography varies dramatically, but every one of its various habitats supports gigantic beasts capable of devouring iksar-sized creatures with ease. This potion reduces the likelihood of such a fate by causing the iksar's flesh to exude a painfully noxious secretion.

Powers: This potion is unique in that its effects do not occur immediately when it is drunk. Instead, the potion remains latent within the iksar for up to 24 hours; at any point during this period, she may choose to activate the potion (at will, as a free action). Once the potion is activated, any creature attempting to swallow the iksar must make a Fortitude check (DC 10 + the potion creator's ranks in Trade Skill [alchemy]) or immediately expel her. Any creature that maintains a hold on the iksar takes 1d6 points of [acid] damage and 1d6 points of [poison] damage per round; this damage also applies to a creature that successfully swallows her. Once activated, this secretion is effective for 1 round per rank of Trade Skill (alchemy) of the potion creator. Its duration cannot be split into separate segments; once activated, the potion runs its full course.

Market Price: 200 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Alkaret root, echinacea.

Trade Skill (DC): Alchemy (20).

Venril's Legacy

Description: Named for the infamous necromancer-king Venril Sathir, this iksar potion grants its user the ability to siphon the life from a dying opponent. Some whisper that this potion allows iksar to destroy the very souls of their opponents.

Powers: An iksar under the effect of *Venril's legacy* gains power by absorbing the life force of a dying creature. If the iksar kills a creature with a *coup de grace* attack (see *EQ: Player's Handbook*, p. 382), she gains a number of temporary hit points equal to 1d8 + the dying creature's HD. Further, she gains a +2 bonus to Strength, and her effective caster level increases by 1 for the purpose of caster level checks and level-dependent spell effects (she does not gain more mana or access to higher-level spells). These hit points and bonuses last 10 minutes per HD of the slain creature. Once the iksar drinks the potion, she may absorb life forces in this way for 12 hours, or up to once for every 5 ranks of Trade Skill (alchemy) the potion's creator possesses (rounded up), whichever comes first.

Resurrecting a character slain by an iksar under the effects of *Venril's legacy* has a percentage chance of failure equal to 50 – the HD of the slain creature. Failure indicates that the iksar damaged or destroyed the soul, forever preventing its return to life.

Market Price: 1,800 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Damiana, wormwood, balm leaves.

Trade Skill (DC): Alchemy (35).

Ogre Potions

Craknek Surprise

Description: Though not limited to the use of warriors, the Craknek guild pays the Greenbloods well to direct supplies of this potion to its warriors. This potion fortifies an ogre's failing lifeforce with renewed vigor, allowing a dying ogre additional time to slay foes and, perhaps, survive imminent death.

Powers: The ogre may ignore the *staggered*, *disabled*, and *dying* conditions. Further, she does not die until she reaches a negative hit point total equal to the potion creator's Trade Skill (alchemy) skill bonus (to a minimum of -10). The ogre dies instantly if her negative hit points reach this number, but healing spells may return her from the brink of death if cast before the potion wears off. *Craknek surprise* lasts for 2 rounds per rank of Trade Skill (alchemy) possessed by the creator.

Market Price: 375 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Dhea, sage leaf.

Trade Skill (DC): Alchemy (31).

Stone Feets Form Eular

Description: The ogre drinking this potion becomes as firm as a bastion wall, easily resisting physical and magical forces capable of felling trees and houses. Indeed, the ogre serves capably in place of a breached doorway or as the vanguard for a force in retreat. Due to the Tae Ew heart requirement and the few ogre cooks able to properly serve such a dish, this potion is rare, highly prized, and usually made as a gift to a particularly renowned ogre warrior.

Powers: Once the ogre who drinks this brew braces her feet, she is almost impossible to move. She cannot be *stunned*, *paralyzed*, or *knocked back*, and she receives bonuses of damage reduction 4/– and damage reduction 20/blunt (i.e., she ignores the first 20 points of damage from any blunt attack, or the first 4 points from any other type of attack). The ogre may make an opposed Strength check against any creature attempting to move her or pluck her from the earth (even if no check is normally allowed), and she receives a +8 bonus to all such checks. However, the potion also inhibits the ogre's fleetness, reducing her base speed by half.

Market Price: 875 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Yarrow, clover, stewed Tae Ew heart.

Trade Skill (DC): Alchemy (33).

No Magic Poshun

Description: In ages past, ogres were a highly magical race, a race capable of (and predisposed to) physical and arcane violence. This potion denies opponents the advantages of magic that ogres no longer possess.

Powers: The ogre who drinks this brew gains a bonus of resistance (5) against all forms of energy and also gains spell resistance equal to the potion maker's ranks in Trade Skill (alchemy). Thus, an ogre shaman with 14 ranks in Trade Skill (alchemy) produces a *no magic poshun* that grants SR 14. The drinker may "sacrifice" this spell resistance at any time during the potion's duration in order to instantly cancel a single magical effect upon his person (no dispel check required). Doing so does not negate the bonus to resistances.

Market Price: 900 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Comfrey, mandrake root, mystic ash.

Trade Skill (DC): Alchemy (32).

Smashem Juice

Description: An ogre gains tremendous satisfaction from breaking things, be they boulders or bones. This potion increases an ogre's destructive capabilities considerably.

Powers: The ogre's fists become as bludgeons, dealing 1d10 points of blunt damage in combat (plus Strength modifier, as applicable). The ogre may also ignore the first 5 points of hardness when striking objects with his fists while under the effects of this potion.

Market Price: 450 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Boneset, lucern, tri-fern leaf.

Trade Skill (DC): Alchemy (25).

Troll Potions

Fleshknit

Description: This foul-smelling brew is a favorite of troll combatants. It boosts the already impressive healing properties trolls possess, allowing a nearly dead warrior to return to battle in minutes. This increased healing factor still leaves scars, but trolls do not seem to mind.

Powers: The troll who drinks this brew gains half her character level in hit points every minute. This potion lasts a number of minutes equal to the creator's ranks in Trade Skill (alchemy).

Market Price: 1,350 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Figwort, lucern, woundwart.

Trade Skill (DC): Alchemy (36).

Big Mouth

Description: Trolls are as infamous for their eating habits as for their brutality — two aspects of their existence that often go hand in hand. They sometimes use this potion to increase the range of their already monstrous diet.

A single deepwater crocodile provides enough bile for 1d4+1 attempts to create *big mouth*.

Powers: The troll gains a bite attack that deals 2d8 points of damage. Further, he gains the ability to disarticulate his jaw, much like a snake, granting him the "swallow whole" special ability: He may swallow creatures of Small or lesser size. The potion also defends the troll against dangerous substances, providing bonuses of acid and poison resistance (10) against any digested toxin.

Market Price: 375 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Deepwater crocodile bile, echinacea, horehound.

Trade Skill (DC): Alchemy (28).

Spider's Shell

Description: Slurping this sticky concoction initiates a peculiar transformation. The troll's pores ooze a milky fluid that expands briefly and then hardens, forming a protective cocoon. While inside the cocoon, the troll sleeps while mystical energies abjure magical effects, poisons, and disease. The cocoon restores the troll to its natural state, as free of contaminants as any troll can ever be.

Powers: The troll who drinks this brew enters into a comatose state that lasts for 1 hour; all mental and physical processes are halted, and the troll is automatically *stabilized* if she has fallen below 0 hit points. All magical spell effects, whether beneficial or malign, are suspended for the duration of the potion's effect. The troll may make a Fortitude save with a bonus equal to 1/3 the shaman's ranks in Trade Skill (alchemy) against any poisons or diseases currently affecting her, even if previous saving throws against that poison or disease have already failed. Success indicates that the cocoon entirely halts the course of the poison or disease and removes it from the troll's system. The potion also restores up to 1d6+1 points of temporary ability damage or permanent ability drain to the troll and heals 10 hit points of damage. The cocoon is sturdy, granting bonuses of resistance (20) against all energy forms; it has a hardness of 20 and may sustain 25 hit points before being breached. If the shell is breached, the troll remains completely vulnerable until the hour is through.

Market Price: 1,150 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Figwort, hydrangea.

Trade Skill (DC): Alchemy (30).

Thule's Face

Description: Only fools take the presence of a troll lightly; their reputation for cruelty and savagery is well deserved. By drinking this potion, a troll cows even stalwart opponents and terrifies the weak.

Powers: Onlookers with less HD than the drinker who see the troll must make a Will save (DC 10 + half the potion maker's ranks in Trade Skill [alchemy]) or become *frightened* for 1d6 rounds. If the onlooker has as many as or more HD than the troll, it is merely *shaken* for 1d6 rounds. For as long as the potion remains in effect, the onlooker who fails his save must save again each time he sees the troll. However, any successful saving throw immunizes the creature to the effects of that *Thule's face* potion for the remainder of its duration.

Market Price: 225 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Burdock root, mandrake root.

Trade Skill (DC): Alchemy (27).

Vah Shir Potions

Ancestral Recourse

Description: By use of this potion, a Vah Shir taps into the ancestral memories of his people, acquiring general knowledge of a particular topic. The knowledge gained tends to be fleeting but specific to the situation. This temporary joining of mind to spirit produces an addictive euphoria: The Dar Khura warn their customers not to over use this potion. Only the shaman guildmaster and his closest assistants have access to the ancestral vaults from which they procure their bone dust in a solemn, hour-long ritual of reverence.

Powers: The drinker temporarily gains 5 ranks of a single Knowledge skill of her choice. These bonus ranks cannot increase the character's ranks beyond 10 in that Knowledge. Using *ancestral recourse* more than once per week produces an inviting euphoria but ruins concentration: The Vah Shir drinker receives a +1 bonus to Charisma, but a –1 penalty on all Will and Reflex saves and a –2 penalty on Channeling checks. These adjustments last until a week passes without further use of the potion. Characters of other races experience the above penalties for 1 hour, but receive none of the benefits.

Market Price: 800 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Bistort, *blessed bone dust*, duskglow vine.

Trade Skill (DC): Alchemy (28).

Feline's Grace

Description: This potion imbues the Vah Shir with great speed. The potion also awakens feline instincts of balance, to better protect the Vah Shir from precarious ledges and uncertain footing.

Powers: This potion grants a bonus of +20 feet to the Vah Shir's base speed, as well as a +2 bonus on Jump and Tumble checks and a +6 bonus on Balance and Safe Fall checks. Once the effect wears off, the character cannot run or charge for a time equal in length to the potion's duration, and he immediately takes 4 points of temporary Dexterity damage. This temporary Dexterity damage returns at a rate of 1 point per hour, however, rather than 1 per day.

Market Price: 200 gp.
Slot: Miscellaneous.
Weight: 0.5 lbs.
Components Required: Fenugreek, lady's mantle.
Trade Skill (DC): Alchemy (18).

Five Limbs Elixir

Description: This potion causes a Vah Shir's tail to strengthen and lengthen into a prehensile limb suitable for brachiating (moving through trees, like a monkey) or combat. Many highly skilled Vah Shir warriors make regular use of *five limbs elixir* in their forays against grimlings and the undead.

Powers: The character gains a brachiation speed of 20 feet, as well as a +4 bonus on Climb checks. He also gains the benefits of the Improved Trip feat (using his tail to trip opponents), and may grasp items with his tail as effectively as with an off-hand (thus, he suffers a –4 penalty on most rolls or checks made with it). If wielding a weapon with his tail, he suffers a –10 penalty on attack rolls. Some experienced Vah Shir warriors purchase the Multidexterity or Multiweapon Fighting feats (see "Feats" in the Introduction to *EQ: Monsters of Norrath*) instead of just Ambidexterity and Two-Weapon Fighting in order to alleviate these penalties. Finally, the Vah Shir's reach with his tail increases to 10 feet while under the effects of this potion.

Market Price: 400 gp.
Slot: Miscellaneous.
Weight: 0.5 lbs.
Components Required: Echinacea, fenugreek, lucern.
Trade Skill (DC): Alchemy (22).

Gravity's Bane

Description: The Vah Shir are accustomed to traveling light on their feet, but sometimes necessity demands accommodation for heavy loads. By covering herself in this alchemical substance (actually a light blue-grey powder), the Vah Shir eases the burden of equipment and plunder.

Powers: *Gravity's bane* halves the effective weight of any clothing, armor, equipment, and other gear worn or carried by the character.

Market Price: 300 gp.
Slot: Miscellaneous.
Weight: 0.5 lbs.
Components Required: Hydrangea, lucern.
Trade Skill (DC): Alchemy (20).

Mana Reduction Potions

Shamans excel at enhancing the natural abilities of themselves and others through their spells. Recently discovered alchemical processes now afford them a method of increasing the efficiency of supernatural powers as well. By attuning a character to a particular type of magic, these potions allow a caster to conserve mana when casting such spells. These benefits do not come cheaply; each potion requires multiple herbs and is relatively difficult to create. The herbs required to make each type of potion are similar at a given level of power, as are the benefits, although specific potions may require additional ingredients. Table 3–3 displays characteristics common to each type of mana reduction potion.

Note that further investigation and experimentation may result in the discovery of other types of "focus effect" potions.

Table 3-3: Mana Reduction Potions

Potion Type	Spell Level Range	Mana Reduction	Common Ingredients	DC
I	1–5	1	Aloe, sumbul	17
II	1–9	2	Aloe, elderberry	26
III	1–12	4	Briar thistle, figwort	33
IV	1–14	6	Agrimony, briar thistle, clover, dhea	38

"Mana reduction" applies to the casting cost of each spell of the appropriate type cast during the course of the potion's effect. No effect can ever reduce the mana cost of a spell below 1.

Mana Preservation Potions

Beneficial Focus

Powers: This potion affects any spell classified as "harmless" in both the Saving Throw and Spell Resistance fields in the spell description. Excluded are teleportation, healing, curative, and summoning spells of any sort.

Market Price: 250 gp (type I); 450 gp (type II); 1,200 gp (type III); 2,500 gp (type IV).
Slot: Miscellaneous.
Weight: 0.5 lbs.
Primary Reagent: Sage leaf.

Disease Focus

Powers: Potions of this type affect spells that deal [disease] damage and those which protect against or cure disease, such as *pox of Bertoxxulous*, *insidious malady*, or *scent of Terris*. These potions do not affect spells that reduce disease resistance.

Market Price: 270 gp (type I); 475 gp (type II); 1,220 gp (type III); 2,530 gp (type IV).
Slot: Miscellaneous.
Weight: 0.5 lbs.
Primary Reagent: Birthwart.

Fire Focus

Powers: Potions of this type affect spells that deal [fire] damage and those which protect against fire, such as *conflagration* and *endure fire*. These potions do not affect spells that reduce fire resistance.

Celestial Essence

An alchemist's attention is required in order to create *celestial essence*, a magical powder used in creating a number of magic items, including many found throughout this chapter. Only two ingredients are required: celestial solvent (also known as "holy water" — see *EQ: Player's Handbook*, p. 167) and any magical research component. Any divine spellcaster can easily make celestial solvent, although it's time-consuming. A container of clean spring water must be placed within a holy vessel within a shrine, church, or other area dedicated to a god. The spellcaster then channels 5 mana directly into the water (no Channeling check is required) and leaves the water in the vessel overnight. Come morning, this water has become celestial solvent.

The research component is sometimes more difficult to arrange. Any Page, Rune, or Word described under "Spell Research" in the *EQ: Game Master's Guide* suffices for this purpose. However, these components can be quite rare — and costly, and spellcasters are sometimes loathe to see components used in this way — so alchemists are advised to remain quiet about their design to destroy the component in order to create something other than a spell.

Creating *celestial essence* from celestial solvent and a research component requires grinding these two substances into a wet mush and making a Trade Skill (alchemy) check (DC 12). Failure to properly perform this task results in the loss of both ingredients.

Market Price: 270 gp (type I); 475 gp (type II); 1,220 gp (type III); 2,530 gp (type IV).

Slot: Miscellaneous

Weight: 0.5 lbs.

Primary Reagent: Lucerne

Ice Focus

Powers: Potions of this type affect spells that deal [cold] damage and those which protect against cold, such as *ice comet* and *circle of summer*. These potions do not affect spells that reduce cold resistance.

Market Price: 270 gp (type I); 475 gp (type II); 1,220 gp (type III); 2,530 gp (type IV).

Slot: Miscellaneous.

Weight: 0.5 lbs.

Primary Reagent: Benzoin.

Magic Focus

Powers: Potions of this type affect spells that deal [electricity] or [magic] damage and those which protect against such damage, such as *Tishan's clash*, *resist magic*, and *thunderbolt*. These potions do not affect spells that reduce [electricity] or [magic] resistance.

Market Price: 350 gp (type I); 600 gp (type II); 1,500 gp (type III); 3,200 gp (type IV).

Slot: Miscellaneous.

Weight: 0.5 lbs.

Primary Reagent: Mandrake.

Poison Focus

Powers: Potions of this type affect spells that deal [poison] damage and those which protect against or cure poison, such as *scent of dusk*, *envenomed bolt*, *cure poison*, and *resist poison*. These potions do not affect spells that reduce poison resistance.

Market Price: 270 gp (type I); 475 gp (type II); 1,220 gp (type III); 2,530 gp (type IV).

Slot: Miscellaneous.

Weight: 0.5 lbs.

Primary Component: Nightshade.

Baking

Reputations and fortunes are built upon culinary skills, but among the greatest chefs of Norrath reputation and gold are sometimes not enough — only the greatest and most extraordinary of innovations can win one's immortality. An unexpectedly fierce competition underscores this seemingly simple trade, with wealthy chefs often paying adventurers to seek out rare ingredients to fill their pots. Of course, given the enormous benefits some dishes provide, some adventurers become chefs as well, and these are perhaps in the best position to find ingredients to new recipes... provided they survive to serve them.

The recipes presented here are but a fraction of the infinite variety found in Norrath. Many of these defy the skills of all but the most puissant chefs to prepare correctly, and even garnering the ingredients may prove dangerous beyond the skills of all but the greatest heroes. A number of recipes include components commonly used in the alchemy trade skill. Unless otherwise specified, though, a single alchemy component is sufficient for the production of ten servings of a given dish, and the chef can often buy such ingredients in tenths (i.e., a reputable chef could buy enough blade leaf for a single serving for only 35 gp). A chef may instead purchase these ingredients from an apothecary or some other source for half the rate charged by alchemists (i.e., 1/20th the listed price), but this increases the DC of preparing the dish by +2 (unless otherwise specified).

For more on Trade Skill (baking), see the *EQ: Game Master's Guide*, p. 206.

Meal Sizes

The descriptions of many baking "items" dictate how many individuals of a particular size may partake of the food in question, based on the size of the race among which the dish is most common. For ease of use, consider this basic conversion when you need to determine how many characters of a different size can partake of the food:

1.5 Small creatures = 1 Medium-size creature = 0.5 Large creatures = 0.25 Huge creatures

(A hungry dwarf or barbarian or a finicky high elf could spoil this formula, but it will do for generalities.)

Table 3-4: Basic Cooking Supplies

Foodstuff	Cost	DC
Bread (loaf)	2 cp	—
Cacao beans (1 lb.)	7 gp	—
Cheese (wheel)	1 gp	—
Cheese, mature (wheel)	15 sp	15
Chicken (1)	2 cp	—
Cinnamon (1 lb.)	1 gp	—
Clump of dough	5 cp	5
Cow (1)	10 gp	—
Cream	1 sp	8
Creamy fennel sauce	5 gp	14
Eggs (3)	1 cp	—
Fish, fresh (1)	3 cp	—
Flour (1 lb.)	2 cp	—
Frosting	13 gp	6
Fruit (basket)	3 cp	—
Ginger or pepper (1 lb.)	2 gp	—
Goat (1)	1 gp	—
Herbed cream	5 gp	12
Milk (1 gal.)	2 cp	—
Noodles	1 sp	7
Olive oil (1 oz.)	6 sp	—
Ox (1)	15 gp	—
Pig (1)	3 gp	—
Rennet	5 sp	—
Saffron or cloves (1 lb.)	15 gp	—
Salt (1 lb.)	5 gp	—
Sheep (1)	2 gp	—
Wheat (1 lb.)	1 cp	—
Winter chocolate	12 gp	16

Anaconda Stir-Fry

Description: The jungles of Norrath are home to numerous snakes, with the anaconda the largest by far. Many ogres and trolls enjoy wrestling these impressive creatures. Victory is never certain, but one way or another, something ends up being eaten. While trolls may not bother to cook the snake, or even to portion it, ogres usually sear the meat in a dish over an open flame along with certain vegetables and plants. Particularly skilled cooks of any race can prepare the meat so that it bestows the strength and agility of the anaconda upon the diner.

Powers: *Anaconda stir-fry* grants a +1 bonus to both Strength and Dexterity for 10 hours after completing the meal.

Market Price: 5 gp/serving.

Weight: 1 lb.

Size: Feast (Large).

Portion: One anaconda generally provides enough meat for 8 to 10 Large creatures.

Components Required: Anaconda meat, vegetables, plant shoots, coated frying pan, olive oil.

Trade Skill (DC): Baking (28).

[Animal] Fillet in Cream

Description: Barbarians and humans sometimes steam their meat in a spiced cream sauce, producing tender fillets well suited to the carnivorous palate. The recipe works equally well for bear, wolf, lion, snow leopard, caribou, and even the relatively tender meat of young mammoths.

Powers: The metabolic bonus a character receives depends on the type of meat served, although all such bonuses last 5 hours after the meal's completion. Bear and mammoth meat both grant a +1 bonus to Strength; lion and leopard grant a +1 bonus to Dexterity; and caribou and wolf grant a +1 bonus to Constitution.

Market Price: 2 gp/serving.

Size: Meal (Medium-size).

Portion: One large bear or young mammoth generally provides enough meat for 5 to 8 Medium-size creatures; a small bear or a caribou feeds 4 to 7; a lion or leopard 3 to 5; and a wolf 2 to 4.

Components Required: Creamy fennel sauce, meat (bear, caribou, lion, mammoth, or wolf).

Trade Skill (DC): Baking (25).

Blackened Panther Steak

Description: The wiry and durable panthers of Velious yield fine meat, which a skilled chef transforms into some of the juiciest, most tender cuts on Norrath. Quite possibly the only matter agreeable to both Coldain and Kromrif is the culinary perfection of well-roasted panther.

Powers: *Blackened panther steak* grants a +1 bonus to Dexterity and a +1 bonus on all Constitution-based rolls and checks for 5 hours after eating.

Market Price: 3 gp/serving.

Size: Meal (Medium-size).

Portion: A single panther feeds 4 Medium-size characters.

Components Required: Black panther meat, pepper.

Trade Skill (DC): Baking (17).

Caynar Nut Stuffed Trout

Description: Most Erudites take their food from the sea, but the rivers of Odus offer up delicacies no Erudite avoids for long. While any trout suffices for this dish, Erudite gourmands favor the less common speckled variety. Rubbed with spices and filled with caynar nuts from the Toxxulia Forest, this meal ensures increased energy and improved health.

Powers: *Caynar nut stuffed trout* grants a +1 bonus to Constitution and on all saving throws against disease for 5 hours.

Market Price: 4 gp/serving.

Size: Meal (Medium-size).

Portion: A typical trout serves a single Medium-size diner.

Components Required: Speckled trout, saffron, caynar nuts, herbed cream.

Trade Skill (DC): Baking (24).

Cheesy Anaconda Casserole

Description: A filling dish renowned for its revitalizing effects, this casserole rapidly attracts customers wherever it is sold, particularly in the human cities of Freeport and Qeynos. The cost tends to be high, for hunters must bring the live anaconda to the chef for butchering; old meat loses its potency quickly.

Powers: *Cheesy anaconda casserole* grants a +1 bonus to Strength and Constitution and +2 bonus hit points for 10 hours following the meal.

Market Price: 15 gp/serving.

Size: Feast (Medium-size).

Portion: A single adult snake feeds 15 to 20 Medium-size characters.

Components Required: Anaconda meat, cheese, noodles, heavy pie crock.

Trade Skill (DC): Baking(29).

Cheesy Griffon Casserole

Description: Similar in preparation to its anaconda-based variant, this casserole offers a far different taste and texture, much like the distinction between chicken and beef. The difficulty of capturing and transporting a live adult male griffon to the butcher shop makes this dish rare and expensive. This meal is most common among humans and dark elves, due to their proximity to griffon hunting grounds.

It is said that the meat of younger male griffons (griffawns) can be used to make a lesser version of this dish, and that the meat of griffenes has its own unique properties when correctly prepared.

Powers: The chef receives a +3 bonus on her Trade Skill (baking) check if the griffon meat used is no older than one day. *Cheesy griffon casserole* grants a +1 bonus to Strength and Wisdom. Further, the meal increases the character's visual acuity, granting a +1 bonus on Search and Spot checks. These benefits last for 10 hours.

Market Price: 20 gp/serving.

Size: Feast (Medium-size).

Portion: A typical adult male griffon provides enough meat for 15 Medium-size creatures.

Components Required: Cheese, noodles, griffon meat, heavy pie crock.

Trade Skill (DC): Baking(30).

Cheesy Vegetable Casserole

Description: This casserole finds favor with gnomes and halflings in particular, although Erudites commonly serve it with fish to take advantage of its mentally stimulating properties. The necessary shoots grow in the wilds of the Jaggedpine Forest, so those who collect this ingredient first-hand are advised to be on good terms with the rangers and druids who strive to keep that region pure.

Powers: *Cheesy vegetable casserole* grants a +1 bonus to Constitution and Intelligence for 10 hours.

Market Price: 3 gp/serving.

Size: Feast (Small).

Portion: A basket of Jaggedpine plant shoots makes enough casserole to serve 3 Small creatures.

Components Required: Cheese, noodles, plant shoots, heavy pie crock.

Trade Skill (DC): Baking(31).

Chocolate Marr Cherries

Description: Followers of Erollisi Marr regard the cherry as her sacred fruit; a bundle of five cherries often serves as a wooer's gift to his beloved. A man wishing to make a particularly good impression upon his intended acquires Marr cherries from the hills that abut the Stonebrunt Mountains — and hopes that by night's end some of the chocolate finds its way to his own lips via those of the appreciative maiden. A gift of *chocolate Marr cherries* indicates the giver's great devotion to the receiver.

Powers: *Chocolate Marr cherries* grant a +1 bonus to Charisma for 2 hours.

Market Price: 3 gp/serving.

Size: Snack (Small or Medium-size).

Portion: A batch of 5 Marr cherries makes one helping.

Components Required: 5 Marr cherries, winter chocolate.

Trade Skill (DC): Baking (21).

Dryad Pâté

Description: Teir'Dal sophisticates pay well for this dish, serving it as an appetizer or as a meal unto itself. The irritation of transporting captured dryads from the Wakening Lands of Velious all the way to Neriak ensures that only the wealthy afford it. However, money is little object when the opportunity arises for the torture of such a delightful creature as a dryad and for the subsequent serving of its delectable flesh (what dark elves refer to as "getting close to Nature"). The plant shoots for *dryad pâté* should come from the Jaggedpine Forest. Given the difficulty of accessing that land, some use the slightly inferior shoots of the Wakening Lands, although true connoisseurs will wrinkle their nose at the difference.

Powers: If she uses shoots from the Wakening Lands, the chef suffers a –2 penalty on her Trade Skill (baking) check. *Dryad pâté* grants a +1 bonus to Wisdom for 5 hours (as a meal) or for 2 hours (as a snack).

Market Price: 70 gp/serving (meal); 25 gp/serving (snack).

Size: Meal/snack (Medium-size).

Portion: If the pâté is served as a meal, a single dryad feeds 6 Medium-size creatures; as a snack, it serves as many as 18 Medium-size creatures.

Components Required: Brandy, dryad meat, plant shoots, cloves.

Trade Skill (DC): Baking (30).

Halas 10-lb. Meat Pie

Description: Impossible for even an ogre to complete at one sitting, this filling dish actually averages 7 pounds in weight, but when presented with such a wondrous feast no one bothers to point out the discrepancy. This meat pie lasts a single person one week if well preserved, but barbarian custom frowns on such selfishness when it can be avoided, even on the part of the chef.

Powers: This recipe assumes that the chef purchased the sage leaf from a shaman guildhall (at the full price of 22 gp). Buying from an apothecary halves the cost but increases the difficulty of correctly preparing the meal by +2.

A *Halas 10-lb. meat pie* keeps up to seven days in cool temperatures, provided a character eats his fill each day and keeps the meat pie from spoilage. A single helping satisfies the hunger of a Medium-size character for a full 24 hours, during which time he also receives a +1 bonus to Strength and Dexterity and 6 bonus hit points.

Market Price: 50 gp/serving.

Size: Meal (Medium-size).

Portion: A single meat pie serves up to 7 Medium-size diners.

Components Required: 2 *bear* or *mammoth fillets in cream*, 2 *lion* or *snow leopard fillets in cream*, caribou meat, 4 clumps of dough, heavy pie crock, sage leaf.

Trade Skill (DC): Baking (33).

Holy Cake

Description: Among the favorite dishes of the active adventurer is this sweet confection, regarded as one of the most difficult of all desserts to prepare. However, *holy cake* does not merely appease the sweet tooth — rather, it fills the belly like any solid meal despite its small size. It also grants those who eat it a measure of divine protection over the course of a day.

Powers: This recipe assumes that the chef purchased the eucalyptus leaf from a shaman guildhall (at the full price of 22 gp). Buying from an apothecary halves the cost but increases the difficulty of correctly preparing the meal by +2. This recipe creates 12 small cakes.

A single *holy cake* sates a character's hunger for a full 24 hours. Additionally, the character receives a +1 bonus on all saving throws made during the first 12 hours of that period.

Market Price: 35 gp/cake.

Size: Snack (Medium-size).

Portion: A single *holy cake* serves one Medium-size character.

Components Required: 2 clumps of dough, winter chocolate, eucalyptus leaf, 3 *celestial essence*, cooking tin.

Trade Skill (DC): Baking (34).

Jumjum Cake

Description: This traditional halfling dessert tops off many celebratory feasts and grand jubilees, with nary a crumb for the ants once the children set to work. Halflings cultivate jumjum in and around Rivervale, making chocolate the elusive ingredient. Those halflings who return home with gifts of cacao beans are generally treated as local heroes for at least a season.

Jumjum cake grants those who eat it the ability to speak the halflings' tongue for a short time. Halflings rejoice as there's no need to speak with strangers until dessert time anyway, and strangers rejoice because they have an excuse for seconds.

Powers: *Jumjum cake* grants anyone eating it 4 ranks in Language (Halfling) for 1 round per bite of cake, with a normal piece of cake lasting 10 bites for a Small character, 6 bites for a Medium-size character, or 3 bites for a Large character.

Market Price: 2 sp/slice (or 1 gp/cake).

Size: Snack (Small).

Portion: A single *jumjum cake* serves 20 Small characters.

Components Required: Clump of dough, jumjum stalk, winter chocolate, frosting.

Trade Skill (DC): Baking (22).

Large Slumberfish Pie

Description: A dish for the discriminating gourmand, chefs feed these pies to wealthy Qeynos nobles, demanding Erudite meritocrats, and rustic halfling reeves alike. The chef first steams the wrass (a freshwater fish), in a creamy fennel sauce. Once the fillet turns tender, she bakes it into a pie for two hours. The final entrée satisfies hunger like three meals and possesses other benefits as well.

Powers: Successfully preparing this dish requires two Trade Skill (baking) checks, the first (DC 22) to steam the wrass in the cream sauce and the second (DC 33) to bake the whole properly.

Slumberfish pie sates a character's hunger for a full 24 hours. It also grants a +1 bonus to Strength, Constitution, and Charisma during that period.

Market Price: 50 gp/serving.

Size: Meal (Medium-size).

Portion: A *large slumberfish pie* serves three.

Components Required: Clump of dough, creamy fennel sauce, prepared wrass, heavy pie crock.

Trade Skill (DC): Baking (22 and 33).

Liquidized Meat

Description: An unknown troll disturbed over the space taken up by standard rations while adventuring concocted the idea of rendering meat into a fluid, thus fitting a satisfying meal into a waterskin. Despite the troll then needing a dozen waterskins slung around his body to transport rations, the practice spread quickly through Grobb, spurring several lethal fights over just who came up with the idea first. The technique works best with alligator, rat, or snake meat, all of which a troll finds in abundance throughout Innothule Swamp.

Powers: Each of the listed meats makes a suitable meal for a hungry troll.

Market Price: 7 gp/serving.

Size: Meal (Large).

Portion: A single 1-gallon skin of *liquidized meat* (roughly 8 pounds) constitutes 4 servings.

Components Required: Alligator, rat, or snake meat, jar of acid, mandrake root.

Trade Skill (DC): Baking (13).

Lotus Pie

Description: Halfling lore has it that their race used to make this pie — which until recently hadn't been made by halflings for many centuries — during the days of the Combine Empire, when halflings first made official peace with elves and men. The recent opening of Luclin to exploration seems to have confirmed these legends, as deep

cavern lotuses, the sap of which forms the key component of this pie, were found there.

Powers: *Lotus pie* grants a +2 bonus to Charisma that lasts for 24 hours.

Market Price: 6 gp/slice (36 gp per pie).

Size: Snack (Small).

Portion: A single *lotus pie* serves six.

Components Required: Allspice, clump of dough, flour, herbed cream, sweet lotus sap.

Trade Skill (DC): Baking (35).

Lucky Cabbage

Description: A sprinkling of holy powder and a master chef's touch transforms a simple wild cabbage into fare bound to bring goodwill and a touch of fortune to cook and company. The famous halfling saying "His cabbage is cooked" refers to a person whose luck has demonstrably run out.

Blessed dust of Karana is the powdered form of a *Karana plains pebble* (see "Deity-Specific Gems and Imbuing" earlier in this chapter).

Powers: *Lucky cabbage* grants a +2 bonus to Charisma-based checks that lasts for 2 hours. Further, the eater gains a +1 bonus on his first saving throw made during that time (if any).

Market Price: 20 gp/cabbage.

Size: Snack (Small).

Portion: A single *lucky cabbage* serves four.

Components Required: *Blessed dust of Karana*, wild cabbage.

Trade Skill (DC): Baking (30).

Mind Worm Steaks

Description: Wise spellcasters fear the mana draining effects of the mind worms found on Velious. This entrée turns the tables on those baleful creatures, to the benefit of the lucky diner. Its odd, spongy texture makes this dish an acquired taste, but those able to stomach it reap the benefits of the meat's stored power.

Powers: *Mind worm steak* grants a +1 bonus to Constitution and restores up to 6 mana (up to the eater's normal maximum).

Market Price: 25 gp/serving.

Size: Meal (Medium-size).

Portion: A typical mind worm provides enough meat for 3 servings.

Components Required: Mind worm meat, cloves, olive oil.

Trade Skill (DC): Baking (30).

Miregobbet

Description: Celebrated by gnomes as the worst cheese actually used in serious cooking, *miregobbet* smells much like it tastes: like old cheese melted into stagnant swamp water and allowed to congeal back into a semi-solid state. It serves perfectly well as a sort of chewing gum, and a single serving will tire one's jaws over the course of hours. Gnomes brave the vile swamps of Innothule and No Hope in search of certain mushrooms, the spores of which affect the curding process.

Powers: Ingested *miregobbet* imposes a –1 penalty to Charisma, but grants a bonus of poison resistance (4); both effects last for 5 hours. Melted *miregobbet* is extremely sticky. If enough of it covers a floor, any creature passing through the occupied space moves at half its normal speed. A single block of the cheese (3 pounds), when melted, is enough to affect a 5-foot-by-5-foot area. This property and its continued usefulness in certain tinkering applications keep *miregobbet* a popular source of humor and innovation within the gnomish community.

Market Price: 1 gp/serving; 12 gp/block.

Size: Snack (Small).

Portion: A fist-sized hunk of *miregobbet* constitutes a single serving.

Components Required: Milk, rennet, swampbottom mushroom spores.

Trade Skill (DC): Baking (20).

Ohabah Truffles

Description: A dessert reserved for wealthy, spoiled children — and, behind closed doors, for their reputable parents — these treats thrill the taste buds and stimulate the nerves. These chocolate-covered mushrooms tend to make even the most lethargic, laconic person an excitable, giggling chatterbox. Thus, they are not considered fit for polite company, but are customary for decadent revels and very private affairs. The most reliable source of brown algae is the othmir of Velious, who gladly sell their wares to strangers that demonstrate goodwill. Correct preparation of the truffles requires large ohabah mushrooms, which can be picked fresh only on the dark side of Luclin and must be properly stored to reduce spoilage and loss of potency.

Powers: Preparation of this dish takes place in two steps. First (DC 23), the chef blends cream, frosting, brown algae, and eucalyptus into a dark chocolate cream. Secondly (DC 31), she covers the Luclin mushrooms in this cream and seals each inside a ball of frosting. A serving of these chocolate-coated mushrooms grants a +2 Dexterity bonus, but also imposes a –1 penalty to Intelligence- and Wisdom-based rolls. These modifiers last for 2 hours.

Market Price: 8 gp/serving.

Size: Snack (Medium-size).

Portion: A single serving of *ohabah truffles* is composed of 2 chocolate-covered mushrooms.

Components Required: Cream, eucalyptus leaf, cacao beans, brown algae, frosting, mushroom.

Trade Skill (DC): Baking (23 and 31).

Ranger's Omelette

Description: Human and half elf residents of Surefall Glade regularly open their day with this variety of omelette. Rangers in particular prefer the plant shoots from Surefall Glade, claiming their archery improves after such a meal.

Powers: A *ranger's omelette* grants a +1 bonus to Dexterity that lasts for 5 hours.

Market Price: 1 gp/omelette

Size: Meal (Medium-size).

Portion: One omelette serves a single individual.

Components Required: 3 eggs, mature cheese, plant shoots.

Trade Skill (DC): Baking (15).

Royal Mints

Description: These candies cleanse unpleasant tastes from the palate, replacing harsh mouth odors with a freshness pleasant to those sharing intimate conversations, making the tiny candies popular for court and courting.

Powers: A *royal mint* grants a +1 bonus to Charisma-based checks for 10 minutes. It does not serve as food in the nutritional sense.

Market Price: 8 sp/pack.

Size: N/a.

Portion: One pack contains 10 mints.

Components Required: Mint, winter chocolate.

Trade Skill (DC): Baking (14).

The Misty Thicket Picnic

Many halfling legends involve the events leading up to and immediately following the founding of Rivervale, first among halfling cities and center of their culture. One such story tells of a grand celebration sponsored by the Priests of Mischief (clerics of Bristlebane), who bade their fellow halflings give thanks to the King of Thieves for their great fortune. The people rejoiced in a manner that would become customary. They left the city's walls behind them in favor of the sunlit fields of what later became Misty Thicket. There they lay blankets upon the ground and enjoyed games — some athletics, but mostly games of chance — while feasting upon basketfuls of fine foods and tankards of jumjum beer. The folk of Rivervale dined, drank, played, and sang, all the while giving thanks to Bristlebane.

Suddenly, storm clouds seethed in what had only moments before been a sunlit sky, covering the fields in darkness. Thunder crackled accompaniment to lightning strokes, and droplets of rain like bumblebees stung the halflings as they cowered under their damp blankets.

"How dare you?" rumbled thunder from above. "How dare you honor another with the fruits of fields nourished by my rains? Shall I pull the clouds from the skies? The water from the rivers? Do you think yourselves better fed by thieves?" The sodden celebrants fled to their burrows cowering in fear and shame at incurring the Rainkeeper's displeasure.

For three cloudless days the halflings beseeched the druids for guidance, but even Karana's servants were uncertain, for they, too had joined in the jubilee and praise of Bristlebane. No journals record the names of those who prepared the Rainkeeper's Gift, so humble were they, but these nameless halflings gathered their favorite meal together in a bundle and placed it under the sky. Sometime during the night, a bolt of lightning struck the bundle from out of a cloudless sky, filling the food with Karana's blessing and forgiveness.

Thereafter, halflings sought to replicate the picnic, and though no flashes of lightning came for them, those who followed the original recipe to exaction still found their creation similarly blessed. Even the slightest variation results in a fine meal, but not Karana's blessing. Therefore, a true Misty Thicket picnic is a potent symbol of humility and deference.

Powers: A properly prepared Misty Thicket picnic serves four Small creatures and acts as a miraculous meal, providing each with sustenance for a full 24 hours. During that time, each diner also receives the following metabolic bonuses:

Str +1, Con +1, Int +1, Wis +1, hp +5, mana +6.

Market Price: 150 gp/serving (600 gp/picnic).

Components Required: Royal mints, mature cheese, jumjum salad, jumjum cake, marmalade sandwich, jumjum spiced beer.

Trade Skill (DC): Baking (40).

Cannibalistic Foods

Description: Most dark races take pleasure in devouring the flesh, blood, and hearts of their enemies. On the battlefield, especially among the more savage dark races, little thought is given to preparation. Particularly when simple trolls are at work, the body, living or dead, tends not to make it to the fire before feeding commences. More enlightened (or twisted) members of the dark races know better. Some have learned to prepare flesh — in some cases even that of their own kind — in a manner that preserves the salient attributes of a given race and passes them on to the individual. Dark elves in particular excel at this form of preparation, though certain ogres, trolls, and iksar also dabble.

Each dark race has its preferred way of cooking its enemies. Dark elves use herbal anticoagulants to keep the blood liquid and hot even after baking, and then serve the meat in bleeding pies or sanguine broth. Trolls poison a living creature with deadly mushrooms, and after a time skewer the body and roast their meal, often while it is still alive. Ogres season their choice of flesh heavily, then roast the body over a spit until the meat falls from the bone. Iksar parboil tissue in spices and blood, softening the meat without cooking it too thoroughly, and serve it in fist-sized chunks that they swallow nearly whole. Wicked members of other races — such as the Erudites of Paineel and certain dark gnomes — sometimes eat the flesh of others, usually serving it in the manner of dark elves.

A single being of the given race might provide anywhere from 2 to 15 servings, depending on the cut and the relative size of the entrée and the eater.

Powers: Correct preparation results in bonuses as shown below, which last for 5 hours in all cases.

Dish	Bonuses	DC	Price Per Serving
Blackened Teir'Dal	Dex +1, Int +1	22	45 gp
Centi steaks	Str +2, +2 hit points	31	40 gp
Dwarf chops	Str +1, Con +1	22	35 gp
Erudite roast	Int +2	24	32 gp
Elven veal	Dex +1, Int +1, Wis +1	26	50 gp
Hot and spicy halfling	Dex +2	23	30 gp
Iksar filet	Dex +2, Wis +1	26	40 gp
Leg of Vah Shir	Dex +1, +1 to Reflex saves	25	38 gp
Ogre patties	Str +2, Con +1	28	45 gp
Pickled troll	Con +2	24	35 gp
Sarnak steaks	Str +1, Int +1	25	35 gp
Smoked wood elf	Dex +1, Wis +1	22	35 gp

Size: Meal (Medium-size or Large).

Portion: One serving feeds a single individual.

Components Required: Meat of a given race, various spices, vinegar (pickled troll).

Trade Skill (DC): Baking (15).

Elemental Essences

Many trade skills rely upon the inclusion of *elemental essences* — strange, invisible, barely corporeal substances found only under certain circumstances. To find these ephemeral materials requires *see invisible*. Gathering essence is difficult due to its vaporous quality, but a pottered *essence phial* eases the process considerably. Most essences are used in tempers; information on finding them is included in the description of relevant tempers under "Brewing" in this chapter.

Celestial essence is unlike other essences and is discussed in "Alchemy" earlier in this chapter.

Blacksmithing

The blacksmith's abilities can extend far beyond the simple skills of the village farrier and the castle weaponsmith. Legends tell of ancient times when armorers fashioned shining suits of mail glowing with power, and battlefields rang with the clash of magical weapons rarely seen today. The rise and fall of peoples and empires resulted in the loss of many blacksmithing techniques, particularly those involved in crafting the most powerful armaments. Over time, the races appealed to their gods for better ways to protect themselves or bring harm to others, and in time the gods responded. The gods handed down to members of each race the secrets of forging new weapons and armor the likes of which had not been seen in centuries, and which even the most successful adventurers envy. This knowledge included the secrets of the *elemental essences*, as well as the strange *celestial essence* and the incomparable *celestial temper* (see "Brewing"). Not to spoil their children, the gods left much for individual mortals to discover on their own. These pioneers quickly discovered that only the most skilled craftsmen had the faintest hope of correctly fashioning these new armaments. For this reason, master smiths are regarded by most with a certain awe, and the quest continues to find the rare and expensive ingredients such artisans require.

Cultural blacksmithing covers the domain of weapons, armor, and other items dedicated to a specific deity or crafted in such a form as to exclude most or all other races. Anyone wearing armor or wielding a weapon dedicated to a deity he does not worship finds the magical benefits of the item much diminished. Two races are divided from the rest when it comes to creating and using cultural armor and weapons. Half elves, the product of disparate peoples, have no viable cultural history of their own, but may reap the full benefits of cultural goods produced by their parent races if the deity restriction is met. The Vah Shir venerate no god, but rather give homage to their ancestors. While they produce items specific to their people, these products lack the power that *imbued gems* and divine favor brings.

Cultural blacksmithing requires the proper ingredients and, usually, a smith dedicated to a certain deity. Any

recipe using an *imbued gem* requires the smith to craft his items at a special forge. These forges are typically attached to temples or shrines of a particular deity and receive the blessings of the priesthood. While these cultural forges are very rare (each race generally has but one or two for each deity), the rarity of blacksmiths so advanced as to require their use means such equipment is not generally crowded — locals who might make use of such a forge will be well-known to one another.

Note that the price of racial or cultural items on the open market is likely to be considerably less than it usual price when sold into markets where its abilities will go largely unrealized. For instance, a suit of *Underfoot plate armor* will receive only a fraction of its price if sold in a Grobb market.

Unlike magic items, cultural items never magically adjust their size to fit a wearer of any race other than that for which it is designed.

Cultural Ingredients

Some ingredients ignore differences between specific cultures and races, or ignore such distinctions entirely. For example, humans and barbarians rely on similar materials, and all races use components such as metal sheets.

Ingredients not listed under the heading for a given race may be listed (i) under the preceding races, (ii) in Tables 6–6 and 6–7 in the *EQ: Game Master's Guide*, or (iii) in the other Trade Skill sections of this book (for instance, Neriak nectar, used in many dark elf smithies, is a brewing item).

Barbarian Cultural Blacksmithing

The barbarians of Everfrost rely on strong weapons and durable armor to survive the many threats of their harsh climate. The most skilled barbarian blacksmiths utilize the power of ivory imbued by the Shamans of Justice in forging cultural armor and weapons specifically for use by followers of the Tribunal. As many warriors revere Rallos Zek, blacksmiths planning to craft weapons usable by the Warlord's followers must seek outside their own race for a cleric or shaman capable of imbuing jade.

Barbarian Cultural Weapons

Barbarian blacksmiths seek out ivory and jade, as well as those capable of imbuing these components for weapons specific to followers of the Tribunal and Rallos Zek, respectively. Commonly imbued weapons include spears, longswords, broad swords, greatswords, and axes and hammers of all kinds.

Ivory-Imbued Northman Weapon

Powers: Such a weapon has a +1 bonus on attacks. In the hands of a non-barbarian or a non-worshipper of the Tribunal, this weapon is merely a masterwork weapon, and does not grant the following bonuses:

Str +1, Wis +1, cold resistance (2).

Market Price: As base weapon +5,900 gp.

Components Required: As base weapon, plus *imbued ivory*.

Trade Skill (DC): Blacksmithing (DC as masterwork weapon +4)

Jade-Imbued Northman Weapon

Powers: Such a weapon has a +1 bonus on attacks and damage. In the hands of a barbarian or of any worshipper of Rallos Zek, the weapon also grants the Strength bonus listed below.

Str +2.

Market Price: As base weapon +6,300 gp.

Components Required: As base weapon, plus *imbued jade*.

