

Athasian Emporium

An Arms and Equipment Guide for Dark Sun Campaigns

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Contents

Introduction	4	Specific Cursed Item	105
Incorporating Items	4	Appendix I: Skills and Feats	106
Into Your Campaign	4	Expanded Skills	106
What's In This Book	4	New Feats	106
Chapter 1: Weapons and Armor	5	Appendix II: Treasure Tables	109
Weapons	5	Index	125
Sa'rikka Beetle	13	List of Numbered Tables	125
Armor	14	Open Game License	127
Piecemeal Armor	16		
Chapter 2: Adventuring Gear	18		
Currency	18		
Tyr Region Currency	18		
Currency Beyond the Tyr Region	21		
Moneychangers	21		
Trade Goods	22		
Foodstuffs	22		
Vehicles	29		
Air Vehicles	29		
Land Vehicles	30		
Silt Vehicles	40		
Vehicle Augmentations	43		
Equipment	44		
Outfits	44		
Tools and Skill Kits	44		
Special Substances	45		
Alchemical Items	46		
Metempiric Components	47		
Psychoactive Components	48		
Poisons	49		
Drugs	55		
Jeipug Mites Swarm	58		
Special Materials	59		
Substance Hardness and Hit Points	59		
Precious Stones and Gems	59		
Unusual Materials	62		
Chapter 3: Items of Power	64		
Making Generic Items Athasian	64		
Athasian Variants	65		
Magic Items	66		
Defiling Items	66		
Armor Special Abilities	67		
Specific Armor	67		
Weapon Special Abilities	68		
Specific Weapons	70		
Rings	70		
Rods	71		
Staffs	72		
Wondrous Items	73		
Specific Cursed Items	88		
Psionic Items	89		
Armor Special Ability	89		
Weapon Special Abilities	89		
Specific Weapons	90		
Universal Items	90		

Introduction

Ever since Makum was born, he never ventured outside the gates of his owner's manor. However, his life had been better than most slaves: he worked as a house servant and didn't need to toil under the blazing sun as the others did, and he was grateful for that. His work reflected that, and he slowly began to earn more trusting positions.

One day, the chief housekeeper delivered a message to him. He was to pick up a very important parcel at House Vordon, at an emporium near the Noble's Quarter. His day had finally come!

He would be escorted by two mul guards, so this parcel was sure to be something very important.

The next day, barely able to sleep with the excitement of seeing the city for the first time, Makum left towards the Caravan Gate. The city was not at all as he hoped it would be. Corrupt templars, sneaky elves, and dirty beggars abounded.

Finally, the emporium came into view! He spoke the name of his owner to one of the guards, and he was led in the very large and heavily secured building. He could see the steel tools and weapons gleaming from wall racks, bolts of cotton fabric resting in corners, and precious works of glass, stone, and gemcraft displayed in fine cases. Such immense wealth! After walking through a long corridor, one of the guards halted and told Makum to wait where he stood.

A man wearing an auburn tunic adorned with a black diamond entered, in holding a large package enveloped in brown fabric in his hands. He unfolded and presented it to Makum. "I trust your master will be more than pleased", he said.

The bronze knife, the man informed him, would kill without leaving marks on the body—the perfect assassination tool. Makum could feel energy emanating from the knife, softly pulsing against his skin. He folded the package back together and prepared to return to his master's house.

Later, that same night, Makum planned the first escape of his life. What other wonders lay concealed within brown fabric inside that emporium?

Incorporating Items Into Your Campaign

Magic and psionic items are an integral part of any *Dark Sun* game experience. However, due to the unique nature of the setting, many items presented in other products don't fit very well, and only a handful ever see regular play.

That's no longer the case.

Athasian Emporium describes several new magic and psionic items specifically designed to be used in your *Dark Sun* campaigns. But that's not everything. Expanded rules for poison use and crafting, Athasian drugs, as well as many new mundane equipment like vehicles and special substances await.

What's In This Book

Athasian Emporium is designed for use in any *Dark Sun* 3.5 game. You will need the *Player's Handbook* (PH), *Dungeon Master's Guide* (DMG), *Expanded Psionic Handbook* (XPH) as well as the *Dark Sun 3 Core Rules* (DS3) to make use of the material in this book. In addition, you might find useful to have the *Arms & Equipment Guide*

or *Stormwrack*, since this book contains a small amount of material in the vehicles section, designed for use with the systems introduced in those rulebooks.

The topics covered in this book include:

Chapter 1: Weapons and Armor. This chapter describes several new weapons and armor types for use in Athasian campaigns. It also describes alternate rules for Athasian armor.

Chapter 2: Adventuring Gear. Currency from the Tyr Region and beyond, food, vehicles, equipment, drugs, poisons, substances and materials both common and rare to Athasian markets are described in this chapter.

Chapter 3: Items of Power. This chapter describes several new magic and psionic items found on Athas. It also introduces metempiric and psychoactive components, two new types of items. Items that first appeared in the *City-State of Dray* product and the *Dregoth Ascending* adventure series also appear here.

Appendix I: Skills and Feats. This appendix presents a new use for the Knowledge skill and a number of feats related to poison and other items found in this book.

Appendix II: Athasian Treasure Tables. This appendix provides a set of treasure tables designed specifically to be used in Athasian campaigns, including all items presented in the various athas.org projects.

Chapter 1: Weapons and Armor

“Athas is a world where weapons have undergone an evolution almost equal to the creatures that use them. Debate over the nature of Athas’ weapons has been long and bloody. Let me share with you my take on a small piece of Athas’ past.”

“Research has convinced me that thousands of years ago Athas had abundant metals, and the many wars of the period were furnished with metal weapons of all traditional designs including swords, flails, pole-arms, pikes, and assorted armor. Over time, as metal grew scarce, the optional materials of stone, bone and wood began to take it’s place.”

“These alternate materials produced weapons that functioned as their metal counterparts; warriors proficient in a metal long sword were equally capable of using a stone one. Unfortunately, these weapons were prone to breaking and were never quite as lethal as the original metal design.”

“The materials were not entirely to blame for this poor performance. It soon became apparent to weaponsmiths that the weapon’s design had to reflect the material it was built from. A bone long sword, for example, is essentially a length of bone shaved into a blade and bolted to a grip. While this design works for a metal sword where layers of hot metal are pounded and riveted to the handle, bone reacts in a much different way. A bone blade thin enough to be suitable for a sword-edge and then ‘abused’ in such a manner as affixing it to the hilt leaves the weapon fragile when subjected to the rigors of everyday use.”

“In contrast, I find the current situation on modern Athas very exciting. Weaponsmiths and tribal weapon-makers across the tablelands are experimenting with new, deadly designs all the time. Many weapons such as the carrikal are organic in design, while others like the kitar are clearly influenced by typical tools we use in our daily lives. I envision an Athas not too far away where we see nothing but truly original, non-metal weapons. Soon only the histories will remind us of a time where metal swords and polearms were commonplace.”

—Vanderkin of Ablath

Weapons

Characters in a Dark Sun game use a variety of weapons: some with direct counterparts in the *Player’s Handbook*, some without. Table 1-1: Weapons details new weapons available for Dark Sun campaigns.

These unique weapons are designed to be constructed from non-metal materials. As such, they do not suffer from the inferior materials penalties described on page 50 of the *Dark Sun 3 Core Rules*.

Large Weapons

Half-giants use larger weapons than the other races. A damage conversion table can be found on page 114 of the *Player’s Handbook*.

Weapons Descriptions

The types of weapons found on Table 1-1: Weapons are described below, in alphabetical order, along with any special options the wielder has for their use.

Aghuda Dok: The aghuda dok is a combination of two weapons seen frequently in the arena of Gulg, often used in matches where all contestants wield them. The aghuda is a club-sized weapon used to hurl the dok projectile.



Aghuda and dok © Cosmo

In Gulg, aghuda are specially crafted for these matches and are restricted to Gulg nobility, used by family gladiators or as part of sponsored events for allied families looking for recognition. Each is unique in design and easily recognized by rival families. Should one be lost, stolen or recognized during illicit activity, it would bring shame to all parties involved.

Aghuda are made from the forelimb of a dune reaper carved into a two and a half-foot long rod curving slightly towards the end. The inside of this curve is kept perfectly smooth and thin enough to fit the groove crafted around the circumference of the round projectile. Its primary function is to hurl the small, round dok at high rates of speed along the smooth inside edge. This edge must be kept smooth, and is therefore never used to inflict damage on its own.

The dok is made of two circular, bowl-shaped pieces, about 3 inches across, which are attached face to face. Between the two pieces is a razor-edged, flared groove made to fit the inside curve of the aghuda. The dok can only be thrown effectively using an aghuda as it functions very poorly when thrown by hand. A trained user balances the dok on the inside of the aghuda and uses the aghuda to fling the dok, giving it superior range and velocity.

In an aghuda dok match, a supply of dok are hung from the trees of the arboreal Gulg arena. The rules are then negotiated between the gladiator’s sponsors, but are rarely to the

Table 1–1: Weapons

Simple Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
<i>Light Melee Weapons</i>							
Braxat fist	1 Cp	1d3 ³	1d4 ³	x2	--	1 lb.	Bludgeoning
Flying dagger	2 Cp	1d3	1d4	19-20/x2	20 ft.	1 lb.	Piercing
Silt sap	4 Cp	1d3 ³	1d4 ³	x2	--	4 lb.	Bludgeoning
<i>Ranged Weapon</i>							
Pelota	1 Cp	1d3	1d4	x2	10 ft.	1 lb.	Bludgeoning and Piercing
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
<i>One-Handed Melee Weapons</i>							
Bragnoggen	6 Cp	1d3	1d4	x2	--	4 lb.	Bludgeoning and Slashing
Forearm spear	10 Cp	1d4	1d6	x3	--	5 lb.	Piercing
Ganji song	5 Cp	1d6	1d8	x2	10 ft.	2 lb.	Slashing
Halfing fat-sword	15 Cp	1d6	1d8	19-20/x2	--	4 lb.	Slashing
Hawk hatchet	8 Cp	1d4	1d6	x3	--	4 lb.	Slashing or Piercing
Kitar	35 Cp	1d8	1d10	x3	--	10 lb.	Piercing
Mandible sword	12 Cp	1d4	1d6	19-20/x2	--	3 lb.	Slashing and Piercing
Oslak	5 Cp	1d3	1d4	x3	--	2 lb.	Slashing
Sjambok	5 Cp	1d4 ³	1d6 ³	x2	--	5 lb.	Bludgeoning
Scourge	10 Cp	1d4	1d6	18-20/x2	--	2 lb.	Slashing
Whistling mace, heavy	6 Cp	1d4	1d6	x2	--	6 lb.	Bludgeoning
Whistling mace, light	10 Cp	1d3	1d4	x2	--	3 lb.	Bludgeoning
<i>Two-handed Melee Weapons</i>							
Betnebbi	8 Cp	1d4	1d6	x2	--	6 lb.	Bludgeoning
Quad fauchard ⁴	13 Cp	1d6	1d8	x3	--	1 lb.	Slashing
<i>Ranged Weapons</i>							
Rha'kut arrow	4 Cp	1d3	1d4	x2	--	1 lb.	Piercing
Balican javelin	8 Cp	1d6	1d8	x3	30 ft.	5 lb.	Piercing
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
<i>Light Melee Weapons</i>							
Bard's comb	2 Cp	1d2	1d3	x2	--	-	Piercing
Bard's needle	2 Cp	1	1d2	x2	--	-	Piercing
Bard's stinger	25 Cp	1d3	1d4	18-20/x2	--	1 lb.	Piercing
Ghi	20 Cp	1d4	1d6	x2	--	1 lb.	Bludgeoning
Gutaku ⁵	25 Cp	1d3/1d3	1d4/1d4	x3	--	1 lb.	Piercing or Slashing
<i>One-Handed Melee Weapons</i>							
Flaying whip ⁴	5 Cp	1d3	1d4	x3	--	5 lb.	Slashing
Knot whip ⁴	2 Cp	1d3 ³	1d4 ³	x2	--	3 lb.	Bludgeoning
Forearm razor	5 Cp	1d4	1d6	x2	--	4 lb.	Slashing
Master's whip, bardic ⁴	20 Cp	1d2	1d3	x2	--	5 lb.	Piercing or Slashing
Juka	8 Cp	1d3	1d4	18-20/x2	--	2 lb.	Slashing
Klaraka	10 Cp	1d6	1d8	x3	--	8 lb.	Slashing
Forearm razor	12 Cp	1d4	1d6	x3	--	4 lb.	Slashing
Gladiator's friend, light	9 Cp	1d4	1d6	x2	--		Bludgeoning or Piercing or Slashing
<i>Two-handed Melee Weapons</i>							
B'rohng fork ⁴	9 Cp	1d6	1d8	x3	--	10 lb.	Piercing
Ekthulak ⁴⁵	18 Cp	1d4/1d3	1d6/1d4	x2	--	12 lb.	Bludgeoning and Slashing
Bone dancer ⁵	45 Cp	1d6/1d6	1d8/1d8	x2	--	12 lb.	Bludgeoning
Gladiator's friend, heavy ⁵	30 Cp	1d4/1d4/ 1d6	1d6/1d6/ 1d8	x2/x3/x3	--	12 lb.	Bludgeoning or Piercing or Slashing
Hamanu's staff ⁵	40 Cp	1d6/1d6	1d8/1d8	x2	--	6 lb.	Piercing
Twin-trikal ⁵	15 Cp	1d8/1d8	1d10/1d10	x2	--	9 lb.	Slashing or Bludgeoning
<i>Ranged Weapons</i>							
Ahguda	100 Cp	1d6	1d8	x3	30 ft.	3 lb.	Piercing
Dok	1 Cp	--	--	--	--	1 lb.	--
Dejada cestus	15 Cp	1d4	1d6	x2	30 ft.	3 lb.	Piercing

Pelota, dejada	2 Cp	--	--	--	--	1 lb.	Piercing
Leuatos	6 Cp	1d4	1d6	x2	40 ft.	7 lb.	Bludgeoning
Javelin, leuatos	2 Cp	1d4	1d6	x3	40 ft.	2 lb.	Piercing
Shulkak ⁴	8 Cp	1d3	1d4	x3	20 ft.	3 lb.	Piercing

¹ Weight figures are for **Medium** weapons. A **Small** weapon weighs half as much and a **Large** weapon weights twice as much.

² When two types are given, the weapon is both types if the entry specifies "and", or either type (player's choice at the time of attack) if the entry specifies "or."

³ The weapon deals nonlethal damage rather than normal damage.

⁴ **Reach weapon.**

⁵ **Double weapon.**

death. Some examples include: each dok may only be flung from an ahguda once (hand-thrown has no limits), or the winner could be the one with the best hit-to-miss ratio. In all cases, the winning condition highlights some favored quality of Gulg's hunter-noble culture.

An ahguda's high cost comes from the fee artisans charge to decorate the weapon. An undecorated ahguda would cost one tenth the listed price. In the eyes of Gulgan nobility such a weapon is unsuitable for arena use and, if recognized, they would endeavor to have it destroyed.

When used as a melee weapon an ahguda functions as a **club**.

Balican Javelin:

The balican javelin is a spear once in common use by the army of Balic, and now adopted as the main weapon of the troops under control of the three ruling merchant houses of the city. The weapon is a typical javelin with a fragile flint tip 18 to 24 inches long. When the weapon hits, the flint tip breaks off in the wound, leaving flint shards painfully imbedded in the victim's body.

The silt fleets of Balic often use these coated with a substance made to cause additional irritation and pain to the giants plaguing the region, as most of the time the flint shards rarely penetrate deep enough into the giant's flesh to cause any serious inconvenience.

If a balican javelin hits, a shard lodges in the victim unless he makes a **Reflex** save (DC equal to 10 + damage inflicted). Since well-armored or thick-skinned creatures have a better chance of shrugging off these shards, the victim adds his armor or natural armor bonus, if any, as a bonus to his **Reflex** save. A failed check means the javelin's tip breaks apart in the wound, effectively ruining

the weapon. Because of the pain and discomfort caused by the lodged pieces of stone, the victim suffers a -2 penalty to attack rolls and must make a **Concentration** check (DC 10 + spell level) in order to cast a spell until the shards are removed.

A **Heal** check DC 15 allows the shards to be removed without further injury, as will a *cure moderate wounds* or higher level healing spell.

The special alchemical substance used to smear the javelin for use against giants is described on page 42, in Chapter 3: Adventuring Gear.

Bard's Comb: Worn as a hair holder, this comb features many long, pointed spikes. It can be used as a last ditch weapon or sometimes, because of its innocuousness, be used to smuggle poison into a difficult-to-infiltrate location.

A bard's comb is easily concealed: a DC 18 **Search** check is required to determine that the bard's comb is a weapon.

A bard is considered proficient when using a bard's comb.

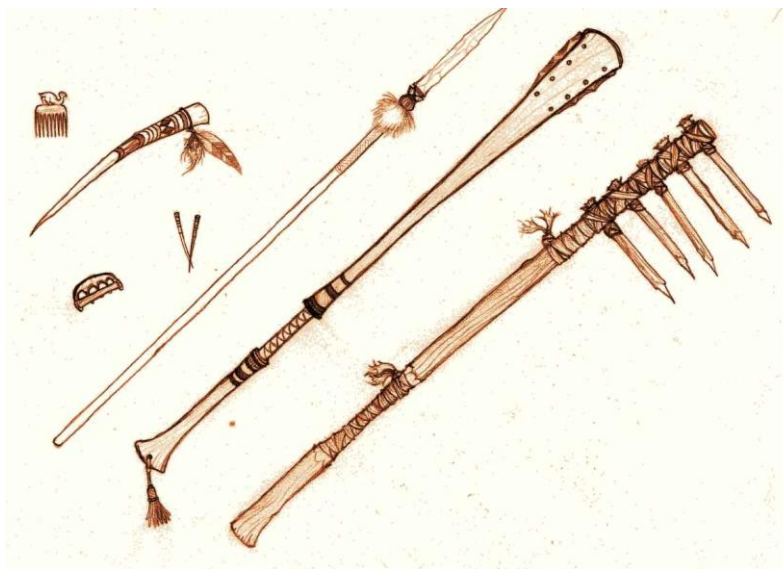
Bard's Needle: This exquisitely carved wooden or ivory hairpin contains a hollow space used as a secret poison

reservoir. Often worn in pairs, it is used to smuggle poison into the most secure palaces and villas. While it most often sees use by bards, a surprising number of templars make use of this easily concealed weapon as well.

Filling the reservoir is a full-round action that provokes an **attack of opportunity**. The reservoir can contain 1 dose of injury poison.

A bard's needle is easily concealed. A DC 16 **Search** check is required to determine that the bard's needle is a weapon.

A bard is considered proficient when using a bard's needle.



Bard's comb, bard's stinger, braxat fist, bard's needle, balican javelin, bragnoggen, b'rohng fork
© Cosmo Franz

Bard's Stinger: This weapon is usually made from a giant scorpion stinger, but may also be constructed from bone or wood. It consists of a long, thin spike with a needle-sharp tip. The hilt and blade are all one piece, measuring about a foot in total length. Inside the hilt is a wax-coated reservoir that holds one dose of injury poison. A small channel is bored through the blade, exiting at the very tip of the weapon.

The main purpose of the bard's stinger is to deliver poison deeply into a victim to insure its effectiveness. As such, the DC for the poison is increased by +1 when a successful **critical hit** is scored with the weapon. Filling the reservoir is a standard action that provokes an **attack of opportunity**. The reservoir can contain 2 doses of injury poison, although only a single dose affects a struck target on any single attack.

A bard is considered proficient when using a bard's stinger.

Betnebbi: The betnebbi, or the "gulgank fork" as it is known outside the city-state, is a forked pole about 6 ft. in length. The fork's outer tines curve inward in a rough U-shape and are used to catch an opponent's neck. Between these is a much shorter tine used to pierce the neck of an opponent who is caught by the outer, larger ones.

A betnebbi has **reach**. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

A betnebbi can be used against any opponent, but can only be used to catch the neck of a creature within one size category of your own. (For instance, a **Medium** wielder may use a betnebbi to grapple a **Small** or **Large** opponent.)

If you hit an opponent of the appropriate size, you may attempt to start a grapple as a free action without provoking an **attack of opportunity**. Any grapple check you make using a betnebbi includes the betnebbi's **enhancement bonus** (if any) and any other bonuses you might have that increase your attack roll with the weapon (such as from the **Weapon Focus** feat). If you grapple a target with a betnebbi, you are considered grappling, but unless your opponent can reach you, he can't attempt to attack you, damage you, or pin you. You can escape the grapple automatically by releasing the target as a standard action. If you get a hold, the betnebbi grabs the

opponent and deals an additional 1d4 points of piercing damage with its central tine in addition to its normal damage each round the hold is maintained.

Bone Dancer: A primitive ancestor to the cahulak, the bone dancer consists of two massive mace-like animal thigh bones joined by a 5-foot rope.

You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (see Two-weapon Fighting, chapter 8 of the *Player's Handbook*).

Because the bone dancer can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can instead drop the bone dancer to avoid being tripped.

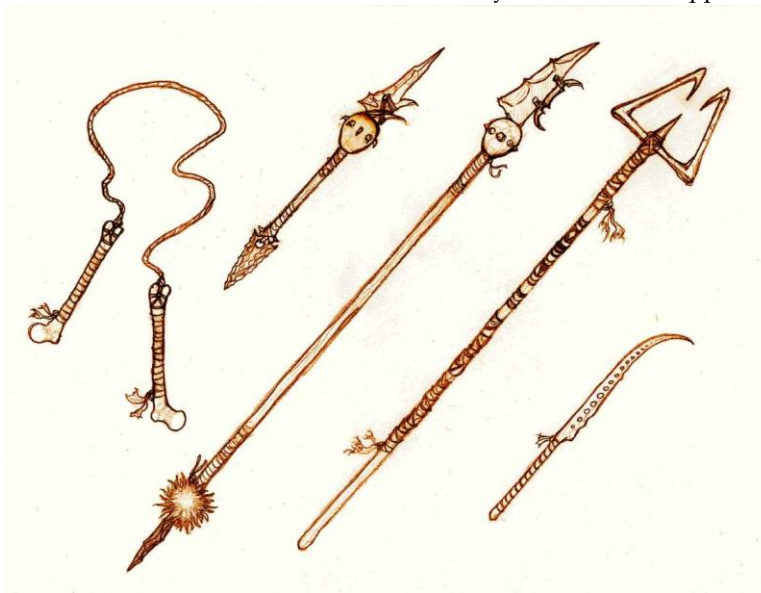
If you strike at an opponent 10 ft. away, you cannot use the bone dancer as a **double weapon** unless you possess **natural reach**.

Bragnoggen: The bragnoggen is a nibenese rider's club that is designed for human-sized crodlu riders or half-giant inix riders. At the end of the neck, the flat head of the club is given a thin obsidian edge, letting the weapon inflict both concussive damage as well as ripping injuries. Its 5 to 6 ft. length, for a human-sized wielder, would normally make the weapon an

unwieldy one, but its unique properties make it behave differently. In the hands of a mounted wielder its lightness and balance make it a surprisingly quick and agile weapon. Nibenese riders often use a lance in one arm and a bragnoggen on the other, steering their mount with their knees.

You can use the **Weapon Finesse** feat to apply your **Dexterity** modifier instead of your **Strength** modifier to attack rolls with a bragnoggen sized for you, even though it isn't a light weapon for you.

The bragnoggen's main advantage is its ability to be wielded as a secondary rider's weapon, in the off hand. If you do use it this way, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (see Two-weapon Fighting, chapter 8 of the *Player's Handbook*), despite the fact that the bragnoggen isn't a light weapon for you.



Bone dancer, light gladiator's friend, heavy gladiator's friend, betnebbi, ganji song
© Cosmo Franz

Braxat Fist: These carved horn knuckles are an effective way of increasing the potency of one's unarmed attacks.

An attacker using a braxat fist is considered to be making unarmed attacks.

B'rohng Fork: A b'rohng fork is a 5 to 6 ft. long wooden haft with four to ten pointed shafts at one end, positioned perpendicularly to the haft. These shafts, all bound to the haft by leather or rope, point in the same direction. The b'rohng fork is so named in honor of the inordinate love of impalement that b'rohng savages bring to the arenas of the city-states.

A b'rohng fork has [reach](#). You can strike opponent's 10 feet away with it, but you can't use it against an adjacent foe.

A b'rohng fork can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the fork to avoid being tripped.

Dagger, Flying: Flying daggers, as their name implies, are daggers made especially to be thrown. The design—a one-piece, handleless blade—makes the weapon more difficult to wield properly than a normal dagger in melee combat, but it allows those skilled in the weapon's use to hit their targets from a greater distance and with more accuracy.

If you have 5 or more ranks in Sleight of Hand and throw a flying dagger, you gain a +1 to attack rolls. On the other hand, when used in melee without being thrown you always take a -1 penalty to attack rolls no matter your ranks in Sleight of Hand.

You get a +2 bonus on Sleight of Hand checks made to conceal a flying dagger on your body (see the Sleight of Hand skill).

Dejada Cestus: This is a reinforced version of the dejada, made of heavier bone to withstand the impacts of melee combat. It is also heavily studded with spikes, enabling

the wielder to defend himself against an opponent that manages to be close enough to enter melee. Gladiators often use this version of the dejada, as it gives them both melee and ranged attack capabilities.

The dejada cestus allows the wielder to throw pelota (see the pelota description for details).

When used as a melee weapon a dejada cestus functions as a [spiked gauntlet](#).

When using the dejada part of the weapon, characters proficient with the dejada cestus can treat it as a dejada

for the purpose of any of the following feats: [Greater Weapon Focus](#), [Greater Weapon Specialization](#), [Improved Critical](#), [Weapon Focus](#), and [Weapon Specialization](#).

Ekthulak: The ekthulak is actually two complimentary weapons tethered together by a 20 ft. cha'thrang cord. The cord attaches on one end to a 4 ft. mace-like weapon with a heavy obsidian or stone head adorned with knobs or spikes, and at the other end to a crescent-shaped blade with a sharp outer curve and ridges on its inner side to help the weapon entangle the legs of a target.

The ekthulak is a trademark weapon of slave hunters who use the crescent head both as a weapon and an instrument to catch fleeing targets. With the cord wrapped properly around the shaft with a few feet played out, the wielder briefly whirls the blade and then throws the blade tethered to the shaft a throw aimed wide will curve inward toward the target and strike home, either entangling the target's legs or inflicting slashing damage, depending on the intention of the wielder.

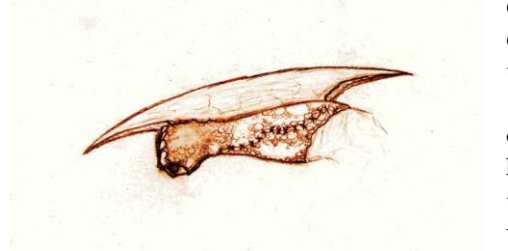
The ekthulak's crescent head has [reach](#). You can strike opponents 20 ft. away with it. In addition, you can use it against an adjacent foe.

You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light offhand weapon (see Two-weapon Fighting, chapter 8 of the *Player's Handbook*). A creature using a [double weapon](#) in one hand, such as a half-giant using a set of ekthulak, can't use it as a [double weapon](#).

Because the ekthulak's crescent end can wrap around an enemy's leg or other limb, you can make [trip](#) attacks with it up to 20 ft. away. If you are tripped during your own [trip](#) attempt, you can drop the ekthulak to avoid being tripped. If you strike at an opponent more than 10 ft. away, you cannot use the ekthulak as a [double weapon](#) unless you possess [natural reach](#).

Forearm Razor: This weapon was developed for arena combat, particularly for the dancing jazsts. It consist of a 2 ft. blade, most often a sharp razorwing wing blade, attached to a thick leather vambrace. The blade is worn on the back of the wielder's arm, sharp edge pointed outward. They are often used in pairs, with the gladiator swinging and spinning around, slashing his arms at his opponents with each one of his moves.

You can use the [Weapon Finesse](#) feat to apply your [Dexterity](#) modifier instead of your [Strength](#) modifier to



Forearm razor

© Cosmo Franz



Forearm spear

© Cosmo Franz

attack rolls with a forearm razor sized for you, even though it isn't a light weapon for you.

Forearm Spear: Inspired by the *graft weapon* power, the forearm spear is often used in conjunction with the forearm axe. The forearm spear is constructed of a 4 ft. long length of wood with the first 2 to 3 ft. being essentially a short spear. At the end of the shaft it becomes wider and hollowed, allowing the weapon to be worn over the arm from elbow to fist. Inside the hollow portion is a handle the wielder grips with his hand. This circular flat plate offers some additional protection.

The forearm spear also functions as a *buckler*, granting a +1 armor bonus, inflicting a -1 armor check penalty and incurring a 5% arcane spell failure chance.

Your opponent cannot use a disarm action to disarm you of a forearm spear.

A *masterwork* forearm spear either functions as a *masterwork shield* or a *masterwork weapon* (or both, for twice the normal masterwork cost). Like a *spiked shield*, a forearm spear can be enchanted as a weapon, as a shield, or both, but such enchantments must be paid for separately.

Ganji Song: The Ganji are a slave tribe that live on the northern side of the Windbreak Mountains. Their agrarian lifestyle has led them to develop this farming tool that has become as much a danger to their varil crop as to the predators of the region.

The ganji song consists of a thin, 3 1/2-foot long wooden shaft that turns into a curved talon-like blade at the head. Small holes drilled through the thin wooden shaft make the instrument whistle softly as it is swung. As a farming instrument the ganji song enables rapid strokes to cut down the tall varil stocks. During the harvest celebration, villagers gather in the fields, singing and chanting along with the melodic harmony of the ganji songs. As gentle as the song is during the harvest, it is equally terrifying when the tribe defends itself as hundreds of warriors rain down upon their enemies with their weapons emitting a terrible battle cry.

The weapon is made from zevin wood, a tree quite common on that side of the Windbreaks, but unknown

outside the region. It is then treated with a secret tar-like mixture that, when fired, gives the weapon a hardness approaching that of steel, rivaling even the agafari weapons all too common to the other side of the mountains.

Ghi: The ghi is made from braided strands of leather and giant hair with thick knots in the center.

It uses the same rules as the bard's garrote (described in the Equipment chapter in the *Dark Sun 3 Core Rules*), except it deals less damage and is cheaper to manufacture.

Gladiator's Friend, Heavy: The heavy gladiator's friend is a polearm, six feet long, designed to give the wielder a weapon of the appropriate type (bludgeoning,

piercing, or slashing) as the situation arises. One end, used as the butt end, is a spear-like spike. The other end is surmounted by the head of a heavy mace, topped by a fauchard blade.

A heavy gladiator's friend is a *double weapon*. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack

penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The weapon's mace head is a bludgeoning weapon that deals 1d6 points of damage (crit x2); its fauchard blade is a slashing weapon that deals 1d8 points of damage (crit x3); and the spike is a piercing weapon that deals 1d6 points of damage (crit x3). You can use any of these as the primary weapon, with one of the other as the off-hand weapon. Switching which one of the weapons you want to treat as the primary is a swift action. A creature wielding a heavy gladiator's friend in one hand can't use it as a *double weapon*—only one part of the weapon can be used in any given round.

Gladiator's Friend, Light: This one-handed version of the gladiator's friend is a light mace with a short curved blade atop the head, with a small spike at the other end of the handle.



Ekthulak, Hamanu's staff, rha'kut arrow, hawk hatchet, gutaku, halfling fat-sword, whistling mace, mandible sword
© Cosmo Franz

The weapon's mace head is a bludgeoning weapon; its curved blade is a slashing weapon; and the small spike is a piercing weapon.

Gutaku: A typical weapon that takes advantage of elven speed and grace, the gutaku is often used by other races, especially in the arenas. The double-ended nature of the weapon permits lightning-fast strokes that often catch an opponent by surprise. These knives are usually made from inix rib bones joined to each other by a short braided leather cord that is passed through a hole drilled through the length of the handle. The handle is then filled with a resin that cements blades and handle into one extremely hard piece.

You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (see Two-weapon Fighting, chapter 8 of the *Player's Handbook*). To use a gutaku as a **double weapon** a creature must wield the weapon in one hand and cannot attack with a weapon in her other hand or use a **shield**.

Halfling Fat-Sword: The halfling fat-sword is a heavier version of the common machete halflings use to clear the forest underbrush and has become a standard piece of their warrior equipment. The body of the weapon is a wide paddle of agafari wood with an edge of razor-sharp obsidian. The blade is affixed with fine bone pins drilled through the fragile stone and glued in place with resin.

A halfling fat-sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a halfling fat-sword two-handed as a martial weapon.

Hamanu's Staff: This weapon is mostly used by Urikite gladiators, as it is a quarterstaff-sized version of the Staves of Hamanu—large black pillars covered with thousands of sharp obsidian points chipped from the stone, which are found scattered throughout the floor of Urik's Arena, the Pit of Black Death. The entire weapon is covered with obsidian short spikes, except two areas barely large enough for the hands to hold it.

A Hamanu's staff is a **double weapon**. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a Hamanu's staff in one hand can't use it as a **double weapon**—only one end of the weapon can be used

in any given round.

Hawk Hatchet: This axe gets its name from the shape of its sharpened head. The larger than usual hand axe head is shaped like the head of a hawk. Opposing the hawk's head are a pair of blades in the shape of surimposed wings, one longer than the other.

When using a hawk hatchet, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

Juka: The juka, or head-blade, is the sacred dagger used by experienced Judaga and nobles to take their trophy back to Gulg. The slightly curved bone blade has a groove carved down its center where molten metal is poured and shaped to create a razor-sharp, durable curved blade. A row of sharpened obsidian bits, or even claws or teeth, on the opposite side of the blade near the shaft can help saw off the head when the hunter comes across particularly tough-skinned prey.

Kitar: This hammer-shaped weapon is found in use throughout the Tablelands, but its unique construction prohibits manufacture by anyone but a properly equipped weaponsmith. It was originally made from the softer metals but is now constructed of wood and stone.

This unique weapon has a narrow spade-like blade on one end, and a large round cylinder housing a heavy stone weight on the other. When the bladed end of the kitar strikes, the added weight of the cylinder adds tremendous force. Kitars often become favorites of weaponsmiths and their wielders and are often ornately decorated. Most kitars are decorated with tribal images and accomplishments.

The kitar was designed to combat the kreen, scab, and large vermin. The added weight helps punch through and separate the chitin hide and shell. If a kitar is used against a creature with natural armor, the attacker gets a +1 bonus to attack rolls.

Klaraka: The klaraka, or k'lar's claw, is a massive cleaver-like blade the length of a short sword. It is carved directly from the dark claw of the massive bear and its long handle is usually adorned with fur, hide, and chips of teeth. It is considered a sacred weapon to the Klarojonu Joromo ("bear-clan-brothers who of old came from south of big lake"), one of the Peoples of Gulg, who ritually hunt the k'lar for honor and the cleansing of their spirits.

Leuatos: People more primitive than those of the

The Halfling Fat-Sword

"Our party was just beginning to make camp for an afternoon rest when a colourful bird darted out of the bushes nearby. If not for that, I might have missed seeing this painted figure with wild hair leap out of the bushes at us."

"He swung a curious curved sword with a wide blade over his head and leaped at my porter. With a lightning fast one-handed stroke he slashed the poor slave across the belly. As my guards moved forward to get between this threat and me the wild-man jumped onto the body of my slave to face my mul guards. With a fiercely high-pitched war cry he swung the blade two-handed and dropped the mul in one swipe! This slowed up my second guard considerably, stepping back a pace to sized up this pint-sized killing machine. Imagine his surprise at seeing his companion cut down by a scrawny 3 foot, 80-pound halfling!"

Tablelands make use of a weapon called an atlatl. Essentially the atlatl is a javelin thrower that provides increased accuracy and range to the relatively common javelin. Unfortunately, after the throw the typical atlatl wielder must face other adversaries weaponless. Faced with the same situation, Gulgan forest hunters have developed the leuatos, which fulfills the same purpose as the atlatl but also doubles as a club-like melee weapon once its missile has been fired.

The weapon is a shaft of wood 2-1/2 to 5 inches in diameter and 3 to 3-1/2 feet long. The carved shaft ends in a spherical knob about 5 to 8 inches in diameter. One side of the knob is grooved to hold the butt of the javelin, while the rest of the knob is smooth, polished wood and serves as a club.

Javelins flung with a leuatos gain greater range than those thrown by hand.

Statistics in Table 1-1: Weapons refer to the leuatos when wielded in melee. The statistics under Javelin, leuatos refers to a [javelin](#) thrown by the weapon.

Mandible Sword: The mandible sword gets its name from the primary material used in its construction: the mandible of a giant insect such as a kank, soldier antloid, or gaj. When added to a hilt, it becomes a sabre-sized weapon lighter than steel, yet handier for the cut-and-parry of melee combat. The outer edge of the mandible is sharpened to serve as the normal cutting edge, but the jagged interior is also kept sharp. Jazsts gladiators often employ this weapon because of the bloody wounds created by the jagged edge of the blade.

When using a mandible sword, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

A mandible sword has [hardness](#) 3 and 1 [hp](#).

Pelota: Popular in arena games, and in the street games of some city-states, pelota are hollow leaden spheres with small holes that cause the sphere to whistle as it flies through the air. The surface of most pelota are studded with obsidian shards. You can use the dejada throwing glove or a dejada cestus to cast pelota at much higher speed and with greater accuracy, dealing more damage than a pelota thrown by hand.

Oslak: Commonly known as a pterrann overclaw, this specially crafted claw covering is worn over a pterrann's four-fingered hand. It is made from the same material as the slodak: young hardwood tree pieces treated with a special mixture of tree sap and id fiend blood.

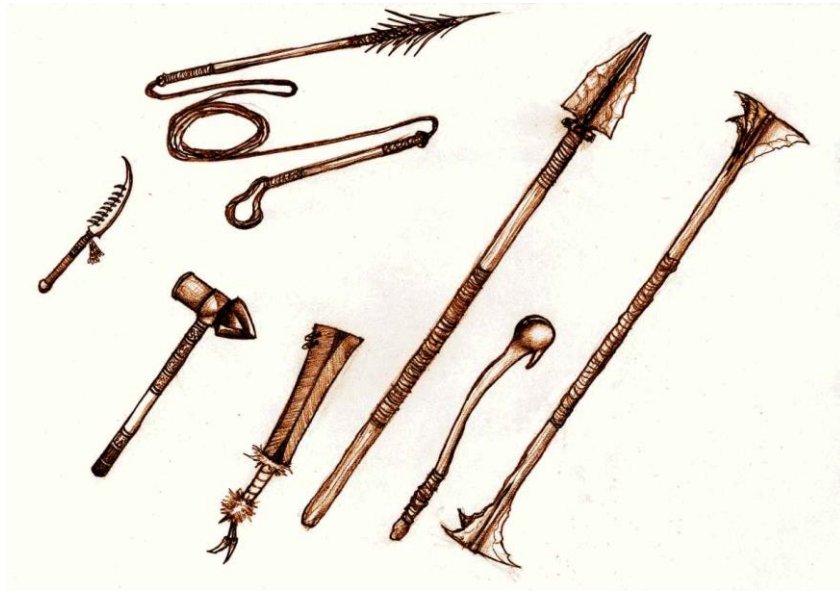
A pterrann wearing an oslak gets a rake attack for 1d4 damage and may wear two at a time, one on each hand.

Your opponent cannot use a disarm action to disarm you of pterrann overclaws. The cost and weight given are for a single overclaw. An attack with a pterrann overclaw is considered an armed attack.

Quad Fauchard: This fauchard is created by lashing together four fauchard blades to the end of a pole so that the wielder can slash out at a foe from any direction without taking the time to shift his grip on the weapon. As such, it is a favorite among blind-fighting gladiators, reavers, and beast trainers.

A quad fauchard has [reach](#). You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Rha'kut Arrow: The Silt Stalkers elven tribe use this particularly unpleasant type of arrow when their intention is to terrify and incapacitate as much as it is to kill. It requires the careful



Juka, shulkak, kitar, klaraka, quad fauchard, leuatos, twin-trikal

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attachment of many slender barbs to the tip of the arrow, forming a hollow conical cage at the arrow's end. These barbs are usually made from jaaroc thorns or specially-carved bone. Inside the cage is placed a sa'rikka, a particularly nasty, pebble-sized beetle known for its voracious appetite for flesh. Between creation and usage, these arrows are generally stored point-down in special quivers that hold some meat scraps for the beetles to feed upon. Before going on the attack, the beetles are starved for a whole day. When the arrow is shot into a creature the barbs hold the arrow in place, while the sa'rikka inside immediately starts feeding on the victim's flesh. Frenzied with hunger, they quickly burrow deep inside, causing excruciating pain and becoming very difficult to extract. The pain of a single sa'rikka incapacitates most victims; few can stand more than four or five. The beauty—from the Silt Stalker's point of view—is that this

arrow will not just incapacitate the victim, but will also tie up those around them who try to help.

Upon a successful hit, the barbs hold the arrow in place if the victim fails a **Reflex** save (DC equal to 10 + damage inflicted). A failed check means that the arrow is stuck and that the victim must make a **Concentration** check (DC 5 + spell level) in order to cast a spell with somatic components. On the round following the arrow hitting its target, and on every subsequent round until the arrow is pulled out, the sa'rikka gains a free attack action in the same turn. On the initial round of attack, the sa'rikka is **stunned**, and thus the victim can pull the arrow from his wound before it starts attacking. The arrow can be removed as a move action if the character has at least one hand free, causing 1d2 points of damage; a **Heal** check (DC 13) instead allows the arrow to be removed without injury.

The range increment for a rha'kut arrow is half that of the bow that fires it. The careful manipulation necessary for this weapon limits its rate of fire to one per round regardless of the actual number of shots per round a character would normally be entitled to.

The listed cost of an rha'kut arrow is for the arrow itself. The beetle must be found in the wild or purchased by a vendor dealing in exotic critters. The base price of a sa'rikka beetle is 15 Cp. The sa'rikka beetle statistics are as follow:

Sa'rikka Beetle

This pebble-sized, gold and black beetle clicks its oversized mandibles hungrily towards you.

Sa'rikka Beetle CR 1/2

Always N Fine vermin

Init +2; **Senses** darkvision 60 ft, tremorsense 20 ft.

Listen +0, **Spot** +0

Languages —

AC 20, **touch** 20 **flat-footed** 18

(+8 **size**, +2 **Dex**)

Immune vermin immunities

hp 1 (1/4 HD)

Fort +2, **Ref** +2, **Will** +0

Speed 30 ft. (6 squares)

Melee bite +2 (1d2-4)

The Arrow of Life

"Our tribe has slept too long! Even on good days our warriors are little better than vermin scurrying for scraps. From the moment our chief made me his choice to help arm our people, I promised myself I would return our tribe to the days when the short-legged races were truly terrified of us. We used to be able to sack a caravan just by showing up! To this end, I have begun an exercise in weapon innovation that will once again strike fear into our enemy's hearts. The first I have to share I call the Rha'kut, the 'Arrow of Life'. I have taken our flight-arrow, made it heavier along the shaft, longer fletching on the tail, and at the head a particularly crafty enclosure holding a sa'rikka beetle. While range has been reduced, the impact of the little beetle upon the ranks of our enemies is astounding.

"By now some of the more imaginative of you have thought of this weapon armed with another beetle - the agony beetle. In truth, this too was my original plan for the weapon, but after extensive testing I have determined an agony beetle too fragile a creature. They die, either from the launch from our bows or the impact on the target. Either way, the agony beetle is ill-suited for this weapon. The sa'rikka is perfect, however. It survives the bow-shot, is easy to feed, and the bite is quite effective against typical rank-and-file soldiers.

"With innovations like these, I pledge to chief and tribe, we will be the terror of the sands once again!"

Space 1/2 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** —

Special Atk burrow

Abilities Str 2, **Dex** 15, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

SQ vermin traits

Feats Weapon Finesse (bite)^B

Skills Hide +18

Advancement 1 HD (Fine)

Burrow (Ex) A sa'rikka beetle that successfully bites a target enters the wound as a free action.

A burrowing sa'rikka beetle deals 1d6 points of temporary **Constitution** damage each round. At **Constitution** 0, the victim dies. The sa'rikka beetle then looks for a new host. During the first two rounds, a burrowing sa'rikka beetle can be killed by applying fire to the infested skin or by cutting open the point of entry with any slashing weapon. Either method deals 1d6 points of damage to the victim but kills the sa'rikka beetle. After the second round, only a **remove disease** spell can kill the sa'rikka beetle as it burrows to the victim's heart and devour it (still dealing 1d6 points of temporary **Constitution** damage each round).

Scourge: A short whip made of two or three short leather thongs or ropes connected to a handle. The leather thongs are knotted with a number of small pieces of obsidian or flint attached at various intervals.

Shulkak: The shulkak is a tethered weapon used by many primitive societies. A bone or wood handle with a wrist strap is held in the off-hand while a heavy, barbed dart is thrown with the other. A fine, 20-ft. long giant-hair rope connects the two.

A successful hit leaves the dart imbedded in the target, inflicting damage, after which the character who cast the dart pulls on the rope, painfully ripping the dart from the victim.

Group tactics using multiple shulkak's can be a gruesome sight. An animal imbedded with multiple shulkak's can be practically pulled apart as the weapons are ripped out all at once.

If a shulkak hits, it lodges in the victim if he fails a **Reflex** save (DC equal to 5 + damage inflicted). A failed check means the shulkak lands 1d4 squares away in a random direction. If the save is failed, on the attacker's next turn he can pull the shulkak from the victim, dealing automatic, unadjusted, full weapon damage. It takes a full

round to draw in the rope from a failed attack.

The victim can pull the shulkak from his wound with a move action if he has at least one hand free, but suffers an additional 1d2 damage doing so. A **Heal** check DC 13 allows the shulkak to be removed without further injury.

Silt Sap: The silt sap is slightly larger than a normal sap, and made of tough leather. In addition to small stones, the bag contains also silt. On each successful attack holes in the bag emit a small silt cloud that hangs in the air around the target.

Each successful hit with the sap causes a 5 ft. spread of floating silt to be emitted from the sap, centered in the opponent's square. A silt sap contains enough silt for ten successful hits; a silt sap empty of silt functions as a normal sap.

All within the affected area suffer a -2 penalty to attack and damage rolls, including the attacker. The opponent must make a **Fortitude** save (DC 10 + 1 per successful hit against him) each round he is within the spread or become **dazed** as he suffers from the coughing and gagging caused by the breathed silt.

Wearing a moistened scarf halves the penalties caused by the emitted silt. The silt stays effective for 10 rounds after it has been emitted. A moderate or stronger wind dissipates the silt in 1 round. People under the effects of items, spells, or powers that allows one to breath silt are unaffected by the emitted silt.

Sjambok: A strip of animal's hide is cut and carved into a strip 3 to 5 feet in length, tapering from about 1 inch thick at the handle to about 1/3 of that at the tip. This strip is then rolled until reaching a near circular form. The resulting whip is stiff yet flexible, and very tough.

Twin-Trikal: This is essentially a joined pair of trikal with a 6- to 8-foot long wooden shaft. At each end of the shaft there is a cluster of three 12-inch obsidian blades radiating outward from the center.

A twin-trikal is a **double weapon**. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (see Two-weapon fighting, chapter 8 of the *Player's Handbook*). A creature using a **double weapon** in one hand, such as a half-giant using a twin-trikal, can't use it as a **double weapon**.

Whip

The vast majority of Athasian societies depend on slavery and the workforce, however unruly, it provides. Over the centuries, many variations on the normal **whip** have been designed, each one slightly different from its cousins. In addition to the whips described below, the Athasian crafters have also developed the sjambok and

the scourge to tame and punish the rebellious amongst their slaves.

Whip, Flaying: A whip with pieces of glass or obsidian braided along its length.

Unlike normal whips, the flaying whip deals damage normally, only has a ten-foot range, you don't get a bonus on opposed attack rolls to disarm, and you apply your **Strength** modifier to damage dealt. In all other respects, it is treated as a normal **whip**.

Whip, Knot: The knot whip looks like a normal whip with knots tied at regular intervals along its length.

Unlike normal whips, it only has a ten-foot range and you apply your **Strength** modifier to damage dealt. In all other respects, it is treated as a normal **whip**.

Whip, Bardic Master's: This whip looks like a master's whip, the only difference being that the head at the weapon's tip is a spiked ceramic ball crafted so that it can be used to inject poison upon a successful hit.

The spikes on the head of the bardic master's whip can be, as a full-round action, filled with three doses of injected poison, but only one may be delivered per attack made with the weapon. In all other respects, it is treated as a normal master's whip.

Whistling Mace, Heavy: These maces have partially hollowed-out heads, giving them a pitted appearance. When swung, the air whistles through the head, creating an eerie and quite unnerving sound. Whistling maces most often have heads made from porous, volcanic stone. Bone and wooden heads must be laboriously drilled by craftsmen, and steel-headed versions require special molds.

During the first combat round against an opponent, you gain a +2 **circumstance bonus** to **Intimidate** checks when attempting to demoralize an opponent.

Whistling Mace, Light: This is a lighter version of the heavy whistling mace, with a shorter handle and head.

During the first combat round against an opponent, you gain a +1 **circumstance bonus** to **Intimidate** checks when attempting to demoralize an opponent.

Armor

While Athasian characters use all the varieties of armor described in the *Player's Handbook*, they have also developed quite a few new types, incorporating materials commonly found in the world around them.

Armor Descriptions

The types of armor found on Table 1–2: Armor are described below (in alphabetical order).

Artist's Armor: A shirt of light cloth, usually colored, and shin-hardened leather pants is all this suit of armor is made of. With the arms left unprotected and its light weight this armor doesn't hamper any actions taken. Even wizards regard this armor highly, because it is light and barely interferes with their spells.

Unfortunately, with one's arms unprotected, the wearer's AC against rolls to confirm criticals as well as a wizard's AC against attacks of opportunities that are provoked by casting a spell, is reduced by 1. (A wizard's AC against rolls to confirm a critical hit, which is made by an attack of opportunity that is provoked by the wizard's casting, is reduced by 2.)

However, as long as a wizard does not wear any other protective gear that increase his chance for arcane spell failure (a shield, for example), a wizard wearing this suit of armor has a 50% chance that a spell which would have failed due to the arcane spell failure, instead doesn't fail. (A wizard who rolls the 5% for arcane spell failure can make another roll for 50% to succeed at casting the spell anyway.) Donning this armor takes as much time as donning leather armor (see *Player's Handbook* Table 7-7: Donning Armor).

Chitin Warsuit: This suit of armor comes with padded armor, which is worn beneath the actual armor, to prevent abrasions. A long shell shirt covers the torso and the waist, chitin sleeves over both arms and shoulders and end in chitin gauntlets, long chitin pants cover the legs, and a bone or chitin helmet, usually made of a creature's skull or head exoskeleton, covers the head. This armor offers good protection, but brings the usual problems with heat accumulation.

Donning this armor takes as much time as donning chainmail (see *Player's Handbook* Table 7-7: Donning Armor).

Light Caravan Armor: This suit of armor is a combination of several different materials. Thick chitin bracers provide efficient protection to the forearms, while

thick leather protects the shins and knees. A leather kilt and and shirt of thick cord layers protect the body and provide sufficient cooling. This armor is so named because it's mostly used by caravan guards who need decent protection while not being slowed down by their armor. Light caravan armor comes with a turban made of thick cord.

This armor doesn't provide full-body protection and thus the wearer is more prone to critical hits; the AC against rolls to confirm a critical hit is reduced by 1. Donning this armor takes as much time as a breastplate (see *Player's Handbook* Table 7-7: Donning Armor).

Light Gladiator Armor: This suit of armor combines leather and bone to provide the gladiator with decent protection and minimal hindrance. Thick leather shinpads provide leg protection without hampering movement, while a breastplate of bone and leather skirt or loincloth protects the gladiator's torso. A bone helmet protect the head and face, and a cuff of thick leather protects the gladiator's weapon hand. Gladiators that rely on high maneuverability prefer this kind of armor; masterwork suits are highly desired and respected.

This armor's lightweight and area-specific coverage provides many openings for critical hits; thus, the AC against rolls to confirm critical hits is reduced by 2. Donning this armor takes as much time as donning a breastplate (see *Player's Handbook* Table 7-7: Donning Armor).

Long Shield: This is a slim, two-handed shield commonly used by the kreen races of the northern kreen Empire; it is extremely rare to find a long shield in the hands of a nomadic kreen of the Tablelands, although they are occasionally spotted in the arena. Kreen usually hold the long shield with two arms from the same side. Long shields are made of bone, chitin, hide, or wood.

You need two hands to use a long shield. Two handed humanoids who use a long shield can do so by using it horizontally, but by doing so you cannot wield a weapon.

Table 1-2: Armor

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	—Speed—		
						(30 ft.)	(20 ft.)	Weight ¹
<i>Light Armor</i>								
Artist's armor	15 Cp	+2	+6	0	5%	30 ft.	20 ft.	12 lb.
Light caravan armor	75 Cp	+4	+3	-2	20%	30 ft.	20 ft.	16 lb.
Light gladiator armor	50 Cp	+3	+6	-1	15%	30 ft.	20 ft.	12 lb.
<i>Medium Armor</i>								
Medium gladiator armor	100 Cp	+4	+5	-3	20%	30 ft.	20 ft.	16 lb.
Medium Tyr-armor	150 gp	+5	+3	-4	30%	20 ft.	15 ft.	27 lb.
<i>Heavy Armor</i>								
Chitin warsuit	165 Cp	+5	+1	-5	30%	20 ft.	15 ft.	25 lb.
Tyrian warsuit	410 gp	+6	+1	-5	35%	20 ft.	15 ft.	40 lb.
<i>Shields</i>								
Long	20 Cp	+3	—	-4	20%	—	—	10 lb.

¹ Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

Shield Bash Attacks: You can bash an opponent with a long shield, using it as an off-hand weapon. See Table 7-7: Weapons in the *Player's Handbook* for the damage dealt by a shield bash. Used this way, a long shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a long shield as a two-handed weapon. If you use your shield as a weapon, you lose its **AC** bonus until your next action (usually until the next round). An **enhancement bonus** on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Medium Gladiator Armor: This suit of armor combines leather and chitin to provide the gladiator with good protection without hampering his freedom of movement too much. A vambrace made of chitin covers the gladiator's weapon arm and is held in place by a leather corselet, while a shoulder plate of chitin covers the off-hand shoulder. A thick leather skirt protects the gladiator's haunch and chitin shinpads protect his tibia. This suit of piecemeal armor comes with a chitin helm that usually resembles a beast's head.

This armor provides many openings for critical hits; therefore, the **AC** against rolls to confirm critical hits is reduced by 2. Donning this armor takes as much time as donning a **breastplate** (see *Player's Handbook* Table 7-7: Donning Armor).

Medium Tyr-Armor: This suit of armor is given to tyrian soldiers when the city-state is engaged in war. It combines metal bracers with chitin shinpads, a leather breastplate and a long leather kilt. This suit of armor usually comes with a chitin half-helmet. The bracers are worn over leather cuffs, so the soldier doesn't get burned by the heated metal.

Donning this armor takes as much time as donning a **breastplate** (see *Player's Handbook* Table 7-7: Donning Armor).

Tyrian Warsuit: This armor combines metal and chitin. A chitin breastplate covers the front, back, shoulders and upper arms, while a long shell skirt protects the haunch. Metal shinpads, padded on the inside, are worn over leather boots, to avoid burns, while metal gauntlets, also padded on the inside, are worn over leather cuffs. This suit of armor comes with a full chitin helmet.

Donning this armor takes as much time as donning **full plate** (see *Player's Handbook* Table 7-7: Donning Armor).

Piecemeal Armor

Characters in a Dark Sun campaign seldom (if ever) wear complete suits of metal armor. As such, it is not uncommon for a hero to wear scavenged portions from various suits of armor, hence "piecemeal armor."

Determining the correct armor bonus for someone wearing piecemeal armor can be difficult. For simplicity's

sake, each piece of armor can cover the torso, each leg and each arm, with each location providing a certain **AC** bonus. Note that although helmets exist, they are not an essential part of the armor when it comes to determining one's overall **AC** bonus.

As a word of note, armor includes all "layers" involved in its construction and use—no stacking of armor is permitted over a specific location.

To determine a character's total, overall **AC**, add up the **AC** bonuses for each location as listed on Table 1-3: Piecemeal Armor; fractions of .5 or less are rounded down. As noted on Table 1-3, some types of armor are not designed to cover every location; these locations are marked with an X on the table. A different type of armor must be worn over these body locations to gain any additional **AC** benefit.

Although a helmet does not normally increase the armor class of a suit of piecemeal armor, a DM may rule that certain helmet-armor combinations—such as wearing the helmet from a suit of heavy armor in conjunction with piecemeal armor primarily composed of light armor pieces—provides an additional +1 bonus to the suit's overall **armor class**. This additional bonus is at the sole discretion of the DM, and should be determined on a case-by-case basis.

Pricing and Weight

The cost and weight listed in the *Player's Handbook* for armor is for the entire suit, minus a helmet. When dealing with piecemeal armor, consider the torso to cost and weigh 1/2 as much as that of a full suit, while each arm and leg costs and weighs 1/8th that of a full suit. In the case of a chain shirt or breastplate (or any other type of armor that only has two limbs), each limb (arms or legs, respectively) costs and weighs 1/4th the suit's total. Helmets must be purchased separately, costing 1/10th the suit's cost and weighing 1/10th its weight.