Trade Skill (DC): Blacksmithing (DC as masterwork weapon +4)

Barbarian Cultural Armor

Artificer's Ringmail

Description: This highly magical armor requires a smith of the utmost renown to craft, but the few such suits that exist are well worth their price. At the end of the creation process, each ring bears a tiny ivory adornment in the shape of a two-handed hammer.

Powers: This armor acts as *+4 banded mail* with the *spell resistance [cold] 25* quality. This armor acts only as *+1 banded mail* for a non-worshipper of the Tribunal, and grants such a wearer only half of the value of the bonuses listed below (round down).

Table 3-5: Barbarian Blacksmithing Components

Item	Component	DC	Market Price
Infused boning	Velium boning, brick of ore, *celestial temper*, smithy hammer	25	3,310 gp
Infused rings	Velium rings, brick of ore, *celestial temper*, smithy hammer	25	3,310 gp
Velium rings	Brick of velium, Coldain velium temper, file	18	40 gp

Artificer's Ringmail (AC +10/+7, max Dex +1, check –5; hardness 14, 24 hp, Break DC 26)

Str +3, Dex +2, Wis +5, hp +43, mana +29.

Bonus types: None.

Market Price: 4,376,160 gp.

Slot: Body.

Weight: 40 lbs.

Components Required: 13 frost tempers, full suit of leather armor, 13 *imbued ivory*, 20 *infused rings*, smithy hammer.

Trade Skill (DC): Blacksmithing (54).

Black Lace-Boned Armor

Description: The beastlords of Halas quickly adapted established popular barbarian smithing techniques to the forging of their own armor. *Black lace-bone*, as they call it, combines the resilience of chainmail with the flexibility and lightness of leather. Etched into each boning, by crafting's end, is an ivory two-handed hammer, identifying the wearer of this armor as a servant of the Tribunal.

Powers: This armor is equivalent to *+3 studded leather* with the *spell resistance [cold] 21* quality. *Black lace-bone* is only *+1 studded leather* if the wearer does not worship the Tribunal, and grants such a wearer only half of the value of the bonuses listed below (round down).

Black Lace-Boned Armor (AC +6/+4, max Dex +5, check +0; hardness 5, 9 hp, Break DC 23)

Str +3, Dex +3, Con +5, Wis +3, hp +33, mana +22.

Bonus types: None.

Market Price: 2,753,740 gp.

Slot: Body.

Weight: 15.5 lbs.

Components Required: 13 frost tempers, full suit of leather armor, 20 *infused bonings*, 13 *imbued ivory*.

Trade Skill (DC): Blacksmithing (51).

Helanic Tundra Armor

Description: Named in honor of Helani, the legendary warrior and blacksmith who forged it, the *Helanic tundra* is neither plate nor chain but an innovative combination of each that protects the wearer more fully than the finest mundane plate armor. Each piece bears an ivory shard in the shape of a two-handed hammer. The ivory is so perfectly inset as to be one with the piece it decorates, and any worshipper of the Tribunal who dons the armor feels its potent magic immediately. Only one suit of this armor is known to exist.

Powers: *Helanic tundra* is *+6 half-plate* with the *spell resistance [cold] 25* quality. It functions only as *+1 half-plate* if the wearer is not a barbarian who worships the Tribunal, and in such a case grants only half of the value of the bonuses listed below (round down).

Helanic Tundra Armor (AC +13, max Dex +0, check –5; hardness 16, 26 hp, Break DC 26)

Str +4, Dex +4, Con +5, Int +2, hp +112, +1 on all saving throws.

Bonus types: None.

Market Price: 20,605,400 gp.

Slot: Body.

Weight: 36 lbs.

Components Required: 13 frost tempers, 10 leather paddings, 6 medium molds, 6 chain jointings, 13 *imbued ivory*, 15 sheets of metal, 20 *infused rings*, smithy hammer.

Trade Skill (DC): Blacksmithing (78).

Imbued Northman Ringmail

Description: Shamans of Justice and those Rogues of the White Rose who follow the Tribunal tend to seek out this ringmail, especially when adventuring in their native northern climate. The blacksmith shapes the ivory into epaulets and a chest decoration, each in the shape of a two-handed hammer.

Powers: This supple metal-and-leather armor functions as a *+1 chain shirt*. A non-barbarian who wears this armor receives only half of the value of the bonuses listed below (round down).

Imbued Northern Ringmail (AC +5, max Dex +4, check –2; hardness 11, 11 hp, Break DC 26)

Str +1, Wis +2, cold resistance (4), cold save +1.

Bonus types: None.

Market Price: 10,400 gp.

Slot: Body.

Weight: 34 lbs.

Components Required: 13 frost tempers, full suit of leather armor, 13 *imbued ivory*, 20 metal rings, smithy hammer.

Trade Skill (DC): Blacksmithing (29).

Northman Kite Shield of the Justiciar

Description: An ivory hammer serves as a heraldic device for this shield. Crafting with *imbued ivory* enchants the shield to protect followers of the Tribunal.

Powers: This shield is the equivalent of a *+1 large steel shield*. For a non-worshipper of the Tribunal, it grants only half of the value of the bonuses listed below (round down).

Northman Kite Shield of the Justiciar (AC +3; hardness 11, hp 21, Break DC 25)

Wis +1, hp +3, cold resistance (4), cold save +1.

Bonus types: All = arcane.

Market Price: 7,010 gp.

Slot: Shield.

Weight: 14 lbs.

Components Required: Frost temper, large mold, sheet of metal, *imbued ivory*, smithy hammer.

Trade Skill (DC): Blacksmithing (28).

Northman Zekkite Shield

Description: Followers of Rallos Zek produce this kite shield using *imbued jade* to set the sword and helm of their patron into the frontispiece.

Powers: This shield is the equivalent of a *+1 large steel shield*. For a non-worshipper of Rallos Zek, it grants only half of the value of the bonuses listed below (round down).

Northman Zekkite Shield (AC +3; hardness 11, hp 21, Break DC 25)

Str +1, hp +3, cold resistance (4), cold save +1.

Bonus types: All = arcane.

Market Price: 7,010 gp.

Slot: Shield.

Weight: 14 lbs.

Components Required: Frost temper, large mold, sheet of metal, *imbued jade*, smithy hammer.

Trade Skill (DC): Blacksmithing (28).

Teir'Dal Cultural Blacksmithing

While a few members of dark elf society follow other deities, the vast majority of Teir'Dal worship Innoruuk, and only they benefit in full from the special powers of their cultural armor and weapons. Every piece of armor and each weapon requires an *imbued sapphire* for Innoruuk's blessing to shine forth. These sapphires, along with Innoruuk's symbol, appear on a weapon's pommel or haft, or are inset into every piece of imbued armor worn. There is no mistaking the owner of a product of dark elf cultural blacksmithing as anything but a follower of Innoruuk.

Dark elves have relatively little regard for blacksmiths unless they also show at least some promise as warriors or can also function in some other useful occupation. Were it not for dark elven chainmail and its tolerance for arcane casters, the elite spellcasters of Neriak would likely seek to ban the practice as useless and base. However, those among them who despise the craft with greatest virulence are also, hypocritically, those most likely to seek its products — one of the many ironies of a culture based on hate.

Dark Prince Regent Armor

Description: It's said that the mere act of introducing this unique suit of armor to the world prompted hatred and discord to well up in even the most beatific of places. Emblazoned with the visage of Innoruuk's sign, this deep blue armor appears almost faceted, much like the sapphires used in its creation. However, the *Dark Prince regent armor* — which is thought to have been lost to antiquity — does not reflect light like such precious gems. Rather, the wearer slides into shadows as easily as the master assassins of the Ebon Mask.

Powers: This *+5 full plate* has the *shadow* and *silent moves* qualities. It functions as mere *+1 half-plate* and grants only half the value of the bonuses listed below (round down) for a wearer who does not worship Innoruuk.

Dark Prince Regent Armor (AC +13/+8, max Dex +1/+0, check –5/–6; hardness 25, 25 hp, Break DC 26)

Dex +4, Con +2, Int +5, Wis +7, hp +62, mana +41, initiative +2, all resistances except disease (1).

Bonus types: None.

Market Price: 10,655,365 gp.

Slot: Body.

Weight: 30 lbs.

Components Required: 13 shadow tempers, 13 *imbued sapphires*, 20 *infused sheets of adamantite*, 10 leather padding, 4 *enchanted adamantite jointings*, 6 medium molds, Teir'Dal smithy hammer.

Trade Skill (DC): Blacksmithing (65).

Dark Prince Sovereign Chain Armor

Description: The ultimate in lightweight chain armor produced by Teir'Dal blacksmiths, *Dark Prince sovereign chain's* deep sapphire links shimmer with dark power. Only two suits are known to exist, and only the mightiest arcane casters possess it. Few owners die of old age before their armor changes hands.

Powers: This armor encumbers as a masterwork chain shirt but otherwise functions as *+4 chainmail* with the *arcane harmony* quality. When worn by a non-worshipper of Innoruuk, it functions as *+1 chainmail* and grants only half the value of the bonuses listed below (round down).

Dark Prince Sovereign Chain Armor (AC +9/+6, max Dex +4/+2, check –2/–4; hardness 24, 19 hp, Break DC 26)

Dex +2, Con +2, Int +7, Wis +2, hp +51, mana +34, +1 on all saving throws.

Bonus types: None.

Market Price: 6,682,770 gp.

Slot: Body.

Weight: 18 lbs.

Components Required: 13 shadow tempers, 13 *imbued sapphires*, 4 silk swatches, 20 *infused adamantite rings*, Teir'Dal smithy hammer.

Trade Skill (DC): Blacksmithing (60).

Imbued Teir'Dal Dragoon Shield

Description: Royal Neriak guards, high priests of Innoruuk, and Teir'Dal shadow knights use these shields, each as much a symbol of cultural authority as a means of protection. The Innoruuk motif makes it clear that the shield's bearer is one to be feared.

Powers: This shield is the equivalent of a *+1 small steel shield*. It grants none of the other bonuses listed below for a wearer who does not worship Innoruuk.

Imbued Teir'Dal Dragoon Shield (AC +2, check +0; hardness 13, 11 hp, Break DC 25)

Table 3-6: Teir'Dal Blacksmithing Components

Item	Component	DC	Market Price
Brick of adamantite	N/a	N/a	25 gp
Enchanted adamantite jointing	*Enchanted adamantite ring*, Neriak nectar, file, Teir'Dal smithy hammer	20	35 gp
Enchanted adamantite rings	Brick of adamantite, Neriak nectar, file	22	32 gp
Enchanted sheet of adamantite	Brick of adamantite, Neriak nectar, Teir'Dal smithy hammer	21	31 gp
Infused adamantite rings	Velium ring, brick of adamantite, *celestial temper*, Teir'Dal smithy hammer	25	3,365 gp
Infused sheet of adamantite	Sheet of velium, brick of adamantite, *celestial temper*, Teir'Dal smithy hammer	25	3,505 gp
Sheet of adamantite	Brick of adamantite, Neriak nectar	17	27 gp
Teir'Dal smithy hammer	Smithy hammer, silver bar	20	35 gp

Str +1, Con +1, Int +1.

Bonus types: All = arcane.

Market Price: 11,559 gp.

Slot: Shield.

Weight: 10 lbs.

Components Required: Medium mold, 2 sheets of adamantite, shadow temper, *imbued sapphire*, Teir'Dal smithy hammer.

Trade Skill (DC): Blacksmithing (27).

Teir'Dal Adamantite Chain Armor

Description: The envy of every arcane caster in Teir'Dal society, this miraculously light armor must protect its wearer as much from the greed of fellow dark elves as the dangers of Norrath. Its particular weave does not inhibit spellcasting as other armors do, and the protection it offers is far superior to that of the cloth and raw silk robes with which most arcane casters must suffice.

Powers: This fine chain armor is the equivalent of a *+1 chain shirt* with the *arcane harmony* quality. When worn by a non-worshipper of Innoruuk, it loses the *arcane harmony* quality and grants only half the value of the bonuses listed below (round down).

Teir'Dal Adamantite Chain Armor (AC +5, max Dex +5, check –1; hardness 21, 11 hp, Break DC 26)

Int +4, Wis +4, magic resistance (6), magic save +1.

Bonus types: None.

Market Price: 45,585 gp.

Slot: Body.

Weight: 3.7 lbs.

Components Required: 13 shadow tempers, 13 *imbued sapphires*, 6 silk swatches, 20 *enchanted adamantite rings*, Teir'Dal smithy hammer.

Trade Skill (DC): Blacksmithing (34).

Teir'Dal Adamantite Plate Armor

Description: While not as protective as some other cultural armors, this imbued suit of enchanted plate provides ample benefits to a dark elf follower of Innoruuk. The hateful red symbol of Innoruuk disrupts the serenity of its deep blue color in a manner symbolically representative of the dark elves themselves.

Powers: This plate armor functions as *+2 full plate*, or else as *+1 half-plate* if the wearer does not worship Innoruuk; further, when worn by a non-worshipper of Innoruuk, it grants only half the value of the bonuses listed below (round down).

Teir'Dal Adamantite Plate Armor (AC +10/+8, max Dex +1/+0, check –5/–6; hardness 22, 22 hp, Break DC 26)

Str +4, Dex +7, Int +5, mana +1.

Bonus types: None.

Market Price: 435,260 gp.

Slot: Body.

Weight: 20 lbs.

Components Required: 6 medium molds, 10 leather padding, 13 shadow tempers, 13 *imbued sapphires*, 20 *enchanted sheets of adamantite*.

Trade Skill (DC): Blacksmithing (40).

Dwarven Cultural Armor

Dwarves work at the smithy with the same mindset as members of other races fish, play darts, gamble, and nap. Mining is work and blacksmithing is play, but dwarves take their play very seriously. Dwarven historians list great blacksmiths alongside great warriors in the annals of their people, with the former list being much shorter. This tremendous dedication to the art of blacksmithing sometimes leads to tremendous frustration and depression as well. It's not unusual for an apprentice to find his master supine and sodden by the forge after dipping too much into the dwarven ale always kept near any dwarven forge.

Note that while most dwarven armor is of course sized for dwarves, the sturdy folk of Kaladim are sometimes willing to craft their armors and weapon for their friends and allies — at only slightly marked up prices. However, the "Components Required" entry for each item assumes that the armor is crafted for a Small wearer.

Brellium Chain Armor

Description: This enchanted armor fits any of the small, stockier races such as dwarves, gnomes, and halflings. However, its rarity and the skill required to craft it means a high price for non-dwarves seeking to own a suit of this armor. Despite its name, one need not worship Brell to appreciate this armor's gifts; one need only be able to fit into it.

Powers: This armor is equivalent to *+2 Small chainmail*.

Brellium Chain Armor (AC +7, max Dex +2, check –4; hardness 22, 17 hp, Break DC 26)

Table 3-7: Dwarven Blacksmithing Components

Item	Component	DC	Market Price
Brick of brellium	N/a	N/a	22 gp
Dwarven smithy hammer	Smithy hammer, electrum bar	20	40 gp
Enchanted brellium chain jointing	*Enchanted brellium ring*, dwarven ale, file, dwarven smithy hammer	23	33 gp
Enchanted brellium rings	Brick of brellium, dwarven ale, file	20	30 gp
Enchanted brick of brellium	Brick of brellium, dwarven ale	16	25 gp
Enchanted sheet of brellium	Brick of brellium, dwarven ale, dwarven smithy hammer	21	30 gp
Infused brellium rings	Velium rings, brick of brellium, *celestial temper*, dwarven smithy hammer	25	3,360 gp
Infused sheet of brellium	Sheet of velium, brick of brellium, *celestial temper*, dwarven smithy hammer	25	3,500 gp
Sheet of brellium	Brick of brellium, dwarven ale	17	27 gp

Dex +2, Con +2, Int +2, hp +35, mana +23.

Bonus types: None.

Market Price: 3,185,585 gp.

Slot: Body.

Weight: 18 lbs.

Components Required: 13 earthen tempers, full suit of Small leather armor, 8 *infused brellium rings*, dwarven smithy hammer.

Trade Skill (DC): Blacksmithing (52).

Brellium Plate Armor

Description: This armor provides its wee wearer with amazing benefits. Deep bronze in color, it shines in bright light but is far subtler in darker conditions.

Powers: This stout armor is the equivalent of *+2 Small full plate*. The wearer also gains a +2 dodge bonus to AC against Large or larger opponents.

Brellium Plate Armor (AC +10, max Dex +1, check –5; hardness 22, 27 hp, Break DC 26)

Dex +3, Con +2, Int +2, hp +42, mana +28.

Bonus types: None.

Market Price: 4,624,165 gp.

Slot: Body.

Weight: 24 lbs.

Components Required: 6 small molds, 6 leather paddings, 13 earthen tempers, 8 *infused sheets of brellium*, 4 *enchanted brellium chain jointings*, dwarven smithy hammer.

Trade Skill (DC): Blacksmithing (56).

Imbued Dwarven Bristlemail

Description: Followers of Bristlebane forge this armor.

Powers: This armor functions as *+1 Small chainmail*. For a non-worshipper of Bristlebane, it grants only half the value of the bonuses listed below (round down).

Imbued Dwarven Bristlemail (AC +6, max Dex +2, check –4; hardness 21, 16 hp, Break DC 26)

Dex +4, Reflex save +1, fire resistance (3).

Bonus types: None.

Market Price: 18,695 gp.

Slot: Body.

Weight: 20 lbs.

Components Required: 13 *imbued peridots*, 13 earthen tempers, 10 *enchanted brellium rings*, dwarven smithy hammer.

Trade Skill (DC): Blacksmithing (34).

Imbued Dwarven Chainmail of Brell

Description: Followers of Brell Serilis forge this armor.

Powers: This armor functions as *+1 Small chainmail*. For a non-worshipper of Brell Serilis, it grants only half the value of the bonuses listed below (round down).

Imbued Dwarven Chainmail of Brell (AC +6, max Dex +2, check –4; hardness 21, 16 hp, Break DC 26)

Str +2, Con +3, fire resistance (4), fire save +1.

Bonus types: None.

Market Price: 18,955 gp.

Slot: Body.

Weight: 20 lbs.

Components Required: 13 *imbued rubies*, 13 earthen tempers, 10 *enchanted brellium rings*, dwarven smithy hammer.

Trade Skill (DC): Blacksmithing (32).

Imbued Dwarven Plate

Description: This thick, extremely sturdy armor is relatively common among important guards and leaders of Kaladim's cleric, paladin, and warrior guilds. Dark bronze in color, each piece bears the small, ruby image of a pick.

Powers: This armor functions as *+3 Small half-plate*. For a non-worshipper of Brell Serilis, it grants only half the value of the bonuses listed below (round down).

Imbued Dwarven Plate (AC +10, max Dex +0, check –6; hardness 21, 21 hp, Break DC 26)

Wis +5, fire resistance (10), fire save +2.

Bonus types: None.

Market Price: 35,720 gp.

Slot: Body.

Weight: 30 lbs.

Components Required: 6 small molds, 6 leather paddings, 13 earthen tempers, 13 *imbued rubies*, 4 brellium chain jointings, 10 sheets of brellium, dwarven smithy hammer.

Trade Skill (DC): Blacksmithing (36).

Mischievous Chain Armor

Description: Regretfully, this type of armor is so rare that anyone who managed to steal it would be easily identified. However, that does not prevent dwarven rogues from attempting to acquire the skill or wealth necessary to craft or procure *mischievous chain* of their own, and it's the dream of many to do so.

Each suit of this armor bears five little green daggers upon its breast, each as much a part of the armor as any link in the chain. Five colored beads surround each dagger. The few dwarven smiths to have successfully crafted such armor have sworn upon the souls of their fathers that they did not put the insignia there, but nonetheless it is always present.

Powers: This heavy chain mesh armor is the equivalent of *+4 Small chainmail* with the *silent moves* quality. For a non-worshipper of Bristlebane, this armor is only *+1 Small chainmail* and grants only half the value of the bonuses listed below (round down).

Mischievous Chain Armor (AC +9, max Dex +2, check –4; hardness 24, 19 hp, Break DC 26)

Str +4, Dex +4, hp +37, mana +30, all resistances (2).

Bonus types: None.

Market Price: 3,707,250 gp.

Slot: Body.

Weight: 21 lbs.

Components Required: 6 medium molds, 13 earthen tempers, 13 *imbued peridots*, full suit of Small leather armor, 8 *infused brellium rings*, dwarven smithy hammer.

Trade Skill (DC): Blacksmithing (53).

Mischievous Plate Armor

Description: Only one suit of this armor is known to exist. While most worshippers of Bristlebane would find themselves too burdened by it to appreciate this armor fully, the high cleric of the King of Thieves feels quite safe from Norrath's troubles when sheltered in this magnificent armor. As with *mischievous chain*, a dagger surrounded by five colored balls sits over the wearer's heart, clearly marking the wearer as a servant of Bristlebane.

Powers: This armor functions as *+5 Small full plate* with the *silent moves* quality, and the wearer also gains a +4 dodge bonus to AC against Large or larger opponents. However, it functions as mere *+1 Small half-plate* (no special qualities) when worn by a non-worshipper of Bristlebane and grants such a wearer only half the value of the bonuses listed below (round down).

Mischievous Plate Armor (AC +13/+8, max Dex +2/+0, check –4/–6; hardness 25, 25 hp, Break DC 26)

Dex +5, Con +2, Int +2, Wis +8, hp +62, mana +41, +1 on all saving throws.

Bonus types: None.

Market Price: 9,739,885 gp.

Slot: Body.

Weight: 27 lbs.

Components Required: 6 small molds, 6 leather paddings, 13 earthen tempers, 13 *imbued peridots*, 9 *infused sheets of brellium*, 4 *enchanted brellium chain jointings*, dwarven smithy hammer.

Trade Skill (DC): Blacksmithing (64).

Underfoot Chain Armor

Description: This fine suit of chainmail grants its fullest benefits to a follower of Brell Serilis, be she dwarf, halfling, or gnome. From certain angles, the mail possesses a ruby sheen, and tiny ruby picks adorn the armor in places.

Powers: This *+4 Small chainmail* has the *slick* quality. For a non-worshipper of Brell Serilis, this armor is only *+1 Small chainmail* (no special qualities) and grants only half the value of the bonuses listed below (round down).

Underfoot Chain Armor (AC +9/+6, max Dex +2, check –4; hardness 24, 19 hp, Break DC 26)

Str +5, Dex +3, Con +4, Wis +2, hp +51.

Bonus types: None.

Market Price: 4,216,800 gp.

Slot: Body.

Weight: 20 lbs.

Components Required: 13 earthen tempers, 13 *imbued rubies*, full suit of Small leather armor, 10 *infused brellium rings*, dwarven smithy hammer.

Trade Skill (DC): Blacksmithing (59).

Underfoot Plate Armor

Description: The making of this armor is regarded not merely as the crowning accomplishment of one of the greatest of dwarven forgemasters ever to have lived, but as a profound act of veneration unto itself. Few dwarves throughout history have attained the skill to attempt such a feat. A ruby pick is displayed prominently on the breastplate, and, in the proper light, the normally dull bronze armor has a faint reddish cast.

Powers: This +5 *Small full plate* has the *heavy fortification* quality, and the wearer also gains a +4 dodge bonus to AC against Large or larger opponents. For a non-worshipper of Brell Serilis, this armor functions as *+1 Small full plate* with the *light fortification* quality (no dodge bonus to AC against Large) and grants only half the value of the bonuses listed below (round down).

Underfoot Plate Armor (AC +13/+9, max Dex +1, check –5; hardness 25, 30 hp, Break DC 26)

Str +3, Dex +2, Con +2, Int +2, Wis +7, hp +70, mana +46, +1 on all saving throws.

Bonus types: None.

Market Price: 12,120,255 gp.

Slot: Body.

Weight: 30 lbs.

Components Required: 6 small molds, 6 leather paddings, 13 earthen tempers, 13 *imbued rubies*, 10 *infused sheets of brellium*, 4 *enchanted brellium chain jointings*, dwarven smithy hammer.

Trade Skill (DC): Blacksmithing (69).

High Elf Cultural Armor

The Koada'Dal, by and large, do not smith due to any particular love of the trade. The sweaty, back-breaking labor and smoky environment of the forge do not appeal to their serene temperament and physical delicacy. Rather, high elven smiths consider their work a religious duty, and they revere the exquisite beauty of form intrinsic to a good elf smith's work. The Mother of All gifts select elves with the acumen and artistry to excel as blacksmiths to make her secrets into reality. Gratified to be called into service, the high elf blacksmith turns all efforts to his divinely ordained trade.

Blessed Artkeeper's Mithril Chain

Description: This armor offers great protection for arcane spellcasters without diminishing their magical effectiveness. Only elven followers of Tunare may benefit from this armor, and blacksmiths invariably craft it with the elven physique in mind. The chains possess a faint green tint, and tiny emerald crowns appear in between the links when the full suit is finally completed.

Powers: This armor encumbers like a light chain shirt, although it otherwise functions as *+4 chainmail*. It also has the *arcane harmony* quality when worn by any half elf, high elf, or wood elf who worships Tunare. For any other non-worshipper of Tunare, it protects as *+1 chainmail* and grants only half the value of the bonuses listed below (round down).

Blessed Artkeeper's Mithril Chain (AC +9/+6, max Dex +5, check –2; hardness 19, 19 hp, Break DC 26)

Dex +3, Con +2, Int +8, hp +55, mana +36, +1 on all saving throws.

Bonus types: None.

Market Price: 7,649,970 gp.

Slot: Body.

Weight: 21 lbs.

Components Required: 4 silk swatches, 13 moonlight tempers, 13 *imbued emeralds*, 20 *infused mithril rings*, elven smithy hammer.

Trade Skill (DC): Blacksmithing (62).

Blessed Full Mithril Plate Armor

Description: The very finest of high elven craft, this plate armor provides a bulwark against harm for the most delicate high elven wearer. The color reflects the blue of sky and sea and the green of field and forest, and its construction indicates the formidable nature of any who wear it. The breastplate bears the same emblem of Tunare as the lesser imbued version of this armor.

Powers: This +5 *full plate* has the *light fortification* and *process immunity* qualities. However, it functions as mere *+1 full plate* with the *process defense* quality and grants only half the value of the bonuses listed below (round down) when worn by anyone other than a follower of Tunare.

Table 3-8: Koada'Dal Blacksmithing Components

Item	Component	DC	Market Price
Brick of mithril	N/a	N/a	24 gp
Elven smithy hammer	Smithy hammer, silver bar, morning dew	19	30 gp
Enchanted brick of mithril	Morning dew, brick of mithril, elven wine	16	40 gp
Enchanted mithril rings	Morning dew, brick of mithril, file	22	32 gp
Enchanted mithril chain jointing	Morning dew, *enchanted mithril rings*, elven smithy hammer, file	24	50 gp
Enchanted sheet of mithril	*Enchanted brick of mithril*, morning dew, elven smithy hammer	23	50 gp
Infused mithril rings	Velium rings, *enchanted brick of mithril*, *celestial temper*, elven smithy hammer	25	3,200 gp
Sheet of mithril	Morning dew, brick of mithril, elven smithy hammer	21	36 gp

Blessed Full Mithril Plate Armor (AC +13/+9, max Dex +2, check –4; hardness 20, 25 hp, Break DC 26)

Dex +4, Con +2, Int +2, Wis +8, Cha +2, hp +70, mana +46, +1 to all saving throws.

Bonus types: None.

Market Price: 13,212,085 gp.

Slot: Body.

Weight: 27 lbs.

Components Required: 6 medium molds, 10 leather padding, 4 *enchanted mithril chain jointings*, 13 moonlight tempers, 13 *imbued emeralds*, 20 *infused mithril sheets*, elven smithy hammer.

Trade Skill (DC): Blacksmithing (67).

Enchanted Elven Chainmail

Description: Koada'Dal are an intensely magical race, skilled at using magic to adapt to the world around them and, when necessary, to adapt the world to themselves. One small way in which they mold the world for their purposes is in the construction of their armor. *Enchanted elven chainmail* does not disrupt the efforts of elven arcane casters, so long as they are loyal to the Mother of All.

Powers: This armor encumbers like a light chain shirt, although it otherwise functions as *+1 chainmail*. It also has the *arcane harmony* quality when worn by any half elf, high elf, or wood elf who worships Tunare. For any other non-worshipper of Tunare, the armor grants only half the value of the bonuses listed below (round down).

Enchanted Elven Chainmail (AC +6, max Dex +6, check –1; hardness 16, 16 hp, Break DC 26)

Int +4, Wis +4, magic resistance (8), magic save +2.

Bonus types: None.

Market Price: 46,030 gp.

Slot: Body.

Weight: 6 lbs.

Components Required: 4 silk swatches, 13 moonlight tempers, 20 *enchanted mithril rings*, elven smithy hammer.

Trade Skill (DC): Blacksmithing (35).

Imbued Koada'Dal Mithril Plate Armor

Description: Despite the use of emeralds in the forging process, this armor shines a bright, deep blue in color, making it poor for woodland stealth yet majestic as the high elves themselves. Across the chest of the breastplate, the staff and crown of Tunare stand out in emerald green. A few suits of this armor see use among high officials and royal guardians of Felwithe.

Powers: This armor functions as *+2 full plate*. For any non-worshipper of Tunare, it grants only half the value of the bonuses listed below (round down).

Imbued Koada'Dal Mithril Plate Armor (AC +10, max Dex +3, check –4; hardness 16, 21 hp, Break DC 26)

Str +4, Dex +7, Wis +6, Cha +6, +1 mana.

Bonus types: None.

Market Price: 477,010 gp.

Slot: Body.

Weight: 24 lbs.

Components Required: 6 large molds, 13 moonlight tempers, 13 *imbued emeralds*, 10 leather padding, 4 *enchanted mithril chain jointings*, 20 *enchanted sheets of mithril*.

Trade Skill (DC): Blacksmithing (43).

Imbued Woodlander's Shield

Description: Emblazoned with the standard of Tunare, this shield serves the foremost defenders of high elven lands.

Powers: This is a *+1 small steel shield*. However, it functions as a mere masterwork small shield (no ability bonuses) when used by anyone other than a follower of Tunare.

Imbued Woodlander's Shield (AC +2/+1, check +0; hardness 16, 11 hp, Break DC 25)

Str +1, Con +1, Wis +1.

Bonus types: None.

Market Price: 9,077 gp.

Slot: Shield.

Weight: 10 lbs.

Components Required: Large mold, 2 sheets of mithril, moonlight temper, *imbued emerald*, elven smithy hammer.

Trade Skill (DC): Blacksmithing (25).

Humans of Freeport Cultural Armor

Humanity lacks devotion to a single god, or even to two or three. No less than half a dozen deities have adherents from the mongrel race, each seeking to increase their share of the populace by whatever means they may. Freeport bears the brunt of divine influence and its consequences, for its lack of strong leadership and the cavalier nature of the popular majority make it a ready battleground for good versus evil.

Ironically, while the humans of Freeport may have received the same divine attention as other races and while the cultural forges burn in readiness alongside the city's many temples and shrines, the products of those forges often lack the same potency as those of most other races. "An easy copper is worth more than hard silver," is a common saying in Freeport, and perhaps that attitude leaves the city behind in terms of its smiths' achievements.

Imbued Field Plate

Description: This armor takes many forms and bestows a wide variety of benefits depending on the deity in whose name the blacksmith works. However, the principles and ingredients behind the crafting of *imbued field plate* remain relatively uniform across faiths, aside from the type of *imbued gem* used.

Other races tend to regard the relative weakness of this armor compared to their own superior products as a reflection of the weakness of human culture. Those humans who overhear such opinions simply smile and nod, and then take careful note of the ship upon which the offending party books passage.

Powers: This armor is the equivalent of *+1 full plate*. In addition, it has the following properties when worn by a worshipper of the appropriate deity:

Deity	Benefits	Armor Color	Gem	DC	Market Price
Bertoxxulous	Int +4, Wis +2, disease resistance (4), disease save +1	Deep crimson	Black sapphire	34	26,365 gp
Erollisi Marr	Str +2, Wis +4, Cha +3	Faint pink	Star rose quartz	34	32,365 gp
Innoruuk	Str +2, Int +4, Wis +3	Deep purple	Sapphire	34	32,365 gp
Karana	Dex +2, Con +1, Wis +4	Deep gray	Plains pebble	34	25,965 gp
Mithaniel Marr	Str +4, Wis +3, Cha +1, magic resistance (3), magic save +1	Shining metallic	Diamond	34	33,485 gp
Rallos Zek	Str +5, Con +2	Dark red	Jade	36	29,965 gp
Rodcet Nife	Con +2, Wis +4, Cha +2	Light gray	Topaz	34	28,365 gp

When worn by one who does not worship the appropriate deity, the armor functions as *+1 half-plate* and grants none of its additional benefits.

Imbued Field Plate (AC +9/+8, max Dex +1/+0, check –5/–6; hardness 14, 22 hp, Break DC 26)

Bonus types: None.

Slot: Body.

Weight: 50 lbs.

Components Required: 6 large molds, 13 sea tempers, 13 *imbued gems*, 13 sheets of metal, 10 leather padding, smithy hammer.

New Spell

Enchant Steel

Alteration

Level: Enc 6

Spell Line: *Enchant silver*

Mana: 17

Components: V, M

Casting Time: 1 full round

Recast: Instant

Range: Personal

Target: One bar of steel

Duration: Permanent

Saving Throw: None

Spell Resistance: No

As *enchant silver* (see *EQ: Game Master's Guide*, p. 239), but this spell transforms an ordinary bar of steel into a bar of *enchanted steel*, a common component in the cultural smithing of Qeynos, Erud, and some other peoples.

Material Component: A bar of steel.

Humans of Qeynos Cultural Armor

The wares of the humans of Qeynos compare very favorably to their brethren in Freeport. Though likewise divided in loyalty to a host of gods, Qeynos has not succumbed to the anarchy and disunity that pervades its sister city. It may be that this relative cohesiveness finds expression in the diverse and potent cultural armaments produced by the finest blacksmiths in the region.

Enchanted Full Plate

Description: Always seeking flashier ways to distinguish themselves from others, the nobles of Qeynos often seek out smiths capable of crafting this plate armor. Elaborate designs typically match the heraldic standard of the wearer's house and, perhaps, include the deity to whom the family is loyal.

The name of the smith who first developed the technique is lost to time, but it is thought that the secret of the process was immediately bribed, bullied, or stolen from that unfortunate master smith, who may have later passed away under suspicious circumstances. Regardless, all who currently practice the techniques claim to have arrived at this knowledge innocently.

Powers: This wonderfully flexible half-plate armor functions as *+2 full plate* and grants additional bonuses dependent on the enchanted metal used in its construction.

Metal	Benefits	DC	Market Price
Silver	Con +5, Cha +1	36	34,650 gp
Electrum	Dex +6, Cha +2, magic resistance (10), magic save +2	37	53,050 gp
Gold	Wis +5, Cha +6, diseaseresistance (6), disease save +1	38	73,350 gp
Platinum	Str +5, Int +6, Wis +1, Cha +4, disease resistance (2)	39	94,350 gp

Enchanted Full Plate (AC +10, max Dex +1, check –5; hardness 13, 22 hp, Break DC 26)

Bonus types: None.

Slot: Body.

Table 3-9: Qeynos Blacksmithing Components

Item	Component	DC	Market Price
Enchanted chain jointing	Set of *enchanted steel rings*, file, smithy hammer	16	125 gp
Enchanted sheet of steel	3 bars of *enchanted steel*, smithy hammer	14	150 gp
Enchanted steel rings	Bar of *enchanted steel*, file	15	120 gp

Weight: 44 lbs.

Components Required: 6 large molds, 10 leather padding, 4 *enchanted chain jointing*, 20 *enchanted sheets of steel*, 6 bars of *enchanted metal* (varies by armor type), 13 royal tempers.

Fine Heraldic Armor

Description: This armor by far exceeds the weaker human armors produced in Freeport and rivals many racial armors of most other races. It fits humans and half elves best, but some small barbarians or Erudites or relatively large elves might squeeze into it at need. Typically, the armor's color is silvery-white, with the emblem of Qeynos upon its breastplate along with whatever other symbols of heraldry the client wishes.

Powers: This armor is equivalent to *+4 full plate* when worn by a human or half elf. For any other wearer, it functions as *+2 half-plate* and grants only half the value of the bonuses listed below (round down).

Fine Heraldic Armor (AC +12/+9, max Dex +1/+0, check –4/–6; hardness 16, 24 hp, Break DC 26)

Dex +4, Con +2, Int +2, hp +56, mana +37.

Bonus types: None.

Market Price: 7,255,085 gp.

Slot: Body.

Weight: 39 lbs.

Components Required: 6 large molds, 20 *infused rings*, 10 leather padding, 13 royal tempers, 4 *enchanted chain jointing*, smithy hammer.

Trade Skill (DC): Blacksmithing (62).

Imbued Heraldic Armor

Description: Humans of Qeynos also craft an alternate type of heraldic armor specific to each of the deities they worship. Owners of such rare and valuable armor are usually wary about displaying it, for various reasons. Not the least of these is the fact that each piece includes a very visible emblem of the revered deity — and *fetid heraldic armor*, for instance, is best not worn in polite company.

Powers: This armor is equivalent to flexible *+5 splint mail* with the *light fortification* quality, and it may offer additional qualities and certain other benefits when worn by a human or half elf who worships the appropriate deity. For any other wearer, it functions as *+2 banded mail* (no other qualities) and grants only half the value of the benefits listed below (round down).

The gems specific to each deity are listed under *imbued field plate* in the Freeport cultural armor section.

Imbued Heraldic Armor (AC +11/+8, max Dex +2/+0, check –5/–6; hardness 16, 20 hp, Break DC 26)

Bonus types: None.

Slot: Body.

Weight: 34 lbs.

Components Required: 6 large molds, 10 leather paddings, 13 *imbued gems*, 4 *enchanted chain jointings*, 13 royal tempers, 20 *infused rings*, smithy hammer.

Iksar Cultural Armor

Once the rulers of a vast empire, these most devoted of Cazic-Thule's get struggle daily against a host of enemies. The loss of Old Sebilis, Torsis (now called the City of Mist), and much of Cabilis cost the iksar irreplaceable lore regarding every aspect of their previously advanced civilization. Only now are the iksar beginning to recover, and they have far to go. An additional hurdle in the renascence of blacksmithing, in particular, is their current cultural dependence on skyiron. As its name implies, skyiron appears in the form of impacted meteorites. Iksar scouting parties quickly investigate any possible fall, as directed by their astrologers, but rarity still limits quantities (and thus boosts the cost) of skyiron.

This does not deter iksar blacksmiths from seeking to better their skills. The iksar consider smith work a noble trade and a key to returning their empire to prominence. To this end, the iksar reward even those not of their race who come to them with word of a skyiron deposit or, better, with a quantity of the ore itself.

Deity	Name	Color	Benefits	Quality	DC	Market Price
Bertoxxulous	Fetid	Dark purple	Dex +4, Con +6, Int +5, Wis +2, hp +65, mana +43	*Spell resistance [disease] 21*	66	10,000,715 gp
Erollisi Marr	Radiant	Bronzed gold	Dex +4, Con +2, Wis +8, Cha +3, hp +65, mana +43, radiates light as a candle	—	66	10,454,315 gp
Innoruuk	Hateful	Blue-black	Dex +3, Con +2, Int +3, Wis +6, hp +56, mana +37, all resistances (2)	*Invulnerability* and *shadow*	63	8,839,995 gp
Karana	Thunderous	Green	Dex +5, Con +2, Wis +6, +57, mana +46	*Spell resistance [lightning* and *sonic] 25* and *[electricity] damage shield (3)*	64	9,058,715 gp hp
Mithaniel Marr	Luminant	Golden	Str +3, Dex +4, Con +2, Wis +7, hp +65, mana +43, radiates light as a torch	—	66	10,343,915 gp
Rallos Zek	Fierce	Deep red	Str +3, Dex +5, Con +3, hp +80	—	68	10,315,115 gp
Rodcet Nife	Salubrious	Pale white	Dex +3, Con +2, Wis +9, hp +57, mana +38	*Spell resistance 21* and *Improved Healing III*	65	10,254,315 gp

Table 3-10: Iksar Blacksmithing Components

Item	Component	DC	Market Price
Bloodwater	N/a	N/a	1 sp
Brick of skyiron	N/a	N/a	75 gp
Forging hammer	Smithy hammer, bloodwater, file	15	20 gp
Infused skyiron sheet	Sheet of velium, 2 bricks of skyiron, *celestial temper*, forging hammer	24	3,500 gp
Skyiron scales	Brick of skyiron, bloodwater, file, forging hammer	16	80 gp
Skyiron sheet	2 bricks of skyiron, bloodwater, sheet mold	20	160 gp

Due to its odd construction, no iksar cultural armor can be worn by a non-iksar.

Enchanted Cabilis Scale Mail

Description: This light armor serves as a simple but effective defense for iksar warriors, shadow knights, and shamans. The scales take on a mottled grayish-green color during the finishing process, making for effective camouflage in swampy terrains.

Powers: This armor is equivalent to *+2 scale mail*. Its wearer gains a +4 bonus on Hide checks in marshy or forested outdoor surroundings.

Enchanted Cabilis Scale Mail (AC +6, max Dex +3, check –3; hardness 17, 16 hp, Break DC 25)

Str +4, Wis +3.

Bonus types: None.

Market Price: 28,480 gp.

Slot: Body.

Weight: 19 lbs.

Components Required: 6 large molds, 16 skyiron sheets, 14 sets of skyiron scales, 13 scale tempers, 13 *imbued ambers*, forging hammer.

Trade Skill (DC): Blacksmithing (34).

Fearsome Skyiron Armor

Description: A recent development — or re-development — in iksar smithing, *fearsome skyiron* still pales by comparison to what some other races achieve. Some iksar say this is how it should be — that poor armor breeds a profound fear of failure and death, thus forging a more determined and self-sufficient warrior. Most, however, feel that they would be better served filling others, and not themselves, with dread. Eventually, iksar blacksmiths hope to rediscover the powerful armor-making techniques that abetted the iksar empire's rise long ago.

Powers: This armor is equivalent to a *+3 breastplate* with the *light fortification* quality.

Fearsome Skyiron Armor (AC +8, max Dex +3, check –3; hardness 18, 18 hp, Break DC 26)

Str +3, Dex +3, Con +3, Int +2, Wis +3, hp +45, mana +30, +1 on all saving throws.

Bonus types: None.

Market Price: 5,014,680 gp.

Slot: Body.

Weight: 24 lbs.

Components Required: 6 large molds, 13 scale tempers, 13 *imbued ambers*, 16 *infused skyiron sheets*, 14 skyiron scales, forging hammer.

Trade Skill (DC): Blacksmithing (57).

Ogre Cultural Armor

What ogre does not appreciate beating things with a hammer? Ogre smithing was born long ago, well before the fall of the ogres and the giants into mental poverty, and Oggok still rings constantly with the sounds of hammer striking metal. Today, any ogre can smash, but those who smash with the precision required to craft the strongest armor receive much respect in ogre society.

Imbued Ogre War Plate

Description: This imbued armor is a standard for ogres in positions of military leadership. The benefits are nearly identical in effect, although the two types look slightly different: That of Rallos Zek is the color of dried blood, while armor imbued with amber takes on a dirty, sickly yellow appearance.

Powers: Either type of *imbued ogre war plate* is equivalent to *+2 Large half-plate*. For any wearer who does not worship either Rallos Zek or Cazic-Thule, respectively (including

Table 3-11: Ogre Blacksmithing Components

Item	Component	DC	Market Price
Brick of adamantite	N/a	N/a	25 gp
Enchanted adamantite jointing	*Enchanted adamantite rings*, smithy hammer, file, ogre swill	22	45 gp
Enchanted adamantite rings	Brick of *enchanted adamantite*, ogre swill, file	20	40 gp
Enchanted brick of adamantite	Brick of adamantite, *celestial essence*, ogre swill	18	35 gp
Enchanted sheets of adamantite	2 bricks of *enchanted adamantite*, ogre swill, smithy hammer		80 gp
Sheet of Oggok adamantite	Sheet of velium, brick of adamantite, *celestial temper*, smithy hammer	25	3500 gp

an ogre who worships Zek and dons Cazicite armor), the *war plate* functions as *+1 Large half-plate* and grants none of the bonuses listed below (round down).

Imbued Ogre War Plate (AC +9/+8, max Dex +0, check –6; hardness 21, 41 hp, Break DC 27)

Str +6, Con +3, Int +2 (Rallos Zek) or Wis +2 (Cazic-Thule), magic resistance (6), magic save +1.

Bonus types: None.

Market Price: 52,710 gp.

Slot: Body.

Weight: 78 lbs.

Components Required: 5 large molds, 14 leather padding, 4 *enchanted adamantite jointings*, 10 blood tempers, 10 *imbued amber* (Cazic-Thule) or *jade* (Rallos Zek), 15 *enchanted sheets of adamantite*, smithy hammer.

Trade Skill (DC): Blacksmithing (38).

Darksplint Armor

Description: This heavy armor's appearance depends on the *imbued gem* used in crafting the armor. *Darksplint armor* represents the best work of the finest ogres to practice at the forge, and is an extremely rare and much-desired commodity.

Powers: This armor functions as *+4 Large splint mail* with additional qualities dependent on the type of *imbued gem* when worn by an ogre or troll who worships the appropriate deity. For any other wearer, it functions as *+2 Large splint mail* (no other qualities) and grants only half the value of the benefits listed below (round down).

Deity	Name	Color	Benefits	Extra Qualities	DC	Market Price
Cazic-Thule	Fulvous	Dull yellow	Str +3, Dex +3, Con +3, Int +2, Wis +6, hp +51, mana +34	*Reflection*	60	6,333,530 gp
Innoruuk	Blackened	Ash grey	Dex +4, Con +2, Int +2, Wis +7, hp +52, mana +35	*Process defense* and *spell resistance [disease] 25*	61	6,932,830 gp
Rallos Zek	Crimson	Blood red	Dex +2, Con +5, Wis +7, hp +52, mana +35	*Moderate fortification*	61	6,758,330 gp

Darksplint Armor (AC +10/+8, max Dex +0, check –6; hardness 24, 32 hp, Break DC 26)

Bonus types: None.

Slot: Body.

Weight: 54 lbs.

Components Required: Full suit of Large leather armor, 13 blood tempers, 13 *imbued gems* (*amber* for Cazic-Thule, *sapphire* for Innoruuk, *jade* for Rallos Zek), 20 sheets of Oggok adamantite.

Darkscale Armor

Description: An opponent garbed in this armor is a dreadful foe indeed. *Darkscale* predates the fall of Rallos Zek's armies to the Rathe, and represents the finest smithcraft of the once highly competent and magical ogre smiths of that age. Only one or two such suits are known to still exist, and they are well and closely guarded as befits their value. Thankfully for other races, acquiring the knowledge and skill to forge such armor presents a tremendous challenge to the limited faculties of ogres today.

Powers: This armor functions as *+5 Large full plate* with additional qualities dependent on the type of *imbued gem* when worn by an ogre or troll who worships the appropriate deity. For any other wearer, it functions as *+2 Large half-plate* (no other qualities) and grants only half the value of the benefits listed below (round down).

Darkscale Armor (AC +13/+9, max Dex +1/+0, check –5/–6; hardness 25, 45 hp, Break DC 27)

Bonus types: None.

Slot: Body.

Weight: 82 lbs.

Components Required: 6 large molds, 16 leather paddings, 13 blood tempers, 13 *imbued gems*, 4 *enchanted adamantite jointings*, 20 sheets of Oggok adamantite, smithy hammer.

Troll Cultural Smithing

The ultimate power of trollish cultural blacksmithing is the defilement of certain well-established magic weapons. Proper application of these techniques twists the power of Ykesha to the troll's will and turns even some of the products of Mayong Mistmoore's forges against their master (a fact that both intrigues and displeases the vampire lord considerably). Why the process works for these weapons and not items of other sorts is not fully understood. While some trolls boast possession of ancient pieces of cultural armor, the secrets to producing it have been lost for centuries. Trolls instead rely on deity-specific armor produced by ogres.