Magic and Psionic Properties

In the case of magic piecemeal armor, apply either the **enhancement bonus** of the torso, or, if the character is wearing two or more limbs that have an **enhancement bonus**, add the lowest of the limb **enhancement bonuses** instead; the character uses the higher of the two to determine the piecemeal armor's **enhancement bonus**. For instance, if a character is wearing a +2 **breastplate**, a +3 **leather** left arm, and a +1 **half-plate** right leg, they would get a +2 **enhancement bonus** to their overall **AC**; the torso location has a +2 bonus, while the limbs would only give a +1 bonus (two or more enchanted limbs, the lower of which is +1), so the character gets the +2 bonus of the torso armor (the higher of the two). An **enhancement bonus** to a helmet is never counted when wearing piecemeal armor.

For the various other armor special abilities, the character gains benefit of all special abilities of the torso

armor, any abilities that exist on two or more limbs, as well as any abilities that exist on the helmet (if worn). Special abilities found on only a single limb do not benefit the character in any way; the character cannot even use any special abilities of that limb armor that require an action to activate.

Piecemeal Armor Qualities

Determining the non-AC armor qualities for a character wearing piecemeal armor—armor check penalty, maximum **Dexterity** bonus, arcane spell failure and movement speed—is calculated as follows:

- A character wearing no torso armor and no more than 2 pieces of limb armor counts as wearing no armor.
- A character wearing no torso armor and 3 or 4 pieces of limb armor uses the armor qualities of whichever armor type covers the most limbs; if no majority exists, use the armor qualities of the armor type that has the lowest maximum **Dexterity** bonus (and has worst armor check penalty, if maximum **Dexterity** bonuses are the same). For example, a character wearing 1 **half-plate** limbs and 2 **leather** armor limbs would use the **leather** armor qualities, while a character wearing 2 **leather** armor limbs and 2 **half-plate** limbs would use the armor qualities of the **half-plate** (as neither armor type is in the majority, and the **half-plate** has a lower maximum **Dexterity** bonus).
- A character wearing torso armor and no more than 2 limbs uses the armor qualities of the torso armor.
- A character wearing torso armor and 3 or 4 pieces of limb armor uses the armor qualities of the torso armor or those of whichever limb armor type is in the majority, whichever is worse. If no type of limb armor is in the majority, the character uses either the armor qualities of the worst type of limb armor worn or that of the torso armor—use whichever of the two is worst.

For the purpose of determining non-AC armor qualities, helmets are only considered if they provide the wearer with some sort of benefit, such as a +1 bonus to **armor class** or an armor special ability. In that case, apply the arcane spell failure chance of the helmet if it is worse than the arcane spell failure chance already imposed by any other armor (if any).

The armor check penalty, maximum **Dexterity** bonus, and movement speed are unaffected by the addition of a helmet.

Heat and Piecemeal Armor

When wearing piecemeal armor, a character suffers the additional heat-related penalties from wearing metal armor if their torso, head, and/or more than two limbs are covered in metal armor.

Table 1–3: Piecemeal Armor

Armor Type	Torso	One Arm	Both Arms	One Leg	Both Legs
Padded	0.5	0.125	0.25	0.125	0.25
Leather	1	0.25	0.5	0.25	0.5
Studded leather	2	0.25	0.5	0.25	0.5
Chain shirt	3	0.5	1	X	X
Hide	1.5	0.25	1	0.25	0.5
Scale mail	2	0.5	1	0.5	1
Chainmail	3	0.5	1	0.5	1
Breastplate	4	X	X	0.5	1
Splint mail	3.5	0.5	1	0.75	1.5
Banded mail	3	0.75	1.5	0.75	1.5
Half-plate	4	0.75	1.5	0.75	1.5
Full plate	4.5	0.75	1.5	1	2

Chapter 2: Adventuring Gear

“Welcome all. Yes, welcome, illustrious guests, to my humble villa. A simple home for a modest merchant such as myself. Haha. I promised you a night of delights and entertainment and so you shall have. For your refreshment we have the usual, mekillot steaks in bulis berry sauce, and erdland skewers with grilled welela. My chef makes a wonderful Draji omelet, the erdlu eggs being fresh. Senator Grynex, I know how you dislike reptilian meat, so I had some carru prepared especially for you. Sorry if it has a salty taste, it came from Balic on a silt skimmer. But everyone must try the cloud ray. It is very fresh, I can assure you. It cost me quite a few Talents so that I could present you all with the freshest cloud ray meat money can buy.

As for beverages I recently acquired a substantial amount of Asticles wine at great expense. And of course there is ale for those who prefer it. Also, I recommend the jalath'gak nectar, very delicious. Ah, templar Calinos, I see you are enjoying the raisins and goat cheese. Do not miss the agafari nuts, I had them brought in from Gulg just for you.

For those of you who prefer more exotic tastes, the noted bard, Zathernia, is here. And while she will be performing for us later, she has also brought a selection of her best bellaweed. Those interested can find her in the side parlor. Of course we will have dancer girls later. And Councilor Othinsa, I can assure you they are not slaves.

Meanwhile, enjoy yourselves! Wander the garden. Admire my coin collection, it is quite vast. Yes that is a silver Full Moon, all the way from Draj that came. And the gold is from Nibenay. Impressive, yes?

Ah, mistress Zathernia, a word in private if you please.”

Host and bard step to the side, in hushed conversation.

“You did add the fael appetite to the carru meat, yes? Excellent, and the agafari nuts...what did you “spice” those with? Mulworm poison. Wonderful, my dear. Now back to the festivities.

My friends, let this joyous time begin!”

—Sinadik Vordon

The world of Athas has a very specific feel to it; many things that are taken for granted in other campaign worlds, like the availability of metal and water, are very different on this heat-wracked planet. To maintain this feel, the equipment available to characters should reflect these differences.

Currency

In general, the economy of the Athasian city-states is relatively stable, thanks in no small part to the Merchant Houses. Under normal conditions, the many caravans traveling back and forth between the cities keep supplies ample and easily acquirable by city-dwellers. However, for smaller communities and trade outposts that exist away from the main trade roads, the price situation on certain goods can sway drastically. A raider attack or sandstorm can result in lack of necessities such as food and water, for which people will pay almost any amount of coin. Coins are not the only means of exchange, either: barter and trade in commodities is widespread.

Each of the city-states of the Tablelands produces its own currency. All cities use ceramic pieces as the most common coin, but also mint silver coins and, in some cases, rare and highly prized gold coins.

Ceramic coins are made from glazed clay, baked in batches once a year in a secure process supervised by the city's High Templar of Finance. Bits are literally one-tenth of a ceramic piece – the ceramic pieces break easily into ten

bits. Some cities' ceramic pieces have small holes in hem so that they can be threaded onto a bracelet or necklace.

The lowest unit of Athasian trade is the lead bead, which represents 1/100th of a ceramic piece. These small pieces of metal are less than one-eighth of an inch in diameter and, although not nearly as common as ceramic pieces or bits, still find a place in the Athasian economy. Despite the relative scarcity of metals—lead included—the heaviness and high malleability of the element makes it useless in the construction of tools, while its relative ugliness as compared to gold or silver has relegated it to the role of “loose change” instead of a valued precious metal.

All Dark Sun prices are given in terms of ceramic pieces.

Table 2–1: Currency Conversion

Athasian Currency (weight)	Player's Handbook Equivalents	Ceramic Pieces
Lead bead: “bd” (50/1 lb.)	Copper piece: cp	1/100th
Ceramic bit: “bit” (500/1 lb.)	Silver piece: sp	1/10th
Ceramic piece: “Cp” (50/1 lb.)	Gold piece: gp	1
Silver piece: “sp” (50/1 lb.)	Platinum piece: pp	10
Gold piece: “gp” (50/1 lb.)	No equivalent	100

Tyr Region Currency

Following the description of each city-state's currency is a rendition of their respective minted coins. From left to right are the city's ceramic coin (with 9 bits left), a broken bit, a silver piece, and a gold piece. Both sides of the silver and gold pieces are depicted.

Balic: For centuries all Balikite coins have displayed a picture of the Dictator Andropinis in profile on the head side. The profile displayed the characteristic slender face and long, pointed nose of the Dictator, with a jagged crown seated atop his short hair.

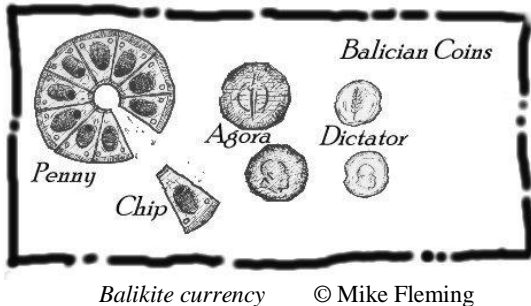
While the three Trade Lords now rule in Balic, the currency from Andropinis' rule remains valid. The Trade Lords are concerned with maintaining the city's economy and do not wish to upset it by recalling all of the city's currency. They also encourage the acceptance of any coins from other city-states, having reduced in half the fees charged for exchanging money.

Recently, each of the Trade Lords have begun issuing new coins to replace the Dictator's profiling, bringing them into circulation as the old coins are slowly phased out. Both House Wavir and House Rees use their House standards; a jozhal for Wavir and a silt galleon for Rees. House Tomblador has replaced the profile of Andropinis with a profile of the House's current head, Kaladon Tomblador. These new coins have the same value as the old, though the Trade Lords hope to completely replace all of the Andropinis coins someday.

The Balic ceramic piece is called a Penny. The penny has an olive-green glazing, and has a ring of 10 olives on the tail side. One penny can be broken into 10 ceramic bits, called Chips in Balic, each Chip displaying one of the olives.

The Balic silver coin is slightly heptagonal (7-sided) in shape and is called an Agora. The tail design shows a round shield engraved with the Balic solar emblem. A sword is lain across the shield.

The Balic gold coin is also shaped like a heptagon. Know as the Dictator, the gold coin has a sheaf of grain engraved on its tail side.



Balikite currency © Mike Fleming

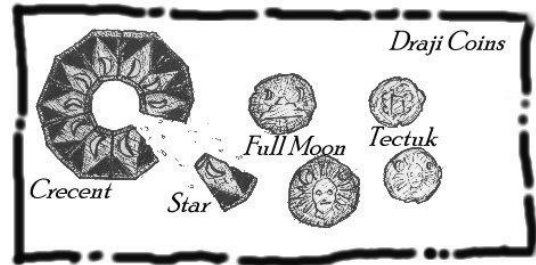
Draj: All the coins of Draj have the face of Tectuktitaly on the head side. Since Tectuktitaly's death and the succession of his son Atzetuk, all new coins have instead been minted with Atzetuk's face. Both types of coins remain in circulation and are considered legal tender.

The Draj call their ceramic piece the Crescent, after the ring of 10 crescents that make up the tail design. Each crescent can be broken off into a ceramic bit, called a Star. All of the Draj ceramic pieces have a white glaze and contain a small hole in the center.

In Draj a silver coin is referred to as a Full Moon. The tail side shows the king's pyramid with both of Athas' full moons hovering above.

Gold coins with Tectuktitaly's picture on them are referred to as a Tectuk. The new coins engraved with Atzetuk's face are called the Zetuk. Both coins use the same design for the tail side, that of a smoking mirror.

The Draj gold and silver coins are circular in shape.



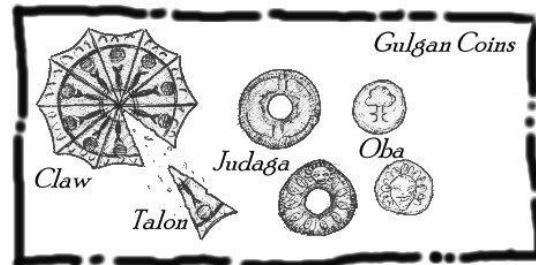
Draj currency © Mike Fleming

Gulg: The gorgeous figure of Lalali-Puy is engraved on the head side of all coins in Gulg. The Forest Goddess is shown with her long, thick hair decorated with tiny leaves and flowers that represent her connection with the forest. Her hair is held back by a fragile-looking, finely-spun metal crown that is decorated with carvings of birds.

The Gulgans use blue-glazed ceramic pieces called Claws. The tail side of each Claw shows ten darts. Each of the darts can be broken off to form a ceramic bit or Talon.

The silver coin is referred to as a Judaga, after the brave warriors of Gulg. On the tail side of the Judaga is the image of an orchid. The Judaga has a small, round hole in its center, allowing it to be strung together on a leather cord for easy and safe carrying.

The golden Oba is named after Lalali-Puy's title as ruler of Gulg. The sorcerer-queen's palace is built in the branches of a huge agafari tree, which is symbolized by a picture of an agafari tree on the tail side of the gold coin.

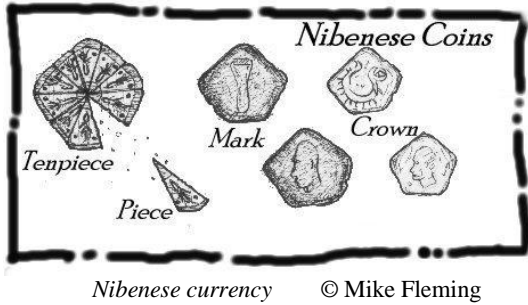


Gulgan currency © Mike Fleming

Nibenay: All of the coins of Nibenay depict the profile of the sorcerer-king in shadow. His features are not distinct and are difficult to make out against the background of Nibenese architecture, with its many carved heads.

All ceramic pieces in Nibenay are baked with a yellow glaze. Called a Tenpiece, the ceramic piece's tail design is of a circle of ten rice plants. Each of the rice plants can be broken off to form a bit, referred to as a Piece.

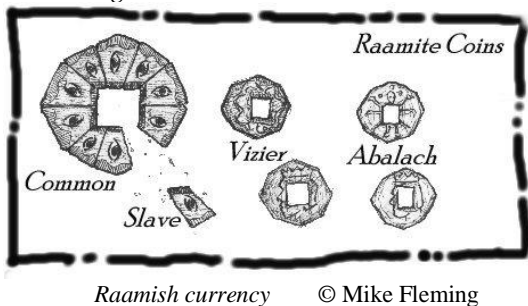
The metal coins minted in Nibenay are shaped like a pentagon with the corners rounded off. The silver piece, or Mark, is carved with a chisel on the tail side, while the golden Crown depicts a cilops on its tail side.



Raam: The image of Abalach-Re still appears on the head side of all coins in Raam. Shown in profile, she is depicted as a beautiful, strong, determined woman wearing an overly-elaborate crown. All of the coins in Raam have a square hole. The slightly off-centered hole allows the coins to be laced onto a leather thong that the Raamish hides within the folds of their clothing.

The ceramic Common is, as its name suggests, the most commonly used coin in Raam. The Common has a brown glaze and uses the design of a circle of ten eyes on the tail side. If one of the eyes is broken off to become a ceramic bit, it is referred to as a Slave.

The silver piece in Raam is octagonal in shape. Referred to as a Vizier, the silver coin has an image of a silk wyrm on the tail side. The Raamish once called their gold piece the Abalach, but since the fall of the sorcerer-queen this name has fallen out of use. No consensus has formed on a new name in the chaos that has engulfed Raam, so many just refer to it as a Raam Gold. A few call the coin a Badna, after the image of the four-armed being who is depicted on the reverse side. The gold piece has the same shape as the silver coin, including the off-center hole.



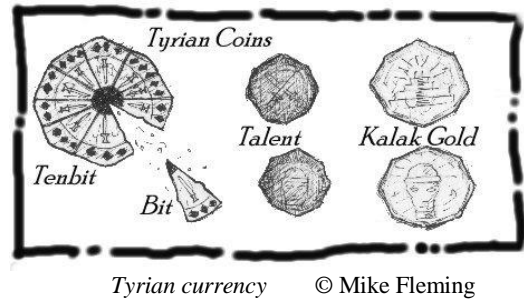
Tyr: The face of King Kalak graced the coins of Tyr until his fall. For the last ten years, the city of Tyr has been replacing all of these coins with new coins minted with the face of King Tithian, Kalak's successor. With the recent end of King Tithian's rule the city's Council was not sure what image to place on new coins. The Council had the latest batch of ceramic coins carved with the image of Lord Agis of Asticles, despite the objections of his wife, Sadira. Those coins that still have the image of Kalak on them are no

longer considered legal. Most have been replaced, though a significant number still exist. The coins with Tithian's image are still considered legal tender as are the new coins depicting Agis.

The Tenbit is the red ceramic piece used in Tyr. On its back are 10 iron short swords arranged in a circle. When broken apart each of the swords represents a ceramic bit, which is simply called a Bit in Tyr.

The Tyrian silver coin is octagonal with milled edges. The Tyrians refer to the silver as a Talent. The tail side of each silver Talent shows two crossed swords.

The gold piece was originally called a Kalak Gold. When the new coins were minted with Tithian's face on them, they were referred to as Tithian Gold's, and the coins are still referred to in this way now. However, some refuse to use the name of the former kings of Tyr and instead call the gold coin the Zig, after the image of Kalak's ziggurat on the tail side. The gold piece also has eight sides and milled edges.

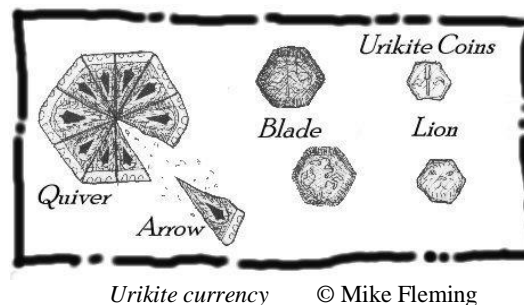


Urik: The likeness of the lion-headed Hamanu figures prominently on all coins in Urik. A halo of fire wreaths the image of the Lion of Urik, who is depicted wielding a sword.

The ceramic piece used in Urik has a black glaze. Known as a Quiver, the ceramic coin has on the tail side the images of 10 obsidian-headed arrows fletched with fire in place of feathers. Each of the arrows represents one ceramic bit, or Arrow, when broken off.

The silver piece is called the Blade and is hexagonal. The tail design is that of an obsidian halberd dripping blood.

The gold piece, also six-sided, is named after Urik's sorcerer-king. Known as the Lion, the tail side celebrates the sorcerer-king's reputation as a great warrior. The coin depicts a lion with a mane of fire resting one paw on a defeated enemy. The gold piece is nicknamed the "auric", although this name is not used near Hamanu by those who value their lives.



Currency Beyond the Tyr Region

Celik: The House Mareneth rules the city of Celik. The merchant house has never had facilities to mint its own metal coins. Instead, the city's economy runs on the coins of the various cities-states of the Tyr region as well as ancient coins found in the ruins of Celik. The ancient coins are valued by weight, which may make them more or less valuable than the modern currency. To maintain this wide-open economy Celik has no moneychangers, as currency is welcome from any of the city-states.

Mareneth does bake ceramic pieces for Celik, although the ceramic pieces are not as sophisticated as those created by Tyr and the city-states. It has no colored glazing, but remains its original brownish-white color. The ceramic has the emblem of house Mareneth on the head side and a spear on the tail side. Officially Celik's ceramic is called the Maren, but most citizens just call it the Pebble. Unlike those in other city-states, when the Pebble is broken into bits each bit does not have the same identifying mark, as there is no circle of images on the tail side of the coin. This makes the bits very easy to forge.

The Mareneth ceramic piece is not recognized as legal tender by the other city-states and will not be accepted by moneychangers in any of them.



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Eldaarich: Because King Daskinor has secluded his city from the rest of the region and the restricted nature of the Eldarrich economy itself, it has been many years since the city-state has minted new coins. The old coins show their age but are still usable. All coins have the fading likeness of Daskinor engraved on one side. The image on most coins is faded, but shows the sorcerer-king's face in profile. On the reverse side the emblem of Daskinor, a flaming seven-pointed star is displayed.

In Eldaarich the ceramic piece is shaped as a seven-pointed star. Commonly referred to as a "chit", the official name is Satchitana. When first minted each ceramic chit had a crimson-colored glazed coating, but on most of the coins still in circulation the glaze has been chipped off over the years, leaving only a few streaks of crimson behind. The Puli, as the ceramic bit is called, are formed when one of the points of the star is broken off. The chit only breaks down into seven pulis instead of the ten that ceramic coins in

other city-states do. The chit is not made to be broken into bits like other ceramic pieces, and it is technically illegal in Eldarrich to do so, since breaking the chit defaces Daskinor's image on the front. Nevertheless, the chits are broken down into bits as often as in other cities – one of the many laws that one must break in order to survive.

Bu is the silver piece and has an image of the city's flaming star on its reverse side. Each bu is shaped like a diamond. When originally minted the bu had sharp corners, but on most of the aged coinage still in circulation the sharp edges have been dulled.

The gold piece is called an Abazi and displays the same image of the flaming seven-pointed star of the silver bu. The golden abazi has an elliptical shape with roughly beveled edges, so that the heads side is slightly larger than the tail side.

Kurn: The city-state of Kurn does not mint metal coins. There are no precious metal mines in the lands of the city-state, and its isolated position has prevented it from trading with other cities to obtain the silver and gold needed to mint coins. Thus Kurn's economy relies almost strictly on ceramic pieces. The Kurnish do give the metal coins of other city-states their value and a few pieces of silver and gold from other cities, mostly Eldaarich, are used in Kurn.

The Kurnish called their ceramic piece the Thaler. The colored glaze applied to the thaler is silver. Strangely, the merchant-house of Azeth supervises the minting of the coins instead of the templarate. This means that the thaler is engraved with the emblem of House Azeth on the front side, a giant lizard with a man's torso standing between two palm trees. On the reverse side is a circular pattern of ten fig trees. Each of the trees can be broken off to form a ceramic bit, nicknamed a "fig" by most Kurns, though officially it is called a Tessare.

Moneychangers

Adventurers that travel between cities will need to change their currency for local currency at each city they visit. With a couple of exceptions, the city-states have moneychangers available for incoming visitors. Located near the city gates and in large market places, moneychangers denote their business by hanging a large purple banner from their shop. The banners are always purple, but the moneychangers in each city-state display a different emblem on the banner, based on their city's standard.

Moneychangers charge each customer a fee to change coins. The fees differ by city and are summarized on the table below:

Table 2–2: Moneychangers

City	Exchange Rate
Balic	6 %
Draj	8 %
Gulg	10 %
Kurn	16 %
Nibenay	14 %

Raam	12 %
Tyr	12 %
Urik	9 %

These fees are averages and may vary slightly. There are of course many unscrupulous money merchants who will charge as much as they can get away with.

Moneychangers in Kurn are rare but a couple do exist. Since metal coins from any city-state are readily accepted by local merchants and no corresponding Kurnish coins exist there is little need to exchange such coins. There are, however, a few moneychangers willing to exchange ceramic pieces.

There are two cities that do not have moneychangers. Visitors to Celik have no need of a moneychangers, as merchants in that city take coins of all types. Nor are there any moneychangers in Eldaarich. Since Eldaarich has been shut off from the rest of the land for so long, visitors needing to exchange money have been nonexistent, so no moneychangers have set up business.

Trade Goods

Dune traders commonly exchange trade goods without using currency, instead relying on a basic bartering system. As a means of comparison, some Athasian trade goods are detailed below.

Table 2-3: Trade Goods

Cost	Item
2 bits	One pound of salt
3 bits	One pound of grain or faro
5 bits	One pound of lead
1 Cp	One pound of nuts, or one pound of kank nectar
4 Cp	One square yard of cotton (cloth)
5 Cp	One pound of obsidian
10 Cp	One square yard of silk, or one tun of water, or one erdlu
50 Cp	One pound of copper, or one herding kank, or one aprig
100 Cp	One pound of iron, or one male carru, or one inix
200 Cp	One mekillot
300 Cp	One female carru
500 Cp	One pound of silver
5,000 Cp	One pound of gold

Selling Loot

In general, a character can sell something for half its listed price.

Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

Please refer to the *Trade Lords* supplement for more information and guidelines for price and demand in each major market of the Tyr Region and beyond.

The prices on the following tables are the average for food items found in the various cities and villages of the Tablelands, and reflect the prices adventurers would be charged in most marketplaces. Price variation and non-availability are common occurrences depending on the city's or village's situation and location.

Many of these items can also be considered trade goods (see above).

Table 2-4: Meats

Common Meats

Item	Cost per Pound
Aprig	2 Cp
Boneclaw, greater	4 bits
Boneclaw, lesser	9 bits
Erdlu	7 bits
Erdland	3 Cp
Gorak	8 bits
Jankz	1 Cp
Inix	4 Cp
Kip	6 bits
Kitsus	1 Cp
Lizard	6 bits
Renk	1 bit ¹
Rotgrubs	9 bits
Silt crabs	4 Cp
Silt mussel	2 Cp
Silt spawn	6 Cp
Silt serpent	3 Cp
Snake	7 bits
Sygra	5 bits
Z'tal	6 bits

Expensive Meats

Item	Cost per Pound
Carru	100 Cp
Cha'thrang	80 Cp
Cloud ray	400 Cp
Crodlu	70 Cp
Fish	300 Cp
Inix tail meat	50 Cp
Kirre	250 Cp
Mekillot	150 Cp

¹ There are approximately three renks to a pound.

Table 2-5: Eggs and Globules

Item	Cost per Item
Erdlu egg	5 bits
Erdland egg	11 bits
Gorak egg	3 bits
Jalath'gak nectar	5 bits
Kank globule	4 bits
Kestrel egg	10 Cp
Kitsus egg	4 bits
Pterrax egg	2 Cp
Pulp bee nectar	5 bits
Wezer honey	5 Cp

Table 2–6: Sweets, Sweeteners, and Treats

Item	Cost per serving
Ants, sugar-coated	8 bits
Candy, fruit	1 bit for 2 items
Candy, kank honey	1 bit for 3 items
Cheese	4 bits
Dung, spiced	1 bit
Larvae, candied	1 bit for 1 items
Lizard, sweet	8 bits
Nyssa gum	1 bit for 2 items
Pastry, kank honey	7 bits for 1 item
Pree Sticks	2 bits
Red cactus grubs	1 Cp per cactus
Sesame wafers	4 bits per item
Sugar	6 bits
Sugar weed	2 bits per item

Table 2–7: Fruits and Vegetables

Item	Cost per Pound
Acorns	5 Cp
Agafari nuts	7 Cp
Almonds	4 Cp
Apples	2 Cp
Bamboo shoots	3 bits
Bananas	8 Cp
Baobab gourd	2 Cp
Beans	4 bits
Bergo	10 Cp
Berill moss, dried	2 bits
Berries	4 Cp
Betel nuts	2 Cp
Broy beans	4 bits
Bulis berries	6 Cp
Cabra melon	12 Cp
Cactus	5 bits
Cactus, red	8 bits ¹
Cactus, prickly pear	1 Cp
Cactus, rock	2 Cp
Cactus, spider	4 Cp
Chadnuts	3 Cp
Cherries	4 Cp
Copra (dried coconut)	9 bits
Corn	4 bits
Dates	7 bits
Dem bush	1 bit
Faro, fruit	30 Cp
Figs	6 bits
Geja	10 Cp
Gourds	1 Cp
Grall	6 bits
Grapes; green, orange, purple, white	1 Cp
Guava	16 Cp
Gyava berries	2 Cp
Javo	4 Cp
Junnfruit	10 Cp
Jute	2 bits
Kola nuts	4 Cp
Lemons	13 Cp
Limes	12 Cp
Mangos	11 Cp
Mushrooms	1 Cp
Neep	3 bits
Nectarines	5 Cp
N'ku'ru'ma	2 bits
Oleracea	1 bit
Olives	2 Cp

Oranges	40 Cp
Peaches	9 Cp
Pears, blue, orange, red	4 Cp
Peppers	3 Cp
Plums	11 Cp
Pomegranates	7 Cp
Raisins	4 bits
Rice	4 bits
Roots, edible	6 bits
Scuppernong	5 Cp
Siltweed	2 bits
Silverbush	4 bits
Star fruits	13 Cp
Soybeans	8 bits
Tarange	4 Cp
Thornberries	6 Cp
Tubers	6 bits
Velgest Fruit	20 Cp
Welela	5 Cp

¹ Price reflects the cost of a cactus without any grubs.

Table 2–8: Grains

Item	Cost per Pound
Bread	1 bit
Sweet bread	2 bits
Faro needles	3 bits
Honey barley	1 Cp
Millet	7 bits
Wheat	3 bits

Table 2–9: Spices

Item	Cost per Pound
Butter	5 Cp
Cloves	40 Cp
Garlic	5 Cp
Pepper	30 Cp
Salt	2 Cp
Vanilla	10 Cp
Vinegar	8 bits ¹

¹ Price represents the cost per gallon.

Table 2–10: Beverages

Item	Cost per Gallon
Water	2 bits

Ales, Beers, and Nectars

Item	Cost per Bottle
Raam ale	6 bits
Tyr ale	5 bits
Cactus blue ale	3 Cp
Honey barley ale	9 Cp
Palewater ale	6 bits
Gulg beer	6 bit
Tyr beer	5 bits
Broy	4 bits
Cider	2 bits
Javo nectar	3 Cp
Mead, spiced	8 bits
Pulque	4 bits

Milk

Aprig milk	4 bits
Carru milk	1 Cp
Goat milk	8 bits
Kirre milk	4 Cp

Sygra milk	8 bits
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Wines

Asticles wine	100 Cp
Brown	35 Cp
Bulis berry wine	15 Cp
Klick-wine	80 Cp
Milkwine	8 bits
Palm wine	4 bits
Port	75 Cp
Red wine	40 Cp
Sapwine	2 bits
Scuppernong wine	20 Cp
Wine, elven	5 Cp
Wine, spiced	55 Cp

Teas

	Cost ¹
Hay-frond tea	5 Cp
Kola tea	4 Cp
Yypr tea	3 Cp

¹ Price reflects the cost for enough leaves/beans to make one gallon of tea.

Sweets, Sweeteners, and Treats

Ants, Sugar: Sugar-coated ants are a sweet snack.

Candies: Candy is made from baked kank honey or fruit pulp.

Cheese: Cheese is made from goat or other animal milk; cheese made from carru milk is preferred by most Athasians.

Dung, Spiced: Chewing dung is made from heavily spiced, near-white inix dung. It is used as a treat in poor areas of Draj.

Larvae, Candied: Candied larvae are the color and shape of jelly beans but wiggle about. They are served as a dessert.

Nyssa: The nyssa tree has very tough bark, which if tapped produces a thick white sap which hardens into a resin after exposure to air. The resin of nyssa is chewed like gum.

Pastries: Flaky pastries are a common dessert served at noble banquets. The bread-like exterior is crumbly and is filled with kank honey or fruit pulp.

Red Cactus Grub: Red cacti often contain little warm grubs about the size of a thumb. Most bulbs contain 1- to 3-dozen grubs. The grubs have white, scale-covered bodies and brown heads, and are considered a tasty, juicy treat. Some people pop off the heads before sucking the insides out, while others eat the grubs whole. The taste is rich and gamey, and a little too sweet for some.

Sesame Wafers: Sesame wafers are a light treat for nobles. They are made from sesame seeds and honey.

Sugar Weed: Sugar weed is sold by street vendors. It is a long green stalk with a white bulb at its end. Chewing the weed releases mild sugars stored in the bulb. Street vendors enhance the taste by dipping the stalk in sugar.

Meats

The various meats that make up an Athasian's diet can be prepared in a variety of ways. In the city-states the most common methods of preparation are bite-size bits on a skewer cooked over an open flame, or a slab or steak grilled. For journeys across the desert or the Silt Sea, meat is either smoked or dried and preserved in salt. However, only rich merchants and caravan captains are served the prepared meat; the rest of the caravan is typically fed a stew using the leftover scraps of meat.

Aprig: Aprig meat is succulent and has a faint nutty flavor.

Boneclaw, Lesser: One lesser boneclaw provides 25 pounds of meat. Each lesser boneclaw has a fluid sac on its back which contains 1-4 pints of water but is tainted by the boneclaw's poison. Creatures drinking the water unpurified are affected by an ingested version of the lesser boneclaw poison (DC 10; initial 1d6 Con; secondary 1d10 Con)

Boneclaw, Greater: A greater boneclaw can be eaten but the meat is tough and stringy. One greater boneclaw provides up to 125 pounds of meat.

Carru: One carru can provide 200 to 250 pounds of meat for consumption. Carru is a red meat. Wild carru meat tends to be much leaner than that from domesticated carrus, which is fatty and has more flavor. All carru have a fluid sac behind their heads which contains 3 to 9 pints of water.

Cha'thrang: The meat of a cha-thrang is very expensive and only eaten by nobles on those rare occasions when it is available. The meat must be specially prepared to ensure that the toxic lime from the creature's shell is removed before cooking. The meat is very tough, making it difficult to eat in large chunks, and thus it is typically ground up and added to stews and soups.

Cloud Ray: The meat of a cloud ray is very expensive and rare. A single cloud ray could easily provide an entire settlement with enough meat for 2 to 3 months.

Crodlu: Crodlu meat is tough and stringy. Some enterprising cooks have found ways to use the meat in stews and other dishes to compensate for its texture. One dish involves ground crodlu meat mixed with rice.

Erdlu: Erdlu meat is very common and often used in stews as well as grilled. The meat does not need to be fully cooked to be safe to eat, and so can be prepared medium rare. It has no aftertaste. In Draj, some popular dishes include erdlu stew and steamed corn; a dried, pemmican-like erdlu meat that is part of the local diet; and spiced erdlu meat with vegetables.

Erdland: The large erdlund provides up to 700 pounds of meat and tastes similar to erdlu.

Fish: Fish is the rarest of delicacies in the cities of the Tablelands. Only the richest nobles and templars have tasted fish flesh. The fish are typically farmed in specially maintained pools for the exclusive enjoyment of their noble owners.

Gorak: Gorak meat is common quality and leaves a strong, greasy aftertaste.

Inix: An inix can provide a lot of meat, but most if it is considered average quality because it is lean and tough. The tail meat of an inix, however, is considered a delicacy. Despite the quality, inix meat is very versatile and used in a variety of dishes. In Tyr, inix meat is fried. Fillet of inix in a spicy sauce is a dish served in Raam. The meat can be added to a rich stew as is done at banquets for nobles in Raam.

Jankz: The meat has a gamey taste but is palatable. Because of the poison sacs, caution must be taken when preparing jankz. As a general rule, one jankz provides a meal for one man.

Kip: Kip meat is fatty and greasy. Kip sausages are served with biscuits in Tyr, while kip meat is a staple of many dwarven communities. One kip can provide meat for up to 2 meals. The meat of one kip can also be made into a stew that will easily feed six.

Kirre: Kirre meat is considered some of the finest available in the Tablelands. This has led to over-hunting that has wiped out the kirre in the Crescent Forest, making the meat very difficult to obtain.

Kitsu: Kitsus are small bird-lizards. Their meat is tasty but dries quickly if overcooked.

Lizard, General: There are numerous types of small lizards used for nourishment throughout the Tablelands. Lizard meat is most often used in spicy stews. Small lizards live in the rocky badlands and foothills of the Ringing Mountains and can provide a meal for a desert traveler. Sweet lizard meats are sold at the arena in Tyr.

Mekillot: Mekillot steak is a staple for nobles and rich merchants. It is rich and juicy and typically prepared in thick cuts. In Raam, mekillot steak in a wine and berry sauce is served at banquets for nobles and other powerful figures.

Rat: Rats are found in the wilds and in every city-state of the Tablelands. The slaves and the very poor will often trap them for their meat.

Renk: Renks are small slugs that are eaten raw. Each slug has four ounces of water within it. When consumed raw each renk provides the equivalent of a ½ cup of water. An active man would need to eat 32 renks a day to replace his water requirement for the day.

Rotgrub: Fried rotgrubs are served in the bazaars of many cities.

Silt Crab: Silt crabs live on the shores of the Sea of Silt. Most species are the size of a man's fist. They must be boiled in water before eaten; otherwise a toxin is released into the crab's flesh when it is killed. While the toxin is not strong enough to kill a character, eating more than a couple of the crabs in this way would cause the victim to become violently sick and regurgitate any food they had recently consumed.

Silt Mussel: These mollusks live in the Silt Sea. They have an oblong shell, about an inch long, that must be cracked or pried open to get to the meat inside. Silt mussels can be eaten raw, but the taste is very dry and gritty due to

their silty environment. In most city-states they are boiled in water. In Raam silt mussels are served with a peppery sauce.

Silt Spawn: Silt spawn meat is tasty and can be used as a source of food. Giants hunt silt spawn for food and consider them a delicacy.

Silt Serpent: The giants and others who live along the shores of the Sea of Silt know that silt serpents make excellent meals. Their meat is sweet, tasty and extremely juicy, and it can be eaten raw or cooked over a slow-burning fire. The Sky Singers elf tribe makes a particularly famous dish using silt serpent meat and faro leaves. The meal, called alrasb in elven, can be sampled in Nibenay's Hill District or the food tents of the Sky Singers' roadside bazaars.

Snake: Athasians include a variety of snakes in their diets. In cities snakes are usually cooked on skewers, chopped into round slices with the skin still on—cooks claim this helps to keep in the flavor. Whether true or not, the skin must be removed before eating. Harmless, albino snakes can be found amongst the crags and foothills of the Ringing Mountains. These snakes can provide a safe meal for a desert traveler.

Sygra: The meat of a sygra is palatable but unnoteworthy.

Z'tal: The meat of a z'tal is dense and coarse. The tail and hind legs make excellent eating and are considered the choice portions. The tail and legs are often roasted and can provide up to six meals. Z'tals can be used to prepare a stew. One z'tal can provide enough meat for a stew that would feed 12 people.

Eggs

Erdlu Egg: Erdlu eggs have a wrinkled, leathery shell, but are delicious and also nutritious. When eaten raw, the red yolks have a zesty, gamey taste that is both satisfying and invigorating. The whites form a spongy cake that tastes like cheese when cooked. If eaten raw, the egg can take the place of a day's water requirements, but only for up to a week's time. The egg is an excellent source of nutrition, and can keep a man alive for months at a time as the eggs are packed with a variety of nutrients and essential vitamins. If eaten raw an egg can replace one gallon of water. However, it is not a perfect substitution and a man can only live on this egg-water diet for one week before he needs water.

Erdland Egg: Erdland eggs are less tasty than erdlu eggs, but are large enough to provide food for three men; the eggs are three feet in diameter.

Gorak Egg: Gorak eggs are delicious and oft-sought after. The shell is leathery but not as tough as an erdlu egg, making them more fragile. The brown yolks provide most of the flavor while, the whites are soft and spongy.

Jalath'gak Nectar: The abdomen of a jalath'gak yields 16 gallons of water. It also yields blood and nectar that can be filtered to provide 32 meals.

Kank Honey: Kank meat cannot be eaten; when a kank dies its flesh emits an odor so foul that not even a starving man can stomach it. Food-producer kanks create a melon-sized, honey globule that is very sweet. The honey is thick, green, and provides the eater with plenty of energy. Kank honey is very nutritious and can sustain a man for several days with no other means of nourishment.

Kes'trekel Egg: In Nibenay the eggs of a kes'trekel are a delicacy, but only if procured and eaten within two weeks of being laid.

Pulp Bee Honey: Worker pulp bees produce a sweet tasting liquid that is very nutritious. One quart of the liquid can provide a human with enough nutrients for two days. The honey hardens into resin a day after been produced. When it hardens the honey loses some of its nutritional value but can still provide the nourishment of one day's food.

Pterrax Egg: The eggs of pterrax are a very valuable source of food for those dwelling in mountainous regions. The eggs are almost two feet in diameter and one pterrax egg provides up to two meals.

Wezer Honey: Wezers produce a honey on which they feed. Although not the most delectable of the various honey's available to Athasians, its unique flavor and rarity makes it an expensive delicacy.

Fruits and Vegetables

Unless otherwise noted, all fruits ripen only once per year, near High Sun, and may be scarcer during the rest of the year. Only in the Forest Ridge and Crescent Forest do fruits ripen more than once per year. Vegetables, on the other hand, are readily available throughout the year.

For desert travelers, most of the plants found in the Scrub Plains are safe for humans to eat, but halflings and dwarves should avoid eating anything with purple spots as these cause feverish deliriums and terrible stomachaches.

Agafari Nut: The nuts of the large agafari tree are edible.

Baobab Gourd: The gigantic baobab tree produces a gourd-like fruit that is edible. Some species have a sour taste.

Bergo: The bergo fruit grows on a tree. The bergo is pear-shaped and has red skin covered in soft green spines. The interior is yellow and contains many tiny seeds; the seeds are about the size of a sesame seed and are edible. The taste of a bergo is mildly sweet and the texture is crunchy due to the seeds.

Berill: Berill is a blue-green moss that often carpets the soil of the Crescent Forest. In open clearings the moss dries to a thin shell which crackles when stepped upon. In this state it is edible and tastes like dried tea leaves.

Berries, General: Various berries gathered from the Crescent Forest are part of the Gulgan staple diet, including blackberries, blueberries, mulberries, and raspberries.

Betel Nut: Betel nuts are eaten by most citizens of Nibenay. Eating the nuts over the years stains the teeth. The Nibenese also grind the nuts into tasty pastes.

Broy Bean: Broy beans take their name from the drink, but have little in common with broy. The flat, dull yellow beans taste horrible, reminiscent of bad broy. However they taste, the beans are a big source of protein for those desert communities lacking large animal herds.

Bulis Berry: Bulis berries have a hairy, thick brown skin, making it difficult to peel. If one has the patience to peel off the thick skin the small purple center can be eaten and has a sweet, flowery flavor.

Cabra: Cabra melons are thick-husked fruits that have a succulent taste. The inside of a cabra melon has wedges similar to an orange.

Cactus, General: Many variety of cacti can be eaten. Cacti are most often eaten raw, although some varieties are cooked. Honey-boiled cactus is served in the elven market in Nibenay.

Cactus, Prickly Pear: The prickly pear is a red fruit from the prickly pear cactus. It is sweet, but care must be used when peeling the skin because of the hundreds of tiny needle-like spines. The prickly pear is a popular choice to make candy or other snacks involving fruit pulp.

Cactus, Red: Red cactus is a round succulent plant with spiny thorns, about the size of a man's head. The cactus is typically used to harvest red cactus grubs, but the fruit of the cactus can also be eaten.

Cactus, Rock: A rock cactus can be peeled if it is first incapacitated. Each rock cactus provides approximately one pound of food. The taste is vaguely similar to apples. In addition, a rock cactus provides up to four pints of water.

Cactus, Spider: Inside of a spider cactus is one gallon of a honey-like liquid similar in consistency to an erdlu egg. Each cactus contains one gallon of the liquid, which can be substituted for either food or water. One gallon can replace one gallon of water or provide nourishment for four meals.

Chadnut: The chadnut is sweet. People place them in their mouths and suck on them to get the flavor. The seeds of the chadnut are peppery, burning the tongue and making the eyes water. The seeds leave a fiery aftertaste in one's throat.

Copra: Copra is dried coconut. The city of Gulg exports a lot of copra throughout the Tablelands.

Corn: In Draj, large fields of corn are grown and is a main stay of the Draj diet.

Date: Dates are a delicacy that are enjoyed as a snack or appetizer by the upper classes. For the desert traveler, dates can be a life saver, as dates grow on palm trees that often surround an oasis.

Dem Bush: Dem bushes are not very tasty, but they do provide nourishment to a desert traveler. They grow in Rocky Badlands, especially near the Ringing Mountains.

Faro: Faro is a dwarf cactus tree, as tall as a man, with a handful of scaly stems that rise to a tangled crown of needle-covered boughs. The twisted cactus grows a blossom

that blooms delicious fruit only once per decade. Faro blossoms have a sweet scent and have huge red flowers on the rare occasion that they bloom. Faro is a cash crop. Each piece of sweet fruit is a delicacy worth more than the plant itself.

More common uses are found for the needles of the faro. The faro needles can be ground into flour for bread and are also a common ingredient in stews. The needles are made into a gruel for slaves. On many a voyage across the Silt Sea, the galley slaves eat moldering faro.

Fig: Figs are a pleasant snack for those who can afford it. The city of Nibenay cultivates fig groves in the Crescent Forest that provide most of the figs available in the cities of the Tyr region. Fig trees often surround an oasis in the desert, providing much needed nourishment to the desert traveler.

Geja: Geja is a soft-skinned fruit which is only ripe for a few days each year. It is sweet and delicate. Geja can be dried in the sun, and retains its sweetness when dried.

Gourd: The two most common gourds found in the Tablelands are the tulifer and the cucurbata.

Tulifer looks like an oval, orange melon with green horns or spikes. The yellow-green flesh is soft and gel-like. If eaten raw it tastes very sour and salty, but if allowed to ripen the sourness is not as strong.

The cucurbata is large, over a foot in diameter. It is reddish-brown in color, with a warty exterior. The white flesh is crunchy and watery but becomes bitter as it ripens. When fully ripe the flesh softens and takes on an orange color; by that point the gourd is too bitter to eat.

Grall: Grall is a squat, thorny cactus that is eaten raw, though it tastes bitter.

Gyava Berry: Gyava berries grow on short, creeping shrubs that resemble vines. The slender, wiry stems have small, sharp leaves. The tiny berries are less than a quarter-inch in diameter and are bright red when ripe. The gyava berries are sweet but have a strongly acidic taste. The berries can be crushed for fruit juice or made into dyes.

Javo: Javo is a large oval fruit with a thick brown skin covered in spines, similar to a pineapple. It is the smell of javo that everyone remembers—the smell is a horrible cross between excrement and onions that is detectable from half a mile away when the fruit is fully ripe. Because of the smell, most of the city-states have banished the cultivation of javo to isolated client villages. The inside of the javo is very soft, and contrary to the revolting aroma of the fruit's outer shell, the custard-like interior is nutty and sweet.

Junnfruit: Junnfruit has a tough orange rind, but inside it is meaty and juicy. It is eaten by nobles and rich merchants, the only ones who can afford it as a sweet snack.

Jute: Jute is a fibrous plant with shiny green leaves. The leaves are often eaten in Raam and Gulg but have a slimy taste. Sometimes the slimy taste is counteracted by adding a large pinch of salt.

Kola Nut: Kola nuts are from Gulg. Chewing on kola nuts too much stains the teeth and lips brown and gives one's breath a bitter tang.

Neep: Neep is a thick-rooted vegetable with an orange color and a bland flavor. It is often mixed with other food when eaten.

N'ku'ru'ma: N'ku'ru'ma are finger-sized pods with short, fine needles. The needles are removed before roasting. The cooked n'ku'ru'ma has a slightly sweet taste.

Oleracea: Oleracea is a succulent leafed plant. It is a staple vegetable of most diets. The oleracea has dull yellow, finely incised leaves. It is eaten raw or cooked, but is flavorless in either case.

Olive: Balic maintains large olive orchards. The olives can be eaten and are often used to make olive oil.

Orange: The Dictator Andropinis of Balic maintained a private orange grove outside his palace. Originally for his pleasure only, the merchant-house of Wavir now sells a limited number of the oranges at a high price.

Pepper: To add a dose of fiery spice to dishes, the Draji cultivate both red and green peppers. Their fierce taste is shunned by many who do not understand why the Draji would want to eat something so hot in Athas's scorching environment, but they are still popular with many.

Free Stick: Free sticks come from a thick, salt-crustured, leafy plant that grows in saltwater. The leaves are baked in the sun to create a crispy salty snack.

Scuppernong: The scuppernong is a hearty, rough-skinned silver berry that grows on small shrubs.

Silt Weed: Silt weed grows along the coastline of the silt sea. Some rare varieties are edible.

Silverbush: Silverbush is a desert plant that stores water in its trunk as a milky sap. It is edible but has a bitter taste. Hot spices are often added to make it more palatable.

Soybean: Roasted and salted soybeans are a cheap snack for the spectators in the arena in Nibenay. Soybeans are also added to vegetable dishes to make them more filling.

Tarange: Tarange is a nice, sweet fruit, slightly tangy in flavor. There are many varieties of this pear-shaped fruit, though the skin is not edible like that of a pear. The color of the skin varies by type with colors that range from purple to orange. The center pith is full of inedible seeds.

Thornberry: Thornberries are tiny orange berries about a quarter of an inch in diameter. They are soft and juicy. Unfortunately, harvesting thornberries is very difficult as the thornberry bush has long, thin leaves studded with sharp thorns. The berries also have a sharp thorn on their underside that must be removed before they are consumed. Because of the difficulties in harvesting the berries, many farmers crush the berries whole to make juice and then later filter out the thorns. Thornberries are most commonly sold in the arena in Tyr.

Tubers and Roots: Tubers and roots are a large part of the diet of most desert communities.

The most common tuber is the solanu, a sturdy brown tuber that is marked above ground by hairy stems sprouting

large leaves. After it is peeled, the solanu can be eaten raw, dried, or cooked. The flesh is white, and a woody pit, slightly yellow in color, runs down the center. The flesh darkens quickly when exposed to air, spoiling the solanu's flavor within a day of being peeled.

Ulentia is the most commonly grown edible root. Different species of ulenta have tastes that ranges from very bitter to only mildly so, although bitterness is common to all varieties. Ulenta cannot be eaten raw because the bitter taste is a sign of a toxin that naturally forms in the root; the more bitter the taste, the higher the dose of toxin. Cooking the ulenta is usually sufficient to eliminate the toxin. Ulenta has little taste but makes for a filling meal.

Velgest Fruit: The fruit of the velgest tree, the vel, is craved by nobles and rich merchants as a dessert. The taste is sweet though slightly acidic. The velgest tree grows in areas of high humidity such as the Crescent Forest.

Welela: The welela fruit is a long, thin, prickly gourd whose meat is flavorful and contains a fair amount of water.

Grains

Bread, General: In the Tablelands, bread is made using various ingredients and techniques. Besides bread made from flour, millet, wheat, and other grain, faro needles are also ground up and used to make bread. Most bread is unleavened flat bread, though biscuits and buns are available. There is a common sweet bread made with kank honey that is sold in most marketplaces.

Grain, Honey Barley: Honey Barley was developed to be cultivated using both water and kank honey. This gives it a sweeter flavor than normal barley.

Other

Butter: Butter is available in Nibenay.

Clove: Cloves come from Gulg.

Salt: Salt is of major importance to the Athasian diet. Salt is the easiest way to replenish the body's nutrients that are lost through sweat after toiling all day under the hot Athasian sun. If these nutrients are not replaced, it leads to weakness, muscle spasms, and eventually death. Because of its importance salt is rationed on caravans as well as in the armies of the sorcerer-kings; every member is given their salt ration each day.

Salt is also used to preserve meats for long desert journeys.

Vanilla: Vanilla is exported by both Gulg and Nibenay.

Beverages

Ale, General: Raam and Tyr both export ale. Cheap ale is served warm.

Aprig Milk: The milk is of poor quality.

Asticles Wine: Asticles wine has a pale golden color and a tart, dry scent. It has a light taste that leaves the mouth dry. It is a very fine drink and as such is very expensive. Asticles wine is the preferred drink of nobles in Tyr.

Beer: Gulg exports beer. Cold beer is available but expensive.

Brown Wine: Brown wine is thick and is an acquired taste.

Broy: Broy is made from fermented kank nectar. Spiced broy and watered-down broy are also available. When served plain, it is potent and foul tasting. However, broy can be served warm and spiced with a pungent herb that disguises its sourness, as well as enhanced its enrapturing powers.

Bulis Berry Wine: The bulis berries can be made into a wine with a dark blue-purple color. The taste is sickeningly sweet and so is often mixed with water.

Cactus Blue Ale: Cactus blue ale is served in Tyr and is made from fermented grall. The ale has a strong, rough taste and is very potent.

Carru Milk: The milk from a carru is of good quality. Female carrus provide a thick, creamy milk that is full of fat and nutrients. A female carru products three gallons of milk each day. The milk only keeps for a few days.

Cider: Gulg exports cider.

Elven Wine: Many elven tribes make their own wine, though the process and quality vary from tribe to tribe. The Fastcoin elven tribe specializes in the sale of a simplistic elven wine, light on taste but fast and cheap to produce. Sky Singer wine, on the other hand, is made from kank honey and is an acquired taste, potent in both flavor as well as alcohol content.

Goat Milk: Fermented goat's milk is served in bars.

Hay-frond Tea: The tea made from hay fronds is sweet and refreshing.

Honey Barley Ale: Honey barley ale is made from honey barley. It has a smooth taste that is slightly sweet.

Javo Nectar: Fermented javo nectar is potent. The nectar retains the sweet flavor of the javo, but does not have the obnoxious smell.

Kirre Milk: The female kirre produces milk, but they have not been domesticated thus making obtaining kirre milk a difficult process at best.

Klick-win: Klick-win is a sickly-sweet wine made from fermented flowers by tohr-kreen.

Kola Tea: Kola nuts are from Gulg. The nuts can be ground into a fine powder which is then steeped in water. The resulting beverage is tasty and also stimulates the mind and wards off sleep.

Milkwine: Milkwine is a gummy liquid.

Palewater Ale: Palewater ale is served in Salt View. It has a rough yet simple taste.

Palm Wine: Palm wine is of poor quality but is affordable to the lower classes.

Port: Good port is available. A sweet dessert wine, it is drunk exclusively by the nobility.

Pulque: Pulque is fermented cactus juice that is drunk in Draj. Pulque comes from the huge maguey cactus. The taste is milky and slightly sour.

Red Wine: Thick red wine is served in Tyr.

Sapwine: Sapwine is tart. It is fermented from tree resin and has a powerful kick. Most consider it to be the foulest drink available in the wine shops of Tyr and Gulg.

Scuppernong Wine: Scuppernong can be fermented into a silver wine that is thick, with a slightly bitter taste.

Spiced Mead: Spiced mead is served in many taverns.

Spiced Wine: Spiced wine is sold in wine shops. The wine is mixed with a variety of spices to give it a strong flavor.

Sygra Milk: Sygra milk is of good quality.

Yypr Tea: Boiling the hard, flat needles of the yypr tree produces a refreshing tea.

Vehicles

Many vehicles, some which are unique to the lands of Athas, have been developed by the tinkering craftsmen over the centuries for use in both war and trade.

Table 2–11: Vehicles

Item	Cost
Silt Vehicles	
Silt schooner, trade	15,000 Cp*
Silt schooner, war	28,000 Cp*
Silt skiff	3,000 Cp*
Silt skimmer	20,000 Cp
Land Vehicles	
Argosy	10,000 Cp
Drik war machine, Gargantuan	15,000 Cp
Drik war machine, Colossal	27,000 Cp
Mekillot ram	25,000 Cp
Sail cart	125 Cp
Undead war beetle, rezhatta	7,500 Cp
Undead war beetle, watroach	6,000 Cp
War chariot, heavy	600 Cp
War chariot, light	250 Cp
Air Vehicles	
Cliff glider	500 Cp

* The price of the *obsidian engine* is not included.

Both the *Arms & Equipment Guide* and the *Stormwrack* books have details for how to handle vehicles in play, from combat to collisions, and brings new ways to customize your vehicles, in addition to presenting many standard types of vehicles.

Each of the new vehicle presented in this chapter includes a statistics block describing the vehicle that can be used with the rules present in the books mentioned above.

Air Vehicles

Cliff Glider

"Lokar readied his obsidian axe as a shadow covered him from behind and above. The mul quickly raised his face; at first glance it seemed like a huge flying lizard. But Lokar knew better: the solid wing flaps had levers attached to them, revealing it to be a man-made work. A single raider maneuvered the vehicle from within the protective, hollow of the carcasses rib cage. Focusing on the

eyes painted all over the craft, the mul tossed his axe aside and carefully aimed with his dark spear. Luck was all he was left with."

—Lokar's stand

"The last time I was near the Ringing Mountains we were assaulted by halfling raiders, savages attacking from the skies. The cannibals flew in gliders with stiffened leather wings that were handled by levers; the small pilots inside the bone carcasses of flying beasts. And then a rain of spears and rocks fell."

—Kujan, human warrior, former Captain of the Crimson Legion

"As the winds began to grow stronger with Ral rising, she watched the scarred pilot check the levers attached to oil-stiffened wings bonded to the bones of a great pterrax. The solid rib cage would support and protect the raider from most attacks. The wind currents rose and she saw the pilot smile strangely; she knew she wasn't going to see him again."

—Alyra, halfling raider leader

Cliff Glider

Large vehicle

Skill Profession (pilot) +0

AC overall 4

hp overall 20

Hardness 6

Speed fly 30 ft. (poor)

Ram 1d6

Face 5 ft. by 25 ft. Height 5 ft.

Airworthiness +0 Vehiclehandling +4

Crew 1

Cargo 20 lb.

Cost: 500 Cp*

* Normally, each cliff glider is custom made and never for sale.

This glider is constructed from the hollowed-out carcass of one of the great flying lizard beasts that soars from the Ringing Mountains high above the surrounding wasted lands. Since many different flying creatures' bodies can be used for glider's construction, their appearance vary wildly. However, the things they all have in common are a gutted rib cage where the pilot takes place; stiffened and consolidated wing flaps; and levers mounted unto the wings as to permit a semblance of control during flight.

Each cliff glider is built for a specific pilot; any other pilot using the glider has a –4 penalty to his Profession (pilot) checks. Unlike most flying vehicles, a cliff glider cannot ascend under its own power. Cliff-gliders rely on either high launch points or thermal updrafts to gain altitude (at the DM's discretion).

A cliff glider's pilot gains soft cover (see *Player's Handbook* p. 151) behind 1 inch of bone (hp 10, hardness 6).

Land Vehicles

Argosy

"Ilek could only observe as the kreen surrounded the gigantic wagon enclosed by oiled leather. A score of the insectoid raiders attacked the two mekillots pulling the vehicle. From the sides of the transport, soldiers hurled spears and fired several large bolts from the six mounted crossbows. Not wanting to die this day the thin human began to cast a spell, and in the fray of combat the passengers and the crew didn't notice plants withering to ash. The myrmeleon crookedly smiled as a great fireball changed the tide of the battle."