The reforging and imbuing process grants each armament additional bonuses by channeling a power known as Ykesha. Though "Ykesha" is a froglok word, trolls now claim the source of the power to be their own; since even frogloks do not understand the nature of Ykesha, the truth

Deity	Name	Color	Benefits	Extra Qualities	DC	Market Price
Cazic-Thule	Fulvous	Dull yellow	Str +5, Dex +3, Con +7, Int +2, Wis +2, hp +91, mana +20, +1 on all saves	*Reflection*	72	14,665,235 gp
Innoruuk	Blackened	Ash grey	Str +6, Dex +4, Con +3, Int +4, hp +87, mana +20, +1 on all saves	*Process defense* and *spell resistance [disease] 25*	71	13,217,535 gp
Rallos Zek	Crimson	Blood red	Dex +2, Con +5, Wis +7, hp +87, mana +20, +1 on all saves	*Moderate fortification*	71	13,239,635 gp

Table 3-12: Troll Blacksmithing Components

Item	Component	DC	Market Price
Chisel	N/a	N/a	1 gp
Sheet of acrylia	2 bricks of acrylia, smithy hammer	22	70 gp
Sheet of infused acrylia	Sheet of acrylia, *celestial temper*, smithy hammer	26	3,150 gp

may never be known. In some cases, the *corrupted weapons* gain additional abilities based on the type of *imbued gem* used. Though difficult — even now, only a handful of troll smiths in all of Norrath have the skill to attempt such a feat — the process results in a superior item dedicated to servitors of one of those three dark gods.

Corrupted weapons have a new name, noted below, prefaced by one of three titles: "Fearful" weapons made with amber, "Hateful" weapons made with a sapphire, and "Vengeful" weapons made with jade. For example, a *short sword of the Ykesha* corrupted in this manner with the addition of a sapphire becomes a *hateful honed blade of the Ykesha*, and grants its full powers only to a worshipper of Innoruuk.

Gem	Deity	Title	Benefits	Market Price
Amber	Cazic-Thule	Fearful	Con +1, Wis +1, hp +3, mana +4	Masterwork cost +55,400 gp
Sapphire	Innoruuk	Hateful	Str +1, Int +1, hp +4, mana +3	Masterwork cost +55,400 gp
Jade	Rallos Zek	Vengeful	Str +2, Dex +1, hp +6	Masterwork cost +55,330 gp

The recasting of a magic item is a two-step process, both requiring a successful Trade Skill (blacksmithing) check. First, the smith makes a "reforge" check to reshape the item (DC as base magic item +3), using a mold to recast it for a Large wielder by blending the weapon's original blade with *infused acrylia*. Failure at the reforging stage merely means that the effort and the acrylia have been wasted, but the weapon itself is unharmed. The blacksmith then re-tempers the blade, finally adding the *imbued gem* to complete the process. This latter task, requiring an "imbue" check, is particularly difficult (DC as normal for the final Trade Skill item +1); failure results in a cracked weapon and wasted effort.

For more information on *Combine* and other magic weapons detailed here, see their respective entries in Chapter 5: Magic Items in the *EQ: Game Master's Guide*.

Corrupted Combine Weapons

Description: Troll smiths reforge Combine weapons with *infused acrylia*, quenching the heated blades in foul bile temper, and thus empower them in service to a dark god through the addition of an *imbued gem* into the newly recast pommel. The resultant product is a black, jagged thing capable of smiting foes with the legendary power of Ykesha, making it a perfect weapon for the spreading of hatred, fear, and war.

Powers: Finished *corrupted Combine weapons* have the same properties as before they were reforged (+1 bonus to attacks and damage), but they are re-sized for a Large wielder (which may increase their damage dice — see Table 7–4 in the *EQ: Player's Handbook*).

The *corrupted Combine weapons* also gain a process effect (Proc DC 25) when wielded by a worshipper of the appropriate deity: the *power of Ykesha*, identical to a *force* spell (Fortitude half, DC 25). Additionally, the imbuing process grants the wielder additional bonuses if she is a worshipper of the correct deity:

Bonus types: Attack = enhancement. Damage = enhancement. All others = arcane.

Slot: By weapon type.

Weight: By weapon type, doubled for each size increase of the original.

Components Required: *Combine weapon*, *imbued gem* (*amber*, *jade*, or *sapphire*), small mold, 2 *sheets of infused acrylia*, chisel, file, bile temper.

Trade Skill (DC): Blacksmithing (reforge 32, imbue 38).

Other Corrupted Magic Weapons

Original Weapon	Corrupted Weapon
Enameled black mace	Lacquered black mace
Glowing wooden crook	Varnished wooden crook
Mithril two-handed sword	Balanced mithril two-handed sword
Obsidian shard	Polished obsidian shard
Short sword of the Ykesha	Honed blade of the Ykesha

Balanced Mithril Two-Handed Sword

Powers: This Huge greatsword has +6 bonus to attacks and damage. Upon a successful attack it has the chance to process (Proc DC 23) the spell *alacrity* upon the wielder. When wielded by a troll or ogre who worships the appropriate deity, it also grants the following bonuses:

Title	Benefits	Market Price
Fearful	Str +1, hp +13, mana +8	812,712 gp
Hateful	Con +1, hp +13, mana +8	812,712 gp
Vengeful	Dex +2, Con +1, hp +13	805,672 gp

Balanced Mithril Two-Handed Sword (2d8+6, delay 6; AC 5, hardness 21, 21 hp, Break DC 26)

Bonus types: Attack = enhancement. Damage = enhancement. All others = arcane.

Slot: Slashing.

Weight: 17 lbs.

Components Required: *Mithril two-handed sword, 2 sheets of infused acrylia, imbued gem (amber, jade, or sapphire)*, small mold, chisel, file, bile temper.

Trade Skill (DC): Blacksmithing (reforge 48, imbue 39).

Honed Blade of Ykesha

Powers: This weapon is the equivalent of a longsword with a +6 bonus to attacks and damage. It can process (Proc DC 25) the *power of Ykesha*, identical to a *force* spell (Fortitude half, DC 25), with a successful attack.

When wielded by a troll or ogre who worships the appropriate deity, the sword also has the *enhanced process* quality and grants the following bonuses:

Title	Benefits	Market Price
Fearful	Str +1	2,093,913 gp
Hateful	Con +1	2,093,913 gp
Vengeful	Dex +1	2,093,913 gp

Honed Blade of Ykesha (1d8+6 and *Ykesha* proc, delay 5; AC 7, hardness 18, 18 hp, Break DC 30)

Bonus types: Ability score = arcane. Attack = enhancement. Damage = enhancement.

Slot: Slashing.

Weight: 9 lbs.

Components Required: *Short sword of the Ykesha, 2 sheets of infused acrylia, imbued gem (amber, jade, or sapphire)*, small mold, chisel, file, bile temper.

Trade Skill (DC): Blacksmithing (reforge 54, imbue 41).

Lacquered Black Mace

Powers: This Large heavy mace has a +3 bonus to attacks and damage, as well as the *hardness* and *speed* abilities. When wielded by a troll or ogre who worships the appropriate deity, it also grants the following benefits:

Title	Benefits	Market Price
Fearful	Str +1, Dex +1, Con +1, hp +5	46,532 gp
Hateful	Dex +2, Con +1, hp +5	48,132 gp
Vengeful	Dex +2, Con +1, hp +5	48,132 gp

Lacquered Black Mace (2d6+3, delay 4; AC 6, hardness 15, 55 hp, Break DC 32)

Bonus types: Ability scores = arcane. Attack = enhancement. Damage = enhancement. Hit points = arcane.

Slot: Blunt.

Weight: 13.5 lbs.

Components Required: *Enameled black mace, 2 sheets of infused acrylia, imbued gem (amber, jade, or sapphire)*, small mold, chisel, file, bile temper.

Trade Skill (DC): Blacksmithing (reforge 37, imbue 32).

Polished Obsidian Shard

Powers: This corrupted weapon functions as a short sword that deals piercing damage, with a +3 bonus to attacks and damage as well as the *ponderous* quality. When wielded by a troll or ogre who worships the appropriate deity, the shard can process (Proc DC 21) an effect called *obsidian shatter*: This deals 1d6 points of magic damage to the opponent struck and 1d6 points of sonic damage to a random piece of that opponent's equipment (bypassing hardness).

In a troll's hands, the shard also grants the following benefits:

Title	Benefits	Market Price
Fearful	Str +1	31,720 gp
Hateful	Dex +1	31,720 gp
Vengeful	AC +1	32,720 gp

Polished Obsidian Shard (1d6+3 and *obsidian shatter* proc, delay 6; AC 9, hardness 13, 23 hp, Break DC 26)

Bonus types: Ability score = arcane. AC = arcane. Attack = enhancement. Damage = enhancement.

Slot: Piercing.

Weight: 5.5 lbs.

Components Required: *Obsidian shard, 2 sheets of infused acrylia, imbued gem (amber, jade, or sapphire)*, small mold, chisel, file, bile temper.

Trade Skill (DC): Blacksmithing (reforge 37, imbue 35).

Varnished Wooden Crook

Powers: This great, unwieldy staff functions rather like a Huge greatclub with a +2 bonus to attacks and damage, as well as the *massive* quality. At will, as a full-round action, a troll wielder who worships the appropriate deity may invoke an effect identical to the *glimpse* spell.

In a troll's hands, the staff also grants the following benefits:

Title	Benefits	Market Price
Fearful	AC +1, Wis +2, mana +15	63,919 gp
Hateful	AC +1, Int +1, Wis +1, mana +15	66,319 gp
Vengeful	AC +2, Wis +1, hp +13, mana +5	65,359 gp

Varnished Wooden Crook (3d6+2, delay 7; AC 4, hardness 7, 72 hp, Break DC 27)

Bonus types: Attack = enhancement. Damage = enhancement. All others = arcane.

Activation: Spell Trigger (troll) [*glimpse*], Use Activated (other powers).

Slot: Blunt.

Weight: 17 lbs.

Components Required: *Glowing wooden crook, 2 sheets of infused acrylia, imbued gem (amber, jade, or sapphire)*, small mold, chisel, file, bile temper.

Trade Skill (DC): Blacksmithing (reforge 32, imbue 37).

Brewing

Some folk spend their lives questing for the perfect drink, others simply for the next drink. The art of brewing offers rewards even for those disinterested in new or old forms of inebriation. The world of Norrath provides ingredients for brewing potent beverages that do not require a dwarf's constitution to imbibe safely. Additionally, practitioners of other trade skills commonly call upon the brewer to supply ingredients for their own diverse practices. In particular, the greatest among Norrath's blacksmiths are left to hammering horseshoes and helmets without the quasi-mystical tempers that infuse power into their cultural armor and weapons. But non-alcoholic beverages and

strange substances used by perhaps one or two blacksmiths from each race do not concern most brewers or their customers. At the end of the day, tankards of ale, glasses of wine, and a few buckets of ogre swill demonstrate the true appreciation all races have for the brewer's craft.

Table 3-13: New Brewing Ingredients

Ingredient	Price
Bloodwater	4 sp
Jumjum stalk	2 sp
Sea horse roe	75 gp
Soda water	1 sp
Tea leaves	8 sp
Underfoot mushrooms	3 gp
Vinegar	2 sp

Essential Alcohol

Brandy

Description: This strong spirit distilled from wine warms the body as well as the palate, making it a popular liquor in northern climes. Barbarians warm their brandy and add spices. The practice of distilling from cider and peaches originated with the halflings, but has spread to most other races.

Powers: Standard. In addition, brandy warms the body slightly, granting the drinker a bonus of cold resistance (1) while the alcohol remains in her system.

Market Price: 3 to 15 gp/bottle.

Alcohol Tolerance DC: 15.

Components Required: 2 bottles of red wine, spices, fruit (optional).

Trade Skill (DC): Brewing (18).

Champagne

Description: Three general classifications for champagne exist in Norrath, based upon the vintage's dryness: *Sec* champagne is the sweetest variety of champagne and most popular at festivals. *Demi-sec* champagne is dryer, but still light on the palate with a touch of sweetness amidst the bubbles. When the brewer balances the saccharine matter with fermentation so that they wholly neutralize one another, the result is *brut champagne*, the driest of the three varieties. While a less ornate bottle serves adequately, the champagne magnum is the container of choice for those most interested in impressing their company.

Powers: Standard, but a bottle of champagne enriches any occasion and reflects very well upon the host.

Market Price: 50 to 1,000 gp/bottle.

Alcohol Tolerance DC: 14.

Components Required: Corking device, soda water, wine yeast, grapes (1 lb. for sec, 2 lbs. for demi-sec, 3 lbs. for brut).

Trade Skill (DC): Brewing (18 for sec, 20 for demi-sec, 22 for brut).

Faydwer Schnapps

Description: Much less potent than emerald orange schnapps (see "Specialty Drinks"), the Faydwer variety satisfies the light drinker's quest for a delicious, refreshing brew that isn't incapacitating after just a couple of drinks. Sylvan berries are found only in the Lesser Faydark where, some say, brownies and pixies harvest them to create their own more potent version of this drink.

Powers: Standard, but a drinker need not make any Alcohol Tolerance checks until having a number of drinks equal to 2 + her Constitution modifier in drinks (minimum two).

Market Price: 15 gp/bottle.

Alcohol Tolerance DC: 11.

Components Required: Steamfont springwater, 1 lb. Sylvan berries, wine yeast.

Trade Skill (DC): Brewing (23).

Fish Wine

Description: This simple, sour wine is a favorite of sailors lacking the money for stronger drink and poor folk lacking better brewers. Fish wine, some claim, holds the dubious honor of inflicting more painful mornings than any other brew. Victims of overindulgence share their misfortune with others through the stench of oily sweat that follows them to the bath.

Powers: Standard. The drinker immediately suffers a –1 penalty to all Charisma-based checks for the next 24 hours or until he has a bath or can mask his fishy stink in some way.

Market Price: 6 cp/bottle.

Alcohol Tolerance DC: 16.

Components Required: 1 lb. fresh fish, 1 lb. grapes.

Trade Skill (DC): Brewing (11).

Specialty Drinks

Broog's Old Peculiar

Description: A trollish creation, this ghastly concoction rarely finds its way even into troll bellies. Rather, its most common use is as an ingredient in bile temper, a necessary component for advanced troll smiths. Those who do partake of the *old peculiar* turn cold and slightly green in color (or *more* green, in the case of trolls). Clammy skin and a slightly rotten appearance do not facilitate social intercourse, but, oddly, undead creatures seem more accepting of the partaker.

Undead froglok blood can be gathered from those that populate hidden realms deep inside Guk; of course, trolls find that place difficult to access due to the hatred all frogloks, living and dead, bear for the troll race. However, on rare occasions by night, undead frogloks appear in Innothule swamp, where both living frogloks and trolls hunt them.

Powers: With a successful Alcohol Tolerance check, the drinker gains a +3 bonus on Undead Empathy checks and may make such checks untrained. However, she also suffers a –2 penalty to all other Charisma-based checks while the *old peculiar* remains in her system. These modifiers are in addition to the standard effects of inebriation.

Market Price: 75 gp/bottle.

Alcohol Tolerance DC: 19.

Components Required: Malt, undead froglok blood, vodka.

Trade Skill (DC): Brewing (29).

Elven Wine

Description: Other races do not appreciate this beverage as do elves, for it is too subtle for other palates. For elves and half elves, however, the wine awakens the senses not only to the complicated interplay between aroma and taste, but to the external environment. Some say it awakens old magic within the elves, bringing them closer to their primal faerie nature. Elves themselves tend to shrug off such theories, but even the sophisticated and reserved Koada'Dal become unnervingly jubilant after several glasses, while the Fier'Dal become almost feral. Morning dew collected at sunrise and glistening with pixie dust instills the wine with its mystical edge.

Powers: With a successful Alcohol Tolerance check, an elven or half elven drinker receives a +2 bonus to Listen, Search, and Spot checks while under the influence of elven wine. Further, any temporary loss of Intelligence or Wisdom due to excessive drinking of this beverage does not apply for the purpose of these skill checks.

The above modifiers are in addition to the standard effects of inebriation. Non-elves who drink elven wine treat it as normal wine.

Market Price: 250+ gp/bottle.

Alcohol Tolerance DC: 14.

Components Required: Berries, morning dew, wine yeast.

Trade Skill (DC): Brewing (22 [simple fruity blends] to 25 [top shelf elven wines]).

Emerald Orange Schnapps

Description: Fans of this brew demand that brewers use only oranges from the Emerald Jungle — not the safest of regions — as its base component. Likewise, only water from the hot springs of the Steamfont Mountains suffices for fermentation. The result is a most unsubtle alcoholic beverage that dazzles the senses and inflames the sinuses with citrus fire.

Powers: With a successful Alcohol Tolerance check, the drinker receives a +1 bonus on all subsequent Fortitude saves, except those related to alcohol consumption. This bonus is in addition to the standard effects of inebriation.

Market Price: 30 gp/bottle.

Alcohol Tolerance DC: 17.

Components Required: 2 lbs. emerald oranges, Steamfont springwater, wine yeast.

Trade Skill (DC): Brewing (26).

Jumjum Spiced Beer

Description: Records of this light, pleasant brew extend back to the very founding of Rivervale, often putting jumjum spiced beer in the same category as a holy relic. "A bottle opened never goes unfinished," says the solemn halfling, and celebrations often begin with the opening of entire casks of the stuff, which may take days to empty. Halflings cultivate jumjum stalks in and around Rivervale, for they are ubiquitous in halfling cooking as well as brewing.

Powers: Standard. Jumjum spiced beer eases the digestive process, though perhaps a little too much — one can stuff himself silly, yet, after a couple tankards of this beer, make room for another course. This may not seem to be very impressive compared to other brews, but for the average halfling it's a wonderful blessing.

Market Price: 1 gp/bottle.

Alcohol Tolerance DC: 13.

Components Required: Barley, hops, spices, jumjum stalk.

Trade Skill (DC): Brewing (22).

Lothran's Ancient Absinthe

Description: The identity of Lothran has been lost over the centuries, though signs suggest a dark elf rogue of yore as the culprit. Brewers occasionally add a few drops of this mildly poisonous, hallucinogenic green brew to other drinks. Few can stomach a full glass without suffering physically or mentally, although absinthe seems to bring out hidden charms in those of stronger constitution.

Brewers usually acquire brimstone from the Steamfont Mountains. Apothecaries and even shaman guildhalls carry wormwood; the former sell it more cheaply while the latter sell a purer product.

Powers: Whether the Alcohol Tolerance check succeeds or fails, the drinker suffers double the appropriate inebriation penalty to Wisdom (i.e. –2 or –4, respectively). She perceives others as regarding her favorably whatever the circumstances (a condition better represented through role-play than game mechanics). However, she also gains a +2 bonus to all Charisma-based checks if she makes her Alcohol Tolerance check. These modifiers are in addition to the standard effects of inebriation.

Once 30 minutes have passed after consuming Lothran's ancient absinthe, the character makes a Fortitude save (DC 20 + number of drinks consumed). The Alcohol Tolerance skill does not apply to this save. Failure indicates 1d4 points of temporary Constitution damage.

Using wormwood purchased from a shaman guildhall gives the brewer a +2 bonus to the brewing check. Lesser wormwood costs half as much, but the character drinking the brew suffers a –1 penalty on her Alcohol Tolerance check.

Market Price: 150 gp/bottle.

Alcohol Tolerance DC: 23.

Components Required: Brandy, brimstone, wormwood.

Trade Skill (DC): Brewing (24).

Neriak Nectar

Description: Long a well-kept secret by the proprietor's of the Maiden's Fancy in the dark elven capital, a casual act of betrayal led to the recipe's exposure. Sanguine in hue and flavor, Neriak nectar fully satisfies a dark elf's taste for blood, particularly when served warm in the traditional manner. This drink serves a dual role, however; dark elven blacksmiths require Neriak nectar to craft their greatest works.

Powers: Standard alcohol effects for dark elves, ogres, or trolls (although the latter are not overly fond of this drink). In addition, a dark elf who makes his Alcohol Tolerance check gains a bonus of *flowing thought 1* (see sidebar, *EQ: Game Master's Guide*, p. 115). This benefit is in addition to the standard effects of inebriation.

For all others, Neriak nectar functions as Lothran's ancient absinthe but without the benefit of the Charisma bonus, and drinking even a single glass turns the sclera (the white tissue of the eye) red for the next 12 hours. Consistent drinking of this beverage over time makes this condition permanent.

Market Price: 350 gp/bottle.

Alcohol Tolerance DC: 18.

Components Required: Cream, human (or barbarian or Erudite) blood, Lothran's ancient absinthe, tea leaves.

Trade Skill (DC): Brewing (28).

Skull Ale

Description: While any brew might be drunk from the skull of a giant, ogres and trolls prefer this beverage after felling such a creature to celebrate the kill. Sour in the extreme, skull ale nonetheless finds consumers among barbarians and dwarves, who adopt the tradition to celebrate their own victories against giantkind, as well as against ogres and trolls. Brewers typically do not produce skull ale in great quantity, as they do other drinks, instead creating a jug at a time — enough brew for only about twenty draughts of celebration.

Powers: Skull ale drunk from the cranium of any creature of the "giant" type grants a +1 bonus to the drinker's Constitution. This benefit is in addition to the standard effects of inebriation.

Market Price: 10 gp/jug.

Alcohol Tolerance DC: 17.

Components Required: Cyclops or giant skull, short beer, spices, vinegar.

Trade Skill (DC): Brewing (24).

Thubr's Darkened Ale

Description: Once the well-kept secret of mushroom farmers in Kaladim, only dwarven rogues have learned this recipe and its uses from the ale's original brewers. This strong ale affects the olfactory senses in a peculiar manner; drinking enough grants the individual a sense for the presence of poison. Greytoe fungus comes only from certain farms deep inside Kaladim. Attempts by the Miner's Local 628 to cultivate greytoe fungus themselves have thus far failed, but efforts continue.

Powers: A drinker who makes his Alcohol Tolerance check may thereafter make a Wisdom check to detect the presence of poison by scent (from DC 5 for particularly noisome poisons up to DC 25 for odorless ones; GM's discretion). Ironically, Thubr's darkened ale also masks the presence of poison mixed with it (+10 to detection DC), so one could drink poisoned ale without knowing it.

These effects are in addition to the standard effects of inebriation.

Market Price: 55 gp/cask.

Alcohol Tolerance DC: 14.

Components Required: Barley, greytoe fungus, malt, yeast.

Trade Skill (DC): Brewing (19).

Underfoot Brown

Description: Another dwarven favorite, Underfoot brown lacks the strength of most other dwarven brews, but its smoothness carries over to alcoholic beverages consumed later. It's thus a favorite among many drinkers as a way to begin a night of heavy consumption. Underfoot mushrooms grow on fungus farms in Kaladim, and their use in making Underfoot brown ensures that they sell well at market.

Powers: Underfoot brown eases the digestion of other brews: With a successful Alcohol Tolerance check, the drinker receives a +2 bonus on subsequent Alcohol Tolerance checks for drinks other than Underfoot brown.

Market Price: 40 gp/cask.

Alcohol Tolerance DC: 16.

Components Required: Malt, short beer, underfoot mushrooms.

Trade Skill (DC): Brewing (27).

Non-Alcoholic Brews

Not every drink capable of bestowing beneficial effects includes alcohol. Some of these refreshing beverages satisfy thirst more completely than other drinks or plain water. These are referred to as "miraculous drinks," and a single such beverage fulfills a character's need for water — in addition to providing other benefits or penalties, if any — for a full day.

An average bottle of miraculous drink contains enough liquid to keep a Medium-size character properly hydrated for four days.

Egg Nog

Description: A favorite drink among humans and halflings, egg nog is particularly popular in the winter months. Blending the nog with brandy increases its appeal during celebrations of the winter solstice.

Powers: None. Adding brandy increases the brewing DC by +2 and makes the egg nog a standard alcoholic drink.

Market Price: 4 sp.

Alcohol Tolerance DC: N/a (non-alcoholic); 14 (with brandy).

Components Required: 2 eggs, malted milk, pinch of nutmeg.

Trade Skill (DC): **Brewing (10).**

Firedust

Description: Correctly reducing firewater and other components into a dehydrated state results in a thick, flammable powder commonly used in other tinkering applications.

Gnomes need not seek shamans to purchase their mercury for them; most tinkering vendors near Ak'Anon carry a less pure but perfectly usable product. Brimstone is easily found — though less easily extracted — from the sulfurous vents dotting the Steamfont landscape. Fortunately, the recipe only requires an ounce of the foul substance.

Powers: Firedust ignites upon contact with flame but does not explode unless properly packed and sealed. See "Tinkering" later in this chapter for various applications of this substance.

Market Price: 200 gp/spoonful.

Alcohol Tolerance DC: N/a.

Components Required: Brimstone, 10 flasks of firewater, mercury.

Trade Skill (DC): Brewing (28).

Fizzy Odus Juice

Description: At first glance, this seems an unlikely beverage of choice for Erudites, since its fruity effervescence appears at odds with the typically conservative, austere Erudite demeanor. Its properties are such, however, that many Erudites pursue the art of brewing simply in order to become skilled enough to reliably create this beverage, and once they create it they commonly hoard supplies like misers doting over their gold coins.

A brewer unwilling to pay high costs for sea horse roe must dive deeply into the waters of Erud's Crossing in search of giant seahorse nests. A few hours fishing in deep waters usually yields at least one green gill (a saltwater fish roughly 2 feet in length).

Powers: Fizzy Odus juice is a miraculous drink. In addition to its thirst-quenching properties, it grants the drinker a +1 bonus to both Intelligence and Dexterity and the *flowing thought I* power, all of which last for 30 minutes per drink.

Market Price: 250 gp/drink (1,000 gp/bottle).

Alcohol Tolerance DC: N/a.

Components Required: *Celestial essence*, green gill juice*, sea horse roe, soda water.

Trade Skill (DC): Brewing (30).

* To create green gill juice, one simply dries and powders the bones of the fish and mixes them with water: Trade Skill (brewing) (DC 10).

Innothule Triple Bile

Description: Palatable only to ogres and trolls, this vile concoction sours the very air around its open container. What demented mind first proposed blending varieties of bile with Lothran's absinthe is unknown. Trolls do not care, and ogres regard the happy result as nothing less than divine inspiration. It seems as though this beverage repulses the very substance of magic, as those who drink it acquire some protection from harmful magical effects.

To preserve this property and the freshness of the bile used in making this drink (such as it is), brewers typically store it in a poison vial. The brewer finds skyash and putrid bile within certain drakes found in Skyfire, and underbulk bile comes from the creatures of the same name on the moon of Luclin.

Powers: This miraculous drink is non-alcoholic, but any drinker must make a Fortitude save (DC 18) just to keep it down; a failed save results in the character being *nauseated*

for 2d4 rounds. Ogres and trolls receive a +4 bonus to this save; all other races suffer a –4 penalty (and truly impress ogres and trolls if they succeed).

If the drinker manages to keep the triple bile down, she gains a bonus of magic resistance (4) and a +1 bonus on [magic] saves, both of which last for 1 hour.

Market Price: 60 gp/bottle.

Alcohol Tolerance DC: N/a.

Components Required: Lothran's ancient absinthe, skyash bile, poison vial, putrid bile, underbulk bile.

Trade Skill (DC): Brewing (33).

Kaladim Constitutional

Description: Though non-alcoholic, this brew often fools drinkers into believing otherwise. Once his body grows accustomed to the sensation the drink produces — "somewhat more pleasant than death by electrocution," as some have put it — the drinker feels resilient and is indeed more capable of warding off attacks.

Yarrow purchased from a shaman guildhall serves the brewer's interests best, unless the brewer's interest lies in saving coin, in which case an apothecary offers a less pure herb at half the cost.

Powers: Kaladim constitutional is a miraculous drink, but the drinker must make a Fortitude save (DC 18) upon partaking or be *stunned* for 1 round, and then effectively *staggered* for 1d3 rounds after that (a staggered character may take only one action per round). However, the drinker also gains a +1 bonus to Constitution and a +1 bonus on all saves, both lasting for 20 minutes after the brew is imbibed.

Market Price: 100 gp/drink (400 gp/bottle).

Alcohol Tolerance DC: N/a.

Components Required: *Celestial essence*, soda water, underfoot mushrooms, yarrow.

Trade Skill (DC): Brewing (40).

Malted Milk

Description: A favorite drink among halflings and gnomes, malted milk is also a key ingredient in a few other festive drinks.

Powers: None.

Market Price: 1 sp.

Alcohol Tolerance DC: N/a.

Components Required: Milk, dried milk, malted barley, brewing vessel.

Trade Skill (DC): **Brewing (7).**

Purified Water

Description: Properly infusing water with *celestial essence* divests it of all impurities and fortifies its vitalizing nature.

Powers: Purified water is a miraculous drink. A single gallon will keep a Medium-size character perfectly well hydrated for 1 week.

Market Price: 20 gp (1-gallon jug).

Alcohol Tolerance DC: N/a.

Components Required: *Celestial essence*, 1 gallon of water.

Trade Skill (DC): Brewing (10).

Qeynos Afternoon Tea

Description: The preferred casual drink of the social elite in Qeynos, this tea stimulates body and mind. It also relaxes one's mood and stimulates conversation, and would likely be deified as the drink-of-all-drinks did it not suffer from the unforgivable flaw of being non-alcoholic. Nonetheless, courtiers and socialites wishing to keep their senses sharp prefer this tea to other beverages. Ironically, brewers require two poisonous plants to make it: eucalyptus leaf, sold by both shaman guildhalls and apothecaries; and king's thorn, found in heated vents within the Steamfont Mountains. The final step of preparation involves vigorous stirring with a griffon feather, without which the tea's potency fails to emerge. If not served immediately, bottling the tea with the aid of a corking device preserves its properties for later need.

Powers: Qeynos afternoon tea grants the drinker a +1 bonus to each of Dexterity, Intelligence, Wisdom, and Charisma for 15 minutes after imbibed.

Market Price: 25 gp/cup; 150 gp/pitcher.

Alcohol Tolerance DC: N/a.

Components Required: *Celestial essence*, cream, eucalyptus leaf, griffon feather, king's thorn, tea leaves, corking device (optional).

Trade Skill (DC): Brewing (37).

Brewed Tempers and Tanning Agents

Blacksmiths use special tempers to impart mystical strength to weapons and armor; likewise, unique tanning agents bring remarkable resilience and pliability to the work of the advanced tailor. In the case of cultural smithing, these tempers require rare ingredients, many of which are not wholly natural. To blend these components correctly, a skilled brewer uses techniques far removed from creating alcoholic beverages, even though regular stills and gnomish brew barrels function for this purpose.

Each description below includes ingredients to make enough temper for a single application, but the brewer may blend up to ten times the ingredients at once to yield a like number of tempers. As the blending process takes three days, brewers who are willing to risk the entire batch may maximize their production in this manner.

For details on the cultural armor and weapons for which these tempers and tanning agents are ingredients, see the "Blacksmithing" and "Tailoring" sections of this chapter.

Acorn Oil

Description: Halflings use acorn oil as a tanning agent for their various cultural armors. Misty acorns drop from a rare breed of oak tree found deep enough within Misty Thicket that its collection is not risk-free.

Market Price: 22 gp/tannin.

Components Required: Halfling stouter, Misty acorn.

Trade Skill (DC): Brewing (13).

Bile Temper

Description: This foul-smelling substance nonetheless imparts mystical properties to a troll's smithed works. The necessary vegetables and mushrooms grow in the less sa-

vory regions of Innothule Swamp, but are not overly difficult to find. A pound of each suffices for five tempers. Acquiring the ingredients — and the skill — to brew "Broog's old peculiar" prevents all but the brightest or most persistent trolls from producing this temper.

Market Price: 82 gp/temper.

Components Required: Broog's old peculiar, Innothule mushrooms, swamp vegetables.

Trade Skill (DC): Brewing (17).

Blood Temper

Description: Appropriately named, blood temper runs red with the vital fluids of those who died for its creation. One body each of a dwarf, an elf, and a human (or a barbarian or Erudite) along with a full cask of ogre swill yields 20 tempers.

Market Price: 112 gp/temper.

Components Required: Dwarf blood, elf blood, human blood, ogre swill.

Trade Skill (DC): Brewing (18).

Celestial Temper

Description: This common ingredient in many types of cultural blacksmithing ensures that only the wealthiest (or those with the wealthiest patrons) may advance their skills to the pinnacle of the profession.

Market Price: 3,300 gp/temper.

Components Required: Blue diamond powder, purified water.

Trade Skill (DC): Brewing (22).

Dragon-Egg Oil

Description: Mixing a dragon egg with the right amount of heated water yields this agent, useful for strengthening fabrics, particularly silk. Using dragon-egg oil made with the egg of a true great dragon grants a +4 circumstance bonus to the user's Trade Skill check when making a final product.

Market Price: 100 gp (1,000 gp for a true dragon egg)/per temper.

Components Required: Dragon egg, water.

Trade Skill (DC): Brewing (25).

Earthen Temper

Description: Dwarven armor requires earthen temper, a dense liquid that transmits its properties to certain armor and weapons produced by dwarven hands. Only the lava flows of Skyfire produce igneous rock of the ideal composition necessary for producing earthen temper. The best lava rock is easily identifiable by its distinctive reddish glow, even when cooled. The smith hammers the rock into powder and blends it with dwarven ale and mercury.

A shaman alchemist that views the dwarf favorably might sell mercury, though this quickly becomes expensive. Alternately, a little known secret is mercury's presence within the bodies of some earth elementals. While extracting the mercury may not require an elemental's destruction, they generally seem reluctant to give it up without a fight. A pound of glowing lava rock suffices for one temper.

Market Price: 92 gp/temper.

Components Required: Dwarven ale, lava rock, mercury.

Trade Skill (DC): Brewing (20).

Frost Temper

Description: Barbarians routinely clash with ice goblins, providing the skilled blacksmith relatively easy access to one component of this temper. Brandy, too, rarely even requires the brewer's talents; bottles of it take up space on most tavern shelves. Barbarian blacksmiths need not travel far to find *essence of winter*, but to enter the dangerous realm of Permafrost requires a considerable expedition. No other source of *essence of winter* is known.

Market Price: 375 gp/temper.

Components Required: Brandy, *essence of winter*, ice goblin blood.

Trade Skill (DC): Brewing (24).

Metallic Temper

Description: Grandmaster tinkerers, moreso than blacksmiths, prefer to let others gather the ingredients to their tempers than bother themselves. Brewers in Ak'Anon make a fair living brewing gnomish spirits. Combining firewater and the blood of minotaurs — commonly found among the labyrinthine crevices and cave systems in the Steamfont Mountains — with gnomish spirits yields a silvery fluid known as metallic temper.

Market Price: 50 gp.

Components Required: Firewater, gnomish spirits, minotaur blood.

Trade Skill (DC): Brewing (21).

Moonlight Temper

Description: The high elf smith seeking to reach the pinnacle of smithing mastery faces the difficult task of acquiring the components for moonlight temper. She must harvest morning dew from the forests of Faydark by sunrise, and only that dew sparkling with the presence of pixie dust from passing faeries suffices. With only an hour at best to locate the dew, even the most ardent forager is lucky to find a few drops every few days. Swirling mist presents a different sort of problem, as it is found only as a remnant from a dispersed air elemental, such as those of Steamfont. These acquisitions are nothing, though, compared to finding *essence of moonlight*. This baleful substance forms only in realms dominated by dark forces, most notably the area surrounding Castle Mistmoore or among the undead of Kithicor Forest.

Market Price: 550 gp/temper.

Components Required: *Essence of moonlight*, morning dew, swirling mist.

Trade Skill (DC): Brewing (28).

Oak Bark Tannin

Description: Wood elves face fewer dangers than other races in collecting their tanning components, and oak bark tannin's ubiquitous applications leave it in high demand. Oak trees grow throughout Norrath, though the elf must harvest the bark at sunrise. Wood elves take only a few small pieces out of respect for each tree's gift. Only slightly

more difficult is the acquisition of royal jelly from bixies or giant wasps.

Market Price: 60 gp/tannin.

Components Required: Oak bark, royal jelly.

Trade Skill (DC): Brewing (19).

Royal Temper

Description: Named in deference to the noble rulers of Qeynos, royal temper requires the blood of a griffene, such as those found in the plains of Karana. As if that were not enough, the recipe includes *essence of sunlight*, an elemental essence found predominately in Skyfire and the Desert of Ro. The chromodracs of Skyfire gather it for themselves and rarely give it away. In the Desert of Ro, *essence of sunlight* commonly pools near old ruins where it lies untouched — but rarely alone. Sand giants, undead creatures, and more mundane threats await any adventurer seeking this component. The last component provides some relief to the weary adventurer. Rainwater collected within 24 hours of beginning the brewing process completes the recipe.

Market Price: 325 gp/temper.

Components Required: *Essence of sunlight*, griffene blood, rainwater.

Trade Skill (DC): Brewing (25).

Scale Temper

Description: The iksar exceed even the ogres in seeking blood for their temper, requiring that of their own kind to fulfill the recipe. Iksar smiths commonly acquire this blood from outcasts or other criminals, but resort to more nefarious methods when necessary. Of course, nothing pleases the iksar more than hunting their froglok and sarnak enemies. For the iksar, the blood requirement from these races is a blessing from Cazic-Thule. Iksar may easily purchase the bloodwater component from any Haggle Baron.

Market Price: 120 gp/temper.

Components Required: Bloodwater, froglok blood, iksar blood, sarnak blood.

Trade Skill (DC): Brewing (18).

Shadow Temper

Description: Dark elves relish the opportunity to collect shadow temper's ingredients, for the blood of their hated kin is the central ingredient. Less enjoyable is the killing of shadowed men, yet their remains deteriorate into *essence of shadows*. Dark elves close to home purchase Neriak nectar from any tavern, but those not trusting their handiwork to others brew their own.

Market Price: 300 gp/temper.

Components Required: *Essence of shadows*, high elf blood, Neriak nectar.

Trade Skill (DC): Brewing (25).

Sea Temper

Description: This frothy mixture smells of the ocean from which its components originate. Saltwater seaweed grows in abundance deep within the Ocean of Tears. The fiercest storms leave foamy inland pools in their wake. The mixture of saltwater froth and fresher spring water produces the type of sea foam sought by the human blacksmiths of Freeport. Adventurers must be wary, however, for all manner of creatures stalk these islands, including the fearsome seafury cyclopes. After bringing these ingredients back to the smithy, humans often buy something other than fish wine to celebrate their success.

Market Price: 70 gp/temper.

Components Required: Fish wine, saltwater seaweed, sea foam.

Trade Skill (DC): Brewing (22).

Essences of the Land

Not to be confused with *elemental essences*, "essences of the land" is a catch-all term that refers to mundane substances used to center the power of faithstones and spiritstones. Each essence is a mix of purified water and a substance indigenous to the area, often the oil of a fish.

Essence	Primary Ingredient	Brewing DC
Butcherblock	Stonefish*	20
Cabilis	Deadbone barley**	31
Clockwork	Clockwork kroi*	21
Erud's	Barren flounder*	19
Everfrost	Frost turnip**	30
Faydark	Morning dew	23
Fetid	Leech blood	21
Innothule	Innothule mushrooms**	30
Jungle	Jungle spider venom	24
Marr	Sea salt	18
Nektulos	Glow lichen**	24
Paineel	Hatch dace*	20
Shar Vahl	Payala fruit**	32
Spiteful	Cactus pulp**	22
Thunder	Thunder salmon*	20
Vale	Jumjum stalk**	23
Vital	Surefall sap**	25

*These are fish found in waterways that pass through or adjoin the region.

**These plants are cultivated or grow wild within the region.

Fletching

While wood elves are undisputedly the most devoted fletchers, other races recognize the value of archery and produce their own varieties of bows and arrows. These weapons often require rare parts, most of which cannot be recovered unless an errant arrow lands softly. In most cases, only the arrowhead may be recovered, leading to a grisly retrieval process for a character determined to reuse a particular arrowhead.

Normally, arrows are rendered useless once they hit in combat, and have a 50% chance of being recoverable on a miss. The GM may alter this chance based on circumstances or the make of the arrow. For instance, a steel-shafted arrow with acrylia heads is not nearly as likely to be ruined, but a normal wood-shafted arrow that misses when the target is standing immediately in front of a stone wall is very likely to break.

For more on fletching, see Chapter 6: Trade Skills in the *EQ: Game Master's Guide*.

Special Arrows

A successful Trade Skill (fletching) check for making arrows always yields 5 arrows, and prices below are given for batches of 5 unless otherwise noted in a specific arrow's description.

Note that while anyone may use these "special arrows," the secrets involved in their creation are still closely held by the races noted in their individual descriptions.

Arrows of Glass

Description: Koada'Dal glassblowers create tempered glass arrow shafts for use by high elf fletchers, who always craft these relatively fragile longbow shafts in a specific and highly conventional fashion. While sturdy enough for most travel, *arrows of glass* inevitably shatter inside the target after penetration, causing terrible internal wounds.

Powers: An *arrow of glass* has a +1 bonus to attacks and damage. Further, the round after the arrow strikes it deals an additional 1d8 points of slashing damage from fragmentation in the wound. Thereafter, the target takes 1d4 points of slashing damage for each round during which it engages in strenuous activity, to a maximum of 10 times (i.e., 10d4). A character who makes a successful Heal check (DC 15) may remove the arrow from a wound, thus negating any further damage, but this check in itself deals 1d4 points of damage.

An *arrow of glass* is destroyed whenever it is fired, regardless of whether it hits or misses. This result may be altered by the GM due to exceptional circumstances, such as being fired into an ooze or some such absorptive surface.

Bonus types: Attack = enhancement (magic). Damage = enhancement (nonmagical).

Market Price: 486 gp.

Components Required: Glass shafts (see "Pottery"), velium points, parabolic fletches, fletching kit.

Trade Skill (DC): Fletching (33).

Arrows of the Horizon

Description: The Vah Shir craft these arrows (usually for shortbows) with the intention of achieving the greatest possible advantage against their enemies. The vampyre bats of the Maiden's Eye on Luclin provide the essential components to dramatically increase the range of Vah Shir archers' arrows without sacrificing accuracy.

Powers: These arrows have a +1 bonus to attacks and a +2 bonus to damage, as well as the *distance* quality. However, they are treated as +3 weapons for the purpose of penetrating damage reduction. Further, the archer may ignore up to a –4 penalty assigned for firing at long range — i.e., she may fire the arrow up to 3 range increments without penalty, and suffers only a –2 penalty at 4 increments, –4 at 5 increments, etc. The arrow may still only be fired up to 10 range increments, as normal.

An *arrow of the horizon* that hits is destroyed, while one that misses may be recovered 40% of the time. This chance may be altered by the GM due to circumstances.

Bonus types: Attack = enhancement (nonmagical). Damage = enhancement (nonmagical).

Market Price: 531 gp.

Components Required: Vampyre bat wing fletches, vampyre bat fang arrow heads, bone shafts, fletching kit.

Trade Skill (DC): Fletching (28).

Arrows of Nullification

Description: Ogres were once a highly magical race. Now mostly stripped of their former power, their master fletchers craft arrows able to remove the magical benefits of their foes. These arrows are meant to be fired from great war bows sized for ogres.

A typical evil eye produces enough material for 10 of these arrows.

Powers: These arrows, sized for Huge composite bows (2d6 damage), have a +3 bonus to damage and are treated as +3 weapons for the purpose of penetrating damage reduction. If the *arrow of nullification* hits, the creature struck is affected as if a 6th-level spellcaster had cast *nullify magic* upon him. If multiple spells are in place on the creature, determine the targeted spell(s) at random.

An *arrow of nullification* can be fired from a Large bow, but the archer suffers a –4 penalty to attacks and deals only 1d10 points of damage rather than the arrow's standard 2d6+3.

An *arrow of nullification* that hits may be recovered 25% of the time (otherwise, it is destroyed or ruined), while one that misses may be recovered 50% of the time. These chances may be altered by the GM due to circumstances. A recovered arrow retains its *nullification* power.

Bonus types: Damage = enhancement (nonmagical).

Market Price: 6,480 gp.

Components Required: Evil eye antenna fragments (set into steel arrow head), steel shafts, fletching kit.

Trade Skill (DC): Fletching (35).

Arrows of Pain

Description: Dark elves relish the opportunity to torture others. These arrows are one outlet for this desire, which they use both in war and in stealth attacks upon unsuspecting innocents. Dark elves bind pure darkness to each arrow, ensuring great and enduring pain for the creature struck. The Teir'Dal sometimes let innocents that have been shot

with one of these arrows live, relishing their screams from afar.

Essence of darkness forms in heavily shaded areas of Luclin's dark side, predominately in places inhabited by the Akheva.

Powers: These masterwork arrows have a +1 bonus to attacks and a +3 bonus to damage, as well as the *wounding* quality. They are treated as +2 weapons for the purpose of penetrating damage reduction. A creature struck by one of these arrows must make a Fortitude save (DC 17) or suffer a –4 penalty to all attack rolls and skill checks due to intense pain, which lasts for a random duration according to the below table. Note that this penalty does not stack with that imposed by a second hit from another *arrow of pain*.

Die Roll	Duration
1	4d6 minutes
2	1d4 hours
3	4d6 hours
4	1d4 days

An *arrow of pain* that hits may be recovered 10% of the time (otherwise, it is destroyed or ruined), while one that misses may be recovered 50% of the time. These chances may be altered by the GM due to circumstances. A recovered arrow retains its *pain* power.

Bonus types: Attack = enhancement (magic). Damage = enhancement (nonmagical). Other = arcane.

Market Price: 4,925 gp.

Components Required: *Thickened mana* (infused into the shaft), *essence of darkness* (coating the point), steel shafts, steel points, fletching kit.

Trade Skill (DC): Fletching (38).

Arrows of Penetration

Description: Dwarves know the ways of stone and metal, and dwarven fletchers use their knowledge of the latter to build arrows that easily pass through enemy armor.

Powers: These arrows have a +1 bonus to attacks and a +2 bonus to damage, but they are treated as +3 weapons for the purpose of penetrating damage reduction. The archer may ignore the target's armor and shield bonuses to AC when attacking.

An *arrow of penetration* that hits is ruined, while one that misses may be recovered 33% of the time. These percentages may be altered by the GM due to circumstances. A recovered arrow retains its *penetration* power.

Bonus types: Attack = enhancement (magic). Damage = enhancement (nonmagical).

Market Price: 1,314 gp.

Components Required: Ceramic shafts, brellium points, cockatrice-feather fletches, fletching kit.

Trade Skill (DC): Fletching (35).

Arrows of Venom

Description: Iksar adapt the proboscises and venom sacks of slain venomwings to their fletching. The process is difficult, and a single venomwing only supports the creation of two arrows. However, the shafts are remarkably durable and the venom, while it lasts, severely debilitates the target.

Powers: These arrows have a +1 bonus to attacks and damage; due to its small nock, an *arrow of venom* has a bonus of +20 feet to range increment. Upon striking its target, the arrow delivers potent venom: If the target fails its initial Fortitude save (DC 21), it takes 1d6 points of temporary Strength damage; 1 minute later, a secondary Fort save (DC 21) is required to avoid another 1d4 points of temporary Strength damage. Once an *arrow of venom* strikes a target, its poison is depleted (whether the target saves or not), but the arrow retain its other bonuses if it is recovered.

An *arrow of venom* that hits may be recovered 20% of the time, while one that misses may be recovered 50% of the time. These percentages may be altered by the GM due to circumstances.

Bonus types: Attack = enhancement (magic). Damage = enhancement (nonmagical).

Market Price: 258 gp (2 arrows).

Components Required: Venomwing proboscis shafts, venomwing wing fletches, small nocks, steel points (hollow hunting head mounted around proboscis), fletching kit.

Trade Skill (DC): Fletching (29).

Barbed Arrows of War

Description: These massive arrows, crafted by trolls, inflict terrible damage upon those struck by virtue of their size and the barbs adorning the tip. A troll may use the horns, claws, and teeth of a single gargoyle in making up to 20 arrows. Alternately, collecting the thrown shards of a geonid allows the troll to create 5 arrows. The troll must use a steel shaft to support the power behind these arrows.

Powers: These heavy steel-shafted arrows, sized for Huge bows (2d6 damage), have a +3 bonus to damage and are treated as +3 weapons for the purpose of penetrating damage reduction. In addition, they deal +2d4 points of slashing damage on a hit and have a critical threat range of 18–20 (for the usual x3 damage on a successful crit). However, due to the weight of these arrows, they impose a penalty of –20 feet on the archer's range increment.

A *barbed arrow of war* can be fired from a Large bow, but the archer suffers a –4 penalty to attacks and deals only 1d10+1d4 points of damage rather than the arrow's standard 2d6+3+2d4.

A *barbed arrow of war* that hits may be recovered 20% of the time (otherwise, it is destroyed or ruined), while one that misses may be recovered 66% of the time. These chances may be altered by the GM due to circumstances. A recovered arrow retains its damage bonuses.

Bonus types: Damage = enhancement (nonmagical).

Market Price: 235 gp.

Components Required: Geonid-shard or gargoyle-part points, steel shafts, fletching kit.

Trade Skill (DC): Fletching (34).

Clockwork Arrows

Description: Gnomes can find extraordinary ways to improve (that is, complicate) anything, even something as basic as the arrow. *Clockwork arrows* consist of the usual parts, along with a flammable liquid delivery and ignition system that often works, albeit only once. These arrows are

commonly made for most other folk who trade with gnomes, so they can be found in nearly any size.

Powers: These arrows have a +1 bonus to attacks, although they are treated as +2 weapons for the purpose of penetrating damage reduction. However, due to the awkwardness of these arrows, they impose a –10 feet penalty to range increment. Upon striking a surface, a *clockwork arrow* has a 70% chance to detonate, dealing an additional 1d12 points of fire damage (Fort half, DC 15) to the target struck. If the arrow misses its intended target, there is still a 50% chance that it will detonate against whatever surface it strikes (whether a wall, the ground, another creature, etc.). This likelihood may be altered by the GM due to circumstances. Once a *clockwork arrow* detonates, it is consumed in the burst.

Clockwork arrows are remarkably sturdy if they do not detonate: such an arrow may be recovered 30% of the time if it hit, while one that missed (but did not detonate) may be recovered 70% of the time. These percentages may be altered by the GM under certain circumstances. A recovered arrow retains its detonation power.

Bonus types: Attack = enhancement (magic).

Market Price: 218 gp.

Components Required: Chitterling-barb points, gears, holgresh-wing fletches, spricket nocks, firewater, fletching kit.

Trade Skill (DC): Fletching (27) and tinkering (25).

Forcewrack Arrows

Description: Not surprisingly, these Erudite-made arrows expel magical forces upon impact, dazing as well as damaging a target. A victim struck repeatedly by these arrows can be rendered virtually helpless.

Powers: These arrows have no actual bonus to attacks or damage, although they are treated as +2 weapons for the purpose of penetrating damage reduction. However, a *forcewrack arrow* can process (Proc DC 19) a force effect that deals 4d6 points of magic damage (Reflex half, DC 20) to the target struck; if the target takes any damage from this effect, then it must also make a Will save (DC 20) or be *stunned* for 1 round. (A stunned creature cannot act and loses its Dexterity bonus to AC. Attackers gain +2 bonuses to attack a stunned creature.)

A *forcewrack arrow* that hits is destroyed, and even one that misses may be recovered only 25% of the time. These chances may be altered by the GM due to circumstances. A recovered arrow retains its *forcewrack* power.

Market Price: 755 gp.

Components Required: *Thickened mana* (infused into the shaft), velium points, fletching kit.

Trade Skill (DC): Fletching (33).

Icicle Arrows

Description: The barbarians of Everfrost imbue these slightly barbed arrows with the bone-numbing chill of their frigid lands. Even creatures native to cold environments suffer when pierced with these arrows.

Powers: These arrows have a +2 bonus to attacks and a +1 bonus to damage. In addition, any target struck by one of these shafts suffers a penalty of cold resistance (–15) for as long as the arrowhead remains embedded in its flesh. (A resistance penalty can never reduce a creature's resistance to less than 0.) Then, on each of the following 4 rounds, the arrow deals 1d6 points of cold damage to the target (i.e., 4d6 total). A character who makes a successful Heal check (DC 15) may remove the arrow from a wound, thus negating any further cold damage, but removing the arrowhead deals 1d4 points of damage to the affected creature.

Any *icicle arrow* is ruined once it is fired (though the head may be recovered 50% of the time; this chance may be altered by the GM due to circumstances), whether it hits or not. A recovered arrowhead retains its powers if re-fletched into a new *icicle arrow*.

Bonus types: Attack = enhancement (magic). Damage = enhancement (nonmagical). Resistance = arcane.

Market Price: 1,474 gp.

Components Required: *Imbued ivory points*, griffene feather fletches, bone shafts, fletching kit.

Trade Skill (DC): Fletching (34).

Wood Elf Cultural Fletching

Wood elves craft bows and arrows of a quality like no other race. Indeed, archery and fletching are so deeply embedded in their cultural and religious heritage that they are treated as matters of religious expression. Not only is fletching an art for the Fier'Dal, but its products are central to elven defenses against orcs and other intruders upon the lands they protect. Wood elves use mithril throughout the fletching process, sometimes crafting entire arrows with the substance.

Blessed Champion Arrows

Description: These mithril alloy arrows — called *blessed champion arrows* — require tremendous skill to construct properly. The first wood elf fletchers capable of fashioning these arrows found the fruits of their labors to possess two wholly unexpected benefits. First, mithril alloy arrows are incredibly difficult to break, and, second, as an added blessing from Tunare, they burn their targets with silvery-white flames.

A single mithril alloy rod provides enough material to make 5 arrows.

Powers: These arrows have a +3 bonus to attacks and a +4 bonus to damage as well as a range increment bonus of +40 feet, and they are treated as +5 weapons for the purpose of penetrating damage reduction. In addition, they deal an additional +2d4 points of fire damage upon a successful hit.

A *blessed champion arrow* may be recovered 90% of the time after it is fired, whether it hits or not. This chance may be altered by the GM due to circumstances; for instance, this chance might fall as low as 40% when the arrows are fired against an opponent in adamantite armor, or an arrow might remain perfectly intact but be impossible to recover due to being fired into some location where it simply cannot be found. A recovered arrow retains its powers.

Bonus types: Attack = enhancement (nonmagical). Damage = enhancement (nonmagical).

Market Price: 5,039 gp.

Components Required: Mithril alloy shafts, *blessed mithril alloy points*, mithril alloy fletches, mithril alloy nocks, masterwork fletching kit.

Table 3-14: Mithril Components for Bows

Component	Range Increment	Sneak Bonus	Atk Bonus	Delay	Crit Multiplier	Cost	DC
Light mithril string	+10 ft.	+8	—	—	—	75 gp	+9
Heavy mithril string	+20 ft.	+6	—	—	—	85 gp	+11
Mithril-knifed	—	+2	+2	—	—	400 gp	+9
Mithril cam	+25 ft.	—	—	–1	x4	200 gp	+9
Mithril double-cam	+50 ft.	—	—	–2	x4	750 gp	+14

Table 3-15: Mithril Components for Arrows

Component	Effect	Cost	DC
Shaft	+4 damage bonus	30 gp	20
Point	+5 magic attack	15 gp	+7
Fletching	+3 attack bonus	30 gp	+17
Nock	+40 ft. range	15 gp	+8

Table 3-16: Wood Elf Fletching Tools

Tool	Ingredients	Trade Skill	Market Price	DC
Durable planar beam	Reinforced planar beam, mithril alloy rod, mithril knife	Fletching	8,500 gp	30
Heavy mithril string	Brick of mithril ore, oak bark tannin, morning dew, silk string	Brewing	85 gp	16
Light mithril string	1/2 brick mithril ore, oak bark tannin, silk string	Brewing	75 gp	14
Mithril alloy rod	2 bricks of mithril, 2 bricks of acrylia, smithy hammer, *celestial temper*	Blacksmithing	3,600 gp	25
Mithril knife	1/2 brick of mithril, 2 small molds	Blacksmithing	20 gp	13
Reinforced planar beam	Branch of planar oak, mithril alloy rod, mithril knife	Fletching	4,500 gp	28
Reinforced sylvan branch	Branch of sylvan oak, mithril alloy rod, mithril knife	Fletching	4,000 gp	26

Trade Skill (DC): Blacksmithing (26) and fletching (52).

Blessed Faydark Bows

Description: This style of Fier'Dal bow possesses numerous benefits aside from simply being an excellent weapon. Their construction is not easy, however.

To find a branch of sylvan oak, the character must search through the Wakening Land of Velious. For planar oak, the wood elf must travel to the extraplanar realm of Tunare herself and seek a branch from one of the living plant denizens there. Permission for this sacred item usually requires success in a quest, but the quest giver may be willing to donate several branches to the successful wood elf.

Powers: Each of these weapons has a +2 bonus to attacks, and has other properties dependent on its type, as shown on the following table.

In the hands of a wood elf who worships Tunare, a *blessed Faydark bow* grants additional benefits as shown below.

Bow	Benefits	DC	Market Price
Stinger	Str +2, Wis +2	38	12,618 gp
Swiftbolt	Str +2, Dex +2, Wis +2	41	20,268 gp
Cloudburster	Str +2, Dex +2, Wis +2, mana +8	44	37,280 gp
Thunderbolt	Str +2, Dex +3, Wis +2, hp +12, mana +8, cold, electricity, fire, and magic resistance (4), cold, electricity, fire, and magic saves +1	49	248,246 gp

Bow	Function	Delay	Range Increment	Sneak Bonus	Crit Multiplier
Stinger	+3 mighty bow	–2	+60 ft.	+8	x4
Swiftbolt	+3 mighty bow	–2	+60 ft.	+8	x4
Cloudburster	+4 mighty bow	–2	+70 ft.	+6	x4
Thunderbolt	+5 mighty bow	–2	+70 ft.	+6	x4

commonly made for most other folk who trade with gnomes, so they can be found in nearly any size.

Powers: These arrows have a +1 bonus to attacks, although they are treated as +2 weapons for the purpose of penetrating damage reduction. However, due to the awkwardness of these arrows, they impose a –10 feet penalty to range increment. Upon striking a surface, a *clockwork arrow* has a 70% chance to detonate, dealing an additional 1d12 points of fire damage (Fort half, DC 15) to the target struck. If the arrow misses its intended target, there is still a 50% chance that it will detonate against whatever surface it strikes (whether a wall, the ground, another creature, etc.). This likelihood may be altered by the GM due to circumstances. Once a *clockwork arrow* detonates, it is consumed in the burst.

Clockwork arrows are remarkably sturdy if they do not detonate: such an arrow may be recovered 30% of the time if it hit, while one that missed (but did not detonate) may be recovered 70% of the time. These percentages may be altered by the GM under certain circumstances. A recovered arrow retains its detonation power.

Bonus types: Attack = enhancement (magic).

Market Price: 218 gp.

Components Required: Chitterling-barb points, gears, holgresh-wing fletches, spricket nocks, firewater, fletching kit.

Trade Skill (DC): Fletching (27) and tinkering (25).

Forcewrack Arrows

Description: Not surprisingly, these Erudite-made arrows expel magical forces upon impact, dazing as well as damaging a target. A victim struck repeatedly by these arrows can be rendered virtually helpless.

Powers: These arrows have no actual bonus to attacks or damage, although they are treated as +2 weapons for the purpose of penetrating damage reduction. However, a *forcewrack arrow* can process (Proc DC 19) a force effect that deals 4d6 points of magic damage (Reflex half, DC 20) to the target struck; if the target takes any damage from this effect, then it must also make a Will save (DC 20) or be *stunned* for 1 round. (A stunned creature cannot act and loses its Dexterity bonus to AC. Attackers gain +2 bonuses to attack a stunned creature.)

A *forcewrack arrow* that hits is destroyed, and even one that misses may be recovered only 25% of the time. These chances may be altered by the GM due to circumstances. A recovered arrow retains its *forcewrack* power.

Market Price: 755 gp.

Components Required: *Thickened mana* (infused into the shaft), velium points, fletching kit.

Trade Skill (DC): Fletching (33).

Icicle Arrows

Description: The barbarians of Everfrost imbue these slightly barbed arrows with the bone-numbing chill of their frigid lands. Even creatures native to cold environments suffer when pierced with these arrows.

Powers: These arrows have a +2 bonus to attacks and a +1 bonus to damage. In addition, any target struck by one of these shafts suffers a penalty of cold resistance (–15) for as long as the arrowhead remains embedded in its flesh. (A resistance penalty can never reduce a creature's resistance to less than 0.) Then, on each of the following 4 rounds, the arrow deals 1d6 points of cold damage to the target (i.e., 4d6 total). A character who makes a successful Heal check (DC 15) may remove the arrow from a wound, thus negating any further cold damage, but removing the arrowhead deals 1d4 points of damage to the affected creature.

Any *icicle arrow* is ruined once it is fired (though the head may be recovered 50% of the time; this chance may be altered by the GM due to circumstances), whether it hits or not. A recovered arrowhead retains its powers if re-fletched into a new *icicle arrow*.

Bonus types: Attack = enhancement (magic). Damage = enhancement (nonmagical). Resistance = arcane.

Market Price: 1,474 gp.

Components Required: *Imbued ivory points*, griffene feather fletches, bone shafts, fletching kit.

Trade Skill (DC): Fletching (34).

Wood Elf Cultural Fletching

Wood elves craft bows and arrows of a quality like no other race. Indeed, archery and fletching are so deeply embedded in their cultural and religious heritage that they are treated as matters of religious expression. Not only is fletching an art for the Fier'Dal, but its products are central to elven defenses against orcs and other intruders upon the lands they protect. Wood elves use mithril throughout the fletching process, sometimes crafting entire arrows with the substance.

Blessed Champion Arrows

Description: These mithril alloy arrows — called *blessed champion arrows* — require tremendous skill to construct properly. The first wood elf fletchers capable of fashioning these arrows found the fruits of their labors to possess two wholly unexpected benefits. First, mithril alloy arrows are incredibly difficult to break, and, second, as an added blessing from Tunare, they burn their targets with silvery-white flames.

A single mithril alloy rod provides enough material to make 5 arrows.

Powers: These arrows have a +3 bonus to attacks and a +4 bonus to damage as well as a range increment bonus of +40 feet, and they are treated as +5 weapons for the purpose of penetrating damage reduction. In addition, they deal an additional +2d4 points of fire damage upon a successful hit.

A *blessed champion arrow* may be recovered 90% of the time after it is fired, whether it hits or not. This chance may be altered by the GM due to circumstances; for instance, this chance might fall as low as 40% when the arrows are fired against an opponent in adamantite armor, or an arrow might remain perfectly intact but be impossible to recover due to being fired into some location where it simply cannot be found. A recovered arrow retains its powers.

Bonus types: Attack = enhancement (nonmagical). Damage = enhancement (nonmagical).

Market Price: 5,039 gp.

Components Required: Mithril alloy shafts, *blessed mithril alloy points*, mithril alloy fletches, mithril alloy nocks, masterwork fletching kit.

Table 3-14: Mithril Components for Bows

Component	Range Increment	Sneak Bonus	Atk Bonus	Delay	Crit Multiplier	Cost	DC
Light mithril string	+10 ft.	+8	—	—	—	75 gp	+9
Heavy mithril string	+20 ft.	+6	—	—	—	85 gp	+11
Mithril-knifed	—	+2	+2	—	—	400 gp	+9
Mithril cam	+25 ft.	—	—	–1	x4	200 gp	+9
Mithril double-cam	+50 ft.	—	—	–2	x4	750 gp	+14

Table 3-15: Mithril Components for Arrows

Component	Effect	Cost	DC
Shaft	+4 damage bonus	30 gp	20
Point	+5 magic attack	15 gp	+7
Fletching	+3 attack bonus	30 gp	+17
Nock	+40 ft. range	15 gp	+8

Table 3-16: Wood Elf Fletching Tools

Tool	Ingredients	Trade Skill	Market Price	DC
Durable planar beam	Reinforced planar beam, mithril alloy rod, mithril knife	Fletching	8,500 gp	30
Heavy mithril string	Brick of mithril ore, oak bark tannin, morning dew, silk string	Brewing	85 gp	16
Light mithril string	1/2 brick mithril ore, oak bark tannin, silk string	Brewing	75 gp	14
Mithril alloy rod	2 bricks of mithril, 2 bricks of acrylia, smithy hammer, *celestial temper*	Blacksmithing	3,600 gp	25
Mithril knife	1/2 brick of mithril, 2 small molds	Blacksmithing	20 gp	13
Reinforced planar beam	Branch of planar oak, mithril alloy rod, mithril knife	Fletching	4,500 gp	28
Reinforced sylvan branch	Branch of sylvan oak, mithril alloy rod, mithril knife	Fletching	4,000 gp	26

Trade Skill (DC): Blacksmithing (26) and fletching (52).

Blessed Faydark Bows

Description: This style of Fier'Dal bow possesses numerous benefits aside from simply being an excellent weapon. Their construction is not easy, however.

To find a branch of sylvan oak, the character must search through the Wakening Land of Velious. For planar oak, the wood elf must travel to the extraplanar realm of Tunare herself and seek a branch from one of the living plant denizens there. Permission for this sacred item usually requires success in a quest, but the quest giver may be willing to donate several branches to the successful wood elf.

Powers: Each of these weapons has a +2 bonus to attacks, and has other properties dependent on its type, as shown on the following table.

In the hands of a wood elf who worships Tunare, a *blessed Faydark bow* grants additional benefits as shown below.

Bow	Benefits	DC	Market Price
Stinger	Str +2, Wis +2	38	12,618 gp
Swiftbolt	Str +2, Dex +2, Wis +2	41	20,268 gp
Cloudburster	Str +2, Dex +2, Wis +2, mana +8	44	37,280 gp
Thunderbolt	Str +2, Dex +3, Wis +2, hp +12, mana +8, cold, electricity, fire, and magic resistance (4), cold, electricity, fire, and magic saves +1	49	248,246 gp

Bow	Function	Delay	Range Increment	Sneak Bonus	Crit Multiplier
Stinger	+3 mighty bow	–2	+60 ft.	+8	x4
Swiftbolt	+3 mighty bow	–2	+60 ft.	+8	x4
Cloudburster	+4 mighty bow	–2	+70 ft.	+6	x4
Thunderbolt	+5 mighty bow	–2	+70 ft.	+6	x4

Bonus types: Ability scores = arcane. Attack = enhancement (nonmagical). Hit points = arcane. Mana = arcane. Resistance = arcane. Save = arcane.

Slot: Ranged (archery).

Weight: 2 lbs. (shortbow) or 3 lbs. (longbow).

Components Required: 2 mithril bow cams, mithril knife, fletching kit, and the following determined by bow type:

Bow	Additional Component
Stinger	Branch of sylvan oak, light mithril string
Swiftbolt	Reinforced sylvan branch, light mithril string
Cloudburster	Reinforced planar beam, heavy mithril string
Thunderbolt	Durable planar beam, heavy mithril string

Pathfinder Arrows

Description: Wood elf archers prefer to attack their opponents from vantage points in the trees. This often leads to difficult shots, as targets quickly find woodland cover and intervening branches block an arrow's path. These arrows allow the archer to ignore such obstacles, since they pass harmlessly through any wooden or vegetable matter without any loss of force.

Powers: These arrows have no actual bonuses to attacks or damage, but they are treated as +1 weapons for the purpose of penetrating damage reduction. When fired by an elven or half elven worshipper of Tunare, they are treated as +5 weapons for this purpose. More remarkably, *pathfinder arrows* are not impeded by inanimate vegetable matter, be it that of an ancient oak tree or a patch of brambles, or even a varnished wooden door or the wall of a log cabin. A target loses any cover bonuses provided by such matter as long as the archer knows the target's position. Concealment miss chances provided by such materials (such as for an orc trying to hide behind a hedgerow) are halved.

A *pathfinder arrow* used against an animate plant creature does not gain any bonuses to attacks or damage, but the archer may score critical hits normally despite the fact that plant creatures are normally immune to criticals. Further, any special qualities the creature might have that reduce piercing damage are nullified, so that a *pathfinder arrow* always deals normal damage against plant creatures.

A *pathfinder arrow* that hits is destroyed, and one that misses may be recovered 50% of the time. These chances may be altered by the GM due to circumstances. A recovered arrow retains its powers.

Market Price: 627 gp.

Components Required: *Enchanted mistletoe leaf fletches*, oak bark tannin-treated wood shafts, mithril points, small nocks, fletching kit.

Trade Skill (DC): Fletching (30).

Karana Cultural Fletching

Wood elf servants of Tunare are not the only devoted fletchers of Norrath. Human, halfling, and half elf followers of Karana, particularly rangers, take advantage of the Rainkeeper's secrets to craft deadly bows and arrows.

Karana

Description: When Karana wills it, a bolt of lightning strikes the earth somewhere in the plains of Karana. The bolt's passing transforms a stone into a translucent blue stone called a *plains pebble*. When such lightning strikes occur on a cloudless day, those who know of such things seek the plains pebbles out. Followers of Karana bring the still smoking stones to the Rainkeeper's temples for the priests to bless.

Metal	Effect	DC	Market Price
Silver	Con +1, +3 mana	11	2,100 gp
Electrum	Con +1, Wis +1, +4 mana	15	5,600 gp
Gold	Con +1, Wis +1, +10 mana	21	7,000 gp
Platinum	Con +1, Wis +1, +12 mana, no vision penalties due to rain	27	9,600 gp
Velium	Con +1, Wis +2, +15 mana, no vision or movement penalties due to rain	33	43,500 gp

Mithaniel Marr

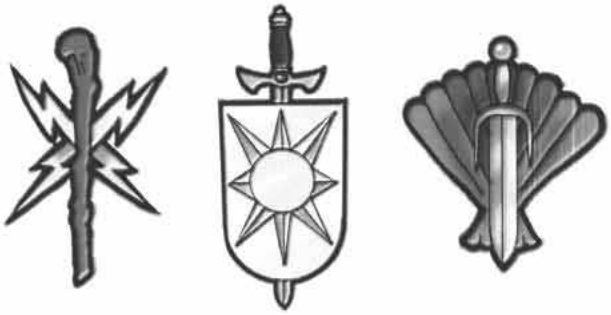
Description: The diamond represents the power of the Lightbringer. Because of the cost of the diamond, few followers of Mithaniel Marr outside of the nobility wear *imbued diamond* jewelry, but those few benefit highly from its rare power.

Metal	Effect	DC	Market Price
Silver	Con +1, all resistances (2)	21	3,600 gp
Electrum	Con +1, Wis +1, all resistances (3)	27	7,400 gp
Gold	Con +1, Wis +1, all resistances (6)	33	9,800 gp
Platinum	Con +2, Wis +2, all resistances (7)	41	16,600 gp
Velium	Con +2, Wis +2, all resistances (8), +1 to attacks with longsword	49	22,400 gp

Prexus

Description: Devoted Erudites and sailors seeking favor dive deeply in search of the rare black pearl, considered a powerful good omen for all followers of the Oceanlord.

Metal	Effect	DC	Market Price
Silver	Wis +1, DR 2/+1	17	16,000 gp
Electrum	Wis +1, DR 3/+1	23	44,500 gp
Gold	Wis +1, DR 4/+2	29	106,000 gp
Platinum	Wis +2, DR 5/+2, +3 to Swim checks	39	202,725 gp
Velium	Wis +2, DR 6/+3, +6 to Swim checks	49	350,000 gp



Quellious

Description: Followers of the Tranquil collect topazes throughout their travels, keeping them close during their prayers in hope that Quellious will bless them on the path to knowledge and understanding.

Metal	Effect	DC	Market Price
Silver	Cha +1, +1 to Diplomacy and Sense Motive checks	11	1,600 gp
Electrum	Cha +1, disease save +1, +1 to Diplomacy and Sense Motive checks	15	2,250 gp
Gold	AC +1, Cha +1, disease save +2, +1 to Diplomacy and Sense Motive checks	21	7,400 gp
Platinum	AC +1, Cha +2, disease save +3, +1 to Knowledge checks	27	13,900 gp
Velium	AC +1, Int +1, Wis +1, Cha +2, disease save +4, +1 to Knowledge checks	33	25,600 gp

Rallos Zek

Description: The Warlord's combative followers wear jade to please their bloody patron deity. In a religion where strength and victory are of paramount importance, those who are able get these blood-stained bits of jade imbued. Their prayers rise to Rallos Zek with the stench of fallen enemies.

Metal	Effect	DC	Market Price
Silver	AC +1, +2 hit points	12	2,900 gp
Electrum	AC +1, +4 hit points	17	3,550 gp
Gold	AC +1, Str +1, +7 hit points	23	7,400 gp
Platinum	AC +2, Str +1, +10 hit points	31	14,000 gp
Velium	AC +2, Str +2, +14 hit points, +1 damage with bastard sword	39	21,300 gp

Rodcet Nife

Description: The Prime Healer offers both protection from harm and the ability to heal others through imbuing the opal, his sacred gem. The healing abilities granted by electrum or better jewelry are usable as a free action (but they may only be used once per round).

Metal	Effect	Caster Level	DC	Market Price
Silver	Con +1, disease and poison resistance (1)	3	12	1,500 gp
Electrum	Con +1, disease and poison resistance (2), *minor healing* 2/day	3	17	6,800 gp
Gold	Con +1, disease and poison resistance (3), *light healing* 2/day	4	23	11,000 gp
Platinum	Con +2, disease and poison resistance (5), disease and poison save +1, *healing* 2/day	7	31	30,600 gp
Velium	Con +2, disease and poison resistance (8), disease and poison save +2, *greater healing* 2/day	11	39	62,200 gp

Solusek Ro

Description: Only wizards have the power to imbue the fire opal, the Burning Prince's gem of choice. Wearers suffer physical weakness, but gain great insights into the destructive power of wizardry. The "save DC" bonus applies to the target's saving throws against the wearer's evocation spells.

Metal	Effect	DC	Market Price
Silver	Int +1, +2 hit points, +3 mana, fire resistance (1), –1 on Strength-based checks	12	3,600 gp
Electrum	Str –1, Int +1, +3 hit points, +6 mana, fire resistance (2)	17	6,000 gp
Gold	Str –1, Int +2, +3 hit points, +7 mana, fire resistance (4), fire save +1	23	11,500 gp
Platinum	Str –2, Int +2, +4 hit points, +8 mana, fire resistance (6), fire save +1, +1 save DC	31	14,100 gp
Velium	Str –2, Int +3, +5 hit points, +10 mana, fire resistance (8), fire save +2, +1 save DC	39	21,200 gp

The Tribunal

Description: The barbarians of northern Antonica gather ivory from the mammoths and walruses that populate the regions surrounding Halas. Whether imbued plain or as scrimshaw, ivory adorns the mightiest followers of the Tribunal, enhancing their wisdom and thus their ability to mete out justice.

Metal	Effect	DC	Market Price
Silver	AC +1, cold resistance (1), +1 to Wisdom-based checks	11	3,800 gp
Electrum	AC +1, Wis +1, cold resistance (2)	15	4,700 gp
Gold	AC +1, Wis +1, +2 hit points, cold resistance (3)	21	7,200 gp
Platinum	AC +1, Wis +2, +5 hit points, cold resistance (5), cold save +1	27	13,600 gp
Velium	AC +2, Wis +2, +8 hit points, cold resistance (8), cold save +2	33	20,800 gp

Tunare

Description: The emerald symbolizes Tunare's love for the natural world and for the elves who care for it. Priests of the Mother of All imbue emeralds with the power to ward their wearers against attack, fire, and disease.

Metal	Effect	DC	Market Price
Silver	AC +1, disease and fire resistance (1)	11	2,500 gp
Electrum	AC +1, disease and fire resistance (3)	15	3,600 gp
Gold	AC +1, Wis +1, disease and fire resistance (5), disease and fire saves +1	21	7,200 gp
Platinum	AC +2, Wis +1, disease and fire resistance (8), disease and fire saves +2	27	14,000 gp
Velium	AC +2, Wis +2, disease and fire resistance (11), disease and fire saves +2	33	21,200 gp

Veeshan

Description: Few indeed worship the Wurmqueen — mostly bards who find a strange attraction to dragonkind and seek wisdom from the Mother of all Wurms. Whether they ever receive such enlightenment none can say, but there is no denying the power of their *imbued fused dragon crystals*.

The "save DC" bonus below modifies the target's saving throw, if any, to the wearer's songs. The bonus to "musical checks" pertains to Perform (singing) and Play Instrument checks. The "saving throws against dragonkind" refer to the breath weapons and spells of all creatures of the dragon type.

Metal	Effect	DC	Market Price
Silver	+1 to musical checks, +1 save DC	12	4,000 gp
Electrum	+1 AC, +1 to musical checks, +1 save DC	17	8,000 gp
Gold	+1 AC, +5 hit points, +2 to musical checks, +1 save DC	23	15,000 gp
Platinum	+1 AC, +7 hit points, +2 to musical checks, +2 save DC, +1 to saving throws against dragonkind	30	16,900 gp
Velium	+2 AC, +10 hit points, +3 to musical checks, +2 save DC, +2 to saving throws against dragonkind	37	30,000 gp

Cazicite Jewelry

Recent forays into the Lost Temple of Cazic-Thule netted numerous chunks of the substance called Cazicite. This otherworldly substance seems to originate in the Plane of Fear, but is a byproduct of the rituals of worship performed by the lizardmen in their accursed temple. Experimentation eventually proved a use for this material in the making of enchanted jewelry. Properly applying Cazicite is difficult, yet it is highly rewarding due to the greatly enhanced powers of such jewelry. The process is expensive but results in jewelry superior in some respects to that produced with normal jewelcraft. With this variation, Cazicite substitutes for the five metals, and *distilled mana* provides the proper enchantment.

Enchanted Cazicite Bar

Description: To create the metal for use in this form of jewelcraft, a blacksmith melts, shapes, and cools 2 ounces of Cazicite, using *distilled mana* as a temper.

Powers: A jeweler may combine an *enchanted Cazicite bar* with a certain gem, yielding specific results. The process only functions with a few rare gems, as detailed below.

Market Price: 3,000 gp.

Components Required: *Distilled mana*, 2 ounces Cazicite.

Trade Skill (DC): Blacksmithing (24).

Cazicite Jewelcraft

Gem	Effect	Jewelcraft DC	Market Price
Black Sapphire	AC +1, +10 hit points, +7 mana, all resistances (3)	46	40,200 gp
Blue Diamond	AC +2, +5 mana, +4 hit points, all saves +5	50	72,200 gp
Diamond	AC +1, +6 mana, +5 hit points, all resistances (9)	48	27,400 gp
Ruby	AC +1, +4 mana, +1 to save DC, –2 mana cost for all spells, all resistances (2)	45	22,800 gp
Sapphire	AC +1, +6 mana, +3 hit points, +3 to Channeling checks, +2 to save DC	43	29,450 gp

Bonespun Jewelry

Once the closely kept secret of a privileged few, the mysteries of bonespun jewelry have only recently spread among disciples of dark magic. The stories surrounding bonespun credit the technique's origin with any of half a dozen famed necromancers, but most commonly with the Erudite Miragul. Whoever the inventor may be, the process gradually gained adherents among necromancers and even shadow knights.

Like other enchanted jewelry, bonespun enhances some attribute or other of the wearer. In this case, however, only undead wearers — including summoned skeletal and spectral companions — gain any benefit.

Most bonespun jewelry consists of a gem and an enchanted piece of vertebra from an intelligent (Intelligence score 4+) humanoid or monstrous humanoid creature. The number of usable vertebrae that may be collected depends on the size of the creature.

Creature Size	Usable Vertebrae
Small	1d4+2
Medium-size	1d6+4
Large	2d4+6

The spinal columns of creatures of sizes smaller or larger than those listed are of imperfect size for this gruesome practice, although they might be of use to giant necromancers, at the GM's discretion. The necromancer or shadow knight enchants each harvested vertebra using the spell *awaken bone* (see sidebar). Crafting may then begin.

Any jeweler with a properly imbued vertebra and a high-quality gem can fashion bonespun as she would any other enchanted jewelry, with failure yielding the same results. A knowledgeable and skilled artisan who has explored the Lost Temple of Cazic-Thule or bartered with its inhabitants might also add Cazicite to his bonespun jewelry, adding enhanced powers to the bonespun version.

While most equipment vanishes upon the destruction or banishment of a pet, bonespun jewelry does not suffer this fate. Many types of bonespun jewelry allow the undead wearer to process an effect, but only if it is made in the form of rings. Thus, a pet cannot process more than two separate effects using bonespun jewelry.

New Spell

Awaken Bone

Alteration

Level: Nec 10, Shd 20

Spell Line: *Imbue* [*Gem*]

Mana: 30

Components: V, M

Casting Time: 1 action

Recast: None

Range: Personal

Target: One vertebra from an intelligent humanoid or monstrous humanoid

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell infuses bones with negative energy, enchanting them for various dark purposes. Most commonly, necromancers and shadow knights use *imbued bone* to craft bonespun jewelry. This spell also grants the bone the *ghost touch* quality (see *EQ: Game Master's Guide*, p. 115) so that it can be worn by incorporeal undead. Rumors tell of more powerful necromancers using this spell in conjunction with other rituals to create powerful undead constructs.

Amber

Description: Amber bonespun boosts the physical strength of an undead wearer. Combined with Cazicite, it can also *instill fear* into an opponent with a successful Proc check (DC 20): the target must make a Will save (DC 22) or be *shaken* for 1d6 rounds; if the subject fails a second time against the proc while he is still shaken, he becomes *frightened*.

Material	Effect	DC	Market Price
Bonespun	+3 Str	29	6,750 gp
Cazicite	Str +4, *instill fear* proc	34	14,250 gp

Amethyst

Description: As in "normal" enchanted jewelry, amethysts reduce electricity damage received by an opponent. Combined with Cazicite, this jewelry also grants the undead wearer a proc effect (Proc DC 20) identical to the spell *shock of lightning* (Reflex half, DC 19).

Material	Effect	DC	Market Price
Bonespun	Electricity saves +2	16	300 gp
Cazicite	Electricity saves +2, *shock of lightning* proc	35	12,395 gp

Azurite

Description: Azurite preserves the undead wearer against harm from corrosive substances. Cazicite also grants the wearer enhanced bone-knitting abilities.

Material	Effect	DC	Market Price
Bonespun	Acid saves +2	16	300 gp
Cazicite	Acid saves +3, fast recovery	30	9,000 gp

Black Pearl

Description: Bonespun fashioned with the rare black pearl prevents injury from nonmagical weapons. The Cazicite version reinforces this protection considerably.

Material	Effect	DC	Market Price
Bonespun	DR 3/+1	24	31,875 gp
Cazicite	DR 3/–	36	67,500 gp

Black Sapphire

Description: Black sapphire bonespun significantly increases the resilience of undead creatures — even more so with Cazicite.

Material	Effect	DC	Market Price
Bonespun	+13 hit points	23	1,950 gp
Cazicite	+20 hit points	35	30,000 gp

Blue Diamond

Description: While most creators of bonespun jewelry might prefer to craft blue diamonds on their own behalf, the wealthiest spare no expense in enhancing their servants.

Material	Effect	DC	Market Price
Bonespun	All saves +4, +4 hit points	33	13,350 gp
Cazicite	All saves +6, +8 hit points	45	271,950 gp

Carnelian

Description: Carnelians in bonespun jewelry increase the reaction time of undead wearers.

Material	Effect	DC	Market Price
Bonespun	+3 bonus to initiative	15	340 gp
Cazicite	+5 bonus to initiative	25	2,505 gp

Cat's Eye Agate

Description: This jewelry adds a concussive proc effect (Proc DC 20) identical to a *stun* spell (Fortitude negates, DC 14) to the wearer's melee attacks. Adding Cazicite reduces the Proc DC to 19 and increases the Fort save DC to 18.

Material	Effect	DC	Market Price
Bonespun	*Stun* proc	19	1,500 gp
Cazicite	*Stun* proc	26	3,000 gp

Diamond

Description: Bonespun diamonds shield the wearer against all manner of energy damage. Cazicite bonespun improves this resistance markedly.

Material	Effect	DC	Market Price
Bonespun	All resistances (8)	32	4,800 gp
Cazicite	All resistances (12)	41	8,400 gp

Emerald

Description: Warriors, wizards, and even peasants who must battle the undead often resort to fire as an effective means of harming their assailants. Emerald bonespun retards such efforts, and the Cazicite version actually makes fire a weapon of the undead: it gains a process effect (Proc DC 20) identical to the spell *flame lick* (Fort half, DC 19).

Material	Effect	DC	Market Price
Bonespun	Fire save +3	19	675 gp
Cazicite	Fire save +3, *flame lick* proc	30	3,770 gp

Fire Emerald

Description: This rarer variety of emerald increases the ferocity of undead creatures in combat, making it particularly effective when used in conjunction with other forms of bonespun jewelry that possess process effects.

Material	Effect	DC	Market Price
Bonespun	+2 to melee attacks and damage	31	7,500 gp
Cazicite	+4 to melee attacks and damage	44	30,000 gp

Fire Opal

Description: Fire opal bonespun strengthens undead bones and the ephemera of less corporeal creatures. The AC granted by these items is an arcane bonus.

Material	Effect	DC	Market Price
Bonespun	AC +2, +11 hit points	29	8,400 gp
Cazicite	AC +3, +19 hit points	40	42,750 gp

Garnet

Description: The garnet offers protection against sonic effects. The Cazicite version grants the wearer a process effect (Proc DC 20) identical to the song *Brusco's boastful bellow* (1d6+3 sonic damage; Fort half, DC 19).

Material	Effect	DC	Market Price
Bonespun	Sonic save +3	19	675 gp
Cazicite	Sonic save +3, *Brusco's boastful bellow* proc	30	2,925 gp

Gypsum

Description: Like the garnet, gypsum bonespun buffers its wearer against sonic attacks. The Cazicite version actually turns such attacks to the wearer's advantage by granting it the *sonic absorption* special quality: For every 3 points of sonic damage that would be dealt to the wearer, it actually heals 1 hit point of damage.

Material	Effect	DC	Market Price
Bonespun	Sonic resistance (6)	18	450 gp
Cazicite	Sonic absorption	36	25,000 gp

Hematite

Description: Hematite bonespun wards the wearer from fire. The Cazicite version is particularly powerful in this respect.

Material	Effect	DC	Market Price
Bonespun	Fire resistance (6)	20	600 gp
Cazicite	Fire resistance (10)	30	1,000 gp

Jacinth

Description: The jacinth helps to ward the wearer against pure magic attacks.

Material	Effect	DC	Market Price
Bonespun	Magic save +4	21	1,200 gp
Cazicite	Magic save +6	30	2,700 gp

Jade

Description: Jade protects undead much as standard enchanted fire opal jewelry does a living wearer. However, whereas normal enchanted jade increases a living caster's mana pool, the bonespun variant grants the wearer a *mana drain* process effect (Proc DC 20): The target loses the number of mana noted below, with a successful Will save (DC 20 for regular bonespun, DC 25 for Cazicite) reducing the amount of drain by half.

Material	Effect	DC	Market Price
Bonespun	AC +1, +5 hit points, *mana drain* proc (1d4 mana)	27	6,000 gp
Cazicite	AC +2, +8 hit points, *mana drain* proc (2d4 mana)	36	12,825 gp

Jasper

Description: Bonespun jasper grants the wearer a process effect (Proc DC 20) similar to the spell *enfeeblement* (Fort negates; DC 14 for regular bonespun, DC 18 for Cazicite).

Material	Effect	DC	Market Price
Bonespun	*Enfeeblement* proc (lasts 4d6 rounds)	18	1,350 gp
Cazicite	*Enfeeblement* proc (lasts 2d6 minutes)	29	2,500 gp

Lapis Lazuli

Description: Undead need not fear disease, but bonespun lapis lazuli jewelry allows them to inflict illness upon those who do. The wearer gains a process effect (Proc DC 20) identical to the spell *sicken* (Fort negates; DC 14 for regular bonespun, DC 18 for Cazicite).

Material	Effect	DC	Market Price
Bonespun	*Sicken* proc	17	1,200 gp
Cazicite	*Sicken* proc	27	2,250 gp

Malachite

Description: Bonespun malachite reverses the usual power of enchanted malachite, granting the wearer a process effect (Proc DC 20) identical to the spell *tainted breath* (Fort half; DC 15 for regular bonespun, DC 19 for Cazicite).

Material	Effect	DC	Market Price
Bonespun	*Tainted breath* proc	20	1,400 gp
Cazicite	*Tainted breath* proc	29	2,600 gp

Onyx

Description: Bonespun onyx augments the undead wearer's adroitness, making it both more difficult to hit and more likely to trigger its process effects (if any).

Material	Effect	DC	Market Price
Bonespun	Dex +2	17	3,000 gp
Cazicite	Dex +4	33	12,000 gp

Opal

Description: Bonespun opal grants a dodge (not arcane) AC bonus to its undead wearer, particularly against attacks from a distance.

Material	Effect	DC	Market Price
Bonespun	AC +2	28	3,000 gp
Cazicite	AC +3, or +5 vs. ranged attacks	36	9,200 gp

Pearl

Description: Pearls corrupted by the application of awakened bone grant the wearer a process effect (Proc DC 21) identical to the spell *malise* (Fort negates, DC 21; caster level 11). The Cazicite version is even more debilitating, its process effect (Proc DC 24) identical to the spell *malisement* (Fort negates, DC 27; caster level 17).

Material	Effect	DC	Market Price
Bonespun	*Malise* proc	33	9,375 gp
Cazicite	*Malisement* proc	39	29,350 gp

Peridot

Description: The peridot wards those under its potent mystical protection against the effects of cold. If the undead wearer has the fire subtype, then the bonuses granted by this jewelry are divided by 3 (round down).

Material	Effect	DC	Market Price
Bonespun	Cold resistance (20), cold save +5	21	1,875 gp
Cazicite	Cold resistance (28), cold save +7	29	2,625 gp

Ruby

Description: Of all bonespun jewelry, the ruby may be the most highly prized. A necromancer or shadow knight wishing to *reclaim energy* from a pet wearing this jewelry regains significantly more mana in exchange for the lost companion.

Material	Effect	DC	Market Price
Bonespun	Increases mana gained by *reclaim energy* by 25%	24	4,000 gp
Cazicite	Increases mana gained by *reclaim energy* by 50%	33	6,500 gp

Sapphire

Description: An undead creature adorned with this jewelry gains a terrible process effect (Proc DC 21) that inflicts 1 negative level (after 24 hours, Fort negates [DC 20]) upon a living target. The Cazicite version (Proc DC 22) is much harder to resist (Fort DC 27).

Material	Effect	DC	Market Price
Bonespun	Energy drain	27	7,500 gp
Cazicite	Energy drain	38	49,500 gp

Star Rose Quartz

Description: This variety of quartz supernaturally enhances the intellect of undead creatures, allowing pets to perform their duties with greater clarity and free-willed undead to use their necromantic powers (if any) more often and with greater success.

Material	Effect	DC	Market Price
Bonespun	Int +2	29	4,000 gp
Cazicite	Int +4	36	16,000 gp

Star Ruby

Description: Bonespun star ruby enhances an undead creature's special attacks, including spell-like abilities — but not including process effects from other bonespun jewelry or items, or from spells derived from class abilities — making them more difficult to resist. Cazicite jewelry further strengthens these abilities. The "save DC" bonus modifies the target's DC to resist an undead creature's special abilities.

Material	Effect	DC	Market Price
Bonespun	Save DC +2	30	8,000 gp
Cazicite	Save DC +3	40	18,000 gp

Topaz

Description: An undead creature wearing bonespun topaz gains a process effect (Proc DC 20) that imposes *slow (3)* (Will negates, DC 17) upon a living target. The Cazicite version imposes a *slow (4)* effect, and is much harder to resist (Will DC 24).

Material	Effect	DC	Market Price
Bonespun	*Slow (3)* proc (lasts 1d6+1 rounds)	24	1,600 gp
Cazicite	*Slow (4)* proc (lasts 2d6 rounds)	31	6,300 gp

Turquoise

Description: The undead state lacks warmth, even for those rare unliving beings whose hearts retain goodness. Bonespun turquoise chills a target's flesh, giving her a taste of the eternal cold of undeath. The wearer gains a process effect (Proc DC 20) identical to the spell *shock of ice* (Reflex half; DC 15 for regular bonespun, DC 20 for Cazicite).

Material	Effect	DC	Market Price
Bonespun	*Shock of ice* proc	22	1,350 gp
Cazicite	*Shock of ice* proc	30	2,500 gp

Wolf's Eye Agate

Description: The wolf's eye agate in its normal enchanted state confers resistance to magic damage upon the wearer. Conversely, a target struck by an undead creature wearing bonespun jewelry of this type feels his resistance to magic falter as the barking of Tashan fills his ears. The wearer of bonespun wolf's eye agate jewelry gains a process effect (Proc DC 20) identical to the spell *Tashan* (caster level 5). The Cazicite version is even more debilitating, its effect being identical to the spell *Tashani* (caster level 11).

Material	Effect	DC	Market Price
Bonespun	*Tashan* proc	20	900 gp
Cazicite	*Tashani* proc	28	1,750 gp

Zircon

Description: Bonespun zircon's process siphons the defensive capabilities of the target and transfers them to the jewelry's wearer, who gains a process effect (Proc DC 20) identical to the spell *scream of pain* (Will negates, DC 17; caster level 7). The Cazicite version (Proc DC 19) has a Fortitude DC of 22 (caster level 12).

Material	Effect	DC	Market Price
Bonespun	*Scream of pain* proc	18	1,200 gp
Cazicite	*Scream of pain* proc	26	3,500 gp

Poison Making

The search for more efficient ways to slay or disable the enemy always continues. Periodically, as a result of this search, rogues will perfect a new brand of poison. For a time, it is their secret to keep, but inevitably spies or chance result in the passing of this lore from one hand to the next, until it becomes known to rogues everywhere. Presented here are several well-kept secrets from the various rogue guilds of Norrath.

Baffling Sweetmist

Description: The vapors from a broken vial of this powder stimulate the senses into disorientation. Most afflicted creatures stand about biting at the sweetmist until distracted into other behavior.

Purple hepatica grows in the Rujarkian Hills, atop the Grand Plateau of Odus and throughout the Loping Plains of Faydwer.

Effects: This poison is thrown as a grenadelike weapon. A creature that fails its initial Fortitude save is *confused* for 1 minute and suffers a –4 penalty on its save against the secondary damage; failure against the secondary damage results in confusion for 1d10 minutes.

Components Required: Evil eye humors, purple hepatica petals, giant wasp royal jelly, larent suspension, grenade.

Trade Skill (DC): Poison making (31).

Beast Stalker

Description: The barbarians of Everfrost often contend with large, unruly beasts gone mad under the influence of corruptive forces. Rogues of the White Rose apply this poison to bait, hoping to disable such violent creatures long enough for the Wolves of the North to slay it.

Both castor bean and hound's tongue grow deep in the hilly lands between Qeynos and Surefall Glade and along Lake Rathetear.

Effects: See Table 3–17; this poison affects only animals, beasts, and vermin.

Components Required: Castorbean, hound's tongue, constrict suspension, poison vial.

Trade Skill (DC): Poison making (28).