—Ilek, wandering human defiler

"The blond half-elf stood watching as the goods were being piled inside the huge enclosed wagon; slave mul children fed the two mekillots pulling the transport. Meanwhile, the caravan master inspected the thick giant hair that tensed the hard leather, forming the walls. Members of the crew attached bone and wood to reinforce the hide, the soldiers loading heavy bolts to the fixed ballista on each side of the vehicle. The cold wind began to warm up as the crimson dawn appeared over the dunes, and the hearts of the travelers grew anxious and restless."

—Denam, half-elf agent of House Wavir

"The elf scout of the Jura Dai tribe observed as the two mekillots slowly pulled a huge boxed wagon occupying the entire sandy road. The walls of the vehicle were of stiffened hides reinforced with beast shells, a golden lion face painted on the leather. The pointy-eared raider knew about the six mounted crossbows on the right and left side of the transport. The Jura Dai gave the signal for the attack, unaware of the urikite soldiers stationed inside the argosy."

—Jura Dai raider

Argosy

Colossal vehicle

Skill Handle Animal +0

AC overall -3, section 3

hp section 50

Hardness 5

Speed drawn (clumsy)

Ram 3d6

Face 60 ft. by 30 ft. **Height** 30 ft.

Landworthiness +4 **Vehiclehandling** +0

Crew 5; **Passengers:** 12 soldiers

Cargo 100 tons

Weight 30 tons

Cost 10,000 Cp

This gigantic enclosed wagon is used both for war and for trade. Inside its enclosed walls, goods or troops can be carried protected from the elements and raiders.

An argosy has six mounted crossbows on both side of its upper, open deck. The soldiers on the upper deck get **improved cover** (see *Player's Handbook* p.152) against attackers on the ground.

The interior space can be prepared to accommodate goods, military material, or passengers.

A fully loaded argosy can be pulled overland at 2 miles an hour by a team of two mekillots.

Drik War Machine

"Our raid on the Raamites was successful. Even when we spotted the soldiers pursuing us we were not concerned. We sought shelter in the ruins of an ancient fortress and took confidence from its commanding presence over the surrounding terrain. The walls were crumbling in places but still looked formidable enough to hold off soldiers unprepared for a siege. None of us had any worries until the morning of the second day...and the first crash of the catapult stones. I could not understand how the Raamites had brought catapults there so quickly. The first volley fell well short of the walls, giving us hope. Thinking it would take them hours to reposition the catapults to attack the wall, we shouted down insults on the Raamites. But as I watched the catapult fire got closer. Slowly but surely, faster than appeared possible, the catapults moved into position to strike on our position. Then I could see why the siege engines moved so quickly: They had been mounted on the backs of the biggest siege engines of them all, driks. Within moments the catapults were repositioned and firing again."

—Zaklarin, mul raider

"As the army marched on my wagon fell in behind the drik war machines. I had plenty of time to study the creatures on the long slow march back to our Lord's territory. The giant lizards lumbered slowly, slower than mekillots, and my kanks could have easily outdistanced them. Instead I was stuck behind them, moving along at a snail's pace. It is a horrible place to be, stuck behind such giants, for they kick up a lot of dust and sand. But what really convinced me to keep my distance was the times I witnessed one of the marching soldiers being snapped in two by a drik's huge jaws. Nasty beasts to be next to, without a mindbender present to control them, and we had lost ours in the battle. I took one look at a beast's dark beady eyes glaring at me and I fell right back behind."

—Alnora Stel, Urikite trader

A favorite of the Raamin and Urikite armies, these powerful beasts possess tremendous strength used by their handlers to plow through barricades, upturn slow-moving vehicles and send beasts such as mekillots flying, and haul fortifications on their backs. The following entry expands upon the drik entry found in *Terrors of Athas*. In that book is described the typical 16 HD drik of **Gargantuan** size; described below is the rarer 32 HD drik of **Colossal** size.

This forty-foot long, 8-foot high lizard has a great horned and ridged shell. Its limbs and head, scaled with dull violet hide, protrude from beneath the shell in a fashion similar to a tortoise, and enormous tusks jut from its slavering jaws. The creature's small eyes are dead black and its talons are seemingly cut from jagged, stained ivory.

Drik

CR 16

Always N Colossal animal

Init +1; **Senses** low-light vision; **Listen** +10, **Spot** +10

Languages —

AC 15, touch 1, flat-footed 14

(-8 size, +1 Dex, +22 natural)

hp 432 (32 HD)

Fort +30, **Ref** +20, **Will** +9

Speed 20 ft. (4 squares)

Melee bite +35 (6d8+19) and claw +30 (6d6+9)

Space 30 ft.; **Reach** 15 ft.

Base Atk +24; **Grp** +51

Atk Options **Awesome Blow**, **Power Attack**; powerful charge +35 (8d6+28)

Special Actions swallow whole

Abilities Str 48, Dex 13, Con 28, Int 1, Wis 8, Cha 3

Feats **Awesome Blow**, **Cleave**, **Endurance**, **Great Fortitude**, **Improved Bull Rush**, **Improved Natural Armor**, **Improved Natural Attack** (bite), **Improved Natural Attack** (claw), **Improved Overrun**, **Power Attack**, **Rapid Metabolism**

Skills **Listen** +10, **Spot** +10, **Survival** +12

Advancement —

Improved Grab (Ex) To use this ability, a drik must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

Powerful Charge (Ex) When a drik charges, its immense weight and horned carapace allow it to deal 8d6+28 damage, in addition to the regular hazards and benefits of a charge.

Swallow Whole (Ex) If the drik successfully grapples a target of size **Huge** or smaller, it may initiate a second grapple check which, if successful, means that the drik has swallowed its target whole. The swallowed target is still considered grappled and takes 4d8+19 points of crushing damage plus 8 points of acid damage each round from the drik's gizzard. The target may try to cut free, using light slashing or piercing weapons only. The interior of the drik is **AC** 20 and it takes 25 points of damage to create a hole, which seals itself through muscular action one round after being opened. A **Colossal** drik's interior can hold 2 **Huge**, 8 **Large**, 32 **Medium**, 128 **Small**, 512 **Tiny**, and 2,048 **Diminutive** or smaller opponents.

Roaming the northern Tablelands in herds, driks cannot reproduce in captivity and must be captured from the wild. As a drik grows to maturity it also secretes a shell, which siege engineers have learned to remold and fashion to form a well-defended platform ideal for waging siege warfare. As such immature driks have nearly exclusively been taken to become war machines, albeit a few mature specimens are still taken and used solely as living rams and to wade through enemy troops.

Now rarer than they were in ages past, drik numbers still provide enough replacements for those lost in battle.

Quick for their size and deadly to smaller creatures, driks must be captured by well equipped teams of reavers and psionic handlers. Brought back to a client village of either Raam or Urik, they are then trained for battle and outfitted into war machines (see Remolding and Outfitting below).

Strategies and Tactics

Most drik war machines deployed in the field are **Gargantuan** in size but a few, more terrible specimens attain **Colossal** size, dwarfing in size even the largest of undead war beetles. Their superior strength and reach, carrying capacity, and their ability to be equipped with siege engines gives these creatures an evident tactical advantage over their competition.

Well equipped driks are often deployed alone, able to take down numerically superior enemy forces through tremendous firepower, mobility, and an incredible ability to absorb damage. The **Awesome Blow** feat allows them to upturn slow-moving vehicles smaller than they are, or to send smaller creatures like inixes and mekillots flying. They are often equipped with fixed crossbows or splashbows, and most carry multiple siege engines such as **ballistae** and **catapults**, or even a giant ram to rival that of the mekillot ram. Driks equipped with the fortification improvement offer cover to troops on their back, and may thus be used to carry large numbers of troops they can disgorge once enemy lines have been crossed.

Driks are sometimes used to drag full-sized siege towers at exceptional speeds, or fortified wagons carrying extra troops.

Driks need a crew of two: a psionic handler and a commander. When available, and then only for the Urikite army, a high drik (*Terrors of Athas* 40) can fill both roles. The rest are soldiers stationed on the drik. The number of sieges engines a drik can carry depends on the creature's size and the choice of engines. Space on a **Gargantuan** drik is 20 ft., and 30 ft. for a **Colossal** drik. Considering that a **ballista** takes up a 5 ft. space, a **light catapult** a 10 ft. space, a **heavy catapult** a 15 ft. space, and a mounted **siege tower** a 15 ft. space as well, DMs are free to configure their drik's complement of siege engines as they like. Smaller fixed weapons, such as fixed crossbows or splashbows, do not take space.

Driks can carry as many creatures as are necessary to operate the siege engines installed on them, plus a number of additional soldiers: **Gargantuan** driks can carry 10 soldiers (those man the fortifications if the drik is equipped with that improvement), and **Colossal** driks 20 soldiers. A **Gargantuan** drik that is not carrying siege engines (a ramming prow does not count as one in this case) can instead carry 10 additional troops, and a **Colossal** drik 20 additional troops.

Warriors on a drik without the fortifications improvement receive soft cover (+4 bonus to **Armor Class**) but only against targets lower than they are. All creatures standing 5 or more feet behind the fortified walls of a drik with the fortifications improvement—such as siege engine crews, soldiers on the ground floor of a mounted **siege tower**, or troops waiting disembarkment—do not have line of effect with targets on the ground and effectively gain total cover against them.

Warriors attempting to fire ranged weapons while a drik is moving its speed do not suffer penalties for using ranged weapons, but still suffer a -4 penalty on their attack roll when the creature is taking a double move; the War Beast Fighting feat halves that penalty.

Sample Encounter

Player characters might become the target of a drik crew and their long range siege engines, mistaking the characters for a Nibenese, Urikite, or Draji scouting party, anywhere around the region formerly claimed by Raam's queen.

Raamin Border Patrol (EL 13): An heavily armed **Gargantuan** drik, manned by soldiers loyal to the templar faction, patrols near Dragon's Bowl on the road to Nibenay. Any caravan, large wagon, or mounted group is stopped and searched by two inix-riding scouts, and if deemed an enemy of Raam—or working for another Raamin faction—is fired upon from afar by **ballistae** and **catapults**.

The crew consists of a 5th-level **telepath**/2nd-level **cornac** (*APX2* 7) animal handler, a 10th-level templar commander, and 20 soldiers (a 7th-level **warrior**, 2 5th-level **warriors**, 4 3rd-level **warriors**, and 13 1st-level **warriors**). The two inixes (*ToA* 158) are mounted by experienced scouts (**ranger** 5/ **psychic warrior** 2). The drik has the following improvements and siege engines: a rear lookout tower, a swivelling platform with **ballista**, and a forward-facing **light catapult**.

Ecology

Driks are quite intelligent and foul tempered, and in combat must be controlled by a psionic handler.

Left uncontrolled, driks tend to congregate amongst themselves and stand away from other large creatures, and will snip at any creature that passes within reach of its head.

Environment: As controlled, training animals, driks are usually encountered accompanying a city-state's army or patrolling the territory between two cities. Since the death of Raam's sorcerer-queen, factions within the army have sold a few specimens to powerful and rich individuals, not all of Raamin citizenship.

Typical Physical Characteristics: A typical **Gargantuan** drik is 35 ft. long by 20 wide, is 10 ft. tall and weighs around 80 tons, while a typical **Colossal** drik is larger and heavier,

55 ft. long by 30 ft. wide and 20 ft. tall, weighting around 125 tons.

Carrying Capacity: A light load for a **Gargantuan** drik with **Strength** 36 is up to 14,690 pounds; a medium load, 14,691-29,420 pounds; a heavy load, 29,421-44,160 pounds. A **Gargantuan** drik can drag 220,800 pounds.

A light load for a **Colossal** drik with **Strength** 48 is up to 153,000 pounds; a medium load, 153,001-307,200 pounds; a heavy load, 307,201-460,800 pounds. A **Colossal** drik can drag 2,304,000 pounds.

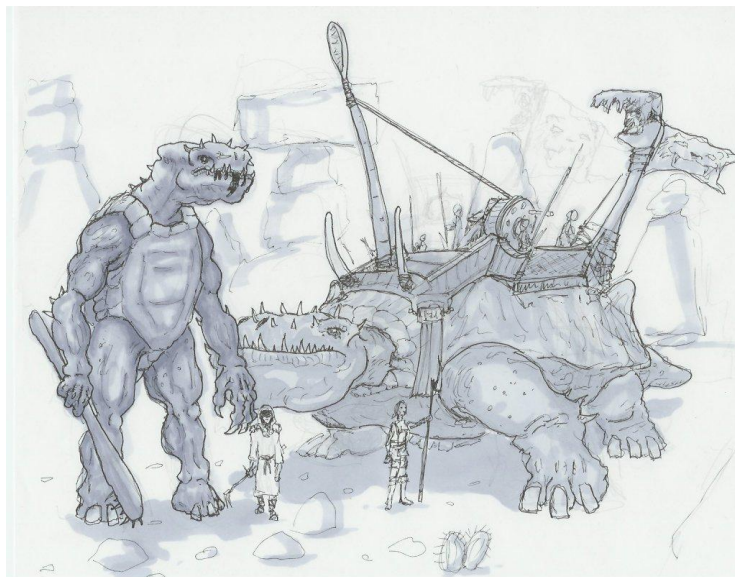
Alignment: As animals, driks are always neutral.

Typical Treasure

Being beasts of burden, driks do not collect treasure.

Drik Lore

Characters with ranks in **Knowledge** (warcraft) can learn more about drik war machines. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.



High drik handler and remolded drik

© Mike Fleming

Knowledge (warcraft)

DC Result

- | DC | Result |
|----|--|
| 26 | This immense animal is a drik, a beast often used as war machine by both Urikite and Raamin armies. |
| 31 | A drik war machine is created by guiding the growth of a young drik's shell. This result gives knowledge of the pros and cons of standard drik improvement options. |
| 36 | Driks don't breed in captivity and must be captured while young or still in the egg near their natural breeding ground: the area surrounding the Black Waters oasis. |

Remolding and Outfitting

The **Handle Animal** skill is normally used to train the likes of jhakars and sand howlers, but those that have mastered it can even train such beasts as the giant drik.

All driks trained to become war machines are trained with the fighting purpose (see the **Handle Animal** skill in the *Player's Handbook*).

While some driks can be encountered that are used solely as living rams and beasts of war, most are outfitted to also carry siege engines and fortifications on their backs. Only driks reared right from the egg, or immature specimens captured from the wild, can be used this way as only they have growing shells that can be remodeled.

Through the application of heat, usually in the form of torches, the shell can be flattened into a surface better suited to carry ballistae and catapults. During that time the animal is allowed to roam free accompanied by its handler, returning to a special pen every few days to get its growing shell further remolded and pruned.

The remolding process takes a year to bear fruit, the time it takes for an immature drik to reach maturity and fully secrete its shell (or two years if the drik is being reared from the egg), and requires skilled labor in the form of a crew with the [Profession \(siege engineer\)](#) skill.

Remolding the shell requires a [DC 20 Craft \(structure\)](#) check or a [DC 25 Heal](#) check.

A character with the [Profession \(siege engineer\)](#) skill can improve upon the basic design of the drik as a siege weapon by adding artificial structures to its back. Each improvement has a cost in Cp, weight, and is applicable only once.

- *Lookout Tower:* This 20 ft. tall, one-man tower is supported by a korinth rib bone and takes up a 5 ft. space, providing soft cover to a creature stationed at its top. Up to two such manned towers can be carried on a drik, one at either end of the beast, each providing a +2 [circumstance bonus](#) to the drik commander's [Spot](#) checks.

Cost: 300 Cp; Weight: 500 lb.

- *Mounted Siege Tower:* You build in a half-sized [siege tower](#) in the middle of the drik's back, with each level fitted with arrow slits. This tower is secured to the shell and takes up a space 15 feet across, and contains a crew of 10.

Cost: 1,000 Cp; Weight: 8,000 lb.

- *Ramming Prow:* You melt a great ram—either an agafari trunk or korinth bone tipped with a massive stone head—into the resin of the drik's back, projecting it forward and above the beast's head. The damage dealt is per 10 feet of speed the drik currently possesses if it rams another object. Rams for [Gargantuan](#) driks deal 3d6 damage, those for [Colossal](#) driks deal 5d6 damage. Driks equipped with this improvement do not have enough room to carry [catapults](#).

Cost: 3,000 Cp ([Gargantuan](#)), 5,000 Cp ([Colossal](#)); Weight: 2,000 lb ([Gargantuan](#)), 4,000 lb ([Colossal](#)).

- *Resin Fortifications:* Through the application of wooden strictures and frames to guide the formation of the shell, you grow a natural crenelated shell wall along the rim of the drik's back, granting improved cover (+6 bonus to [Armor Class](#), +4 bonus on [Reflex](#) saves, +10 bonus on [Hide](#) checks, and improved evasion) to any [Medium](#) or smaller creature standing behind. [Catapult](#) operators on driks equipped with this improvement lose line of sight with their target.

Cost: 300 Cp ([Gargantuan](#)), 500 Cp ([Colossal](#)); Weight: 0 lb.

- *Swivelling Platform:* This low, circular platform is mounted on wooden wheels turning into a groove. A [ballista](#) mounted on it can now fire in any direction, and a [catapult](#) gains a 180-degree range of motion, but using such a platform doubles the crew required to operate the siege engine.

Cost: 500 Cp; Weight: 1,000 lb.

- *Wooden Fortifications:* You add crenelated walls of thick wood and mekillot ribs along the rim of the drik's back, granting improved cover (+6 bonus to [Armor Class](#), +4 bonus on [Reflex](#) saves, +10 bonus on [Hide](#) checks, and improved evasion) to any [Medium](#) or smaller creature standing behind. [Catapult](#) operators on driks equipped with this improvement lose line of sight with their target.

Cost: 500 Cp ([Gargantuan](#)), 1,000 Cp ([Colossal](#)); Weight: 1,000 lb ([Gargantuan](#)), 2,000 lb ([Colossal](#)).

Mekillot Ram



Mekillot ram

© Nelson Baietti

"It was horrible. The poor mekillot. The templars had built a huge war machine around the poor beast, trapping it inside. The miserable animal could not see because there were no holes in the wood casing of the giant wagon. It was forced to walk with the weight of the massive of catapults and men on top, as well as a large ram protruded from the front. I could not stand to see the animal forced into such an existence, so with the blessings of my guiding spirit I set the beast free."

—Quirlva, a druid

"Out of nowhere a huge shape appeared in the dunes, sixteen heavy wheels crushed the sands as the ram slowly got closer. The war machine was reinforced with bone and chitin, and the paws of the it's mekillot could be seen plodding against the sand. The banner of the tyrant of Tyr adorned the lookout tower on the rear of the craft. Orders were being shouted, and several armed men on the upper deck readied their weapons, dwarfs wearing the hated black cassock loaded the catapult and one of the ballista. The men on the village's ramparts froze as a thunderous beast's bellow echoed through the valley. As the lizard approached, the tip of its ram could be seen, all covered with metal and chitin spikes. When the villagers didn't open their doors the ram made its own way. That night was filled with childrens' cries and womans' screams, crimson blood staining the surrounding sands. The templars cheered thinking of the rewards waiting back in Tyr."

—Balok, black cassock dwarf

“The dunes lay in quiet until a creaking mobile ram wheeled over them. The accompanying searing wind seemed to announce our coming death as the huge two-decked craft approached. The loud creaking sound suddenly stopped as the massive war vehicle came to an halt, replacd by shouted orders to fire the catapult, obliterating part of our wall, followed by ballistae fired simultaneously. The sound of crumbling walls were joined by the dying screams of the villagers. We were utterly unprepared, the wood and chitin shells reinforcing the structure of the siege engine rendering our weapons useless. From this distance I could see the digging paws of the mekillot straining forward with all his might. I raised my obsidian sword with my uninjured arm and charged against the slavers’ mekillot ram.”

—Kujan, human warrior of the Crimson Legion

Mekillot Ram

Colossal vehicle

Skill Handle Animal +0

AC overall -3, section 3

hp section 15, prow 100

Hardness 3, prow 5

Atk Options ramming prow

Speed drawn (clumsy)

Ram 6d6

Face 60 ft. by 30 ft. **Height** 30 ft.

Landworthiness +4 **Vehiculehandling** -2

Crew 10; **Passengers:** 60 soldiers

Cargo 10 tons (plus 30 tons without the soldiers, plus another 10 tons of cargo if one forgoes the ram extension and catapult)

Weight 40 tons

Cost 25,000 Cp

Ramming Prow The mekillot ram take only half damage from ramming, which apply to its reinforced frontal section.

This innovative war wagon is built around a mekillot, shielding the creature from missile and other attacks. The result is a slow-moving fortress with the power to ram most gates down, or to burst open another vehicle.

The wagon usually does not cross the wastes towards its target in one piece, instead its disassembled components are towed by the mekillot and then assembled around the animal for the final assault.

A mekillot ram can accommodate a single **light catapult** and two **ballistas** on its open upper deck. The soldiers on the walkway around the sides and rear of the middle deck have **cover** from attackers on the ground, while those on the upper deck get **improved cover** (see *Player’s Handbook* p.152). The section **hp** and **hardness** are given for both the normal sections of the ram and its prow (frontal sections), which are composed of reinforced wood and chitin.

The mekillot inside has **total cover** behind 2 inches of wood (**hp** 20, **hardness** 5).

A fully loaded ram can be pulled overland at 2 miles an hour by the mekillot inside.



Mekillot ram

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Sail Cart

“We were fools. We stood there in the desert letting the bandits come nearer and nearer. We had never seen anything like their vehicles so at first we were curious. That was our mistake. A cart with three wheels and low to the ground, sail catching the wind, which allowed the little vessels to seemingly fly across the wastes towards us. All the while they approached we did nothing but stare at them, until the bandits leaped from their strange carts and attacked.”

—Xipe, caravan guard

“Barkasy, my dwarven pilot, handled his craft expertly. His unusual three wheeled wagon used a large leather sail to capture the wind. We crossed the salt flats quickly and I was able to reach Salt View in time. The ride was rough and being crammed into the small space was hard on my body but the journey went safely.”

—Phinto, half-elf

“Yes, I have seen the humans flying on the east wind. They use large pieces of cloth to capture the wind and pull themselves along the ground in their wheeled carts. To the humans they consider this type of travel fast, and I suppose it is to other humans who have to trek along the ground. But it is slow to us who know the feel of the wind on our wings.”

—Bra’rrk, Aarakocra

Sail Cart

Large vehicle

Skill Profession (sailor) +0

AC overall 4

hp overall 20, rigging 20

Hardness 5, rigging 0

Speed wind X 15 ft. (poor)

Ram 1d6

Face 10 ft. by 5 ft.

Landworthiness -2 **Vehiculehandling** +4

Crew 1

Cargo 250 lb. (Spd wind X 10 ft. if 125 lb. or more)

Weight 125 lb.

Cost 125 Cp

A sail cart is a wind-propelled vehicle common in the Bandit States. The vehicle is called a wind wagon in the Great Ivory Triangle where dwarven pilots use a similar vehicle to cross the salt flats.

It consists of a low, triangular frame made of bones, often the hollow bones of giant birds, or light wood, covered with leather or hide spread tauntly across it. The tri-wheeled cart, one wheel in front and one to each side at the rear, is propelled with the help of a single mast and sail, which can be as high as 15 feet. The pilot controls the cart with steering bar and guide ropes connected to the sail boom.

A passenger can, if he is light enough, take seat in the cargo space, but is considered fatigued after one hour of travel due to the cramped positions.

When used in the Barrier Wastes region, on roads, or across salt flats, the sail cart pilot needs only make a DC 10 control check; driving a cart in any other region or terrain entails a DC 30 control check be made by the driver.

Undead War Beetle

For King's Ages sorcerer-kings have used animated giant beetles to wage war against one another, especially in areas so parched that mekillots, driks, and other mighty war beasts would die of exposition. The following two entries update and expand the undead war beetle entry found in *Terrors of the Dead Lands*.

Rezhatta War Beetle

"I had those gith raiders on the run. The beetle's powerful mandibles were crushing the gith into pulp, and my archers were decimating those that fled. As I stood there at my post behind the great beetle's head, I contemplated wiping out every last one of those filthy raiders. But at the moment of my complete victory, disaster struck. I never saw the gith who threw it, but a spear flew past my head close enough for me to feel its wind on my face. It was a near miss for me, but not for my defiler, Kerapu, standing just behind me. The spear spilt his skull and washed the deck crimson, and with him falling so stopped the damn rezhatta. It was his foul magic that controlled the cursed beetle, so with its master dead it would no longer move. When the gith realized this they stopped running. Instead they turned and laughed at me!"

—Amphur, Templar-wife of Nibenay

"In front of the approaching army comes a trio of mekillot-sized beetles. I can see the spears from soldiers inside showing through openings in the carapaces. I have never seen a rezhatta beetle before, but that is what the rumor spreading up and down the battle line says they are. What is worst is they say these creatures are not alive but undead monstrosities controlled by the necromancers of kings. As they come closer their unnatural walk is revealed and it becomes clear the rumors are true. Fear envelopes me and leaves me shaking. The giant rezhattas stop a hundred yards from us. I had not noticed the bowmen riding on the creatures' backs until they loosed their first arrows on us. That

is all that is needed to break the last of my courage and send me fleeing."

—Cento, slave tribe warrior

"We thought we had set the perfect ambush. I lay in hiding among the archers lining the top of the canyon walls, waiting for the templars to approach. Our tribe had already cleared the canyon floor of anything that could be used for cover, creating an ideal killing field of flat ground. Everything was ready to spring the ambush.

But we were not ready for what came into the canyon. Instead of the expected massed ranks of infantry a giant beetle shuffled slowly into the canyon. It was quickly followed by another and a third. As they came closer we could see the beasts were no longer alive, unlife had overtaken them. I could see openings in the beetles' shell, showing men riding the hollowed-out inside. They were templars! We loosed our arrows when the order was given, but the men were protected by the carapace and few arrows found their mark. Archers inside the beetles as well as some riding in a protected enclosure on top returned our fire. The ambush was foiled by the templars' undead creations, so we did what all elves do. We ran.

—Zuootu, elven archer.

A huge beetle with two horns protruding from its head and another from its prothorax slowly approaches. Upon closer inspection, you begin to notice that it bears several carvings on its thick shell, forming several niches upon which you can see several archers.

Rezhatta War Beetle

CR 8

Always NE Gargantuan undead

Init -2; Senses darkvision 60 ft

Languages —

AC 14, touch 4, flat-footed 14

(-4 size, -2 Dex, +10 natural)

hp 104 (16 HD)

Immune undead immunities

Fort +5, Ref +3, Will +10

Weakness undead vulnerabilities

Speed 20 ft. (4 squares)

Melee bite +14 (3d6+6) and 2 slams +9 each (1d12+3)

Space 30 ft.; Reach 15 ft.

Base Atk +8; Grp +26

Atk Options ram 3d6, trample 8d6+9

Abilities Str 22, Dex 7, Con —, Int —, Wis 11, Cha 1

SQ frightful presence, undead traits

Feats —

Skills —

Advancement —

Frightful Presence (Su) The rezhatta war beetle is a truly ugly and devastating sight to behold for its enemies. When a rezhatta war beetle attacks, enemies within 30 ft. with fewer HD than it must make a Will save (DC 13). Affected creatures with less than 8 HD become frightened, and those with 8 or more HD become shaken. The fear lasts 5d6 rounds. Creatures that successfully save remain immune to that beetle's frightful presence for 24 hours. The save DC is Charisma-based.

Ram (Ex) The damage dealt by a rezhatta war beetle ramming another object is per 10 feet of speed the beetle currently

possesses.

Trample (Ex) Reflex half DC 24.

Watroach War Beetle

“They brought the carcass of the dead beetle in from the desert on a giant wagon pulled by two mekillots. We were ordered to start hollowing out the giant’s deep purple carapace. All the insides were removed and I was one of the a number of able bodies forced to dispose of the rotting innards, which were filled with the beetle’s dead larvae. Meanwhile others prepared the carcass to hold our warriors. The smell was horrible when we burnt the innards to prevent them from attracting scavengers. I am told by an older slave that the smell will eventually dissipate as the remaining flesh dries and hardens over days, and am reassured that, once animated and taking on the field of battle, the beetle will be a potent weapon of fear against our enemies. I do not doubt.”

—Qula, a slave

“Riding in one of those war beetles is hell. The templars raise the beast to undeath with their magic, so the whole thing smells of death and decay. Of course the heat makes the smell worse. There is little air flow to clear the hot, fetid air inside, making it feel like being in an oven. To make it even worse, the damn thing walks in an awkward uneven shuffle. You have to hang on to something or you end up tumbling around the bug’s insides. Many of the men were sick from the motion. But after all that, we were thankful for being inside that dead watroach when the Gulgan headhunters attacked. Their arrows bounced harmlessly off the bug’s shell while we were safe inside.”

—Pratama, Nibenese warrior

“Brave Uloo lead the charge on the monsters. We think them just big bugs come into our land for food. We not realize them are man-bugs from cities. Bug get Uloo with pincers and pop — off comes his head. That make me and Grok mad. We always like Uloo. So we smash bug with clubs. Break bug into many pieces. We think it dead and want to go after next bug, but men come out of bug and fight us. Don’t understand why men inside bug, but them fight fierce and drive me and Grok back. Other bugs come and men climb inside them and chase us back to sea. We flee across silt. Bugs not follow.”

—Malongo, giant

What at first sight seems as a mekillot sporting a heavy howdah, is an enormous insectoid creature, filled with holes in its tough carapace, from it, several warriors emerge bearing obsidian weapons. When it slowly approaches with its awkward gallop, you feel the stench of undeath.

Watroach War Beetle

Always NE **Gargantuan** undead

Init -2; **Senses** darkvision 60 ft

Languages —

AC 16, touch 4, flat-footed 16

(-4 size, -2 **Dex**, +12 natural)

hp 97 (15 HD)

Immune undead immunities

Fort +5, **Ref** +3, **Will** +9

Weakness undead vulnerabilities

Speed 20 ft. (4 squares)

Melee bite +18 (3d6+11) and 2 **slams** +13 (1d12+5)

Space 20 ft.; **Reach** 15 ft.

Base Atk +7; **Grp** +30

Atk Options improved grab, ram 2d6, trample 8d6+16, swallow whole

Abilities Str 32, **Dex** 7, **Con** —, **Int** —, **Wis** 13, **Cha** 1

SQ frightful presence, **undead traits**

Feats —

Skills —

Advancement —

Frightful Presence (Su) The watroach war beetle is a truly ugly and devastating sight to behold for its enemies. When a watroach war beetle attacks, enemies within 30 ft. with fewer **HD** than it must make a **Will** save (DC 13). Affected creatures with less than 8 **HD** become **frightened**, and those with 8 or more **HD** become **shaken**. The fear lasts 5d6 rounds. Creatures that successfully save remain immune to that beetle’s frightful presence for 24 hours. The save **DC** is Charisma-based.

Ram (Ex) The damage dealt by a watroach war beetle ramming another object is per 10 feet of speed the beetle currently possesses.

Improved Grab (Ex) To use this ability, the watroach war beetle must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Swallow Whole (Ex) The watroach war beetle can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+10 points of crushing damage plus 12 points of acid damage per round from the watroach’s digestive juices. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 30 points of damage to the stomach (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A **Gargantuan** watroach’s interior can hold 2 **Huge**, 4 **Large**, 8 **Medium**, 32 **Small**, 128 **Tiny**, or 512 **Diminutive** or smaller opponents.

Trample (Ex) Reflex half DC 28.

Roaming the desert Tablelands, the nomadic watroach is a gigantic, slow-moving mobile hive filled with a multitude of drones tending the watroach’s unborn proto-adult, while the rezhatta beetle is a giant insect mostly found in the Great Ivory Plain region of the southern Ivory Triangle.

Once surrounded and killed, usually by means of psionics or poison, the beetle’s corpse, watroach or rezhatta, is taken back to a city to be prepared as an engine of war (see Animation below).

Strategies and Tactics

Undead beetles are tremendous assets to the armies of the sorcerer-kings: A mobile weapon’s platform capable of carrying several soldiers protected from attacks, able to ram fortifications, and trample enemy formations or make them scatter from fear. As undead beings they do not require supplies and thus can be used to cross desolate expanses, attacking enemy locations from directions otherwise inaccessible to living mounts or war beasts.

Undead war beetles are rarely deployed alone, usually accompanied by one or more additional beetles. They are often equipped with fixed crossbows or splashbows, raining down alchemist's fire on the enemy.

Both types of undead beetles need a crew of two: the animator and a commander. The rest are soldiers stationed inside the weapon's ports and the upper deck.

Both types of undead beetles need a crew of two: an animator and a commander. The rest are soldiers stationed on or inside the beetle: The rezhatta war beetle can carry up to 18 soldiers (9 soldiers in the weapons' ports and 9 soldiers on the upper deck), and the watroach war beetle up to 27 soldiers (7 soldiers in the weapons' ports, 5 soldiers on the upper deck, and 15 soldiers inside).

The warriors inside the weapons' ports gain improved cover (+6 bonus to **Armor Class**, +4 bonus on **Reflex** saves, +10 bonus on **Hide** checks, and **improved evasion**), while warriors on the upper deck receive soft cover (+4 bonus to **Armor Class**) but only against targets lower than they are. Warriors attempting to fire ranged weapons while a beetle is moving its speed do not suffer penalties for using ranged weapons, but still suffer a -4 penalty on their attack roll when the creature is taking a double move; the War Beast Fighting feat halves that penalty (this feat can be found in the Appendix I: Skills and Feats).

Coupled with the large number of **hit points** such a creature has, plus its ability to regain lost **hit points** through spells such as *enervation* and *inflict light wounds*, it is not unusual for it to be used to break a battle line.

Skilled siege engineers can modify these creatures before they are animated, turning the rezhatta beetle into an engine of war able to devastate enemy troops just by wading into them, and taking advantage of the watroach's otherwise discarded drones.

Sample Encounter

Player characters might have to gain control of a war beetle to cross some vast expanse without water holes. Such an endeavor would be extremely dangerous, would require keeping the animator alive through sorcery or the Way, but the rewards—such as reaching an ancient ruin never before plundered—could be enormous.

Nibenese Border Patrol (EL 12): A rezhatta war beetle with full soldier complement is patrolling the fertile plain near the Gulgan side of the Crescent Forest. They engage any group they think are Gulgan sympathizers.

The beetle's crew consists of a 8th-level **wizard** (defiler) animator, a 8th-level templar commander, and 18 soldiers (a 5th-level **fighter**; two 3rd-level **fighters**; and 15 1st-level **warriors**). The beetle possess the improved gait improvement.

Corpse Collectors (EL 11): A watroach war beetle, crewed and controlled entirely by **zombies**, **skeletons**, and thinking zombies, has been sent by a powerful necromancer to find suitable corpses—dead or alive—to turn into undead for his growing army.

The undead watroach is crewed by a 5th-level **wizard** (defiler) human namech (*TotDL* 65) controller, a 5th-level human namech **fighter** commander, and 27 gith **skeletons**. The beetle possess the slivered carapace improvement.

Ecology

Undead war beetles are completely mindless, their actions under the control of an animator.

Left uncontrolled, undead war beetles do not move, but will snip at targets passing within reach of their mandibles.

Environment: As controlled, mindless creatures, undead war beetles are usually encountered accompanying a city-state's army or patrolling the territory between two cities, albeit some powerful necromancers calling the wastes home know of how to animate such creatures and have added them to the undead troops of their wandering armies.

Typical Physical Characteristics: A typical rezhatta war beetle is 20 ft. long by 15 wide, is 20 ft. tall and weighs around 8 tons, while a typical watroach war beetle is heavier and built in height, 20 ft. by 20 ft. on the sides and 30 ft. tall, weighting around 12 tons.

Any number of weapon's ports can be found all around these creatures, allowing between one and two warriors of **Medium** size per port to fire ranged weapons behind cover. Sometimes heavy weapons such as fixed bows are permanently afixed to these locations, but are usually found on the upper deck. It is from that last area that the animator controls the beetle and receives order from the troops' commander, who can survey the field of battle.

Tight passages permeate the rezhatta war beetle's interior, connecting the weapons' ports to a central agafari and bone spiral staircase leading to the upper deck. Troops enter and exit the beetle though ropes and ladder ropes secured to the weapons' ports and upper deck. In a watroach war beetle, these passages are a lot wider, allowing extra troops to be carried along, and can enter the battlefield by exiting the beetle through several reinforced trapdoors underneath the carapace.

Carrying Capacity: A light load for a rezhatta war beetle is up to 8,304 pounds; a medium load, 8,305-16,608 pounds; a heavy load, 16,609-24,960 pounds. A rezhatta war beetle can drag 124,800 pounds.

A light load for a watroach war beetle is up to 33,216 pounds; a medium load, 33,217-66,432 pounds; a heavy load, 66,433-99,840 pounds. A watroach war beetle can drag 499,200 pounds.

Alignment: Undead war beetles are exclusively created for war by evil magic, and therefore, despite being mindless, are always neutral evil.

Typical Treasure

Being animated creatures, undead war beetles do not collect treasure.

Undead War Beetle Lore

Characters with ranks in **Knowledge (warcraft)** can learn more about undead war beetles. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (warcraft)

DC	Result
16	This is an undead war beetle, an animated creature used as a mobile engine of war. Undead war beetles are most commonly employed by the Nibenese and Raamish armies, although other city-states' armies have been known to use them on occasion. This reveals all undead traits.
20	Undead war beetles come in two varieties: the rezhatta, a smaller and more agile specimen; and the watroach, a larger and more resilient creature.
24	Undead war beetles can be modified by skilled craftsmen, and because of it may offer unusual challenges. This reveals all the improvements that can be added to a beetle.

Animation

The *animate dead* spell normally only creates zombies, skeletons, or bugdead. It can also create undead war beetles, albeit the process is a lengthier and costlier one.

The undead war beetle must be assembled just like a vehicule from the pieces of a whole watroach or rezhatta beetle that has not yet decayed significantly. The creation process is a costly one, requiring skilled labor and special alchemical substances and bindings: rezhatta war beetles cost 7,500 Cp, while watroach war beetles cost 6,000 Cp; in addition to this is the price of the spell components necessary for the *animate dead* spell. The creation process requires the carapace to be pried off and the internal organs discarded, and the carapace reformed to make space for an upper deck and individual weapon's ports all around the body. The creation process takes 10 days and requires skilled labor in the form of a crew with the **Profession (siege engineer)** skill; once ready, the beetle is animated by a templar or necromancer sponsored by a sorcerer-monarch.

Reforming the carapace requires a **DC 20 Craft (chitinworking)** check or a **DC 25 Heal** check.

A skilled craftsman can improve upon the basic design of the beetle depending on his mastery of the **Knowledge (warcraft)** skill. Each improvement has a **Knowledge (warcraft)** DC and a cost in Cp, and is applicable only once.

- **Reinforced Carapace:** You add mekillot ribs and agafari plating underneath the carapace. The watroach war beetle gains **damage reduction 3/bludgeoning**.

DC: 15 ; Cost: 500 Cp; watroach war beetle only.

- **Improved Gait:** You skillfully redistribute the weight of the hollowed-out beetle on its load-bearing points, taking advantage of its long legs. The rezhatta war beetle gains a 10-foot increase to its base land speed.

DC: 20 ; Cost: 750 Cp; rezhatta war beetle only.

- **Slivered Carapace:** You work small chitin, obsidian, or silex shards into the carapace. Any creature attempting to climb up or down the sides of an undead war beetle suffers 1d6 points of slashing damage every round. This damage can be negated with adequate padding in conjunction with the use of a rope or ladder rope secured to one of the weapon's ports or the upper deck.

DC: 15 ; Cost: 250 Cp.

- **Spiked Legs:** You add chitinous spikes around the legs of a rezhatta beetle, granting the following attack option.

Impaling (Ex) Whenever the rezhatta war beetle makes a trample attack it deals bludgeoning and piercing damage and runs the chance of impaling targets. Opponents at least one size category smaller than the rezhatta war beetle that fail their **Reflex** save against the trample attack must succeed at a second save (same DC) or become impaled on the leg spikes. An impaled creature takes 1d12 points of damage and is considered **pinned**. Each round, the creature takes another 1d12 points of damage as the movement of the rezhatta war beetle causes additional pain to the impaled creature. (**Large** or larger creatures take the initial damage but do not stay impaled on subsequent rounds.)

The impaled creature cannot break free unless it makes a **DC 28 Strength** check. Success indicates the creature is free of the spikes but takes an additional 1d12 points of damage in the process. Failure means the creature takes 1d12 points of damage and remains pinned in place. An ally can try to free an impaled creature with a **DC 20 Strength** check. A rezhatta war beetle's leg spikes can hold up to 12 **Medium**, 48 **Small**, or 192 **Tiny** creatures.

DC: 20 ; Cost: 300 Cp; rezhatta war beetle only.

- **Hive Chamber:** You preserve and animate the otherwise discarded hive chamber at the center of the watroach war beetle. This improvement prevents the beetle from being fitted with large inner passageways able to store extra troops—limiting the number of soldiers the beetle can carry to those in the weapon's ports and on the upper deck—, instead making room for the hive chamber containing the beetle's drones, granting the beetle the following attack option. (Should the drone **swarm** this attack option unleashes be damaged so much that it disperses, a replacement can be obtained at the cost of 500 Cp from the corpse of a watroach war beetle that has not yet decayed significantly, and then transferred into the animated hive chamber, after which time the drones will animate into a new drone swarm. The **HD** of the drone **swarm** do not count against the animator's limit of **undead** controlled and he does not need to pay the material components for their animation.)

Drone Swarm (Ex) As a full-round action, the watroach war beetle can release an **undead** drone **swarm** from its hive chamber. The drone **swarm** can act immediately. Until its next action, the watroach war beetle takes a -5 penalty to its **Armor Class**. The watroach war beetle is immune to its drone **swarm's** distraction and swarm attacks. A watroach war beetle can call its drone **swarm** back as a free action, but

it is a full-round action for the watroach war beetle to accept them back into its hive chamber, during which time the watroach war beetle takes a -5 penalty to **Armor Class**. Releasing or accepting its drone swarm provokes attacks of opportunity.

A watroach war beetle can keep only one drone swarm into its hive chamber.

DC: 25 ; **Cost:** 1,000 Cp; watroach war beetle only.

Drone Swarm

CR —

Always NE **Tiny undead (swarm)**

Init +7; **Senses** darkvision 60 ft, tremorsense 30 ft.

Languages —

AC 16, touch 16, flat-footed 12

(+2 size, +4 Dex)

hp 65 (10 HD)

Immune swarm immunities, undead immunities

Resist half damage from slashing and piercing weapons

Fort +3, **Ref** +10, **Will** +7

Weakness swarm vulnerabilities, undead vulnerabilities

Speed 20 ft. (4 squares), climb 20 ft.

Melee swarm (2d6 plus distraction)

Space 20 ft.; **Reach** 0 ft.

Base Atk +5; **Grp** —

Atk Options distraction

Abilities Str 1, Dex 19, Con —, Int —, Wis 10, Cha 1

SQ damage reduction 5/bludgeoning, evasion, swarm traits, undead traits

Feats —

Skills —

Advancement —

Distraction (Ex) Any living creature that begins its turn with a drone swarm in its square is **nauseated** for 1 round; a **DC 20 Fortitude** save negates the effect. Spellcasting or concentrating on spells within the area of the drone swarm requires a **Concentration** check (DC 15 + spell level). Using skills that involve patience and concentration requires a **DC 20 Concentration** check.

Evasion (Ex) If the drone swarm makes a successful **Reflex** saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.

War Chariot, Heavy

Silently, the grim face watched the battle intently, his magically enhanced sight penetrating the dust cloud that covered the battlefield. He spoke suddenly, surprising the group of aids behind him. "There. The left flank. They are about to break. Joatu, signal the chariot to attack there."

"Yes, your majesty," the templar replied and rushed to carry out the command. Within minutes a wedge formation of quadruple crodlu-drawn chariots stormed across the plain towards the enemy's left flank. The thundering noise of the lumbering chariot is what first drew the attention of the enemy. When the chariots emerged from a swirling dust cloud, their sails displaying the Lion of Urik, the enemy's resolve disappeared and they fled. The pursuing chariots did not let them get far.

"Another Victory", Joatu, Urikite templar

"The remains of the old battlefield were scattered all around us, but our attention was drawn to the large vehicle. You see we

thought it was a shelter we could use to escape the sun's harsh rays, what with it being so big. Only when Ltelic and I got closer did we realize it was an overturned vehicle. The large four wheeled chariot lay on its side, the skeletal remains of the driver trapped underneath it. The chitin roof was not strong enough to protect the driver and caved in when the vehicle had overturned.

I thought we could try to right it and use the chariot to reach civilization, but my mind was sunbaked. Ltelic said that we would need at least four crodlu to pull the massive chariot. He then pointed to one of the broken wheels, its leather sheath shredded to show the broken spokes beneath, and to the split spar with the carcass of one of the crodlu still harnessed to it. Even if we had the animals to pull it, the chariot would not work until it was repaired. 'At least it will make a fine tomb for us,' he said with a shrug and crawled inside."

—Xat, desert survivor

"We had withstood their first attack and driven them back. Some of the boys were shouting that we had won but that wasn't true. Their infantry pulled back only to let the chariots get at us. It is a demoralizing sight to see those heavy chariots bearing down on you. With four kanks pulling each of the massive leather and chitin vehicles they build up a lot of momentum before they crash into you. Our battle lines were torn asunder and we ran. The chariots chased after us, and many were picked off by the chariots' javelin-tossing riders. It was a slaughter and I count myself lucky to have escaped."

—Yuloc, warrior

War Chariot, Heavy

Large vehicle

Skill Handle Animal +0

AC overall 4

hp overall 50

Hardness 5

Speed drawn (poor)

Ram 3d6

Face 10 ft. by 10 ft.

Landworthiness +2 **Vehiclehandling** -2

Crew 1; **Passengers:** 3

Cargo 200 lb.*

Weight 1 ton

Cost 600 Cp

* When the sail is deployed and the wind is at the back of the chariot, the cargo count as only half in regards to the maximum weight that can be pulled by the drawing creatures.

This four-wheeled chariot is made of stiffened leather stretched over a frame of wooden beams, the wooden spokes of the wheels protected by a leather overlay. The frame, which is protected in the front by reinforcing bone or chitin plates, support a large chitin roof above the chariot. A leather sail above the roof is often deployed when the chariot rides with wind at its back, helping lighten the load on the drawing animals.

Used as harassment and elite shock elements for the sorcerer-kings' armies, heavy war chariots are often used against massed infantry formation.

The crew gains **cover** (see *Player's Handbook* p. 150) behind 1 inch of bone (**hp** 10, **hardness** 6). They are also considered on higher ground for the purpose of making melee attacks against targets on the ground.

A team of four crodlu, harnessed in two pairs, can pull the chariot at a speed of 50 feet.

War Chariot, Light

"See there. They are lining up at the start. Do you see Nbulu's chariot? It's the one there near the center with the bright red front. The flamboyant idiot. He dyed the leather bright red before it was fitted to the chariot so he now stands out of the crowd during the race.

Wow, did you see that? One of Nbulu's crodlus took a swipe at Asters's kanks. Nbulu does have a spirited pair of animals. I don't know why that fool Asters uses kanks to race with. Every bettor knows kanks are fine for long distances but in these short dashes crodlus are always the winners. That is why I have my money on Nbulu. But it does not matter anyway. I hear the templars have the races fixed."

—Uige, chariot race spectator

"Remember the Victory Parade after the first battle of the War with Urik? I was just a boy but I always will remember watching one of Rikus's commanders, Anavias, from that parade. She rode down the middle of the street in a bright orange chariot. It was made from chitin and so much polished that the sun seemed to make it sparkle. And pulling her chariot were two jet-black crodlus. I'd never seen crodlus like that before. I can still remember them now. I sometimes wonder what ever happened to them, and her."

—Zod, citizen of Tyr

"I had already resigned myself that we were going to die before the battle started, but thankfully I was wrong. The thri-kreens had us surrounded and were closing in on us when Josel first spotted the dust cloud coming down the road. Two units of chariots appearing behind them caused the kreen pack some confusion. When those chariots rode into view we gave a welcomed cheer of relief. But still the battle that followed was not easy. Those light chariots are fast, but some of the thri-kreen were faster still. Throughout the battle I witnessed thri-kreen running up alongside of a chariot and try to board them, but the bone spikes lining the chariot's flanks provided some protection. A few charioteers were not so fortunate when some of the kreen discovered how to board the chariots from the rear and showed the drivers no mercy as they did so. In the end we were victorious and drove the thri-kreen off, though if the chariots had not shown up when they did we would not had stood a chance.

—Aliquinus, Balican soldier

War Chariot, Light

Medium vehicle

Skill Handle Animal +2

AC overall 5

hp overall 50

Hardness 5

Speed drawn (average)

Ram 2d6

Face 10 ft. by 5 ft.

Landworthiness +0 **Vehiculehandling** +2

Crew 1; **Passengers**: 1

Cargo 50 lb.

Weight 300 lb.

Cost 250 Cp

A single concave piece of stiffened leather or chitin forms the body of this chariot. The two spoked wheels are covered with sheaths of leather. The chariot is open at the rear and is reinforced at the sides and front by pieces of bones and chitin plates to a height of 3 or 4 feet. Spikes are also fixed to the sides in an attempt to stop elven or thri-kreen skirmishers who have been known to board moving chariots.

Light war chariots are used mostly as reconnaissance, skirmish, and pursuit vehicles when speed and maneuverability is a distinct advantage against enemy troops.

The crew gains **soft cover** (see *Player's Handbook* p. 151) behind 1 inch of leather (**hp** 5, **hardness** 2). They are also considered on higher ground for the purpose of making melee attacks against targets on the ground.

Two crodlu, harnessed abreast to a long, tapered pole, can pull the chariot at a speed of 50 feet.

Silt Vehicles

Over the centuries many means of transportation were developed to cross the endless reaches of silt, this new substance filling out the ancient water seas of the Green Age.

Following, in addition to the mundane silt skimmer, is a sample of the different ships powered by psionics that ply the Sea of Silt. Many other types of ships are used, with the common denominator that all possess an adequate *obsidian engine* (see *Universal Items*, in Chapter 3 for details) for its size.

Silt Skimmer

"We were trying to reach Raam as quickly as possible. I tell you, you would not believe the vessel Nkoem tried to buy passage on in Cromlin. He wanted to cross the Silt Sea on a craft with four giant wheels three times as big as a half-giant. The craft itself was flimsy, made from thin leather and wood. A giant sail was supposed to catch the wind and move the vessel through the silt. Of course I overrode Nkoem's decision and we purchased kanks to make the journey over land. I do not know why anyone would elect to travel on such strange looking vehicles."

—Shanla, Gulgan traveler

“When there is no wind, the days on a silt skimmer drag on. Without wind we can go no where and are stuck in the silt, hoping the wind strengthens before our provisions run out. Any creak of ropes or crack of the sail quickly draws the gaze of the entire crew, each hoping the sound signal the return of the wind. I had told the captain many times that we needed wheel slaves in case we are becalmed but he did not listen. With the wheel slaves walking the endless staircases inside the hollow interior of the wheels we could have at least made a mile or two a day. That is some progress at least. It beats sitting there waiting.”

—Caelius, dwarven sailor

“I told the Shom agent that we should not leave the Forked Tongue Estuary. It was the wrong time of year to enter the Silt Sea. We needed to wait until Fortuary when the conditions would be safer. But they would not listen and claimed that waiting would cause them to loose too much money. I tried to explain about silt depths and weather patterns, but they simply dismissed my arguments. So they took me and my silt skimmer around the cape and into the Sea and just as I predicted the silt was too deep. By the time the Shom agent agreed to give up and turn around the way back was also blocked by deep silt. We would have all perished in a silty grave if we had not stumbled upon this barren rock. It will be at least three more weeks before conditions change and we can press on with our journey. Not all of us may make it as the food reserves dwindle fast.”

—Stilicho, silt skimmer captain

Silt Skimmer

Colossal vehicle

Skill Profession (pilot) +0

AC overall -3, section 3

hp section 25, rigging 40

Hardness 3, rigging 0

Speed wind X 10 ft. (nautical poor), poles 10 ft. (nautical clumsy)

Ram 2d6

Face 80 ft. by 30 ft. **Height** 30 ft. minus current depth of Silt Draft 0 ft.

Seaworthiness -4 **Vehiculehandling** -2

Crew 7

Cargo 2 tons (Spd wind X 5 ft., poles 5 ft. if 500 lb. or more)

Cost 20,000 Cp

The silt skimmer described here is a typical trading vessel using conventional (non-psionic) motive power. It has a single mast with a triangular sail. It possesses four massive wheels, each one wide at its center but tapering to a fine point along the edge. The skimmer has wheels 30 feet in diameter that thread on the Sea of Silt’s seabed, slicing through the silt. The skimmer can cross silt depth up to half its wheel’s diameter.

A conventional skimmer crew includes the captain and the people working the riggings and keeping lookout. Such ship don’t usually have space allowed for passengers, but accommodation can be made for passengers to take over ordinary cargo space.

People within the bridge are not affected by the Gray Death condition that can prevail outside on the deck.

Silt Skiff

“We’d finished our negotiations with Terac and went with him to the harbor to see his skiff. The sight of his craft made me want to break our agreement on the spot. The skiff was barely big enough for the crew and the two of us, but I even doubted the skiff would be able to support that much without sinking us all below the dust. The mast looked slightly crooked and the ship was already half buried under silt with no passengers. There was no question that I would trust our safety to a vessel that barely appeared siltworthy and as such made my view known to Terac. An argument started as he refused to break the agreement, wanting his fee and threatening to make a case to the master of the harbor. In the end we were forced to agree, and tomorrow we will leave on that derelict skiff. Hopefully we will make it, but if we do not return by Ral I hope my spirit shall torment Terac’s for eternity!

—Strume, Shom agent

“Why did they have to steal my skiff, of all the others in the harbor?”

“They did you a favor, Manicox. Even had you tried you would never have found your way back to port through that haze.”

“Shut up Yunzoth. If they had taken your skiff, they would have never made it out of the harbor before it fell apart on them! I on the other end had just put on a new sail and rebuilt the shipfloater’s bench...”

“Do you know who they were?”

“No, Benicus. Some strangers arrived last night. An unusual party of mixed races they were, I heard. Never saw them myself, but if I had realized one of them was an elf I would have been down here all night guarding my skiff. Damn! And I was going to beach her next week to reseal her hull. If I had done that yesterday they never would have taken her.”

—conversion on the docks of North Ledopolus

“We left at dawn. The crew raised the sail, the shipfloater took his place beside the obsidian engine, and I stood at the tiller, and steered our silt skiff away from the quay. The small craft rode smoothly until we passed the headlands. After that the silt swells started making the skiff pitch back and forth. The pitch was worst because of the vessel’s small size, but she was well made and I did not fear that the stress would damage her hull. Instead I felt the same enthusiasm wash over me that I always feel when I am free to follow the winds.

—Noca Ochoa, silt skiff captain

Silt Skiff

Huge vehicle

Skill Profession (pilot) +0

AC overall 3, section 3

hp section 30, rigging 20

Hardness 5, rigging 0

Speed Spd wind X 15 ft. (nautical good), poles 10 ft. (nautical good)

Ram 2d6

Face 20 ft. by 10 ft. **Height** 5 ft. **Draft** 2-1/2 ft.

Seaworthiness +0 **Vehiclehandling** +4

Crew 10; **Passengers**: 2

Cargo 5 tons

Cost 3,000 Cp*

* The price of the *obsidian engine* is not included.

Silt skiff is the term used to describe a psionically-powered siltworthy ship used for coast hugging and as a means of revenue for sailors living in cities and villages near silt, such as Balic and Ledopolus. The skiff statistics given here are for such a typical vessel.

It has a hull similar in shape to a conventional silt skimmer's, including mast and square sail, but it possesses no wheels. Its keel is flat-bottomed so the ship can rest level on the coast or while docked when not lifted by its shipfloater. In its center is installed a psionically powered piece of obsidian, the *obsidian engine*, which is used to lift the skiff to the surface of the silt, so that it can be moved by use of the wind or by using poles against the siltbed to push the vehicle forward. A skiff can be used to cross any depth of silt.

Its crew is composed of a captain, a shipfloater and one or two apprentices, the rest crewing the riggings or manning the poles when no wind blows. Such ship do not usually have space allowed for passengers, but accommodation can be made for passengers to take over ordinary cargo space.

Silt Schooner, Trade

"Lord, I know you think silt schooners are too expensive, but look at it this way. A silt schooner hull can carry almost as much cargo as an argosy, but faster. And by crossing the silt estuary we cut weeks off of the time it takes to delivery the products. Think of the profits you would bring in! Silt skimmers don't even compare, the schooners are faster and can carry tons more of cargo. Will you consider my proposal?"

—Plautis, House Tomblador agent, addressing Kaladon Tomblador for the last time

"I can see the harbor crowded with sails. Since they are all the single masts of silt skimmers I know Alterak's schooner has not returned yet. I expected him before now. His silt schooner was the only vessel in dock capable of crossing the deep silt, and I need the package I sent him to collect if my project is to proceed. Ah, look there. A double-masted vessel is entering the harbor. Send a slave down to the docks to see if that is Alterak."

—Xevthan, defiler

"I always come down to see a new schooner launched. We have so much invested in each one of these vessels, I feel I should be on hand for the launch, and of course I christen all of our silt schooners myself."

Ah, just look at Silt Storm. Isn't she a beauty. Can you see the new design of the rigging to go with the new masts? They are two feet taller than any built so far. She'll fly across the silt when she

gets a good wind at her back. The Silt Storm will be the fastest schooner in our fleet.

Err – pardon me. Here comes the shipfloater. It looks like we are about to begin. I had better take my position."

—Selia Rees, Director of the silt fleet of House Rees

Silt Schooner, Trade

Gargantuan vehicle

Skill Profession (pilot) +2

AC overall 1, section 3

hp section 40, rigging 30

Hardness 5, rigging 0

Speed Spd wind X 15 ft. (nautical good), poles 10 ft. (nautical average)

Ram 3d6

Face 60 ft. by 20 ft. **Height** 10 ft. **Draft** 5 ft.