Table 3-17: New Poisons

Poison	Type	Initial Damage	Secondary Damage	Market Price
Trail sweat	Injury DC 13	1d4 Dex	See description	40 gp
Misty tremens*	Injury DC 33	2d6 hp + 1d4 Dex	1d6 hp + *blindness*	600 gp
Manaflame	Contact DC 27	1d10 mana and hp	1d10 mana and hp	175 gp
Vaporous blistercrisp	Contact DC 33	4d6 fire	4d6 fire	500 gp
Berserker's broth	Ingested DC 19	See description	See description	100 gp
Enervative thurium	Ingested DC 24	*Fatigued*	*Exhausted*	275 gp
Beast stalker**	Ingested DC 28	2d6 Str	4d10 hp	250 gp
Minddark	Ingested DC 29	See description	*Paralysis, blindness*	350 gp
Humor of Innoruuk	Ingested DC 30	1d4+1 Wis	See description	500 gp
Needle flux	Ingested DC 32	5d10 hp	1 Con† + 1d10 hp	425 gp
Baffling sweetmist	Inhaled DC 31	*Confused*	*Confused*	550 gp
Petrifying mortis	Inhaled DC 34	1d6 Dex + 50% speed decrease	1d6 Dex† + 50% speed decrease	400 gp

* Treat hit point damage from this poison as having the sonic descriptor.

** This poison affects only animals, beasts, and vermin.

† Damage is permanent drain instead of temporary damage.

Berserker's Broth

Description: Warriors heedless of their own lives willingly ingest this fluid to benefit from the rush of strength it offers. The individual's face flushes and contorts with rage, and oftentimes he loses the ability to distinguish friend from foe. Nonetheless, some followers of Rallos Zek consider this poison their holy water. Rogues use it on those they wish to trouble rather than kill.

Delphinium grows throughout the mountain ranges of Rathe, Steamfont, and the Frontier.

Effects: The initial damage of this poison is 1d4 points of temporary Wisdom; however, the character also gains 1d4 points of Strength, which last 1 round per 3 ranks the maker has in Trade Skill (poison making). Secondary damage is another 1d4 points of temporary Wisdom, and the victim must also make a Will save (DC 19) (using his new current Wisdom score) or immediately enter a berserk rage and attack the nearest possible target. This rage lasts for 20 rounds – the character's adjusted Wisdom modifier.

Components Required: Delphinium petals, giant wasp royal jelly, suspension, poison vial.

Trade Skill (DC): Poison making (19).

Enervative Thurium

Description: Colorless and odorless, this poison saps the energy from the victim, leaving it depleted and vulnerable. Halfling rogues often use it upon those who have earned their displeasure.

Erollisi bloodthorns roam the jungles of Kunark. Thurium is a mineral salt found in sedimentary layers high in the canyons of the Gorge of King Xorbb.

Effects: A creature that fails its initial save is *fatigued* for (1d6)x10 minutes; one that fails its secondary save is *exhausted* for 1d6 hours.

Components Required: Thurium, Erollisi bloodthorn petals, constrict suspension, poison vial.

Trade Skill (DC): Poison making (24).

Humor of Innoruuk

Description: This poison does not kill, but rather suits the twisted humor of dark elves by altering the mind of the victim. After consuming this bitter but odorless powder, the victim experiences wild changes of mood and exhibits questionable judgment. A propensity toward violence and self-gratification might lead the holiest of men to evil, which suits the pleasure of the rogues of the Ebon Mask.

Kilaya leaf grows in Nektulos forest itself. Evil eye ichor circulates near the massive retina of the creature of the same name; a single evil eye produces enough ichor for 6 doses of this toxin.

Effects: Initial damage 1d4+1 points of temporary Wisdom. Secondary damage is avoided by a successful Will save (DC 23) rather than Fortitude: failure causes the victim's alignment to change to discordant evil for a number of hours equal to half the Trade Skill (poison making) ranks of the poison's creator.

Components Required: Kilaya leaf, evil eye ichor, constrict suspension, poison vial.

Trade Skill (DC): Poison making (33).

Manaflame

Description: The Vah Shir cultivate fungi from the Fungus Grove of Luclin to fashion this toxin.

Effects: See Table 3–17. The amount of mana lost is always equal to the number of hit points lost.

Components Required: Small mushroom caps, cavern lotus petals, constrict suspension, poison vial.

Trade Skill (DC): Poison making (27).

Minddark

Description: The cruel, dark Erudites of Paineel use this fluid to further their insights into necromancy and other pursuits. Minddark expands one's awareness considerably, but even one prepared for the effect is quickly overcome by a massive influx of knowledge and perception. Unable to cope with such powerful visions, the individual loses contact with all sensation. Rogues do not care much for vision quests, but do find the paralyzing component of this poison useful.

Effects: Initial "damage" results in the character temporarily gaining 1d4 points of Intelligence. This bonus lasts for 1d6 hours. However, a character who fails against the secondary damage is *paralyzed* and *blinded* for 1d6 hours, so the benefits of this poison are questionable.

Components Required: Lothran's ancient absinthe (see "Brewing"), frosty datura, kobold bile, larent suspension, poison vial.

Trade Skill (DC): Poison making (29).

Misty Tremens

Description: Halflings of the Deeppockets guild encapsulate a measure of storm into this poisonous solution. The victim trembles uncontrollably, and dark clouds cover its eyes. The Deeppockets reserve Misty tremens for those they hate most. Death from this poison is too unpleasant for most halfling bellies to tolerate.

Ashroot grows in patches throughout the Burning Woods of Kunark.

Effects: See Table 3–17. The blindness resulting from this poison lasts 1d10 hours.

Components Required: *Blessed dust of Karana*, misty acorn oil, ashroot, larent suspension, poison vial.

Trade Skill (DC): Poison making (33).

Needle Flux

Description: Once the proprietary secret of human rogues in Freeport, needle flux's effectiveness drew attention, and inevitably greed overcame good sense for one (late) seller of secrets. A few drops of this poison in the victim's food ensure tremendous pain and often death. The sensation is akin to needles penetrating every pore and being drawn through the body towards the heart.

Effects: See Table 3–17.

Components Required: Skorpiki venom, saliva from a rabid beast, ethereal suspension, poison vial.

Trade Skill (DC): Poison making (32).

Petrifying Mortis

Description: Dwarven rogues first discovered this powder's properties. Inhaling petrifying mortis induces a

rapid change in the muscles of the victim. The individual's body quickly calcifies, slowing reflexes and walking speed.

Each muddite and cockatrice corpse possesses enough substance for ten attempts to create petrifying mortis.

Effects: See Table 3–17. The speed reduction resulting from this poison lasts 1d10 minutes; the speed reduction from initial damage and secondary damage stacks, for a total reduction of 75% (half of full speed, then half of half speed). This reduction does not stack with similar reductions from other spells or effects.

Components Required: Muddite mud, cockatrice blood, larent suspension, poison vial.

Trade Skill (DC): Poison making (34).

Trail Sweat

Description: Oftentimes a poison's best use is not death, nor even incapacitation. Wood elf Scouts of Tunare who need information about enemy troop movements or encampments generally try to wound a fleeing target with arrows or darts coated in trail sweat. The tiniest beads of sweat left behind by the target glow like golden paper lamps to a Fier'Dal tracker's eyes.

Cauldron moss grows upon rocky outcroppings near the lake of Dagnor's Cauldron. Coyote tail flourishes in the wilds of the western plains of Karana, but wood elves now cultivate it in hidden glades near Kelethin with some success.

Effects: See Table 3–17 for initial damage. There is no saving throw for the secondary damage, but the target must be a living creature that exudes sweat (i.e., a mammalian). Any wood elf (or a half elf descended from wood elf stock, as most are) receives a +8 bonus on Wilderness Lore checks made to track the target. The elf may even follow a creature that does not normally leave any trace of its passage, but in this case receives no bonus to the check.

Components Required: *Blessed dust of Tunare*, coyote tail, cauldron moss, suspension, poison vial.

Trade Skill (DC): Poison making (13).

Vaporous Blistercrisp

Description: This unpleasant liquid vaporizes quickly upon contact with air, making it an effective agent when used in air-tight grenade capsules. Vaporous blistercrisp burns the flesh of any living creature caught in the cloud, causing painful blisters and burns. Gnomes sometimes equip clockwork guardians with these grenades for precise delivery of their contents. Naturally, the clockworks are immune to the vapors; indeed, they generally seem to benefit from the cleaning.

King's thorn somehow survives in the heated vents of the Steamfont Mountains. Gnomes make firewater with Trade Skill (brewing) (see Chapter 6: Trade Skills in the *EQ: Game Master's Guide*).

Effects: See Table 3–17.

Components Required: King's thorn, firewater, ethereal suspension, grenade.

Trade Skill (DC): Poison making (33).

Pottery

This simple craft, among the most basic of all trade skills, grows in versatility with each passing generation. While mundane uses for the potter's trade remain as they have for centuries, mystically inclined practitioners regularly discover new applications such as *imbued idols* and *ceramic bands*. Other tradesfolk also demand the potter's works for their own uses.

Mundane Goods

Necessity is the wellspring of invention — this statement is nowhere truer than on Norrath. Potters craft hundreds of variations upon a theme: dozens of types of bowls, utensils, pots, jars, and the like, each slightly different from the next in some detail or other. Listed here are but a few of these goods, most of them modifications of already familiar objects.

Heavy Pie Crock

Description: For some dishes, the average pie tin does not suffice. Halflings in particular favor this crock over lesser varieties for their pot pies. They acquire the muddite clay component from the muddites that inhabit a series of canyons close to Rivervale, though usually not without a fight.

Powers: A baker using this crock for any kind of meat pie or casserole receives a +1 bonus to her check.

Market Price: 5 gp.

Slot: Miscellaneous.

Weight: 5 lbs.

Components Required: 1 lb. muddite clay, 3 lbs. clay.

Trade Skill (DC): Pottery (16).

Crucible

Description: Potters use these vessels for melting or calcining materials at high temperatures. Glassblowers in particular rely on the crucible to melt crystalline materials into molten glass.

Velium crucibles — first made by high elven craftsmen — smooth and purify glass to an unprecedented degree.

Powers: Use of a velium crucible is necessary for creation of magical glass objects. When used to create mundane glass items, velium crucibles grant the crafter a +2 bonus to the check.

Market Price: 100 gp (normal); 3,000 gp (velium).

Slot: Miscellaneous.

Weight: 10–19 lbs.

Components Required: 3 lbs. muddite clay, 12 lbs. clay, 1 bar of velium (optional).

Trade Skill (DC): Pottery (20; 30 for velium crucible).

Divine Crystalline Glaze

Description: This glaze has no mystical properties, but it is named in recognition of its incredible usefulness and lustrous sheen.

Iron oxide of the sort needed to create this glaze most often can be found within the debris of a slain earth elemental. White lead is a byproduct of mining, and is often sold by dwarves and gnomes for about 10 gp. Permafrost crystals form in the frozen region of the same name. Though rare, they do increase in frequency as one approaches the lair of Permafrost's ruler, Lady Vox.

Powers: Use of this glaze on mundane pottery increases its hardness by 1 and its hit points by +3.

Market Price: 350 gp.

Slot: Miscellaneous.

Weight: —.

Components Required: 1 oz. iron oxide, 1 permafrost crystal, 1 oz. white lead.

Trade Skill (DC): Pottery (22).

Essence Phial

Description: This simple, weakly magical vial is vital to advanced craftsfolk of all disciplines. Not only is it useful for containing the many strange elemental essences found in Norrath, but it actually draws such essences into itself — a useful trait when dealing with barely corporeal substances! Though crafted with clay, once any sort of essence enters the phial it becomes permanently transparent.

Powers: An *essence phial* exerts a seemingly magnetic effect on any pool of essence within 5 feet, allowing for easy capture and containment (no checks necessary). Also, any essence within the phial becomes visible to the unaided eye.

Market Price: 125 gp.

Slot: Miscellaneous.

Weight: 0.1 lbs.

Components Required: Cork, 0.5 lbs. *enchanted clay*.

Trade Skill (DC): Pottery (22).

[Gem] Powder

Description: Painful though it might be to the connoisseur of fine jewelry, some trade skill recipes call for the use of powdered gems. The process does not require an especially skilled potter, but due to the high price of failure, no master leaves this task to his apprentice.

Powers: None.

Market Price: By gem type and demand.

Slot: Miscellaneous.

Components Required: [Gem], jar of acid.

Trade Skill (DC): Pottery (17) or jewelcraft (12).

Imbued [Gem] Powder

Description: Some rare trade skill recipes call for the powdered form of certain imbued gems. The process requires a skilled potter, so is usually left to a jeweler's craft if that luxury is available.

Powers: None.

Market Price: By gem type and demand.

Slot: Miscellaneous.

Components Required: *Imbued [gem]*, jar of acid.

Trade Skill (DC): Pottery (25) or jewelcraft (16).

Misty Glazing

Description: The preferred glaze of halfling potters, this additive provides any piece with additional resilience as well as decorative beauty.

Sarcoscypha fungus attaches itself to certain fungoid or undead creatures, particularly sporali and jack-o-lanterns. Kunzar glue requires travel to Kunark and fishing in the lakes or rivers that dot that continent's landscape; the bones of the kunzar fish, properly prepared, make the finest binding agent for this particular glaze.

Powers: A character may add Misty glazing to any piece of pottery prior to its firing. With a successful Trade Skill (pottery) check (DC 12), the item gains a +2 bonus to hardness and +5 hp.

Market Price: 700 gp.

Slot: Miscellaneous.

Weight: —.

Components Required: Kunzar glue, 2 drams of opal powder, 1 oz. sarcoscypha fungus.

Trade Skill (DC): Pottery (18).

Standard Glassware

Description: Most races use glass in some form or another (even if it rarely lasts long in the company of ogres and trolls). Sculptures great and small, tiny pendants, drinking glasses of all shapes and sizes, vases, and mirrored glass all generate income for the skilled glassblower. Unlike most applications of pottery, glassblowing requires one or two assistants to help mold the glass during the blowing process.

The procedure begins by dipping the hollow blow pipe into the crucible to collect a "gather" of molten glass, usually made from limestone or crushed white sand. Rotating the pipe and pressing the gather against a sheet of metal (or, better yet, a forming block) gives uniformity and shape to the glass. The assistant may use a punty iron to collect additional small gathers, which are then added to the main gather to adjoin small blobs, graceful ropes, or other independent shapes to the original piece.

One participant blows the glass while another shapes it with wooden paddles or bowls dipped in water and various shears to cut and sculpt the glass. Another punty is attached, and the blower cuts the piece free from the pipe. The glassblower often reheats the piece, especially if the mouth needs widening, as for a vase. A gloved assistant then taps the piece free from the punty stick and places it in an annealing oven, which cools the glassware slowly to prevent cracking and weakening of the object.

Powers: Mundane glassware has no powers of its own, but the types and number of pieces often demonstrate the wealth of their owner.

Glassblowing tools include the paddles, bowls, punty sticks, annealing oven, and other standard tools of the glassblower's trade. These tools have the same cost and weight as standard pottery tools.

Market Price: 5–500 gp or more, depending on the size, complexity, and usefulness of the piece.

Slot: Miscellaneous.

Weight: 0.1–5 lbs. or more.

Components Required: 1–5 lbs. of limestone or crushed white sand, crucible, hollow blow pipe, glassblowing tools.

Trade Skill (DC): Pottery (20–40 depending on the size and complexity of the piece). An assistant may use his check to aid the primary blower (see "Combining Skill Checks" in the *EQ: Player's Handbook*, p. 107), but only if he has 5 or more ranks in Trade Skill (pottery).

Mystical Wares

Presented here are goods weak and strong in magic, some mere ingredients for other, more complicated recipes, and some items useful in their own right. In particular, this section includes minor magical items based in the various cultures of Norrath, items familiar to the respective races who craft them, and which might be found in the average home. Norrath is alive with magic, and pottery brings it to the door of the commoner with such items as these.

Dwarven Imbued Great Steins

Some say drinking dulls the senses and limits one's effectiveness in any endeavor short of braggadocio. "Not so," say the owners of *imbued great steins*, who receive power from the brew of their choice when consumed from these special tankards. Only alcoholic beverages suffice — milk is for babies and livestock!

These steins are each highly personalized, created particularly for a specific dwarf (and only very rarely for someone from another race, who must be a dwarf-friend of great standing). Drinking from a *great stein* confers no benefit to any creature other than her to whom the vessel is bestowed. *Imbued great steins* and their mundane versions are often included with armor and weapons in the tombs of their fallen owners.

The benefits of these steins do not include whatever good or ill effects might come from the brew placed in it, but the effects of each always stack regardless of bonus types.

Stein of Good Health

Description: This most basic of steins is common throughout dwarven lands due to its relative ease of construction and affordable materials. A dwarf who regularly drinks from its depths enjoys good health for all his days. Most dwarven households have one of these steins for each member of the family.

Powers: Drinking from this stein grants the owner a +1 bonus on all saving throws against nonmagical diseases. The stein's magic lingers for up to 48 hours before requiring renewal.

Bonus types: Save = arcane.

Market Price: 60 gp.

Slot: Miscellaneous.

Weight: 5 lbs.

Components Required: Great stein, bloodstone.

Trade Skill (DC): Pottery (25).

Stein of Inspiration

Description: It falls to leaders to give speeches and make toasts, and to guide the making of decisions, the overseeing of treaties, and the call to war or peace. Dwarf lords consider drinking from this stein a good omen for favorable conclusions to any dealings such as those above.

Powers: The owner gains a +3 bonus to all Diplomacy and Sense Motive checks for the duration of any specialty brew consumed from this stein.

Bonus types: Skill = arcane.

Market Price: 2,500 gp.

Slot: Miscellaneous.

Weight: 5 lbs.

Components Required: Great stein, *imbued ruby*, bar of silver.

Trade Skill (DC): Pottery (29).

Stein of Smiting

Description: Long a favorite of wealthier dwarven priests, this stein serves dual purpose as a tankard and bludgeon. Emptying its contents enhances its power, providing the dwarf with an excellent weapon.

Powers: This stein may be used by the owner as a club; it strikes as if it were a +1 weapon for the purposes of penetrating damage reduction. As soon as the owner drains any specialty drink from it, the stein actually gains a +1 bonus to attacks and damage for the duration of that drink's effect.

Stein of Smiting (1d6 or 1d6+1, delay 5; AC 9, hardness 11, 11 hp, Break DC 24)

Bonus types: Attack = enhancement. Damage = enhancement.

Market Price: 2,300 gp.

Slot: Miscellaneous.

Weight: 5 lbs.

Components Required: Great stein, *imbued ruby*, sheet of metal.

Trade Skill (DC): Pottery (30).

Stein of the Stalwart

Description: Drinking has been known to produce fuzzy thinking — even, as some heretical types whisper, in its dwarven enthusiasts. What good, dwarves answer, are the benefits of strong drink if one cannot remain standing long enough to take advantage of them? The *stein of the stalwart* allows a dwarf to remain mentally sharp and fast on her feet while reaping the benefits of a good drink. Some conservative dwarves secretly frown on owners of this stein, considering it un-dwarfish not to endure all that comes from the brew barrel's bounty.

Powers: After a number of alcoholic drinks equal to her Constitution modifier, and with each drink thereafter until she has had a number equal to twice her Constitution modifier, the owner may make an Alcohol Tolerance check as normal. If successful, she receives all benefits from that particular brew without suffering any of the penalties. Once she has consumed a number of drinks equal to twice her Constitution modifier, she may begin to suffer ill effects as usual from subsequent drinks.

This stein has no power over the effects of specialty drinks, but only over the common effects of inebriation.

Market Price: 2,400 gp.

Slot: Miscellaneous.

Weight: 5 lbs.

Components Required: Great stein, *imbued ruby*, a serving of *Ol' Tujim's fierce brew*.

Trade Skill (DC): Pottery (27).

Stein of the Underfoot

Description: No race feels so at home in the depths of the earth, it is said, as do the dwarves. Their mines run deep, often intersecting winding natural caverns to form an intricate and confusing maze of subterranean tunnels. Even the most experienced miner may become lost, particularly in unexplored areas without heat or light to guide the dwarf's vision. The *stein of the Underfoot* ensures that a dwarf may find his way home again, with just a brief pause for refreshment. Most dwarves receive such a stein upon reaching their age of majority.

Powers: While the stein is on his person, the owner receives a +2 bonus on all Sense Heading checks and on Search checks related to secret doors or otherwise unusual or dangerous formations made of stone. A successful Sense Heading check (DC 15) allows the dwarf to discern his distance underground. Also with a successful Sense Heading check (DC 20), the dwarf remembers perfectly his route for the past 8 hours; he may attempt such a check even if blindfolded, for example, although in this case the DC increases to 25 or more.

Any penalties to Wisdom due to strong drink do not apply for the purpose of any of the above checks, but all these benefits apply only if the owner is a dwarf, and only while he is underground.

Bonus types: Skill = arcane.

Market Price: 200 gp.

Slot: Miscellaneous.

Weight: 5 lbs.

Components Required: Great stein, ruby, 1/2 brick of *enchanted Brellium*.

Trade Skill (DC): Pottery (26).

Stein of Valor

Description: These steins always depict acts of courage on the part of the dwarves that own them. Drinking from such a stein increases the dwarf's ferocity in combat.

Powers: The owner gains a +1 bonus to all melee attack and damage rolls for the duration of any inebriation effect as long as the drink is consumed from this stein.

Bonus types: Attack = arcane. Damage = arcane.

Market Price: 2,500 gp.

Slot: Miscellaneous.

Weight: 5 lbs.

Components Required: Great stein, *imbued ruby*, 2 minotaur horns.

Trade Skill (DC): Pottery (33).

Koada'Dal Glassware

No race regards glassware with the same degree of artistic reverence as the high elves. Glassblown statuettes decorate temples, guild halls, and most homes, as well as gardens and other public and private locales; stained glass windows cast abstract, richly colored shadows across the floors of most religious and municipal buildings. Glass pendants and brooches are common, usually in the form graceful animals like swans and cats. Other races share some of the high elves' fascination with glassware and use it in similar fashions, but the Koada'Dal surpass other craftsmen by imbuing their glassware with magical enhancements beyond those techniques common to most other races, such as strengthening their works against breakage. Note that crafting any magical glassware requires a velium crucible, whether produced by high elves or other races.

Carafe of Pure Waters

Description: Even elves must be wary of poison, disease, and tainted water. This decanter removes defilements from any liquid poured within, ensuring pure water, safe wine, and unspoiled milk.

Powers: If a polluted or toxic liquid of any kind is poured into the carafe, the glassware makes a "cancellation check" (1d20+20) against the DC of the toxin or contaminant. Success means the *carafe of pure waters* neutralizes the poison or disease. Failure causes the carafe to turn black and shatter.

Market Price: 4,550 gp.

Slot: Miscellaneous.

Weight: 6 lbs.

Components Required: 4 lbs. of stone, *blessed dust of Tunare*, 1 scroll of *cure disease* (or crafter must be able to cast *counteract disease*), 1 scroll of *cure poison* (or crafter must be able to cast *counteract poison*), glassblowing tools.

Trade Skill (DC): Pottery (33).

Glass Arrow Shafts

Description: High elf archers use these shafts in fletching *arrows of glass* (q.v.). The glassblower faces an interesting dilemma: the shafts must be durable enough to survive stringing and flight, but fragile enough to splinter once inside the target.

Powers: See "Fletching" for specific applications of these shafts. A successful Trade Skill (pottery) check creates 5 glass shafts. One purchase of *blessed dust of Tunare* can cover the creation of 20 such shafts.

Market Price: 100 gp (for five).

Slot: Miscellaneous.

Weight: 0.1 lbs. (each).

Components Required: 1 lb. of stone, shaft mold, file, *blessed dust of Tunare*, glassblowing tools.

Trade Skill (DC): Pottery (32).

Locket of Binding

Description: This practically unbreakable pendant enhances the ability of ropes, chains, and bars to prevent escape.

Powers: The character twines the locket around manacles, rope, locks, or anything else used to constrain another; upon its being released, the locket itself becomes *incorporeal*. While the locket remains incorporeal, the affected bonds have their Escape Artist DC increased by +10 and their hardness increased by +4.

Any high elf can plainly see a *locket of binding* and remove it; to others, it is invisible and insubstantial while in use. Even if a non-Koada'Dal character can see the locket (such as by means of the *see invisible* spell), she cannot remove it unless she can also become incorporeal.

Bonus types: Skill = arcane.

Market Price: 1,500 gp.

Slot: Miscellaneous.

Weight: 0.2 lbs.

Components Required: 1 lb. of stone, *blessed dust of Tunare*, silk cord, glassblowing tools.

Trade Skill (DC): Pottery (35).

Looking Pendant

Description: These adornments typically take the shape of birds, although elves dwelling by the sea sometimes prefer a marine motif. By concentrating, the high elf sees with the eyes of a member of that species, soaring above the ground or beneath the waves.

Powers: A high elf wearing this pendant may enter a trance during which her visual sense leaves her body, either "flying like a bird" or "swimming like a fish," as the elf wills, up to a maximum range of 1 mile away. The elf still sees with elven vision, however (and not that of a hawk, for instance), so while she has infravision and may make Spot checks as normal, her sight must remain relatively close to the ground to perceive details such as the identities of pursuers or the location of a cave entrance. The character must remain still and undisturbed while viewing in this manner. Any physical disturbance immediately breaks the trance.

Market Price: 4,300 gp.

Slot: Neck.

Weight: 0.5 lbs.

Components Required: 1 lb. of stone, bird feathers or fish scales, *blessed dust of Tunare*, glassblowing tools.

Trade Skill (DC): Pottery (40).

Mask of Observance

Description: Glassblowers make these slender but sturdy masks to order, carefully replicating the shape and dimensions of a client's face so the mask conforms precisely to that high elf's features. The translucent mask gives the high elf a strange, distant air, but in fact the character becomes closely attuned to the surrounding environment.

Powers: The wearer can see invisible objects and creatures, per the spell *see invisible*. Additionally, he receives a +2 bonus on all Search and Spot checks and a +2 bonus on saving throws against gaze attacks and any spell or effect that causes blindness.

Wearing this mask confers no benefit on any creature other than her for whom it was crafted. The mask has hardness 5 and 8 hp.

Bonus types: Save = arcane. Skill = arcane.

Market Price: 8,100 gp.

Slot: Face.

Weight: 1.2 lbs.

Components Required: 3 lbs. of stone, *blessed dust of Tunare*, 1 cockatrice eye, face mold, scroll of *cure blindness* (or crafter must be able to cast *cure blindness*), scroll of *see invisible* (or crafter must be able to cast *see invisible*), glassblowing tools.

Trade Skill (DC): Pottery (32).

Mask of Warfare

Description: High elves tend to eschew close combat, preferring diplomacy to warfare, but some enemies — such as their dark elf kin — are implacable, so the Knights of Tunare must occasionally ride forth to battle. Koada'Dal paladins in particular favor these rose-tinted masks, which transform the fair, delicate features of the wearer into a cold, terrible visage — alien, aloof, still elven, yet more fell-seeming than the foulest dark elf. War is grim business, and

these masks reflect both the solemnity with which the high elves dispense justice and the pitilessness with which they slay their enemies.

Powers: The wearer gains a +4 bonus on Intimidate checks and a +2 bonus on Taunt checks, as well as a +1 bonus to melee attacks and a +4 bonus on saving throws to resist any spell or effect that alters the his emotions (including fear effects or any spell that produces a morale penalty). The attack and save bonuses also extend to the elf's mount, if any.

Wearing this mask confers no benefit on any creature other than him for whom it was crafted. The mask has hardness 8 and 14 hp.

Bonus types: Attack = arcane. Save = arcane. Skill = arcane.

Market Price: 5,550 gp.

Slot: Face.

Weight: 1.5 lbs.

Components Required: 3 lbs. of stone, *blessed dust of Tunare*, 1 oz. of orc or dark elf blood, glassblowing tools.

Trade Skill (DC): Pottery (35).

Other Cultural Pottery

Blessed Dust of Karana

Description: Followers of Karana use this holy powder to bless both persons and objects. In particular, it finds use as a source of magical power for divine objects, even though it possesses little power of its own.

Powers: A worshipper of Karana may sprinkle this powder over his person. Doing so grants him a bonus of electricity resistance (2), as well as the ability to turn undead as the cleric divine power. These bonuses last for 1 hour.

Market Price: 175 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: *Celestial essence, imbued plains pebble*, jar of acid.

Trade Skill (DC): Pottery (20) or jewelcraft (15).

Blessed Dust of Tunare

Description: Similar in most respects to the *blessed dust of Karana*, this holy dust is considerably more rare due to the emerald required for its creation.

Powers: A worshipper of Tunare may sprinkle this powder over her person. Doing so grants her bonuses of disease and poison resistance (1) as well as the ability to turn undead as the cleric divine power. These bonuses last for 1 hour.

Market Price: 300 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: *Celestial essence, imbued emerald*, jar of acid.

Trade Skill (DC): Pottery (21) or jewelcraft (16).

Boulder Stone

Description: Ogres outfitted with these perfectly round, fist-sized stones always seek the high ground against enemy troops and fortifications. Once set in motion, the stone gradually expands into a massive granite sphere, capable of crushing enemies and smashing aside even the mightiest of doors and the highest walls.

Powers: After rolling downhill for 1 round, the *boulder stone* expands into a 15-foot-diameter sphere that deals (8d8+2)x2 points of damage to any creature or obstacle it strikes (Reflex half, DC 25). The boulder has a base speed of 40 feet, regardless of the grade upon which it is rolled, and seeks out victims as it rolls; it can move up to 15 feet to either side as it travels, with the rest of its movement each round always going downhill. If the boulder moves through a space occupied by a creature or object, it deals damage normally. If more than one potential target is within its range, it generally chooses the largest one, with structures or terrain features always targeted before similarly sized creatures; otherwise, the GM should determine its path randomly. Once the boulder cannot move further, either due to an immovable obstacle or an upward slope, it crumbles into worthless powder.

Market Price: 5,000 gp.

Slot: Miscellaneous.

Weight: 15 lbs./2,500,000 lbs. (approximate).

Components Required: *Imbued jade*, 10 lbs. of clay, 5 lbs. of muddite clay, Tae Ew lizardman eye.

Trade Skill (DC): Pottery (34).

Fulgurite Wand of Karana

Description: When lightning strikes the earth, it sometimes leaves tell of its passing in the form of tube-like formations, called fulgurites, in sand or stone. In the plains of Karana, fulgurites rarely intersect *plains pebbles* buried beneath the ground's surface. When they do, however, the tube's edges harden into a substance distinct from the surrounding material.

Once carefully excavated, shaped, and blessed, the resulting *plains pebble-fulgurite* can be made into a wand that grants the bearer a faint but potent echo of the Rainkeeper's power. Creation of these wands is rare, typically overseen by priests of Karana, who then grant them as weapons of station to defenders of the faith or as rewards to followers of renown.

Powers: Up to three times per day, any worshipper of Karana may invoke either of the wand's two powers: *invoke lightning* and *whirling wind*. (That is, she may use the wand a total of three times per day.) These effects are identical to the spells of the same name, as if cast by a 3rd-level caster.

Activation: Spell Trigger (worshipper of Karana).

Market Price: 5,760 gp.

Slot: Miscellaneous.

Weight: 3.5 lbs.

Components Required: *Blessed dust of Karana, imbued plains pebble-fulgurite*, 1 lb. *enchanted clay*.

Trade Skill (DC): Pottery (36).

Fused Dragon Crystal

Description: Those deities of Norrath who created or adopted races to worship them each consider a certain gem or mineral holy to them. Veeshan is the sole exception, but those who seek to take advantage of her blessings may

instead craft a special crystal, one that combines four other crystals found in various lands of Norrath.

Explorers find air and fire crystals in the volcanic region of Skyfire, the former along mountainous peaks and the latter dangerously close to lava flow. Ice crystals cling to the lairs of dragons in the Western Wastes of Velious or around Permafrost. Earth crystals form in any subterranean cavern that serves as a dragon's home, including the Dragon Necropolis, Solusek's Eye, Permafrost, and Old Sebilis. Fortunately, one need not venture directly to the dragon to find these crystals, though they appear with greater frequency as one nears its lair.

Powers: If the bearer is a true worshipper of Veeshan, she gains +2 faction with all dragon-kind, and dragons are generally willing to let the character live under most circumstances even if they are offended by her presence. Dragons instinctively know whether a character bearing this crystal is loyal to Veeshan or not; imposters seeking to gain false confidence or favor from dragonkind quickly find themselves in a dragon's belly.

Market Price: 500 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Air crystal, earth crystal, fire crystal, ice crystal.

Trade Skill (DC): Pottery (25).

Other Magical Goods

Crucible of Escape

Description: Even the mightiest adventurers sometimes get in over their heads. Realizing this, they generally face two choices: valiant death or strategic retreat. This item was first crafted to allow for the second option.

Powers: Once per week, a druid or wizard who possesses the crucible can invoke an effect similar to the *evacuate* spell. To begin the process, the user must insert a single gold coin into the crucible, after which 4 rounds pass before the teleportation takes effect. The crucible must be held throughout this time, but no other special action or check of any kind is normally necessary; as long as the character does not drop the crucible, a thunderclap sounds at the end of the fourth round and the user and up to five willing targets are transported per the *evacuate* spell.

Activation: Spell Trigger (druid or wizard).

Market Price: 7,800 gp.

Slot: Miscellaneous.

Weight: 10 lbs.

Components Required: *Celestial essence*, crucible, misty glazing, scroll of *evacuate* (or crafter must be able to cast *evacuate*).

Trade Skill (DC): Pottery (39).

Divinely Imbued Pottery

Each of these items requires a specific gem blessed by a spellcasting worshipper of the appropriate deity. The potter sets this gem into the piece before firing, so that the gem's mystical qualities imbue the entire product. While the potter need not venerate the deity specific to an imbued item, only a worshipper of that deity may benefit from the item's magic. Of course, devout potters may choose not to provide their services to followers of gods opposed to their own.

Imbued deities and *golden idols* are typically worn around the neck, but they do not interfere with items occupying the neck slot. A character may only benefit from one idol or deity at a time.

Imbued Deities

Simple figurines shaped to represent a particular deity's icon, *imbued deities* provide minor magical benefits to their respective deities' worshippers. These items are generally about the size of a human fist, although those made by smaller or larger races may be sized accordingly; regardless, a hole permits the passage of string or chain, allowing a character to wear the idol about the neck or wrist. However, a deity need merely be on the worshipper's person to grant its benefits; it takes up no slot, as do most magic or Trade Skill items. Note that the bonuses provided by *imbued deities* and *idols* have no type, so they also stack with all other bonuses. The exception to this rule is focus effects, which do not stack: the highest-level focus effect of a given category always takes precedence.

Some deities provide the wearer with a choice between two ability score increases. A character chooses one of these upon receiving the idol; the benefit lasts until the wearer wishes to change the benefits, which may be done at most once per day.

For information on the various types of liquid mana (e.g. *viscous mana*, *clear mana*, etc.), see Chapter 6: Trade Skills, "New Enchanter Spells," in the *EQ: Game Master's Guide*.

Bertoxxulous

Powers: Int +1 or Wis +1, disease resistance (3).
Focus effect: *Extended Affliction I*.
Market Price: 12,775 gp.
Slot: Miscellaneous.
Weight: 2 lbs.
Components Required: 2 lbs. of *enchanted clay*, *imbued black sapphire*, *clear mana*, divine crystalline glaze.
Trade Skill (DC): Pottery (33).

Brell Serilis

Powers: Str +1 or Con +1, +4 on Sense Heading checks.
Market Price: 3,675 gp.
Slot: Miscellaneous.
Weight: 2 lbs.
Components Required: 2 lbs. of *enchanted clay*, *imbued ruby*, *clear mana*, divine crystalline glaze.
Trade Skill (DC): Pottery (28).

Bristlebane

Powers: Dex +1, +2 on Hide and Sneak checks.
Market Price: 4,725 gp.
Slot: Miscellaneous.
Weight: 2 lbs.
Components Required: 2 lbs. of *enchanted clay*, *imbued peridot*, *clear mana*, divine crystalline glaze.
Trade Skill (DC): Pottery (27).

Cazic-Thule

Powers: Str +1 or Int +1, +4 on saving throws against fear effects.
Market Price: 9,800 gp.
Slot: Miscellaneous.
Weight: 2 lbs.
Components Required: 2 lbs. of *enchanted clay*, *imbued amber*, *clear mana*, divine crystalline glaze.
Trade Skill (DC): Pottery (30).

Erollisi Marr

Powers: Wis +1 or Cha +1, +2 on Diplomacy checks.
Market Price: 5,600.
Slot: Miscellaneous.
Weight: 2 lbs.
Components Required: 2 lbs. of *enchanted clay*, *imbued star rose quartz*, *clear mana*, divine crystalline glaze.
Trade Skill (DC): Pottery (29).

Innoruuk

Powers: Int +1, +2 on Bluff and Undead Empathy checks.
Market Price: 4,200 gp.
Slot: Miscellaneous.
Weight: 2 lbs.
Components Required: 2 lbs. of *enchanted clay*, *imbued sapphire*, *clear mana*, divine crystalline glaze.
Trade Skill (DC): Pottery (28).

Karana

Powers: Wis +1, electricity resistance (5).
Market Price: 3,940 gp.
Slot: Miscellaneous.
Weight: 2 lbs.
Components Required: 2 lbs. of *enchanted clay*, *imbued plains pebble*, *clear mana*, divine crystalline glaze.
Trade Skill (DC): Pottery (27).

Mithaniel Marr

Powers: Con +1, +1 to all melee attacks, all resistances (2).
Market Price: 16,000 gp.
Slot: Miscellaneous.
Weight: 2 lbs.
Components Required: 2 lbs. of *enchanted clay*, *imbued diamond*, *clear mana*, divine crystalline glaze.
Trade Skill (DC): Pottery (35).

Prexus

Powers: Int +1 or Wis +1, +4 on Swim checks.
Market Price: 4,460 gp.
Slot: Miscellaneous.
Weight: 2 lbs.
Components Required: 2 lbs. of *enchanted clay*, *imbued black pearl*, *clear mana*, divine crystalline glaze.
Trade Skill (DC): Pottery (28).

Quellious

Powers: Int +1 or Wis +1, *flowing thought I*.
Market Price: 8,750 gp.
Slot: Miscellaneous.
Weight: 2 lbs.
Components Required: 2 lbs. of *enchanted clay*, *imbued topaz*, *clear mana*, divine crystalline glaze.
Trade Skill (DC): Pottery (34).

Rallos Zek

Powers: Str +1, +1 damage on all melee attacks.
Market Price: 5,000 gp.
Slot: Miscellaneous.
Weight: 2 lbs.
Components Required: 2 lbs. of *enchanted clay*, *imbued jade*, *clear mana*, divine crystalline glaze.
Trade Skill (DC): Pottery (32).

Rodcet Nife

Powers: Wis +1, +4 on Heal checks.
Focus effect: Improved Healing I.
Market Price: 14,525 gp.
Slot: Miscellaneous.
Weight: 2 lbs.
Components Required: 2 lbs. of *enchanted clay*, *imbued opal*, *clear mana*, divine crystalline glaze.
Trade Skill (DC): Pottery (34).

Solusek Ro

Powers: Con +1 or Int +1, fire resistance (3).
Focus effect: Improved Damage I.
Market Price: 12,775 gp.
Slot: Miscellaneous.
Weight: 2 lbs.
Components Required: 2 lbs. of *enchanted clay*, *imbued fire opal*, *clear mana*, divine crystalline glaze.
Trade Skill (DC): Pottery (33).

The Tribunal

Powers: Str +1 or Wis +1, +4 on Sense Motive checks.
Market Price: 8,400 gp.
Slot: Miscellaneous.
Weight: 2 lbs.
Components Required: 2 lbs. of *enchanted clay*, *imbued ivory*, *clear mana*, divine crystalline glaze.
Trade Skill (DC): Pottery (29).

Tunare

Powers: Wis +1, disease resistance (2), poison resistance (2).
Focus Effect: Extended Enhancement I.
Market Price: 7,700 gp.
Slot: Miscellaneous.
Weight: 2 lbs.
Components Required: 2 lbs. of *enchanted clay*, *imbued emerald*, *clear mana*, divine crystalline glaze.
Trade Skill (DC): Pottery (31).

Golden Idols

These items are similar to if more potent than *deities*, channeling greater power to the bearer than their lesser cousins, but significantly more difficult to craft. Due to the *idols'* powers, skilled potters often come into the employ of high-ranking priests, who use these items themselves or reward them to adventurers successful in completing some difficult quest.

Like *imbued deities*, the benefits of *golden idols* have no bonus types and stack with all others except for those of a similar type from *imbued deities*. (For example, a worshipper of Erollisi Marr having both an *imbued deity* and a *golden idol* dedicated to that goddess gains AC +2, Wis +1, Cha +2, +1 on all Charisma-based skill checks [but +2 on Diplomacy checks], and disease resistance (5). The ability score bonuses from the *deity* do not apply, since she gains both from the *idol*, and the Charisma-based check bonus does not stack with the Diplomacy bonus, since they are effectively the same thing.)

Again, focus effects are the exception: a character may carry both an *imbued deity* and a *golden idol* that grant focus effects and still gain that benefit from both (unless the focus effect happens to be of the same category, but this is rarely the case).

Bertoxxulous

Powers: AC +1, Int +1, Wis +1, mana +8, disease save +2.
Focus effect: Affliction Efficiency II.
Market Price: 63,350 gp.
Slot: Miscellaneous.
Weight: 4 lbs.
Components Required: 3 lbs. of *enchanted clay*, *imbued black sapphire*, *distilled mana*, *celestial essence*, bar of gold.
Trade Skill (DC): Pottery (44).

Brell Serilis

Powers: AC +1, Str +1, Con +2, Wis +2, +4 on Alcohol Tolerance and Sense Heading checks.
Market Price: 32,225 gp.
Slot: Miscellaneous.
Weight: 4 lbs.
Components Required: 3 lbs. of *enchanted clay*, *imbued ruby*, *distilled mana*, *celestial essence*, bar of gold.
Trade Skill (DC): Pottery (40).

Bristlebane

Powers: AC +1, Str +2, Dex +2, base speed +10 feet.

Market Price: 40,375 gp.
Slot: Miscellaneous.
Weight: 4 lbs.
Components Required: 3 lbs. of *enchanted clay*, *imbued peridot*, *distilled mana*, *celestial essence*, bar of gold.
Trade Skill (DC): Pottery (42).

Cazic-Thule

Powers: AC +1, Str +1, Int +1, Wis +1, mana +6, +6 on saving throws against fear effects.
Market Price: 53,900 gp.
Slot: Miscellaneous.
Weight: 4 lbs.
Components Required: 3 lbs. of *enchanted clay*, *imbued amber*, *distilled mana*, *celestial essence*, bar of gold.
Trade Skill (DC): Pottery (40).

Erollisi Marr

Powers: AC +2, Wis +1, Cha +2, +1 on all Charisma-based skill checks, disease resistance (5).
Market Price: 37,625 gp.
Slot: Miscellaneous.
Weight: 4 lbs.
Components Required: 3 lbs. of *enchanted clay*, *imbued star rose quartz*, *distilled mana*, *celestial essence*, bar of gold.
Trade Skill (DC): Pottery (41).

Innoruuk

Powers: AC +1, Int +1, mana +8, magic save +2, +2 on Channeling checks.
Market Price: 41,300 gp.
Slot: Miscellaneous.
Weight: 4 lbs.
Components Required: 3 lbs. of *enchanted clay*, *imbued sapphire*, *distilled mana*, *celestial essence*, bar of gold.
Trade Skill (DC): Pottery (40).

Karana

Powers: The character's vision is not diminished by rain or fog. Other natural conditions that impair vision, such as snowfall and immersion in water, obscure the character's sight normally.
AC +1, Con +1, Wis +1, mana +8, electricity resistance (5).
Market Price: 54,775 gp.
Slot: Miscellaneous.
Weight: 4 lbs.
Components Required: 3 lbs. of *enchanted clay*, *imbued plains pebble*, *distilled mana*, *celestial essence*, bar of gold.
Trade Skill (DC): Pottery (42).

Mithaniel Marr

Powers: The bearer cannot be flanked as long as he is aware of his attackers.
AC +1, Con +2, Wis +1, hp +6, +2 on saving throws against fear and stunning effects.
Market Price: 54,250 gp.
Slot: Miscellaneous.
Weight: 4 lbs.
Components Required: 3 lbs. of *enchanted clay*, *imbued diamond*, *distilled mana*, *celestial essence*, bar of gold.
Trade Skill (DC): Pottery (43).

Prexus

Powers: The character may communicate telepathically with any marine creature within 100 feet. Aquatic creatures with Intelligence scores of 2 or less do not harm the character unless provoked.
AC +1, Int +1, +5 mana, cold resistance (5), +6 on Swim checks.
Market Price: 44,450 gp.
Slot: Miscellaneous.
Weight: 4 lbs.
Components Required: 3 lbs. of *enchanted clay*, *imbued black pearl*, *distilled mana*, *celestial essence*, bar of gold.
Trade Skill (DC): Pottery (41).

Quellious

Powers: AC +1, Str +1, Dex +1, hp +4, +2 on Diplomacy checks, *flowing thought II*.
Market Price: 46,200 gp.
Slot: Miscellaneous.
Weight: 4 lbs.
Components Required: 3 lbs. of *enchanted clay*, *imbued topaz*, *distilled mana*, *celestial essence*, bar of gold.
Trade Skill (DC): Pottery (44).

Rallos Zek

Powers: AC +1, Str +2, Con +2, hp +10.
Market Price: 52,500 gp.
Slot: Miscellaneous.
Weight: 4 lbs.
Components Required: 3 lbs. of *enchanted clay*, *imbued jade*, *distilled mana*, *celestial essence*, bar of gold.
Trade Skill (DC): Pottery (43).

Rodcet Nife

Powers: AC +1, Con +1, Wis +1, mana +8.
Focus effect: Healing Efficiency II.
Market Price: 53,900 gp.
Slot: Miscellaneous.
Weight: 4 lbs.
Components Required: 3 lbs. of *enchanted clay*, *imbued opal*, *distilled mana*, *celestial essence*, bar of gold.
Trade Skill (DC): Pottery (43).

Solusek Ro

Powers: AC +1, Int +1, mana +8, fire resistance (8), fire save +2.
Focus effect: Spell Haste II.
Market Price: 54,250 gp.
Slot: Miscellaneous.
Weight: 4 lbs.
Components Required: 3 lbs. of *enchanted clay*, *imbued fire opal*, *distilled mana*, *celestial essence*, bar of gold.
Trade Skill (DC): Pottery (42).

The Tribunal

Powers: AC +1, Str +1, Wis +1, hp +5, mana +8.

Market Price: 55,650 gp.

Slot: Miscellaneous.

Weight: 4 lbs.

Components Required: 3 lbs. of *enchanted clay*, *imbued ivory*, *distilled mana*, *celestial essence*, bar of gold.

Trade Skill (DC): Pottery (42).

Tunare

Powers: AC +1, Wis +1, mana +5, disease resistance (8), poison resistance (8).

Focus effect: Healing Efficiency II.

Market Price: 41,300 gp.

Slot: Miscellaneous.

Weight: 4 lbs.

Components Required: 3 lbs. of *enchanted clay*, *imbued emerald*, *distilled mana*, *celestial essence*, bar of gold.

Trade Skill (DC): Pottery (40).

Holy Stones

The most skilled potters craft eidolons called *faithstones* (for clerics) or *spiritstones* (for shamans) keyed to the power of a specific deity. A priest of the appropriate deity may use the *faithstone* or *spiritstone* to transport herself to the temple or shrine within the capital city of her race. Only a priest of sufficiently high level possesses the spiritual grace to open the gateway.

Faithstones

Powers: Activating the *faithstone* transports the cleric and all her possessions to the primary temple of her god in the city designated below. The character must pray for 3 full rounds to activate the *faithstone*, which provokes attacks of opportunity.