Seaworthiness +2 **Vehiclehandling** +2

Crew 25

Cargo 20 tons

Cost 15,000 Cp*

* The price of the *obsidian engine* is not included.

Silt schooner is the term used to describe a psionically-powered siltworthy ship used for trade, plying the sea between siltside cities and villages. The schooner statistics given here are for a typical trade vessel.

It has a hull similar in shape to a conventional silt skimmer's, including two masts and square sails, but it possesses no wheels. Its keel is flat-bottomed so the ship can rest level on the coast or while docked when not lifted by its shipfloater. In its center is installed a psionically powered piece of obsidian, the *obsidian engine*, which is used to lift the schooner to the surface of the silt so that it can be moved by wind or through poles set against the siltbed to push the vehicle forward. A schooner can be used to cross any depth of silt.

Its crew is composed of a captain and his officers, a shipfloater one or two apprentices, the rest being sailors who double as polers when the wind is dead.

Such ship don't usually have space allowed for passengers, but accommodation can be made for passengers to take over ordinary cargo space.

Rarely, a trade schooner can be fitted with a single **light catapult** or **ballista** instead of a corresponding amount of cargo space.

People within the bridge are not affected by the Gray Death condition that can prevail outside on the deck.

Silt Schooner, War

"Slowly we closed on the silt skimmer. The pirates thought they could outrun us, but with our obsidian engine we needed not stay to the shallows and were able to place the wind at our backs. More and more we gained on them until in range, and our ballista opened fire. The pirates had a primitive catapult mounted on their silt skimmer with which they tried to return fire, but their aim was poor. None of their shots came near us, while our ballista had wrecked their sail and pierced one of the skimmer's giant wheels."

Their vessel now stranded, I ordered the schooner to ram them. As we drew closer I griped my javelin tighter in anticipation of the fight and ordered the crew to take no prisoners."

—Nikias, Balican silt schooner captain

"Some people think it is an honor to serve on one of the war schooners, as it may be for some of the soldiers, but for us slaves, pressed into duty as sailors, there is no honor. Most people who have never sailed on the silt sea think these mystical obsidian engines make sailing on a schooner a pleasant experience. They think the black rocks lift us clear over the choking silt. Hah! It's not true. We are barely at the level of the silt top, and silt is constantly getting on board. The wind blows silt onto the deck and us slaves are kept busy shoveling it back overboard. It gets worst in rough seas. When the schooner crests a high silt dune and comes crashing down on the other side, half the dune falls down on the back of the ship and if the next dune is too close, part of the foredeck is buried in silt before the shipfloater can straighten us out. Clearing the silt then is dangerous work. The captains rarely stop their schooners when this occurs, as where there is one dune there is usually another. As we try to clear the silt any unlucky slave may get caught in a second rush of silt. Some are uncovered, but others are swept overboard and never seen again. It is even worst under deck. Silt is continuously seeping in through the hull. The silt is so fine that the hull cannot be sealed against it and it leaks in for the entire voyage. Some first timers think it means we are sinking into the silt when they first see it. All it means is more work for us. It is the slaves who haul buckets of silt up on deck and toss it overboard. I could go on and on about the amount of work they put us through..."

—Hout, half-elf slave

"Congratulations, Zanarlock. Being given command of the Red Wraith is quite an honor. It has what – four ballistae? Six, I think. And you have an experienced shipfloater with you. Maadlij has been around the fleet a long time and apprenticed on the king's flag. She is a formidable ship that will protect us from the king's many unseen enemies."

—Bopok, Eldaarich templar

Silt Schooner, War

Colossal vehicle

Skill Profession (pilot) +0

AC overall -3, section 3

hp section 50, rigging 80

Hardness 5, rigging 0

Speed Spd wind X 15 ft. (nautical average), poles 5 ft. (nautical average)

Ram 4d6

Face 80 ft. by 20 ft. Height 10 ft. Draft 5 ft.

Seaworthiness +4 Vehiculehandling +0

Crew 60

Cargo 40 tons

Cost 28,000 Cp

* The price of the *obsidian engine* is not included.

Silt schooner is the term used to describe a psionically-powered silt skimmer. The schooner statistics given here are

for a typical war vessel. Bigger vessels, such as those used as flagships for cities renowned for their fleet, like Balic and Eldaarich, exist.

It has a hull similar in shape to a conventional silt skimmer's, including three masts and square sails, but it possesses no wheels. Its keel is flat-bottomed so the ship can rest level on the coast or while docked when not lifted by its shipfloater. In its center is installed a psionically powered piece of obsidian, the *obsidian engine*, which is used to lift the schooner to the surface of the silt so that it can be moved by wind or through poles set against the siltbed to push the vehicule forward. A war schooner can be used to cross any depth of silt.

Its crew is composed of a captain and his officers, a shipfloater and one or two apprentices, the rest being sailors who double as polers when the wind is dead, and the catapult slave crews.

A war schooner can be fitted with three **heavy catapults** or six **light catapults** or **ballistas** instead of a corresponding amount of cargo space.

Most of a war schooner's cargo space is often converted into passenger space for soldiers.

People within the bridge are not affected by the Gray Death condition that can prevail outside on the deck.

Vehicle Augmentations

The following augmentations can be purchased and added to appropriate vehicles.

Table 2–12: Vehicle Augmentations

Any Vehicles		
Item	Cost	Weight
Ballista	500 Cp	1,500 lb.
Catapult, heavy	800 Cp	4,000 lb.
Catapult, light	550 Cp	2,000 lb.
Passenger space	200 Cp per ton	—
Land Vehicles		
Item	Cost	Weight
Sail cart kite	25 Cp	20 lb.*
Silt Vehicles		
Item	Cost	Weight
Aft ail	500 Cp	100 lb.
Fore sail	500 Cp	100 lb.
Rigging, improved	750 Cp	200 lb.

* Doesn't count against the cargo of the sail cart when deployed.

Aft Sail: The aft sail greatly improves steering. When added to a conventionnal silt skimmer, it increase the ship's maneuverability to nautical poor.

Ballista: **Ballista** can be installed on vehicule having enough room. For more information about **ballistas**, see page 100 of the *Dungeon Master's Guide*.

Catapult, Heavy: An **heavy catapult** can be installed on a vehicule having enough room. For more information about **heavy catapults**, see page 100 of the *Dungeon Master's Guide*.

Catapult, Light: A [light catapult](#) can be installed on a vehicle having enough room. For more information about [light catapults](#), see page 100 of the *Dungeon Master's Guide*.

Fore Sail: A typical conventionnal silt skimmer possess only a main sail for catching the wind and propelling it across the silt. Adding a fore sail eliminates the speed penalty for having 500 lb. or more of cargo when wind is present.

Passenger Space: Cargo area on vehicles can be converted into passenger space at a rate of 1 ton of cargo for 2 [Medium](#)-sized or smaller characters.

Twice as many passengers can ride in the passenger space, but they are all considered fatigued after one hour of travel, due to the cramped position.

Rigging, Improved: Made from braided giant hair rope, this rigging is much more durable than standard hemp rope rigging. Improved rigging has [hardness](#) 2 and 5 [hp](#) per inch of thickness.

Sail Cart Kite: A deployed kite catches the wind ahead of the sail cart, reducing the loss of speed incurred by cargo carried. A sail cart equipped with a kite retains its speed of wind ×15 ft. even when fully loaded.

Equipment

In the following section are many new items that Athasian adventurers and villains alike might find useful. For the hardness and hit points of items, see [Attack an Object](#) in Chapter 8 of the *Player's Handbook*.

Table 2–13: Equipment

Outfits		
Item	Cost	Weight
Elven	30 Cp	5 lb.
Royal defiler	80 Cp	5 lb.
Slave	2 bd	1 lb.
Templar	100 Cp	5 lb.
Wastelander	20 Cp	6 lb.
Tools and Skill Kits		
Item	Cost	Weight
Book of poisons	125 Cp	2 lb.
Candle of rejuvenation	50 Cp	—
Concealing weave	5 Cp	2 lb.
Remote viewing kit	—	10 lb.
Meditative kit	35 Cp	3 lb.
Navigator kit	75 Cp	10 lb.

Outfits

In addition to the various sets of clothing described in the *Player's Handbook*, the following outfits may be found adorning the bodies of Athasians throughout the Tyr Region... and beyond.

Elven Outfit: Although varying greatly from tribe to tribe, all elven clothing is based around two concepts: functionality and flattery. This set of clothes most often includes a hooded cloak or stylized robes, although some outfits make do with tight leather wrappings or other heat-shielding and water-retaining materials. In regards to its

other aspect—visual appeal—every elven outfit is, no matter how functional, also designed to compliment the wearer's form. Each outfit is tailor-made by elves, following a particular tribal pattern, and are normally not for sale. In addition, various portions of this outfit—such as a cloak, thick shoulder scarf, or even an entire tunic—are colored, patterned, or designed to be reversible in such a way as to blend in with the Athasian landscape, helping the wearer to blend in with the terrain in sandy areas: this provides a +3 [circumstance bonus](#) on [Hide](#) checks while in desert terrain. For twice the listed price, this outfit can be made to fit over [light armor](#).

Royal Defiler's Outfit: Royal defilers, who practice sorcery with the full legal backing of a sorcerer-king, must clearly indicate their protected status if they are to be spared the mob's wrath. This set of clothing is made from the best materials available to a city-state's artisans, and is second in quality only to a templar's outfit. The outfit varies greatly from city to city. In Raam, for example, this outfit is a checkered silk robe adorned with a silver brooch denoting royal defiler status. Wearing the proper defiler outfit for a city gives a +2 [circumstance bonus](#) to [Intimidate](#) checks against citizens who aren't part of the templatate.

Slave's Outfit: This simple set of clothes consists of a loincloth, or a short skirt and sleeveless tunic, all made of rough-hewn materials.

Templar's Outfit: Templar's outfits differ for each of the Tablelands' cities. This set of clothing is made of the best material produced by a city-state's artisans and exemplifies that city's templatate. Wearing the proper templar outfit for a city's templatate gives a +2 [circumstance bonus](#) to [Diplomacy](#) checks in contests of Secular Authority made within that city.

Wastelander's Outfit: Similar to clothing worn by the many elven tribes dotting the Athasian landscape, this set of clothes commonly includes a large hooded cloak, multiple layers of heat-resistant, porous cloth, and reinforced leather padding designed to protect against blowing sand, sharp rocks and the ever-present cacti needles. In addition, this outfit is colored to blend in with whatever environment the wastelander has chosen as his home, helping the wearer to blend in with rocky surroundings. This provides a +2 [circumstance bonus](#) on [Hide](#) checks while in the appropriate terrain; each wastelander's outfit provides this bonus for a single terrain type only. For twice the price, this outfit can be made to fit over light armor.

Tools and Skill Kits

The items described below are particularly useful to characters that have certain specific skills or have taken levels in a certain class or prestige class.

Book of Poisons: The original *Book of Poisons* is rumored to have been written by the half-elven bard Cabal, with current copies containing but fragments of the original poison recipes. This set of clay tablets is covered with

markings, known mostly to bards, that can only be understood by making a **DC 15 Decipher Script** check. Once deciphered, the reader can see that they contain a number of recipes that describe, step-by-step, tried-and-true methods for crafting specific poisons. The tablets grant the following benefits when used in conjunction with the crafting of poisons described in the set (normally 5 to 10 different poisons, of the DM's choice): a +2 bonus to **Craft (poisonmaking)** checks and a +1 to the save **DC** of the poisons being crafted. This last bonus stacks with the scorpion's touch bardic ability.

Candle of Rejuvenation: This item allows a manifester to recover **power points** as if he were resting at night. The manifester recovers 10 **power points** at the end of each complete hour spent within 10 feet of a lit candle. By making an **Autohypnosis DC 15** check, this amount increases by one-half. Each candle burns for a total of eight hours.

Concealing Weave: This kit is composed of one or more related articles of clothing specifically made to camouflage a caster's arm and hand movements while casting a spell. This kit grants a +2 **circumstance bonus** on **Bluff** checks made to conceal the casting of spells with a somatic component.

Remote Viewing Kit: This kit allows for a more potent use of the *remote viewing* power. Unlike other class or skill kits, this kit is created from local natural materials, effectively making it free in cost, but its user must recreate the kit before each use. Five ranks in **Knowledge (psionics)**, and 10 minutes, are required to create the kit. It must be created in silence, without distractions, and in a windless area. The kit takes the form of a 5-foot square patch of flat ground, covered with sand or particulate dirt to a depth of at least 1 inch, with 1d6 palm-sized stones deposited on it. Lines and circles are then traced around the stones and over the entire surface, creating a unique, maze-like pattern.

To gain the benefits of the kit, the user must focus on the patch of ground and succeed at a **DC 15 Concentration** check after its creation; failure indicating that the user needs to recreate the kit anew. A successful check means the user's next manifestation of *remote viewing*, which must be within 1 minute of making the check, is altered in the following ways. First, the subject of the user's viewing attempt receives a -2 penalty to his **Will** saving throw against the *remote viewing*. Second, the user receives a +2 **circumstance bonus** to **Concentration** checks made to manifest a power through *remote viewing*. Finally, the user receives a +2 **circumstance bonus** to **Hide** checks to prevent his quasi-real viewpoint from being noticed by the subject he is viewing.

The effects of this kit can be made more potent if more than one character assists with its creation. Each character that helps adds another 5-foot square to the space taken by the kit, and another 10 minutes to the time required for the kit's completion. Each character that succeeds at a **DC 15 Concentration** check at the time of the kit's completion can use the aid another action to help the user with skill checks

made while the user is manifesting *remote viewing*. A kit created in this fashion is more complex, and as such requires two more ranks in **Knowledge (psionics)** to create for each additional character that helped in its creation. Only a limited number of characters can help to create a *remote viewing* kit, equal to half the user's manifester level.

Meditative Kit: This small and delicately carved crystal container produces an hypnotic rainbow-like effect while filled with clear water and struck by light. After 1 minute of uninterrupted observation of the rainbow pattern, the kit provides a +2 **circumstance bonus** to the next **Autohypnosis** check made by the viewer within the next 10 minutes.

Navigator's Kit: Prized possessions of many trading houses and frequent wanderers of the wastes, each of these kits is composed of a set of maps made of straight sticks representing roads, and small stones for villages, cities and others special locations, all lashed together by strings. If you succeed at a **Knowledge (geography)** check **DC 10** while using this kit, you gain a +4 bonus on **Survival** checks made to keep from getting lost.

Special Substances

Many of the substances here can be made by a character with the **Craft (alchemy)** skill, as indicated on Table 2-14: Special Substances.

Table 2-14: Special Substances

Alchemical Items			
Item	Cost	Craft (Alchemy) DC	Weight
Balican sting	5 Cp	15	1 lb.
Chitin ointment	40 Cp	15	1 lb.
Draxia ointment	20 Cp	15	1 lb.
Ignan tallgrass	100 Cp	15	—
Kuzza powder	20 Cp	15	—
Ranike sap	2 Cp/ liter	10	1 lb.
Splash-globe			
Kip pheromones	30 Cp	15	—
Ranike sap smoke	10 Cp	15	—
Stench cloud	50 Cp	20	—
Stun cloud	35 Cp	20	—
Metempiric Components			
Item	Cost	Weight	
Aviarag horn	1,350 Cp	5 lb.	
Beasthead blood	45 Cp	1 lb.	
Dagorran crystal, diminutive	100 Cp	—	
Dagorran crystal, tiny	300 Cp	½ lb.	
Defiler's ash	1,700 Cp	—	
Defiled poisonweed petals	350 Cp	—	
Eagle beasthead feather	40 Cp	—	
Roc feather	450 Cp	—	
Royal justice token	1,375 Cp	1 lb.	
Shadow giant fumes	390 Cp	1 lb.	
Sun paraelemental essence	935 Cp	1 lb.	
T'chowb's thalamus	1,250 Cp	½ lb.	
Psychoactive Components			
Item	Cost	Weight	
Aviarag horn melange	250 Cp	1 lb.	
Bouyan crystal	400 Cp	2 lb.	

Cilops compound eye	65 Cp	—
Dagorran crystal, diminutive	100 Cp	—
Dagorran crystal, tiny	300 Cp	½ lb.
Tas'l worm	100 Cp	—
T'chowb's thalamus	1,250 Cp	½ lb.

Alchemical Items

Balican Sting: This mixture of many vegetal irritants is used in conjunction with the flint-tipped javelin of the Balican fleet. Bards working for the late king Andropinis developed the substance to improve the damage done by his warriors fighting against the thick-skinned giants. This mixture, which is only effective against giants of the beasthead, crag, desert, or plains variety, causes the wound made by a balican javelin that breaks within it to itch. Unless a **DC 15 Wisdom** check is made by the giant on each of the following 1d4 rounds, he will scratch and inadvertently rub the shallow shards deeper, causing an additional 1d4 points of damage for each failed check.

Chitin Ointment: This salve is used to cure damaged chitin on kreens and other insectoid creatures. Once applied, as a standard action, this substance mends brittle or broken chitin, effectively stabilizing the creature if it had less than 0 hit points. Applying this substance to non-chitinous creatures produces no effects.

Draxia Ointment: The draxia weed grows on the islands of the Sea of Silt. It can be turned into an ointment that repels silt spawn by mixing the plant's juices with oil or fat. The ointment, when applied to the skin, emits a smell that repels silt spawn for two hours. Silt spawn will not come within 10 feet of a creature or object coated with draxia ointment. Although adult silt horrors find the smell irritating, they are usually unaffected by it. Sometimes silt horrors are irritated to such a level, however, that they may attack the creature or object giving off the smell. There is a 60% chance that a silt horror will ignore all other targets and instead attack a character or object that smells of draxia weed.

Ignan Tallgrass: A redish plant that grows in the Burning Plains near the Last Sea, ignan tallgrass can be harvested from the plains after flashfires, when they are easily spotted in small clumps untouched by the fires. Ignan tallgrass is tough and can be used to make mats and roofs of twinned fibers that stay fireproof for several months, if the harvesters are brave enough to face the flashfires to get to it, as the plant cannot be cultivated. If ignan tallgrass is sun-dried, crushed, and ingested within a week of it being picked, unless somehow magically kept fresh (as through the *nurturing seeds* spell), it confers **resistance to fire** 1 for one hour.

Kuzza Powder: Kuzza peppers are very hot. Typically, these vivid red peppers, when ripe, measure 2 to 2 1/2 inches long. These peppers are sometimes dried and ground into a powder by unscrupulous gladiators who use a blowpipe to blow the powder on a target, causing sever irritation. Treat this blowpipe as a **blowgun** with half the

range increment. Filling a blowpipe is a move action that provokes attacks of opportunity. A direct hit **blinds** a creature for 1 round unless it makes a **Fortitude DC 15**. Every creature within 5 feet of the target takes a -2 penalty to **Search** and **Spot** checks for 5 rounds.

Ranike Sap: The sap of the ranike tree, which constantly runs down its bark, is toxic to insects. Gulg possesses the secret of safely extracting large quantities of sap from this tree, effectively milking the tree in a process called "bleeding". If a liter of the sap is poured in a large receptacle, such as a brazier, and lit afire, a clear smoke that impairs neither vision or breathing forms, filling a 50-foot cube (a moderate or stronger wind dissipates the smoke in 5 rounds). The smoke repels mundane insects, while giant insects, or those creatures that can be categorised as insect-like (such as antloids, kanks, and thri-kreen), that breathe or contact the smoke must make a **DC 15 Fortitude** save each round for one minute; failure indicates that they are **sickened** for that round. The sap burns 1 hour for each liter of sap in the receptacle, after which the smoke dissipates naturally.

A shallow depression in the ground several feet wide can replace the need for a receptacle. The sap can also be used to delineate an area: each liter poured on the ground can create a line a few inches wide and 10 feet long. When such a line is set afire, it burns for 1 minute and creates smoke in an area 10 feet long by 5 feet wide and high.

Splash-globe: The following splash-globe complements those found in the *Dark Sun 3 Core Rules*.

Kip Pheromones: This splash-globe is commonly crafted by bards using kip pheromones collected by dwarven kip herders. The liquid contained within the globe is an alchemical mixture that turns into smoke on contact with air. The smoke produced is clear and does not impair vision or breathing, filling a 10-foot cube for one minute (a moderate or stronger wind dissipates the smoke in 1 round). Those within the smoke must make a **DC 15 Fortitude** save each round they are in contact with it or become **fascinated** for the as long as the smoke remains. Dwarves gain a +4 **racial bonus** on their **Fortitude** save against kip pheromones.

Ranike Sap Smoke: The liquid from this splash-globe is an alchemical mixture of ranike sap that turns into smoke on contact with air. The smoke produced is clear and does not impair vision or breathing, filling a 10-foot cube (a moderate or stronger wind dissipates the smoke at the end of the character's action). The smoke repels mundane insects, while giant insects, or those creatures that can be categorised as insect-like (such as antloids, kanks, and thri-kreens), that breath or enter in contact with the smoke must make a **DC 15 Fortitude** save each round for one minute; failure indicates that they are **sickened** for that round. This small quantity of sap only reacts with the air for 1 round, after which the smoke dissipates naturally.

Stench Cloud: The liquid inside this splash-globe is crafted from fordorran musk and stinkweed extract. The foul liquid turns into smoke on contact with air. The smoke produced is clear and does not impair vision or breathing, filling a 10-foot cube for one minute (a moderate or stronger wind dissipates the smoke in 1 round). Those within the smoke must make a **DC 15 Fortitude** save each round they are in contact with it or become **nauseated** for as long as they remain in contact with the cloud.

Stun Cloud: The liquid inside this splash-globe is crafted from boiled floater jelly combined with the pulped spines from a poisonous cactus. The liquid turns into smoke on contact with air. The smoke produced is clear and does not impair vision or breathing, filling a 10-foot cube for one minute (a moderate or stronger wind dissipates the smoke in 1 round). Those within the smoke must make a **DC 15 Fortitude** save each round they are in contact with it or become **stunned** for as long as they remain in contact with the cloud.

Metempiric Components

Useful for spellcasters, these items are special material components that have a chance of influencing the casting of certain spells while held in hand. Since a metempiric component must be held in one hand to use, it cannot be used in conjunction with the **Still Spell** feat and, being optional for the casting of a spell, does not count as a normal material component for the purpose of the **Eschew Materials** feat. Metempiric components are consumed during the casting of a spell, unless otherwise noted.

Aviarag Horn: A horn willingly given by an aviarag for use by someone after its passing into death is a powerful weapon for those seeking to do good. When presented while casting a spell, the goodness still emanating from the beast's horn is so tangible that the spell itself benefits from it.

When used as a component for any spell with the good descriptor, the aviarag horn increases the spell's effective

caster level by 1d4. An aviarag horn is not consumed after being used.

Beasthead Blood: As sorcerous mutations of normal Athasian giants, the blood of beasthead giants has some magical properties. When beasthead blood is used as a component in any **transmutation** spell, it increases the spell's saving throw **DC** by +1. Inexplicably, only **druids**

and preservers may use beasthead blood this way; it provides no benefit for other types of spellcasters.

Daggoran

Crystal: This green crystal growth is extracted from the body of a daggoran. Daggorans come in two sizes, which affect the size and potency of the crystal: a **Medium** daggoran provides a **Diminutive** crystal while a **Large** daggoran provides a **Tiny** crystal.

When used as a component for a spell with the mind-affecting descriptor, a **Diminutive** daggoran crystal increases the spell's saving throw **DC** by

+1, while a **Tiny** daggoran crystal increases the spell's saving throw **DC** by +2.

Defiler's Ash: Mixed in with a special mixture of blood, these ashes must be taken from at least three different spellcasters' ashen circles caused by powerful spellcasting (spell level 6th and above). When used in the casting of a spell with the necromancy descriptor, defiler's ash empower the spell as if the caster had applied the **Empower Spell** feat (but without changing the spell's effective level or increasing its casting time).

Defiled Poisonweed Petals: The bright orange petals of a poisonweed plant turned undead by the action of defiling represent the epitome of noxiousness. When used as a component for any spell with the death descriptor, the petals of a defiled poisonweed increase the spell's saving throw **DC** by +2.

Eagle Beasthead Feather: If a feather from an eagle-headed beasthead giant is in hand when falling, it can be used as a component when casting **feather fall**, doubling the duration of the spell.



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Roc Feather: These huge feathers—from anywhere between 2 and 4 feet long—come from an Athasian rock. When used as a component for a spell conferring flight, a roc feather doubles the spell's duration.

Royal Justice Token: Only used by templars in the service of the sorcerer-monarch for which the token was created, the royal justice token shows graven symbols associated with the justice system used in a particular city-state. Symbols include ever-vigilant eyes, readied swords, and open hand or closed fist. When used as a component for the *wrath of the sorcerer-king* spell, the token increases the spell's effective caster level by +2. A royal justice token is not consumed after being used.

Shadow Giant Fumes: If bottled, the black, cold fumes that emanate from a shadow giant's mouth as it speaks can be used to enhance spells that have a connection to the Black. When used as a component for the spells *greater shadow conjuration*, *shades*, or *shadow conjuration*, the potency of the spell is one-fifth (20%) better than normal.

Sun Paraelemental Essence: This bright and blinding essence comes from a dead sun paraelemental of at least Huge size. The essence must be trapped in a clear crystal container within one minute of the elemental's death and must always be kept under the light of the sun during the day, or else losing its potency. During the night, the light fades and gives off the same illumination as a *candle*.

When used as a component for any spell with the light descriptor, the essence increases the effective caster level by +2.

T'chowb's Thalamus: The thalamus of a recently fed (within the last 24 hours) t'chowb is said to be seething with absorbed intelligence. When used as a metempiric component, the t'chowb's thalamus gives the caster a +10 *circumstance bonus* on caster level checks made to overcome a target's *spell resistance*.

Psychoactive Components

Useful for manifesters, these items are components that have a chance of influencing the manifestation of certain powers when used properly. Unlike metempiric components, each psychoactive component must be used in a specific fashion in order to provide its benefits to the manifester. Unless otherwise noted, psychoactive components are consumed during the manifesting of a power.

Also included in this category is a creature sometimes used by psionic characters to access the residual psionic energy their mind's produce throughout the day.

Aviarag Horn Melange: The great horn of the noble aviarag, when crushed and mixed with a specially treated wine, preserves some of the psionic power of the aviarag and can expand the reach and power of the drinker's mind. A manifester drinking this psychoactive substance no more than 1 minute before using the *mindwipe* power increases the power's save DC by +2, and drinking it before manifesting *mindlink* doubles the power's range, as per the

Enlarge Power feat (but without changing the power's effective level or requiring the expenditure of a *psionic focus*). Drinking this melange is a standard action that provokes attacks of opportunity.

Bouyan Crystal: From salt formations found within the great salt plains, the clear gray bouyan stone is cut to a great degree of perfection, allowing a manifester to focus his mind upon it. A manifester that concentrates upon a held bouyan crystal when manifesting any telepathy power (a free action, assuming the manifester is already holding the component) increases the power's effective manifester level by +1.

Cilops Compound Eye: Crushing the central compound eye of a cilops produces a thick jelly that may extend the user's senses of his surroundings. If this jelly is spread over the eyes of a character (a full-round action) before he manifests *object reading*, and the temporary *blindness* it induces is endured for the extent of the power's duration, then this power always successfully identifies all other former owners of an object in sequence, with no chance that former owners will be skipped and thus not identified. Removing the jelly from one's eyes, thus negating the *blindness*, takes 1 minute. Eating the jelly before manifesting *sensitivity to psychic impressions* reduces the manifesting time of that power to 10 minutes.

Dagorran Crystal: This green crystal growth is extracted from the body of a daggoran. Manifesters use these crystals to harness the daggoran's ability to sense the psionic nature of creatures. A *Diminutive* daggoran crystal gives manifesters a +2 *competence bonus* to *Psicraft* checks made when using the *psychic tracking* psionic power, while a *Tiny* daggoran crystal gives a +5 *competence bonus*. Such a crystal is not consumed when used.

Tas'1 Worm: Tas'1 worms are worms of *Diminutive* size, similar in appearance to ock'n, but without eyestalks. Only found on living psionic creatures, these 1-inch long worms snake slowly between the skin and the skull of their host, accumulating and living off of residual psionic energy.

A tas'1 worm can be removed by cutting open the skin. A character can remove a worm by taking 10 minutes to locate and extract it from the host's scalp. The extraction does 1d6 points of damage to the victim, and has a 75% chance of killing the worm in the process. If a successful *Heal* check (DC 20) is made, the cutting damage is reduced to 1d2, with no chance of killing the worm.

A worm outside of its host lives for 1 hour. The worm, when put against the skin of a psionic creature, burrows into its flesh, causing 1 point of damage. Afterwards, the worm must stay within the host for at least 24 hours before it amasses enough residual energy to be used. Tas'1 worms use the innocuous vermin statistics (see page 191 of *Terrors of Athas*). A worm linked to a host has a lifespan of 2d6 months. If more than one worm live on the same scalp, there is a 55% chance for 1d2 worms to spawn each month thereafter.

The creature hosting tas'l worms can make a **Concentration** check (DC 20) as a free action, once per day, to tap the energy they contain. If the check is successful, each tas'l worm hosted by a creature provides 1 **power point**. All worms must be tapped at once, or none at all. These **power points** are considered a part of the creature's own **power point** reserve for the purpose of using stored **power points**. A failed check can be retried on the character's next turn.

The hosting creature receives a cumulative -1 **circumstance penalty** to **Will** saves against telepathic powers for each worm living within its body, as the worms make their host more responsive to outside psionic influence.

A tas'l worm registers as psionic to *detect psionics*.

T'chowb's Thalamus: The thalamus of a recently fed (within the last 24 hours) t'chowb is said to be seething with absorbed intelligence. If crushed in one's hand during the manifestation of a power (a free action, assuming the manifester is already holding the component), the t'chowb's thalamus gives a manifester a +10 **circumstance bonus** on manifester level checks made to overcome a target's **power resistance**.

Poisons

Athasian bards are masters of the dark art of poisoning, and of the fine art of creating potent poisons out of plant extracts and creature venom.

This section introduces rules for crafting poisons and a description of each of the unique Athasian poisons.

Making Poisons

Creating poison makes use of a specific **Craft** skill: **Craft (poisonmaking)**. Refining raw materials into effective poisons requires both patience and care. Making poisons with the **Craft (poisonmaking)** skill follows the rules under the **Craft** skill on page 70 of the *Player's Handbook* for making items, with the following exceptions:

1. The cost of raw materials depends on the character's access to the main ingredient—that is, the poison, venom, extract or plant that actually provides the poison. If a sample of the ingredient is available, the raw materials only cost one-sixth of the market price, not one-third. Otherwise, the raw materials cost at least three-quarters of the market price, if the bard can even find a sample of it, at the DM's discretion

2. Each day's work, not week's work, is the check result the **DC** to create it in Cp, not bits. A bard making dragon beetle poison, for example, would complete 400 Cp worth of the substance in a day's time with a check result of 20, because the **DC** to create it is also 20.

Athasian Poisons Descriptions

Here is the format for poison entries (given as column headings on Table 2–15: Athasian Poisons, below).

Type: The poison's method of delivery—ingested, inhaled, via an injury, or contact—and the **DC** needed to save.

Initial Damage: The damage the character takes immediately upon failing his **saving throw** against this type of poison. Ability score damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain instead of temporary damage. **Paralysis** lasts for 2d6 minutes unless otherwise noted. **Unconsciousness** lasts for 1d3 hours unless otherwise noted.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second **saving throw**. Special conditions caused by specific poisons are described below. Effects marked with an asterisk are permanent drain instead of temporary damage.

Price: The price of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. Poisons are normally available only in the city-states' Bard's Quarters, which one always enter at his own risk. Poisons are, likewise, normally illegal to possess within the city-states.

Craft: The **DC** of the **Craft (poisonmaking)** check to create the poison. See Making Poisons above for details.

See the Poison rules in Chapter 3 of the *Dungeon Master's Guide* for more information on how poisons work.

Table 2–15: Athasian Poisons, combines more than 75 new poisons for use in your campaign with those presented in the *Dungeon Master's Guide*. Following the table is a description of each poison's effects, as felt by the victim. Some poison descriptions contain additional information pertaining to their effects, crafting, common use, historical or cultural information, or other descriptive text to help Dungeon Master's and players alike to incorporate these new poisons into their Dark Sun game.

Table 2–15: Athasian Poisons

Name	Save DC	Primary Effect	Secondary Effect	Price (Cp)	Craft DC
<i>Contact Poisons</i>					
Antloid, soldier (contact variant)	DC 16	2d6 Con	0	1800	25
Beetle, dragon ¹	DC 12	2d6 Con	2d6 Con	150	20
Id fiend essence	DC 16	shaken 1 minute	panicked 2d6 minutes	750	25
Mulworm	DC 10	2d6 Dex	1d6 Con	120	20
T'chowb ichor	DC 13	1 Int*	2d4 Int + 1 Int*	500	20

T'liz essence	DC 16	see entry	0	400	25
<i>Ingested poisons</i>					
Bleached inix slumber	DC 16	see entry	see entry	650	25
Crescent forest wine	DC 16	1d3 Int	1d4 Int +1d3 Str	175	20
Elf scent	DC 16	skill penalty	none	300	25
Fael appetite	DC 14	1d6 Wis + see entry	1d6 Wis + see entry	700	25
Fruit, <i>tree of death</i>	DC 22	4d6 Con	4d6 Con	4500	–
Kank taint ²	DC 13	1d4 Con + see entry	none	125	20
Kivit	DC 10	1d3 Con	1d3 Con	90	15
Methelinoc	DC 16	1d6 Con	1d6 Con	800	20
Mulworm	DC 12	1d6 Con	1d6 Con	125	15
Purple grass extract	DC 15	4d10 hit points	see entry	500	20
Templar's ultimatum	DC 23	suggestibility 1 minute	5d6 Con	5000	40
Zombie plant extract	DC 15	1d6 Int	2d6 Int + see entry	1300	25
<i>Inhaled Poisons</i>					
Brain seed powder	DC 14	1d4 Wis	2d4 Wis	1100	20
Fordorran	DC 16	2d6 Dex	3d6 Dex	3,500	35
Gaj poison gas	DC 16	1d4 Con and nauseated for 1 round	0	1200	20
Jalath'gak	DC 16	paralysis 2d6 rounds	0	3000	25
Jalath'gak, giant	DC 21	paralysis 3d6 rounds	0	4500	30
Poisonweed spores	DC 21	unconsciousness 2d6 minutes	unconsciousness 2d6 minutes	6500	35
<i>Injury Poisons</i>					
Antloid, soldier (injury variant)	DC 16	2d6 Con	0	1500	25
Assassin bug	DC 10	1d3 Dex	1d3 Dex	90	15
Blight	DC 10	paralysis	paralysis	90	15
Bloodgrass (plains)	DC 13	1d6 Dex	paralysis 2d6 rounds	350	15
Bloodgrass (jungle)	DC 19	1d6 Dex	paralysis 2d6 rounds	2100	20
Blossomkiller	DC 17	1d6 Dex	unconsciousness 2d10 minutes	1000	20
Boneclaw, lesser	DC 10	1d6 Con	1d6 Con	150	15
Braxat hide	DC 18	none	see entry	200	25
Cactus, hunting	DC 14	paralysis 1 minute	paralysis for 1d4+2 rounds	200	15
Cactus, spider	DC 12	paralysis for 2d4 rounds	0	75	15
Cha'thrang	DC 18	1 Str	2d6 Str	300	20
Cistern fiend	DC 25	1d6 Dex	2d6 Dex	1,500	30
Drakesblood ³	DC 25	1 point of DR ⁴	1d3 points of DR ⁴	1500	25
Drik, high	DC 18	2d6 Con	1d6 Con	2500	25
Dune freak	DC 14	1 point Str	1d6 Str	110	15
Dust glider	DC 13	1d4 Str	1d4 Str	100	15
Floater	DC 13	paralysis	0	150	15
Halfling tar	DC 17	unconsciousness	0	500	20
Hej-kin	DC 11	1 Con	1 Con	80	15
Jankx	DC 11	1d6 Str	2d6 Dex	150	20
Kank, soldier	DC 13	1d6 Str	1d6 Str	120	15
Mastyrial, black	DC 16	2d6 Dex	1d6 Str	1300	25
Mastyrial, desert	DC 18	1d6 Con	1d6 Con	1200	25
Mulworm	DC 12	1d6 Con	1d6 Con	250	15
Psionocus	DC 13	sleep 1 min plus drain PP	sleep 5d6 min plus drain PP	200	20
Puddingfish	DC 21	paralysis 1 minute	paralysis 2d4 rounds	2500	20
Pulp bee	DC 14	1d4 Dex	1d4 Dex	130	15
Random displays	DC 16	1d4 Int	See entry	300	20
Scarlet warden	DC 21	1d6 Con	1d6 Con	1500	25
Scorpion, barbed	DC 17	1d4 Con	1d4 Con	800	20
Scorpion, gold	DC 12	1d6 Str	1d4 Str	120	15
Silk wurm	DC 18	1d4 Str	paralysis 1d4 days	2500	20
Silt horror, black	DC 14	paralysis for 1 minute	paralysis 1d6 rounds	180	15
Silt horror, red	DC 17	paralysis 2d6 rounds	paralysis 2d6 rounds	1000	20
Silt serpent	DC 10	1d6 Str	1d6 Con	110	15
Silt serpent, giant	DC 13	2d4 Str	2d4 Con	375	15
Silt serpent, giant (immature)	DC 15	2d4 Str	2d4 Con	500	20
Single-mindedness	DC 15	1d4 Wis + see entry	none	450	25

Spider, crystal	DC 17	1d6 Con	1d6 Con	1000	20
Spider, dark defiler	DC 13	1d6 Con	0	110	15
Spider, dark psion	DC 14	1d6 Con	0	130	15
Spider, dark queen	DC 19	1d6 Con	2d6 Con	2100	25
Spider, dark warrior	DC 15	1d6 Con	0	175	20
Spider, mountain	DC 15	paralysis 2d12 minutes	paralysis 2d12 minutes	1350	20
Spider, silt	DC 13	paralysis	paralysis	180	15
S'thag zagath	DC 21	1d4 Dex	paralysis 1 minute	2500	20
Thri-kreen	DC 11	paralysis	paralysis	120	15
Trin	DC 13	paralysis	paralysis	150	15
Wall walker	DC 14	paralysis 1d6 rounds	0	100	15
Wezer, soldier	DC 13	unconsciousness 1 minute	unconsciousness 2d4 days	180	15
Zik-trin'ak	DC 17	paralysis	paralysis	1350	20
Zik-trin'ta	DC 15	paralysis	2d6 Con	1500	20

* Permanent drain, not temporary damage.

1 Only affects dray and creatures with the dragon type.

2 Affects creatures with the **Elemental** type, as well as creatures with the air, earth, fire and/or water subtype, including those that are otherwise immune to poison.

3 Only affects kanks.

4 Damage to **DR** returns at the same rate as ability score damage.

Antloid Poison: The poison of the soldier antloid causes the instant rupturing of any flesh it contacts, resulting in severe, burn-like wounds that are difficult to heal and often leave horrible scars. Despite the difference in delivery methods, the poison from the archer and infantry antloid soldier are identical; a skilled poison crafter may create either an injury or contact poison using the harvested poison glands from either type of antloid.

Assassin Bug Poison: The poison of the male assassin bug causes a flesh-numbing sensation that ends with a stiffness of the victim's limbs.

Barbed Scorpion Poison: The preferred poison of several elven tribes, the barbed scorpion's poison causes stomach cramping and mild to severe muscle twitching. As with other potent neurotoxins, large or repeat doses of this poison can lead to organ failure and death.

Black Mastyrrial Poison: Poison extracted from the black mastyrrial's tail stinger leeches feeling from the victim, resulting in the loss of strength and coordination from the body part struck. Repeated doses can render a victim completely numb and useless.

Black Silt Horror Venom: This venom temporarily scrambles brain signals destined for the limbs, resulting in uncontrollable, random body movements that effectively paralyze the victim.

Bleached Inix Slumber: Made from mixing sun bleached inix bone and epserweed sap, this poison is typically mixed with spiced wine. This poison is typically used by bards and templars as a preliminary attack before ambushing rival noble houses, templar officials, or Veiled Alliance cells. Those failing their **saving throw** fall into a deep slumber for 1d6 hours. Those who are successful on their save suffer a -2 penalty to attack and initiative rolls for 1d6 hours. Those who make their save must make an additional save. Failure results in the person being unable to use psionics or cast spells for 2d6 hours.

Braxat Hide: This poison, created from powdered braxat hide and mixed with braxat blood, slowly turns a person's skin into dark green hide, much like that of a braxat. Every day the victim must make a **Fortitude** save or have 15% of her body change. For every 30% of her body that changes, the victim gains a +1 natural armor bonus and a -1 to **Charisma**. In addition to the change, every day she fails her save, she takes 1d6 **Intelligence** or 1d6 **Dexterity** damage, alternating every day. After two weeks the poison has run its course, with the victim totally or partially changed into a monstrous image of her former self. Once the poison has changed a person, only a *restoration*, *limited wish*, *miracle* or *wish* spell, or the *reality revision* power, will repair the damage.

This poison is prized by nobles, who use it through bards on their enemies, as well as on their gladiators, hoping to gain the benefits of the change and avoid the damaging factors through healers.

Blight Poison: The undead pixie's poison disrupts the central nervous system's ability to communicate between the brain and the muscles, thereby causing paralysis.

Bloodgrass Poison: Poison harvested from either the plains or jungle variety of the bloodgrass plant disrupts signals between the brain and spinal cord, resulting in loss of coordination and possible **paralysis**.

Blossomkiller Poison: This paralytic toxin floods the brain with sleep-inducing neurotransmitters, causing immediate drowsiness, vertigo and loss of equilibrium. Shortly thereafter the toxin overwhelms the victim, putting them into a state of deep slumber.

Brain Seed Powder: Although rare and difficult to procure, seed-spores produced by the brain seed plant may be ground down and combined with other materials to produce an inhaled poison that makes a victim more susceptible to mental attacks. Those breathing the powder become disoriented, losing their sense of judgment as their mental faculties become impaired.

Cha'thrang Poison: This alkaloid toxin causes the victim to sweat excessively as it works its way through their system, binding to opioid receptors in their brain and as a result causing severe muscle weakness.

Cistern Fiend Poison: The highly toxic fluid secreted from sacs located at the base of this creature's tentacles can be refined into a potent poison that numbs the victim, inhibiting their motor skills and potentially resulting in [paralysis](#).

Crescent Wine: Derived from the venom of a small, vermin-eating snake found in the Crescent Forest, this alcohol-soluble poison is most commonly mixed into wine (hence the name), where its otherwise bitter taste and alcohol-like effects are easily masked. Victims initially feel groggy and light-headed, as if intoxicated, and as the poison continues to take effect their eyes become glazed and some stomach cramping occurs. Repeated doses eventually put the victim into a coma-like stupor, barely able to move, complete with cold sweats and a drastic slowdown of their heartbeat. This poison is most commonly found in the Bard's Quarter of Nibenay, although it can also be purchased in Gulg and from other black market dealers throughout the Ivory Triangle.

Crystal Spider Venom: Notoriously time-consuming and difficult to extract, refined crystal spider venom binds with iron and other metals in the victim's body, damaging bone marrow and causing severe anemia as well as other potentially life-threatening ailments. The most obvious signs of crystal spider poisoning are a paleness of skin, physical weakness, and an overall feeling of fatigue.

Dark Spider Venom: This venom causes an ulcerous wound that ruptures any skin, muscle and organ tissues it comes into contact with. Depending on the severity of the wound and potency of the venom, the effect of this poison can be deadly as well.

Desert Mastyrrial Poison: Unlike its cousin the black mastyrrial, the poison from a desert mastyrrial causes internal hemorrhaging, resulting in painful splotchy bruises appearing all over the victim's skin, body chills, and possible bleeding from bodily orifices.

Dragon Beetle Poison: This foot-long beetle is named after the only creatures that are affected by its poison: dragons, drakes and dray. Against affected creatures, the area around a wound containing the poison swells into a red, burning welt. Soon after the poison enters its victim's body, he feels excruciating pain as if burning from the inside-out. Against any other creature, the poison of the dragon beetle is harmless.

Drakesblood: Just as the elemental drakes came to be bound to Athas, a large quantity of drake blood can be rendered down into a thick, gummy poison capable of "binding" [elementals](#) and other elementally-aligned creatures to the prime material plane, thereby lowering their resistance to mundane forms of damage. This poison reduces supernatural [damage reduction](#), causing the creature to suffer more damage from weapons that do not

bypass their defenses. Unlike other poisons, drakesblood only affects creatures with the [elemental](#) type, or those with the air, earth, fire and/or water subtypes; other creatures that are immune to poison are unaffected, as are creatures whose damage reduction is an extraordinary ability (such as the tough skin of a drake, ironically enough). This poison also affects the appropriate creature types, regardless of any innate resistances to poison they may have (such as an [elemental's](#) natural immunity to poison). Repeated [DR](#) loss from this poison stacks with previous damage, is treated as ability score damage for the purpose of healing, and cannot reduce a creature's [damage reduction](#) below 0.

For example, an [elemental](#) with [DR](#) 10/— is hit with a drakesblood-coated weapon that deals a total of 11 damage, causing 1 point of damage to the [elemental](#) and thus affecting it with the injury poison; if the damage had been 10 or less the poison would not have affected the target, as per normal poison rules. The [elemental](#) fails its [Fortitude](#) save against the poison's primary effect, reducing its [DR](#) to 9/—. 10 rounds later it again fails its save against the secondary effect, resulting in an additional 1d3 points of [DR](#) lost, potentially reducing it as low as [DR](#) 6/—.

Dune Freak Venom: Working directly on the victim's muscle tissue, this venom causes dizziness, fatigue, and muscle weakness.

Dust Glider Poison: When removed and boiled in an acidic solution, the poison-producing gland found at the tip of a dust glider's barbed tail can be made into a strength-sapping paste. Due to its near-transparent color, this poison is prized by those who wish to keep their poison use a secret.

Elf Scent: This poison causes the victim to emit pheromones similar to that of an agitated elf, attracting the attention of thri-kreen in the vicinity. The victim suffers a -4 penalty to all [Diplomacy](#) and [Hide](#) checks made against thri-kreens for a period of two weeks following the ingestion of the poison. Thri-kreen will also have their reactions shifted one category closer to Hostile.

Fael Appetite: This poison is crafted from the dried stomach of a child who died from hunger. This poison is used primarily by nobles at parties and feasts to eliminate rivals and rise through the ranks. It is also used inside elf tribes to eliminate chiefs or others in power. When ingested, the victim becomes overwhelmed with the desire to consume every edible substance in sight. On a failed save, the victim takes 1d6 [Wisdom](#) damage, and must make a [Will](#) save (DC 20). On a failed save he will continue to eat until his stomach bursts. For every hour spent gorging, the character takes 6d6 damage until he dies, is administered the antidote, or psionically or magically cured. After 24 hours, if the person is not cured and has not died, he takes an additional 1d6 [Wisdom](#) damage.

Floater Poison: Poison extracted from a floater's tentacles attacks the victim's central nervous system, flooding it with signals that send the victim into a paralyzing seizure. Those who have lived through the

experience describe the pain as if they were being burned alive.

Fordorran Musk: The horrendous stench of fordorran musk causes disorientation, nausea, loss of muscle control, and can even end in convulsions and paralysis if the victim if the victim breaths the musk of the beast for too long.

Gaj Poison Gas: This noxious gas clogs the victims breathing conduits, making it difficult to breathe as well as causing nausea and blurred vision. Additionally, a painful tingling of the skin occurs where the gas touches exposed flesh.

Gold Scorpion Poison: The poison of the gold scorpion is extremely potent for its tiny size, causing muscle spasms and loss of strength more commonly associated with much larger poisonous creatures.

Halfling Tar: The staple poison of the feral halfling tribes of the Forest Ridge, this black, tar-like substance was originally designed as a defense against the ferocious Athasian Sloth; against less hardy creatures, the poison results in near-instant incapacitation. To create this poison, halfling poison crafters combine several species of plant and fungus native only to the Forest Ridge, refining and extracting the active toxins found within. The recipe is a cultural tradition, and one that is seldom shared with outsiders. Due to the rarity of these materials outside of the Forest Ridge, doses of this poison have a market value up to five times that listed when purchased in the Tablelands, and even then is nearly impossible to find any farther east than Tyr or Urik.

High Drik Saliva: This green, venomous ichor is a fast-acting blood coagulant, causing extreme chest and head pain as the victim's circulatory system attempts to pump the ever-thickening blood. In many cases the victim dies from a massive stroke or heart attack, their blood literally congealing inside of their veins.

Hej-kin Poison: This poison irritates the skin near the wound, causing rashes and itching that suppresses the victim's immune system.

Hunting Cactus Venom: When correctly harvested and refined, the venom contained in the tiny sac at the base of a hunting cactus' spine can be made into a fast-acting paralytic agent, disrupting the victim's central nervous system for nearly two minutes.

Id Fiend Essence: A combination of an id fiend's blood and cranial fluid can be reduced through a slow boil into a pinkish fluid that, when absorbed by a targets' skin, causes frightful visual hallucinations. If left unchecked, these hallucinations can send the victim into blind panic, fleeing from the unseen assailants that harass and threaten him. Coincidentally, an id fiend's blood alone is reputed to be an ingredient in some psionic-boosting [potions](#).

Jalath'gak Poison: Jalath'gak poison contains neuro-inhibitors that block the brain's signals to the muscles, as well as causing great swelling around the wound site.

Jankx Poison: Jankx poison has a withering effect upon flesh, inflicting tremendous pain that is quite capable of crippling a grown man in moments.

Kank Soldier Venom: This venom causes severe swelling and a painful burning sensation at the injury site, restricting blood flow to nearby muscle groups and thereby reducing the victim's effective strength.

Kank Taint: Elves will typically create this poison for use against caravans that they feel might be vulnerable to attack, or adventurers they come across. When this poison, made from liquified kank meat and kank honey, is fed to a kank any honey produced by that kank for the next 7 days will be contaminated with an ingested type poison, [DC 16](#), causing 1d6 [Constitution](#) of primary and secondary damage. Beside being extremely foul tasting, this poison has no effect on creatures other than kanks.

Kivit Musk: When ingested, the refined extract from a Kivit's musk gland causes constant stomach pain accompanied by sporadic vomiting and diarrhea, the effects sometimes lasting for days.

Kreen Venom: The venom of the various kreen and trin races contain enzymes that, when injected into the bloodstream, prevent muscles from flexing and extending, thereby causing paralysis. As new blood flows through the frozen muscle tissue the victim's immune system begins cleaning the enzymes away, restoring mobility after several minutes.

Lesser Boneclaw Saliva: Harvested from the saliva glands of the timid boneclaw, this toxin causes temporary renal malfunction resulting in intense back pain.

Methelinoc: Found growing only in the Ringing Mountains, this purple herb is used to poison water sources. Poisoned water turns a telltale purple, a tint which most intelligent creatures stay away from. Ingesting liquid poisoned with methelinoc causes severe stomach cramps, which can even be completely debilitating. Elves, kanks and kluzd are immune to the effects of methelinoc.

Mountain Spider Venom: A potent-yet-simple neurotoxin, the venom of the mountain spider quickly attacks the victim's nervous system, resulting in long-lasting paralysis. Because of its (chemical) simplicity, this venom is also sought after for use in anti-paralysis alchemical brews.

Mulworm Poison: Those who simply come into contact with mulworm poison suffer a severe rash; a far worse fate awaits those injured by the poison, which attacks the body's immune system, causing a debilitating inability to defend itself from other infections. Mulworm secretion becomes inert within 5 minutes of being harvested from the creatures' body.

Poisonweed Spores: The orange flowers of the poisonweed plant contain spores that, when inhaled, release a potent vasodilator chemical into the bloodstream, causing a sudden drop in blood pressure resulting in temporary [unconsciousness](#).

Pulp Bee Poison: This insect's poison causes a swelling near the wound followed by a numbness of the extremities.

Purple Grass Extract: Made from the purple grass that grows outside of Urik, this poison both damages the victim, and inebriates them. This poison is not commonly used, but herders and gatherers know to avoid it in the areas around Urik. Bards have recently been attempting to find uses for this poison, given the long period of intoxication that follows. Anyone ingesting the plant, which tastes like a delicious dry wine, has their teeth and lips stained purple for 1d8 days. Those who fail their save take 4d10 damage. Those who make their save take only 1d4 damage. Anyone who fails their save is also intoxicated for 1d4 days. The victim is **exhausted** and **confused** during this time, unless a **neutralize poison** spell or a **Heal** check DC 20 is made.

Psionocus Venom: The sleep-inducing venom of the psionocus produces a deep and restless slumber. While the victim sleeps, they lose 2 **power points** (if applicable) each round that they are asleep. Unlike poisons that cause **unconsciousness** or **paralysis**, victims of psionocus poisoning can be awoken through jostling or other natural means, although they must still save against the secondary effect unless the poison is somehow neutralized, as normal.

Puddingfish Poison: Victims feel a horrible burning sensation at the site of the injury as nearby nerve clusters become overexcited, which quickly spreads as the poison works its way throughout their body. Due to the potency and speed of this toxin, the victim's entire nervous system is quickly overwhelmed, resulting in a short-lived yet excruciatingly painful **paralysis**.

Random Displays: This poison, crafted from fermented esperweed sap, damages the mind of the victim. In addition, this poison causes the displays from the victims known powers to go off randomly. Every minute for the next 2d10 minutes, the victim must make a successful DC 15 **Will** save. A failed save indicates that a random psionic display will be manifested, depleting the character of one **power point**.

This spell is used by bards against psions, and by templars when trying to subdue those with **psionic** powers.

Red Silt Horror Venom: Although stronger and less predictable in duration than the venom of its smaller relative, the red silt horror's venom is otherwise identical in effect.

Scarlet Warden Venom: This venom causes severe dizziness and lung spasms that may lead to respiratory failure and death. A humanoid reduced to 0 **Constitution** by scarlet warden venom dies from lack of oxygen to the brain; their body, however, continues breathing shallowly for 1d6 days.

Silk Wurm Poison: The poison of the silk wurm floods the bloodstream with toxins that causes severe muscle fatigue, making the victim feel as if they'd spent hours performing hard manual labor. If allowed to work their way through the victim's body, the toxins eventually stress the muscles to the point of total collapse. At this stage, the muscle fatigue is so severe that it can be days before the victim is able to move again.

Silt Serpent Venom: The combination of strength-sapping narcotic agents combined with cell-destroying enzymes makes the silt serpent's poison a favorite of bards and assassins alike (...if you even think there's a reason to differentiate the two). When possible, poison experts prefer to work with the venom of immature silt serpents, as the potency of the venom is greater than that from an adult specimen.

Silt Spider Venom: Relatively harmless in "normal" doses, repeated doses of silt spider venom builds up in a victim's body, eventually overwhelming their immune system and causing temporary paralysis as muscles uncontrollably spasm for minutes. Although the poison is relatively easy to work with once extracted, one must harvest venom from literally hundreds of silt spiders in order to create a single dose. This is no easy task, obviously, and definitely worthy of praise...or ridicule, depending on your point of view.

Single-mindedness: This poison is used against **psions** and **psychic warriors**, for the express purpose of forcing them to use a power that will make them vulnerable in combat. Crafted from berries collected in the Crescent Forest, it lowers the victims willpower. In addition, it reduces a psionic character arsenal of powers to one. The first power manifested after the poison is administered will become the only power the victim can manifest from then on and for the next 7 days. No matter what power he tries to manifest, it will always uncsciously be the same power, along with the accompanying **power point** cost, augmented as it was initially by the manifester.

Spider Cactus Poison: The purple needles of the spider cactus may be ground down into a powder and converted into a sticky resin that, when injected into a victim's blood stream, causes full-body convulsions that paralyze the victim for a short period of time.

S'thag Zagath Venom: S'thag zagath venom slowly shuts down all motor faculties of the victim, ending with short-term **paralysis**.

T'chowb Ichor: The lymph nodes and enlarged sweat glands found in the hands of the t'chowb can be used to create a viscous contact poison that, like the touch of the creature itself, drains the victim of his **Intelligence**.

T'liz Essence: Crafted from the sap of the burnflower, this poison causes the victim to become deathly allergic to the sun. It was initially used in Urik, where the Lion King would punish criminals by leaving them to die of exposure. It has since fallen into the hands of elf tribes across the Tablelands who use it on merchant caravans and others that they stalk. This poison does not take effect immediately. After the initial failed **saving throw** the victim will feel more and more uncomfortable in the sun until the dawn of the next day, when he begins taking damage after being exposed to the sun. For every hour that he is out in the sun and not completely covered up he takes 1d6 points of damage. This effect last two weeks.

Templar's Ultimatum: One of the most feared poisons on Athas, the substance known as templar's ultimatum is produced through a complicated, lengthy process involving the pineal gland from an avarag, the adrenal gland of a drake, and several other exotic components. The end result, a horribly sour liquid that quickly absorbs through the lining of a victim's mouth or throat, is used by templars to extract answers from "uncooperative" individuals who have already resisted psionic, magical, and/or physical interrogation methods. Upon entering into the victim's body, neurotoxins immediately bind to various receptor sites in the brain, resulting in the victim acting as if under the effect of a *suggestion* spell for 1 minute; creatures immune to mind-affecting compulsions may or may not be immune to this effect, at the DM's discretion (creatures with magical protection against mind-affecting compulsions are likely affected, for instance, while those who have a natural immunity will more than likely be immune to this poison). Exactly one minute later, if the poison is not counteracted, the victim suffers excruciating pain as their circulatory system goes into what can only be described as "extreme overdrive," causing massive internal hemorrhaging, cardiac failure, and in many cases the explosive rupturing of blood vessels through the skin. As one survivor recounts: "You now have one minute to satisfy me with your answers, and this antidote is yours," the templar stated, shaking a small bone vial between his blood-stained fingers. "So, tell me..."