A *faithstone* may be used any number of times.

Faithstone of	Deity	Destination	Essence
Courage	Mithaniel Marr	Freeport	Marr
Decay	Bertoxxulous	Qeynos Catacombs	Fetid
Deep Musing	Brell Serilis	Ak'Anon	Clockwork
Fear	Cazic-Thule	Paineel	Paineel
Hate	Innoruuk	Neriak	Nektulos
Learned	Quellious or Prexus	Erudin	Erud's
Life	Rodcet Nife	Qeynos	Vital
Mischief	Bristlebane	Rivervale	Vale
Nature	Tunare	Felwithe	Faydark
Spite	Innoruuk	Freeport Sewers	Spiteful
Thunder	Karana	Qeynos	Thunder
Underfoot	Brell Serilis	Kaladim	Butcherblock

Activation: Spell Trigger (20th-level+ cleric).

Market Price: 6,500 gp.

Slot: Miscellaneous.

Weight: 1 lb.

Components Required: 2 lbs. of *enchanted clay*, *distilled mana*, *celestial essence*, *imbued [gem] powder* (varies by deity), *essence of the land* (see above), divine crystalline glaze.

Trade Skill (DC): Pottery (45).

Spiritstones

Powers: A *spiritstone* is identical in function to a *faithstone*, except that the user must be a shaman of the appropriate deity and must pray for 4 full rounds to activate its magic.

Spiritstone of	Deity	Destination	Essence
Cabilis	Cazic-Thule	Cabilis	Cabilis
Everfrost	The Tribunal	Halas	Everfrost
Shar Vahl	Vah Shir Ancestors	Shar Vahl	Shar Vahl
Voracity	Cazic-Thule	Grobb	Innothule
War	Rallos Zek	Oggok	Jungle

Activation: Spell Trigger (20th-level+ shaman).

Market Price: 6,000 gp.

Slot: Miscellaneous.

Weight: 1 lb.

Components Required: 2 lbs. of *enchanted clay*, *distilled mana*, *celestial essence*, *imbued [gem] powder* (varies by deity), *essence of the land* (see above), divine crystalline glaze.

Trade Skill (DC): Pottery (45).

Tailoring

The simple, quiet occupation of tailoring grows more complicated on Norrath with each passing generation, as the finest weavers uncover new (or rediscover old) secrets. Many of these secrets involve exploring the most dangerous of lands, a fact that deters those who prefer the simple, quiet life, yet spurs the dedicated craftsperson onward. New discoveries reward such diligence.

Tailors among the halflings, Erudites, and wood elves in particular now produce armor and items comparable in value to the products of the forge. And from out of the Lost Temple of Cazic-Thule have come heretofore unknown techniques using elements found only in that dangerous place.

Cazic-Thule Tailoring

Only the bravest or most foolish adventurers dare to explore this shrine to the God of Fear, for it is well protected by the Tae Ew, a large tribe of powerful lizardmen always ready to observe another live sacrifice to their patron. Fouler things than they also patrol the roughly hewn halls and courtyards of this unpleasant temple, yet a few valiant souls have not only returned alive to speak of the inner temple, but have provided craftsfolk with a host of unique hides, silks, and metals to study. Some of these have proved highly useful both to master tailors seeking to improve their skills and to those who sport their remarkable wares.

Tae Ew Leather Armor

Description: Fashioned from the hides of lizardmen, this durable armor provides numerous benefits to the wearer. Its dark green, scaly appearance stands out easily in a crowd. Despite its unusual style, though, most monks or rogues would appreciate its lightweight protection, and druids and beastlords would also find its many benefits particularly appealing.

Needless to say, the fierce lizardmen of Cazic-Thule's temple would not hesitate to attack an individual dressed in *Tae Ew leather*.

Item	Components	Trade Skill	DC	Market Price
Enchanted embroidery needle	*Small mold, metal bits*, celestial essence	*Blacksmithing*	*21*	*20 gp*
Hardened lizard hide	Flawless Tae Ew hide, Tae Ew blood	Tailoring	26	N/a
Spinechill silk swatch	5 spinechill silk threads, spinechill ichor	Tailoring	25	N/a

Spinechill threads and ichor come from certain dangerous spiders that populate the Lost Temple of Cazic-Thule. These spiders seem to live in harmony with the Tae Ew, and some sages claim they are not at all natural creatures, but immigrants from the Plane of Fear itself. One slain Tae Ew lizardman holds enough blood for 5 attempts at creating the hardened lizard hide. The average spider contains 6 or 7 threads' worth of silk and enough ichor to attempt 2 swatches.

Powers: This garb is equivalent to *+4 leather armor* with the *hardness* quality.

Tae Ew Leather Armor (AC +6, max Dex +6, check +0; hardness 8, 5 hp, Break DC 26)

Str +3, Dex +1, Con +4, Int +1, Wis +3, Cha +2, hp +32, mana +20, disease resistance (4), poison resistance (4), all other resistances (2), disease save +1, poison save +1.

Bonus types: None.

Market Price: 3,344,960 gp.

Slot: Body.

Weight: 7 lbs.

Components Required: 6 hardened lizard hides, 1 silk cord, *enchanted embroidery needle*, masterwork tailoring kit.

Trade Skill (DC): Tailoring (51).

Tae Ew Silk Armor

Description: The silk from spinechill spiders yields dark green fibers ideal for fashioning raw silk armor. A truly skilled tailor enables the full expression of the silk's magical properties.

Powers: This armor is equivalent to *+5 raw silk armor*.

Tae Ew Silk Armor (AC +7, max Dex +9, check +0; hardness 5, 5 hp, Break DC 24)

All ability scores +2, hp +12, mana +15, all resistances (3).

Bonus types: None.

Market Price: 980,850 gp.

Slot: Body.

Weight: 0.1 lbs.

Components Required: 18 spinechill silk swatches, Tae Ew blood, *enchanted embroidery needle*.

Trade Skill (DC): Tailoring (41).

Tunare Tailoring

Ceremonial Solstice Robe

Description: Human and half elf druids of Tunare weave these bright green robes for the leaders of their priesthoods. Considered to be as sacred as any grove, these vestments are generally worn only for high rituals or when meeting with high-ranking druids of other followings. While the magical benefits are not particularly impressive, the skill involved matches that found in the fine cultural tailoring of other races. In times long past, the *ceremonial solstice robe* sometimes served as a diplomatic gift to druids among halflings and elves.

Powers: This robe is equivalent to *+2 raw silk armor* with the *hardness* and *spell resistance 19* qualities.

Ceremonial Solstice Robe (AC +4, max Dex +9, check +0; hardness 4, 4 hp, Break DC 24)

Cha +2.

Bonus types: None.

Market Price: 89,250 gp.

Slot: Body.

Weight: 6 lbs.

Components Required: 3 *sacred Tunare silk swatches*, *gemmed studded chain*, *enchanted embroidery needle*.

Trade Skill (DC): Tailoring (39).

Cultural Tailoring

Not all races craft their cultural armor at the blacksmith's forge. Erudites find such labor distasteful in the extreme, while wood elves prefer not to work with metal and halflings consider it a very noisy practice — but perhaps one worth getting around to later. That's not to say members of these races do not smith at all; they simply do not generally pursue the trade to the degree that other races do. Each of these three races, however, produces some of the finest tailors in Norrath. While most of these experts' wares are not as glorious in appearance as, for example, *blessed mithril plate armor*, they offer considerable benefits to their owners nonetheless.

Table 3-18: Tunare Tailoring Components

Component	Ingredients	Trade Skill	DC	Market Price
Gemmed studded chain	*Worked silver chain*, sapphire, ruby, emerald	Blacksmithing	25	3,000 gp
Sacred Tunare silk swatch	Silk swatch, *celestial essence*, *blessed dust of Tunare*	Tailoring	23	350 gp
Worked silver chain	Bar of *enchanted silver*, metal bits	Blacksmithing	18	300 gp

Table 3-19: Erudite Tailoring Components

Item	Components	Trade Skill	DC	Market Price
Enchanted platinum thread	Bar of *enchanted platinum*, smithy hammer	Blacksmithing	17	1,500 gp
Enchanted steel thread	Brick of *enchanted steel*, smithy hammer	Blacksmithing	16	180 gp
Infused steelsilk swatches	*Celestial temper*, steelsilk swatch	Tailoring	17	3,500 gp
Platinum thread	Bar of platinum, smithy hammer or jeweler's kit	Blacksmithing or jewelcraft	13	1,050 gp
Silver thread	Bar of silver, smithy hammer or jeweler's kit	Blacksmithing or jewelcraft	12	7 gp
Steel thread	Brick of refined steel, smithy hammer	Blacksmithing	16	20 gp
Steelsilk swatch	2 silk thread, steel thread	Tailoring	16	100 gp

Erudite Cultural Tailoring

Erudite armorsmiths focus not on the rigid, metal forms produced by the forge, but on delicate, flexible silk as strong any armor. Producing silk armor of this quality requires the strongest silks available in Norrath. Erudites in pursuit of silk often take the practical route, avoiding the beasts and instead seeking their lairs.

The creatures most often sought for their silk include spinechill spiders in the Lost Temple of Cazic-Thule, stone spiders, lava duct crawlers in Solusek's Eye, the great ice burrowers in the western wastes of Velious, and, to a lesser extent, the drachnids of Kunark, yet none is desired more than the silk of the elusive terrorantula. The quality of silk from this beast is thought unmatched. Rather than capture the monster, Erudite tailors seek to preserve the terrorantula species. Some have gone so far as to study the possibilities of harboring the creature on islands in Erud's Crossing. The difficulties of keeping such creatures well fed, though — and poor luck in finding any terrorantula eggs or young — have thus far forestalled the advancement of such theories into practice.

Using terrorantula silk grants the tailor a +2 circumstance bonus to any Trade Skill (tailoring) checks made using it. Drachnid silk is of poorer quality than the other varieties listed above, resulting in a –1 penalty on checks when creating tailored goods with that silk.

Imbued Steelsilk Armor

Description: The journeyman Erudite tailor's advancement into mastery occurs when he is capable of creating of this lightweight but extremely durable armor. The color of the silk upon completion depends on which *imbued gem's* properties it has absorbed.

Powers: When worn by an Erudite or human who worships the appropriate deity, these robes encumber as raw silk armor but protect as a +3 *chain shirt*. For any other wearer, they function as a masterwork chain shirt and grant only half of the benefits listed below (round down).

Imbued Steelsilk Armor (AC +7/+4, max Dex +9/+4, check +0/–1, arcane 0%/20%; hardness 13, 10 hp, Break DC 26)

Deity	Benefits	Armor Color	Gem	Market Price
Cazic-Thule	Str +3, Dex +2, Int +2, Cha –2, hp +6, mana +8, poison resistance (5), poison save +1	Mottled yellow	Amber	208,200 gp
Prexus	Str +3, Dex +3, Wis +2, hp +6, mana +8, poison resistance (5), poison save +1	Deep sea blue	Black pearl	215,400 gp
Quellious	Str +2, Dex +2, Wis +1, Cha +2, hp +6, mana +4, disease resistance (2), poison resistance (5), poison save +1	Cream	Topaz	255,680 gp

Bonus types: None.

Slot: Body.

Weight: 5.9 lbs.

Components Required: 12 platinum threads, 12 vials of *purified mana*, 12 *imbued gems* (*amber*, *black pearl*, or *topaz*), 20 steelsilk swatches, *enchanted embroidery needle*.

Trade Skill (DC): Tailoring (38).

Imbued Steelweave

Description: A seemingly impossible armor, *imbued steelweave* feels like fine silk, and while it retains most of that material's flexibility, it also stops blade and claw with the same efficiency as the hardest mails produced by other races. Only a few sets of this miraculous armor exist due to the prohibitive expense and skill required to fashion a suit.

Powers: When worn by an Erudite or human who worships the appropriate deity, these robes encumber as leather armor but otherwise function as +5 *chainmail* with the *spell resistance [magic] 25* quality. For any other wearer, they function as a +2 *chain shirt* with the *spell resistance [magic] 15* quality and grant only half of the benefits listed below (round down).

Imbued Steelweave (AC +10/+6, max Dex +6/+4, check +0/–1, arcane 10%/20%; hardness 15, 12 hp, Break DC 27)

Armor Title	Benefits	Armor Color	Market Price
Fulvous	Dex +2, Con +5, Int +6, Wis +6, hp +68, mana +45, magic resistance (4), all other resistances (2), magic save +1	Slick yellow-brown	11,066,560 gp
Neriad's	Str +4, Dex +2, Con +2, Wis +7, hp +68, mana +45, all resistances (2)	Glittery midnight blue	11,338,880 gp
Serene	Dex +2, Con +2, Wis +9, hp +68, mana +45, all resistances (2)	Sparkling silver-gold	11,575,920 gp

Bonus types: None.

Slot: Body.

Weight: 9 lbs.

Components Required: 20 *infused steelsilk swatches*, 22 *enchanted steel threads*, 13 *imbued gems* (*amber*, *black pearl*, or *topaz*), *enchanted embroidery needle*.

Trade Skill (DC): Tailoring (67).

Imbued Woven Platinum Armor

Description: Among the finest of armors produced by Erudite hands, *imbued woven platinum* (as its name suggests) is a hybrid garment composed of pliable and magical metal threads and durable silk. In color, *woven platinum* is similar to *imbued steelweave* but with higher gloss.

Powers: When worn by an Erudite or human who worships the appropriate deity, these robes encumber as cloth armor but otherwise function as a *+4 chain shirt* with the *reflection* quality. For any other wearer, they function as a *+1 chain shirt* (no special quality) and grant only half of the benefits listed below (round down).

Imbued Woven Platinum Armor (AC +8/+5, max Dex +8/+4, check +0/–1, arcane 0%/20%; hardness 14, 11 hp, Break DC 26)

Armor Title	Benefits	Armor Color	Market Price
Fulvous	Con +4, Int +4, hp +20, mana +13	Glossy yellow-brown	740,360 gp
Neriad's	Con +2, Int +5, hp +20, mana +13	Shiny midnight blue	737,960 gp
Serene	Dex +3, Con +4, Int +4, hp +20, mana +13	Brilliant silver-gold	751,560 gp

Bonus types: None.

Slot: Body.

Weight: 6 lbs.

Components Required: 20 terrorantula steelsilk swatches, 13 *enchanted platinum threads*, 13 silver threads, 13 *imbued gems* (*amber*, *black pearl*, or *topaz*), *enchanted embroidery needle*.

Trade Skill (DC): Tailoring (47).

Halfling Cultural Tailoring

Most halflings are not much given to lives of exploration, but the security of their townships requires well-equipped guards, and those few halflings who do seek adventure often seek a good tailor first. While not held in the same esteem as baking, tailoring is a common and respected hobby or profession among halflings. Most halflings have at least some level of skill in the trade, and a few — usually those willing to risk themselves questing for components — achieve wide recognition beyond the confines of their own race.

Halfling cultural armor centers around the worship of Karana. The Rainkeeper gifted the halflings with insights into constructing leather as strong as steel, as long as the tailor has sewn *imbued plains pebbles* into the work. Somewhere upon all imbued cultural halfling armor (often as epaulets) appears the crook and lightning bolt symbol of Karana.

Note that while most halfling armor is of course sized for halflings, the folk of the Vale are sometimes willing to craft their wares for their friends and allies — at a competitive price. However, the "Components Required" entry for each item assumes that the armor is being crafted for a Small wearer.

Imbued Vale Reinforced Leather

Description: This light brown leather armor gains durability in the form of metal bonings the color of raindrops and lightning strikes. The wearer receives protection from the latter, so long as he's a follower of Karana in good standing. The hides come from full grown brutes, mindless apelike beasts that wander the Dreadlands and mountain ranges of Kunark.

Powers: This *+1 Small studded leather armor* has the *spell resistance [electricity] 19* quality. For a non-worshipper of Karana it is masterwork studded leather (no special quality) and grants only half of the benefits listed below (round down).

Imbued Vale Reinforced Leather (AC +4/+3, max Dex +5, check +0; hardness 3, 7 hp, Break DC 23)

Con +3, Wis +3.

Bonus types: None.

Market Price: 30,660 gp.

Slot: Body.

Weight: 8.5 lbs.

Components Required: 5 high-quality brute hides, 9 acorn oils, 7 *imbued plains pebbles*, 12 bonings.

Trade Skill (DC): Tailoring (32).

Leatherfoot Haversack

Description: This large backpack frees the traveling halfling from the worry of encumbering himself with too much gear (or too many picnicking supplies). The bag's enchantment reduces the weight of its contents to nil.

Powers: The haversack stores up to 10 cubic feet of material, rendering the entirety of its contents weightless while they remain in the pack.

Market Price: 20,000 gp.

Slot: Miscellaneous.

Table 3-20: Halfling Tailoring Components

Item	Components	Trade Skill	DC	Market Price
Enchanted metal bits	Metal bits, *celestial essence*	Blacksmithing	12	15 gp
Infused platinum thread	*Celestial temper*, platinum thread	Blacksmithing	25	4,500 gp
Infused vale boning	Brick of ore, *celestial temper*, file	Blacksmithing	25	3,400 gp
Infused vale chainweave	2 bricks of ore, *celestial temper*, smithy hammer	Blacksmithing	26	3,400 gp
Infused vale steelweave	4 bricks of ore, *celestial temper*, smithy hammer	Blacksmithing	28	3,500 gp
Woven dire wolf fur	3 high-quality dire wolf hides, *enchanted embroidery needle*	Tailoring	10	100 gp

Weight: 0.5 lbs.

Components Required: 3 *infused platinum threads*, 2 woven dire wolf furs, *enchanted embroidery needle*, 2 acorn oils.

Trade Skill (DC): Tailoring (36).

Stormreaper Boned Armor

Description: This forest green leather armor carries enchantments specific to druidic followers of Karana. Difficult and expensive to craft, it's worn only by the highest officials of the Vale's druid guild.

Powers: This *+3 Small studded leather* has the *spell resistance [electricity] 21* quality. For a non-worshipper of Karana it is *+1 Small studded leather armor* (no special quality) and grants only half of the benefits listed below (round down).

Stormreaper Boned Armor (AC +6/+4, max Dex +5, Check +0; hardness 5, 9 hp, Break DC 23)

Dex +2, Con +3, Wis +6, hp +25, mana +20.

Bonus types: None.

Market Price: 1,676,460 gp.

Slot: Body.

Weight: 8 lbs.

Components Required: 5 high-quality brute hides, 9 acorn oils, 7 *imbued plains pebbles*, 12 *infused vale bonings*.

Trade Skill (DC): Tailoring (44).

Stormreaper Chainwoven Armor

Description: The preferred armor of any halfling ranger, this armor's fame has spread to other Karana-worshipping rangers elsewhere. Its bright green color stands out away from the forests, marking the nature of its wearer for rural folk knowledgeable of such things.

Powers: When worn by a worshipper of Karana, this armor encumbers as studded leather but otherwise functions as a *+4 Small chain shirt* with the *spell resistance [electricity] 23* quality, and it also grants the wearer a +5 bonus on all Hide and Sneak checks made in forested or overgrown surroundings.

For any other wearer, it functions as a *+1 Small chain shirt* (no special qualities) and grants only half of the benefits listed below (round down).

Stormreaper Chainwoven Armor (AC +8/+5, max Dex +5/+4, check –1; hardness 14, 18 hp, Break DC 25)

Str +5, Dex +3, Con +3, Wis +3, hp +40, mana +26, all saves +1.

Bonus types: None.

Market Price: 4,022,050 gp.

Slot: Body.

Weight: 9 lbs.

Components Required: 5 flawless brute hides, 9 acorn oils, 13 *imbued plains pebbles*, 10 *infused vale chainweave*.

Trade Skill (DC): Tailoring (55).

Stormreaper Steelwoven Armor

Description: As Erudite steelweave combines the properties of both silk and metal, so the steelweave of the halflings combines the qualities of metal and leather. This legendary armor's shiny green hue marks the wearer as a paladin in service to Karana, for the Rainkeeper bestows no blessings on others who would dare to don the *Stormreaper Steelweave*. Only two suits of this armor are known to exist.

Powers: When worn by a worshipper of Karana, this armor encumbers as a chain shirt but otherwise functions as *+5 Small banded mail* with the *light fortification* and *spell resistance [electricity] 27* qualities.

For any other wearer, it functions as *+1 Small chainmail* (no special qualities) and grants none of the other benefits listed below.

Stormreaper Steelwoven Armor (AC +11/+6, max Dex +4/+2, check –2/–4; hardness 13, 25 hp, Break DC 26)

Dex +5, Con +5, Int +2, Wis +6, hp +65, mana +43, all saves +2.

Bonus types: None.

Market Price: 9,530,770 gp.

Slot: Body.

Weight: 19 lbs.

Components Required: 6 flawless brute hides, 10 acorn oils, 13 *imbued plains pebbles*, 12 *infused vale steelweave*.

Trade Skill (DC): Tailoring (66).

Fier'Dal Cultural Tailoring

A frivolous bit of Fier'Dal verse hints at the wood elven mindset:

The high elves forever lost their blush
When we stopped wearing leaves in the fall.
But why did the dark elves turn to hate?
We stopped wearing nothing at all!

Still, while at heart a playful race, wood elves nonetheless heed necessity's demands when they must. Orcs, goblins, and more dire threats mean the guardians of Tunare's forests must forever be vigilant. *Even at rest we are never at rest./Even in peace we are never at peace*. Thus the wood elves approach their crafts with a fervor unseen in other races, for there is no true victory but a lasting victory, and there can be no lasting victory until every foe of Tunare lies dead.

Table 3-21: Wood Elf Cultural Components

Item	Component	Trade Skill	DC	Market Price
Infused mithril chain weave	2 bricks of mithril ore, *celestial temper*, smithy hammer, morning dew	Blacksmithing	26	3,500 gp
Infused mithril boning	Brick of mithril, *celestial temper*, file, morning dew	Blacksmithing	25	3,450 gp
Mithril bits	1/2 brick of mithril ore	Blacksmithing	12	20 gp
Mithril boning	Brick of mithril, file, morning dew	Blacksmithing	22	35 gp
Mithril ore	N/a	N/a	N/a	30 gp
Mithril studs	2 mithril bits	Blacksmithing	17	45 gp

Wood elven warriors wear metal armor only as a concession to necessity. They much prefer leather, and their cultural armor reflects this combination of racial preference and racial necessity. The power of Tunare finds expression in the emerald crowns that appear on completed works of armor.

Imbued Mithril Reinforced Leather

Description: This sturdier version of *imbued mithril studded leather* provides better protection, enhanced camouflage, and a stronger connection to the blessings of Tunare.

Powers: When worn by a wood elf or half elf worshipper of Tunare, this armor is the equivalent of *+3 studded leather* and grants the wearer a +4 bonus on all Hide checks made in forested or overgrown surroundings.

For any other wearer, it functions as *+2 studded leather* (no Hide check bonus) and grants none of the other benefits listed below.

Imbued Mithril Reinforced Leather (AC +6/+5, max Dex +5, check +0; hardness 5, 9 hp, Break DC 23)

Wis +3, Cha +3.

Bonus types: None.

Market Price: 26,980 gp.

Slot: Body.

Weight: 17 lbs.

Components Required: 13 oak bark tannins, 8 medium- or 4 high-quality sabretooth hides, 10 *imbued emeralds*, 20 mithril bonings.

Trade Skill (DC): Tailoring (32).

Imbued Mithril Studded Leather

Description: Mithril and the imbued power of Tunare lend additional reinforcement to this studded leather, wearable by any follower of Tunare but favored by wood elf druids. The brown of the leather takes on hints of forest green, a feature wood elves put to good use when they do not wish to be seen.

Powers: When worn by a wood elf or half elf worshipper of Tunare, this armor is the equivalent of *+1 studded leather* and grants the wearer a +2 bonus on all Hide checks made in forested or overgrown surroundings.

For any other wearer, it functions as *+1 studded leather* (no Hide check bonus) and grants none of the other benefits listed below.

Imbued Mithril Studded Leather (AC +4, max Dex +5, check +0; hardness 3, 7 hp, Break DC 23)

Wis +2, Cha +2.

Bonus types: None.

Market Price: 9,875 gp.

Slot: Body.

Weight: 14.8 lbs.

Components Required: 13 oak bark tannins, 8 low- or 4 medium-quality sabretooth hides, 8 *imbued emeralds*, 30 mithril studs.

Trade Skill (DC): Tailoring (28).

Tunarean Scout Armor

Description: This chain-leather hybrid armor shimmers with deep, emerald light, which dims at will, allowing the wearer to fade from view into the forest. Tunare imparted the secret of making this armor to better protect the greatest of her druids and rangers, and only they can benefit fully from its mystical properties.

Powers: When worn by a wood elf or half elf druid or ranger of Tunare, this armor encumbers as studded leather but otherwise functions as *+4 chainmail* and grants the wearer a +10 bonus on all Hide checks made in forested or overgrown surroundings. For any other wood elf or half elf, it grants only half of the other benefits listed below.

For any other wearer, it functions as *+1 chainmail* and grants the wearer a +2 bonus on all Hide checks made in forested or overgrown surroundings, but grants none of the other benefits listed below.

Tunarean scout armor (AC +9/+6, max Dex +5/+2, check –1/–4; hardness 14, 19 hp, Break DC 26)

Str +6, Dex +2, Con +2, Wis +4, hp +50, mana +29, all saves +1.

Bonus types: None.

Market Price: 5,665,035 gp.

Slot: Body.

Weight: 25 lbs.

Components Required: 13 oak bark tannins, 4 flawless sabretooth hides, 13 *imbued emeralds*, 10 *infused mithril chain weaves*, *enchanted embroidery needle*.

Trade Skill (DC): Tailoring (60).

Tunarean Soldier Armor

Description: This rare armor marks the wearer as an important servant of Tunare. The secrets of making this armor were a special gift to her priesthood, and none but divine servants to the Mother of All benefit from its powers. The deep green leafy pattern of the armor blends seamlessly into natural surroundings.

Powers: When worn by a wood elf or half elf druid or ranger of Tunare, this armor is the equivalent of *+4 studded leather* and grants the wearer a +10 bonus on all Hide checks made in forested or overgrown surroundings. For any other wood elf or half elf, it grants only half of the other benefits listed below.

For any other wearer, it functions as *+2 studded leather* and grants the wearer a +2 bonus on all Hide checks made in forested or overgrown surroundings, but grants none of the other benefits listed below.

Tunarean Soldier Armor (AC +7/+5, max Dex +5, check +0; hardness 6, 10 hp, Break DC 23)

Dex +2, Con +4, Wis +7, +43 hit points, mana +29, all saves +1.

Bonus types: None.

Market Price: 4,645,435 gp.

Slot: Body.

Weight: 16 lbs.

Components Required: 13 oak bark tannins, 4 high-quality sabretooth hides, 13 *imbued emeralds*, 20 *infused mithril bonings*, *enchanted embroidery needle*.

Trade Skill (DC): Tailoring (56).

Tinkering

Even the lowliest gnome takes great delight in creating something new. Gnomish workshops abound with novel, if sometimes useless tinkered creations, each inventor extolling the many uses of their often inscrutable wares. With astonishing regularity, however, tinkerers bring Norrath startling new inventions or improvements upon old favorites. Masters review the best of these, testing each thoroughly, criticizing failures or making recommendations for younger tinkerers. By such standards do apprentices become journeymen and journeymen Master Tinkerers.

The tinkering community recognizes promising gnomes with fanfare, festivities, and fireworks during the solstices and equinoxes. More subtle are those rare events commemorating the ascension of a Master to Grandmaster. These solemn occasions are marked by a formal banquet and ceremony attended only by a few other Grandmasters, the inductee, and the king, all in a special private room within Ak'Anon. Rumor has it that those gnomes who successfully spy upon these rare ceremonies rise more quickly through the ranks…

Another rumor is somewhat more disturbing than this simple matter of favoritism. It's well known that within the Mines of Malfunction the gnomes of the Dark Reflection create their own tinkered items. Some say that they possess at least a few Grandmasters of their own, and that these mysterious folk not only attend the ceremonies of their more virtuous counterparts, but that all Grandmasters regularly meet to discuss their craft. These rumors have never been verified, and most respectable gnomes laugh at the very thought — yet even they do so nervously, for every now and then a strange new item appears in the workshops of the Masters without antecedent or prototype, and more rumors quietly circulate within the Halls of Tinkering.

Table 3-22: New Tinkering Components

Item	Component	DC	Market Price
Grease-coated mesh	N/a	N/a	35 gp
Infused gear	*Celestial temper*, gear	31	3,100 gp

Biolocator

Description: This special container contains space for a sample from a living or once-living creature. The *biolocator* scans the local area for creatures closely related to the sample provided, and the compass attachment points the user toward the closest creature detected.

Powers: The *biolocator* requires a tissue or bone sample of at least half an ounce to function. The fur or eggs of a creature also suffice for this purpose. The device then senses the nearest specimen of that creature or a closely related creature (e.g., it will detect the nearest avian predatory animal if a sample of eagle tissue is placed inside it), functioning in much the same manner as a spell of the *sense animal* spell line.

The *biolocator* has a range of 300 feet and can be used 25 times before the battery must be replaced. Each use provides tracking information for up to 1 hour.

Market Price: 6,000 gp.

Slot: Miscellaneous.

Weight: 3 lbs.

Components Required: Compass, firewater, metal sheet, *Class 3 mana battery*, small jar, spyglass, static orb.

Trade Skill (DC): Tinkering (26).

Cheese Slinger

Description: This contraption combines the art of cooking with the science of tinkering (a truly marvelous achievement by gnomish standards). The result is a projectile weapon meant to entrap the opponent in a viscous, clinging glob of barely edible cheese called miregobbet (see "Baking"). Due to its cumbersome nature and the difficulty of replenishing its ammunition, the *cheese slinger* is primarily useful only as a defense against siege or to make a single shot into enemy ranks.

Powers: Using the *cheese slinger* requires a ranged touch attack against the opponent. The range increment is 20 feet, with a maximum range of 80 feet. If a Medium-size or smaller target is struck, it is covered in melted miregobbet and effectively *entangled* (see *EQ: Game Master's Guide*, p. 44). A Large creature may make a grapple check against the cheese firer's ranged touch attack roll to avoid being entangled; if it makes the check, it can act without penalty. An entangled creature may free itself by scraping away the miregobbet, which requires doing nothing else for 3 full rounds.

Loading the miregobbet requires 3 full-round actions and a Trade Skill (tinkering) check (DC 12); each shot uses 1 block of miregobbet and 1 flask of firewater.

Market Price: 255 gp.

Slot: Ranged.

Weight: 10 lbs. loaded (7 lbs. unloaded).

Components Required: Ceramic-lined still, cork, large jar, metal shaft, grease-coated mesh, flask of firewater, block of miregobbet cheese.

Trade Skill (DC): Tinkering (22).

Corking Device

Description: This simple mechanical apparatus is a favorite of brewers, as it expunges air from a bottle before sealing it automatically with a cork. Other races note with some humor that the two most useful products ever to emerge from Ak'Anon both promote more efficient and enjoyable drinking: the *corking device* and the *gnomish brew barrel*.

Powers: A *corking device* preserves beverages by sealing their bottles or jars with an airtight cork seal.

Market Price: 150 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Set of cogs, sprocket, gear set, grease.

Trade Skill (DC): Tinkering (18).

Crackstem

Description: Mischievous gnomes hollow out the inside of a cork and pack it with firedust (see "Brewing") and a single thread. Setting the thread alight causes the cork to burst loudly a few seconds later, frightening animals and startling the unwary. Gnomes bind large numbers of *crackstems* together for use at festivals — or for playing pranks. Evil gnomes use them as devices of torture, wrapping them around a victim's head like a garland before setting them off.

Powers: A living creature within 5 feet of an exploding *crackstem* must succeed at a Fortitude save (DC = the tinkerer's ranks) or be *deafened* for 1d4 rounds. A *crackstem* may also duplicate the effects of the *panic animal* spell with a radius of 20 feet. Igniting 5 or more crackstems at once increases the effect's duration (whether deafness or fear) by an additional 1d4 rounds.

Market Price: 210 gp.

Slot: Miscellaneous.

Weight: 0.25 lbs.

Components Required: Cork, pinch of firedust, silk thread.

Trade Skill (DC): Tinkering (16).

Falling Shield

Description: Useful when scaling either mountainous heights or plumbing bottomless subterranean depths, the *falling shield* protects its user from otherwise injurious falls. The silks and cords form the chute of the device, and are released by unhooking a metal fastener. The leather belts form the wearer's harness.

Powers: The *falling shield* may be activated as a free action during any fall of 100 feet or more, as long as the chute has enough space to open: it requires at least 1 square foot of area per silk swatch used in its construction. This requirement is rarely if ever an issue when the device is used outdoors, but a Medium-size character falling down a 10-foot diameter shaft, for instance, could not properly open his *falling shield*.

An open *falling shield* reduces the wearer's damage from any fall to a mere 1d6 points of normal damage and 1d6 points of subdual damage. The falling character may also steer slightly as he descends, space permitting, landing 10 feet in the desired direction for every 50 feet fallen with a successful Dexterity check (DC 20); this movement may also be affected by wind conditions, at the GM's discretion.

After it is used, a *falling shield* must be properly repacked before it can be used again. This requires 15 minutes and a Trade Skill (tinkering) check (DC 15), although any character may make an untrained check to do so if he has have ever watched the entire process of a *falling shield* being properly packed in the past.

A *falling shield* occasionally fails to open when it is activated. The chance of malfunction is equal to 10% minus the amount by which the packer's Trade Skill (tinkering) check exceeded the DC required to pack the device.

Market Price: 2,000 (Tiny); 2,035 gp (Small); 2,080 (Medium-size); 2,135 gp (Large).

Slot: Back.

Weight: 10 lbs.

Components Required: 6 silk cords (silk ropes for a Large user), backpack, 2 leather belts, metal fastening, a number of silk swatches dependent upon the size of the user (Tiny 4, Small 9, Medium 16, Large 25), a number of silk threads dependent upon the size of the user (Tiny 4, Small 9, Medium 16, Large 25).

Trade Skill (DC): Tinkering (26).

Flash Tube

Description: The visual equivalent of a *crackstem*, a *flash tube* causes a momentary burst of extremely bright light. The tinkerer separates a bottle into two compartments, with firewater in one and firedust (see "Brewing") in the other. Smashing the bottle breaks the compartment and causes the static orb to spark. The firedust combines with the firewater, which vaporizes with a brief flash of light, blinding those nearby. Attaching a *crackstem* to a *flash tube* allows for controlled timing of the burst. Skilled tinkerers add dyes to their *flash tubes*, resulting in colored bursts of light.

Powers: When thrown or otherwise broken open, a *flash tube* produces an effect very similar to that of the spell *flash of light*, except that it affects all creatures in a 15-foot radius and the Fortitude save DC is equal to the creator's ranks in Trade Skill (tinkering). Spell resistance is ineffective against the blinding effect of a *flash tube*.

Market Price: 250 gp.

Slot: Miscellaneous.

Weight: 1 lb.

Components Required: Bottle, cork, spoonful of firedust, flask of firewater, gnomish bolt, spricket, static orb, dye (optional).

Trade Skill (DC): Tinkering (16, or 18 with dye).

Gnomish Chalk

Description: These finger-long white sticks appear to be ordinary pieces of chalk to the average eye, but when slid across a hard surface they leave no marks. Only gnomes can see the tracings of this tinkered chalk, which they use to mark their own way and that of others who may follow them into dangerous places. The gnomes of the Solusek Mining Company, in particular, are known to cover the walls of their mines with markings for purposes of engineering and safety.

Powers: Markings made with *gnomish chalk* are invisible to all but gnomes, although anyone using *see invisible* may notice them in a well-lit area (Spot DC 25). The markings are not permanent, however, to the endless consternation of tinkerers. The chalk writing typically lasts one month plus one day per rank of Trade Skill (tinkering) possessed by the creator.

Market Price: 100 gp.

Slot: Miscellaneous.

Weight: 0.1 lbs.

Components Required: 1 lb. of white limestone, flask of firewater, gypsum, vial of *viscous mana*.

Trade Skill (DC): Tinkering (19).

Manalyzer

Description: Many tinkered items function a limited number of times before their batteries require replacement. Likewise, many magic items hold only so many charges, after which the item is useless. Despite the apparent chaos of tinkering and other gnomish pursuits, gnomes prefer exactitude in any situation, particularly when it pertains to tinkered crafts and newly discovered items. No gnome wants to be caught attempting to use a drained item.

Only morning dew from the Faydark Forest — particularly that mixed with the dust of passing faeries during sunrise — correctly attunes the *manalyzer's* lens to this purpose.

Powers: By holding the *manalyzer's* lens to a magical object or a tinkered item's *mana battery*, the user may determine the precise number of charges remaining. The *manalyzer* plainly displays its own number of remaining uses separately. To measure remaining doses of a potion, the character must unstopper the vial and expose the *manalyzer* to its contents.

A *manalyzer* may "read" the remaining charges in other items up to 50 times before its own battery must be replaced.

Market Price: 600 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: *Class 1 mana battery*, velium lens brushed with morning dew, metal shaft, metal twine, compass.

Trade Skill (DC): Tinkering (24).

Minor Animal Trapper-Hunter

Description: Gnomes not skilled in hunting for game rely on the *minor animal trapper-hunter (MATH)* to catch their evening meal in the wilderness. Gnawer jaws from the insatiable gnawers found in Skyfire best serve the gnome seeking to create one of these devices.

Powers: The MATH is effective only against Tiny or smaller creatures, and in most circumstances a single use of its power simply translates to a +4 bonus on Wilderness Lore checks made for the purpose of hunting small game. If it is deployed in combat to attack a Tiny or smaller animal or beast (it can attack no other creatures), use the statistics found in the "MATH" sidebar.

The MATH may be activated 25 times before its battery must be replaced.

Market Price: 1,190 gp.

Slot: Miscellaneous.

Weight: 5 lbs.

Components Required: Reflective shard, 2 sheets of metal, 2 metal shafts, 2 sprockets, cogs, 2 *infused gear sets*, metal fastening, *Class 2 mana battery*, set of gnawer jaws.

Trade Skill (DC): Tinkering (27).

MATH

	Small Construct
Hit Dice:	1d10 (5 hp)
Initiative:	+1 (Dex)
Speed:	60 ft.
AC:	14 (+1 size, +1 Dex, +2 natural)
Attacks:	Bite +0 melee
Damage:	Bite 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, constrict
Special Qualities:	Damage reduction 5/+1, locking bite
Saves:	Fort +0, Ref +1, Will –5
Abilities:	Str 10, Dex 12, Con –, Int –, Wis 1, Cha 1
Climate/Terrain:	Any
Organization:	—
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement Range:	—
Faction:	None

Description

Resembling a metal single-spring jaw trap supported by wheel-mounted legs, the MATH stalks small animals detected by its reflective shard. Winding a lever opens the jaws for easy removal of the animal.

Combat

Once it detects suitable prey (which must be an animal or beast of Tiny or smaller size), the MATH moves with tremendous speed, clamping its jaws loudly upon its victim.

Improved Grab (Ex): The MATH must hit with a bite attack to use this ability. If it gets a hold, it can constrict.

Constrict (Ex): The MATH deals 1 point of bite damage per round to any Tiny or smaller creature it holds.

Locking Bite (Ex): If its bite attack misses, the MATH cannot attack again until someone pries its jaws open again. Doing so requires a full-round action.

Negative Material Sensory Apparatus

Description: The undead — from mindless, decayed skeletons to the intelligent and organized vampires of the Coterie Nocturne — constantly threaten all life on Norrath and Luclin. Concerted efforts to stamp out this threat rarely provide permanent solutions, but this device represents a powerful tool for hunters seeking to eliminate the undead.

The "undead eye" components for this item must originate from an undead caster, such a ghoul magus, festering hag, or risen commander.

Powers: A character using the *negative material sensory apparatus (NEMSAPP)* can detect the aura that surrounds undead. It functions in a 120-foot cone, actively sensing the presence of undead creatures in that area; turning the device on is an attack action, while turning it off is a free action. The amount of information revealed by the device depends on how long the character uses it to study a particular area or subject:

1st Round: Presence or absence of undead auras and their number, range, and direction.

2nd Round: The strength of the strongest undead aura present and the presence, if any, of any undead capable of inflicting negative levels.

3rd Round: Whether a specific corpse slain by an undead creature will rise into an undead state.

Each round, the character using the NEMSAPP can turn to detect things in a new area. The NEMSAPP's power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

The NEMSAPP's battery supports 1 full hour of use, after which it must be replaced.

Market Price: 3,600 gp.

Slot: Miscellaneous.

Weight: 2 lbs.

Components Required: Compass, 2 undead eyes, *Class 4 mana battery*, velium lens.

Trade Skill (DC): Tinkering (27).

Prosthetic Arm

Description: As a small race, gnomes must often contend with monstrous beasts easily capable of swatting them aside before they can get in range to land a blow. This lightweight extension gives a gnome warrior increased range with a light weapon while maintaining strength, precision, and balance. A system of levers and cogs extends from the weapon's grip to the arm sheath, allowing the gnome excellent control of her weapon. The whole is easily collapsible for storage in a backpack.

Prosthetic arms are always made for gnomes or similarly sized wielders, although an enterprising or grateful tinkerer might conceivably construct one for a larger user.

Powers: The *prosthetic arm* grants its user a 5-foot increase in reach while using any light weapon. Though attachments and counterweights keep the character in balance, he suffers a –4 penalty on Climb checks while he wears the device; Disable Device, Pick Lock, Pick Pocket, and similar checks cannot be attempted with the prosthetic arm in place. The wielder cannot use the Weapon Finesse feat with a weapon wielded by the *prosthetic arm*.

A *prosthetic arm* requires 3 full rounds to don, and 2 full rounds to remove.

Market Price: 1,500 gp.

Slot: Shirt.

Weight: 10 lbs.

Components Required: 2 cured leather tubings, darkclaw claw, 2 gear sets, 2 metal shafts, 4 metal twine sets, 2 metal fastening sets, 2 sprocket sets.

Trade Skill (DC): Tinkering (32).

Prosthetic Hands

Description: The frustration of an item just out of reach is common to many adventurers. Sometimes a simple spear point lacks the dexterity necessary to reach a gem, pull a lever, or lift the keys from a guard's belt.

This cunning implement encloses the hands entirely. At the user's gesture, the actual "hands" — slender claws with opposable "thumb" — extend outward, allowing grasping and fine manipulation at a distance. Many rogues' lives have been spared by not being in range of a discharged trap, and mechanical lockpicks are a common attachment for this device.

Powers: These gloves grant the character 10 feet of extra reach. The extensions are not sturdy enough to allow for the wielding of weapons, but the wearer may lift objects of up to 1 pound in weight (per hand, or 2 pounds using both) and manipulate them as if using her hands. Because the dexterity in the prosthetic hands is not perfect, the wearer suffers a –2 penalty to any Dexterity-based skill checks made using the extra reach afforded by them. She may not make a Strength check of any kind (including Climb checks) while wearing the hands.

Market Price: 1,500 gp.

Slot: Hands.

Weight: 3 lbs. per hand.

Components Required: 2 cured leather tubing, 2 darkclaw claws, 2 gear sets, 4 metal shafts, 10 metal twine sets, 4 metal fastening sets, 4 sprocket sets, 8 spricket sets.

Trade Skill (DC): Tinkering (34).

Prosthetic Legs

Description: Pursuer or pursued, speed is of the essence. Gnomes too often find themselves left behind, unintentionally serving as rear guard or losing sight of what lies ahead of taller races. Weary of this sort of thing, tinkerers some time ago developed retractable legs to provide greater stature and longer strides. They attach easily to a pair of boots; a simple shuffle of the feet elevates the wearer by several feet. Though less nimble individuals may only increase the volume of laughter from observers, the agile gnome finds his movement much improved.

Powers: These false limbs increase the character's speed on land by 10 feet, although a Balance check (DC 10) is required each round to gain this benefit; a character with 5 or more ranks in Balance may take 10 on this check during casual local or overland travel. If the wearer tries to run, the Balance DC increases to 15 and he can no longer take 10; in tactical movement (i.e. during combat), the DC increases to 20. At any time, a "natural 1" on a Balance check while wearing prosthetic legs results in the character's falling prone.

Market Price: 2,000 gp.

Slot: Feet.

Weight: 5 lbs.

Components Required: 4 cured leather tubing, 2 cog sets, 4 gear sets, 2 metal shafts, 4 metal twine sets, 2 metal fastening sets, pair of leather boots, 4 sprocket sets.

Trade Skill (DC): **Tinkering (30).**

Shard Tracer

Description: This device comes in two pieces: the *shard tracer* and the *sympathetic reflective shard (or SYRS)*. The shard within the tracer is attuned to the SYRS, so that the tracer's user can determine the direction to the SYRS at all times. Further, by flipping a small switch on the tracer, the user can get a reading of the distance to the SYRS

Powers: The skewers in the tracer point toward the SYRS at all times, as long as it remains on the same plane. This function does not require any energy from the *mana battery*. When the device is activated, the lantern's glow is briefly refracted through the tracer's shard onto a ruler, which indicates the distance to the SYRS; this function operates only as long as the SYRS is within 1 mile of the tracer. After 25 activations (whether or not the SYRS was within range), the battery must be replaced.

Market Price: 750 gp.

Slot: Miscellaneous.

Weight: 3.5 lbs.

Components Required: Ceramic lining, *Class 3 mana battery*, gear, flameless lantern, 2 reflective shards, skewer.

Trade Skill (DC): Tinkering (24).

Snare Flare

Description: An adventurer sets this modified firework as an alarm and trap for intruders that may disturb his rest. When triggered, the firework ignites with a loud flash and encircles the target rapidly, binding it in metal twine. Though unlikely to hinder a determined assailant, the *snare flare* provides time for resting adventurers to prepare for a fight or gain a head start.

Powers: This device must be set up — requiring 10 minutes — by a character with at least 1 rank in Trade Skill (tinkering). Once the *snare flare* is in place, it covers a 10-foot-by-10-foot area and blends in with its surroundings; a Search check (DC 15 + 1/2 its user's ranks in tinkering) is required to find it. (Note that if the DC is 20 or higher, only a bard or rogue may find it; if 25 or higher, only a rogue.)

As soon as a Tiny or larger creature enters the affected area, the *snare flare* is triggered. With a loud bang (enough to wake a typical sleeper 30 feet away) and a bright flash of light (visible from 300 feet at night, with line of sight), the wires of the snare contract around one or more of the limbs of the victim, dealing 1d4 points of damage. The creature must also make a Reflex save (DC 10 + the snare builder's [not the user's] ranks in tinkering) or be *entangled* (see the *EQ: Game Master's Guide*, p. 44).

To escape, the entangled creature must succeed at an Escape Artist check (DC 15 + 1/2 the snare builder's ranks in tinkering) or a grapple check (against the snare's grapple bonus of +8) as a full-round action.

The snare's wires have 8 hit points and are AC 5. Once triggered, a *snare flare* cannot be used again.

Market Price: 375 gp.

Slot: Miscellaneous.

Weight: 3 lbs.

Components Required: Gnomish fireworks, 4 silk cords, 10 lengths of metal twine.

Trade Skill (DC): Tinkering (23).

Stabilizing Handwraps

Description: These gloves have tiny gear attachments to each finger and on palm and wrist. During spell preparation, the handwraps autonomously "learn" the pattern of movement required for each spell. The handwraps then mechanically aid in the casting of learned spells, increasing the likelihood of success even under duress.

Powers: A character must perform the somatic components for her spells during spell preparation; the handwraps retain a faint "memory" of the last eight such sets of gestures the wearer has performed. Thereafter, the wearer receives a +2 bonus on Channeling checks to cast any of the retained spells. A new spell or set of spells is set simply by preparing them while performing their somatic gestures.