Tree of Death Fruit: Eating a piece of fruit from a *tree of death* causes intense chest pain as the victim suffers cardiac arrest, normally leading to a quick and painful death. The fruit is large enough for 8 pieces to be bitten off, each representing a dose of poison, although the fruit goes bad within one minute of the first bite—losing its poisonous effects—unless it is preserved through magic or psionic means. For each bite of fruit beyond the first ingested by a creature within 24 hours, the poison save DC increases by +1.

Wall Walker Poison: This poison causes severe cramping in the victim's muscles, temporarily preventing him from moving.

Wezer Soldier Poison: In addition to causing severe swelling around the injury site, wezer poison overloads the victim's nervous system, knocking him unconscious. In some cases the victim's brain effectively "shuts down" after this overload, putting him into a coma that can last up to a week.

Zombie Plant Extract: This poison is used by merchants against each other, typically in attempts to secure contracts. A rival bidder will be given this poison to keep them from being present during negotiations. It is made from the berries of a zombie plant. Five berries are necessary to create one dose of the poison. After ingestion the victim must make a save to avoid becoming addicted to the poison. If he fails he searches relentlessly for more of it, having to make new *saving throws* each time he has another dose. If he knows who he got it from he will seek out that person

even if he dies trying, and will defend that person with his life. If he doesn't know where it came from, he will search through bars and markets more frantically than a mother who has lost her child. If he doesn't take any more after the first dose, the addiction wears off after one week, and he regains *Intelligence* at the normal rate.

Drugs

Drugs are a special type of poison, one in which the user or victim afterwards craves more of the agent that influenced him.

Here is the format for drug entries, as used below.

Type: The drug's method of delivery (contact, ingested or inhaled), followed by the *Fortitude* save DC to avoid the secondary effects as well as to avoid addiction. The character must make both *saving throws* each time he uses a drug.

Contact: Contact drugs are very rare; the agent is placed directly on the skin for a certain amount of time. Contact drugs cannot be utilized in a combat situation. A creature with a natural armor bonus higher than +4 is unaffected by exposure to a contact drug as the agent cannot be absorbed through their skin.

Ingested: Ingested drugs are the norm; the agent is masticated, eaten, drank, or otherwise left in the mouth to absorb through the sensitive flesh. Ingested drugs cannot be utilized in a combat situation. A bad-intentioned person can administer a dose to an unconscious creature or attempt to dupe someone into ingesting a drug mixed with food or drink.

Inhaled: Inhaled drugs usually come in the form of smokesticks or small balls of gummy or crystalized material which are burned and whose smoke is then inhaled. Inhaled drugs cannot be utilized in a combat situation. In indoor conditions, one dose of an inhaled drug creates smoke that spreads to fill the volume of a 10-foot cube. If more than five doses are burned simultaneously within an enclosed space, even creatures that are not actively using the drug are affected. Each creature within the area must make a saving throw as if they were using the drug, but at a reduced DC, both for resisting secondary effects and addiction (subtract 5 from the DC). (Holding one's breath is ineffective against inhaled drugs as they can also affect the nasal membranes, tear ducts, and other parts of the body.)

Side Effects: Adverse effects from using the drug. These effects occur immediately upon taking the drug and cannot be avoided.

Primary Effects: The effects that are beneficial and often desired by the character exposed to the drug.

Secondary Effects: These effects vary greatly from one drug to another, and can be beneficial or detrimental (or both) to the character exposed to the drug. These effects occur if the character fails his save. (Ability damage is temporary unless otherwise noted.)

Overdose: The effects of failing a save to avoid the drug's secondary effects by 10 or more. (Ability damage is temporary unless otherwise noted.)

Slaking Period: The period of time that follows the taking of a drug, during which a character who takes another dose sees its save DC to avoid addiction increase by +5 for each additional dose taken. For example, a user that has just taken a dose of a drug with a slaking period of ten days must wait until the eleventh day before taking another dose. If he takes another dose during the slaking period he must save against the DC to avoid addiction with an increase of +5 to the DC. An additional dose after that adds +5 to the already modified DC, and so on. Each time a character takes a dose of a drug, the time that has passed towards reaching the end of the slaking period is reset to zero.

Spiral Damage: The effects upon an addicted character who reaches the end of a drug's slaking period. (Ability damage is temporary unless otherwise noted.)

Craft: The **Craft (poisonmaking)** DC to create one dose of the drug. Some drugs require an additional **Psicraft** or **Spellcraft** check in order to create.

Price: The cost of one dose of the drug. It is not possible to use a drug in any quantity smaller than one dose.

Drugs are similar to poisons, and as such *antidote simulation*, *delay poison*, *detect poison*, and *neutralize poison* affect drugs as if they were poisons.

Using a drug causes secondary effects, but also provides effects that benefits the character, such as a sense of euphoria or bonuses to ability scores. These are the primary effects. Characters can attempt to use a drug without incurring its secondary effects, so as to only benefit from its use, by making a saving throw against the secondary effects DC. Characters that are addicted to a drug must add +5 to this DC. The primary effects always occur whether the saving throw against the secondary effects is successful or not; side effects also cannot be avoided. An overdose occurs when the save to avoid the secondary effects is failed by 10 or more.

A character affected by a drug, whether intentionally or not, must succeed at a save against its addiction DC or become addicted to the drug. An addicted character that

cannot obtain more of the drug by the end of the slaking period takes the given spiral damage indicated for that drug. After taking the spiral damage, another save against the addiction DC is made. A successful save indicates the character has broken off his addiction to the drug, while a failed save means the character must again use the drug within the slaking time or suffer more spiral damage. Using a given drug more than once during its given slaking period causes the character to make a new save to resist addiction, but with a +5 to the DC for each additional use.

Drugs are crafted using the **Craft (poisonmaking)** skill, just like poisons. Some drugs require an additional **Psicraft** or **Spellcraft** check to create, due to their magic or psionic nature. A successful **Craft (poisonmaking)** check allows you to create one dose, plus one additional dose for every four points by which you exceed the **Craft** check.

The purchase and possession of most drugs is illegal in the city-states, but can be obtained in bard quarters and elven markets.

Athasian Drugs Descriptions

Following is a sample of drugs used through the Tablelands.

Bellaweed: This drug is made from the leaves of the small bellaweed plant, a thriving desert vine that sports coarse, dark-green leaves and large, bell-shaped white blossoms. The leaves are dried and finely chopped, then mixed with the pulverized seeds of the plant. The mixture is then allowed to macerate in wine for a time before being dried, producing a paste that can be smoked, giving off a sickly odor.

Bellaweed is extremely addictive. Thrill seekers first try bellaweed to feel the sensation of well-being and the surrealistic visions inhaling the smoke provides. But as more and more bellaweed is used, the taste for everything else, including all that was important to the user before, begins to lose ground before the need for the drug. Most of the people addicted to bellaweed finish as docile slaves, unable to shrug off their addiction, slowly losing their will, doing only simple and basic tasks while under the effect of the bellaweed their masters provide.

Type: Inhaled, **Fort DC** 12, addiction **DC** 25.

Safely Using Drugs: A character that attempts to rip the benefits of drugs without incurring their secondary effects or becoming addicted must succeed at both initial saving throws. Success indicates the character does not suffer the secondary effects from using the drug and is not addicted, and can use the drug again after its slaking period has passed.

Using Drugs: An addicted character wishing to stop using drugs can do so by not using the drug after its slaking period has passed. The character will incur spiral damage, but afterwards will be able to make a **saving throw** to resist its addiction. A successful save indicates the character has broken off his addiction to the drug. A failed save means the character must again wait for the same length of time and suffer spiral damage anew before being able to make another save against the addiction DC, this time with a reduced DC (subtract 5 from the DC for each slaking period that passes). A character with a strong will can better avoid addiction, or break it off completely, by making a successful **Will** save (DC = same as the **Fortitude** save DC to avoid addiction) just before attempting to resist addiction. Characters making this **Will** save gain a +2 synergy bonus to the subsequent **Fortitude** save.

Drug Immunities: Nonliving creatures (**constructs** and **undead**) and creatures without metabolisms (such as **elementals**) are always immune to drugs. **Oozes**, **plants**, and certain kinds of **outsiders** that are immune to poison are also immune to drugs.

Side Effects: The user of bellaweed is considered helpless for the duration of the primary effects.

Primary Effects: After 1d6 rounds, the user enters a state of euphoria and begins to experience pleasing visions and hallucinations for the next 1d4 hours. The user is considered immune to fear effects and gaze attacks during that time.

Secondary Effects: After the duration of the primary effects, real life—compared to the vision provided by the bellaweed—seems dull and flat. The user takes 1d2 points of permanent **Wisdom** and **Intelligence** damage until these scores get to 3, after which they don't go down more from using bellaweed.

Overdose: The user becomes **nauseated** for 1d4 hours.

Slaking Period: 1 day.

Spiral Damage: 1d4 **Dex**, 1d2 **Int**, 1d2 **Wis**, 1d6 **Cha**.

Craft: DC 14.

Price: 2 bits.

Esperweed: The esperweed is a rare plant that grows in the Forest Ridge and on some of the mudflats surrounding the Sea of Silt. The plant, which grows up to three feet high, has a brownish-green stalk that turns bright green near the flowers and leaves at its top. The flowers each sport six reddish-orange petals surrounding a bright red stamen. The root of the esperweed is a potent psionic stimulant that must be used within a week of being picked, unless somehow magically kept fresh (as through the *nurturing seeds* spell). The roots of one plant give 2d4 doses.

Type: Ingested, **Fort DC 15**, addiction **DC 15**.

Side Effects: The user becomes **nauseated** for 1 minute.

Primary Effects: The user begins to regain one **power point** per minute, up to 10% above his normal **power point** limit (round down). The user also gains the *empathy* power. These effects last for one hour, after which he loses all remaining **power points** above his normal limit. These extra **power points**, if any, are spent first when manifesting powers (much like temporary **hit points**).

Secondary Effects: The user takes 1d4 points of **Strength** damage.

Overdose: The user takes a -4 penalty to **Will** saves for the next 2d6 hours.

Slaking Period: 1 day.

Spiral Damage: 1d6 **Int**, 1d6 **Wis**.

Craft: —

Price: 250 Cp.

Esperweed, Refined: This drug is obtained from the distillation of common esperweed roots. It takes 4 doses of normal esperweed to create one dose of refined esperweed.

Type: Ingested, **Fort DC 22**, addiction **DC 20**.

Side Effects: The user becomes **nauseated** for 2d10 minutes

Primary Effects: After the duration of the side effects, for the next 1d4+5 minutes, the user gains a +5 bonus to his effective manifester level. He also begins to regain one **power point** per round, up to 20% above his normal **power point** limit (rounded down). After the duration of the primary effects end, he loses all remaining **power points**

above his normal limit. These extra **power points**, if any, are spent first when manifesting powers (much like temporary **hit points**).

Secondary Effects: The user takes 1d4-1 points of **Strength**, **Dexterity** and **Constitution** damage.

Overdose: The user gains a -2 effective level penalty to every psionic classes he possess for 24 hours. Whenever the user's level is used in a die roll or calculation, reduce it by -2 for each psionic class he possesses. At the end of the 24 hours, the user must make a successful **Will** save (**DC 25**) or lose one level from any psionic class they possess (player's choice). This has the same effect as if the character suffered from a permanent level drain caused by an energy drain attack, except that the class level lost may not be the most recent level the character acquired.

Slaking Period: 7 days.

Spiral Damage: 1d4 **Str**, 1d4 **Dex**, 1d4 **Con**, 1d8 **Int**, 1d8 **Wis**.

Craft: DC 25 plus **Psicraft DC 15**.

Price: 1,500 Cp.

N'ko Shard: This drug is obtained from the crystallization of the pale blue leaves of the n'ko'ma plant. This small plant is found throughout the Tyr Region, growing in bushes near oases and water holes. The shard must be held in contact with the skin, often by means of wrappings, for 10 minutes before its effects can be felt. The crystal shard leaves a permanent pale-blue stain in the shape of the crystal where it was in contact with the skin; recurrent users have a great deal of skin surface tinted a telltale blue color. This drug is mostly used in the gladiatorial arena and by nomadic warriors.

A user of a n'ko shard gets an increase in his reflexes and an inordinate amount of split-second perception—a kind of supernatural sixth sense—resulting in heightened combat senses, at the cost of being less attuned to details surrounding him, resulting in a visual haze somewhat akin to that experienced by an individual with vision impairment.

Type: Contact, **Fort DC 15**, addiction **DC 15**.

Side Effects: The user takes a -4 penalty to **Spot** and **Search** checks for the next 12 hours.

Primary Effects: For the next 1d2 hours, the user gains a +1 bonus to melee attack rolls and a +1 **dodge bonus** to **AC** and **Reflex** saves.

Secondary Effects: The user's vision becomes blurred, so all opponents are considered to have **concealment** (20% miss chance) relative to the n'ko shard's user.

Overdose: The user is **blinded** for 2d4 hours.

Slaking Period: 2 days.

Spiral Damage: 1d4 **Str**, 1d4 **Dex**, 1d4 **Con**.

Craft: DC 18.

Price: 20 Cp.

Shrinebush Fumes: This dangerous drug was used by Green Age religions in cathartic ceremonies that sometimes ended in the death of its participants, and was reserved for the grand priests of the time. The drug is made from the

dried leaves of a mature shrinebush plant, which grows on graves and is said to have a connection to the Gray. The plant became more common with the advent of mass graves during the Cleansing Wars, but its use in the making of this drug was nearly forgotten during those conflicted times. To be used to contact a spirit—the most common reason—the drug must be inhaled within 10 feet of a corpse, or piece of corpse, whose spirit the user wishes to contact.

Type: Inhaled, **Fort DC 23**, addiction **DC 17**.

Side Effects: The user falls **unconscious** for the duration of the primary effects.

Primary Effects: For 1d10 minutes, the drug's user creates a temporary mindscape (see *Mindscales*, chapter 2 of *Terrors of the Dead Lands*) that it uses to attempt contact with spirits dwelling in the Gray, in a manner similar to the *Speak with Dead* spell, but with only a 25% chance of successfully contacting the targeted spirit. If successful, the user can ask up to one question per minute to the spirit. If unsuccessful, it is the other spirits near the mindscape that answer the questions and communicate with the user, lying and creating answers as their alignment and agendas—if any—allow.

A serious danger to creating such a mindscape is that any undead outside the mindscape can communicate with the user and will often try to lure him into the void. Due to imperfections in the manifestation of the mindscape such undead can enter its boundaries as a free action, and those that have the possession ability can attempt to possess the user's physical body.

Secondary Effects: The mindscape is not as perfect as one created by a spell or power and lets some of the Gray energies pass through it, making such mindscales rather unsafe to use. The user's life force is slowly sucked out into the Gray; upon failing his save he takes 1 negative energy level of damage, which is permanent if he fails a second save 24 hours later.

Overdose: The user enters an unconscious state and produces a mindscape that is even more permeable than usual to the energies of the Gray. He is considered as being nearly in the void and he must make a **Will** save (**DC 20** + the number of previous saves) each minute for 1d10 minutes or perish. Users cannot use the drug's primary effects while in an overdose-induced mindscape.

Slaking Period: 3 days.

Spiral Damage: 1d6 **Wis**, 1d6 **Cha**.

Craft: **DC 32**.

Price: 3,500 Cp.

Weomre Sap: The leaves of the weomre bush contain a thick sap with astringent properties. The leaf, when rid of the jeipug mites (see creature entry below) that live in the shade underneath, increases psionic abilities when eaten. The weomre bush is exclusively found in the Crescent Forest.

Type: Ingested, **Fort DC 17**, addiction **DC 15**.

Side Effects: None.

Primary Effects: The user gains a +1 bonus to its effective manifester level for the next 1d10+15 minutes.

Secondary Effects: 1d2 points of **Wisdom** damage.

Overdose: The user becomes nauseated for 1d4 hours.

Slaking Period: 1 day.

Spiral Damage: 1d3 **Dex**, 1d3 **Con**, 1d6 **Wis**.

Craft: —.

Price: 75 Cp.

Jeipug Mites Swarm

This low bush has dark green fat, triangular leaves, veined with yellow, up to three feet long. You get a glimpse of something black moving underneath each one of these leaves.

Jeipug Mites Swarm

CR 1/2

Always **N Fine Vermin** (swarm, psionic)

Init +1; **Senses** darkvision 60 ft

Listen +0, **Spot** +0

Languages —

AC 19, touch 19 flat-footed 18

(+8 size, +1 **Dex**)

Immune vermin immunities, weapon damage

hp 6 (2 HD)

Fort +1, **Ref** +1, **Will** +0

Speed 0 ft.

Melee —

Space 5 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** —

Special Atk psi-like abilities

Abilities Str 1, Dex 12, Con 9, Int —, Wis 10, Cha 9

SQ swarm traits, symbiotic relationship, vermin traits

Feats —

Skills —

Advancement 1 HD (Fine)

Psi-like Abilities: At will—*inflict pain* (up to 2 targets, **DC 12***. Manifester level 5th*.

The save **DCs** are **Charisma**-based.

* Includes augmentation for the jeipug mite's manifester level, and its exposure to the sap of the weomre bush

Symbiotic Relationship (Ex): The jeipug mite swarm, due to its stationary position on the weomre bush, has only a **space** of 5 feet and a **speed** of 0 feet. It cannot use the **swarm attack** and **distraction** abilities of the **swarm** template, but is no longer susceptible to high winds such as that created by a *gust of wind* spell. The constant exposure to the psionic sap from the leaves of the weomre bush gives it a +2 bonus to its effective manifester level.

Strategies and Tactics

A jeipug mites swarm only engages in combat when a creature damages the leaves of its home bush. Brushing against the leaves won't trigger them, but breaking, biting or trying to remove the leaves will. However, a creature that has already been subjected to a swarm's *inflict pain* power within the previous day—whether from this swarm or another—is instead attacked when within 10 feet of the swarm's home bush. The swarm will not stop using its *inflict pain* power until the threat is gone.

Sample Encounter

Characters are more likely to run into a dhev-sahr as a solitary threat in the Crescent Forest.

Individual (EL 1/2): Running across a single weomre bush while hicking through the Crescent Forest is pretty straightforward.

Grove (EL 2): A rare patch of 2-5 weomre bushes harbors each one a jeipug mites swarm. Being caught between those can be very dangerous if any of the bush is moved by a creature.

Ecology

A healthy bush can house a colony numbering in the thousands of individuals. These mites lives in galls (swellings) under the main body of leaves, where they consume the sap of the plant.

Each mite has a very minor psionic power — essentially it can activate one nerve ending in a creature a few feet away, which they use to fend off beasts from their host plant. While taken individually, the pain a mite cause to passerby is hardly even noticable. But when multiplied by the thousands of mites on a bush, and augmented by the psionic enhancement of the sap, this enables them to drive away the most determined plant-eater from their host bush. Any being passing too near or trying to eat the plant will trigger an inevitable attack from the mites.

Environment: The jeipug mites are insects that lives exclusively under the leaves of the psionic-enhancing weomre bush, which only grow in the Crescent Forest.

Typical Physical Characteristics: An individual mite is tiny, barely the size of a grain of sand. Its body is round and flat, and its carapace is a glossy black, from which a multitude of hairlike legs protrude. The mite's antennae are as long as its body, usually held flat back against its back, but held forward when using its power (see above).

Alignment: Jeipug mites swarm, being unintelligent vermin, are always neutral.

Typical Treasure

Being vermin, they do not collect treasure per se, but near or under their home weomre bush can be found treasure totalising 1/10 coins; 50% good; and 50% items coming from past victims.

Jeipug Mites Swarm Lore

Characters with ranks in **Knowledge (nature)** can learn more about jeipug mites swarm. When a character makes a successful skill check, the following lore is revealed, including the information from lower **DCs**. **Knowledge (psionics)** can also be used, but all check **DCs** increase by 10.

Knowledge (nature)

DC	Result
10	This is a jeipug mites swarm, a symbiotic vermin. This reveals all swarm and vermin traits.
15	The swarm gains its enhanced minor psionic power

from continuously consuming the sap of its home weomre bush. This reveals all the **psionic** traits.

Special Materials

A number of exotic materials can be found in the wilds and underground of the Tablelands and beyond, in addition to the more mundane ones.

Substance Hardness and Hit Points

Athasians use a variety of materials in constructing everyday items, many of which are uncommon in other campaign worlds. Doors made from giant pieces of chitin, ceilings made of mekillot rib truss with leather stretched in-between...the combinations are staggering and almost endless.

Here is a complete list of substance **hardness** and **hit points** appropriate to Athasian campaigns.

Table 2–19: Substance Hardness and Hit Points

Substance	Hardness	HP
Paper or cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Rope, giant hair	2	5/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Leather or hide	2	5/inch of thickness
Chitin	3	5/inch of thickness
Wood	5	10/inch of thickness
Bone or nen ¹	6	10/inch of thickness
Rahn-rath ¹	7	12/inch of thickness
Dasl	7	15/inch of thickness
Stone	8	15/inch of thickness
Living crystal	8	15/inch of thickness
Drake ivory	10	30/inch of thickness
Iron or steel	10	30/inch of thickness
Gray-forged steel	15	30/inch of thickness
Dwarven steel	20	40/inch of thickness

¹ See the *Life-Shaping Handbook* for a complete description

Precious Stones and Gems

In addition to their inherent value as precious stones, the following gems are used in conjunction with a *palm bracelet* or *phrenic mask* to provide the wearer with a variety of spell- or power-related benefits, respectively. Note that not every gem will function in a *palm bracelet* or *phrenic mask*; see the individual gem descriptions, below. For further details on these two items see Chapter 3: Items of Power.

Table 2–20: Precious Stones and Gems

Item	Cost
Anchor stone	5,000 Cp
Coranuu's sweat	2,500 Cp
Corpse stone	2,500 Cp
Desert varnish, Athasian	2,000 Cp
Dexter stone	5,000 Cp
Dream citrine	5,000 Cp
Fire vemilion	1,000 Cp
Gazer stone	1,000 Cp
Girasol	5,000 Cp

Ka'aku	5,000 Cp
Lifestone	2,500 Cp
Moonstone	2,000 Cp
Psilomelane	2,500 Cp
Rhav-vesh pearl	2,500 Cp
Sea stone	2,500 Cp
Silk of Guthay	2,000 Cp
Sinister stone	2,000 Cp
Slave crystal	2,000 Cp
Tear of Badna	2,000 Cp
Tralis ruby	2,500 Cp
Vorex leaf	2,000 Cp

Anchor Stone: Some of the inhabitants of the Gray—such as wraiths—are said to need a physical attachment to Athas, an object that anchors them to the world. Those objects sometimes take the form of a gem or stone.

Mounting such a gem in a *palm bracelet* causes any necromancy spell cast by the wearer to have the save DC against it increased by +2. If no **saving throw** applies or is allowed, it instead adds +2 to the effective caster level of the effect.

Coranuu's Sweat: Elves sing that when Coranuu raced across the paths of stars, drops of his sweat fell to the earth and transformed into tiny gems. No evidence of this exists, although elves call a whitish, translucent, thumb-sized and teardrop-shaped gem Coranuu's Sweat after this story. These gems can be found in all the lands traversed by the nomadic elven tribes, reminding them that Coranuu raced freely wherever he wished.

Mounting such a gem in a *phrenic mask* causes any psychoportation powers manifested by the wearer to have the save DC against it increased by +1. If no **saving throw** applies or is allowed, it instead adds +1 to the effective manifester level of the effect.

Corpse Stone: The bladder or kidney stones removed from the corpses of undead creatures such as faels or dune runners, these smooth accretions—albeit mundane in appearance—are said to hold some of the power of the their former “owners”.

Mounting such a gem in a *palm bracelet* causes any necromancy spell cast by the wearer to have the save DC against it increased by +1. If no **saving throw** applies or is allowed, it instead adds +1 to the effective caster level of the effect.

Desert Varnish, Athasian: Areas containing desert varnish, which are frequently discovered in the rocky badlands on the eastern side of the Ringing Mountains, are said to be the fossilized remains of an organic taint that befell the ancients drinking away the water from the world in a mythical, cataclysmic event. Thought to be cursed, few ever want to touch one of these rocky surfaces, but daring traders break up pieces that, once polished, produce a brown stone with speckled, dark orange colorations.

Mounting such a gem in a *palm bracelet* causes any spell with the death descriptor cast by the wearer to have the save DC against it increased by +2. If no **saving throw**

applies or is allowed, it instead adds +2 to the effective caster level of the effect.

Mounting such a gem in a *phrenic mask* causes any power with the death descriptor manifested by the wearer to have the save DC against it increased by +2. If no **saving throw** applies or is allowed, it instead adds +2 to the effective manifester level of the effect.

Dexter Stone: Not really a gem but a rare white, stone-like porous material, this stone is found exclusively in the Sea of Silt, in areas where storms have cleared silt from the sea bed. These stones are found attached to the bedrock, almost as if they had grown there long ago.

Mounting such a gem in a *palm bracelet* causes any spell from the path dexter (see page 47 of the *Dark Sun 3 Core* document) cast by the wearer to have the save DC against it increased by +1. If no **saving throw** applies or is allowed, it instead adds +1 to the effective caster level of the effect.

Dream Citrine: This rare orange amethyst is only found on the slopes near the Lake of Golden Dreams. Urikites believes that each of the gems is the crystalization of the dreams and nightmares of the people who once lived in a city at the bottom of the lake.

Mounting such a gem in a *palm bracelet* causes any illusion spell cast by the wearer to have the save DC against it increased by +2. If no **saving throw** applies or is allowed, it instead adds +2 to the effective caster level of the effect.

Fire Vermilion: Veins of this scarlet cinnabar are found in rocks surrounding the Lava Gorge. The translucent stone continues to generate heat for years after being mined and some ssuran tribes bury one—called 'sasslassir' in their language—near their egg clutches, believing that the nest will be blessed by brighter than usual offspring.

Mounting such a gem in a *palm bracelet* causes any spell with the fire descriptor cast by the wearer to have the save DC against it increased by +1. If no **saving throw** applies or is allowed, it instead adds +1 to the effective caster level of the effect.

Gazer Stone: This jade-colored gem is naturally perfectly round. On one of its sides is a circle of darker green material, reminiscent of the iris of an eye. Elven tribes visiting merchant outposts near Raam are known to trade in such gems.

Mounting such a gem in a *palm bracelet* causes any spell of the scrying subschool cast by the wearer to have the save DC against it increased by +1. If no **saving throw** applies or is allowed, it instead adds +1 to the effective caster level of the effect.

Mounting such a gem in a *phrenic mask* causes any power of the scrying subdiscipline manifested by the wearer to have the save DC against it increased by +1. If no **saving throw** applies or is allowed, it instead adds +1 to the effective manifester level of the effect.

Girasol: This gem appears to have a mote of floating light inside, like a miniature yellow sun. They are more common in Balic as they are often found near the marble

quarries in the Silt Side Mountains, near the dwarven village of Ledo.

Mounting such a gem in a *palm bracelet* causes any abjuration spell cast by the wearer to have the save DC against it increased by +2. If no *saving throw* applies or is allowed, it instead adds +2 to the effective caster level of the effect.

Ka'aku: These stones come from a mineral found only in a vast circular area surrounding the site called Star Rock. Some say that a gigantic monolith coming from the sky impacted the ground in ages past, its outer crust shattering, spreading pieces of it all over the area. Ka'aku, meaning "sky dagger", is the elven name given to a worked piece of this mineral. All ka'aku stones are oblong, iridescent blue with a greenish tinge, and about the size of an elven knrisuckle-bone.

Mounting such a gem in a *palm bracelet* causes any evocation spell cast by the wearer to have the save DC against it increased by +2. If no *saving throw* applies or is allowed, it instead adds +2 to the effective caster level of the effect.

Lifestone: This smooth, opaque blue-green gem is said to have been formed by the immense pressure of ancient oceans that covered parts of the world in the distant past. Most have been found in areas of the Sea of Silt where the wind has striped the dust from the bedrock.

Mounting such a gem in a *palm bracelet* causes any transmutation spell cast by the wearer to have the save DC against it increased by +1. If no *saving throw* applies or is allowed, it instead adds +1 to the effective caster level of the effect.

Moonstone: Each of these smooth, translucent mottled gray gems is said to be bonded to a stalking horror, or moonbeast, that will come to reclaim its stone when the right alignment of the moons Ral and Guthay awaken it from its dormancy.

Mounting such a gem in a *palm bracelet* causes any spell with the evil descriptor or from the summoning subschool cast by the wearer to have the save DC against it increased by +2. If no *saving throw* applies or is allowed, it instead adds +2 to the effective caster level of the effect.

Psilomelane: These metallic luster, iron-black stones sparkle with a multitude of minute iron crystals. They are found naturally exposed in the small mountain range east of Star Rock.

Mounting such a gem in a *phrenic mask* causes any power of the telepathy discipline manifested by the wearer to have the save DC against it increased by +2. If no *saving throw* applies or is allowed, it instead adds +2 to the effective manifester level of the effect.

Rhav-vesh Pearl: These faceted, iridescent 1-inch pearls of a deep-violet color are found within land clams thriving in the swamp at the base of the Jagged Cliffs. Bvanens sometimes gift rhul-thaun climbers with this pearl as a token of friendship. In the halfling society, the rhav-vesh pearl is seen as a symbol of courage and resourcefulness as

those who find them have had to brave the horrors of the Misty Border below.

Mounting such a gem in a *phrenic mask* causes any power of the clairsentience discipline manifested by the wearer to have the save DC against it increased by +1. If no *saving throw* applies or is allowed, it instead adds +1 to the effective manifester level of the effect.

Sea Stone: This rare stone is found on the shores of the Sea of Silt, embedded in ancient patches of sandstone. Translucent and extremely smooth, the stone looks and feels polished although any gem expert will attest that no man is capable of such crafting perfection.

Mounting such a gem in a *palm bracelet* causes any enchantment spell cast by the wearer to have the save DC against it increased by +1. If no *saving throw* applies or is allowed, it instead adds +1 to the effective caster level of the effect.

Silk of Guthay: Contrarily to what some believe, the silk of Guthay is not an expensive fabric worn by Draji women; it is a grayish-white, pearly stone with a vague, pale green shimmer just beneath its surface. It is believed to fall on Athas when silk wyrms hatch on the moon Guthay, in reference to the old elven legend of Uncle Tontor.

Mounting such a gem in a *palm bracelet* causes any spell of the teleportation subschool or electricity descriptor cast by the wearer to have the save DC against it increased by +1. If no *saving throw* applies or is allowed, it instead adds +1 to the effective caster level of the effect.

Sinister Stone: This jagged piece of obsidian is of the highest quality and emits a faint, unseen psychic resonance when shown to practitioners of the Way. Sages believe they are the fragments of shattered orbs once used by the ancients to contain the psyche a sentient creature.

Mounting such a gem in a *palm bracelet* causes any spell from the path sinister (see page 47 of the *Dark Sun 3e Core Rules* document) cast by the wearer to have the save DC against it increased by +1. If no *saving throw* applies or is allowed, it instead adds +1 to the effective caster level of the effect.

Slave Crystal: Also called Drakestones, these pearly, colorless gems are found in small groups near areas devastated by the passage of the Dragon. When gazed into, one seems to see small, vapor-like swirls eddying in the depths of the stone. Folklore believes that these are the imprisoned spirits of the slaves taken away by the Dragon, awaiting their total dissolution in the Gray.

Mounting such a gem in a *palm bracelet* causes any spell with the fear descriptor cast by the wearer to have the save DC against it increased by +2. If no *saving throw* applies or is allowed, it instead adds +2 to the effective caster level of the effect.

Tear of Badna: Blue sapphires said to be the cobbings from the Star of Badna's gemcutting, they come from the mines of Raam and can occasionally be bought in that city.

Mounting such a gem in a *palm bracelet* causes any spell with the mind-affecting descriptor cast by the wearer to

have the save DC against it increased by +2. If no **saving throw** applies or is allowed, it instead adds +2 to the effective caster level of the effect.

Mounting such a gem in a *phrenic mask* causes any power with the mind-affecting descriptor manifested by the wearer to have the save DC against it increased by +2. If no **saving throw** applies or is allowed, it instead adds +2 to the effective manifester level of the effect.

Tralis Ruby: Once in a while, slaves quarrying obsidian on the Mountain of the Black Crown fall upon a deposit of deep, translucent blood-red stone: the raw form of a tralis ruby. Inevitably, it reaches the expert hands of the Enameser clan in Makla, a dwarven family specializing in gem-cutting since Tralis Enameser, seven generation ago, turned these uncut gems into flawless masterpieces before selling them to the highest bidder.

Mounting such a gem in a *palm bracelet* causes any evocation spell cast by the wearer to have the save DC against it increased by +1. If no **saving throw** applies or is allowed, it instead adds +1 to the effective caster level of the effect.

Vorex Leaf: This scarlet- to violet-colored gem naturally looks like a mineral version of the dagger-shaped leaf of the vorex tree found in the vicinity of the White Mountains. It is mined near the cities of Kurn, where they are very popular and see much use in the creation of jewelry and other decorations.

Mounting such a gem in a *palm bracelet* causes any spell of the healing subschool cast by the wearer to have the save DC against it increased by +2. If no **saving throw** applies or is allowed, it instead adds +2 to the effective caster level of the effect.

Mounting such a gem in a *phrenic mask* causes any power of the healing subdiscipline manifested by the wearer to have the save DC against it increased by +2. If no **saving throw** applies or is allowed, it instead adds +2 to the effective manifester level of the effect.

Unusual Materials

Crystal, Living: Living crystal is crystal of above-average quality renowned for its strength and its psionically-resonant nature. It is actually two different materials: the crystalline web material of a crystal spider used in making weapons, and the tissue of the crystal spider itself for making armor. The freshly-taken material must be treated within a day of its extraction by channeling psionic power into it, preserving its inherent psionic nature. One **power point** is required for every treated pound of material.

While a weapon made of living crystal is no different from a mundane **crystal weapon** for a nonpsionic character, a psionic wielder of a living crystal weapon can focus psionic power through it, increasing the damage that weapon deals. As a free action that does not provoke attacks of opportunity, and with the expenditure of his psionic focus, the wielder can channel psionic power into a melee weapon or ranged weapon made of living crystal. For 2 **power**

points, the living crystal weapon deals an extra 2d6 points of damage. The weapon will stay charged for 1 minute or until it scores its next hit. **Bows**, **crossbows**, and **slings** bestow this power on their ammunition. All missile weapons lose this effect if they miss. However, they may be recovered and charged again. For weapons affected by the inferior material rule, living crystal is considered inferior. The price of a living crystal weapon is that of a non-metal weapon, plus the modifier from Table 2–21 below.

Armor made of living crystal is no different than metal armor for a nonpsionic character, but a psionic wearer of living crystal armor can focus psionic power through it, gaining an amount of **damage reduction** in the process. As a free action that does not provoke attacks of opportunity, and with the expenditure of his psionic focus, the wearer can channel psionic power into armor made of living crystal. For 2 **power points**, the living crystal armor confers to the wearer **damage reduction** 5/metal. The armor will stay charged for 1 minute or until a hit is scored on it, whether or not the **damage reduction** applies to that particular hit. Unlike metal armor, living crystal armor isn't considered made of metal so **druids** can wear it without penalty. The price of living crystal armor is that of non-metal armor, plus the modifier from Table 2–21 below.

Living crystal has 15 **hit points** per inch of thickness and a **hardness** of 8.

Table 2–21: Living Crystal Pricing

Type of Living Crystal Item	Item Cost Modifier
Light blade	+500 Cp
One-handed blade	+1,000 Cp
Two-handed blade	+1,250 Cp
Light heavy-hafted weapon	+500 Cp
One-handed heavy-hafted weapon	+750 Cp
Light hafted weapon	+750 Cp
One-handed hafted weapon	+1,000 Cp
Two-handed hafted weapon	+1,500 Cp
Projectile weapon	+250 Cp
Light armor	+2,000 Cp
Medium armor	+5,000 Cp
Heavy armor	+9,000 Cp

Gray-forged Steel: During the last few years of the Cleansing Wars, a small group of psions, preservers, and warriors sought to create a singularly powerful weapon in a last ditch effort to throw back the ever-victorious forces of the Champions of Rajaat. During their research, they stumbled upon the formulation of a steel alloy that they were able to infuse with the planar energy of the Gray itself. This rare metal is dull gray in color, and no amount of buffing or shining can make it sparkle. Weapons made out of this alloy give off little wisps of gray vapor when exposed to cold temperatures, and are always slightly chilly to the touch.

All attempts to use Gray-forged steel in the construction of armor is unsuccessful.

The wound from any piercing or slashing weapon wrought from Gray-forged steel is especially debilitating to living foes. On a successful critical, a living creature struck with a Gray-forged weapon must make a **Fortitude** save (DC 17) or become **fatigued** for one round. Characters who are already **fatigued** from any source other than the effect of a Gray-forged weapon instead become **exhausted** for one round, after which time they revert back to their **fatigued** status (if applicable); characters already suffering from the **fatigue** effect of a Gray-forged weapon instead have the total duration of the **fatigue** increased by an additional round.

Gray-forged steel is an exceptionally hard metal, having a **hardness** of 15 and 30 **hit points** per inch of thickness. The alloy's strange connection to the Gray also gives it another unusual property, allowing a destroyed weapon to reformed into its original state when taken to the Gray, restoring the item seamlessly. Each hour spent in the Gray heals the weapon of one hit point.

Weapons forged from this alloy are always of **masterwork** quality. Gray-forged steel is very rare and the secrets of its creation are believed to have been lost to the passage of time, so today the only known source of this material are relics forged during the Cleansing Wars era.

Weapons made from Gray-forged steel cost 3,000 Cp more than their normal metal counterparts. The **masterwork** component cost is included in this price.

Chapter 3: Items of Power

Two figures sheltered in the shade of an alley from the mid day heat.

"Did you bring it?" the smaller of the two asked. He had a scarf covering his lower face, muffling his voice. His head only came up to the other figure's armpit. The seven feet of the other figure, an elf, towered over the veiled man.

"Yes, of course. A bargain is a bargain. Here it is," she responded, removing a glass sphere from underneath her cloak.

"Ah, yes, let me have it," the man said and reached for the globe, but the woman pulled it back and held it over her head.

"My money first, then you get it."

The man hastily passed the elf a pouch of coins, and the woman handed over the orb. The veiled man gazed at the glass orb in awe and stroked it reverently.

"And it is from Bodach?" he asked.

"Yes, I told you my tribe travels near there regularly. We recovered that from the ruins." the woman said as she counted the coins in the pouch.

"What does it do?"

With a sigh, the elf looked up from the pouch of coins and told him.

"It is an orb of storms. Defilers use it to control the various aspects of the weather. Send storms to smite their enemies, or conjure favorable winds for their journeys. Those sorts of things. Just don't be caught by the templars with it. They'll confiscate it, and you as well for that matter. Say...what do you want it for anyway?"

"The person I work for has use of this, I imagine. In any case I do not ask questions, only fetch what I am requested to acquire."

The woman gazed at him suspiciously, waving the man to silence.

"If you intend to resell this as a middleman, know that my tribe and I will not be able to provide you with such items in the future."

"You misunderstand my meaning elf, I—"

"Halt! In the name of King Hamanu!"

At the front of the alleyway stood a templar. The yellow-robed figure carried an obsidian staff in one hand with which he pointed, adding commanding emphasis to his words. Behind him were two half-giant guards blocking the alley with their massive frames.

"By all that is retched, not now! Quick, would your tribe help get out—?" the veiled man asked, only to turn and find the elven woman had already spirited down the alley, managing to glimpse her robes disappearing around the corner before a giant hand like steel closed around his neck.

This chapter presents a multitude of new magic and psionic items to add to those described in Chapter 8 of the *Dungeon Master's Guide* and Chapter 7 of the *Expanded Psionics Handbook*. Items in this chapter follow the format presented there unless otherwise specified.

For purposes of creating and pricing magical and psionic items, simply change the market price entries from the *Dungeon Master's Guide* from gp to Cp.

Making Generic Items Athasian

Athas is a world unlike any other, with a history and environment that differ drastically from more traditional campaign worlds. As a result, standard magic items found in the *Dungeon Master's Guide* may not apply. There are a few ways that this deviation can happen.

First, Athas is a world where magic is shunned, but psionics are common place. A *cloak of elven kind* does not exist on Athas, as elves here differ drastically from those on other worlds. Such items are still useable but must somewhat be created using different spells, or using psionics. For example, renaming the *cloak of elven kind* into *cloak of the chameleon*, and utilizing the *chameleon* power in its

fabrication, will solve the issue. Similar other items can be reintroduced in this manner.

Magic items that refer to creatures that either never existed or no longer exist need to either be renamed so as to fit, or thrown out, as they would never be invented on Athas in the first place. This should be done on a case-by-case basis. For example, the *Dungeon Master's Guide* has an item of great value to combat-focused characters: *gauntlets of ogre power*. Ogres have been cleansed from the world by the Cleansing Wars and no longer exist on Athas. These gauntlets as named do not fit the feel or theme of the setting; however, their use does. Renaming them to *gauntlets of b'rogh strenght*, for instance, would solve this issue.

Some of the items that simply do not exist on Athas include: *bag of tricks*, *boots of the winterlands*, *cloak of the manta ray*, *deck of illusion*, *folding boat*, *gloves of swimming*, *golem manuals*, *hand of the mage*, *helm of underwater action*, *horn of the tritons*, *horn of Valhala*, *horseshoes*, *iron flask*, *mattock of the titans*, *maul of the titans*, *monk's belt*, *pearl of the sirines*, *Quall's feather tokens*, *robe of the archmagi*, *staff of the magi*, *stone horse*, etc. In some cases, the rules descriptions for these items can still be used, if a new name and rationale for having been developed on Athas can be found.

Finally, some items rely on planar travel. This is difficult on Athas, as planar travel is restricted by the Gray. Items

that travel to the inner planes or access them do so normally, with the exception that items that would create endless sources of water or wealth do not fit the theme of a Dark Sun campaign and thus do not exist on Athas. Items that rely on extra-dimensional spaces use the Gray instead of the Astral Plane.

Athasian Variants

As noted previously, some items need more adaptation to their rules than others or can be used to create “spin-offs” items that are totally Athasian in flavor. Examples of such items follow.

Bag of Holding, Athasian

This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into the Gray: its interior is a window into that dimension. Regardless of what is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and volume of the bag’s contents, depend on the bag’s type, as shown on the table below. The limits are not due to the Gray’s capacity to hold objects, which is virtually infinite, but to the bag’s ability to keep those objects floating in the Gray close enough to the window so that they can be retrieved later.

Table 3–1: Athasian Bag of Holding

Bag	Bag Weight	Contents	Contents	Market Price
		Weight Limit	Volume Limit	
Type I	15 lb.	250 lb.	30 cu. ft.	2,500 Cp
Type II	25 lb.	500 lb.	70 cu. ft.	5,000 Cp
Type III	35 lb.	1,000 lb.	150 cu. ft.	7,400 Cp
Type IV	60 lb.	1,500 lb.	250 cu. ft.	10,000 Cp

If the bag is overloaded, or if sharp objects pierce it from the outside, the bag ruptures and is ruined; all its contents are lost to the Gray. A powerful psion or wizard could conceivably undertake to find and collect those items if he could voyage to the Gray. If a *bag of holding* is turned inside out, its contents are expelled from the Gray, spilling out unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they follow the rules for travelling into the Gray (see Chapter 2: Into the Gray of *Terrors of the Dead Lands*). Retrieving a specific item from a *bag of holding* is a move action unless the bag contains more than an ordinary backpack could hold, in which case retrieving a specific item is a full-round action.

If a *bag of holding* is placed within a *portable hole* a rift to the Gray is torn in the space; bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Gray: the hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

Creatures native to the Gray, or creatures traveling through the Gray, may chance upon items placed within a *bag of holding*. If and when this happens is up to the DM, and they are encouraged to read *The Obsidian Oracle* for more details, specifically the scene where King Tithian of Tyr places an item of extreme value within a *bag of holding*. Ultimately, this should be used as a plot device by the DM.

Finally, characters may enter a *bag of holding* to access the Gray, but this method is very unreliable, however. For full rules on the Gray and traveling there, see the *Dark Sun 3 Core Rules* or *Terrors of the Deadlands*. For every round that an individual is within the Gray that they do not hold on to the edge of the entrance of the *bag of holding*, they must make a Will save (DC 10 + 1 per round spent within the Gray). Creatures that loose their way in the Gray and that have entered through a *bag of holding* face serious dangers from native inhabitants, lack of food and water, and an inability to use magic to escape unless they are able to use the Gray for energy, or come across an Athasian wraith they can use as an energy source for their spellcasting.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*.

Bane, Athasian

A *bane* weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective *enhancement bonus* is +2 better than its normal *enhancement bonus*. It deals an extra 2d6 points of damage against the foe. *Bows*, *crossbows*, and *slings* so crafted bestow the bane quality upon their ammunition. To randomly determine a weapon’s designated foe, roll on the following table.

Table 3–2: Athasian Bane Weapon Special Ability

d%	Designated Foe
01–09	Aberrations
10–15	Animals
16–19	Constructs
20	Dragon
21–28	Elementals (air)
29–36	Elementals (earth)
37–44	Elementals (fire)
45–52	Elementals (water)
53–57	Giants
58–60	Humanoid (dwarf)
61–63	Humanoid (elf)
64	Humanoid (gith)
65	Humanoid (halfling)
66–69	Humanoid (human)
70	Humanoid (reptilian)
71–72	Humanoid (psionic)
73	Humanoid (pterran)
74	Humanoid (tari)
75–76	Humanoid (specific other humanoid type)
77–79	Magical beasts
80	Monstrous humanoid (aarakocra)
81	Monstrous humanoid (belgoi)
82	Monstrous humanoid (dray)
83	Monstrous humanoid (specific other monstrous humanoid type)

84	Monstrous humanoid (ssuran)
85	Monstrous humanoid (thri-kreen)
86	Oozes
87-89	Outsiders
90-93	Plants
90-95	Undead
96-100	Vermin

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *summon monster I* or *summon nature's ally I*; Price +1 bonus.

Figurines of Wondrous Power

Malachite Locust: The first of these figurines is rumored to have been created by druids to retaliate against armies bent on their eradication. While it was somewhat successful, it did not prevent the later from virtually annihilating their order. It is carved in the form of five Athasian locusts swarming one over the other.

When animated, a *malachite locust* transforms into a cloud of five Athasian locust swarms under the command of its possessor. Each swarm always move so as to stay adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). Each swarm attacks creatures occupying its area and will pursue creatures that flee, if so commanded by the possessor. The item can be used once per day for up to 1 hour. When the hour has passed or the command word is spoken, the *malachite locust* once again



Arcanamarch's miter and obsidian beetle
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becomes a tiny statuette. If all the swarms are slain in combat, they cannot be brought back from statuette form for one full week.

Moderate conjuration; CL 9th; Craft Wondrous Item, *insect plague*; Price 21,000 Cp.

Obsidian Beetle: Said to have seen first use during a time when preservers of all races were track down and slayed, this figurine is now mostly found in the treasure vaults of the sorcerer-monarchs.

When animated, an *obsidian beetle* transforms into a *giant stag beetle* under the command of its possessor. As a free action, the user can send a mental command to the beetle to use a special form of *detect magic*. In effect, untainted wizards are detected within a 60 feet radius and the one with the strongest aura (able to cast the highest spell level) is immediately attacked by the beetle. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or the command word is spoken, the *obsidian beetle* once again becomes a tiny statuette. If slain in combat, the beetle cannot be brought back from statuette form for one full week.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 10,000 Cp.

Orb of Storms, Athasian

This glass sphere is 8 inches in diameter. The possessor can call forth all manner of weather, even supernaturally-destructive storms. Once per day she can call upon the orb to use *control weather* or *control wind*. Once per week she can use either *glass storm* or *sirocco*. Once per month she can conjure a *storm of vengeance*. The possessor of the orb is continually protected by an *endure elements* effect and a limited *eye of the storm* effect that protects only the possessor.

Strong varied; CL 18th; Craft Wondrous Item, *control weather*, *control wind*, *endure elements*, *eye of the storm*, *glass storm*, *sirocco*, *storm of vengeance*; Price 65,000 Cp. Weight 6 lb.

Magic Items

Arcane magic has been used for a variety of purposes since its development by Rajaat the First Sorcerer during the Green Age, as is the case of divine magic. One of these purposes is the creation of items answering to the various needs of its practitioners. This section describes many new items of a variety of types that were created both types of caster to achieve their various aims.

Defiling Items

Defiling items are magical objects—either *staves* or *wands*—that no longer need charges to activate the spells they contain. To be activated, a spell from a defiling item must be powered by energy gathered through defiling by the wielder: the wizard gathers energy at the time of activation as if he were about to cast a spell in his repertoire,

but instead uses the energy to power the spell in the item. As such, the spell effects obtained from activating defiling items are susceptible, for better or worse, to terrain modifiers. The radius of the ashen circle the defiler leaves behind when he activates a spell from a defiling item is the same as if he were casting a spell of the same level from his repertoire. Use of a defiling item is considered defiling.

Activating a defiling item uses the spell trigger activation method, so casting a spell from a defiling item is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 standard action, it takes that long to cast the spell from a defiling item.)

Staves are a special case amongst defiling items. The spell effects obtained from activating defiling staves can take advantage of the wielder's Raze feats, any class features that affect his defiling (such as those class features gained from the arch defiler and leech prestige classes; see *Prestige Class Appendix I* for more information), and items that improve his defiling (such as an *ashbound scarab* or *mask of fell defiling*). The wielder of a defiling **staff** can elect to extend the activation time of a spell to 1 round, gaining a +1 caster level bonus. (Spells with a normal casting time of 1 round or longer require an extra round to be cast in this manner.)

Creating a defiling item requires the Razing Craft feat as well as the appropriate item creation feat. Defiling items must be carved from the bones of defilers, or the bones (or other hard material) of those creatures capable of using spell-like abilities that produce defiling. Also, each defiling item is inscribed with the *arcane mark* of its creator, and as such is intricately linked to him and cannot be used by anyone else unless the mark is removed and replaced by the new owner's *arcane mark*; a full day must pass before the item becomes attuned to its new owner.

When pricing a defiling item, use the pricing rules for **staves** or **wands** found in the *Dungeon Master's Guide*, but add 25% to the base price. The cost in **XP** and raw materials is calculated using this new figure.

Once created, a defiling item loses its 50 charges. Instead, its wielder can spend a number of charges per day equal to (1/4 the unmodified caster level of the wielder + his **Intelligence** modifier). Once all charges for a given day have been used, the spells contained within a defiling item can no longer be activated for that day. This applies only to spells that are specifically described as having a cost in charges. Each spell cast defiles once as if the wielder had cast a spell of the same level from his repertoire, no matter the cost in charges.

Armor Special Abilities

These special abilities can be added to armor that already has an **enhancement bonus** of at least +1.

Lifewall

This suit of armor protects the wearer from the effects of being caught in the defiling radius of a spellcasting defiler. The wearer is immune to all penalties and damage associated with the defiling radius, even when augmented with Raze feats or magical items.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *allegiance of the land*; Price +5,000 Cp.

Malleable

Malleable armor seems thinner, lighter, and a little more flexible than its mundane counterpart. Spell failure chances for malleable armor are decreased by 10%, the maximum **Dexterity** bonus is increased by 2, and armor check penalties are lessened by 3 (to a minimum of 0). If the armor is medium or heavy armor, it is treated as light armor for all purposes, such as when sleeping in armor or when determining the character's movement speed.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *gaseous form*; Price +2 bonus.

Shade

Armor made with this ability is very beneficial to their wearer's when under the Athasian sun. The wearer is considered to be in shade for all purposes, and only require half their normal water intake to prevent dehydration. The wearer is not considered to be wearing armor for the purpose of **Fortitude** saves dealt by heat exposure from the environment.

Faint conjuration; CL 1st, Craft Magical Arms and Armor, *cooling canopy*; Price +1 bonus.

Specific Armor

The following suit of armor is usually constructed with exactly the properties described here. You can increase the **enhancement bonus** of this armor or add more special properties, just as you would any other item.

De'utko Armor

This elven suit of armor, whose name means "sleepless" in their tongue, is fashioned from the chitinous shells of slain thri-kreen by the tribe's best artisan. It is etched with markings symbolizing the glory of the hunt and slaying of the hated insect-men. Only kreen slayers don this armor, using its powers to aid in hunting and protecting their tribes for long periods of time without fear of letting their guards down in face of the sleepless mantis warrior.

This +2 *improved silent moves chitin armor* renders the wearer immune to all spells and effects that restrict his movement, as if he were under the effect of a *freedom of movement* spell. He also receives the benefit of the thri-kreen's sleep immunity racial ability for a number of days equal to 7 + his **Constitution** modifier, after which time 8 hours of uninterrupted sleep are needed before gaining the benefits of this ability again. A spellcasting or manifesting

wearer must rest as usual each time he wants to prepare new spells or regain spent power points.

Strong abjuration; CL 17th; **Craft Magic Arms and Armor**, creator must be an elf, *freedom of movement*, *silence*, *wakefulness*; Price 87,250 Cp; Weight 25 lb.

Weapon Special Abilities

These special abilities can be added to weapons that already have an **enhancement bonus** of at least +1.

Baleful Shriek

Upon command, a baleful shriek weapon hums with an aura of sonic energy that deals an extra 1d6 points of sonic damage on a successful attack. The weapon emits a shriek when thrown, forcing all enemies of the wielder within 20 feet of the weapon's path to succeed on a **DC 16 Will** save or become **shaken** for 1 round. When dealing a critical hit the weapon emits a pain-wracked scream, forcing the opponent struck to succeed on a **DC 16 Will** save or **cower** for 1 round. Except for the sonic damage, these are mind-affecting fear effects. Only thrown weapons can be so enchanted.

Moderate evocation and necromancy; CL 9th; **Craft Magic Arms and Armor**, **Heighten Spell**, *cause fear* or *doom*, *shout* or *sound burst*; Price +3 bonus.

Bloodlust

When you drop an opponent with a bloodlust weapon during a **rage**, you gain a +2 **morale bonus** to your **Strength** score until the end of your rage. You can only gain an increase in **Strength** once each round, no matter how many opponents you drop during a round, although this **Strength** bonus stacks with itself over the course of multiple rounds. Only melee weapons can be so enchanted.

Faint enchantment; CL 5th; **Craft Magic Arms and Armor**, *rage*; Price +1 bonus.

Chitin-Rot

A chitin-rot weapon always uses sap from the Forest Ridge's trees in its fabrication and always seems slick with humidity, even in the hottest environment. Its wounds cause the exoskeleton of creatures such as insects and kreen to become dull and streaked with gray striations of fungal infection, effectively **weakening** it as if suffering from the chitin-rot disease.

Any such creature successfully hit by a chitin-rot weapon must make a **DC 16 Fortitude** save or suffer a -2 cumulative penalty to its natural armor, down to a minimum of 0. The penalty for this effect decreases naturally at a rate of 1 point per day. Any effect that heals ability damage may also be used to reduce or eliminate the penalty by the same amount. **Bows**, **crossbows**, and **slings** so crafted bestow the chitin-rot ability upon their ammunition.

Moderate necromancy; CL 7th; **Craft Magic Arms and Armor**, *contagion*; Price +1 bonus.

Cleansing Flame

Cleansing flame weapons were used during the Preserver Jihad to quickly destroy the defiler minions of Rajaat's armies.

A cleansing flame weapon functions as a **flaming weapon** against most creatures, but against defilers, templars whose sorcerer-kings are defilers, creatures with the defiled template, items created through defiling magic, creatures with the evil subtype, and undead, the flames become extremely deadly. These targets must make a **DC 23 Fortitude** save or immediately be destroyed and turned to ash by the heat of the flames.

Creatures killed by this spell have their remains consumed (but not their equipment and possessions) utterly. The only way to restore life to creatures killed in this way is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*, or the *reality revision* power.

If a creature from the above list attempts to wield a cleansing flame weapon, he is affected as if he had been struck by it, needing to succeed on a **Fortitude** save each round that he holds the weapon to avoid fiery destruction. Only melee weapons can be so enchanted.

Moderate evocation; CL 17th; **Craft Magic Arms and Armor**, *cleansing flame*; Price +5 bonus.

Doom

Doom weapons were used during the Preserver Jihad and the Cleansing Wars to bring down powerful opponents on both sides.

A doom weapon is keyed to a particular individual. During the crafting of this weapon, something valuable to the individual to be exterminated must be incorporated into the crafting process of the weapon.

Against the particular creature it was crafted to slay, the effective **enhancement bonus** of the weapon is +2 better than its normal **enhancement bonus**. On a critical hit the target must make a **DC 23 Fortitude** save or die instantly. This ability is a death effect. On a successful save the target is nevertheless dealt an extra 3d6+17 points of damage. Only melee weapons can be so enchanted.

Strong necromancy; CL 17th; **Craft Magic Arms and Armor**, **Heighten Spell**, *finger of death*; Price +3 bonus.

Expiation

An expiation weapon is a device created to purge the land of those who will continue to help it towards desolation and eventual destruction. The majority of these weapons were created at the end of the Preserver Jihad and the beginning of the Cleansing Wars; many were lost during battles, their powers forgotten by all but the most erudite. Some parts of these weapons are always crafted to resemble natural creatures or plants.

Against defilers, the effective **enhancement bonus** of the weapon is +2 better than its normal **enhancement bonus**. It deals an extra 2d6 points of damage against these foes. Also,

upon a successful hit, the defender must succeed at a DC 17 Will save or be unable to cast spells, use spell-like abilities, or activate spell completion or spell trigger items for 2d4 rounds. Expiation effects are only found on melee weapons.

Moderate divination; CL 9th; Craft Magic Arms and Armor, *defiler scent*; Price +2 bonus.

Malison

A malison weapon deals wounds that are fouled by sorcery. All damage dealt by the weapon, calculated using the weapon type's base damage plus the wielder's Strength modifiers and before adding any magical bonuses or other damage-dealing effects, including feats, spells or powers, cannot be cured by any means until the damaged individual has received a *remove curse* spell (or some other effect that neutralizes a curse). The remaining damage dealt by the weapon, effects or as a result of this damage is considered of its usual type.

If a creature is slain by a malison weapon, it can't be raised from the dead unless a *remove curse* spell (or similar effect) is first cast on the body, or a *true resurrection* spell is used. Only melee weapons can be so enchanted.

Strong necromancy; CL 12th; Craft Magic Arms and Armor, *bestow curse*; Price +4 bonus.

Parching

A parching weapon drains the water from creatures hit. A creature is dealt an extra 1d6 points of nonlethal damage and is considered fatigued as if suffering from thirst. It must drink the necessary amount of water or, failing that, make a Fortitude save (DC 10, +1 for each previous check) each following hour or sustain 1d6 points of nonlethal damage. Further hits to the same creature deal the nonlethal damage and increase the DC of the subsequent Fortitude check(s) by a cumulative +2 per additional hit. Only melee weapons can be so enchanted.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *sunstroke*; Price +1 bonus.

Penetration

A penetration weapon is the bane of all kreen and insects. It deals +2d6 points of bonus damage on a successful hit against creatures possessing an exoskeleton or natural armor specified as being chitinous in nature. This enchantment is only found on piercing weapons. Bows and crossbows so crafted bestow the penetration effect upon their ammunition.

Moderate transmutation; CL 5th; Craft Magic Arms and Armor, *keen edge*; Price +2 bonus.

Rumbling

Upon command, a rumbling weapon creates a continuous rumble like that of an approaching storm. A rumbling weapon deals an extra 1d8 points of sonic damage on a successful hit. The sonic energy does not harm the wielder. The effect remains until dismissed by another

command. In addition to the sonic damage, a rumbling weapon deals an extra 1d8 points of sonic damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d8 points of sonic damage instead, and if the multiplier is x4, add an extra 3d8 points of sonic damage. Subjects dealt a critical hit by a rumbling weapon must make a DC 19 Fortitude save or be stunned for 1 round. Bows, crossbows, and slings so crafted bestow this enchantment upon their ammunition.

Strong evocation; CL 11th; Craft Magic Arms and Armor, *Heighten Spell*, *sound burst*; Price +3 bonus.

Shattering

A shattering weapon increases the wielder's ability to sunder objects, and he is considered to have the Improved Sunder feat regardless of whether or not he meets the feat's prerequisites. When making a sundering attempt, a successful opposed attack roll on the part of the wielder causes the struck object, which can be up to the size category of the shattering weapon, to shatter and be destroyed. If a sunder attempt is made against the shattering weapon, then the attacker's weapon is also treated as being dealt a sundering attempt and thus is subject to destruction if the shattering weapon's wielder succeeds on the opposed attack roll. Only bludgeoning or slashing weapons can be shattering. A shattering weapon's shattering ability only works against objects made of bone, stone, or wood; the wielder is still considered to have the Improved Sunder feat against objects made from other materials, however.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *shatter*; Price +2 bonus.

Silencing

Silencing weapons were created to rid the land of the preservers opposing Rajaat's forces. The majority of these weapons were created at the beginning of the Preserver Jihad, but many were lost during the many battles, their powers forgotten by all but the most erudite. Some part of these weapons always depict anguished humanoid visages prevented from screaming by various means.

Against preservers the effective enhancement bonus of the weapon is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against these foes. Also, upon a successful hit, the defender must succeed at a DC 17 Will save or be unable to cast spells, use spell-like abilities, or activate spell completion or spell trigger items for 2d4 rounds. Silencing effects are only found on melee weapons.

Moderate abjuration; CL 9th; Craft Magic Arms and Armor, *dispel magic*; Price +2 bonus.

Soul-bleeder

This ability causes a weapon to have a special bond with the Gray, creating wounds that drain the strength from living creatures. Each hit from a soul-bleeder weapon

inflicts 1 point of **Strength** damage to a living creature hit in addition to normal damage. The **Strength** damage lasts for 5 minutes unless cured by other means, and is considered temporary ability damage caused by a necromantic source for all other purposes. The soul-bleeding ability is only found on melee weapons.

A soul-bleeder weapon made of Gray-forged steel instead deals 1d4 points of **Strength** damage in addition to normal damage upon a successful hit.

Faint necromancy; CL 5th; Craft Magical Arms and Armor, *ray of enfeeblement*; Price +1 bonus.

Soul-crushing

This ability causes a weapon to have a powerful connection with the life-sapping energies of the Gray, enabling it to suppress an opponent's very life energy.

On a successful critical, an opponent struck by a soul-crushing weapon gains 1 negative level. Assuming the subject survives, it regains the lost level after 1 hour. The negative levels gained from a soul-crushing weapon don't last long enough to have a chance of permanently draining the victim's levels. Soul-crushing effects are only found on melee weapons.

A soul-crushing weapon made of Gray-forged steel instead bestows 2 negative levels upon a successful critical hit.

Strong necromancy; CL 13th; Craft Magical Arms and Armor, *enervation*; Price +2 bonus.

Specific Weapons

The following specific weapons are usually preconstructed with the exact qualities described below.

Battle Dancer's Blade

This +1 *keen bone elven longblade* is an exquisitely made weapon, potent in its own right, but its true potential is revealed when wielded by someone with levels in the battle dancer prestige class (APX 8). In the hands of a battle dancer, this sword increases the bonuses granted by the battle dance and sidestep class features by +1 each.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, creator must be an elf; Price 13,600 Cp, Weight 3 lb.

Keening Staff

Upon command this +1 *trident* hums with an aura of sonic energy that deals an extra 1d6 points of sonic damage on a successful attack. In addition, the staff can create a *shatter* spell with a range of 50 ft. and a radius of effect of 15 ft. Besides the normal uses for *shatter*, the spell effect can be targeted at a surface, pulverizing stone or any softer material within its area of effect to a depth of 6 inches; ground so pulverized is treated as difficult terrain (see Terrain and Obstacles, Chapter 8 of the *Player's Handbook*). A keening staff has 50 charges when created, and each use of the spell effect uses one charge. When drained of charges,

the staff retains its aura of sonic energy and its enhancement bonus.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *shatter*; Price 23,315 Cp.

Serpent Strike

This +1 *whip of speed* is made from elven rope tentacles braided together after having first removed the needles that cover them.

The *whip* snakes and lashes around when used and attempts to grab anything it hits. It confers a +2 bonus to disarm and trip attempts made using the *whip*. Disarm and trip attempts made with the *serpent strike* do not provoke attacks of opportunity.

Strong transmutation; CL 9th; Craft Magic Arms and Armor, *haste, web*; Price 34,301 Cp.

Thunderclap

This Large +2 *thundering wooden greatclub* is engraved with renditions of clouds and gusting wind. It can be struck on the ground, once per day as a standard action, to produce a thunderclap. The thunderclap is a 20-ft.-radius burst of concussive force that travels along the ground, disorienting victims. The thunderclap only affects creatures within the burst radius that are standing on the ground. Affected creatures must make a DC 14 **Fortitude** save or take 5d4 points of nonlethal damage, become **dazed** for 1 round and **deafened** for 1d4 rounds. A successful **Fortitude** save reduces the damage by half and negates the **dazed** and **deafening** effects. Creatures that are immune to nonlethal damage cannot be **dazed** by this effect, although they can still become **deafened** (if possible).

Faint evocation and necromancy; CL 5th; Craft Magic Arms and Armor, *blindness/deafness, gust of wind*; Price 14,708 Cp; Weight 12 lb.

Wastewalker's Sting

The weapon of **druids** and **rangers**, one head of this agafari **quarterstaff** is a +1 *animal bane merciful* weapon, while the other is a +1 *magical beast bane merciful* weapon. The weapon inflicts only nonlethal damage and deals an extra 1d6 points of damage on each strike. Against **animals** and **magical beasts** this weapon deals an extra 2d6 points of damage.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *cure light wounds, summon monster I or summon nature's ally I*; Price 18,640 Cp; Weight 4 lb.

Rings

A character can effectively wear only two magic **rings** at a time. A third magic **ring** doesn't work if the owner is already wearing two.

Inanimate Friend

The wearer of this **ring** can instantaneously transform his **familiar** into a sandstone statuette by touching it and

uttering a command word. The effect is similar to the *statue* spell and can be used up to three times per day, lasting for 1 hour per use. The *ring's* effect can be dismissed before the duration expires by touching the statuette to the *ring* (a move-equivalent action). During the time spent as a statue the *familiar* confers no benefits to its master and loses its *familiar* special abilities.

Strong transmutation; CL 13th; Forge Ring, statue; Price 36,400 Cp.

Life

This ring, made of aviarag ivory, protects the wearer from the effects of being caught in the defiling radius of a spellcasting defiler. The wearer is immune to all penalties associated with the defiling radius, even when augmented with Raze feats, magical items, or class abilities. Each morning, regardless of the wearer's activities during the past 24 hours, he regains 1 hp per *Hit Die* as if he had slept for a full 8 hours, up to his maximum normal *hit point* total. This benefit of the ring does not negate any other penalties associated with the previous day's activities, nor does it allow the character to memorize spells or regain *power points* as if they had slept for a full 8 hours

Moderate abjuration; CL 11th; Forge Ring, allegiance of the land; Price 132,000 Cp.

Silt Walking

This *ring*, carved from a silt drake tooth, allows the wearer to continually utilize the effects of the *surface walk* spell.

Moderate transmutation; CL 9th; Forge Ring, surface walk; Price 15,000 Cp.

Rods

Rods are scepterlike devices that have unique magic powers and do not usually have charges. Anyone can use a *rod*.

Desiccating

This rod is crafted from the thigh-bone of a thrax, with a series of gaunt, dehydrated faces carved into it in a spiral. The desiccating rod is often used by silt and sun clerics to drain water from living creatures.

This *rod* is wielded as a +1 *club* that deals 1d6+5 points of temporary *Constitution* damage to any creature touched (by making a melee touch attack) instead of the usual hit point damage. *Oozes*, *plants* and creatures with the aquatic subtype are more susceptible to this attack and instead take 1d8+5 points of *Constitution* damage. In either case, the defender negates the effect with a DC 22 *Fortitude* save.

Against creatures immune to ability score damage or who have no *Constitution* score, this rod causes damage as normal for a +1 *club*.

Strong necromancy; CL 15h; Craft Magic Arms and Armor, Craft Rod, horrid wilting; Price 60,000 Cp.

Elemental

These widely varied looking *rods* are crafted by the clerics of all elemental affiliations to help them in their quest to restore or augment the power of their patron element. Although these *rods* are made specifically by and for elemental clerics, any abilities conferred by a *rod* and unrelated to spellcasting are accessible to anybody possessing one, unless otherwise noted. One specific *rod* exists for every *domain* available to Athasian clerics.

The possessor of the *rod* gains a +4 bonus to the class skill added by the possession of the corresponding *domain*.

An *elemental rod* allows the casting, once per day, of any one of the *domain* spells on the corresponding *domain* list, up to the maximum current level achieved by the wielder, but only if the wielder has access to said *domain*.

Finally, once per day, the rod can be used as a divine focus for a spell on the *domain* spell list. While used so, the spell cast by the wearer has its save DC increased by +1. If no *saving throw* applies or is allowed, it instead adds +1 to the effective caster level of the effect. This ability can be used by any caster provided he has the *domain* spell on his spell list.

Strong transmutation; CL 20th; Craft Rod, access to the associated domain; Price 11,000 Cp.

Guardianship

Made from the gnarled root of an ancient *tree of life*, this 3-foot long *rod* appears to pulse with life energy and is used to prevent defiling from further destroying the ecology of Athas. The wood that composes the *rod* must be taken from a living *tree of life* as its ability to combat defiling is tied to the tree, and only functions while the tree still lives. As such, if the *tree of life* from which this *rod* is crafted is ever destroyed, the *rod* loses all its powers.

Simply holding the *rod* while within the defiling radius of a wizard dampens the gathering of plant life energy, effectively making the terrain type for the wizard one step worse (see the Terrain Modifiers section of Chapter 7 in the *Dark Sun 3 Core Rules* for further details). As such, wizards cannot defile on desolate terrain. Furthermore, the *rod* prevents affected wizards from using Raze feats or extending the casting time of their spells for the purpose of increasing their effective caster level.

Three times per day, as an *immediate action*, the *rod* holder—when within the defiling radius of a casting wizard—can reduce the defiling radius to a distance equal to that between his location and that of the defiler, effectively limiting the defiler from using his highest level spells by reducing the maximum radius from which he can summon plant life energy. For example, a character holding a *rod of guardianship* and standing 30 feet from a wizard could limit him to only casting 6th-level spells, as they defile a circular area 30 feet in radius; a 9th-level spell, with its 45 foot radius, would “pass” the rod wielder, and thus could be blocked. When this ability is used, a wizard attempting to cast a spell with a defiling radius that extends

past the rod wielder simply fails in his action, losing the spell.

Finally, once per day as an immediate action, the rod holder—when within the defiling radius of a casting wizard—can completely negate the energy gathering process, disrupting the casting and causing the wizard to lose the spell.

Strong abjuration; CL 15th; **Craft Rod**, *conversion*; Price 75,000 Cp; Weight 5 lb.

Staves

A **staff** is a long, usually wooden spell storage device. It has 50 charges when created.

Concurrence

Made from the fine grained, straight wood of a kaor tree that has been *blessed* by a **druid**, this **staff** allows the use of the following spells:

- *Sleep* (1 charge)
- *Hold person* (1 charge)
- *Tiny hut* (1 charge)
- *Resilient sphere* (2 charges)
- *Polymorph* (2 charges)

Moderate varied; CL 8th; **Craft Staff**, *hold person*, *polymorph*, *resilient sphere*, *sleep*, *tiny hut*; Price 39,000 Cp.

Desert Travel

Crafted from the wood of a wanderer's staff, a straight and tall species of trees that grows in the Ringing Mountains, this staff allows use of the following spells:

- *Cooling canopy* (1 charge)
- *Create element* (water) (1 charge)
- *Purify food and drink* (1 charge)
- *Summon nature's ally VI* (2 charges, water elemental or rain paraelemental beast only)

The **staff** may be used as a weapon, functioning as a +2 *quarterstaff*. The *staff of desert travel* also allows its wielder to *detect animals or plants* and *know direction* at will, with no charge cost. These two attributes continue to function even after all the staff's charges are expended.

Moderate varied; CL 13th; **Craft Staff**, **Craft Magic Arms and Armor**, *create element*, *cooling canopy*, *detect animals or plants*, *know direction*, *purify food and drink*, *summon nature's ally VI*; Price 52,000 Cp.

Dexter

Also referred to as a **staff** of preservation, this **staff** is made from the branch of a *tree of life*, topped by a dexter gem, and allows use of the following spells:

- *Alarm* (1 charge)
- *Locate object* (1 charge)
- *Nondetection* (1 charge)
- *Tongues* (1 charge)
- *Break enchantment* (2 charges)
- *True seeing* (2 charges)

Moderate varied; CL 11th; **Craft Staff**, creator must have the Path Dexter feat, *alarm*, *break enchantment*, *locate object*, *nondetection*, *tongues*, *true seeing*; Price 66,000 Cp.

Law

Usually elaborately carved or crafted from a material emblematic of a particular city-state, such as agafari wood for Nibenay or obsidian for Urik, this **staff** allows use of the following spells:

- *Hand of the sorcerer-king* (1 charge)
- *Image of the sorcerer-king* (1 charge)
- *Wrath of the sorcerer-king* (2 charges)
- *Wisdom of the sorcerer-king* (2 charges)

Strong abjuration; CL 12th; **Craft Staff**, *hand of the sorcerer-king*, *image of the sorcerer-king*, *wisdom of the sorcerer-king*, *wrath of the sorcerer-king*; Price 51,750 Cp.

Sinister

Sometimes called a **staff** of defilement, this **staff** is made from the branch of a *defiled tree*, topped by a sinister stone, and allows use of the following spells:

- *Cause fear* (1 charge)
- *Death mark* (1 charge)
- *Halt undead* (1 charge)
- *Black tentacles* (2 charges)
- *Bestow curse* (2 charges)
- *Eyebite* (2 charges)

Moderate varied; CL 11th; **Craft Staff**, creator must have the Path Sinister feat, *bestow curse*, *black tentacles*, *cause fear*, *death mark*, *eyebite*, *halt undead*; Price 61,900 Cp.

Trickster

Mostly seen in the hands of elven wizards, this four-foot long bone **staff** is crafted from drake ivory and covered with elaborate carvings depicting laughing and smiling male and female elven faces intertwined with smaller, full-body reliefs of elves dancing, running, or embracing in positions of physical pleasure. The **staff** is adorned with small, embedded obsidian spheres that spiral around its haft. Legend has it that the first of these items was crafted by the elven defiler and trickster Daaku, renowned for his audacious and daring schemes and exploits, sometime before his mysterious disappearance after making enemies of the Shadows tribe.

This **staff** allows use of the following spells:

- *Magic aura* (1 charge)
- *Disguise self* (1 charge)
- *Expeditious retreat* (1 charge)
- *Greater invisibility* (2 charges)
- *Dimension door* (2 charges)

This **staff** also grants its wielder a +5 bonus to **Bluff** checks and the ability to use *ghost sound*, as a spell-like ability at caster level 9th, at will. These two attributes continue to function even after all the charges have been expended.

Moderate varied; CL 9th; Craft Staff, *dimension door*, *disguise self*, *expeditious retreat*, *ghost sound*, *greater invisibility*, *magic aura*; Price 33,200 Cp.

Wondrous Items

Wondrous items can be configured to do just about anything, from talking to the dead to improving one's ability scores.

Amulet of Arcane Insight

This elaborately carved elven bone amulet grants its wearer a +10 competence bonus to Knowledge (arcane) checks.

Faint transmutation; CL 5th; Craft Wondrous Item, 10 ranks in Knowledge (arcana); Price 10,000 Cp.

Amulet of Sacred Duty

This necklace is composed of green leaves from different plants all seemingly growing from a vine. When worn by a grove master (APX 20), you gain an additional 10 hit point for the purpose of using the sacrifice class ability. Those of these hit points that are sacrificed return at dawn. This is a continuous effect and requires no activation.

When activated, as a standard (mental) action, this amulet detect the presence and location of defilers within a 20-ft.-radius burst, centered on you, for the next 10 minutes. If any defiler is present within the area, the amulet's leaves turn black and wither for as long as the defiler's presence is sensed; afterwards, the leaves return to their original state. Otherwise, this function just like the *defiler scent* spell. This ability can be used once per day.

Faint divination; CL 1st; Craft Wondrous Item, *defiler scent*; Price 1,650 Cp.

Amulet of the Undead Dragon King

These devices are usually small metal disks about two inches in diameter, attached to a leather tie or metal chain. These amulets are used by followers of Dregoth the Undead Dragon King and are considered holy symbols by his dray followers.

The amulet grants the wearer the following abilities: resistance to fire 10, darkvision out to 60 ft., and the need for only half as much water as necessary for the wearer's size category. The amulets have the added side effect of allowing Dregoth to know where the wearer is at all times, as per the *status* spell.

Moderate conjuration; CL 3rd; Craft Wondrous Item, *cooling canopy*, *darkvision*, *resist energy*, *status*; Price 37,500 Cp.

Animal Companion's Pouch

This small leather pouch, worn around the neck, contains a small portion of a druid or ranger's animal companion, such as a tuft of fur, a feather, or a scale. Any character with an animal companion can benefit from

another's pouch if he replaces the contents with a portion of his own animal companion.

The animal companion whose master boasts such an item is treated as having a master four levels higher. An animal companion's bonus Hit Dice, natural armor adjustment, Str/Dex adjustment and bonus tricks can increase into the epic range in this way, but only special abilities gained at less than 20th level are affected.

Faint transmutation; CL 5th; Craft Wondrous Item, *awaken*; Price 13,000 Cp.

Arcanamarch's Miter

This religious headress is worn exclusively by royal defilers delegated with civic duties approaching those of a templar. A miter varies greatly in form and size among the cities, but each population has learned to recognize on sight the lawful power of a miter's wearer. The headress is most often a tall and showy contraption; one noticeable exception to this rule is in Nibenay where it takes the form of a black skullcap.

This religious cap functions only for defilers in the service of a sorcerer-monarch. The wizard can use *arcane mark* at will by simply touching the item he wishes to mark and concentrating for a full round. As a badge of office for the arcanamach position, the miter confers a +3 circumstance bonus to Diplomacy checks made in contests of Secular Authority. So he may use the resources of the templarate, the wearer also receives a +5 competence bonus to Use Magic Device checks involving divine scrolls. Twice per day, the wizard can activate the main function of the miter by speaking aloud the name of the sorcerer-monarch he has pledged fealty to, gaining the effects of a *wisdom of the sorcerer-king* spell.

Strong evocation; CL 12th; Craft Wondrous Item, creator must have 5 ranks in Use Magic Device, *arcane mark*, *wisdom of the sorcerer-king*; Price 43,000 Cp.

Armband of Quiescence

This bronze armband is composed of a single strand of rounded wire coiled into a double spiral in a figure-of-eight design, each spiral tightly wrapped around itself. Three times per day the wearer of this item can use the Still Spell feat on any spell of 6th level or lower he casts. The spell being stilled uses its normal spell slot. The *armband of quiescence* is considered a bracelet or bracer when determining how many magic items a character can wear.

Strong (no school); CL 17th; Craft Wondrous Item, Still Spell; Price 21,600 Cp.

Army Standards, Magical

These items are the most often encountered items in the armies of the sorcerer-kings. To be effective, these standards must be affixed to a two-handed hafted weapon such as a halberd or a lance. No more than three standards can be affixed to a weapon at a time.

Arrow Standard: Since many soldiers in the sorcerer-monarchs' armies are conscripted and have only minimal practice in the use of most ranged weapons, their templar overseers developed this standard as a way to remediate for their lack of training.

Any allies within 30 feet of the item gain a +2 **morale bonus** on all ranged attacks.

Faint divination; CL 5th; **Craft Wondrous Item**, *magic weapon*; Price 30,000 Cp; Weight 1 lb.

Lion's Standard: It is said that Urik's armies have never lost a battle when led by their king. During the long years of his reign, king Hamanu has learned that he cannot always lead his armies as he'd wish, and developed a war standard to help his armies in his absence. This standard bears his effigy.

The bearer of the standard and any allies within 40 feet of the item gain +1 **luck bonus** on attack rolls, weapon damage rolls, saves, and skill checks, while foes of the standard bearer take a -1 penalty on such rolls. Once per day, the standard can produce a burst affecting the standard bearer and any allies within 40 feet of the item. Subjects of the burst gain a +4 **enhancement bonus** to **Strength** and +4d4 temporary **hit points** for 9 rounds, after which any remaining **temporary hit points** are lost.

Faint enchantment and moderate transmutation; CL 9th; **Craft Wondrous Item**, **Enlarge Spell**, *klar's heart*, *prayer*; Price 43,500 Cp; Weight 1 lb.

Occluding Standard: The sorcerer-monarchs and their defiler lackeys have developed these army standards to rob enemy armies of the advantage of spellcasters. These standards are usually entrusted to units with mindbender and warrior troops.

Once per day, the standard can produce a field preventing the functioning of any magic items or spells within its confines, and which is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. The field functions like an *antimagic field* with a 20-ft.-radius emanation centered on the standard, and once activated lasts for 170 minutes or until dismissed by the standard bearer.

Strong abjuration; CL 17th; **Craft Wondrous Item**, **Widen Spell**, *antimagic field*; Price 36,720 Cp; Weight 1 lb.

Ashbound Scarab

This device appears to be a copper medallion in the shape of an agony beetle, with verdigris forming the transverse lines of the beetle's shell.

The penalties suffered to attacks, saves and skill checks for being caught in the scarab-possessor's defiling radius increase by 1 (this effect stacks with Agonizing Radius and the painful radius class ability). **Plant** creatures also suffer an additional 2 points of damage per spell level (this effect stacks with Exterminating Raze). If donned by a character with the life-draining radius class ability, living beings caught in the defiling radius suffer an additional 1 point of damage per level of the spell being cast. The above effects

do not stack with that of other feats, class abilities, or items that give similar abilities.

Moderate necromancy and transmutation; CL 9th; **Craft Wondrous Item**, *blight*, *symbol of pain*, *vampiric touch*; Price 20,000 Cp.

Baleful Regalia

This regalia usually takes the form of an ominous bone necklace coated with black, charred ivory, but may take the form of a pectoral or pendant of beaten metal, ivory, or decorative stone and display a royal defiler's authoritative ensigns of office when crafted for his use.

Any creature entering the tainted aura (such as that gained from the arch defiler prestige class) of a defiler wearing a *baleful regalia* must succeed at a **DC 17 Fortitude** save or become **sickened** (save negates). Creatures with 6 or more **Hit Dice** are immune to this effect.

Moderate necromancy; CL 10th; **Craft Wondrous Item**, *ghoul touch*, must be a defiler; Price 10,000 Cp; Weight 3 lb.

Band of Familiar Protection

This band offers a familiar continual magical protection in the form of an armor bonus of +1 to +10 to **AC**.

Faint abjuration; CL 3rd; **Craft Wondrous Item**, *mage armor*, caster must be of a level at least three times greater than the bonus of the band; Price 1,000 Cp (*band +1*); 4,000 Cp (*band +2*); 9,000 Cp (*band +3*); 16,000 Cp (*band +4*); 25,000 Cp (*band +5*); 36,000 Cp (*band +6*); 49,000 Cp (*band +7*); 64,000 Cp (*band +8*); 81,000 Cp (*band +9*); 100,000 Cp (*band +10*).

Band of Friend Masking

This band renders a familiar who wears it invisible to sight as if you had cast *invisibility* upon it. It must remain in physical contact with its master or it becomes visible. This effect cannot be shared.

Faint illusion; CL 3rd; **Craft Wondrous Item**, *invisibility*; Price 9,000 Cp.

Bead of Agony

The surface of this small, hard chitin sphere is graven with a pair of wings from an agony beetle, complete with dark, transverse lines. The user can throw it as a missile up to 60 feet with no range penalties. If both wings are pressed simultaneously just before the bead is hurled, it causes the bead to transform into four agony beetles when shattering upon impact. The beetles take flight and attach themselves to the nearest living creature other than the thrower and attack. The beetles fight until slain or until no living creatures other than the thrower remain within 120 feet of the bead's impact point. Pressing the wings is a free action and throwing it destroys the bead.

Faint conjuration; CL 5th; **Craft Wondrous Item**, *summon monster III*; Price 4,500 Cp.

Beaded Curtain of Vigilance

This normal-looking beaded curtain made of colored ceramic beads is about 4 feet wide and 7 feet high. When commanded to guard a doorway, it animates and attempts to grab, then grapple any **Medium** or smaller creature that comes within 5 feet. The owner can set a password to allow creatures to pass through without causing the curtain to attack, and can command the curtain from up to 30 feet away (though the owner needs not be present for the curtain to attack). The curtain can attack one creature at a time; unless it is destroyed, it continues to attempt to grapple or hold its target until commanded to release.

Moderate transmutation and evocation; CL 11th; Craft Wondrous Item, *animate objects*, *grasping hand*; Price 30,000 Cp.

Animated Beaded Curtain

CR 3

Always N **Medium** construct

Init +3; **Senses** darkvision 60 ft, low-light vision.

Listen +0, Spot +0

Languages —

AC 15, touch 13, flat-footed 12
(+3 Dex, +2 natural)

Immune construct immunities

hp 42 (4 HD)

Fort +1, **Ref** +4, **Will** +1

Speed 0 ft.

Melee grapple +10 touch

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +14

Atk Options improved grab

Abilities Str 25, Dex 16, Con —, Int —, Wis 11, Cha 1

SQ construct traits

Feats —

Skills —

Improved Grab (Ex) To use this ability, a beaded curtain must hit with its grapple attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Belt of Glory

This belt is made from interlocking hexagonal gold plates. It grants its wearer a +6 **enhancement bonus** to Strength, Dexterity and Constitution.

Strong transmutation; CL 18th; Craft Wondrous Item, *bull's strength*, *cat's grace*, *endurance*; Price 108,000 Cp.

Belt of the Beast's Might

As a free action, the wearer of this chitin and leather belt can visualize himself as a mighty braxat, enabling him to act as though affected by the *transformation* spell for up to 10 rounds each day. The duration of the effect need not be consecutive rounds.

Moderate transmutation; CL 11th; Craft Wondrous Item, *transformation*; Price 40,000 Cp; Weight 1 lb

Brazier of the Gray Calling

This basalt brazier consists of a clawed tripod under a support strut shaped in the form of a spinal column, supporting a bowl surrounded by four equidistant skulls with green peridot gems for eyes.

When the skull of a dead intelligent creature and burning coal are put into the bowl, the user can *speak with dead* with this creature, if it can speak and understand the language spoken by the creature in life. The spirit will answer up to five questions and is not allowed a **Will** save to resist the effect no matter the alignment of the user. The skull must be intact for the contact to be made with the spirit of the dead and the same creature cannot be spoken to more than once a week. The fire burning inside the brazier does not destroy the skull used.

Alternatively, a gem from a casting of *soul bind* can be put into the bowl, and questions asked of the soul trapped within the gem.

Faint necromancy; CL 5th; Craft Wondrous Item, *speak with dead*; Price 25,000 Cp.

Brooch of Obsidian Shattering

This appears to be a small silver hammer used as a fastener for a cloak or cape. In addition to this mundane task, it can shatter all non-magical or psionic obsidian items in a 60 ft. burst once per day by speaking the word "shallackan" (shatter, in Elven) and then touching a small piece of obsidian to the hammer.

Moderate evocation; CL 7th; Craft Wondrous Item, *shout*; Price 10,000 Cp.

Cassock of Ordinance

This brocade templar's cassock is sewn with the symbol of the sorcerer-monarch's templarate. Any person found in possession of such a cassock without being a member of the templarate will be hunted down and given an exemplary punishment, often in public, therefore adding to the fear of those normally wearing these cassocks.

The magic of the cassock give the wearer a +10 **competence bonus** to **Intimidation** checks, and the use of *doom* at will, *hold person* three time per day, and *greater command* once per day, all of these as cast by a 10th level templar. The *cassock of ordinance* takes up the robe spot on a character.

Moderate enchantment; CL 10th; Craft Wondrous Item, *doom*, *hold person*, *greater command*, *scare*; Price 42,000 Cp.

Censer of Repulsion

This vessel consists of a copper bowl resting on a firm base, a hollow, movable pan for holding ignited charcoal, and a lid and four chains about three feet in length linked to a ring. To carry the censer the chains are grasped in the hand just under the ring, and the censer swung gently to and fro, the air current keeping the materials within aflame and smoking. Perforations on the bowl take the shape of animal skulls and dessicated trees.

When putting defiler's ash on the bowl's fire and speaking the command word, the censer produces an *antiplant shell* in a 10 feet radius, for up to 11 minutes or until the fire is blown out. This function can be used up to three times per day. When defiler's ash produced by dragon magic or leech defiling is placed over the fire and the command word spoken, the censer produces instead an *antilife shell* of the same radius and duration, usable no more than once per day. The emanation moves with the censer and may only be used defensively; forcing the barrier against affected creatures blows out the censer's fire automatically.

Moderate abjuration; CL 11th; Craft Wondrous Item, *antilife shell*, *antiplant shell*; Price 65,340 Cp; Weight 1 lb.

Chamberlain Insignia

Some sorcerer-monarchs have a special position within their temperate: that of the chamberlain, a templar who fulfills a dual role, both managing the palace of the monarch as well as that of master of protocol, maintaining proper etiquette within the temperate. The chamberlain is personally chosen by the monarch from amidst the most loyal of his templars and elevated in status. Becoming a chamberlain is to see all the doors in the royal palace open to you. Usually the chamberlain maintains a small army of hand-picked slaves that carry his orders, protected from anyone else's influence, as these slaves and the chamberlain himself are considered under the direct protection of the sorcerer-monarch.

Upon first achieving the position of chamberlain a templar is awarded the metal insignia that is his badge of office. With it the templar can open all the doors of his monarch's palace in the pursuit of his duties. The form that this insignia takes varies from one city-state to another; for example, in Balic the insignia is a beaten silver brace that holds at the left shoulder the chamberlain's unique toga.

Wearing a *chamberlain insignia* adds to a templar's sigil capabilities:

Calm emotions as per the spell. The chamberlain must grasp and hold his sigil and, after a full round of concentration, the spell takes effect and lasts as long as the chamberlain maintains concentration.

Command as per the spell. The chamberlain must grasp and hold his sigil, while uttering its command.

Knock at will. The chamberlain must grasp and hold his sigil and, after concentrating as a standard action, the spell takes effect.

Tongues at will. The chamberlain needs only wear his sigil for this effect to take place.

Faint divination, enchantment, and transmutation; CL 5th; Craft Wondrous Item, *calm emotions*, *command*, *knock*, *tongues*; Price 32,040 Cp.

Cloak of Fire and Smoke

Beautifully fashioned from smooth leather strips of fire eel hide, this cloak has a wide band of tougher fire lizard's

scales sewn along its edges. Each stitch and seam has been made by using a golden-colored thread composed of burnflower fibers. Every *cloak of fire and smoke* is further consecrated to the elemental powers of fire at the end of its construction.

While wearing the *cloak of fire and smoke*, the wearer benefits from *fire resistance* 10. Up to three times per day as a standard action, you can command the cloak (in Ingan) to cast *produce flames*. When activated, the flames last for up to 10 minutes, as specified in the *produce flames* spell description. When activated, you can use the flames in your hand as those created by a *produce flames* spell cast by a 10th level caster. The flames last for 10 minutes, or less as specified in the spell description. In addition to the normal spell effects, activating the spell ability of this cloak grants you two additional options beyond the normal spell parameters, which must be decided each time the cloak is activated. Instead of the normal use for the flames created via the *produce flames* ability of the cloak, you can choose to activate one of the two following special effects:

Blinding Lights: The flames disappear in a momentary burst of glowing, colored aerial lights. Creatures within 60 feet in all directions of the wearer must make a DC 16 *Reflex* save or becomes *blinded* for 1d4+1 rounds. These creatures must have line of sight to the wearer to be affected. *Spell resistance* can prevent *blindness* and the wearer is immune to this effect. This effect is instantaneous.

Smoke Cloud: A writhing stream of smoke billows from the flames, which then disappear, forming a choking cloud. The cloud spreads 20 feet in all directions and blocks all sight, including *darkvision*. All within the cloud must make a DC 16 *Fortitude* or take -4 penalties to *Strength* and *Dexterity*; creatures remaining within the smoke must make additional saves at the beginning of each of their turns until they either leave the smoke or fail a save. *Spell resistance* does not apply and the wearer is immune to the ability score penalties, but not the sight impairment. This effect lasts for 10 rounds, and the ability penalties associated with the smoke last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud.

As a standard action, you can activate the *blazing wreath* ability of the cloak by uttering the command word (in Ingan). This last ability of the *cloak of fire and smoke* can only be used once, as invoking it destroys the cloak and possibly the wearer. The cloak bursts into flames and gives you the benefits of the *blazing wreath* spell. While surrounded by the blaze, you suffer 1d4 points of fire damage per round, which are not subjected to the protection offered by the cloak. Magical protection from fire resulting from spells and items other than the cloak still protect you, but cannot stop the destruction of the cloak. This effect will continue until the wearer is completely incinerated or for 10 minutes, whichever comes first. Using this ability completely consumes the *cloak of fire and smoke*. Removing the cloak in this state is difficult, requiring a *Dexterity* DC 15 check as a

full-round action, and upon being removed the cloak is destroyed as if the full 10 minutes had elapsed.

Strong evocation; CL 17th; **Craft Wondrous Item**, *blazing wreath*, *produce flame*, *pyrotechnics*, *resist energy*; Price 58,050 Cp; Weight: 3 lb.

Defiling Engine, Major

A *major defiling engine* looks like its minor counterpart but boasts another large obsidian orb embedded in the pole, replacing one of the smaller orbs near the top. A *major defiling engine* functions as a *minor defiling engine*, with the addition that the caster can also make use of the Destructive Raze feat. (If the caster already possesses that feat its effects do not stack.)

Strong (no school); CL 11th; **Craft Wondrous Item**, creator must be a defiler; Price 75,000 Cp; Weight 200 lb.

Defiling Engine, Minor

These devices are composed of a tapered basalt pole as tall as an elf, with the fused bones of one or more defilers circling and twisting around it like a constricting snake. An engine is topped with a large obsidian orb, with several smaller, embedded orbs of decreasing size descending in a spiral around the pole. Defiling engines were perfected during the Cleansing Wars by the very armies that used them, but how to create one is knowledge now restricted to the highest-ranking lackeys of the sorcerer-monarchs.

Defiling engines hold the essence of several Raze feats. An engine is use-activated (casting spells in a threatened area still draws attacks of opportunity). Any spells cast by a wizard making use of an engine is treated as if the caster had the Efficient Raze and Distance Raze feats. (If the caster already possesses one or both of these feats their effects do not stack.)

In order to be used an engine must first be planted in the ground. In a combat situation a DC 18 **Strength** check is required to plant (or uproot) an engine in sand, dirt, or gravel, and requires a full-round action. On the round that it is planted, the *defiling engine* defiles the 5-ft. square of ground around itself. Afterwards up to three wizards can benefit from the engine's effects at any given time, each wizard touching the device while casting to do so. Wizards casting spells while making use of the engine treat the device as a focus component. Each spell cast by a wizard touching the engine causes the latter to further defile the ground around itself, increasing the radius of its ashen circle by another 5 feet. Any characters touching the engine when a spell is cast are unaffected by the engine's defiling radius, as if protected by the Controlled Raze feat.

A preserver casting a spell using a *defiling engine* benefits from the Raze feats, but by doing so cannot preserve and becomes automatically tainted.

Strong (no school); CL 7th; **Craft Wondrous Item**, creator must be a defiler; Price 50,000 Cp; Weight 200 lb.

Denier's Pipe

This small ivory blowpipe is delicately carved in the form of a gasping figure with hands at its throat, its angled mouth serving as the blowpipe's mouth.

When defiler's ash is inserted in the tube it becomes a powerful sorcerous poison. If blown on a wizard it causes the loss of the ability to gather or access energy, no matter the source, for 1 hour. A wizard is entitled to a DC 19 **Will** save to negate the effect. When attempting to blow the ash on a target, treat the blowpipe as a **blowgun** with half the range increment. Filling a blowpipe is a move action that provokes attacks of opportunity.

Moderate abjuration; CL 11th; **Craft Wondrous Item**, *antimagic field*; Price 100,000 Cp; Weight 2 lb.

Erdlu Canteen

This item appears to be a normal canteen made from an erdlu egg. Once per day, upon command, the canteen fills itself with the fresh red yolks of an erdlu's egg. The canteen provides sustenance to feed one human for a day.

Faint conjuration; CL 5th; **Craft Wondrous Item**, *create food and water*; Price 1,800 Cp; Weight 2 lb.

Essence Amphora

This glazed ceramic amphora is painted with a scene of a tyrant gaining magical power by collecting the blood of victims in an amphora. It is created by templars who regularly smuggle the liquid it produces to myrmeleon agents infiltrating the Veiled Alliance.

By touching the neck of the amphora to a living creature that has -1 or fewer **hit points**, the ebbing life force of the touched creature is transferred into the amphora on a failed DC 14 **Will** save and distilled into a liquid known as golden ambrosia. Each use of the amphora creates enough liquid for 1d4 spell levels of life energy, and the amphora can contain up to 20 spell levels in liquid form. Glowing with a faint golden light, each draught bestows one spell level of life energy upon the drinker. Drinking from the amphora is a standard action that provokes attacks of opportunity. The spell levels gained can be used to replace partially or totally the standard energy gathering process when casting arcane spells. For example, if a 5th-level spell is cast by a defiler who has drunk 4 spell levels of life energy, defiling occurs as if a 1st-level spell had been cast. If unused within the hour, ingested golden ambrosia breaks down and suffuses the body, curing 1 point of damage per spell level of life energy ingested. Golden ambrosia can exist indefinitely without braking down if contained in the *essence amphora*.

Faint necromancy; CL 3rd; **Craft Wondrous Item**, *death knell*; Price 4,500 Cp; Weight 9 lb.

Exequial Mask

These beautifully carved and colorful agafari or ivory masks resemble the traditional ancestral death masks worn by nibenese nobles during funeral processions, but are much older than that tradition. The masks are found in

necropolises across Athas. Each mask is unique and carved with the faces of its creator's ancestors. The sculpting is intricate, each face being composed of other, smaller faces. Legend has it these masks were supposed to appease the spirits of the dead and protect the wearer from their nefarious attentions.

Upon command, once per day and for up to 10 minutes, this mask wards the wearer from attacks by **undead** creatures. It creates a magical barrier around the wearer at a distance of 1 foot. The barrier moves with the wearer and has two major effects.

First, the mask prevents bodily contact by **undead** creatures, both **corporeal** and **incorporeal**. This causes the natural weapon attacks and incorporeal touch attacks of such creatures to fail and the creatures to recoil if such attacks require touching the wearer. Supernatural abilities that could affect the wearer, such as a ioramh's despair ability or a dwarven banshee's gaze of frenzy, cannot penetrate the barrier. This protection ends if the wearer makes an attack against or tries to force the barrier against a blocked undead. **Spell resistance** can allow an undead to overcome this protection and touch the wearer.

Second, against those attacks that are not warded against, such as ranged attacks, spells, psi-like abilities and the likes, the wearer gains a +2 **deflection bonus** to AC and a +2 **resistance bonus** on saves. Both these bonuses apply against attacks made or effects created by **undead** creatures.

The wearer of the *exequial mask* can also use **halt undead** three times per day on **undead** within 170 feet, for a duration of 7 rounds per use. A DC 14 **Will** save negates this effect for intelligent **undead**, while mindless **undead** are automatically affected.

Moderate necromancy; CL 7th; Craft Wondrous Item, *death ward*, *halt undead*; Price 36,400 Cp.

Familiar's Brooch

This brooch is usually made of everyday materials—such as ivory or bone—but metal examples exist. It is carved or shaped in the form of one's familiar, although a wizard with a different type of familiar than the one represented by the brooch can also benefit from it.

The **familiar** whose master boasts such an item is treated as having a master four levels higher. A **familiar's natural armor** and **Intelligence** can increase into the epic range in this way but only **familiar** special abilities gained at less than 20th level are affected.

Faint transmutation; CL 5th; Craft Wondrous Item; Price 13,000 Cp.

Farcaster Orb

This glass sphere is 8 inches in diameter. It marries the properties of an *Athasian orb of storms* with those of a *crystal ball*. The possessor can call forth all manner of weather over the area within range of the orb, or over areas viewed through use of the spell *scrying* (Will DC 16 negates).

Strong varied; CL 18th; Craft Wondrous Item, *control weather*, *control wind*, *endure elements*, *eye of the storm*, *glass storm*, *scrying*, *sirocco*, *storm of vengeance* (plus any additional spells put into the *crystal ball*); Price 65,000 Cp (plus the price of the *crystal ball* ×1.5). Weight 6 lb.

Fulgurite Pendant

This pendant is made of multiple gold wires encircling a few inches of blue-green fulgurite speckled with rust-colored sand particles that were fused into glass by the power of a Tyr Storm's lightning.

A cerulean receives a +1 to the save DC of spells with the electricity descriptor they cast using the *fulgurite pendant* as a focus. If no **saving throw** applies or is allowed, it instead adds +1 to the effective caster level of the effect. Also, all spells with the electricity descriptor cast using the *fulgurite pendant* as a **focus** channel some of the power of the Cerulean Storm, dealing an extra 1 point of sonic damage for each die of damage the spell deals. The cerulean can also call upon *shocking grasp* three times per day, *shatter* once per day, and *chain lightning* once per week.

Moderate evocation; CL 11th; Craft Wondrous Item, *chain lightning*, *shatter*, *shocking grasp*; Price 16,000 Cp.

Gems of Amara

These large, multi-faceted egg-shaped stones are of unimaginable perfection, each the size of a woman's hand and of a different, vibrant color. While storing its precious cargo, one of these gems contains at its heart a tiny spark, like a glowing insect captured in amber.

Ensorcelled centuries ago, the *gems of Amara* have the property of storing a creature's spirit (and its material body), not unlike the *trap the soul* spell. The gem holds the stored entity indefinitely or until the gem is activated anew or broken, releasing its spirit, which allows the material body to reform. Once activated, a willing creature touching the gem is forced into it; the gem cannot be used to trap an unwilling creature. Once occupied, the gem will release its occupant if activated anew, after which it is once again ready to store another creature. The gem uses the spell trigger activation method.

The quality of these gems varies greatly, their value depending on how strong a spirit they were made to contain. For every **Hit Die** possessed by the creature to be stored, the gem must have a value of at least 1,000 Cp. If the gem is not valuable enough its magic does not work when the storing is attempted. (While creatures have no concept of level or **Hit Dice** as such, the value of the gem required to store an individual can be judged by an individual capable of activating the item.)

Each gem has 50 charges, with each activation costing one charge. Once all charges have been spent and its latest stored spirit released, the gem crumbles to useless dust.

Strong conjuration (summoning); CL 15th; Craft Wondrous Item, *trap the soul*; Price 90,000 Cp + 1,000 Cp/Hit Dice to be stored.

Gloves of Far Reaching

This glove is made of the chitinous parts of a cured scab pincer, remolded to fit a humanoid's hand. Whenever its wearer uses the *spectral hand* spell, the glove provides the 1d4 hit points instead of the character, and the bonus on melee touch attack rolls the spell provides increases to +3.

Faint necromancy; CL 3rd; Craft Wondrous Item, *spectral hand*; Price 2,400 Cp; Weight 2 lb.

Gulgan Fetish

After undergoing their rite of passage, gulgans come back from their Forest Walk with the vision of a creature of the forest that is to be their totem. This source of strength and omen of their destiny gives them an honor name and acceptance as full members of the community. But to those with magical talent, this totem can be more than that: they can bind a part of this spirit totem into a fetish that they can use to summon help. Each *gulgan fetish* is unique, consisting of a bone, a cluster of feathers, or a patch of fur from the totem animal, and are often carved or inscribed with symbols.

The fetish can only be used to summon the creature represented by the totem of the creator, which always has the same HD and characteristics every time it is summoned, as chosen at the moment of creation of the *gulgan fetish*. The maximum number of HD possessed by the creature should not be higher than the creator's class level, barring the DM's approval. When the fetish is incorporated into a skeleton or model of the totem animal, the power of the bound spirit transforms it into a living animal of the appropriate. It takes 10 minutes per HD of the bound spirit to build the skeleton or model for the summoning. After a round spent getting used to its new body, the spirit will perform as a creature summoned with a *summon's nature ally* spell. The creator of the fetish can communicate with and command the summoned creature until it is destroyed or either the next sunset or sunrise, whichever comes first. The creature has DR 5/magic and can use *invisibility* at will, giving it an adjustment of +1 to its normal CR. The creator of the fetish can always see the creature he summoned. A successful *dispel magic* affecting the creature forces it back into the fetish, from where it can be summoned again one day later, but that summoning still counts for the purpose of determining the DC of the ability check to force the spirit back into the fetish as noted below.

When its task is done, the spirit tries to escape its creator's power. The creator must succeed on a Charisma ability check of DC 15 to force the spirit back into the fetish if he wants to store it for later use. On a failed save, the spirit has gotten free and may attack its creator, his companions, or simply choose to escape. The spirit's physical form is free to wreak damage as it pleases until the next sunset or sunrise, whichever comes first, after which it vanishes with the fetish, never to return. Every additional time the creator summons the spirit, the DC for the Charisma check is increased by +2. If the spirit is summoned

within a year of a previous summoning, the DC is augmented by +4 for each additional summons until a full year has passed between summonings. The DC increase is cumulative, and does not lessens over time; it becomes more and more difficult to keep the spirit bound to the fetish as the item is repeatedly used.

Only the creator of the fetish can summon the spirit bound within it.

Faint conjuration; CL 3rd; Craft Wondrous Item, creator must have successfully completed the Forest Walk ceremony, creator must be 3rd level; Price 375 Cp per HD of the bound spirit.

Hullan's Tar Sphere

This warm, 4-inch diameter glass sphere is filled with tar taken from the bubbling pits near Giustenal. When successfully thrown at an opponent as a ranged touch attack, the sphere breaks and magically-enhanced boiling tar engulfs the target, causing 2d6 points of fire damage in the first round and 1d6 points for the next 5 rounds. In addition, the target is considered under the effect of the *slow* spell for that time.

A *Hullan's Tar Sphere* can be also thrown farther with the same means as a splash-globe.

Moderate transmutation; CL 6th; Craft Wondrous Item, *fireball*, *slow*; Price 1,575 Cp; Weight 2 lb.

Inquisitorial Chest

Sometimes referred to as arcanopic chests, these elaborate chests weigh in at around 500 pounds and are worth at least 2,000 Cp in materials and workmanship alone. Their make, and the scenes depicted on their surfaces, varies from one city to another. In Urik for example, an arcanopic chest is composed of a checkered pattern of lead plates and polished white onyx slabs fitted together and held with iron wire. The removable lid is made of a single slab of white onyx with encrusted pieces of crystalline sulphur shaped to depict the face of the Lion King. Handles beneath the chest retract and are meant to help two porters bear the chest on their shoulders when moving it.

Such chests are under constant guard in a templar building, and only accessible by mid- and high-level templars and equally powerful servants of the local sorcerer-monarch. Characters with Secular Authority and seven or more ranks in Diplomacy can request the use of the chest, and those with eighteen or more ranks in Diplomacy can have it moved up to the limits of his sorcerer-monarch's domain. Slaves oil and polish these templar treasures daily.

Only characters with Secular Authority can activate this item. If a magic item is kept in the chest for an hour while the lid is shut, its magical properties are imparted unto the user as if *identify* had been cast. An object of up to Medium size can be placed inside the chest. Once per day, upon strong utterance of the name of the sorcerer-monarch

worshiped by the user, a single item put into the chest can be affected by *mage's disjunction* (save DC 23).

Faint divination and strong abjuration; CL 17th; Craft Wondrous Item, *identify*, *mage's disjunction*, creator must have Secular Authority; Price 43,300 Cp.

Jug of Clear Water

This ordinary-looking sandstone water jug causes any liquid put into it to be cleared of any poisons or impurities, making it safe for consumption. Twice per day, the jug can also be filled to the brim with silt, which will instantly transform into 1 gallon of pure water.

Moderate transmutation; CL 7th; Craft Wondrous Item, *purify food and drink*; Price 500 Cp; Weight: 5 lb.

King's Boon

The crafting secrets of this item are known only to templars and royal defilers who use it to better infiltrate the Veiled Alliance.

This smooth, palm-sized bronze disk has a bulge at the center of one side, about an inch in width. To activate its magic one must place the disk on a flat surface, bulge-side up, place a rolled-up magic scroll upright on it, and then light the scroll afire. The scroll burns unnaturally fast and hard, quickly turning to ashes. These actions takes one minute to accomplish. Removing the ashes reveals the bulge to be red-hot and boasting a mystic rune. If the bulge is then pressed onto a creature, as a standard action and within one minute of the scroll's burning, it brands the creature's flesh with the rune.

By touching the brand the creature gains the use of the scroll that was burnt on the disk, as if it were using an actual scroll. After activation the brand disappears. Treat activating the brand as activating a scroll (the requirements for activating a scroll still apply). The brand is treated as a psionic tattoo for the purpose of determining how many such marks can be worn on the body (see page 170 of the *Expanded Psionics Handbook*).

Moderate evocation; CL 7th; Craft Wondrous Item, *imbue with spell ability*; Price 56,000 Cp; Weight: 2 lb.

King's Circlet

This golden diadem depicting powerful and influential figures grants its wearer a +6 enhancement bonus to Intelligence, Wisdom and Charisma.

Strong transmutation; CL 18th; Craft Wondrous Item, *eagle's splendor*, *fox's cunning*, *owl's wisdom*; Price 108,000 Cp.

King's Eye

Putting the broad end of this large flattened cone of solid glass to one's eyes allows normal vision regardless of atmospheric conditions prevailing in the area, be they silt, sandstorm or otherwise. While looking through the cone the user also gains low-light vision.

Usually a *king's eye* is used by officers of the balikite fleet to see through the silt haze on windy days, but caravan

masters wanting to get an unobstructed view of their surroundings during sandstorms have also been known to procure this item for themselves.

Moderate divination; CL 11th; Craft Wondrous Item, *true seeing*; Price 6,000 Cp; Weight: 1 lb.

Languor Pipe

This small ceramic blowpipe is sculpted in the form of several worn visages, with the angled mouth of the last one serving as the blowpipe's mouth.

When defiler's ash is inserted in the tube it becomes a powerful sorcerous poison. If blown on a living target it causes extreme fatigue, making the target exhausted for 1 hour. When attempting to blow the ash on a target, treat the blowpipe as a *blowgun* with half the range increment. Filling a blowpipe is a move action that provokes attacks of opportunity.

Strong necromancy; CL 13th; Craft Wondrous Item, *waves of exhaustion*; Price 136,500 Cp; Weight 2 lb.

Lifespark Amulet

This diamond-shaped silver amulet has shallow-carved glyphs and marks all over its surface. Those symbols represent life energy and are said to be anathema to undeath.

If the wearer of a *lifespark amulet* is hit by the natural melee attack or unarmed strike of an undead creature an arc of bright positive energy shoots from the amulet to the attacker, dealing 1d6 points of damage. If an undead creature grapples the wearer, it takes the same damage every round the grapple is sustained.

Faint necromancy; CL 1st; Craft Wondrous Item, *disrupt undead*; Price 1,500 Cp.

Magical Sands

Some of the most common magic items found on Athas, these sands are often found as part of treasure, stored in sandstone urns within ruins of the ancients. Elves are known to make and sell these easily hidden magic substances, and rumored to know the secret to making several more types. All prices for the *magical sands* listed below are per handful.

Barrier Sand: This coarse sand, made of naturally ground sandstone, can be flung in the air as a standard action, creating a *wall of stone* made of magical sandstone up to 10 feet away. The character throwing the sand determines the shape of the wall. A single handful creates nine 5-ft. squares of wall, 2 inches thick. You can choose to double the wall's area by halving its thickness. Complex creations, such as bridges, or the addition of crenelations and battlements, are impossible with *barrier sand*. Note that *barrier sand* does not need natural sand to be present to function; it instead creates the material of the wall for the duration of the effect. It is possible to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the

creatures. Creatures can avoid entrapment with successful DC 17 Reflex saves.

Moderate conjuration; CL 9th; Craft Wondrous Item, wall of stone; Price 2,250 Cp.

Petrifying Sand: A handful of this coarse sand, made of naturally grinded sandstone, can be thrown at a target within 10 feet as a ranged touch attack, turning the target into sandstone as if by the spell *flesh to stone* unless he succeeds at a DC 19 Fortitude save. Flinging another handful of sand at the petrified target (or at a creature that has been petrified by the *flesh to stone* spell) reverses the petrification as if the spell *stone to flesh* had been cast. The target must succeed at a DC 15 Fortitude save to survive the process.

Moderate transmutation; CL 11th; Craft Wondrous Item, flesh to stone; Price 3,300 Cp.

Sand of the Death Below: This sand is constantly swirling, and when left to fall on the ground does so in a spiral. If a handful of this sand is thrown on sandy ground as a standard action, it begins to slowly make the ground swirl. A full round after the sand has been thrown an enormous whirlpool forms, covering a 20-ft. radius area to a depth of 50 feet (or less, to the depth allowed by terrain conditions). Anyone standing in the area must make a DC 20 Reflex save. Failure indicates that they have been sucked into the center of the whirlpool and must make a Swim check (DC 20) each round. Creatures that make three successful checks in a row are able to make their way to the edge of the pool and pull themselves free. Failing a single skill check means that the creature is pulled below the surface (and must hold its breath) until it succeeds at a Swim check. Failing two Swim checks in a row means that the character has been pulled 1d6x5 feet under the earth. Note that *sand of the death below* needs natural sand to be present in the area to function.

Strong transmutation; CL 13th; Craft Wondrous Item, whirlpool of doom; Price 4,550 Cp.

Sand of Obliteration: A handful of these sharp, crystalline sandstone shards can be thrown in the air as a standard action, causing them to immediately swirl around the character, doubling in number with each pass, rapidly creating a 100 mph crystal-filled wind that lasts for 11 rounds. The particles whip about the storm's area—a 50-ft. radius sphere—leaving a 10-ft. diameter eye where the character and his companions may stand unharmed. In addition to the effects of hurricane-force winds (see page 94 of the *Dungeon Master's Guide*), creatures and unattended objects take 2d8 points of damage per round until they leave the area. All unprotected flames in the storm's area are extinguished. Note that *sand of obliteration* does not need natural sand to be present to function, as it magically creates the tiny shards for the duration of the effect.

Moderate evocation; CL 11th; Craft Wondrous Item, glass storm; Price 3,300 Cp.

Storm Sand: This sand appears mundane if not for the fact that it can be seen and felt vibrating rapidly, as if under

tremendous strain. When a handful of this sand is thrown in the air as a standard action, it generates a greater duststorm (see page 94 of the *Dungeon Master's Guide*). Over the next 10 minutes the storm picks up local sand and dust and lifts it into the air in a cyclonic movement, covering a 2-mile-radius circle centered on you, with 70 mph winds that last for 4d12 hours. Note that *storm sand* needs natural sand and dust to be present in the area to function.