Tinkerers design a separate version of these gloves for bards that provide a +1 bonus on any Play Instrument check for up to eight songs at a time.

Market Price: 590 gp.

Slot: Hands.

Weight: 2 lbs.

Components Required: 2 *Class 2 mana batteries* (one for each glove), pair of cloth gloves, 2 metal twine sets, 8 spricket sets, 2 sprocket sets, 10 evil eye hairs.

Trade Skill (DC): Tinkering (28).

Tool Shaper

Description: A useful, if bulky tool for an adventurer who may be forced to improvise, the *tool shaper* allows one metal object to perform the role of many. A sword taken from a fallen foe could be transformed into a (metal-hafted) shovel, a dagger into a piton, or a buckler into a hacksaw. The jar is open at both ends except for mesh guards, so that the user may feed long objects through for reassembly.

Powers: The *tool shaper* can transform any nonmagical metal object with a hardness of 10 or less into another metal object of roughly the same size. A finger drawing against the shaper's mesh "instructs" it as to what to produce. Objects to be affected cannot exceed the dimensions of the shaper's mouth (no more than 12 inches in diameter), although they can theoretically be of any length. The reshaping process is quite loud, and any creature touching the device while it is in operation takes 1 point of subdual damage per round from the great heat it produces. The process takes 1 minute for every pound of material passing through the shaper. The mass of the final object must be almost exactly the same as that of the original (a small amount of excess material, usually less than 5%, is generally stripped away during the process).

After transforming 25 pounds of metal, the *tool shaper* requires a new battery.

Market Price: 9,950 gp.

Slot: Miscellaneous.

Weight: 10 lbs.

Components Required: Ceramic lining, medium jar, 6 metal bits, 2 flasks of firewater, 2 gear sets, 2 cog sets, 2 sprocket sets, 4 spricket sets, grease, *Class 3 mana battery*, 5 high-quality diamonds, 2 grease-coated mesh sets.

Trade Skill (DC): Tinkering (35).

Whirling Bladecloak

Description: This small cloak, sized for a gnome, flares out at the wearer's impulse, meeting attacks with a whirl of sharp blades. While inactive, the daggers lay flat against the cloak so as not to cause injury to innocent bystanders. Cloaks for larger races prove too cumbersome to provide any utility.

Powers: A certain flexing of the shoulders sends the cloak into motion. Once activated, the cloak grants its wearer a damage shield (1) that lasts for 10 rounds. This effect stacks with other damage shields, magical or mundane.

After 25 uses, the cloak requires a new battery.

Market Price: 1,500 gp.

Slot: Back.

Weight: 10 lbs.

Components Required: Small leather cloak, 10 Diminutive fine steel daggers, 5 metal twine sets, silk thread, *Class 1 mana battery*.

Trade Skill (DC): Tinkering (28).

From the Mines of Malfunction

The evil gnomes of the Dark Reflection keep some tinkering secrets to themselves. Their most prized creations serve the wishes of Bertoxxulous or help the gnomes to reserve their privacy. While many of the following products are no more innovative than those of their more kindly (or at least less unkindly) brethren, they tend to appeal to evil gnomes for what should be rather obvious reasons.

Assassin Bug

Description: This tiny metal insect requires exquisite skill to construct correctly, and draws the admiration of any tinkerer unfamiliar with its application. (Of course, to many gnomes, application is secondary to design.) The purpose of the bug is to inject its victim with poison while the actual assassin is nowhere near the scene of the crime. The assassin must show the bug its target, either by aiming its reflective lens at the actual living victim or by showing it some other three dimensional likeness, such as a sculpted bust.

Powers: The *assassin bug* is a Fine construct (see sidebar) used for assassination.

Market Price: 2,320 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Metal twine, reflective shard, sprocket, 2 sprickets, sharkskin tubing, *Class 1 mana battery*.

Trade Skill (DC): Tinkering (36).

Assassin Bug

	Fine Construct
Hit Dice:	1/8d10 (1 hp)
Initiative:	+3 (Dex)
Speed:	20 ft.
AC:	21 (+8 size, +3 Dex)
Attacks:	Bite +3 melee
Damage:	Poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Furtiveness
Saves:	Fort +0, Ref +3, Will –5
Abilities:	Str 1, Dex 16, Con –, Int –, Wis 1, Cha 1
Climate/Terrain:	Any
Organization:	—
Challenge Rating:	1/8
Treasure:	None
Alignment:	Always neutral
Advancement Range:	—
Faction:	None

Description

The assassin bug resembles a cross between a spider and a fat wingless mosquito made of black metal, with a needle-like proboscis that it uses to empty its poison bladder into its target.

Combat

Once activated, the bug carefully seeks out its target, remaining hidden until it is time to strike. It does so quickly, then scurries back into the darkness. It returns to its owner after hiding for 24 hours. The assassin bug cannot really defend itself — it always reserves its payload for its assigned victim — but it sticks to small, shadowy cracks, making detection of it difficult.

Poison (Ex): The assassin bug has a reservoir that can be filled by its user with one dose of any poison, to be delivered by injection. The bug never bites any creature except its assigned target, even if attacked. Once it has delivered its payload, the bug is completely harmless until the reservoir is refilled.

Furtiveness (Ex): Due to its size and coloration, the assassin bug can only be seen by a creature actively looking for it, and even then only with a successful Spot check (DC 29). The GM may alter this DC based on circumstances. Thus, it may be much easier to see in brightly lit conditions where there are no places for it to hide, or virtually impossible to locate in shadowy conditions or areas full of rubble.

Clockwork Sentinel

Description: A deadlier version of the clockwork guards used throughout Ak'Anon, these constructs deal coldly with intruders in the Mines of Malfunction.

Powers: See the "Clockwork" entry in *EQ: Monsters of Norrath* for a full description of clockworks, and see the sidebar herein for the *clockwork sentinel's* stats.

Market Price: 270,000 gp.

Components Required: *Type 6 mana battery*, suit of full plate armor, 4 *infused gear sets*, 6 cog sets, 6 sprocket sets, 6 grease sets, 6 metal fastening sets, 8 gnomish bolt sets, 10 gnomish twine sets, velium lens, 6 firewater, 12 daggers, scroll of *lesser summoning: earth* (or creator must be able to cast *lesser summoning: earth*), scroll of *venom of the snake* (or creator must be able to cast *venom of the snake*).

Trade Skill (DC): Tinkering (56).

Clockwork Sentinel

	Medium-Size Construct
Hit Dice:	20d10 (110 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	29 (+2 Dex, +17 natural)
Attacks:	Slam +22/+17/+12 melee; dagger +17/+12/+7 ranged
Damage:	Slam 1d10+10; dagger 1d3+7 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Steam blast, poison
Special Qualities:	Construct, damage reduction 30/+3, SR 23
Saves:	Fort +6, Ref +8, Will +1
Abilities:	Str 24, Dex 14, Con –, Int –, Wis 1, Cha 1
Climate/Terrain:	Usually Mines of Malfunction, Ak'Anon
Organization:	Solitary or pair
Challenge Rating:	13
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	21–30 HD (Medium-size); 31–45 HD (Large); 46–60 HD (Huge)
Faction:	Dark Reflection

Description

These metallic guardians resemble other humanoid clockworks, and at least a few of Ak'Anon's clockwork guards have been replaced by such constructs, doppelgangers loyal to the Dark Reflection.

Combat

Clockwork sentinels are uncomplicated in performing their duties, using the simple but deadly tactics one would expect from an automaton. Additionally, they may hurl poison-coated knives with deadly force at closing or fleeing opponents. Each arm has a brace of six throwing knives built into it, typically inserted into a poison well. Different poisons may be used for each arm, coating six knives with one poison and six with another. These knives (and the poison) must be replaced by a caretaker — the sentinel itself is not smart enough to recover its weapons, and it is incapable of setting them to be thrown in any case.

Steam Blast (Ex): A clockwork sentinel can spout forth a 30-foot cone of super-heated steam once every 1d4 rounds as an attack action. This deals 7d6 points of fire damage (Reflex half, DC 20) to all creatures in the area.

Poison (Ex): The clockwork sentinel has a reservoir in each arm that can be filled by its caretaker with six doses of any poison, to be delivered by the sentinel's throwing knives. Monk's hood aconite, spirit of sloth, and a suspension of vaporous blistercrisp (see "Poison Making" earlier in this chapter) are three favorite choices for equipping sentinels.

Improved Stalking Probe

Description: This superior version of the standard *stalking probe* includes an auditory component and enhanced visual clarity. Masters of the Dark Reflection often use these devices to spy upon their brethren, as well as their non-gnome enemies.

Powers: The *improved stalking probe* functions just as a *stalking probe*, except that its incorporeal sensor grants all the benefits of the *eye of Tallon* spell and the user can also hear through the sensor.

After 6 uses, the probe requires a new battery.

Market Price: 112,000 gp.

Slot: Miscellaneous.

Weight: 4 lbs.

Components Required: *Stalking probe*, sonic bat ear bones, static orb, *Class 4 mana battery*.

Trade Skill (DC): Tinkering (50).

Plague Rodent

Description: To further spread the foulness of their patron deity, evil gnomes reanimate dead rats with a foul blend of clockwork tinkering and necromancy, and then distribute them throughout large cities and towns, gnomish and otherwise. These techno-mystically animated rats not only spread their plague through biting victims, but transmit illness through airborne mist expelled by tinkered nozzles.

Powers: See the "Diseased Giant Rat" entry in Appendix One of *EQ: Monsters of Norrath* for a full description of the diseased rats and the plague they carry, and see the sidebar herein for the *plague rodent's* stats.

Market Price: 3,600 gp.

Components Required: *Type 2 mana battery*, ceramic lining, diseased giant rat corpse, 2 *infused gear sets*, 2 cog sets, sprocket set, gnomish bolt set, metal shaft, 2 metal twine sets, scroll of *infectious cloud* (or creator must be able to cast *infectious cloud*).

Trade Skill (DC): Tinkering (34).

Skeletal Struts

Description: The necromancer maintains considerable power through his skeletal companion. The temptation to increase her pet's strength through armor and weapons fades the first time such accoutrements disappear with the banished or slain pet. Necromancers designed these sup-

Plague Rodent

	Medium-Size Construct
Hit Dice:	3d10 (16 hp)
Initiative:	–2 (Dex)
Speed:	30 ft., climb 15 ft.
AC:	14 (–2 Dex, +6 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d6+4 and disease
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Disease, plague cloud
Special Qualities:	Construct, damage reduction 3/–
Saves:	Fort +1, Ref –1, Will –4
Abilities:	Str 16, Dex 6, Con –, Int –, Wis 1, Cha 1
Climate/Terrain:	Any
Organization:	Solitary, pair, outbreak (3–5) or plague (6–12)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement Range:	4–9 HD (Medium-size)
Faction:	Dark Reflection

Description

Plague rodents resemble the diseased giant rats from which they are made, both in appearance and temperament. Where the rotting flesh of older rodents has begun to drop away, the unmistakable glint of metal shows through.

Combat

Disease (Ex): Dark plague of Bertoxxulous — contact, inhalation, or injury; Fortitude saving throw (DC 20); incubation 1d6 hours; damage 1d4 temporary Dexterity (to a minimum of 1/2 the initial score) and 1d4 temporary Charisma (to a minimum of 1), and creature gains the "diseased" template.

Plague Cloud (Ex): Once per day as an attack action, a plague rodent can unleash a small cloud of its virulent disease in a 5-foot radius. Living creatures caught within this cloud must make a Fortitude save (DC 20) or become infected with the dark plague of Bertoxxulous.

ports to snap off just prior to a skeletal pet's dissolution. They bolster the companion's skeletal framework, providing increased strength and resilience.

Powers: This "armor" is intended for use by skeletons (they can be attached to any humanoid skeleton, but are most often used on necromancer's pets); it takes 5 minutes to attach to a typical skeleton. The struts do not disappear when a skeletal pet is destroyed or dismissed, instead clattering to the floor where the skeleton most recently stood. The basic model described here fits only Small or Medium-size skeletons, but undead creatures of larger size may have specially designed *skeletal struts* made to fit.

Skeletal Struts (AC +2, max Dex +8, check +0; hardness 12, 10 hp, Break DC 26)

Str +1, Dex +1, +1 hp per tinkering rank of the creator.

Bonus types: None.

Market Price: 24,150 gp.

Slot: Body.

Weight: 6 lbs.

Components Required: *Class 1 mana battery*, cog set, gear set, 5 metal rods, 6 metal shafts, 12 metal twine sets.

Trade Skill (DC): Tinkering (29).

Gnomish Cultural Armor

Applying principles of advanced tinkering to previously trodden realms of engineering, Master Tinkerers have improved *clockwork watchman armor* from an innovative but combat unready powered suit into several brands of formidable armor. Despite initial difficulties with prototype models, recent successes have justified years of hard work, great expense, and regrettable injuries. While the tinkering community agrees that these models reach their respective limits of durability, they agree equally that more innovative, useful, and — inevitably — destructive applications of clockwork technology may be adapted to the powered suit milieu.

Clockwork Shadow Walker Armor

Description: Tinkerers prefer working with plate armors, but some gnomes prefer less restrictive armor. Obligingly, a team of Master Tinkerers worked toward the development of *clockwork shadow walker armor*, which uses a combination of magic, steam-powered joints, and a few other amenities to offset the usual hampering effects of heavy armor.

Most gnomes use rubies imbued to Brell Serilis when crafting this armor, but followers of Bertoxxulous gain the favor of their patron through the use of black sapphires.

Powers: When worn by a gnome or dwarf who worships the appropriate deity (either Brell or Bertoxxulous), this armor encumbers as a chain shirt (i.e. it can be worn as light armor) but otherwise functions as *+1 clockwork watchman armor* with the *shadow* and *silent moves* qualities.

In addition to the usual button functions of *clockwork watchman armor*, this armor has an additional button function (which can be used by any wearer) that does not require a separate *mana battery*:

- Button 7. Produce Wrench: As a free action, the suit produces a large wrench from a hidden compartment along either arm. This wrench can be used for obvious purposes, but also functions as a light mace; since it is attached to the suit, it cannot be disarmed. The wrench can be replaced into its compartment as a free action.

For any other wearer, *shadow walker armor* functions as normal *clockwork watchman armor* and grants none of the bonuses listed below.

Clockwork Shadow Walker Armor (AC +9/+8, max Dex +4/+2, check –2/–4; hardness 11, 26 hp, Break DC 25)

Str +3, Dex +2, Con +1, hp +12.

Bonus types: None.

Market Price: 97,100 gp.

Slot: Body.

Weight: 48 lbs. (gnome-sized).

Components Required: *Clockwork watchman armor*, 2 extra *Class 5 mana batteries*, 15 *infused gears*, 2 cog sets, sheet of metal, 3 *imbued rubies* (or *black sapphires*), 7 metallic tempers.

Trade Skill (DC): Tinkering (49).

Clockwork Observer Armor

Description: The ultimate tinkered protection (until the next prototype is released), this armor provides incredible protection from attack, along with the numerous standard clockwork features.

Most gnomes use rubies imbued to Brell Serilis when crafting this armor, but followers of Bertoxxulous gain the favor of their patron through the use of black sapphires.

Powers: When worn by a gnome or dwarf who worships the appropriate deity (either Brell or Bertoxxulous), this armor functions as *+3 clockwork watchman armor* with the *moderate fortification* quality.

For any other wearer, it functions as *+1 clockwork watchman armor* with the *light fortification* quality and grants none of the bonuses listed below.

Clockwork Observer Armor (AC +11/+9, max Dex +2, check –4; hardness 14, 33 hp, Break DC 25)

Dex +1, Con +2, Int +7, Wis +7, hp +41, mana +27.

Bonus types: None.

Market Price: 4,639,750 gp.

Slot: Body.

Weight: 50 lbs. (gnome-sized).

Components Required: *Clockwork watchman armor*, 6 small molds, 15 *infused gears*, 2 cog sets, 2 sheets of metal, 9 *imbued rubies* (or *black sapphires*), 7 metallic tempers.

Trade Skill (DC): Tinkering (56).

Mana Batteries

Since mana batteries are central to so many tinkering items, it is natural that a gnome character will eventually want to know how to make one. Keep in mind, however, that the Masters of Ak'Anon are loath to let slip their monopoly on making these items!

Any gnome spellcaster of the requisite level who has a faction of +3 or better with the Eldritch Collective may attempt to make a *mana battery*. However, she can do so only while at either the Library Mechanamagica or its Iceclad outpost, since several of the key components needed to make the batteries can be acquired only there. (Alternatively, a gnome having at least +3 faction with the Dark Reflection can make *mana batteries* while in the Mines of Malfunction.)

In addition to the special battery-making materials from the Eldritch Collective, the character needs a ceramic-lined vessel crafted with Trade Skill (pottery), a vial of mana (*viscous mana* for a type 1 battery, *cloudy mana* for a type 2, and so on), a metal fastening, and firewater. These components are all included in the cost of making a battery, as indicated below.

If the character fails the Trade Skill (tinkering) check to make a particular battery, she loses both half the materials (i.e., half the gp cost) and half of the necessary construction time, and must start again.

Battery Type	Min. Caster Level	Time	Cost	Tinkering DC
Class 1	3	2 days	30 gp	20
Class 2	6	3 days	50 gp	23
Class 3	9	5 days	100 gp	28
Class 4	12	1 week	150 gp	35
Class 5	15	2 weeks	200 gp	44

Introducing...the Class 6 Mana Battery!

Rumors have persisted throughout Ak'Anon for decades if not centuries that *Class 6 mana batteries* existed and could be manufactured. Such a battery, the stories say, would power some tinkered items for all time and would allow the construction of massive clockworks unlike any every built. Further conspiracy theorists suggest that Grandmaster Tinkerers jealously guard the secrets of the *Class 6 mana battery* from their students and protégés, allowing only themselves the glory of advancing tinkering into a new age of innovation and discovery.

The rumor-mongers are right about the existence of the *Class 6 mana battery*. However, the few that have thus far surfaced have not been found in the secret laboratories of any known Grandmasters, but instead have turned up powering clockwork behemoths in hidden lairs, or have been given as gifts from other races to a lucky gnome tinkerer, or have been found lying deep within mines, in areas already thought to have been explored and cleared. These discoveries do nothing to dull the rumors of Grandmaster involvement and manipulation, occasionally sparking arguments from debate between fellow Masters from one camp or another.

However, in truth, even Ak'Anon's Grandmasters are uncertain of the source of these wondrous batteries. Most ascribe their origin to Brell Serilis, Duke of Below and progenitor of the gnome race. Others are not so sure, but — gnomish nature being what it is — have not looked too deeply into the mouth of this gift horse. Would knowing the truth deter these most dedicated and skilled tinkerers from their advanced pursuits?

Mana batteries store their power in a form inaccessible to spellcasters, but specially attuned to tinkered devices. More powerful devices require larger mana supplies and, therefore, stronger batteries. Inevitably, these batteries fade and must be replaced, a simple procedure but costly over time. *Class 6 mana batteries* do not seem to lose their power over time or, if they do, the loss is so gradual that decades or even centuries might pass before any decrease becomes noticeable. The eternal nature of these power sources is a mystery to the tinkering community, but one they are content to leave unsolved.

And their ignorance is indeed bliss. Many gnomes would be troubled to learn that the true source of these batteries lies in the Mines of Malfunction. The Dark Reflection did not come by their knowledge alone. Only through the insight of that most infamous of necromancers, Miragul, did they learn the secret of imbuing a *mana battery* with an eternal source of power: the essence of living souls.

Over the years, the Dark Reflection discreetly passed two of their "Mark VI" batteries to their more virtuous cousins through indirect means. Recently, they've allowed a few more to pass into the Halls of Tinkering, and Dark Reflection Masters have been delighted at the elation with which each has been received. Within a few years, they posit, the Halls of Tinkering will clamor for nothing less than Class VI batteries to fuel all their creative fires, and then the Dark Reflection will reveal to them the truth of their obsession. And what are a few lost souls compared to the advances of Tinkering? In return for mere acceptance and representation, the Dark Reflection will promise plenty of batteries for all its fellow seekers and crafters.

Truly, the Dark Reflection cannot say which will be the more marvellous: the moral perplexity of Ak'Anon's highest tinkerers and officials, or their inevitable acceptance of a pact with the Masters of the Mines of Malfunction...

Powers: A *Class 6 mana battery* used in place of a *Class 1* or *Class 2 mana battery* effectively gives the item it powers unlimited charges; if the *Class 6 mana battery* replaces a *Class 3*, the item gains 50 times the number of charges it would usually possess. A tinkered item normally relying on a *Class 4 mana battery* gains 10 times the charges it would normally possess, and one using a *Class 5 mana battery* receives 5 times the normal number of charges.

While most animated clockworks can run for decades on the power of their *Class 5 mana batteries*, truly monstrous constructs (those with 50 HD or more) require *Class 6 mana batteries* to support their power requirements.

Market Price: 50,000 gp.

Slot: Body.

Weight: 15 lbs.

Components Required: *Class 5 mana battery*, *essence emerald*, scroll of *infusion* (or creator must be able to cast *infusion*), captured soul of a living being.

Trade Skill (DC): Tinkering (57).

New Trade Skill: Calligraphy

In certain cultures, most notably those of the Erudites and Koada'Dal, the appearance of a message means at least nearly as much as the message's contents. Simple scribbling upon a shred of parchment suggests a message not worth reading — if the writer did not care for the state of his letter, why should the recipient?

Thus was born the art of calligraphy, a deceptively simple practice that bestows dignity, gravity, and beauty to a letter as befits communication between the elite. The practice gradually spread, leading to the development of new uses for calligraphy, both magical and mundane. Spymasters soon adopted this trend and developed simple codes embedded in the writer's style, allowing plotters, for instance, to pass word to one another openly. Awareness of this technique grew, however; in the current era such secret codes tend to have more innocuous purposes, such as implicit communication between courting lovers. Even more useful to plotters and the like is the development of sympathetic ink. This family of inks remains invisible after application until the reader introduces a certain condition, such as warming the paper or exposing it to sunlight, or other more esoteric or even magical conditions.

Perhaps it was inevitable, given its prominence among the mystical Erudites and high elves, that calligraphers developed magical applications for their trade. Records suggest that each race developed their techniques separately, although the work of high elf sages precedes that of Peacekeeper clerics by centuries. Monks of Quellious also took up the practice, seeking in it a form of meditation and focus, a subtle, physical expression of mental discipline with the touch of artistry. Evil Erudites passed the knowledge on to the Teir'Dal, while on Faydwer some wood elves found value in yet another gift from their brethren. Other races became acquainted with calligraphy, if only in passing, but most do not bother with it. Calligraphy requires a delicacy quite foreign to ogres and trolls. Barbarians, dwarves, and, to a lesser extent, halflings, simply lack the cultural mindset to pursue the craft. Gnomes would rather create devices to produce calligraphic writing for them than do it themselves. There are iksar and Vah Shir calligraphers, but the art is very new to both races and lacks widespread study among them.

As a meditative art, advanced calligraphy requires not only mental discipline but the capacity to translate insight into ink. With proper dedication, even the most awkward may be successful at calligraphy if she is mentally adroit. Therefore, a calligrapher applies the higher of her Dexterity or Wisdom modifier to Trade Skill (calligraphy) checks.

Over the centuries, scholars of calligraphy amassed lexicons devoted to the magical aspect of their trade. These tomes contain extensively detailed observations, explanations and instructions on creating the two primary expressions of magical calligraphy: mantras and recitations. Because every calligrapher brings a distinctive style and tone to every letter, essay, mantra, and recitation, no two are alike. Even the most formulaic mantras contain a hundred subtleties distinguishing one calligrapher from the next. Thus, those most wise in the art may distinguish between the writings of familiar calligraphers, even if to the untrained eye a given pair of letters may seem identical.

Aside from the stroke of the quill, word choice also differentiates one mantra or recitation from another of the same kind. Unlike spells, which require precise adherence to word and gesture, the language of calligraphy may differ slightly from one practitioner to the next. These differences tend to be minor, particularly in the mantras, for such small encapsulations of power require adherence to the basic forms that generate that power. However, they vary widely in language and tone depending on the nature of the writer, each variation imparting new wisdom with its singular outlook. Calligraphers consider these disparities vital to their craft, each a new source of learning. Therefore, there are no masters in the terminology of calligraphers. There are "neophytes," who work with mundane calligraphy; "students," capable of inspiring mantras; and "learned students," gifted in the high art of recitations.

A character with fewer than 3 ranks in the language of the calligrapher must make a Language check (DC 15 for a mantra, DC 20 for a recitation) to gain any benefits from reading a Trade Skill (calligraphy) item.

Unless otherwise specified, using a mantra or a recitation produces a supernatural effect. However, the act of reading a calligraphy item always provokes an attack of opportunity, although the mantra or recitation still takes effect even if the reader is damaged (unless he is incapacitated by the blow).

It takes one day per caster level of the mantra or recitation to inscribe it properly — being hasty is antithetical to the calligrapher's craft.

Ink, Parchment, and Quill

The quality of ink determines the durability of a given mantra. Each use draws power from the ink, and multiple uses inevitably expend this power. The ink fades a little with each reading, and the calligrapher must eventually draw the mantra anew. Recitations are, in effect, permanent mantras, and they require superior ink to fuel the magics they impart.

A civilized town of any size requires an ink maker due to the need to preserve records of various sorts. This basic ink serves its civic duty well and is passable for mundane calligraphy, but ink used in creating mantras and recitations requires careful brewing.

When a calligrapher attempts to scribe a mantra or recitation, he must make a successful Trade Skill (calligraphy) check, with a DC as indicated for the mantra or recitation in question. A failed check results in the waste of all materials involved and half the time normally required to complete the work.

A simple fallen feather from any passing bird does not do justice to the high art of calligraphy. To write a mantra or scribe a recitation requires a superior instrument. Given Norrath's nature, it's not surprising that calligraphers must acquire their quills from any of a variety of dangerous beasts. The student does have a choice of quills, and, once acquired, a quill serves the student for twenty-five mantras or one recitation. A single feathered beast may thus satisfy a calligrapher's needs for a lifetime, though one slain by fire or sword may have more ruined than usable quills.

Component	Source	Market Price
Green copperas	Mining	1 gp
Gum acacia	Acacia tree sap	6 sp
Indigo	Indigo plant	4 gp
Lampblack	Fine soot	1 cp
Logwood	Campeachy tree	2 gp
Nutgall	Oak and other trees	2 cp
Potash	Leached wood ashes	1 cp
Powdered jacinth	Jacinth	925 gp
Sepia	Cuttlefish ink	3 gp
Wormwood	Apothecary/shaman guildhall	50 gp/100 gp

Indigo grows primarily on Odus, in the Lesser Faydark forest of Faydwer and in Nektulos Forest. Logwood, the dark red heartwood of the campeachy tree, is found in southern regions of Antonica, Odus, Faydwer, and Kunark. Acacia trees grow in arable parts of the Desert of Ro and on some islands in Erud's Crossing. Potash, nutgalls, and lampblack are easily attainable over the course of an hour, but some would rather pay than dirty their hands with such work.

The following chart lists the standard types of ink calligraphers use. Two prices are given for recipes using wormwood, as it may be purchased from either an apothecary/herbalist or a shaman guildhall. Using the more expensive shaman version increases the Trade Skill (brewing) DC to make the ink by +1, but also grants a +1 bonus to Trade Skill (calligraphy) checks when using that ink. A jar of ink contains enough liquid for twenty mantras or a single recitation.

Type of Ink	Ingredients	Brewing Time	Brewing DC	Market Price
Common merchants' ink	N/a	N/a	8 gp	N/a
Boiled gall ink	Nutgall, green copperas, lampblack, gum acacia	5 hours	12	10 gp
Fermented gall ink	Nutgall, logwood, green copperas, gum acacia	2 weeks	15	15 gp
Fermented wormwood ink	Nutgall, wormwood, green copperas, gum acacia	3 weeks	19	65/115 gp
Infused indigo ink	Indigo, *celestial essence*, powdered jacinth, wormwood, gum acacia	1 day	24	1,000/1,100 gp
Infused sepia ink	Sepia, potash, *celestial temper*, gum acacia	3 days	28	3,400 gp

Listed below are the different media used in writing, along with their cost and the limits of their applications.

Medium	Market Price	Most Potent Application
Paper	4 sp	Mediate mantras
Parchment	2 sp	Lesser mantras
Papyrus	6 cp	Mundane usage
Vellum	3 gp	Recitations

Mantras

Mantras are beautifully scripted phrases capable of imparting some sort of magical effect. Most often, these powers affect the reader of the mantra (although if it is inscribed on a superior medium the mantra may also affect those close to the reader). Some mantras instead target an opponent or, again with a better medium, several opponents. Mantras often provide bonuses of one sort or another.

The quality of ink is compared to the power of the mantra to determine the number of times it can be read before the ink fades. The reader may elect to use a lesser effect when invoking a mantra, but this still consumes a full "charge" of ink.

Bonuses from mantras have no type; therefore, they stack with bonuses provided by all other sources except other mantras. Unless otherwise specified, reading a *lesser mantra* is an attack action; reading a *mediate mantra* requires a full round; and reading a *greater mantra* requires 2 full rounds.

Note: Market prices given for each mantra are *per charge*.

Table 3-23: Known Quills Required for Mantras, by Level

Lesser	Mediate	Greater/Recitation
Aviak feather	Cockatrice feather	Chokidai fang
Burynai claw	Griffon feather	Cinder or scoriae hornet stinger
Giant eagle feather	Sonic bat larynx	Lava duct crawler proboscis
Terror tentacle tip	Venomwing proboscis	Racnar claw

Table 3-24: Charges of Ink per Mantra

Medium	Lesser	Mediate	Greater
Parchment	3	—	—
Paper	5	3	—
Vellum	7	5	3

Table 3-25: Bonuses to Calligraphy Checks

Ink	Mundane	Lesser	Mediate	Greater	Recitation
Common merchants' ink	+0	—	—	—	—
Boiled gall ink	+1	—	—	—	—
Fermented gall ink	+2	+0	—	—	—
Fermented wormwood ink	+3	+1	+0	—	—
Infused indigo ink	+4	+2	+1	+0	–8
Infused sepia ink	+6	+4	+3	+2	+0

Mantra of the Ambitious Squire

Description: Even a wizard trained in the arts of swordplay still tends to feel out of place when his mana runs dry. This mantra allows anyone to take up arms with skill; the more practiced an individual is in his own craft, the more puissant his combat skills become.

Powers: This mantra improves a character's melee combat abilities (only) as shown below. A character already possessing one of the listed feats receives no additional bonus.

- *Lesser:* The reader gains a +1/level BAB progression with any melee weapons (i.e., he attacks as a warrior of the same level) for 5 rounds. This power does not grant the character proficiency with any weapon, so he still suffers a –4 penalty to attacks with unfamiliar weapons. Caster level 5.
- *Mediate:* As *lesser*, except the duration is 10 rounds and the character also receives the benefits of the Power Attack, Cleave, and Parry feats for the duration. Caster level 10.
- *Greater:* As *mediate*, except the duration is 15 rounds and the character also receives the benefits of the Double Attack and Riposte feats for the duration. Caster level 15.

Market Price: 750 gp (lesser); 1,000 gp (mediate); 1,875 gp (greater).

Trade Skill (DC): Calligraphy (23/29/35).

Mantra of Arrow Splitting Arrow

Description: For a brief time, the reader's fighting skill increases dramatically, transforming a novice swordsman into a seasoned veteran or a hired blade into a deadly assassin. The finest materials can extend the mantra's power to a set of companions, as well.

Powers: Reading this mantra in any form is an attack action.

- *Lesser:* The reader receives a +6 bonus to attacks and a +2 bonus to damage with any weapon (melee or ranged) for 2 rounds. Caster level 4.
- *Mediate:* As *lesser*, except the duration is 3 rounds and the bonuses increase to +9 and +4, respectively. Caster level 6.
- *Greater:* As *mediate*, except the duration is 4 rounds and up to six of the reader's companions also receive bonuses of +7 to attacks and +4 to damage. Each recipient must be within 25 feet of the reader. Caster level 8.

Market Price: 1,200 gp (lesser); 1,800 gp (mediate); 4,000 gp (greater).

Trade Skill (DC): Calligraphy (26/30/40).

Mantra of Cunning

Description: The element of surprise gives a sure advantage to highway robbers and military contingents alike. Whispering the *mantra of cunning* lends supernatural precision as the ambush strikes.

Powers: Uttering the *mantra of cunning* before an ambush increases the benefits of surprise on the part of the attackers.

- *Lesser:* The reader receives a +2 bonus to attacks during the first 2 rounds of the next combat that occurs within 10 minutes of reading the mantra. Further, for those 2 rounds, she is not subject to attacks of opportunity provoked by moving through threatened squares. Caster level 4.
- *Mediate:* As *lesser*, except the benefits apply to up to up to six of the reader's companions, as well. In addition, all recipients gain a bonus of +10 feet to speed for the first 2 rounds of the affected combat. Each recipient must be within 25 feet of the reader. Caster level 7.
- *Greater:* As *mediate*, except all recipients receive a +3 bonus to attacks (rather than +2) and a +3 bonus to saving throws. In addition, all recipients gain the benefits of the Cleave feat if they do not already possess that feat. Caster level 10.

Market Price: 400 gp (lesser); 1,225 gp (mediate); 1,750 gp (greater).

Trade Skill (DC): Calligraphy (24/32/35).

Mantra of the Dowser

Description: These simple words attune the speaker to a certain material or item, a sample of which she must possess in hand. Fortune hunters prize this mantra, though other uses include finding the best location for a well or locating a lost companion.

Powers: The reader must hold a sample of the sought after substance for the mantra to function. Holding a magic blade in hand leads the reader to the nearest source of ore, not another magic blade. If the substance does not exist within 1 mile of the reader, the mantra provides no information but also expends no charge.

- *Lesser:* The reader instinctively knows the direction to the nearest source of the substance in question. Caster level 1.
- *Mediate:* The reader knows the direction and distance to the nearest source of the substance and roughly how much of the substance is present. By holding an individual's personal possession, the reader may discern direction and distance to the item's owner. Caster level 5.

- *Greater:* As *mediate*, except the reader also becomes aware of any dangerous obstacles in the path to the substance or creature. The mantra does not provide specifics, but the reader learns, for example, that 6 humanoids lie in wait just ahead and that the room beyond them is somehow trapped. Caster level 11.

Market Price: 50 gp (lesser); 375 gp (mediate); 1,650 gp (greater).

Trade Skill (DC): Calligraphy (16/25/36).

Mantra of Ebbing Tides

Description: The boon of sea captains and anyone shipping precious cargo over the waves, this mantra inspires awe in those who witness its power. Silver mists rise from the calligraphy as the reader loudly commands a storm to subside. If read backwards, the more powerful versions of this mantra can summon a stiff wind to carry a vessel away from becalmed waters.

Powers: When read at sea or in a coastal region, this mantra alleviates harsh weather and attendant phenomena such as high waves, as shown below.

- *Lesser:* This mantra eases a storm's severity. A hurricane becomes a violent storm, a violent storm remains dangerous but surmountable by skilled sailors, and a moderate storm is reduced to mere buffeting winds and rain. Caster level 5.
- *Mediate:* As *lesser*, except the fiercest tempest loses most of its vigor. The gale's howling falls to a brisk wind, and deck-crushing waves recede into rough but not particularly threatening seas. Read backwards, this mantra increases prevailing winds by up to two categories, saving a ship from a dead calm but requiring careful maneuvering to keep a steady course. Caster level 9.
- *Greater:* As *mediate*, except torrential downpours turn to gentle mist and breaking clouds, thunder and lightning recede into the distance, and a ship at sea glides from potential disaster into pleasant calm. Reading this mantra during a moderate storm leads to sunshine within a minute. Read backwards, the speaker's words increase prevailing winds by up to three categories, conjuring a stiff wind in whatever direction the reader desires. Caster level 12.

Market Price: 560 gp (lesser); 1,690 gp (mediate); 2,700 gp (greater).

Additional Components: The greater mantra requires the addition of both *imbued black pearl powder* and *imbued plains pebble powder* to the ink, in honor of Prexus the Ocean Lord and Karana the Rainkeeper.

Trade Skill (DC): Calligraphy (28/34/40).

Mantra of the Eternal Slave

Description: Only the most fiendish beings dare utter the words to this powerful mantra, for it binds the very soul of a slain enemy. Each soul bound in this manner increases the resilience of the speaker. This effect lasts until someone breaks the soul's storage vessel.

Powers: The reader draws the soul from a newly dead body and imprisons it in a sealed storage container for the victim's soul. The container need not be remarkable — a simple clay pot suffices — but it must have an *imbued sapphire* inside it. The subject must have been dead no more than 1 round per rank of Trade Skill (calligraphy) of the mantra's creator. The soul, once trapped in the container, cannot be returned to life through any spell of the *reanimation* spell line or any similar effect. Only by destroying the storage container can one free the soul (which is then still dead).

The reader of the mantra receives a number of bonus hit points based upon the victim's Constitution modifier, as show below. The reader must have the storage jar present to receive the soul when he first reads the mantra, but thereafter need not carry it with him. He retains these bonus hit points as long as the container remains intact. Destroying the container results in the immediate loss of all bonus hit points accrued from that soul and deals an equal number of hit points of damage to the reader.

- *Lesser:* Bonus hit points equal to victim's Constitution modifier +1. Caster level 11.
- *Mediate:* Bonus hit points equal to victim's Constitution modifier +5. Caster level 16.
- *Greater:* Bonus hit points equal to victim's Constitution modifier +9. Caster level 21.

Market Price: 3,300 gp (lesser); 4,800 gp (mediate); 6,300 gp (greater).

Additional Components: The calligrapher must use for her quill the claw or horn of an evil outsider. Furthermore, the outsider's power determines the level of the mantra its body part supports: 20+ HD for a lesser mantra, 25+ HD for the mediate form, and 30+ HD for the greater version.

Trade Skill (DC): Calligraphy (36/42/48).

Mantra of Falling Dust

Description: This quiet mantra hushes footfalls, grating or clinking metal, and other movement-related sounds.

Powers: Reading this mantra in any form is a full-round action.

- *Lesser:* The reader receives a +5 bonus to Sneak checks for 15 rounds. Caster level 1.
- *Mediate:* As *lesser*, except the mantra affects up to six of the speaker's companions. Each recipient must be within 25 feet of the reader. Caster level 4.
- *Greater:* As *mediate*, except each character affected receives a +10 bonus to Sneak checks. Caster level 7.

Market Price: 50 gp (lesser); 450 gp (mediate); 790 gp (greater).

Trade Skill (DC): Calligraphy (16/24/32).

Mantra of Golden Blades

Description: Even mindless undead beware the touch of fire, but the *mantra of golden blades* leaves them little choice. When it is read, golden mists rise from the medium and ignite the reader's blade. Swords, staves, and arrows alike burst into flames harmless to the living and material goods — but lethal to the unliving.

Powers: Reading this mantra in any form is an attack action.

- *Lesser:* For the next 10 rounds, any weapon used by the reader gains the *flaming* and *ghost touch* qualities for as long as he wields it; however, these flames damage only undead creatures. If he uses a bow or some other weapon that fires ammunition, the ammunition gains these qualities. Caster level 9.
- *Mediate:* As *lesser*, except the mantra also affects the weapon of up to six of the speaker's companions. Each recipient must be within 25 feet of the reader. Caster level 14.
- *Greater:* As *mediate*, except affected weapons also gain the *bane [undead]* quality. Caster level 20.

Market Price: 2,250 gp (lesser); 4,200 gp (mediate); 7,000 gp (greater).

Trade Skill (DC): Calligraphy (25/34/39).

Mantra of the King's Passage

Description: This mantra reads like an imperial decree and enforces reverence from those around the reader, none of whom may assault, disparage, or show disrespect to the speaker.

Powers: All creatures with Intelligence scores of 3 or higher that can see the reader must make a Will save (DC 10 + 1/2 the mantra creator's ranks in calligraphy + the reader's Cha modifier) or be cowed. Creatures affected in this manner are unable to attack the reader (including spellcasting or using magic items or abilities) and may not utter a word against her. Creatures that do not understand the reader's language receive a +2 bonus to the saving throw.

This mantra counts as a sonic, mind-affecting compulsion. Note that the reader's companions, if present, may also fall under the mantra's sway.

- *Lesser:* This mantra cannot affect creatures with more HD than the reader's HD/levels –6. Affected creatures are cowed for 1d6+6 rounds. Attacking those subjected to this mantra also breaks the effect. Caster level 5.
- *Mediate:* This mantra can affect creatures with up to the reader's HD/levels –5, and the creatures suffer a –2 penalty to their Will saves. Those affected are cowed for 1d8+8 rounds and will also obey minor commands, such as fetching wine, giving directions, or offering flattery without question for the duration. Attacking those subjected to this mantra still breaks the effect. Caster level 8.
- *Greater:* This mantra can affect creatures with up to the reader's HD/levels –4, and creatures suffer a –4 penalty to Will saves. Those affected are cowed for 1d10+10 rounds and will also obey most commands, such as giving up treasured objects or turning over allies into custody. Attacking or otherwise harming those subjected to this mantra allows the attacked creature(s) to make another Will save with each attack, but does not automatically break the effect. Caster level 18.

Market Price: 750 gp (lesser); 1,600 gp (mediate); 6,300 gp (greater).

Trade Skill (DC): Calligraphy (24/31/38).

Mantra of the Peacekeeper

Description: Calligraphy is a common pursuit among followers of Quellious, each of whom learns this mantra to perfection. Recitation of this mantra all but guarantees peaceful results in diplomatic proceedings and peaceful withdrawal of parties if they fail to reach an accord. Let any who seek to take advantage of confidence falsely given beware, for they inevitably find their efforts thwarted by the Tranquil.

Powers: The reader gains bonuses to Charisma and faction as shown below. A character that takes advantage of members of the faction, to that faction's detriment, immediately gains a faction standing of "dubious" (–4 faction) with all members of that faction; this penalty can be worsened by further detrimental acts, but can never be improved unless the character somehow atones for his actions in the eyes of Quellious (GM's discretion, but this should require an epic undertaking).

- *Lesser:* The reader receives a +2 bonus to Charisma. Additionally, his standing rises by +1 with a single faction of his choice. These bonuses last for 30 minutes. Caster level 3.
- *Mediate:* As *lesser*, except the reader's Charisma increases by +3 and his faction standing by +2. These bonuses last for 1 hour. Caster level 6.
- *Greater:* As *mediate*, except the reader's Charisma increases by +4 and his faction standing by +3. These bonuses last for 2 hours. Caster level 12.

Market Price: 300 gp (lesser); 600 gp (mediate); 1,350 gp (greater).

Additional Components: To pen this mantra, the calligrapher must add powdered topaz to the ink. This renders the remaining ink useless for penning any other mantra.

Trade Skill (DC): Calligraphy (22/27/33).

Mantra of Rapt Quiescence

Description: An exhausted mana supply in the wrong circumstances can mean certain death. This mantra briefly focuses thoughts, compacting the benefits of an hour's meditation into but a few brief moments. A blue glow rises from the scroll's ink and passes into the reader's eyes, bringing a surge of refreshed mana to the caster's system.

Powers: Reading this mantra increases the character's mana pool as noted below.

- *Lesser:* The reader receives +1 mana per rank of Meditation. Caster level 4.
- *Mediate:* The reader receives +1.5 mana per rank of Meditation (round up). Caster level 7.
- *Greater:* The reader receives +2 mana per rank of Meditation. Caster level 11.

Market Price: 400 gp (lesser); 525 gp (mediate); 1,375 gp (greater).

Components Required: The calligrapher must add a vial of *viscous mana* to the ink. Any remaining ink cannot be used for any other mantra.

Trade Skill (DC): Calligraphy (22/29/36).

Mantra of Satiation

Description: Hunger renders feeble the most stalwart adventurer and inflames what are normally the most quiescent beasts. This simple mantra eases hunger and thirst. Wily explorers sometimes direct the effect toward ravenous beasts, removing at least one reason for them to make a meal of adventurers.

Powers: The reader may direct the more potent forms of this mantra at another creature.

- *Lesser:* The reader is satiated, requiring no food or water for 24 hours. Caster level 1.
- *Mediate:* As *lesser*, except up to six of the reader's companions may also receive the benefits; in this case, each recipient must be within 25 feet of the reader. Alternately, the reader may instead choose to target a single potentially hostile creature within 50 feet. The target receives a Will save (DC 10 + the mantra creator's ranks in calligraphy); a creature with an Intelligence score of 8 or higher receives a +4 bonus to this saving throw. Failure indicates that the target is satiated and, if normally motivated primarily by base drives, feels no threat from the reader and his companions: If unprovoked, the creature will most likely leave the reader and his companions alone. Caster level 5.
- *Greater:* As *mediate*, except if the reader chooses to target himself and his companions, the duration is 48 hours. Alternately, he may target up to 6 hostile creatures within 100 feet. Saving throws apply as above. Caster level 10.

Market Price: 50 gp (lesser); 375 gp (mediate); 750 gp (greater).

Trade Skill (DC): Calligraphy (16/25/33).

Mantra of the Stallion's Blessing

Description: Not every adventurer spends the time needed to become a skilled equestrian, especially in a world with so few riding beasts as Norrath. This mantra temporarily substitutes for months of practice, saving an untrained rider bruises and broken bones, and giving a skilled rider the edge over similarly trained opponents.

Powers: This mantra improves a character's ability to ride a steed in the following manner:

- *Lesser:* The character receives a +6 bonus on all Ride checks for 10 minutes. Caster level 1.
- *Mediate:* As *lesser*, except this bonus extends to up to six of the reader's companions and lasts 20 minutes. Caster level 3.
- *Greater:* As *mediate*, except the affected characters' steeds also receive a bonus of +10 feet to base speed. This mantra lasts 30 minutes. Caster level 8.

Market Price: 50 gp (lesser); 75 gp (mediate); 400 gp (greater).

Trade Skill (DC): Calligraphy (14/22/32).

Mantra of the Strong Word

Description: By uttering the words of this mantra, the speaker renders her voice an invisible bludgeon, throwing attackers to the ground with the force of a giant's fist.

Powers: The speaker's words smash foes and possibly fling them into the distance.

- *Lesser:* The reader's words become a force effect that targets a single target, dealing 2d10 points of sonic damage (Reflex half, DC 10 + 1/2 the mantra creator's ranks in calligraphy + the reader's Constitution modifier). If the target fails its save, it is also *interrupted* (an interrupted creature loses one action on its following turn; during that round, it cannot cast any spells) and must make a second Reflex save. A Small or smaller creature that fails this second save is also *knocked down* (see *EQ: Game Master's Guide*, p. 45); a Medium-size or smaller flying creature is also *blown away* (this stacks with the knocked down effect, so that a Small or smaller flying creature is sent flying [3d6]x10 feet and takes an additional 2d6 points of subdual damage). Caster level 5.
- *Mediate:* As *lesser*, except the force effect is a 20-foot cone that deals 4d10 points of sonic damage (Reflex half) to all in the area. Further, the size of creatures affected by the second save is increased by one. Caster level 11.
- *Greater:* As *lesser*, except the force effect is a 40-foot cone that deals 6d10 points of sonic damage (Reflex half) to all in the area. Further, the size of creatures affected by the second save is increased by two. Caster level 17.

Market Price: 750 gp (lesser); 2,060 gp (mediate); 3,190 gp (greater).

Trade Skill (DC): Calligraphy (23/31/37).

Mantra of Time's Recourse

Description: The undead prove difficult to distract and control through spells such as *mesmerize* and *charm*, making them extremely dangerous especially when present in large numbers. This mantra attunes the reader to the strength of life within herself, enabling her to give unliving creatures around her pause.