Strong transmutation; CL 13th; Craft Wondrous Item, control weather; Price 4,550 Cp.

Mantle of the Elemental Lord

Each one of these functional yet well-made and well-detailed garments sports stylized symbols representing one of the elemental forces. Such a mantle represents the element of air (01–20 on d%), earth (21–40), fire (41–60), water (61–80), magma (81–85), rain (86–90), silt (91–95), or sun (96–100).

A mantle of the elemental lord, if worn over normal clothing by a cleric, grants a +5 armor bonus to AC and spell resistance 20.

In addition, each mantle helps the wearer in battling creatures opposed to the element the mantle represents. Against creatures of the subtype opposed to that element, spells that cause damage and that are cast by the wearer deal an additional 2d6 points of damage, and he gains a +4 enhancement bonus on caster level checks made to overcome spell resistance against such creatures. When casting a divine spell with the associated energy type descriptor, the wearer gains a +2 enhancement bonus to his caster level.

A mantle will not function when donned by a cleric worshipping an element other than the one represented by the mantle.

Table 3–3: Mantle of the Elemental Lord

Element	Opposed Subtype	Associated Energy Type
Air	Earth	Electricity
Earth	Air	Acid
Fire	Water	Fire
Water	Fire	Cold
Magma	Water	Fire
Rain	Fire	Electricity
Silt	Earth	Acid
Sun	Water	Fire

Strong abjuration; CL 14th; Craft Wondrous Item, elemental strike, shield of faith, spell resistance, creator must be a cleric of the same element as represented by the mantle; Price 75,000 Cp; Weight 1 lb.

Mark of Olaoun

The creation of a powerful leech sorcerer who lived King's Ages ago near the border of the Obsidian Plains, these marks have long since made their way around the Tablelands by the hands of adventurous antiquarians.

This magical branding iron leaves on whoever it is applied the *mark of Olaoun*, imbued with the brand's magic.

To apply the mark to a living creature, the brand must be heated red-hot in a very hot flame for five minutes, or acid applied to it as a standard action; the brand must be applied to a creature within one minute or else be reheated or acid applied to it again. The brand can apply the mark to a creature only once per day. The brand is applied to flesh in the same manner as a coup de grace, so it is impossible to brand a creature in normal combat without first **subduing** or **incapacitating** the opponent. A creature so branded gets a **Fortitude** save (DC 22) every day to negate the mark. A willing, *charmed*, or *dominated* victim gets no **saving throw**. The mark remains present for 5d10 days, or until the creature succeeds at its **Fortitude** save, after which the mark vanishes. The scar left behind by the branding is an arcane rune of obscure meaning, albeit a DC 19 **Decipher Script** check reveals it is an ancient halfling symbol for life.

While a creature bearing the *mark of Olaoun* is present within a wizard's defiling radius, the life energy gathered by it does not come from plant life but instead from the marked creature. Such a feat is possible only if the wizard possesses an obsidian focus worth at least 250 Cp; the focus can be magical or nonmagical and can be of any shape. A creature so tapped for its life energy makes a **Fortitude** save (DC 10 + wizard's caster level), or if willing can voluntarily give up its **saving throw**. If successful, the wizard failed to draw energy from the creature, instead defiling the terrain around him as normal. However, on a failed save the creature suffers 3 points of damage per level of the spell being cast (a 0-level spell inflicts 1 hp damage). If this reduces the creature to 0 hit points or less, it becomes a dessicated, ashen corpse. Further, if the creature did not boast enough **hit points** to power the spell, one or more additional marked creatures within the defiling radius must be tapped for the remaining hit points, or the spell fails. A creature that survives this tapping becomes **nauseated** for one round as a result of the loss of life energy.

While tapping a creature bearing the *mark of Olaoun*, a wizard cannot make use of Raze feats, class features that affect his defiling (such as those class features gained from the arch defiler or leech prestige classes), and items that improve his defiling (such as an *ashbound scarab* or *mask of fell defiling*), nor can he extend the casting time of his spells to 1 round so as to gain a +1 bonus to caster level.

Strong necromancy; CL 15th; **Craft Wondrous Item**, creator must be a defiler, *bestow curse*; Price 80,000 Cp; Weight 5 lb.

Mask of Fell Defiling

These masks are usually made of wood, coated with black, charred ivory and sculpted in the shape of a carbonized face, but may be crafted of ivory, sheet metal, or decorative stone and impart an authoritative air when crafted for the use of royal defilers.

Any creature caught within the defiling radius of a wizard wearing a *mask of fell defiling* must succeed at a DC 17 **Will** save or become **frightened**; on a successful save it is

shaken for 1 round. Creatures with 6 or more **Hit Dice** are immune to this effect.

Moderate necromancy; CL 10th; **Craft Wondrous Item**, *cause fear*, must be a defiler; Price 10,000 Cp; Weight 3 lb.

Mouthmask of Breathing

This cured silt spawn-leather mouthmask completely covers the wearer's lower face, from the top of the nose to beneath the chin. It is often seen covering the face of the officers of the Balicite fleet to prevent the Gray Death while traveling the Estuary of the Forked Tongue or the Sea of Silt itself, but other peoples living near silt areas who are able to procure one for themselves also know its true value.

The mouthmask prevents silt from entering the lungs of the wearer, protecting them as if under the effect of a constant *breathing* spell. Unlike the *breathing* spell, however, the *mouthmask of breathing* only protects against silt; the wearer does not gain the ability to breathe in other types of liquid.

Faint transmutation; CL 5th; **Craft Wondrous Item**, *breathing*; Price 1,000 Cp.

Necklace of Secretivness

This necklace is composed of a red rectangular piece of cinnabar, upon which are drawn some mystic signs, attached to a few string of giant's hair.

Three times per day the wearer of this item can use the **Silent Spell** feat on any spell of 6th level or lower that he casts. The spell being silenced uses its normal spell slot, and its **casting time** is unchanged.

Strong (no school); CL 17th; **Craft Wondrous Item**, **Silent Spell**; Price 21,600 Cp.

Palm Bracelet

An old and enduring fashion amongst noblewoman is the wearing of hand or "slave" bracelets. This piece of jewelry, whose position on the body is over the back of the hand, is made of thin cords—either leather, metal wire or small metal chain links—that link from the wrist to one or more fingers, forming a web. Usually, hand bracelets are beaded and laced, forming intricate designs.

Unbeknownst to the nobility, practitioners not of etiquette but of sorcery also wear a very similar item: a palm or "master" bracelet whose position is over the palm instead of the back of the hand. While women's hand bracelets are often both delicate and intricate, sorcerers' *palm bracelets* are rather simple and sturdy, utilitarian devices designed for the wear-and-tear of an Athasian freeman's life of labor and toil.

A plaque—often of polished ivory or metal—resting in the cradle of the palm and attached to the wrist and fingers, a *palm bracelet* has a hole in its middle in which a gem can be mounted. A wizard wearing a *palm bracelet* while casting a spell might enhance the spell if it is of the descriptor or school that the gem currently mounted within is set to enhance. Swapping a mounted gem for a different

one takes 1 minute. Only one gem may be fitted to a *palm bracelet* at a time. Although a bracelet can be worn on each hand only one can be used to augment any one spell. *Palm bracelets* are considered gloves when determining how many magic items a character can wear.

See Athasian Precious Stones and Gems on page 54 of this document for more information on the various gems that can be mounted in a *palm bracelet*.

Moderate transmutation; CL 7th; Craft Wondrous Item, creator must be 7th level; Price 56,000 Cp.

Phylactery of Ancient Lore

This item is a small ivory cube affixed to a leather or silk cord and tied around the forehead.

There is no mundane way to determine what function this item performs until it is worn. The wearer of a *phylactery of ancient lore* gains great insight into the lore of past relics. He can use *identify* and *locate object* each once per day, *legend lore* once per week, and can find magic traps created by glyphs, runes, sigils, and symbols with a successful Search check, just as a *rogue* does. Also, the phylactery confers continuous *detect magic* and *read magic* effects upon its wearer.

Moderate divination; CL 11th; Craft Wondrous Item, *detect magic*, *find traps*, *identify*, *legend lore*, *locate object*, *read magic*; Price 20,600 Cp.

Phylactery of Life

This phylactery of blown glass or crystal contains a small piece of the heart of a good-aligned creature, such as an aviarag, bvanen, ruve, or a humanoid of good alignment. Whenever its wearer uses the *spectral hand* spell, he can choose to forgo the spell's ability to deliver touch spells at a distance and instead transform the hit points invested in the spell into a weapon against undeath.

For the duration of the spell, the hand can now be used to deliver melee touch attacks at a distance, its positive energy dealing as many points of damage to an *undead* target as *hit points* were invested in the spell. You can score critical hits with this type of attack, and if you are capable of multiple attacks per round (due to high level or being under the effects of *haste*, for example), you may make multiple melee touch attacks with the spell against a single opponent, as though using a full attack action.

Faint necromancy; CL 3rd; Craft Wondrous Item, *spectral hand*; Price 1,750 Cp.

Sacred Mask of the Jaguar

Bestowed unto the most fearless and devoted jaguar knights, this elaborate, brightly colored wooden mask is carved in the shape of a snarling, stylized jaguar, surrounded by a crown of feathers symbolizing the epitome of the draji warrior. It fills the warrior with energy and inspires fear in the heart of his enemies. The Moon Priests bestow them only to the most worthy of the knights' ranks.

The wearer of the sacred mask gains a +6 *enhancement bonus* to Strength, his *base attack bonus* becomes equal to his *character level* (which may give additional attacks), and he gains 7 temporary *hit points*; the temporary *hit points* are only gained once per 24-hour period and last for 24 hours or until lost. Once per day, the wearer can *cause fear* in one of their enemies within 40 feet (Will DC 13 *partial*).

Moderate evocation and necromancy; CL 7th; Craft Wondrous Item, *divine power*, *cause fear*; Price 67,200 Cp.

Saddle of Desert Travel

This military saddle, made from giant lizard skin, fits any *Large* mount. When affixed to an animal, it increases the animal's base land speed by 30 feet when moving over desert terrain; this counts as an *enhancement bonus*. As with other effects that increase speed, jumping distances increase proportionally. In addition, the amount of water the mount needs each each day is reduced to one-quarter.

Faint transmutation; CL 3rd; Craft Wondrous Item, *cooling canopy*, *haste*; Price 15,000 Cp; Weight 6 lb.

Sanctum Amulet

This wooden amulet is carved in a form that is symbolic of the sorcerer-monarch that commissioned its creation. It is used to give a royal defiler access to a *tree of life* from the sorcerer-monarch's personal grove, thus protecting the vegetation of the monarch's city and surrounding fields while still giving the defiler the power to fuel his spells. The amulet must be carved from a piece of wood taken from a still-living *tree of life* between 26 and 400 years of age. Because of this link, if the *tree of life* is ever destroyed, the amulet loses all its powers.

When worn by a wizard in the process of casting a spell, the amulet takes the life energy directly from the *tree of life* it is linked to in lieu of the wizard's energy gathering, as if the wizard were casting the spell within the tree's aura of protection; the wearer can amplify his arcane spells or nullify the effects of his defiling radius for spells of 6th level or lower. The amulet can do so up to 5 mile away from its linked *tree of life*; beyond that range the wizard must power his spells using normal energy gathering. The amulet cannot be used to kill the tree, and so ceases to function if the act of spellcasting would bestow enough negative levels upon the tree to kill it.

The wood that composes the *sanctum amulet* has the property of aging at the same rate as the *tree of life* it is linked to. As such, a *sanctum amulet* that has reached the appropriate age can be enchanted to have the powers of a more powerful amulet (see Adding New Abilities on page 288 of the *Dungeon Master's Guide*). For example, a normal *sanctum amulet* that passes 400 years of age can be enchanted to become a *greater sanctum amulet*.

Faint transmutation; CL 10th; Craft Wondrous Item, *hand of the sorcerer-king*; Price 50,000 Cp.

Sanctum Amulet, Greater

A *greater sanctum amulet* is identical to a *sanctum amulet*, except that it is carved from a *tree of life* of more than 400 years of age and can be used to power spells of 9th level or lower. This amulet can be used up to 100 miles away from its linked *tree of life*.

Strong transmutation; CL 15th; **Craft Wondrous Item**, *hand of the sorcerer-king*; Price 100,000 Cp.

Sanctum Amulet, Lesser

A *lesser sanctum amulet* is identical to a *sanctum amulet*, except that it is carved from a *tree of life* between 1 and 25 years of age and can be used to power spells of 3rd level or lower. This amulet can be used up to 1 mile away from its linked *tree of life*.

Moderate transmutation; CL 5th; **Craft Wondrous Item**, *hand of the sorcerer-king*; Price 25,000 Cp.

Seeds of Blooming Power

These items were initially creations of **druids** who fought the defiler armies during the Eradication. Albeit ultimately unsuccessful in turning the tide of the massacre, the secret of their fabrication has been passed down through the generations of surviving **druids** and are still known by many modern-day defenders of the land.

Each kind of *seeds of blooming power* is an abnormally large seed, an inch or so in diameter. You can throw a *seed of blooming power* like a splash weapon (see *Throw Splash Weapon*, page 158 of the *Player's Handbook*). Treat this attack as a ranged touch attack that deals no damage, with a range increment of 10 feet. If the seed touches topsoil made of dirt, sand or humus and the command word is spoken, it blooms into a living **plant** creature of the appropriate type and of normal size, depending on the type of seed used. The creature acts in all ways like a normal **plant** creature under the command of the character that brought it to life and does so for 6 hours, after which time it gains control of itself but otherwise remains a normal **plant** creature. The creature understands and heeds the commands of the character, no matter what language he speaks. Even if vocal communication is impossible the controlled **plant** creature

does not attack the character that made it bloom. The types of seeds most commonly found are the **assassin vine**, the **bloodvine**, the **blossomkiller**, the **jungle bloodgrass**, the **poisonweed**, and the **strangling vine** seed.

While controlled, the plant creature gains several abilities, which it loses after regaining self-control 6 hours later.

Backlash (Su): The creature can directly damage any wizard whose defiling radius touches a square it occupies. Any attempt to draw energy from the creature exposes the wizard to 1d4+1 points of negative energy damage per HD of the **plant** creature, with a **Fortitude** save (10 + 1/2 HD + **Str** modifier) for half damage. The wizard must make a **Concentration** check (DC 10 + spell level + damage dealt, as described in the **Concentration** skill) in order to continue casting her spell.

Fast Healing (Ex): The creature gains **fast healing** 4.

Drag (Ex): A number of tentacular vines equal to the **plant** creature's HD spawn from the **plant** creature and wave forth to grasp and entwine creatures that come within reach. The **plant** creature gains one attack per vine, and cannot attack a single target with more than one vine at a time. These vine attacks are considered secondary natural weapons and have a reach of 20 feet. If the **plant** creature hits with a vine attack, the vine latches onto the opponent's body. This deals bludgeoning damage depending on the **plant** creature's size (see below) and drags the stuck opponent 10 feet closer each subsequent round (provoking no attacks of opportunity) unless that creature breaks free, which requires an **Escape Artist** check or a **Strength** check (DC 10 + 1/2 **plant** creature's HD + **plant** creature's **Str** modifier). A **plant** creature can draw a creature within **reach** and attack in the same round. A vine has 8 **hit points** and can be attacked by making a successful **sunder** attempt. However, attacking a **plant** creature's vine does not provoke attacks of opportunity. If the vine is currently attached to a target, the **plant** creature takes a -4 penalty on its opposed **attack roll** to resist the **sunder** attempt. Severing a vine deals no damage to a **plant** creature.

Sanctum Amulet

A surge of translucent verdian life energy arced through the air from some distant site to strike down upon black-robed Kelvar, swirling around him in a horrid vortex that sounded of dying screams, vaguely hinting at tortured forms never quite glimpsed. The snarling lion's-head amulet hanging in plain view upon his chest drank in the spectral, emerald vortex as it whirled, and began glowing like the flames of a brilliant bonfire.

But few had time to ponder or appreciate such subtle aesthetics, for the energy of the spell was released as quickly as it came. Dark bolts laced with thin veins of crackling jade-colored energy streaked towards their targets, consuming their flesh in crimson flames tinged with flickers and flashes of the same, sickly jade light.

Kelvar lowered his hands and smiled grimly at the charred, pain-twisted corpses—all that remained of these rebellious citizens who had dared plot against their sorcerer-king and interrupt Kelvar's secret rituals. He allowed the last few tendrils of life energy to course through him and curl down around his fingers, his face slack from the ecstasy...and yet the ground at his feet bore no signs of his rape of life energy.

Far away, a towering tree moaned and shuddered.

Table 3–4: Seeds of Blooming Power Vine Damage

Size	Vine Damage
Fine	—
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Life-shielding (Su): The creature is immune to all penalties and effects associated with the defiling radius of a spellcasting defiler, even when augmented with Raze feats, class abilities or magical items.

Strong evocation and transmutation; CL 13th; **Craft Wondrous Item**, *allegiance of the land*, *animate plants*; Price 1,500 Cp (*assassin vine*), 1,500 Cp (*bloodvine*), 1,500 Cp (*blossomkiller*), 3,000 Cp (*jungle bloodgrass*), 3,000 Cp (*poisonweed*), 5,000 Cp (*strangling vine*).

Sending Stone

These plain, flat stones have a lightning pattern encircling them, with an engraved crown on one side of the pattern and an eye on the other. Manufactured by the templars, these stones are broken up in two and one piece entrusted to spies, royal envoys, and military leaders, with the other in the possession of an official within the templar. Once per day, and after 10 minutes of concentration, someone grasping the eye-piece can use the *sending* spell to contact whoever has the crown-piece on his person.

Moderate evocation; CL 8th; **Craft Wondrous Item**, *sending*; Price 11,520 Cp.

Smoking Mirror

This deep-black obsidian slab is about the size of a grown man. One of its sides is completely smooth while the other is convex, showing a multitude of chisel marks. Draji myth holds that when a coward sees his reflection within a smoking mirror, an identical image of himself emerges, strangling him and taking his place in society. In truth, it is used by templars to dispose surreptitiously of undesirables or embarrassing adversaries.

Once per week, the *smoking mirror* can be used to call forth a shadow creature from the realm of the Black, with the statistics of an *invisible stalker*, to slay a specific person. The summoning incantation requires 1 full round to utter. The shadow creature assumes the form of its designated victim and pursue its task until its victim is dead or 13 hours have passed. In all other ways the *smoking mirror* functions as the *summon monster VII* spell. The shadow creature gains a +10 bonus to its *Spot* checks to track down its victim if the latter has seen its reflection in the *smoking mirror* within the 24 hours prior to its use. Only one shadow creature can be summoned at a time, and not before the first

one disappears (is dispelled, dismissed, slain, or has fulfilled its task).

Strong conjuration; CL 13th; **Craft Wondrous Item**, *summon monster VII*; Price 50,000 Cp; Weight 50 lb.

Stanchion of Second Birth, Greater

Used during great gladiatorial events that showcase games known as Rebirthings, this massive object is a rare sight in the arena. A *stanchion of second birth* is so named because it is primarily used in the arena to reanimate dead gladiators and beasts. Weighing in at around 300 pounds and 3-feet tall, this bronze object is shaped like an inverted bell whose underside tapers to a point like a spiral shell. The top is inscribed with arcane symbols and fitted with a heavy lid; two curved metal handles are meant to help porters move the stanchion.

A *greater stanchion* is activated by plunging the tapered end into the ground, leaving the top of the item freestanding. Upon utterance of a command word once per day, it animates corpses within a 50 feet radius, turning the remains into *skeletons* or *zombies*. The *undead* creatures recognize the user of the stanchion as their master and obey him as per the *animate dead* spell. Regardless of the type of *undead* you create with this item, you can't create more than 30 HD of *undead* per use. (The *desecrate* spell doubles this limit.) No matter how many times you use the stanchion in this way, however, you can control no more than 60 HD worth of *undead* creatures. If you exceed this number, all the newly created creatures fall under your control, and any excess *undead* from previous uses become uncontrolled. (You choose which creatures are released.)

Strong necromancy; CL 15th; **Craft Wondrous Item**, *animate dead*; Price 59,100 Cp, Weight 300 lb.

Stanchion of Second Birth, Lesser

A 3 foot-tall bronze pole, this lesser version of the *greater stanchion of second birth* has the form of a nail or needle whose blunt end is shaped into a decomposing arm reaching for the sky.

When impaled in a corpse or skeleton, and after a command word is spoken, a *lesser stanchion* animates the remains, turning the corpse into a *skeleton* or *zombie*. It can do so twice per day. The *undead* creature recognizes the pole-bearer as its master and obeys him as per the *animate dead* spell. Regardless of the type of *undead* you create with this item, you can't create more than 10 HD of *undead* per use. (The *desecrate* spell doubles this limit.) No matter how many times you use the stanchion in this way, however, you can control only 20 HD worth of *undead* creatures. If you exceed this number, all the newly created creatures fall under your control, and any excess *undead* from previous uses become uncontrolled. (You choose which creatures are released.)

Faint necromancy; CL 5th; **Craft Wondrous Item**, *animate dead*; Price 26,900 Cp; Weight 15 lb.

Stone of Earth Passage

This stone is typically an oddly shaped bit of unpolished rock, unremarkable in all other respects. The possessor of such a stone need but utter the command word to be able to glide through stone, dirt, or almost any other sort of earth (except metal) as easily as a silt horror swims through silt. The burrowing, which is done at his normal speed, leaves behind no tunnel or hole, nor does it create any ripple or other signs of his presence. This ability can be used for up to 5 rounds each day, and is dismissible.

Strong transmutation; CL 9th; Craft Wondrous Item, *passwall*; Price 3,200 Cp; Weight 5 lb.

Stone of Undying

This thumb-sized obsidian jewel, carved with intricate arcane runes, is in the shape of a split egg. The obsidian stone is set in a brass frame, with short spikes on its underside. If applied to the skin or bone of a corporeal mindless **undead** creature, the *stone of undying* embeds itself in the body of the **undead**; from that point on the jewel is considered attended by the **undead** (see Breaking and Entering, Chapter 9 of the *Player's Handbook*).

Whenever the **undead** is reduced to 0 **hit points**, the jewel takes a full round to defile a circular area equal to (5 feet × **undead's Hit Dice**) around the **undead**. In the next round, during the same turn it was destroyed, the **undead** becomes active again, restored to full **hit points**. Regeneration using the *stone of undying* is swift enough to save from destruction those **undead** that are instantly destroyed upon reaching 0 **hit points**. During the round in which the **undead** is inactive, the jewel is considered unattended. A typical *stone of undying* has AC 7, 5 **hit points**, **hardness** 8, and a break DC of 20.

When the jewel is considered unattended (such as when the **undead** is regenerating or if it is helpless), a character can attempt to rip the jewel from the body of the **undead** by making a successful DC 15 **Strength** check. When the jewel is considered attended, the character must first succeed at a grapple check against the **undead** before making his **Strength** check. Successfully ripping or destroying the jewel on a regenerating **undead** causes the regeneration process to fail.

If applied to a mindless corporeal **undead** that has been destroyed through **hit point** loss in the past 30 days, and whose remains are still mostly intact, the stone embeds itself and restores the **undead** to full **hit points**.

Strong necromancy; CL 5th; Craft Wondrous Item, *animate dead*, *vampiric touch*; Price 15,000 Cp.

Swarm Form Amulet

These flat iron amulets are shaped in the form of dozens of intermingled animals, usually birds, snakes or vermin. The wearer of this amulet can take the form of any **swarm** at will, and can change between types of **swarms** once per round. (**Undead** wearers can only assume **undead swarms**.)

The effect is in all ways similar to *polymorph*, but unlike that spell this amulet only allows **swarm** forms to be assumed.

Upon reaching 0 **hit points** or lower, or when forced to disperse due to high winds, or when rendered unconscious by means of nonlethal damage (see the **swarm** subtype), the *polymorphed* wearer does not break up like **swarms** do but instead reverts to his original form. If he had enough **hit points** to remain alive, he regains lost **hit points** as if he had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting).

Moderate transmutation; CL 7th; Craft Wondrous Item, *polymorph*; Price 50,400 Cp.

Tagelmoust of the Tormented

This grayish turban is about 10 feet long when unwrapped and completely covers the face while worn. It is fashioned from the garments worn by a water cleric turned krag after drowning in the Sea of Silt.

When worn it creates a cone of terror, as per the spell *fear*, that causes each living creatures within a 30 feet area to become **panicked** unless it succeeds at a DC 16 **Will** save (if cornered, a **panicked** creature begins **cowering**). If the **Will** save succeeds, the creature is **shaken** for 1 round.

Up to three times per day, the turban can be unwrapped to reveal the face of the krag from which the cloth originated, bestowing a terrible curse upon any onlooker. The gaze attack has a range of 30 feet and forces any living creature within its range to succeed at a DC 16 **Will** save or suffer from a dehydration curse. In effect, the victim must drink four times his ordinary amount of water each day, or suffer from the effects of thirst. This effect lasts for 2d4 days or until removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. After the round in which the curse power is used, the wearer's face returns to normal. Unwrapping or rewrapping the turban is a standard action that does not provoke attacks of opportunity.

Moderate necromancy; CL 7th; Craft Wondrous Item, *bestow curse*, *fear*; Price: 89,500 Cp.

Teluri Abjuration Orb

Powerful relics from a bygone age, these orbs were crafted before the great wars of ages past by the Teluri, a people renowned for their great knowledge of unraveling magic. These spheres are made of a lacework of beaten copper braids, with a wildly pulsating ball of greenish-yellow light flickering in its center.

Once per day, someone holding an orb can command it to produce a dispelling burst. The orb's inner light pulses powerfully, creating a spherical burst of greenish-yellow light within a 30 feet radius of the orb. Anything in the burst's path is affected as if by an area dispel from a *greater dispel magic*, with a dispel check of (1d10+30). Unlike a normal area dispel, magic items are also affected by this dispel check. The holder of the orb and his equipment are unaffected by the burst.

Strong transmutation; CL 20th; Craft Wondrous Item, *greater dispel magic, limited wish*; Price 75,960 Cp.

Teluri Silver Pectoral

Potent defenses, these beaten silver pectorals were crafted in ages past by the Teluri, a people renowned for their protective sorcery.

These pectorals offer continual magical protection in the form of a **deflection bonus** of +5 to **Armor Class**, as well as a +5 **resistance bonus** on all **saving throws** (**Fortitude**, **Reflex**, and **Will**).

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance, shield of faith*; Price 62,500 Cp.

Tempest Crown

The creation of the first of these items is attributed to the wizard Malignor, a powerful cerulean with a mysterious tie to the Cerulean Storm. This thin, wavy silver circlet, equipped with a setting to hold a gem, increases the wearer's connection with the destructive energies of the storm. The circlet is inert until worn by a cerulean who sets his blue lens focus in the setting (a move-equivalent action). From that point on, and until the blue lens focus is removed, the activated circlet becomes a crackling crown of lightning that hovers a few inches above the cerulean's head. The wearer knows instinctively where his blue lens focus is within the flashing lightning and can take it out of the setting as a move-equivalent action. A *tempest crown* works only for the cerulean that inserted his blue lens focus into it; a creature other than the cerulean attempting to wear an activated *tempest crown* causes the blue lens focus to disengage itself and fall off, immediately returning the item to its inert state.

Once a *tempest crown* is activated, the cerulean doubles the number of times per day he can use his empower class feature. Three times per day, the cerulean can unleash a cerulean blast without fear of suffering **Wisdom** damage. Once per day and for up to one hour, the cerulean can summon, as a move-equivalent action, a 30-foot tall column of windstorm-strength winds that surrounds him to a radius of 100 feet (see page 95 of the *Dungeon Master's Guide*). Windstorm-strength winds make ranged weapon attacks impossible, imposes a –4 penalty on siege weapon attack rolls and a –8 penalty to **Listen** checks. They automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. They blow away **Small** or smaller creatures, knock down **Medium** creatures as well as checking **Large** or **Huge** creatures. The column of winds forms and rages in the squares surrounding the cerulean, moving with him and leaving the user of the crown untouched.

Strong transmutation and evocation; CL 13th; Craft Wondrous Item, creator must be a cerulean, *control weather, lightning bolt*; Price 34,580 Cp.

Thorn Crown

This item is a crown made out of a thorn-bush from a *hallowed* region of a **druid's** guarded land.

A spellcasting preserver can choose to gift the land with part of his life energy to have temporary vitality flow back to him in return. Whenever a preserver wearing a *thorn crown* casts a spell, he may choose to sacrifice 1 **hit point** to the land—the **hit point** cannot be magically or psionically healed and only returns through natural healing—to gain 1 temporary **hit point** per caster level in return. The preserver can only make such a sacrifice when he gathers energy to cast a spell, and can do so a number of times per day equal to 1 plus his **Charisma** modifier. The temporary **hit points** last for a maximum of 1 hour or until lost.

Moderate evocation; CL 6th; Craft Wondrous Item, creator must be a **druid**; Price 15,120 Cp.

Thri-kreen Choker

This choker is made from articulated chitin fragments. When worn around the neck this choker allows the wearer to understand Thri-kreen and speak it perfectly. Putting or removing a choker is a standard action. A choker is treated as a necklace for the purpose of determining which items can be worn on the body (see page 214 of the *Dungeon Master's Guide*).

Faint transmutation; CL 3rd; Craft Wondrous Item, creator must know Thri-kreen; Price 150 Cp.

Torc of the Land's Desolation

This item is made of the intertwined supple branches, or hard and twisted brambles, from a plant that turned into an undead creature after having been almost destroyed thanks to the actions of a defiler. It is worn around the neck or upper arm.

Plant creatures caught within the defiling radius of the torc's wearer suffer an additional 2 **hp** damage per spell level. This effect stacks with the Exterminating Raze feat. This effect does not stack with that of other items that give similar abilities.

Moderate necromancy; CL 9th; Craft Wondrous Item, *blight*; Price 2,000 Cp.

Tormentor's Pipe

This small horn blowpipe is carved like a spiral of teeth, all pointing toward its mouth.

When defiler's ash is inserted into the tube it becomes a powerful sorcerous poison. If blown on a living target it causes wracking pains and agony, resulting in a –4 penalty on attack rolls, skill checks and ability checks, for 1 hour. The target is entitled to a **DC 17 Fortitude** save to negate the effect. When attempting to blow the ash on a target, treat the blowpipe as a **blowgun** with half the range increment. Filling a blowpipe is a move action that provokes attacks of opportunity.

Moderate necromancy; CL 9th; Craft Wondrous Item, *symbol of pain*; Price 67,500 Cp; Weight 2 lb.

Vanishing Scabbard

This scabbard is fashioned from cured leather and fine silver. It can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a greatsword. When a blade is placed within a *vanishing scabbard* both phase into the Gray, vanishing from the realm of Athas' prime material plane. Reaching for the blade's hilt and willing it with a brief mental command (a free action) recalls the scabbard and its sheathed weapon instantaneously. A phased scabbard is *invisible* and insubstantial; solid objects pass through it with no effect.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*; Price 7,000 Cp; Weight 1 lb.

Warding Necklace

This necklace is made out of a series of small parallel bones tied together with dried sinew, with a charred bone medallion shaped into a screaming skull.

Upon command the magic of the necklace renders the wearer immune to incorporeal touch attacks and their effects for 24 hours. Once activated it needs 24 hours of inactivity before reactivation.

Strong necromancy; CL 5th; Craft Wondrous Item, Persistent Spell, *halt undead*; Price 20,000 Cp.

Wastelander's Cloak

A creature wearing this cloak suffers no harm from being in a hot or cold environment. It can exist comfortably in all natural conditions found on Athas, including the Obsidian Plains and the Ring of Fire, without having to make *Fortitude* saves. The wearer's equipment is likewise protected. Wearing this cloak negates the penalty to *Fortitude* saves versus heat from wearing armor.

A *wastelander's cloak* doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Faint abjuration; CL 1st; Craft Wondrous Item, *endure elements*; Price 2,000 Cp; Weight 1 lb.

Specific Cursed Items

Cursed items are magic items with some sort of potentially negative impact. Sometimes they're directly bad for the user; sometimes they're just inconvenient. Occasionally they mix bad with good, forcing characters to make difficult choices.

They are given creation prerequisites, should someone want to intentionally create them (although that does not need to be the origin of the item).

A simple *detect magic* spell yields a misleading *aura* and strength, often indicating that the item is a noncursed item of similar design. An *identify* spell only has a 1% chance per caster level to reveal a cursed item's true properties, including the cursed aspect. *Analyze dweomer* reveals the true nature of a cursed item.

Bracelet of Corruption

This snake-skin bracelet registers as a *bracelet of protection* (equivalent to a *ring of protection*) to *detect* spells unless a caster succeeds at a DC 16 *Will* save. It is used by royal defilers and templars to hinder the actions of the Veiled Alliance by tricking cell members into enforcing requital on their own.

A preserver casting a spell while wearing this bracelet is prevented from giving energy back to the surrounding plant life, and as a result cannot preserve and becomes automatically tainted. The bracelet can only be removed by a druid or after a *remove curse* spell has been applied.

Moderate necromancy; CL 7th; Craft Wondrous Item, *bestow curse*, *magic aura*, creator must be a defiler; Price 4,000 Cp.

Bracelet of Life

This wide inix leather bracelet has finger-length splinters of agafari wood woven into it. It is used by druids to hinder unrepentant defilers who wantonly destroy nature, such as exterminators. Its original purpose has since been bent towards a different end, the item being willingly donned by royal agents to help them infiltrate Veiled Alliance cells.

A defiler casting a spell while wearing this bracelet is prevented from taking too much energy from the surrounding plant life, and as a result cannot defile. He suffers a -1 penalty to caster level and cannot extend the casting time of his spells, nor use Raze feats. The bracelet can only be removed by a druid or after a *remove curse* spell has been applied.

Moderate abjuration; CL 9th; Craft Wondrous Item, *conversion*; Price 4,000 Cp.

Jewel of Attacks

These large gleaming gems are always found affixed to an ornamentation of some kind, such as part of a fresco or statue. Such a gem registers as a *stone of good luck* to *detect* spells unless a caster succeeds at a DC 16 *Will* save. It is cursed, however, and attracts nearby creatures when carried on your person. Every day the gem is in your possession you attract as many creatures as those normally summoned through a *summon nature's ally V* spell. (The DM determines the types of creature or creatures the gem attracts. He can choose one 5th-level creature per day, or a combination of lower-level creatures, as per the rules for the *summon nature's ally* spells.) Creatures arrive one at a time throughout the day and immediately attack the possessor of the jewel, fighting to the death. Once picked up, the gem cannot be disposed of by any nonmagical means — if it is thrown away or smashed, it instantly reappears somewhere on your person. If a *remove curse* spell is cast upon a *jewel of attacks*, or if its possessor dies, the item reappears on its original fixture. The possessor can also put the gem back into its fixture, putting a stop to the curse.

Moderate conjuration; CL 9th; Craft Wondrous Item, *magic aura*, *summon nature's ally V*; Price 36,000 Cp.

Longblade of Vermin Enraging

This +1 *bone elven longblade* does not appear to have an enchantment beyond its **enhancement bonus**.

Vermin of **Small** or larger size within 20 feet of this longblade become agitated and unruly as per the *excite emotions* spell (see below). If the weapon comes within 5 feet of **vermin**, their attitude towards the weapon's wielder, or the closest living creature within the 20 feet range if the weapon is not being wielded, becomes hostile until the weapon is taken out of range.

Faint enchantment; CL 5th; Craft Magic Arms and Armors, *bestow curse*, *excite emotions*, *magic aura*; Price 16,000 Cp.

Psionic Items

The Will and the Way have both been used since the dawn of the Green Age to empower various types of items with mental powers. At the height of that Age, psionic items pervaded all level of Athasian society. This section describes many new items that were created both during the Green Age and the eras that followed.

Armor Special Ability

This special ability can be added to armor that already has an **enhancement bonus** of at least +1.

Psionic

A psychic armor's power depends on its wearer. When worn by a nonpsionic creature, the armor possesses the qualities of a nonmagical, nonpsionic suit of **masterwork** armor. When worn by a psionic creature, this armor has an **enhancement bonus** based on the wearer's current **power points** reserve, as shown on the following table. The armor's **enhancement bonus** decreases as the wearer spends **power points**, and it increases whenever the wearer gains enough **power points** (by any means) to put his **power points** reserve into the next higher category.

Table 3–5: Psychic Armor Special Ability

Power Point Reserve	Enhancement Bonus
1-4	+1
5-29	+2
30-79	+3
80-129	+4
130 or higher	+5

Strong **clairsentience**; ML 17th, Craft Psionic Arms and Armor, *reality revision*; Price +17,500 Cp.

Weapon Special Abilities

These special abilities can be added to weapons that already have an **enhancement bonus** of at least +1.

Agonizing

An agonizing weapon causes the creature hit to become wracked with intolerable pain. An agonizing weapon functions as an excruciating weapon that also causes much more pain upon striking a successful critical hit. In addition to the extra damage from the excruciating ability, an agonizing weapon deals an extra 1d10 points of nonlethal damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of nonlethal damage instead, and if the multiplier is x4, add an extra 3d10 points. **Bows**, **crossbows**, and **slings** so crafted bestow this ability upon their ammunition.

Moderate **psychometabolism**; ML 6th; Craft Psionic Arms and Armor, *painful strike*; Price +2 bonus.

Cranial Burst

This potent and feared ability allows the weapon to cause the cranium of those it strikes to burst. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon explodes the opponent's head (if it has one). Some creatures, such as many **aberrations** and all **oozes** and **elementals**, have no head. Others, such as **golems** and **undead** creatures other than intelligent **undead**, are not affected by the loss of their heads. Most other creatures, however, die when their heads burst. The DM may have to make a judgment call about this weapon's effect. A cranial

Excite Emotions

Enchantment (Compulsion) [Mind-Affecting]

Level: Tem 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Creatures in a 20-ft.-radius spread

Duration: Concentration, up to 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell agitates creatures. You have no control over the affected creatures. All creatures in the affected area suffer a -2 penalty to attack rolls, **saving throws**, and skill checks as the emotions welling up within them cloud their judgment and focus. *Excite emotions* counters but does not dispel *calm emotions*.

burst weapon must be a piercing ranged weapon. **Bows** and **crossbows** so crafted bestow the cranial burst ability upon their ammunition.

Strong psychokinesis; ML 18th; Craft Psionic Arms and Armor, *telekinetic force*; Price +5 bonus.

Detonating

The wielder of this kind of weapon can attempt to *detonate* a designated target up to three times per day. On a successful hit, the target must succeed on a DC 20 **Fortitude** save or take an additional 5d6 points of damage. If the weapon misses, the use is wasted. **Bows**, **crossbows**, and **slings** bestow this ability upon their ammunition.

Strong psychokinesis; ML 10th; Craft Psionic Arms and Armor, *detonate*; Price +3 bonus.

Excruciating

An excruciating weapon causes the creature hit to become wracked in pain. Each successful attack made with this weapon deals an extra 1d6 points of nonlethal damage to the target. **Bows**, **crossbows**, and **slings** bestow this ability upon their ammunition.

Faint psychometabolism; ML 3rd; Craft Psionic Arms and Armor, *painful strike*; Price +1 bonus.

Syphoning

A syphoning weapon syphons away your foe's strength, dealing 1 point of **Strength** damage on each successful hit and transferring that point as an **enhancement bonus** to your **Strength** score. **Strength** you siphon from different foes is tracked separately—the total siphoned from each individual foe is considered a separate **enhancement bonus** to your **Strength** (maximum +8), and you gain only the highest total. The effects of this syphoning last 10 minutes for the foe, and each syphoned **Strength** point you gain lasts for 1 minute before dissipating. Only melee weapons can be so empowered.

Moderate psychometabolism; ML 10th; Craft Psionic Arms and Armor, *strength of my enemy*; Price +4 bonus.

Specific Weapons

The following specific weapons usually are preconstructed with exactly the qualities described here.

Braxat's Lash

This +1 *bone trikal* looks like any other ordinary trikal, albeit **masterwork**. It confers a +3 bonus to trip attempts made using the trikal. Furthermore, once per day upon command as a free action immediately following a successful trip attack, an opponent of up to **Large** size also becomes affected by the *entangling ectoplasm* power.

Faint metacreativity; ML 3rd; Craft Psionic Arms and Armor, *entangling ectoplasm*; Price 4,410 Cp; Weight 7 lb.

Bite of the Tembo

This weapon is a +2 *parrying power storing bone singing stick*. A character proficient with singing sticks may use a pair of these weapons to increase the potency of the psionic powers imbued into them. A character in possession of two such weapons, both imbued with the same psionic power, can strike a single target with the weapons for an increased effect: if both singing sticks hit the same target in the same round, both psionic powers are treated as being empowered.

Faint clairsentience and strong psychokinesis; ML 12th; Craft Psionic Arms and Armor, Empower Power, *defensive precognition*; Price 17,310 Cp; Weight 1 lb.

Eagle's Talon

These +1 *agonizing longbows* are created at the House of the Mind for use by the elite of Draj's eagle knights, to help capture living prisoners for use in the priests' daily sacrifices to placate the elements. Their use is called the *quiahuittl coacihuittli* or the "agonizing rain".

In addition to the agonizing ability, any creature hit must succeed at a **Will** save DC 13 or becomes **shaken** for a number of rounds equal to the amount of nonlethal damage received. For a creature already affected, further hits by arrows fired from an *eagle's talon* add their nonlethal damage to the duration in rounds of the **shaken** condition, as long as the creature fails its **Will** save for each individual hit.

Moderate psychometabolism and telepathy; ML 6th; Craft Psionic Arms and Armor, *aversion, painful strike*; Price 30,375 Cp.

Jaguar's Tooth

These +1 *macahuitls* are created at the House of the Mind for use by Draj's most important military officers. The bearer of a *jaguar's tooth* is immune to fear and compulsion effects, and benefits from a +3 **resistance bonus** to saves against telepathic psionic powers.

Moderate psychokinesis; ML 6th; Craft Psionic Arms and Armor, *dispel psionic*; Price 12,315 Cp.

Takchaka

This +2 *teleporting dissipater dasl kyorkcha* can manifest *dismiss ectoplasm* centered on a struck opponent once per day, creating a 30-ft.-radius burst. Ectoplasmic creatures within the effect's area that fail a DC 14 **Will** save dissipate; all other rules governing *dismiss ectoplasm* apply to creatures and objects caught in the effect's area.

Faint psychoportation and strong metacreativity; ML 12th; Craft Psionic Arms and Armor, *dismiss ectoplasm, psionic dimension door*; Price 29,760 Cp; Weight 4 lb.

Universal Items

The greatest power of the Green Age, and the most common in the following Age of the Sorcerer-Kings,

psionics have been used to create items ranging from making slaves stronger to sharing the spirits of animals. This is a catchall category for any psionic item that doesn't fall into the other existing psionic items groups. Anyone can use an [universal item](#) (unless specified otherwise in the description).

Animal Totem, Greater

These statuettes function as *lesser animal totems*, except when used by a character that has successfully passed the gulgán Forest Walk ritual. If such a character takes a standard action to conjure a mental picture of his body transforming into the form of his spirit totem, and if the statuette represents the same animal as the character's spirit totem, he can activate the statuette's *metamorphosis* power. Once activated this ability functions for the next 3 minutes. A *greater animal totem* has 50 charges when created, with each use of the *animal affinity* power using one charge and each use of the *metamorphosis* power using two charges.

Moderate psychometabolism; ML 7th; Craft Universal Item, *animal affinity*, *metamorphosis*; Price 7,400 Cp.

Animal Totem, Lesser

Crafted by the Seer's Dagada of Gulg, these statuettes are sculpted from blue agafari wood into the form of one of the animal spirits of the forest. A small bit of the animal is attached to the statuette that bears its likeness. *Lesser animal totems* are usually carried around the neck on a cord or leather strap.

Someone taking a standard action to conjure a mental picture of the animal the statuette represents activates its *animal affinity* power. Once activated the statuette functions for the next 3 minutes. A *lesser animal totem* has 50 charges when created, with each use of the *animal affinity* power using one charge.

Faint psychometabolism; ML 3rd; Craft Universal Item, *animal affinity*; Price 1,200 Cp.

Apparel of the Shipfloater

This item consists of a leather skullcap with an iron-black, metallic-like psilomelane stone set in its front, just above the forehead, and a pair of finely woven gloves with a psilomelane sewn to the back of each hand. While wearing this apparel, the user greatly increase the psionically-induced bond he has with the *obsidian engine* he controls. The wearer gain a +8 [circumstance bonus](#) on [Concentration](#) check to control an *obsidian engine*. He must still stay psionically focused and remain in touch with the *engine* as normal. This item takes the place of a headband and gloves when determining how many magic items a character can wear.

Faint telepathy; ML 1st; Craft Universal Item, *mindlink*; Price 3,200 Cp

Army Standards, Psionic

These items are among the most often encountered magical items in the armies of the sorcerer-kings. To be effective, these standards must be affixed to a two-handed hafted weapon such as a [halberd](#) or [lance](#). No more than one standard can be affixed to a weapon at any given time.

An individual wielding the weapon upon which the *army standard* is attached may activate it as a standard action, regardless of the standard's specific effects.

Eagle Standard: The ferocity of the draji warriors is further augmented by the use of this battlefield standard, using it to descend upon their foes like the fearless bird of prey portrayed upon it.

Three times per day, the standard can affect the bearer and any allies within a 30-ft.-burst, centered on the item. Once during the next minute, each affected creature can make a full attack in the same round as a charge, as per the *psionic lion's charge* power.

Faint psychometabolism; ML 4th; Craft Universal Item, *psionic lion's charge*; Price 9,400 Cp; Weight 1 lb.

Jaguar Standard: The warriors of Draji are known for their speed and use of complicated movements in battle, many of which are due to the use of this standard.

Three times per day, the standard can affect the bearer and any allies within a 30-ft.-burst, centered on the item. On the round following the standard's use, each affected creature gains an extra move action, as per the *hustle* power.

Faint psychometabolism; ML 5th; Craft Universal Item, *hustle*; Price 18,000 Cp; Weight 1 lb.

Aura Mirror

Primarily a defensive item, the *aura mirror* is found in noble and merchant houses, or templar halls, where it is used to study visitors without arousing suspicion. This crystalline device is usually about 4-feet square and framed in fine wood. The reflective paint on the back of the mirror is often made with ground lenses from the eyes of seers.

It can be hung or placed on a surface and then activated by giving a command thought. The same command thought deactivates the mirror.

When activated, the mirror shows the auras of whomever is reflected in it, in a cone-shaped emanation with a range of 60 ft. centered on the mirror, as if the area was subject to the *aura sight* power. The owner can discern the auras shown by the mirror as long as he is within 15 feet of the mirror. He will not be overwhelmed by the presence of a creature whose aura he detects that has 5 or more [Hit Dice](#) than he does. The mirror can be activated three times per day. Each use of the mirror lasts up to 70 minutes.

Moderate clairsentience; ML 7th; Craft Universal Item, *aura sight*; Price 30,000 Cp; Weight 40 lb.

Bearer's Yoke

This harness made of worn mekillot leather completely encircles the chest, arms and legs of the wearer. While wearing the yoke, the carrying capacity of the character is

considered as though its **Strength** was increased by 10 points. The *bearer's yoke* take up the vest item slot on the body.

Faint psychometabolism; ML 5th; Craft Universal Item, psionic lighten load; Price 30,000 Cp.

Blindfold of Perception

When used to cover one's eyes and ears, this leather blindfold increases the perceptions of the wearer. The wearer chooses if he wishes to feel light or feel sound, and can change from one mode to the other as a swift action. While feeling light, the wearer gains a +4 **circumstance bonus** to all **Spot** and **Search** checks and is immune to gaze attacks. While feeling sound, he gains a +4 **circumstance bonus** on **Listen** checks. Spells and powers which affect the senses still work normally on the wearer. A **blinded** or **deafened** user can use the blindfold to temporarily regain its lost senses, although they gain none of the other bonuses of this item.

The *blindfold of perception* take up the goggle item slot on the body.

Faint psychometabolism; ML 1st; Craft Universal Item, *synesthete*; Price 2,000 Cp.

Boots of Resonance

These short leather boots, made from the cured hide of a sand worm, allow the wearer to move without any chance of being detected by creatures using **tremorsense**. In addition, twice per day the wearer can hit the ground with the sole of his boot, causing 4d4 points of non-lethal damage to any creatures currently using **tremorsense** within a 30-foot-radius burst, centered on the wearer.

Faint psychometabolism; ML 4th; Craft Universal Item, *body equilibrium, stomp*; Price 19,200 Cp.

Bracers of Corrosive Strikes

Each piece of these bracers is constructed from the claw

of a rampager, bound to the forearm by two crystal-studded straps made from the creature's hide. As a free action, taken at the beginning of the wearer's turn, a weapon held by the creature is affected as if by the *dissolving weapon* power, dealing 4d6 points of acid damage on his first successful attack with that weapon within the next 5 rounds. If the bracers' wearer is wielding two or more weapons, the effect is limited to a weapon of the wearers choice. Both bracers must be worn for the power to be effective.

Faint psychometabolism; ML 4th; Craft Universal Item, *dissolving weapon*; Price 80,000 Cp; Weight 1.5 lb.

Bracers of the Spiked Carapace

Crafted for generations by powerful thri-kreen psions to help protect their clutch-mates from feral wasteland creatures, these pairs of bracers are made of the spiked bony hide of a giant boneclaw.

A creature with at least a +3 natural armor bonus donning *bracers of the spiked carapace* gains a +3 **enhancement bonus** to its natural **armor class** as its hide or carapace visibly thickens. Bony or chitinous spikes also sprout everywhere, acting as **armor spikes** (see Chapter 7 of the *Player's Handbook*) with which the creature is considered proficient.

If any part of the +3 natural armor bonus required for this item to activate stems from an item, power, or spell, such as an *amulet of natural armor*, then the sprouting of the spikes causes the wielder to experience pain and suffer a -1 penalty to attack rolls, skill checks and saves, lasting one round.

Strong psychometabolism; ML 7th; Craft Universal Item, *thicken skin*; Price 15,000 Cp; Weight 2 lb.

Circlet of Minds

The *circlet of minds* is worn on the head and consists of a silver chain to which is affixed chipped crystals from a dagorran growth. Upon mental command, once per day,

Power Siphon

Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 7

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Area: One or more psionic creatures within a 15-ft.-radius sphere

Duration: Concentration, up to 1 round/level; see text

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 13

Your brow erupts with an arc of crackling dark energy that connects with all applicable foe within the affected area, draining them of 1d6 **power points** and adding half of those points (rounded down) to your reserve (unless that gain would cause you to exceed your maximum).

The drain continues in each round you maintain concentration while subjects of the drain remain in range. If all subjects are drained to 0 **power points**, this power ends.

Concentrating to maintain *power siphon* is a full-round action (you can take no other actions aside from a 5-foot step) instead of a standard action.

this circlet splits your mind into two independent parts for up to 7 rounds, as per the *schism* power. Your second mind can take its first action on your turn in the round after the circlet is activated.

Moderate telepathy; ML 7th; Craft Universal Item, *schism*; Price 10,080 Cp.

Circlet of Psychic Enervation

This headband is made of the woven pliant bones of birds and encases three marine blue crystals, on the brow and temples.

On the brow of a *wilder* this item is detrimental to those nearby. Three times per day, when the *wilder* uses his *wild surge* class feature, creatures with psionic powers or psi-like abilities within a 30 feet radius of the *wilder* must make a Will save (DC 13). A successful save results in an harmless wave of emotions washing over a creature. On a failed save, a creature who tries to manifest a power or use a psi-like ability for the duration of the *wilder's wild surge* runs a chance of suffering *psychic enervation* equal to 5% per manifester level added through the *wilder's wild surge*. A creature overcome by *psychic enervation* is *dazed* until the end of her next turn and loses a number of *power points* equal to the circlet bearer's *wilder* level, or loses one use of the psi-like ability it used.

Faint telepathy; ML 6th; Craft Universal Item, creator must have the *wild surge* class feature, *fate link*; Price 15,120 Cp.

Circlet of Psychic Extraction

This lead circlet, embedded with small black gemstones, is often used by shipfloaters to drain the mental energies of nearby psionic creatures to help fuel *obsidian engines*. Once per day, as a standard action, the wearer is able to drain *power points* from every psionic creature or character within a 15-ft.-radius burst, centered up to 55 feet away as if using *power siphon* (see below). All targets within the sphere must succeed on a DC 20 Will save, or a connection of crackling energy is formed between the wearer and its victims. The connection drains 1d6 *power points* from each target every round in which the wearer maintains concentration (to a maximum of 13 rounds). The wearer gains half the *power points* from those drained (rounded down) from each target each round (subject to his normal maximum; points above this maximum are lost).

The *circlet of psychic extraction* has no effect on nonpsionic targets or psionic creatures with a current *power point* reserve of 0.

Strong telepathy; ML 13th; Craft Universal Item, *power siphon*; Price 32,760 Cp.

Circlet of Psychic Extraction, Vampiric

As *circlet of psychic extraction*, except the wearer gains drained *power points* from the subjects even if doing so would bring him over his normal maximum. The wearer of a *vampiric circlet of psychic extraction* can maintain

concentration for up to 13 rounds. *Power points* the wearer gains in excess of his maximum fade after 8 hours if they are not spent before that time.

Strong telepathy; ML 15th; Craft Universal Item, *bend reality*, *power siphon*; Price 43,200 Cp.

Circlet of Resolve

Often used by nobles and those fearing that their actions will be influenced by psionic adversaries, this circlet of whitish-green olivine makes the wearer more determined in their actions. The circlet grants a +5 *resistance bonus* to Will saves.

Moderate telepathy; ML 7th; Craft Universal Item, *empty mind*; Price 8,000 Cp.

Clasp of Delegation

This bronze clasp, equipped with a setting to hold a gem, is commonly found in the possession of practitioners of the Way attending the various Athasian psionic academies. It is used to free the wearer's mind from the necessity of maintaining concentration on manifested powers. The wearer must have the clasp on their person for a period of at least 1 hour in order to attune themselves to the item. Thereafter, the owner can use the power of the *clasp of delegation* whenever their *psicrystal* is mounted in the clasp's setting. As a swift action, the mounted *psicrystal* can be commanded to take over the responsibility of maintaining concentration on any single power the wearer has manifested and is already concentrating on, and can do so for up to 1 minute at a time, as per the *solicit psicrystal* power. If necessary, the *psicrystal* makes *Concentration* checks using the wearer's *Concentration* modifier with a +5 *circumstance bonus*. The *clasp of delegation* takes up the brooch body slot

Moderate telepathy; ML 7th; Craft Universal Item, *Extend Power*, *solicit psicrystal*; Price 42,000 Cp.

Cloak of the Tagster

This short cloak is made from the spotted, yellowish-brown pelt of a tagster. It is often found in the possession of bards who use its power to fulfill some of their "darker" contracts.

This cloak allows the wearer to land on their feet as per the *catfall* power (20 ft.), and bestows a +10 *competence bonus* to *Balance* and *Jump* checks. Additionally, the cloak grants the ability to transform the wearer's hands into *claws of the beast* once per day for up to five hours, and use *cloud mind* against a single target once per day, with a duration of 5 minutes. While the *competence bonus* is a constant effect, each of the three powers can be activated as swift actions.

Faint psychometabolism, psychoportation and telepathy; ML 5th; Craft Universal Item, *catfall*, *claws of the beast*, *cloud mind*; Price 78,000 Cp.

Crystal Pole

A *crystal pole* is a shaft of crystal 6 to 7 feet in length, with a sharpened, spearlike head at one of its end. A *crystal pole* is activated by plunging the sharp end into the ground, leaving the shaft freestanding. Any pole can be pulled out of the ground and reused at a later time.

A *crystal pole* has AC 7, 15 hit points, a hardness of 8, and a break DC of 20.

Crystal Pole of Delaying, Lesser: This crystal pole is mostly used in defended areas near routes that escaped slaves or enemy soldiers are known to use. When plunged into the ground, the pole creates a 60-foot-radius area of *deceleration* that affects every creature up to Medium size who fails a DC 11 Reflex save.

Faint *psychoportation*; ML 1st; Craft Universal Item, Enlarge Power, *deceleration*; Price 2,000 Cp; Weight 5 lb.

Crystal Pole of Delaying, Greater: This *crystal pole* is used mostly in defended areas around cities where giant or thri-kreen raiders are common. When plunged into the ground, the pole creates a 100-foot-radius area of *deceleration* that affects every creature up to Huge size who fails a DC 13 Reflex save.

Faint *psychoportation*; ML 5th; Craft Universal Item, Enlarge Power, *deceleration*; Price 10,000 Cp; Weight 5 lb.

Crystal Pole of Diffusion: This *crystal pole* is used to counter the use of ectoplasmic creatures in times of war and to prevent ectoplasmic spying. When plunged into the ground, the pole creates a 60-ft.-radius area of *dismiss ectoplasm* that affects every creature, object, or effect composed of ectoplasm. Ectoplasmic creatures within or entering the area are forced to succeed at a DC 14 Will save or immediately evaporate. A creature that is under the effect of *ectoplasmic form* that fails its *saving throw* is destroyed outright.

Moderate *metacreativity*; ML 9th; Craft Universal Item, Widen Power, *dismiss ectoplasm*; Price 54,000 Cp; Weight 5 lb.