Powers: The reader's words gain the power of faith. She may affect undead as if she had the cleric's turn undead divine power, as detailed below:

- *Lesser:* For 1 minute, the reader may turn undead (see the *EQ: Player's Handbook*, p. 384) as a cleric of 1/3 her character level. If the reader actually is a cleric, she simply gains the turn undead ability for up to 1 minute; if she already has that ability, she receives a +2 effective level bonus when turning undead and +1d6 to turning damage rolls. The reader is still limited to a maximum of 3 + Cha modifier turning attempts within the duration of the mantra. Caster level 3.
- *Mediate:* As *lesser*, except the reader may turn undead as a cleric of 2/3 her character level. If she is a cleric, she gains the turn undead ability as well as a +2 bonus to turn undead checks and +1d6 to turning damage rolls; if she already has the turn undead power, she receives a +4 effective level bonus when turning undead and +2d6 to turning damage rolls. These benefits last for up to 5 minutes, but do not stack with the benefits gained from any other reading of a *mantra of time's recourse*. Caster level 7.
- *Greater:* As *lesser*, except the reader may turn undead as a cleric of her character level. If she is a cleric, she gains the turn undead ability as well as a +4 bonus to turn undead checks and +2d6 to turning damage rolls; if she already has the turn undead power, she receives a +6 effective level bonus when turning undead and +4d6 to turning damage rolls. These benefits last for up to 10 minutes, but do not stack with the benefits gained from any other reading of a *mantra of time's recourse*. Caster level 12.

Market Price: 150 gp (lesser); 525 gp (mediate); 900 gp (greater).

Trade Skill (DC): Calligraphy (18/27/32).

Mantra of the Unwavering Heart

Description: These arcane phrases stiffen one's resolve, fortify the body, and quicken the step, improving the odds of survival for the reader and, if scribed using the best materials, for her group.

Powers: This mantra affects saving throws for the reader and possibly her companions, as follows:

- *Lesser:* For 10 rounds, the reader receives a +1 bonus on all saving throws. Caster level 1.
- *Mediate:* As *lesser*, except the reader receives a +3 bonus on all saves. Alternately, she may affect herself and up to six companions, granting each a +1 bonus on all saves for 10 rounds. Caster level 5.
- *Greater:* As *mediate*, except the bonuses are +5 or +2, respectively. Caster level 10.

Market Price: 50 gp (lesser); 250 gp (mediate); 750 gp (greater).

Trade Skill (DC): Calligraphy (15/24/33).

Mantra of the Wind's Stride

Description: This mantra allows the reader to travel like the wind, with the use of higher-quality materials extending the gift to companions. Combining the superior mantras with certain spells or songs transforms the character and his companions into a veritable blur of motion.

Powers: The increase in speed offered by this mantra is significant, but it quickly fades.

- *Lesser:* The reader receives a bonus of +20 feet to speed for 20 rounds. This bonus does not stack with other speed-augmenting effects. Caster level 2.
- *Mediate:* As *lesser*, except the bonus extends to up to six of the reader's companions and stacks with songs or spells that increase movement. Caster level 7.
- *Greater:* As *mediate*, except the bonus is +40 feet. Caster level 20.

Market Price: 100 gp (lesser); 525 gp (mediate); 1,000 gp (greater).

Trade Skill (DC): Calligraphy (17/27/35).

Recitations

The greatest achievements of the learned students of calligraphy are recitations, a series of mantras covering several scrolls and devoted to the exploration of a single topic. These are not textbooks, but lessons presented in ritual and verse. One does not memorize a recitation, but must instead internalize its very complex concepts.

To fully internalize a recitation takes a number of weeks of study equal to 8 – the reader's Wisdom modifier (minimum two weeks), and requires a successful Wisdom check (DC 20). However, a failed check simply means that the character loses half the time spent, and must start over; a recitation never fades until it has been successfully internalized. A character may never benefit from the same recitation more than once and may never have internalized more recitations than 1 + his Wisdom modifier. A character may study a new recitation that exceeds that limit, but in doing so forfeits the benefits of the oldest recitation he has learned.

Unless otherwise specified, bonuses from recitations have no type; thus, they stack with bonuses provided by all other sources except other recitations.

Recitations require the finest vellum for their magic to take hold. Likewise, only *infused sepia ink* imbues the calligrapher's writings with the power necessary to permanently alter the reader. Upon completion of a recitation, the student burns the scrolls, inhaling the vapors while meditating upon the lesson learned. A single recitation benefits only one student before it is destroyed.

Recitation of the Courtier

Description: Study of these verses increases the force of an individual's personality. Depending on the reader's temperament and demeanor, others may perceive him as kinder, wiser, more intimidating or awe inspiring.

Powers: After internalizing this recitation, the reader receives a +1 inherent bonus to Charisma.

Market Price: 7,000 gp.

Trade Skill (DC): Calligraphy (38).

Recitation of the Immanent Mantra

Description: Thorough illustration of a single mantra written in series with fine inks upon superior vellum allows the student to completely internalize the power of its words. Thereafter, she may recite the mantra instantly without referencing the words, for they are writ large upon her spirit.

Powers: After internalizing this recitation, the reader may thereafter invoke the power of the inscribed mantra as a free action. He may do so a number of times per day equal to his Wisdom modifier.

Market Price: Market price of inscribed mantra x2, plus 10,000 gp (lesser); 15,000 gp (mediate); 25,000 gp (greater).

Additional Components: A single lesser, mediate, or greater mantra.

Trade Skill (DC): Calligraphy (mantra DC + 15).

Recitation of the Preceptor

Description: These divine blessings increase the power of a priest's spells. Calligrapher and priest must worship the same deity (and in fact calligrapher and priest are often one and the same), for the prayers and exhortations contained in the recitation gain strength as much from faith as from the calligrapher's skill and the materials at his disposal. Reading the recitation causes a permanent mark in the form of the deity's symbol to appear somewhere on the priest's body (often just behind the right ear). This mark can never be removed, nor can it be concealed by makeup or even illusion magic.

Powers: This recitation benefits only a cleric of the same faith as the calligrapher. Internalizing the recitation grants the reader a permanent +1 bonus to the save DC of all cleric spells he casts, and also increases his faction standing with members of his own faith by +1.

Market Price: 10,000 gp.

Trade Skill (DC): Calligraphy (43).

Recitation of the Singing Juggler

Description: Given bardic familiarity with verse, it is no surprise that at least one recitation's benefits pertain purely to members of that class.

Powers: Only bards benefit profoundly from this recitation. Internalizing the recitation grants the reader a permanent +1 bonus on Perform checks (which applies to a bard's attempts to twist songs).

Market Price: 3,000 gp.

Trade Skill (DC): Calligraphy (36).

Recitation of the Successful Student

Description: This series of verses and koans gradually opens pathways within the mind, expanding the student's awareness and raising her a step further on the path to enlightenment. Completion of the recitation permanently increases the individual's mental faculties and turns her irises silver for several weeks.

Powers: After internalizing this recitation, the reader receives a +1 inherent bonus to either Intelligence or Wisdom (player's choice). The character must study this recitation for a minimum of five weeks to internalize it.

Market Price: 10,000 gp.

Trade Skill (DC): Calligraphy (42).

Recitation of the Victorious Athlete

Description: Focusing upon the calligrapher's text, the student draws energy into his muscles with every breath. The mystical words hone reflexes, expand muscles and fortify the reader's physique as if the character had undergone a thorough training regimen over a much longer period of time. Exhalation of the recitation's final syllable effects a permanent physical change based upon the individual's desire.

Powers: After internalizing this recitation, the reader receives a +1 inherent bonus to Strength, Dexterity, or Constitution (player's choice). The character must study this recitation for a minimum of four weeks to internalize it.

Market Price: 9,000 gp.

Trade Skill (DC): Calligraphy (40).

Recitation of the Weaver's Blessing

Description: The benefits of this recitation are not at all limited to tailors: Any tradesperson finds her entire set of skills enhanced after thorough study of this scroll. Even masters of their respective trades pay well for an edge over the competition and the ability to create the most difficult wares with practiced ease.

Powers: After internalizing this recitation, the reader receives a +1 bonus on all Trade Skill checks. The character must study this recitation for a minimum of four weeks to internalize it. This bonus extends to only trade skills not restricted by class or race — alchemists, tinkerers, and makers of poison must find other ways to improve their skills.

Market Price: 7,000 gp.

Trade Skill (DC): Calligraphy (39).

Calligraphy and Research Components

Masters of calligraphy may replicate research materials so precisely as to preserve their magical integrity, permitting the arcane student multiple copies to put up for sale or as backup in case of failure in creating a spell. However, with the discovery of *celestial essence*, spell researchers now face competition in the acquisition of research components from skilled craftsfolk seeking to advance their skills (and their product line). A skilled calligrapher may also produce inferior copies of research components that are ineffective for actual spell research, but which are perfectly adequate for use in preparing *celestial essence*.

A calligrapher may create an inferior copy of a given research component, useful only in creating *celestial essence*, with a successful Trade Skill (calligraphy) check (DC 20 + component level). If he wishes to make a true copy, effective either for fashioning *celestial essence* or for actual research, he must make a Trade Skill (calligraphy) check (DC 30 + component level) and must pay the usual XP and gp costs normally associated with copying the component using the Scribe Scroll feat (see *EQ: Game Master's Guide*, p. 53).

If the calligrapher is also an arcane spellcaster working with his class-specific research materials (e.g., a wizard copying a Rune), he receives a +2 synergy bonus to Trade Skill (calligraphy) checks to copy those materials.

New Trade Skill: Tattooing

Many regard this and other forms of body mortification as uncivilized practices fit only for barbarians and other crude folk. Even those with a measure of tolerance consider tattooing a fashion for sailors and the bottom end of the social strata. Such views ignore an ancient tradition that encompasses most every race on Norrath and provides — for the enlightened few — a source of magical power unlike any other.

Mystical tattoos incorporate exacting geometry into their patterns; tattooists simply shroud these precise patterns in colorful and symbolic images. Whereas ritual demands exacting attendance to incantations, gestures, and material components, and while jewelcraft requires purified or enchanted metals precisely worked with certain gems, tattoos require only meticulous artistry to be functional — and some sacrifice of the subject's life force to activate them.

Despite its usefulness, several races eschew tattooing. Halflings consider it an unnecessary source of pain: one might as well burn one's palate on hot pie and at least enjoy it. Gnomes likewise care little for self-mortification, being more intrigued by the potential development of needles capable of tattooing clockworks and other tinkered items. Some say, however, that the evil gnomes of the Dark Reflection have taken an interest in the craft, considering it one more weapon for use against their kinder kin. High elves, too, disdain tattooing as a barbaric and irreligious act, a demonstration of contempt for one's body. Dwarves generally do not tattoo themselves, but not out of any real sense of disapprobation; it simply isn't a part of their culture. However, at least one cult of dedicated dwarven warriors is known to use their bodies as other dwarves use their great steins — as a palette upon which the crafter records the dwarf's deeds.

Other races respect tattooing, but find it a difficult art. Iksar and trolls heal bodily damage quickly, making most tattoos a temporary fashion. However, skilled artists among each race know methods of branding the skin that permit the application of tattoos. Regardless, all attempts to tattoo iksar and troll characters suffer a –2 penalty. Similarly, the hirsute Vah Shir must carefully pluck their fur to receive a tattoo, and attempting to tattoo a Vah Shir imposes a –1 penalty to the check. In any case, many Vah Shir abhor the thought of tattooing their flesh.

Barbarians and Erudites best grasp the precepts of tattooing, an irony to which neither race readily admits. Given their grandiose sense of superiority and civilization, Erudites seem unlikely practitioners of tattooing, but the underlying geometry involved attracts many High Men to its study. Consequently, Erudite tattoos tend to lack imagery, focusing instead on geometry and simple, precise designs. Barbarians, on the other hand, prefer symbolic representations of defeated beasts and the natural world.

Barbarians also developed the technique of using wode to temporarily tattoo their skin, usually for battle. Painting on a tattoo in this manner allows mistakes to be corrected easily, granting a +2 bonus to the artist's Trade Skill (tattooing) check. The tattoo is also cheaper to apply this way, as it does not require the powdered gem component. However, the paint easily loses its form, gradually negating the power of the tattoo. The character must activate its power within 3 hours of application, and once activated the tattoo's magic is immediately spent.

Triggering a tattoo is usually a free action, but always requires an immediate sacrifice of a set number of hit points (the "trigger cost"), as stated in the description of each tattoo. Many tattoos require a further expenditure of hit points to be paid at the beginning of each round to maintain the tattoo's power for that round (the "maintenance cost"). A character may theoretically have any number of tattoos active at once, but can only ever trigger one per round; he must, of course, pay any maintenance costs each round for all tattoos active at any given time. Some tattoos also grant additional powers for a further cost of hit points, as explained in that tattoo's description.

Pigments and Carriers

Tattoo inks are simply pigments or combinations of pigments used to color the skin. Carriers keep the pigment evenly distributed in the fluid matrix, prevent clumping of the pigment and facilitate application to the skin. Magical tattooing requires the addition of *gem powder* to lend mystical strength to the solution.

Table 3-26: Tattooing Pigments

Base Ingredient	Pigment	Source	Market Price
Anatase	White	Mineral	7 gp
Brown ochre	Brown	Iron oxide mixed with clay	3 sp
Carbazole	Violet	Coal tar	7 sp
Carbon	Black	Ashes	N/a
Cinnabar	Red	Mercury sulfide in red crystals	4 gp
Cobalt salt	Blue	Mineral	3 gp
Light ochre	Flesh	Iron oxide mixed with *enchanted clay*	75 gp
Logwood	Black	Campeachy tree	2 gp
Malachite	Green	Mineral	5 sp
Napthol	Red	Coal tar	7 sp
Orange ochre	Orange	Iron oxide mixed with clay	3 sp
Tumeric	Yellow	Curcuma plant	1 gp

Table 3-27: Pigment Carriers

Carrier	Source	Cost
Celestial temper	Brewing	3,300 gp
Grain alcohol	Brewing	2 cp
Purified water	Brewing	20 gp
Witch hazel	Common shrub	1 sp

Brewing grain alcohol follows the same basic procedure as brewing vodka. A single bottle of grain alcohol suffices for fifty tattoos. See "Brewing" for more information on *purified water* and *celestial temper*. Witch hazel grows across Antonica, Odus, and Faydwer, but is strangely absent from Kunark.

Nonmagical Tattoos

Most tattoos, of course, possess no magical properties, but artists of skill nonetheless engender amazement with the sophistication of their work. The following table lists some appropriate DCs for applying tattoos of various levels of sophistication.

A simple tattoo is barely larger than the palm of the tattooist's hand and uses only two or three colors. An elaborate tattoo may or may not be larger, but uses four or more colors. A partial body tattoo covers most of a limb, the chest, or the back; all magical tattoos (except the sixth form of any procession) are considered partial body tattoos. A full body tattoo is more correctly the result of dozens of tattoos applied over years (magical sixth form tattoos are always such full body designs); the category is included here for the sake of completeness, with a check DC appropriate to integrate a host of nonmagical images into a seamless whole, as is the custom among some peoples.

Tattoo Type	DC
Simple	10
Elaborate	15
Partial body	18
Full body	22

Hit point costs for tattoos must always be paid with the character's own hit points — bonus or temporary hit points do not suffice for this purpose.

Note that no expenditure of hit points for triggering or maintaining a tattoo or one of its special abilities ever interferes with a character's other abilities — it never requires a Channeling check for spellcasting, for instance — since the hit point cost is simply an abstract means of representing the character's spent vitality.

A character may normally possess no more than five magical tattoos. There are two ways to circumvent this rule. First, a character may add a sixth temporary wode tattoo of the sort noted above. Secondly, the character may complete a set of tattoos called a *procession*, allowing the addition of a sixth permanent and very potent tattoo. Adding a sixth tattoo in this latter manner removes the flexibility temporary tattoos offer, but grants an enticing increase in overall power.

Tattooists classify their works into several *processions*, based upon geometry and the harmony of images. Each procession includes five tattoos of a type. A character may generally acquire any five tattoos in any order he pleases, each coming from whatever procession he desires. However, only acquiring all five tattoos from a single procession ultimately allows for the sixth and final tattoo of the procession, which combines the images and the mystical strengths of the other five to grant the character remarkable power. This "Sixth Form," as it is known, cannot be applied temporarily, and once it is acquired the character cannot receive another magical tattoo, either temporary or permanent. This does not limit the acquisition of mundane (nonmagical) tattoos, however.

Failure

Obviously, failing in the completion of a tattoo is unlike failure in any other trade skill. Not only is the palette ruined to some extent, but the palette may well be very displeased with the tattooist. A character has room for at most six partial body tattoos (magical tattoos are always partial body designs). Thus, six failures on a single individual require "clearing" a space if another tattoo is to be tried.

Iksar and trolls wishing to clear a space for a new tattoo may simply cut or tear away the affected area of flesh and let it heal over. Races without natural regenerative abilities, however, require the tattooist to apply a solution of acid mixed with purified water. A successful Trade Skill (tattooing) check (DC 20) "clears" the skin of one tattoo, making it available for a new tattoo. Failure on this check results in permanent and heavy scarring to the area. While a normal tattoo can cover such a scar, a magical tattoo must be placed on healthy flesh.

The Procession of the Great Beasts

These tattoos each follow the form of one of Norrath's creatures and pass some aspect of that creature's power onto the wearer. Though most commonly worn by warriors and shamans, the diversity of these tattoos makes them appealing to many races and classes.

Beguiling Mermaid

Description: These beautiful aquatic maidens invariably have wide, enticing eyes along with their other alluring features. The power of the tattoo does not alter the wearer physically, but grants him the power to influence another's mind and to endure certain types of effects.

Powers: By spending 3 hp per round, the character receives a +2 bonus on cold, disease, and sonic saves and bonuses of cold, disease, and sonic resistance (6).

By spending 12 hit points (in addition to the maintenance cost), the character may attempt to *mesmerize* a single creature (Will negates, DC 10 + 1/2 the character's HD + the character's Cha modifier) for 1d4 rounds. If the attempt fails, the character spends only 6 hit points (rather than the full 12). If the creature saves, it is immune to further attempts to mesmerize it with *beguiling mermaid* for 24 hours.

Trigger Cost: 3 hp.

Maintenance Cost: 3 hp/round.

Market Price: 20,000 gp.

Components Required: *Light ochre*, malachite, carbazole, purified water, sapphire powder.

Trade Skill (DC): Tattooing (39).

Centaur with Great Bow

Description: The most elaborate of these tattoos depict the profile of a charging centaur, its upper torso twisted, allowing it to shoot an unseen passing target. This tattoo grants the wearer the power of a centaur's archery skills.

Powers: The character gains the benefits of the Far Shot and Shot on the Run feats, regardless of prerequisites, if he does not already have them. The Shot on the Run benefits apply even when the character is mounted (thus, he may move any distance, fire, then move again, as long as his total movement is no greater than his mount's base speed). Further, any bow he uses effectively becomes a mighty bow with a maximum damage bonus equal to his Constitution modifier. Thus, if the character has a Constitution modifier of +4, then his bow becomes a mighty (+4) bow.

Trigger Cost: 5 hp.

Maintenance Cost: 3 hp/round.

Market Price: 4,200 gp.

Components Required: *Light ochre*, brown ochre, purified water, opal powder.

Trade Skill (DC): Tattooing (26).

Dancing Unicorn

Description: This tattoo most commonly depicts a rearing unicorn, head lowered as if about to spear some opponent. This tattoo empowers the character to detect the presence of evil, to resist poison and disease, and even to extend this resistance to others.

An alternate from of this tattoo, often called *snarling unicorn*, depicts a foul-seeming, dark-hued unicorn, but it is otherwise similar in theme to *dancing unicorn*.

Powers: The character receives a +4 bonus on saving throws against disease and poison and bonuses of poison and disease resistance (5). By spending an additional 6 hit points per round, the character may extend this protection to up to six other characters, all of whom must be within 20 feet of her.

By spending 3 hit points (in addition to the maintenance cost), the character can discern whether a single creature within 60 feet has an evil alignment. (If the character has the *snarling unicorn* tattoo, he detects good instead.) This requires an attack action. If the target creature has more HD than the character, it receives a Will save (DC 10 + 1/2 the character's HD + the character's Con modifier) to resist this detection.

Trigger Cost: 2 hp.

Maintenance Cost: 1 hp/round.

Market Price: 11,000 gp.

Components Required: Anatase, carbon, purified water, pearl.

Trade Skill (DC): Tattooing (30).

Kejek Tiger Leaping

Description: Graceful but fierce, a great tiger leaps from its vantage point onto some unsuspecting prey below. An individual with this tattoo becomes as stealthy as the tiger and is capable of diving upon prey, blades swinging.

Powers: The character gains a +2 bonus to any one of Balance, Climb, Hide, Jump, Listen, Sneak, or Safe Fall checks as long as this tattoo remains active. Only one bonus may be active at a time.

In addition, by paying 3 hit points during a charge attack, the character gains the pounce ability for that round: He may make a full attack even after taking a move action to charge.

Trigger Cost: 1 hp.

Maintenance Cost: 1 hp/round.

Market Price: 1,800 gp.

Components Required: Carbon, orange ochre, grain alcohol, topaz powder.

Trade Skill (DC): Tattooing (21).

Minotaur's Charge

Description: The significant portion of this tattoo is always the head of the minotaur, facing outward with horns angled forward. Inclusion of the body is subject to the artist's preference. The character with this tattoo may charge an opponent with great force, and she often takes on the mannerisms of a minotaur — such as stamping her feet and roaring a challenge — while in the process of doing so.

Powers: On a charge, the character gains a +4 bonus to attack (rather than the usual +2 for a charge attack). The character also receives a damage bonus if the attack is successful, based on her size, as follows:

Small	+1d4
Medium-size	+1d6
Large	+2d4
Huge	+2d6

If *minotaur's charge* is used in the same round as the pounce ability gained from *Kejek tiger leaping*, the attack and damage bonuses apply only to the character's first attack.

Trigger Cost: 2 hp.

Maintenance Cost: —.

Market Price: 1,600 gp.

Components Required: Logwood, brown ochre, witch hazel, amber powder.

Trade Skill (DC): Tattooing (19).

The Sixth Form: A Dragon, Rampant

Description: The dragon tends to be the largest of any Great Beast tattoo, and it wreaks the most pronounced changes upon its owner. While the tattoo is active, the character actually takes on aspects of dragonkind, including wings, scales, and even fiery breath. The character's garb does not interfere with the metamorphosis but, rather, warps to adjust to the changes then returns to its former shape when the character ends the effect.

Powers: Upon triggering the tattoo, the character acquires a number of features. First, her size increases by one, resulting in changes to AC, attack modifiers, ability scores, and possibly reach and natural armor (see "Advancement" in the Introduction to *EQ: Monsters of Norrath*, p. 10). The character gains wings and a fly speed of 60 feet (poor maneuverability); he cannot fly if he wears heavy armor or is heavily encumbered. Further, the character receives a +4 bonus to saving throws against fire and fire resistance (40), as well as a [fire] damage shield (2), and the character's own attacks deal +1d6 points of fire damage. Lastly, once every 1d4+1 rounds the character can breathe a 30-foot cone of fire as an attack action, dealing (3d6+1)x3 points of fire damage to all in the area (Reflex half, DC 10 + 1/2 the character's HD + the character's Con modifier).

Triggering this power requires a move action.

Trigger Cost: 11 hp.

Maintenance Cost: 10 hp/round.

Market Price: 35,000 gp.

Components Required: Cinnabar, orange ochre, carbon, *celestial temper*, fire opal.

Trade Skill (DC): Tattooing (51).

The Procession of the Elements

Triggering these tattoos alters the character's relationship with one or more of the elements. Most characters can find some use for the tattoos of the procession, but the sixth form particularly appeals to wizards, magicians, and other classes with elemental damage spells.

Castle in the Clouds

Description: As its name suggests, this tattoo takes the form of a keep or tower firmly situated upon a cloudbank. While the tattoo does not gift its owner with the ability to develop such real estate, it does lighten the character's steps, allowing him and possibly others to walk on air.

Powers: The character may walk on air as if it were firm ground or a gentle upward or downward slope. He cannot move faster than a normal walking pace and must always move forward, never backward (although he can pivot as easily as he could on firm ground, making for tight turns).

By spending 2 hit points per individual, the character may extend this airwalking ability to any number of others. The character must pay an additional maintenance cost of 1 hit point per individual affected beyond himself. If the character stops paying the maintenance cost for either himself or any other character while airborne, the creature is automatically affected for 5 rounds as if by the spell *feather fall* (see Chapter One: Converted Spells).

Trigger Cost: 3 hp.

Maintenance Cost: 1 hp/round.

Market Price: 4,700 gp.

Components Required: Anatase, carbon, grain alcohol, opal powder.

Trade Skill (DC): Tattooing (28).

Flames of the Efreeti

Description: This tattoo usually takes the form of a pillar of flame, sometimes with golden, peering eyes or perhaps a more humanoid shape. A character who triggers this tattoo bursts into flame, and can pass through fire unscathed and even inflict severe burns upon others.

Powers: The character gains the fire subtype (he takes no damage from fire, but takes double damage from cold, except on a successful save) for as long as he maintains this power. Further, by paying 5 hit points (in addition to the maintenance cost), as a standard action, the character can invoke an effect identical to a *flame bolt* spell, or else an effect similar to a *fire flux* spell that deals only 2d10 points of fire damage. In either case, the Reflex save has a DC of 10 + 1/2 the character's HD + the character's Con modifier.

Trigger Cost: 3 hp.

Maintenance Cost: 3 hp/round.

Market Price: 60,000 gp.

Components Required: Tumeric, napthol, carbon, grain alcohol, fire emerald.

Trade Skill (DC): Tattooing (36).

The Curling Wave

Description: This tattoo routinely depicts a gigantic wave about to strike a ship or coastal settlement. The character with this tattoo can wreak a lesser form of havoc through tidal manipulation or render herself immune from similar effects.

Powers: The character may breathe water as if under the effect of the *enduring breath* spell. She gains a swim speed of 30 feet and receives a +2 deflection bonus to AC against the physical attacks of water elementals and similar creatures.

By spending 8 hit points (in addition to the maintenance cost) as an attack action, the character may cause a standing body of water to move away from her at great speed for up to 300 feet. The width of the wave produced may not be greater than that of the original body of water or 300 feet, whichever is less; its height is always one-third its width. The wave deals 1d6 points of damage for each 10 feet of height to anything in its path (Reflex half, DC 15 + character's Int modifier). Thus, a 180-foot-wide wave is 60 feet high, and therefore deals 6d6 points of damage. Targets

failing the saving throw are also carried half the wave's remaining distance. Using this power at sea may capsize a moderate-sized vessel it is if caught broadside, and destroys canoes, rafts, and other small boats.

Trigger Cost: 2 hp.

Maintenance Cost: 2 hp/round.

Market Price: 3,500 gp.

Components Required: Anatase, cobalt salt, purified water, azurite powder.

Trade Skill (DC): Tattooing (33).

The Jagged Peak

Description: The sharp point of a mountaintop pierces the clouds in the most common rendition of this tattoo, sometimes with a lightning bolt striking its crest. A character might not seek the top of a mountain, but this tattoo ensures a measure of protection from the ground beneath his feet.

Powers: As long as the character stands on natural earth (not stone, marble, or wood), he automatically succeeds at any Balance checks and takes no damage from spells of the *tremor* line or from similar effects (note that while the character will not fall into crevices created by such a spell, falling structures and cave-ins deal damage normally). The character receives a +4 bonus to saving throws against the attacks of earth elementals and similar creatures and receives a +2 deflection bonus to AC against the physical attacks of such creatures.

Trigger Cost: 1 hp.

Maintenance Cost: 1 hp/round.

Market Price: 1,000 gp.

Components Required: Brown ochre, logwood, witch hazel, carnelian powder.

Trade Skill (DC): Tattooing (19).

Treetop Reaches for Clouds, Roots Reach for Ore

Description: Though wood and metal are often not considered elements in the classical sense, this tattoo protects against both. Given that wood and metal are the basis for most weapons, this protection is significant.

Powers: The character cannot move (but can fight or cast spells) while maintaining this power. She gains damage reduction 20/– against all weapons made of wood or metal. In the case of weapons made of more than one substance, the striking surface of the weapon determines the damage reduction. For example, the tattoo protects the character against wooden or metal arrowheads, but not flint ones, even if their shafts are made of wood, and it does not protect the character from a magic weapon made of solid ice, for instance.

Trigger Cost: 2 hp.

Maintenance Cost: 2 hp/round.

Market Price: 28,000 gp.

Components Required: Brown ochre, anatase, malachite, carbon, diamond powder.

Trade Skill (DC): Tattooing (37).

The Sixth Form: Cloaked Master of the Five Elements

Description: This tattoo commonly depicts a cloaked sorcerer surrounded by spherical representations of the elements noted above (with the wood and metal element sharing two halves of a single sphere). Activating this tattoo augments the character's damage when using elemental powers.

Powers: This tattoo enhances any of the character's magical attacks that have the [cold], [fire], or [electricity] descriptors, as well as melee attacks with wooden and/or metal weapons. With any of the magical attacks listed above, any 1s or 2s rolled on damage dice are treated as 3s. The affected melee weapons have their critical threat range increased by 1 (so a weapon with a threat range of 19–20 instead has a threat range of 18–20); this benefit stacks with the Improved Critical feat or the *keen* or *bludgeoning* weapon quality.

Trigger Cost: 4 hp.

Maintenance Cost: 4 hp/round.

Market Price: 34,000 gp.

Components Required: Carbon, napthol, anatase, cobalt salt, brown ochre, celestial temper, amethyst powder.

Trade Skill (DC): Tattooing (46).

The Procession of the King of Thieves

The appeal of these tattoos extends well beyond the rogue class. Any character requiring or desiring duplicity and stealth finds a useful tattoo in this procession.

Flatterer's Mask

Description: A vagabond dressed in rags holds a mask beside his face. The mask is lifelike but for its lack of eyes, and it bears a crown. A truly skilled tattooist extends the mask's influence further, faintly hinting at a full ensemble of royal garb. This tattoo allows the character to fit into most any crowd and impress others with but a few words.

Powers: The character gains a +2 bonus to Charisma-based checks. By spending 1 additional hit point per round, the character can increase this bonus to +3.

Trigger Cost: 1 hp.

Maintenance Cost: 1 hp/round.

Market Price: 7,000 gp.

Components Required: *Light ochre*, carbazole, cobalt salt, anatase, grain alcohol, hematite powder.

Trade Skill (DC): Tattooing (24).

Fly on the Wall

Description: Flies and spiders are the most common images depicted scaling a wall in this tattoo, though a brazen character might have the tattooist ink a likeness of her instead. Like an insect or spider, the character gains the ability to climb sheer surfaces and even walk upon ceilings.

Powers: The character can walk on walls and ceilings, per the spell *spider climb* (see Chapter One: Converted Spells). Triggering this power requires an attack action.

Trigger Cost: 3 hp.

Maintenance Cost: 3 hp/round.

Market Price: 17,000 gp.

Components Required: Carbon, anatase, purified water, peridot powder.

Trade Skill (DC): Tattooing (32).

Hammer and Anchor

Description: This tattoo is similar to that worn by many shipwrights, but its power extends well beyond shipbuilding and other crafts. The character's hands instinctively engage in the most efficient movements needed to complete a mechanical task.

Powers: The character receives a +2 bonus on all Disable Device, Pick Lock, Pick Pocket, and Use Rope checks, as well as on any Trade Skill (tinkering) check made to activate or repair a tinkered item. He also receives a +1 bonus on any Trade Skill or Profession check that could benefit from hand-eye coordination and on any Play Instrument or Perform check involving an instrument that requires finesse and manual dexterity (i.e., generally, any string or wind instrument).

Trigger Cost: 2 hp.

Maintenance Cost: 1 hp/round.

Market Price: 12,500 gp.

Components Required: Logwood, anatase, brown ochre, purified water, powdered garnet.

Trade Skill (DC): Tattooing (28).

Little Thief Escapes

Description: A young child, male or female, flees with a purse of gold. The escape portrayed in the tattoo is not secure, though, for the pickpocket looks back while the outstretched arm of an unseen pursuer pushes through the crowd. This tattoo makes the wearer fleet of foot.

Powers: The character receives a bonus of +10 feet to base speed. This bonus does not stack with any other speed-enhancing spell or effect. If the character pays 1 additional hit point each round, the bonus becomes stackable.

Trigger Cost: 2 hp.

Maintenance Cost: 1 hp/round.

Market Price: 1,000 gp.

Components Required: *Light ochre*, tumeric, witch hazel, gypsum powder.

Trade Skill (DC): Tattooing (18).

A Knife in the Dark

Description: A figure reaches desperately for a knife firmly planted in its back: This tattoo increases the accuracy of surprise attacks.

Powers: A successful attack by the character during a surprise round is automatically considered to be a critical threat (but still must be confirmed). This power may be triggered more than once per round, but its trigger cost must be paid with each attack to be affected. The character must trigger this power before the attack is rolled. The attack to be affected may be a ranged attack, but if so the character must be within 30 feet of the target.

Trigger Cost: 10 hp.

Maintenance Cost: —.

Market Price: 21,000 gp.

Components Required: Carbon, napthol, *light ochre*, purified water, black sapphire powder.

Trade Skill (DC): Tattooing (36).

The Sixth Form: The Prisoner Unfettered

Description: The usual form of this tattoo is a humanoid (usually of the wearer's race) with arms and legs outstretched, sometimes pushing apart bars, rending the strands of a noose, or demonstrating some other uncanny means of escape. Containing a character empowered by this tattoo is nigh impossible, as is limiting her movement.

Powers: The character gains the benefits of the spell *freedom of movement* (see Chapter One: Converted Spells). Triggering this power requires an attack action.

Trigger Cost: 7 hp.

Maintenance Cost: 2 hp/round.

Market Price: 32,000 gp.

Components Required: *Light ochre*, logwood, carbon, *celestial temper*, ruby powder.

Trade Skill (DC): Tattooing (46).

The Procession of Shadows

While use of these tattoos is not evil as such, their necromantic nature taints them in the eyes of most servants of good. Nonetheless, even the most noble of characters might find the power of these tattoos too useful to dismiss lightly.

Apprehension of Mortality

Description: Two baleful eyes seem to peer out from the wearer's skin, encircled by eerily reflecting hypnotic rings. When triggered, this tattoo can implant horrifying images of death into a victim's mind.

Powers: The character may cause a target creature within 40 feet to make a Will save (DC 10 + 1/2 the character's HD + the character's Cha modifier) or be *paralyzed* with fear for 1 round. This is a mind-affecting fear effect, and requires an attack action to trigger.

Trigger Cost: 5 hp.

Maintenance Cost: —.

Market Price: 13,131 gp.

Components Required: Carbon, cobalt salt, carbazole, cinnabar, witch hazel, emerald powder.

Trade Skill (DC): Tattooing (32).

Dead Man Walking

Description: This tattoo portrays a badly wounded individual walking with weapon outstretched, perhaps intending to slay the killer. There's no mistaking the fatal nature of the individual's wounds, but still he lumbers onward. This tattoo allows a character to overcome the pull of death, perhaps surviving long enough to avenge himself upon his attackers.

Powers: The character may trigger this tattoo upon reaching 0 hp or less. He does not pay any maintenance cost, yet he may ignore the *disabled* or *dying* conditions until his hit points are returned to a positive value (i.e., he returns to 1 hp or more). Further, the character does not die until he reaches a negative hit point value equal to 10 + his Constitution modifier. Thus, a character with a 17 Consti-

tution remains alive until he reaches –13 hit points, at which time he dies.

Trigger Cost: 1 hp.

Maintenance Cost: —.

Market Price: 12,000 gp.

Components Required: Carbon, *light ochre*, cinnabar, onyx powder.

Trade Skill (DC): Tattooing (28).

Deathly Vision

Description: This tattoo usually takes the form of a large skull with a haunting light in its eye sockets. The finest tattooists often detail a scene within the eyes, usually one depicting the cause of death of the skull's former owner.

Powers: The character can witness the last few 3 minutes of a target corpse's life as if through the living creature's eyes. For each round he maintains this power, the character spends 1 hit point and sees the previous 3 minutes.

Alternately, by spending an initial 3 hit points, the character may invoke a power similar to the spell *bind sight*, except that this effect works only on undead creatures. This power has a maintenance cost of 2 hit points.

Trigger Cost: 1 hp or 3 hp.

Maintenance Cost: 1 hp/round or 2 hp/round.

Market Price: 6,500 gp.

Components Required: Anatase, logwood, tumeric, purified water, zircon powder.

Trade Skill (DC): Tattooing (25).

Mirror of Tombs

Description: A living figure looks into an elaborate mirror, only to see an identically dressed skeleton peering back. This tattoo allows the character not only to escape unscathed from certain life-draining attacks, but to turn them back upon the attacker.

Powers: A character cannot receive this tattoo unless he already has *tithe of the dead* from the same procession.

The character is immune to all special attacks or effects that would drain any ability score or inflict one or more negative levels. By spending 7 hit points (in addition to the maintenance cost), he may actually reflect the power, so that the attacker suffers the ability score drain or the negative level (s). (Of course, this has no effect if the attacker is undead…) In this case, all such losses are temporary, even if the ability drain attack would normally inflict permanent loss upon the character. After 24 hours, these lost ability scores and negative levels fade without the need for a Fortitude save.

By spending 15 hit points, the character not only reflects the attack but actually siphons energy from the attacker. For every ability score point the attack would have drained, the character gains a bonus point to that ability; for each negative level that would have been inflicted, he gains 5 temporary hit points. These siphoned points fade after 1 hour.

This tattoo has no power to affect a shadow knight's harm touch or leech touch attacks, nor similar spells such as those of the *lifetap* or *leach* lines.

Trigger Cost: 2 hp.

Maintenance Cost: 2 hp/round.

Market Price: 26,000 gp.

Components Required: Anatase, carbon, malachite, carbazole, purified water, sapphire powder.

Trade Skill (DC): Tattooing (38).

Tithe of the Dead

Description: A lone figure stands triumphant amidst a pile of corpses. Yet the spirits of the slain reach out, each bearing a few pinches of sand to fill the figure's hourglass. The wearer of this tattoo partakes of a portion of the life force of those who perish around her.

Powers: Whenever a living creature (i.e., any creature with a Constitution score) with at least 1 HD dies within 25 feet of the character, he receives 4 hit points. This hit point gain cannot bring the character over his normal maximum.

Trigger Cost: 4 hp.

Maintenance Cost: 3 hp/round.

Market Price: 21,000 gp.

Components Required: Anatase, carbon, *light ochre*, purified water, black pearl powder.

Trade Skill (DC): Tattooing (35).

The Sixth Form: The Reaper Waits

Description: This image of death appropriate to the character's culture bears an hourglass, with nine grains of sand frozen in their fall from top to bottom. A character with this tattoo receives a cat's share of extra chances.

Powers: This tattoo is not triggered like other tattoos, and has neither trigger nor maintenance cost. Any time the character would die due to hit point loss, she instantly and automatically receives a number of hit points equal to her character level + her Constitution modifier. Each use of this power causes a grain of sand to fade from the tattoo. Once the ninth grain fades, the tattoo also fades and loses it power. It may be re-inked normally.

Trigger Cost: —.

Maintenance Cost: —.

Market Price: 70,000 gp.

Components Required: Carbon, tumeric, anatase, celestial temper, black sapphire powder.

Trade Skill (DC): Tattooing (50).

The Procession of Steel

Fighting classes ultimately find the greatest use for the tattoos of this procession. In particular, many paladins consider *the valiant defender* reason enough to pursue the art of tattooing. Priest and arcane casters likewise find use for these tattoos; the latter especially favor *armor of mist*.

A Small Knife Glows

Description: An ungloved hand holds a small, unassuming blade that nonetheless crackles with magical energy. Through the power of this tattoo, the character imbues any weapon with magical force.

Powers: The character grants any one melee weapon that she holds — even a butterknife or a simple stone — the ability to penetrate damage reduction as if it were a +2

weapon. If the affected weapon is already magic, it gains a +1 enhancement bonus to attacks.

Trigger Cost: 3 hp.

Maintenance Cost: 1 hp/round.

Market Price: 7,000 gp.

Components Required: Anatase, carbon, tumeric, cinnabar, grain alcohol, bloodstone powder.

Trade Skill (DC): Tattooing (23).

Armaments Invisibly Borne

Description: A figure dressed in common clothes holds an assembled suit of armor lightly in outstretched hands. This tattoo hides a character's equipment for later use, the assembled armor in the tattoo changes appearance slightly while it holds the character's equipment.

Powers: The character may banish equipment upon her person to a weightless existence within her tattoo, recalling it at a later time so that it appears instantly upon her. All equipment must be banished or recalled together. The character cannot banish a suit of armor, put on another suit of armor then banish it as well, nor can she banish all of her arms and armor together and then recall merely her sword. The character may affect an amount of equipment weighing up to her medium load allowance (see *EQ: Player's Handbook*, p. 355); thus, a Medium-size character with a 15 Strength can banish and recall up to 133 pounds of gear. Banishing or recalling equipment costs the character 4 hit points.

Trigger Cost: 4 hp.

Maintenance Cost: —.

Market Price: 1,500 gp.

Components Required: Anatase, *light ochre*, logwood, witch hazel, chert powder.

Trade Skill (DC): Tattooing (20).

Armor of Mist

Description: A shining figure wears an ethereal suit of plate mail. The armor, seemingly composed from mist, also shines with eldritch light. The character may summon such a suit of armor to protect from the attacks of some undead.

Powers: The character gains a deflection bonus to AC equal to his Constitution modifier. This bonus is considered a force effect, so it applies even against incorporeal foes.

Trigger Cost: 3 hp.

Maintenance Cost: 2 hp.

Market Price: 15,000 gp.

Components Required: Anatase, logwood, malachite, purified water, malachite powder.

Trade Skill (DC): Tattooing (31).

Sword on a String

Description: This tattoo usually portrays a swordsman with a blade in either hand and a third blade beside him, parallel to the other two swords. The tattoo controls an extra weapon, allowing the character additional killing power against an opponent or an able defender.

Powers: The character may grant any melee weapon he has wielded for at least one round the *dancing* quality. The weapon falls to the ground immediately if during any round the character does not pay the maintenance cost.

Trigger Cost: 3 hp.

Maintenance Cost: 3 hp.

Market Price: 22,000 gp.

Components Required: Anatase, *light ochre*, logwood, grain alcohol, amethyst powder.

Trade Skill (DC): Tattooing (34).

The Valiant Defender

Description: A glowing knight raises a shield against an unseen enemy. Behind the warrior crouches a helpless figure surrounded by a shimmering sphere of divine light. Activating this tattoo transforms the wearer into a powerful guardian. Followers of Mithaniel and Erollisi Marr regard this tattoo as sacred, although it can serve evil races equally well (usually with considerable variations to the tattoo's typical images, though).

Powers: The character can trigger this tattoo only if he is in a position to defend another individual that has fewer Hit Dice than himself or has been rendered *helpless*. The creature to be defended must also be within 20 feet of the character. The character receives a +4 dodge bonus to AC, as well as a +2 bonus to attack rolls and damage. Further, a shimmering light appears around the defended individual, functioning as *divine aura* as long as the character remains within 20 feet.

Trigger Cost: 2 hp.

Maintenance Cost: 2 hp.

Market Price: 28,000 gp.

Components Required: Tumeric, anatase, carbon, *light ochre*, cinnabar, purified water, diamond powder.

Trade Skill (DC): Tattooing (36).

The Sixth Form: The Whirling Blade

Description: A sword-wielding figure stands amidst half a dozen falling assailants. Near each attacker appears a reflection of the figure's sword, giving the impression of a flurry of attacks piercing each attacker. Activating this tattoo transforms the individual into a whirlwind of destruction.

Powers: The character gains the rampage ability: As a full attack action, she makes a single melee attack at her highest bonus against every opponent within reach.

Trigger Cost: 10 hp.

Maintenance Cost: —.

Market Price: 35,000 gp.

Components Required: *Light ochre*, carbon, cinnabar, logwood, *celestial temper*, fire emerald powder.

Trade Skill (DC): Tattooing (45).

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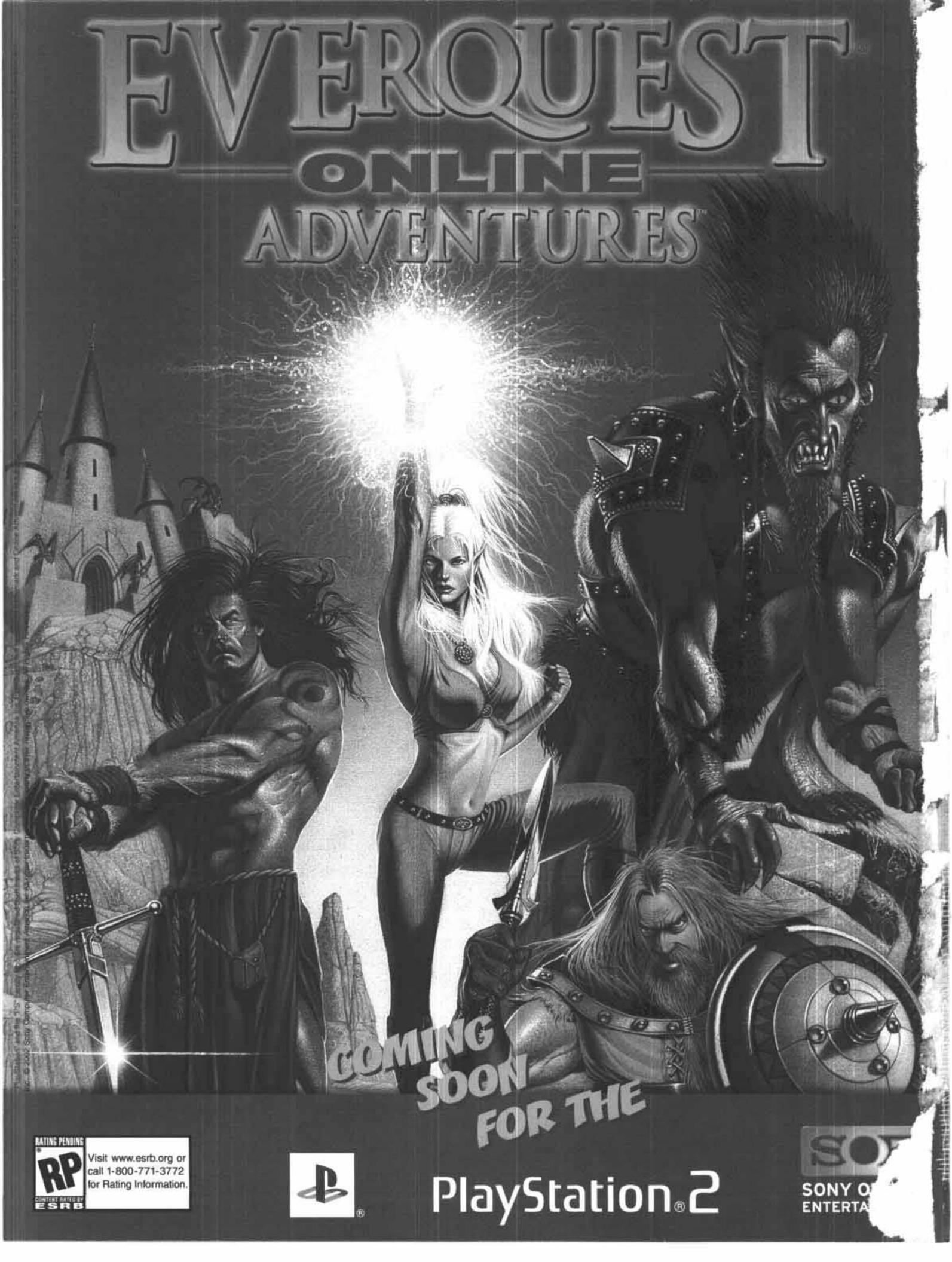
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