Crystal Pole of Diverting: This *crystal pole* is used mostly to prevent all forms of illegal access by teleportation into protected buildings or areas, often diverting their destination away from the protected area or into some kind of containment cell. Paranoid House Wavir is known to make extensive use of this type of pole. When plunged into the ground, the pole creates a 180-ft.-radius area protected by *divert teleport* that affects both incoming and outgoing teleportation attempts, be they magical or psionic in nature. Creatures failing a DC 20 Will save are diverted to a new destination, chosen by the person that plunged the pole into the ground at the time of planting. Creatures with *power resistance* can potentially resist this effect; the pole must make a manifester level check (1d20+13) versus the creature's power resistance to divert their teleportation.

Strong *psychoportation*; ML 13th; Craft Universal Item, *divert teleport*; Price 182,000 Cp; Weight 5 lb.

Crystal Pole of Interference: This *crystal pole* is used to counter the manifesting of psionic powers in places where

their use is prohibited or unwanted. When plunged into the ground, a 30-ft.-radius area around the pole is filled with psychic static, interfering with the ability of psionic characters to manifest their powers or use psi-like abilities. All psionic activity within this area is affected as if manifested within the field of a *catapsi* power unless a Will DC 17 *saving throw* is made. As usual, the limit on the number of *power points* a subject can spend on a power, as per the *catapsi* power, remains in effect.

Moderate *telepathy*; ML 9th; Craft Universal Item, *catapsi*; Price 70,000 Cp; Weight 5 lb.

Crystal Pole of Navigation: First created for the naval fleets of the Green Age, present day *crystal poles of navigation* are often used by those possessing silt-traveling ships and by the major Merchant Houses. Once a creature is attuned to a pole by being in contact with it for one minute, that pole acts as the fixed starting point of the *anchored navigation* power for that individual. Up to ten creatures can be attuned to the same pole. A creature already attuned to a pole can dismiss the effect by being in contact with the pole for a full round, or by dying. By using a command thought during the minute that a creature is attuning themselves to the pole, any other creature within 60 feet of the pole can become the designated target for the *anchored navigation's mindlink* effect.

Moderate *clairsentience*; ML 7th; Craft Universal Item, *anchored navigation*; Price 56,000 Cp; Weight 5 lb.

Crystal Pole of Privacy: This *crystal pole* is used to counter remote viewing and spying attempts to spy within the residences of the powerful. One such pole is used in the Veiled Alliance headquarters located beneath the King's Palace in Draji. When plunged into the ground, a 100-ft.-radius area around the pole (including all creatures and objects within it) becomes difficult to detect by *clairsentience* powers such as *clairvoyant sense*, *remote viewing*, or *psionic true seeing*. If a *clairsentience* power or similar effect is targeted within that area, the manifester of the power must succeed at a DC 23 manifester level check or the power fails.

Moderate *clairsentience*; ML 10th; Craft Universal Item, *escape detection*; Price 60,000 Cp; Weight 5 lb.

Crystal Pole of Visibility: This *crystal pole* is used to counter the invisible creatures trying to spy on or infiltrate private locations. When plunged into the ground, the pole creates a 50-ft.-radius area of *eradicate invisibility* that disrupts and negates all types of invisibility unless those affected succeed at a DC 20 manifester (or caster) level check.

Moderate *psychokinesis*; ML 9th; Craft Universal Item, *eradicate invisibility*; Price 54,000 Cp; Weight 5 lb.

Cube of Incorporeal Desert

Carved from a block of sandstone, each face of this small cube has been polished until they are as smooth as glass. Wavy bands of various hues circle around the cube, indicating a stratified origin.

Once per day, the possessor of the *cube of incorporeal desert* can activate it with a command thought while putting it down or throwing it as a ranged touch attack with a range increment of 20 feet. The next creature with 100 or fewer **hit points** that touches or is hit by the activated cube has its senses pinched off from the real world, instead perceiving that they are in a surreal, quiet desert where nothing lives and no wind blows. In reality the creature has entered a catatonic state, becoming completely oblivious to its real surroundings and even unable to eat or drink by itself unless taken care of. In its mind, the creature roams eternally through the endless dunes constructed by the cube until the eventual death of its body, most likely brought about by starvation or dehydration. A cube that has affected a creature becomes harmless and can be picked up by anyone without any risks.

The cube can be deactivated by a second command thought from the creature that originally activated it if they are within 5 feet of the cube; any affected creature remains in its catatonic state until freed. A creature can also be freed from its catatonic state by the use of a *microcosm*, *psionic chirurgery* or *reality revision* power, or with the use of a *miracle* or *wish* spell. A *cube of incorporeal desert* can affect no more than one creature per day, although there is no limit to the number of creatures that may be affected by its power at any given time.

Strong telepathy; ML 17th; **Craft Universal Item**, *microcosm*; Price 61,200 Cp; Weight 2 lb.

Dew Reservoir

This teardrop-shaped, hollow glass periapt is filled with crystal-clear, pure water. As long as the amulet is worn, the wearer does not need any water to survive and will not suffer from thirst. If the wearer was already suffering from thirst, their condition does not deteriorate further but fluids will be needed to restore them to their normal condition. Furthermore, the wearer is immune to any attacks that deal damage by draining water from the target, such as the *parching* weapon ability, the effect of a *desiccating rod*, the dehydration curse of the *tagelmoust of the tormented*, the *horrid wilting* spell, or the grappling attack of a thrax.

Faint psychometabolism; ML 3th; **Craft Universal Item**, *sustenance*; Price 12,000 Cp.

Dimensional Vest

This nondescript vest is made from drake's hide. Three times per day, it allows the wearer to use the **Sleight of Hand** skill to take small objects, such as a dagger or a small purse, from a creature within line of sight, as if he were next to the creature.

Moderate psychoportation; ML 7th; **Craft Universal Item**, *psionic dimension door*; Price 2,500 Cp; Weight 1/2 lb.

Dust of Psionic Invisibility

This fine powder appears to be normal sand. A single handful of this substance flung into the air coats objects

within a 5-foot radius, rendering them undetectable to psionic powers, such as *detect psionics* or *read thoughts*. The dust's effect lasts for 10 minutes.

The effect of the dust is instantaneous, and no psionic aura lingers afterward from the use of this dust.

Faint telepathy; CL 3rd; **Craft Universal Item**, *cloud mind*, *conceal thoughts*; Price 750 Cp.

Fighting Tattoos

These tattoos resemble standard **psionic tattoos**, although their effects are offensive rather than beneficial in nature. Unlike a **psionic tattoo**, a *fighting tattoo* is only scribed with the *astral construct* power. The scribe of the tattoo chooses at the time of scribing what level the *astral construct* will be, restricted by his own manifester level as per the power's description, as well as which special abilities the construct possesses from the appropriate menus. Otherwise, *fighting tattoos* are treated as any other **psionic tattoo** until they are activated by the wearer.

The wearer of a *fighting tattoo* can tap the tattoo as a standard action that draws attacks of opportunity, mentally specifying a target (to which the wearer must have line of sight). The designated target can be an object. This animates the tattoo which drops to the ground, transforms into an *astral construct* of solidified ectoplasm, and moves toward the target. The original wearer need no longer concentrate on the tattoo once activated.

The *astral construct* moves toward its designated target in the same round it is activated. It is treated as a **construct** of the appropriate type, as decided upon when the tattoo was scribed. Should the target be killed, teleport away or otherwise "remove" itself before the *fighting tattoo* reaches it, the **construct** ceases movement, taking no actions unless the target reappears or returns to life; should this happen, the wearer can transform the **construct** back into a tattoo by touching it as a standard action, causing it to flow back upon his body in its tattoo form.

A *fighting tattoo* that reaches its designated target will attack to the best of its abilities. A *fighting tattoo* has a duration of 1 round per manifester level of the scribe of the tattoo, beginning on the round in which it first attacks its target. It continues to act normally on the last round of its duration and dissipates at the end of its turn. A *fighting tattoo* that makes at least one attack against its target fades away after its duration expires, regardless of whether or not the target is killed. A *fighting tattoo* that has attacked a target and is subsequently unable to continue the attack (due to the target's death, teleporting away, etc.) will cease moving, acting as if an inanimate object, until either its duration expires or the target is once again a viable target for attack.

If the *astral construct* is destroyed, a *fighting tattoo* shatters and evaporates. If it comes under the effect of the *dismiss ectoplasm* power, the *astral construct* must succeed at its **Will saving throw** or else it evaporates.

Table 3–6: Fighting Tattoos

ML	Astral Construct Level	Market Price
1	1st	100 Cp
3	2nd	600 Cp
5	3rd	1,500 Cp
7	4th	2,800 Cp
9	5th	4,500 Cp
11	6th	6,600 Cp
13	7th	9,100 Cp
15	8th	12,000 Cp
17	9th	15,300 Cp

Faint metacreativity; ML (see table above); Craft Universal Item, *astral construct*; Price (see table above).

Folding Cloak

On command and once per day, this cloak made from the skin of a cloud ray allows the wearer to use the *psionic dimension door* power. When activated, the cloak seems to fold in upon itself, until it and the wearer vanish completely.

Moderate psychoporation; ML 9th; Craft Universal Item, *psionic dimension door*; Price 10,080 Cp; Weight 1 lb.

Fordorran Cloak

This pale brown hooded cloak is fashioned from the short-furred, underbelly skin of a fordorran. Thrice per day, the wearer can use an augmented *aversion* (Will DC 14) on a target up to 40 feet away that will last for 7 hours. The only exception is that the object of the implanted aversion must be the cloak's wearer.

Once per day, on command, the wearer can will the cloak to emit an horrendous stench in a 30-foot radius spread. Everyone within the radius must make a DC 14 Fortitude save each round for 1 minute or be nauseated for that specific round. The wearer is unaffected by the cloak's stench ability.

In addition, when worn with the hood drawn over the head, the cloak gives the wearer a +2 resistance bonus on saves against inhaled substances, such as attack forms and inhaled poisons or drugs.

Moderate psychometabolism and telepathy; ML 6th; Craft Universal Item, *aversion*; Price 21,400 Cp; Weight: 1 lb.

Gloves of War

While wearing these gloves made from bits of bone sewn together with kirre gut and the hide from a nightmare beast, the wearer can use *animal affinity* and *claws of the beast*, as the powers. Each of these effects lasts for a maximum of 7 rounds per use, up to three uses per day, each.

Moderate psychometabolism; ML 7th; Craft Universal Item, *animal affinity*, *claws of the beast*; Price 22,500 Cp.

Incense of Contemplation

This block of aromatic incense, crafted from diverse psionic-enhancing plants, is visually indistinguishable from ordinary incense until lit. It sees much use in the psionic

schools and personal sanctums of knowledgeable adepts of the Way. When burning, the characteristic aroma and vividly-hued smoke of this special incense is recognizable by anyone making a DC 15 *Psicraft* check.

When a *psion* lights a block of *incense of contemplation* and then spends 8 hours meditating nearby, the incense enables him to manifest all applicable powers as though affected by the *Maximize Power* feat, upon expending his *psionic focus* as normal. However, all the powers manifested in this way are at their normal cost, not costing 4 additional power points (as with the regular metapsionic feat). Each block of incense burns for 8 hours, and the effects persist for 24 hours.

Moderate telepathy; ML 7th; Craft Universal Item, *Maximize Power*; Price: 4,900 Cp.

Jolting Pole

This item is commonly used for prodding along stubborn mekillots and other beasts of burden. It is also frequently used by templars conducting interrogations. The lengths of the poles differ, but they all have an obsidian point on one end that delivers a psychokinetic jolt to creatures it touches. The jolt is a force effect that inflicts 1 point of nonlethal damage with a successful melee touch attack.

Faint psychometabolism; ML 1st; Craft Universal Item, *hammer*; Price 250 Cp.

Kiliaba Unujoko

Masterfully crafted from the finest woods found in the Crescent Forest, these drum sticks, carved in the form of interlaced, skeletal, dancing bodies, are always found in pairs. The *kiliaba unujoko*, gulg for “kiliaba that enthrall the weak-willed,” is one of the instruments that gave the bardic dagadas of Gulg their reputation for being dangerous to the weak of mind.

When played on a percussion instrument by a character with the *Perform (percussion instruments)* skill, the *kiliaba* creates a hypnotic rhythm that forces everyone within a 40-ft.-radius to dance uncontrollably unless they succeed on a DC 16 Will save. The subjects are incapable of attacking or performing physical activities of any sort besides dancing, but can still take purely mental actions (such as manifesting powers). A dancing creature loses its *Dexterity* bonus to *Armor Class*.

Once per day, by succeeding on a DC 20 *Perform (percussion instruments)* check, the person drumming with the *kiliaba unujoko* creates a self-destructive rhythm that forces one target within 120 feet, chosen by the performer, to make a DC 16 Will save or suffer the effects of the *death urge* power. The performer can maintain the *death urge* on the same target by successfully making the *Perform* skill check each round.

Moderate psychokinesis and telepathy; ML 7th; Craft Universal item, *control body*, *death urge*; Price 60,480 Cp.

Mantle of the Cloud Ray

This regal garment is made from the mottled, dark blue and gray leather of the majestic cloud ray. Sleeveless and fastened at the neck and feet, this mantle has on the back a part of the muscular tissue forming the dorsal ridge of the ray.

While worn, the mantle grants the wearer **DR 10/magic** against ranged weapons. In addition, on command, the wearer is able to levitate (as the *psionic levitate* power). The effect is dismissible. The mantle works for a total of 30 minutes per day. This duration needs not be continuous.

Faint psychokinesis and psychoportation; ML 3rd; Craft Universal Item, *inertial armor*, *psionic levitate*; Price 14,400 Cp; Weight 1 lb.

Masenquo of the Water Drake

This one-stringed spike fiddle is tuned by a single, large peg. Its square-shaped resonator is covered by tightened aprig skin, and its single string is played using a small bow. The *masenquo of the water drake* is often played by elven bards in the elven markets to put customers into a mood better geared towards "appropriation."

When played by a person who succeeds on a **DC 15 Perform (stringed instruments)** check, the music of the masenquo duplicates the effects of *attraction* against one specific listener within 35 feet unless the target succeeds on a **DC 14 Will** save. Even after the music is stopped, the subject will continue to be affected by the *attraction* for 5 more hours, during which time the player of the masenquo will benefit from a +4 bonus on interaction checks involving the subject (such as *Bluff*, *Diplomacy*, *Intimidate*, and *Sense Motive*).

Faint telepathy; ML 5th; Craft Universal Item, *attraction*; Price 9,000 Cp; Weight 2 lbs.

Mask of the Braxat

Created from the facial chitin of a braxat, upon command, this mask enables the wearer to spit a globe of acid at an opponent up to 40 feet away, as a standard action. If the wearer succeeds at a ranged touch attack, the opponent takes 4d6 points of acid damage. This mask may be activated three times per day.

Moderate psychometabolism; ML 7th; Craft Universal Item, *exhalation of the black dragon*; Price 25,200 Cp; Weight 1 lb.

Medallion of the Last Combatant

This 4-inch golden, oval medallion is crafted in the form of a howling, featureless face. This item is attached to a leather harness and worn on the front of the chest. It is often found in the possession of dwarven leaders who leads other dwarves willing to sacrifice themselves for their focus and those who lead them, as well as callous army commanders who transfer any damage they suffer to their subordinates or surrounding slaves.

Two times each day, the wearer of the medallion is able to transfer his wounds to other creatures surrounding him. Once activated, the wearer can, on his next turn or after, make a successful touch attack to transfer up to 25 point of damage (or less, if he so choose) he has suffered to a touched target. Up to 12 points of damage not transferred to the touched target can be transferred to another target within 20 feet from the wearer. Finally, up to 6 points of damage not transferred to the previous targets can be transferred to an additional target within 20 feet from the wearer. Unwilling targets who succeed at a **DC 15 Will** save suffer only half damage.

The wearer immediately regains **hit points** equal to the amount of damage transferred to the targets. A target cannot be brought below 0 **hit point** by the transferred damage. Any point of damage that would bring the target below 0 **hit point** needs to be transferred to another target. The transferred damage is empathic in nature, so powers and abilities such as *damage reduction* or *regeneration* do not lessen or change this damage. The wearer cannot transfer damage if he is unconscious or unable to take mental actions. The damage transferred has no type, so even if the subjects have immunity to the type of damage the wearer originally took, the transfer occurs normally and deals **hit points** damage to the subject.

Moderate telepathy; ML 10th; Craft Universal Item, *hostile empathic transfer*; Price 21,600 Cp.

Metapsionic Damaru

This necklace is composed of a silver chain to which is attached a 5-inch long crystal and, depending on the item's power, a number of smaller crystals to each side of it. Normal damaru possess a central crystal and a single smaller crystal on each side, lesser damaru possess only the central crystal, and greater damaru sport two smaller crystals on each side. The *metapsionic damaru* was perfected during the Green Age in one of the great psionic academies of the time, long before the advent of magic, and are still used and created today by those practicing the Way of the Unseen.

Metapsionic damaru hold the essence of a metapsionic feat, allowing the wearer to use the feat without changing the **power point** cost of the altered power. All the damaru described here are use-activated (manifesting powers in a threatened area still draws attacks of opportunity). A manifester may only use one *metapsionic damaru* on any given power, but it is permissible to combine a damaru with metapsionic feats possessed by the damaru's wearer. In this case, only the feats possessed by the wearer adjust the **power point** cost of the power being manifested. The **power point** cost of the feat imparted by the metapsionic damaru does not count against the maximum number of **power points** a manifester can expend on a single power.

Possession of a *metapsionic damaru* does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day.

Lesser and Greater Metamagic Damaru: Normal *metapsionic damaru* can be used with powers of 6th level or lower. Lesser damaru can be used with powers of 3rd level or lower, while greater damaru can be used with powers of 9th level or lower.

Metapsionic, Empower: The wearer can manifest up to three powers per day that are empowered as though using the **Empower Power** feat.

Strong (no discipline); ML 17th; Craft Universal Item, Empower Power; Price 9,000 Cp (lesser), 32,500 Cp (normal), 73,000 Cp (greater).

Metapsionic, Enlarge: The wearer can manifest up to three powers per day that are enlarged as though using the **Enlarge Power** feat.

Strong (no discipline); ML 17th; Craft Universal Item, Enlarge Power; Price 3,000 Cp (lesser), 11,000 Cp (normal), 24,500 Cp (greater).

Metapsionic, Extend: The wearer can manifest up to three powers per day that are extended as though using the **Extend Power** feat.

Strong (no discipline); ML 17th; Craft Universal Item, Extend Power; Price 3,000 Cp (lesser), 11,000 Cp (normal), 24,500 Cp (greater).

Metapsionic, Maximize: The wearer can manifest up to three powers per day that are maximized as though using the **Maximize Power** feat.

Strong (no discipline); ML 17th; Craft Universal Item, Maximize Power; Price 14,000 Cp (lesser), 54,000 Cp (normal), 121,500 Cp (greater).

Metapsionic, Quicken: The wearer can manifest up to three powers per day that are quickened as though using the **Quicken Power** feat.

Strong (no discipline); ML 17th; Craft Universal Item, Quicken Power; Price 35,000 Cp (lesser), 75,500 Cp (normal), 170,000 Cp (greater).

Metapsionic, Widen: The wearer can manifest up to three powers per day that are widened as though using the **Widen Power** feat.

Strong (no discipline); ML 17th; Craft Universal Item, Widen Power; Price 14,000 Cp (lesser), 54,000 Cp (normal), 121,500 Cp (greater).

Mizmar of the Fire Drake

This clarinet is made from two hollowed-out burnflower stems that have been lashed together. It is often found in the hands of elven performers who use it to enhance their daily celebrations, and also to cause mischief with those who have wronged them or their tribe.

When played by a creature who succeeds on a **DC 15 Perform (wind instruments)** check, the pipes create an eerie tune enabling them to *control flames*. As long as the mizmar is played, the user can control the intensity and movement of a **Tiny**, nonmagical fire source within 200 feet, as per the description of the psionic power. On each subsequent round of playing, a successful, new **Perform** check enables the player to decrease or increase the size of the fire by one step,

or to extinguish a single fire or up to **Large** size. When the music stops, the fire returns to its original size.

Strong psychokinesis; ML 12th; Craft Universal Item, control flames; Price 24,000 Cp; Weight 3 lb.

Mnemonic Crystal

This item is indistinguishable from a *cognizance crystal*. The crystal is extremely useful for those who have information they wish to store, but wish that it cannot be easily found.

A *mnemonic crystal* can hold a specified amount of information, based on the power of the item. The user waves the crystal over whatever information or data he wishes to store in the item, which is then saved in the device. The crystal contains “pages” of information, and each page filled requires a move-equivalent action. The pages can be filled with spells without paying the 100 gp per page material cost, just like using a *blessed book*.

A creature wishing to use the information contained within a *mnemonic crystal* must first attune itself to it. To attune the crystal to its owner requires one hour of meditation with the crystal, after which the user has access to the contents of the item, and may erase information as he desires. The information is accessed at the same speed a user would have read it, including any limitations on language or deciphering the text or spells, if any. Only one creature may be attuned to a crystal at a time.

A typical *mnemonic crystal* weighs approximately 1 pound, has **AC 7**, **10 hit points**, a **hardness** of 8, and a **break DC** of 16.

Table 3–7: Mnemonic Crystals

Pages Stored	Market Price
50	625 Cp
150	1,875 Cp
250	3,125 Cp
350	4,375 Cp
450	5,625 Cp
550	8,125 Cp
650	9,375 Cp
750	10,625 Cp
850	11,875 Cp

Faint metacreativity; ML 3rd; Craft Universal Item, ghost writing; Weight 1 lb.

Musical Bow of the Air Drake

This crescent-shaped wooden staff has its two ends joined together by a string made of sinew. Aaracokra bards often use it to control the air surrounding their aeries when they come under attack or while performing for a Hraak'thunn.

When played by a creature who succeeds on a **DC 15 Perform (stringed instruments)** check, the musical bow creates a vibrating sound enabling the creature to *control air*. As long as the musical bow is played, the user can control the speed and direction of surrounding winds within a 50-ft.-radius. The wind speed can be increased or decreased by

up to 60 miles per hour and its direction changed by as much as 90 degrees. Creatures and characters caught within the affected area are subject to the effects of wind as described in the *Dungeon Master's Guide*. When the music stops, the wind immediately returns to its original speed and direction.

Moderate psychokinesis; ML 8th; Craft Universal Item, *control air*; Price 28,800 Cp; Weight 3 lbs.

Needle of Knowing

This large bone needle is carved from the tooth of a tigrone. In order to work, the needle must be floating in liquid. It allows the possessor to use *anchored navigation* once per day and *know direction and location* three times per day.

Moderate clairsentience; ML 7th; Craft Universal Item, *anchored navigation*, *know direction and location*; Price 15,000 Cp.

Obsidian Engine

The *obsidian engine*, also called a shipfloater dome or floater helm, is the central part of a psionically-buoyant silt vessel, keeping it from sinking into the dust. It's a flawless, symmetrical piece of obsidian, most of the time a half-sphere, located in the middle of the ship's deck, from which a psionic web of thread-sized invisible conduits radiates to cover the entire hull. Only one such device can be attuned to a ship.

Using an *engine* is a standard action. For as long as a psionically focused creature touches the *engine*, makes a **Concentration** check, with the **DC** as noted on Table 3-7: Obsidian Engine, and maintains concentration and physical contact with the engine, it will enable a silt vehicle of the appropriate size, and its cargo (including the weight of the *engine*), to stay afloat on silt. The *engine* only provides the means to keep the vessel afloat; it does not provide lateral motion. Most ships use wind or long poles to propel themselves forward; see individual vehicle descriptions in Chapter 2: Adventuring Gear for details.

A character capable of using an *obsidian engine* is known as a "shipfloater" or "helmsman." Under safe circumstances, i.e. when the vessel is not in immediate danger of sinking, the shipfloater may take 10 or take 20 on their **Concentration** check to establish control, or may take 10 in order to take over concentration from another shipfloater. A shipfloater who is well rested can maintain concentration for eight hours without further checks, but beyond eight hours, must make additional **Concentration** checks each hour to maintain concentration, and additionally suffers the effects of a forced march (see Overland Movement in Chapter 9 of the *Player's Handbook*). A shipfloater must make a **Concentration** check each round the vessel is in danger of sinking, or if he is personally attacked.

If the pilot stops touching the *engine*, loses their psionic focus, loses concentration, or controls the engine for the maximum length of time as a forced march—and isn't

replaced by another shipfloater—the ship stops moving and begins to sink. If a shipfloater does not take control of the *obsidian engine* within one round, the vessel will immediately sink to the bottom.

The pilot can also send *mass missile* at will to other users of *obsidian engines* within a one-mile radius.

Table 3–8: Obsidian Engine

Vehicle Size	DC	ML	Price	Weight
Huge	15	10th	5,000 Cp	250 lb.
Gargantuan	20	15th	25,000 Cp	500 lb.
Colossal	25	20th	50,000 Cp	1,000 lb

Moderate to strong psychokinesis; ML see above; Craft Universal Item, *mass missile*, *psionic telekinetic sphere*; Price see above; Weight see above.

Oracular Lenses

The lenses of these goggles are made from a dark, almost opaque crystal, but otherwise look identical to the goggles worn by silt-sailors and the desert traders to keep sand and silt out of one's eyes. When worn in combat, the wearer no longer sees things as they currently are, but rather peers a fraction of a second into the future, allowing him to better land blows while evading those of his opponent. The wearer gains a +3 **insight bonus** to his attack rolls, **AC**, and **saving throws**. If caught in a situation where his **Dexterity** bonus isn't applied to his **Armor Class**, the bonus these lenses grant to the wearer's **AC** and **saving throws** do not apply.

Moderate clairsentience; ML 7th; Craft Universal Item, *defensive precognition*, *offensive precognition*; Price 58,000 Cp.

Phrenic Mask

Coming in a wide variety of forms and materials, ranging from leather straps to ivory bands, sawed-off fronts of skulls to intricate metal lattices, a *phrenic mask* covers the face and the brow of its wearer. In the middle of the brow, there is always a hole in which a gem can be mounted. A manifester wearing a *phrenic mask* and manifesting a power might enhance the power if it is of the descriptor or discipline that the currently-mounted gem is set to enhance. Switching a mounted gem for a different one takes 1 minute. Only one gem may be fitted to a *phrenic mask* at a time. A *phrenic mask* is considered a headband, hat, or helmet when determining how many magic items a character can wear.

See Athasian Precious Stones and Gems on page 54 of this document for more information on the various gems that can be mounted on a *phrenic mask*.

Moderate metacreativity; ML 7th; Craft Universal Item, creator must be 7th level; Price 56,000 Cp; Weight 5 lb.

Psychometron

A *psychometron* is an unadorned circlet that was a common sight during the Green Age. Most were made of silver, although other precious metals were used as well.

These items were created in a time when mastery of the powers of the mind was at its highest and were used by many different groups, most notably by the proctors and law-keepers of the various cities and domains of that ancient time. Today, the only common use of *psychometrons* is within the domain of the Mind Lords of the Last Sea, although some can still be found adorning the skulls of skeletons buried throughout the millennia-old ruins dotting the Tablelands.

Many different types of *psychometrons* existed during the height of the Green Age, each with its own unique purpose, but all share a number of basic abilities. While worn, any *psychometron* gives a +5 **competence bonus** to **Diplomacy** and **Sense Motive** checks. The wearer also gains a +2 bonus to any **Charisma** checks made to exert control over the target of a mind-affecting power he manifests, such as when using *psionic charm person* to make a creature take actions they normally wouldn't, as well as to opposed **Charisma** checks when two or more manifesters try to affect the same target in a similar situation. Any power with the compulsion descriptor that is manifested by the wearer has its save **DC** increased by 1. This bonus stacks with bonuses from the **Psionic Endowment** and **Greater Psionic Endowment** feats. The other, unique abilities granted by a specific *psychometron* are listed below under each description.

A *psychometron* is treated as a headband for the purpose of determining which items can be worn on the body (see page 214 of the *Dungeon Master's Guide*).

Psychometron, Indagator: During the Green Age, this *psychometron* was used by law-keepers during investigations to analyze the location and objects found at the scene of a crime. Nowadays they are mostly found in the hands of historians and chroniclers who use them to unravel the mysteries of the past. Twice per day, with a command thought, the wearer can use *sensitivity to psychic impressions* in a 30-ft.-radius spread, maintaining the power with concentration up to a maximum of 30 minutes. The *psychometron* enables the wearer to sense distinct events at ten times the normal rate; one distinct event is sensed for every minute of concentration. Sensitivity extends into the past to a maximum of 30 years.

Five times per day, after having sensed one of the historical visions of a given location, the wearer can use *psionic locate object* upon one object he has seen as if he had observed that particular item firsthand. The object is detected if it is within a 520-ft.-radius.

Additionally, five times per day, the wearer can concentrate his attention on an object he touches, using *object reading* on it while maintaining concentration up to a maximum of 3 minutes.

The *indagator psychometron* grants the wearer a 95% chance of successfully identifying all the former owners, in sequence, with only a 5% chance of skipping a specific owner.

Faint clairsentience; **ML 3rd**; **Craft Universal Item**, *object reading*, *psionic locate object*, *sensitivity to psychic impressions*; Price 33,920 Cp.

Psychometron, Monitor: This *psychometron* is used to detect the personality and social status of individuals. During the Green Age this *psychometron* stood on the borderline of social acceptance: It couldn't read other's thoughts, but could still be interpreted as intruding upon an individual's right to free choice by revealing details of their lives through perception of their auras. Twice per day, with a command thought, the wearer can use *aura sight* in a 60-ft.-cone for one hour. If the wearer wants to gather more information than a first round observation, he must stay immobile during the time he uses the power, scanning the same cone-shaped area for a longer time. After three rounds, the wearer can concentrate his attention upon a specific target within the cone, using *aura reading* to gather further, specific information upon the chosen target. The *monitor psychometron* protects the wearer from the overwhelming presence of auras, such as when viewing a creature that has 5 or more **Hit Dice** than the user.

Moderate clairsentience; **ML 7th**; **Craft Universal Item**, *aura reading*, *aura sight*; Price 37,160 Cp.

Quintessence Distiller

This slightly convex, circular sandstone plate, 2 feet in diameter, is topped by a small sandstone column that functions as a solar clock. When inactive and properly set up, this solar clock works as expected; when the *distiller* is active, however, the column's shadow does not correspond to that of sun's current position in the sky. At the base of the column lies a deep groove within the sandstone plate that runs clear to the plate's border, through which the collapsed quintessence of time forms and flows until it falls into a specially-made reservoir of similarly-carved sandstone. These rare items are mostly found functioning deep beneath psionic academies and the houses of the powerful, creating quintessence for obscure uses in places where its presence won't hinder the psionic activities of its possessors.

The *quintessence distiller* is activated and stopped through a command thought of an individual in contact with the item, although it automatically stops functioning when its reservoir is full. The reservoir can hold up to 10 pounds of quintessence before reaching maximum capacity. The reservoir is removable, and must be completely empty before the *distiller* may be activated. The *quintessence distiller* slowly collapses time at the rate of 1 ounce per hour; it takes nearly a week (160 hours) to completely fill the reservoir.

The collapsed quintessence can be used to seal objects and even creatures from the effect of time as per the *quintessence* power. The amount of quintessence required to cover a creature or object depends on the target's size, as noted on the following table:

Table 3–9: Quintessence Distiller Coverage

Size	Quantity needed to completely cover
Fine	1 ounce
Diminutive	4 ounces
Tiny	8 ounces
Small	1 pound
Medium	2 pounds
Large	4 pounds
Huge	16 pounds
Gargantuan	256 pounds
Colossal	1,024 pounds

Note that for each pound of quintessence in a container (including the *distiller's* reservoir), or present on a creature or object, psionic characters and creatures within a 5-foot radius of the accumulated quintessence are hindered in their psionic abilities. Powers require twice as many **power points** to manifest unless the manifester makes a successful DC 16 **Will** save each time he or she attempts to manifest a power. Also, manifesting a psi-like ability under these circumstances requires a full-round action rather than a standard action. Note that any accumulation of quintessence, even if unrelated to this item, follows these rules (as described in the *quintessence* power's description).

Moderate **metacreativity**; ML 7th; Craft Universal Item, *quintessence*; Price 224,000 Cp; Weight 50 lb.

Ring of Coolness

This item is a carved jade band engraved with stylized representations of water spirits. It keeps the wearer comfortably cool even on the hottest Athasian afternoons. The wearer of the *ring of coolness* is immune to any nonlethal damage dealt by heat exposure from the environment, although lethal environmental damage, as well as heat or fire damage caused by other sources including mundane or supernatural flames or fire such as torches or energy attacks is in no way negated.

Moderate **psychometabolism**; ML 9th; Craft Universal Item, *adapt body*; Price 2,000 Cp; Weight 2 lb.

Ring of Psionic Mind Shielding

This ring functions as its magical equivalent, the *ring of mind shielding*, except that it protects its wearer from psionic

attempts to reading one's thoughts, not magical ones. (This assumes the "Psionics is Different" rule is in effect. If not, his ring functions exactly as its magical equivalent, offering protection from both psionic and magical effects).

Moderate **telepathy**; ML 3rd; Craft Universal Item, *cloud mind*; Price 8,000 Cp.

Ring of Retribution

This slim, silver ring is crafted to resemble a coiled serpent, with a pair of small, crimson rubies inset into the precious metal to form the snake's eyes. The rubies glint whenever poison is nearby, as per the *psionic detect poison* power, and the wearer gains a +4 bonus to his **Wisdom** check to determine the exact type of poison present.

The wearer can use the ring's other ability, called *retribution*, once per day. Upon mental command, the wearer becomes immune to poison for 1 minute, as per the *neutralize poison* spell. This ability does not, however, neutralize any poison already in the wearer. While *retribution* is active, whenever the ring's wearer would normally be affected by a poison attack, such as a *dagger* coated with an injury poison or a thrown sphere of poisonous gas, the attacker becomes subject to his own poison. A creature immune to its own poison is unaffected by the *retribution* ability.

Moderate **psychometabolism**; ML 7th; Craft Universal Item, *antidote simulation*, *hostile empathic transfer*, *psionic detect poison*; Price 9,560 Cp.

Slave's Leash

This wide strap, made from cured silt horror leather, is worn around the upper chest. Tightly sewn at its center is a small crystal. The *leash* is used to keep important — and unruly — slaves under control by overseers and slavers. The crystal is always a shard broken off of a larger crystal, which is referred to as the controlling crystal. The possessor of the controlling crystal can activate the power of any leashes created with a shard from the controlling crystal.

When given a mental command by the possessor of the controlling crystal, one or more of the related *slave's leashes* within 300 feet produce a *crisis of breath* effect upon their

Photosynthesis

Psychometabolism [Healing]

Level: Psion/wilder 1

Display: Visual

Manifesting Time: 2 rounds

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 1

You gain energy and rejuvenation from the energy of the crimson sun. For every round you rest in a sunny area while this power is in effect, you heal 1 **hit point**. You must remain immobile to receive the benefits of the power; even reflexive actions such as defending yourself will negate the power's benefit.

Augment: If you spend 4 additional **power points**, you satisfy the needs of a single meal and half of your daily water requirement.

wearer. This effect lasts until dismissed (as a standard action) by the possessor of the controlling crystal. The activator can freely choose which *leash*-wearing individuals to effect, anywhere from a single individual to all of them, and can likewise dismiss the effect on any individuals desired. The *crisis of breath* can also be negated by manifesting *dispel psionics* on the affected creature(s), or by using that power on the controlling crystal itself, thereby freeing all creatures linked to it if the dispel attempt is successful.

If the wearer of a *leash* tries to tamper with it or otherwise remove the item, the *crisis of breath* automatically takes effect, lasting until dismissed by the possessor of the controlling crystal or until the item itself is physically removed from the wearer. Only a creature possessing the controlling crystal that corresponds to a given *leash* may safely remove the item.

A controlling crystal can yield up to 10 crystal shards for use in the creation of *slave's leashes*, and thus can control up to 10 leashes at once.

A typical *slave's leash* has **hardness 2**, **10 hit points**, **AC 7**, and a break **DC** of 20.

Note that a single controlling crystal can have any combination of lesser, normal or greater *slave's leashes* "connected" to it.

Faint telepathy; ML 5th; Craft Universal Item, Enlarge Power, *crisis of breath*; Price 3,750 Cp.

Slave's Leash, Greater

This item is identical to a *slave's leash*, except that the activated effect is *crisis of life*.

Strong telepathy; ML 13th; Craft Universal Item, Enlarge Power, *crisis of life*; Price 22,750 Cp.

Slave Leash, Lesser

This leather strap functions as a *slave's leash*, except that the effect activated is *psionic daze*, and the activation range is limited to 50 feet.

Faint telepathy; ML 1st; Craft Universal Item, Enlarge Power, *psionic daze*; Price 250 Cp.

Sun Cloak

Fashioned from green plant fibers, this cloak bestows a +2 **circumstance bonus** to saves against cold-based attacks. By staying motionless in a sunny area for at least 2 rounds, the wearer is able to heal lost **hit points** as per the *photosynthesis* power (see below). After at least one minute, the wearer satisfies the needs of a single meal and half of his daily water requirement. The cloak works for a total of up to 10 minutes per day; this duration need not be continuous.

Moderate psychometabolism; ML 5th; Craft Universal Item, *photosynthesis*, *specified energy adaptation*; Price 7,200 Cp; Weight 1 lb.

Sycophant Vestment

This fine attire is woven from the highest-quality cloth and most often worn by the rich and powerful of the various city-states. It is worn primarily by nobles and templars who often engage in the various circles of political intrigue.

While worn, such a vestment adjusts the attitude of everyone encountered by the wearer by one step in a positive direction, as per the NPC interaction rules listed in the *Dungeon Master's Guide*, and gives a +10 **competence bonus** to **Diplomacy** and **Gather Information** checks. The wearer can also use a standard action to make a *psionic suggestion* once per day, as the power, with the subjectentitled to a **DC 15 Will** save to negate the effect.

Faint telepathy; ML 3rd; Craft Universal Item, *psionic suggestion*, *telepathic projection*; Price 14,000 Cp.

Tama of the Earth Drake

This double-headed, hourglass-shaped drum has each end covered by stretched sand howler skin attached by to the drum by numerous cords. These cords are configured in such a way that the player can change the pitch of the drum by squeezing or stretching them in various ways. Belgoi often use these drums while other members of their tribe assault their victims.

When played by a person who has the **Perform (percussion instruments)** skill, the tama enables the player to anchor himself to the underlying fabric of the material plane as if manifesting the *immovability* power. This effect remains for as long as the user plays.

By succeeding on a **DC 15 Perform (percussion instruments)** check, the person playing the tama can create a *concussion blast* affecting one target within 170 feet, dealing 3d6 points of force damage. This secondary ability may only be used once every two rounds, and may be used while maintaining the *immovability* effect; failing at the **Perform** check does not cause the *immovability* effect to end, although it does count towards the limit of how often the *concussion blast* ability may be used.

Moderate psychometabolism and psychokinesis; ML 7th; Craft Universal Item, *concussion blast*, *immovability*; Price 75,600 Cp; Weight 2 lbs.

Third Eye Long Touch

The wearer of this kind of *third eye* can use his touch attacks as if they were ranged touch attacks with a 30-foot range increment. It does not actually grant reach, and so does not help provide a flanking bonus or allow the wearer to make attacks of opportunity at any range greater than normal. The wearer uses his normal melee attack bonuses and normally affects the target with the effect of his touch if it hits, though the target of the attacks can benefit from **cover** or **concealment**.

Faint telekinesis; ML 1st; Craft Universal Item, *far hand*; Price 2,000 Cp.

Tokchaka

These egg-shaped crystals are made from dasl and sized to fit a Medium creature's hand. They are venerated by the kreen with the same, neigh-religious zeal as is the dasl chatkcha, as they are also seen as a part of the kreen, having been produced from their own bodies. *Tokchakas* see various uses in the hands of the kreen *psions*, or *chakak*, who create them using the kreen's venomous saliva and a mixture of sand and special herbs. It takes 10 days to make enough dasl to create a *tokchaka*. A typical *tokchaka* has **hardness 7**, **45 hit points**, **AC 7**, and a break **DC** of 23.

Tokchaka, Klik: The *klik tokchaka*, or teacher of knowledge, is used to transfer a *chakak*'s memories into the crystal in order to preserve his knowledge for other *chakaks* to use. When held, this *tokchaka* imparts increased knowledge upon its wielder. Depending upon how many generations of *chakaks* have imparted their knowledge into the *tokchaka*, its amassed knowledge can vary greatly.

When the *klik tokchaka* is held, the wielder can make any **Knowledge (geography, history, local, and nature)** skill checks as if they have ranks in that skill, and also gain a **+1 competence bonus** to each of these skills. This bonus increases by **+1** for each "generation" of the egg beyond the first, to a maximum bonus of **+10**. Any kreen can add a generation by using *mindlink* upon the *tokchaka* as a target, just before his death. Once done, the kreen instantly dies and its soul cannot be retrieved for the purposes of *raise dead* or other similar spells or powers, even by a *wish* spell.

At the DM's discretion, a *klik tokchaka* can trigger thri-kreen racial memories when used, with higher generation eggs having greater triggering chances.

Moderate telepathy; **ML 9th**; **Craft Universal Item**, *mindlink*, creator must be a kreen with the *Kiltektet* feat; Price 1,100 Cp (*klik tokchaka* +1); 1,400 Cp (*klik tokchaka* +2); 1,900 Cp (*klik tokchaka* +3); 2,600 Cp (*klik tokchaka* +4); 3,500 Cp (*klik tokchaka* +5); 4,600 Cp (*klik tokchaka* +6); 5,900 Cp (*klik tokchaka* +7); 7,400 Cp (*klik tokchaka* +8); 9,100 Cp (*klik tokchaka* +9); 11,000 Cp (*klik tokchaka* +10); Weight 5 lb.

Tokchaka, Thosa: The *thosa tokchaka*, or home of life, is in fact a container for storing a kreen *psion*'s essence until he finds a new host body.

When a *thosa tokchaka* is within range, a kreen *psion* can manifest *true mind switch* with the egg as a target, without expending the usual 10,000 **XP** cost. The *tokchaka* is considered the new body for all purposes. While in the *tokchaka* the *psion* is still aware of his surroundings, but is only able to manifest psionic powers; they cannot interact with the environment in any other way. If the *psion* later manifests *true mind switch* again, the **XP** cost has to be paid; only when a *psion*'s mind initially enters the *thosa tokchaka* does he not pay the **XP** cost. Since dasl is an imperfect material for storing a living creature's psyche — unlike obsidian — the psyche of the kreen *psion* can only stay within a *thosa tokchaka* for a maximum of 11 days, after which the psyche is lost and the kreen *psion* is considered dead.

Moderate telepathy; **ML 11th**; **Craft Universal Item**, *true mind switch*; Price 16,500 Cp; Weight 5 lb.

Tokchaka, Tho-dul'kreen: The *tho-dul'kreen tokchaka*, or experience of the moving people, is a rare *tokchaka* that contains the racial memories of places and locations visited by untold generations of kreen.

Once per week, when the *tho-dul'kreen tokchaka* is held by a kreen and a command thought is mentally projected into it, the holder and up to thirteen other creatures are drawn along a crystalline arc of remembrance, to the edge of conscious thought and into the racial memories of the kreen race. The additional creatures brought along with the holder must be touching at least one other participant, at least one of which must be in physical contact with the *tokchaka* holder. Every kreen physically enters the part of their racial memory that deals with locations and the paths to get there, leaving nothing behind.

In the racial memories, the holder of the *tokchaka* moves through a recollection of places, regions, and sites that have been visited by kreen everywhere, since the beginning of time. For every minute he moves through racial memories, he can choose to physically displace himself up to five miles away in the real world. Thus, the holder can use the *tokchaka* to travel rapidly by physically entering places subconsciously known by every kreen, moving the desired distance, and then "stepping back" into the real world at the desired location. The holder always arrives at the desired location. The holder can travel along these racial memories for up to 13 hours uninterrupted.

Any kreen that come along when the *tokchaka* is activated also make the transition to the borders of unconscious racial memories. A kreen that stops touching the others becomes separated from the holder and wanders off into these memories, becoming hopelessly lost. After 1 hour, any lost kreen return to the real world as many as 1,000 miles ($d\% \times 10$) away from their starting point, in a completely random direction.

Strong psychoportation; **ML 13th**; **Craft Universal Item**, *dream travel*; Price 9,100 Cp; Weight 5 lb.

Torc of Anger

This torc, formed from beaten, blackened iron, confers the ability to better channel one's destructive emotions. The more the damage and pain the wearer is subjected to, the farther his anger drives him into a combat frenzy. The torc is worn around the neck or upper arm and must be worn continuously for one full day, while the creature remains at full **hit points**, before it provides any benefit from its power.

During an encounter, if the wearer loses 25% or more of his normal **hit point** total, he gains **DR 2/-** and a **+1 morale bonus** to attack and damage rolls for the remainder of the encounter. Once at 50% of his normal **hit point** total, these bonuses increase to **DR 3/-** and a **+2 morale bonus** to attack and damage rolls. Once the damage total reaches or exceeds 75% of his normal **hit point** total, the bonuses once again increase to **DR 4/-** and a **+4 morale bonus** to attack and

damage rolls. Finally, when he loses 90% or more of his normal hit point total, the bonuses increase to **DR 5/-** and a +8 **morale bonus** to attack and damage rolls. Once the torc has bestowed any of its power to the wearer, its ability cannot be used again until the wearer has first been restored to full **hit points**.

A torc is treated as an amulet for the purpose of determining which items can be worn on the body (see page 214 of the *Dungeon Master's Guide*).

Moderate psychometabolism; ML 10th; **Craft Universal Item**, *biofeedback*, *strength of my enemy*; Price 24,000 Cp; Weight 2 lb.

Torc of Passion

This torc is created from beaten silver and confers a heightened ability to channel one's emotions into manifested powers. The wearer's ability to **wild surge** is treated as if they are a **wilder** four levels higher than their current level. If donned by a character with the **Overchannel** feat, the torc lets her use a part of her emotions to counter the physical demands of overchanneling, reducing the damage to d6's. Additionally, any character wearing the torc gains the ability to overchannel a power she knows, once per day, to increase her effective manifester level by one without taking any damage; this ability does not stack with the **Overchannel** feat and cannot be used while **wild surging**.

A torc is treated as an amulet for the purpose of determining which items can be worn on the body (see page 214 of the *Dungeon Master's Guide*).

Moderate telepathy; ML 10th; **Craft Universal Item**, creator must be able to **wild surge**; Price 13,000 Cp; Weight 2 lb.

Torc of Iron Will

This item is a band inlaid pieces from the skull of an id fiend with fine iron threads, worn around the neck or upper arm. The wearer of a *torc of iron will* automatically receives **power resistance** 19 against mind-affecting powers for 1 round, twice per day. This effect is activated as an immediate action by mental command.

A torc is treated as an amulet for the purpose of determining which items can be worn on the body.

Moderate telepathy; ML 9th; **Craft Universal Item**, *tower of iron will*; Price 18,000 Cp; Weight 2 lb.

Torc of Surging

This brass torc is worn around the arm and greatly increases a **wilder's** abilities. The duration of the wearer's **surging euphoria** is class feature increases from rounds to minutes, and the character also gains **fast healing** 1 for the duration of the **surging euphoria**.

A torc is treated as an amulet for the purpose of determining which items can be worn on the body (see page 214 of the *Dungeon Master's Guide*).

Strong psychometabolism; ML 15th; **Craft Universal Item**, *bend reality*; Price 60,000 Cp; Weight 2 lb.

Torc of Vengeance

This large torc, forged from dull, heavy lead, confers the ability to better channel one's vengeful emotions; the more the wearer is damaged by an opponent, the more his hate drives him to kill. The torc is worn around the neck or upper arm, and must be worn continuously for at least one full day for the wearer to benefit from its power.

Once per day, activated as a free action at the beginning of any combat round, the torc's wearer gains a +1 **morale bonus** to melee attack and damage rolls against the next opponent that successfully damages him with a melee attack. This bonus lasts until the specified opponent is dead or destroyed, or if the opponent leaves the encounter by any means and does not return before any other enemies are defeated. If the wearer suffers no melee damage between the time he activates the torc and the end of the round, the torc's ability is deactivated and does not count against its daily use limit. Each additional time the specified opponent damages the wearer with a melee attack during the same encounter, the **morale bonus** increases by an additional +1, to a maximum bonus of +10.

Once the torc has been activated and an opponent has been specified, it drives the wearer into an emotional state that makes it difficult to stop attacking that opponent. This emotional state begins as soon as the wearer receives the moral bonus and ends when the opponent is **disabled**, **dying**, or **dead**, or if the wearer succeeds at a **Will** save with a **DC** of 15 + the current **morale bonus** conferred by the torc. The **Will** save may be taken once per round, immediately before the torc wearer's action, if the wearer so desires. On a failed save the wearer must take any steps necessary to make melee attacks against the opponent, but can make a new save the next round. Once the opponent is **disabled**, **dying**, or **dead**, or the **Will** save is successful, the **morale bonus** disappears and the torc cannot be activated again that day.

A torc is treated as an amulet for the purpose of determining which items can be worn on the body (see page 214 of the *Dungeon Master's Guide*).

Strong psychometabolism; ML 12th; **Craft Universal Item**, *strength of my enemy*, 29,000 Cp; Weight 2 lb.

Vatic Talisman

These are common, functional "luck charms" sold by elven traders, who call them akotoja ("fate stealer"). The item's more official name, *vatic talisman*, is the name used by the learned psions who create these items to gain useful insight into future events.

A *vatic talisman* can be mentally activated as a standard action, giving a one-time **insight bonus**, varying in power from +1 to +10, to an attack roll, damage roll, **saving throw**, or skill check. Once activated, this bonus can be used any time within a period of time equal to 10 minutes times the

item's bonus. For example, a +2 *vatic talisman* must be used within 20 minutes of its activation while a +10 *vatic talisman* can be used up to 100 minutes later. Once the duration expires or the bonus is used (whichever comes first), the talisman becomes useless, valued only for ornamentation.

Faint *clairsentience*; ML 3rd; Craft Universal Item, manifester must be of a level at least three times greater than the bonus of the talisman, *precognition*; Price 50 Cp (*talisman* +1); 200 Cp (*talisman* +2); 450 Cp (*talisman* +3); 800 Cp (*talisman* +4); 1,250 Cp (*talisman* +5); 1,800 Cp (*talisman* +6); 2,450 Cp (*talisman* +7); 3,200 Cp (*talisman* +8); 4,050 Cp (*talisman* +9); 5,000 Cp (*talisman* +10).

Veil of Lies

This veil's appearance ranges from that of a simple silk scarf to a noblewoman's fine, embroidered veil. It is worn by those who wish to keep their true opinions hidden from others.

The wearer of the veil is under the effect of a continual *conceal thoughts* power. The *veil of lies* takes up the headband, hat, or helmet spot on a character.

Faint *telepathy*; ML 1st; Craft Universal Item, *conceal thoughts*; Price 2,000 Cp.

Wind Howdah

This round, 10-foot diameter platform is most often crafted out of a bamboo-like weed, woven into a stiff mesh that is stretched to cover a polished frame of erdlu bones. Situated at the center of the platform is a 10-foot tall pole to which is affixed a triangular sail, held straight by a perpendicular bar.

By holding the perpendicular bar, a passenger can psychokinetically pilot the *wind howdah*. As a move action, the pilot can mentally direct the vehicle to move up or down as much as 20 feet each round, or move horizontally at a speed of 20 feet per round with average maneuverability. Mentally controlling the vehicle for long periods of time is trying, and a pilot doing so is *fatigued* as if walking (see Overland Movement in Chapter 9 of the *Player's Handbook*). The pilot can, if desired, use the *howdah* for more than 8 hours, counting it as a forced march for the purpose of fatigue and other effects.

A *wind howdah* can carry up to 500 pounds while moving at full speed; for every additional 50 pounds, reduce the vertical or horizontal movement per 5 feet per round. Once the weight exceeds 700 pounds, there is a 1% chance per additional pound, per round, that the vehicle will cease to function and plummet to the ground, the pilot, passengers, and vehicle itself taking falling damage depending on the height they were at. Once this happens, the vehicle will only start working again once the load is reduced to 500 pounds or less..

Moderate *psychoportation and psychokinesis*; ML 8th; Craft Universal Item, *psionic levitate, telekinetic force*; Price 32,000 Cp; Weight 25 lb.

Wrappings of Detachment

These wrappings are commonly associated with the brown vestments worn by those few, unaffiliated elves who give up their tribal allegiance for a life of solitude, hoping to better attain psionic perfection. Despite the relative commonness of this type of wrapping, they can be found in a variety of different materials, styles and various somber hues. Regardless of their appearance, they can always be used to hide the features of the wearer and are universally recognized as a denotation of their personal detachment from the surrounding world.

The wearer gains the use of the *Cloak Dance* feat, even if he does not meet the prerequisites for it. The wrappings also allow the wearer to use *mass cloud mind* as the power once per day (Will save DC 19). The *wrappings of detachment* are treated as a robe or a suit of armor for the purpose of determining which items can be worn on the body (see page 214 of the *Dungeon Master's Guide*).

Moderate *telepathy*; ML 11th; Craft Universal Item, creator must have 10 ranks in *Hide, mass cloud mind*; Price 36,400 Cp; Weight 2 lb.

Specific Cursed Item

Like their magical counterparts, psionic cursed items directly or indirectly affect a user negatively.

Circlet of Final Thought

This iron circlet has a thin copper wire completely twinned around it. This circlet adapts itself to fit around the wearer's head. Guards without the benefits of a *psion* presence use it to prevent psionic prisoners from using their psionic powers for making successful escape attempts. After doning the circlet, a *humanoid* or *monstrous humanoid* of *Medium* or smaller size must succeed at a Will save (DC 14) or see his higher brain completely inhibited, letting him *dazed* and depriving him of taking any psionic actions (including manifesting powers or using psionic feats that require a decision to be used) nor any mental actions at all.

Faint *telepathy*; ML 5th; Craft Universal Item, *brain lock*; Price 6,000 Cp.

Appendix I: Skills and Feats

Expanded Skills

The skill covered in this section relates to the identification and construction of poisons. A new ability is provided for this **Knowledge** skill.

Use of the **Craft (poisonmaking)** skill for creating poisons is detailed in the Making Poison section on page 45.

The skill description here follows the format as defined in the *Player's Handbook*.

Knowledge (local) (Int)

You can identify a poison's creator just by studying it.

Identify Poison Signature: Identifying the creator of a poison requires a successful **Knowledge (local)** check. The base DC is equal to 10 + 1/2 the manufacturer's ranks in **Craft (poisonmaking)**. Several modifiers may apply to the **Knowledge (local)** check, as given on the table below.

You can only identify poison created by a character that you know, or know of. If you have no way of knowing the character who manufactured the poison, you are not able to identify them by name, but would still get the -4 DC modifier to recognize another poison made by the same character in the future.

Possessing 5 ranks in **Craft (Poisonmaking)** gives a +2 synergy bonus on the **Knowledge (local)** check to identify poison signature.

Table 4–1: Identify Poison Signature Modifiers

Familiarity	DC modifier
You have identified a poison from this bard before	-4
You know the bard personally	-2
The bard is from the same "bardic community" as you	+0
The bard is from a different "bardic community" than you	+2
You have only heard of the bard in passing	+4

New Feats

Feats with the poison descriptor allow characters to enhance and modify the poisons they create, similar to what metamagic feats do for spells. They require the character to have a number of ranks in the **Craft (poisonmaking)** skill.

The new feats described in this section are summarized on Table 2–18: New Feats.

Antidote Brewer [General]

Your knowledge of poison makes you good in neutralizing their effects.

Prerequisite: **Craft (poisonmaking)** 5 ranks.

Benefit: Whenever creating antitoxin, you receive a +4 bonus on **Craft (poisonmaking)** checks.

Table 4–2: New Feats

General Feats	Prerequisite	Benefit
Bard's Critical	Craft (poisonmaking) 5 ranks, base attack bonus +5	Increase your poison's save DC on a critical hit
Breath Control	Con 13	+4 bonus on saves against inhaled poisons
Combat Taint	Dex 13, Sleight of Hand 5 ranks	+4 bonus on Sleight of Hand checks to apply poison to a light melee weapon without being noticed
Communal Bard	—	+2 bonus on Craft (poisonmaking) and Knowledge (local) checks
Delay Poison	Wis 15, Craft (poisonmaking) 9 ranks	Delay the initial damage for your poisons
Manythrow	Dex 15, Sleight of Hand 5 ranks, Weapon Finesse, BAB +6.	Throw two or more daggers, flying daggers, or darts simultaneously
Mask Poison Signature	Craft (poisonmaking) 7 ranks	Increase the DC to identify your poisons by 4
Poison Longevity	Craft (poisonmaking) 10 ranks	Affect two targets with one dose of poison
Poison Specialist	Craft (poisonmaking) 5 ranks	Reduce the Craft DC for three poisons of your choice
Poison Use	Craft (poisonmaking) 3 ranks	Apply poisons without the risk of poisoning yourself
Poison Miser	Poison Use, base attack bonus +7	Poison two blades with one dose of poison
Signature Poison	Craft (poisonmaking) 13 ranks	Increase your poison's save DC by reducing the DC to identify it
Undetectable Poison	Craft (poisonmaking) 7 ranks	Your poisons do not alter the taste or smell of food
War Beast Fighting	Dex 13, Balance 5 ranks	Your cover improves while riding on drisks and undead war beetles, and you suffer reduced penalties to ranged fire
Special Feats		
Razing Craft	Defiler	Create staves and wands whose spells are powered by defiling

Bard's Critical [Poison]

Your knowledge of anatomy lets you inject injury type poisons where they will do the most damage and work the fastest.

Prerequisite: Craft (poisonmaking) 5 ranks, base attack bonus +5.

Benefit: On a successful critical hit with a poisoned weapon the save DC for the poison's initial damage is increased by 2.

Breath Control [General]

You have extraordinary control over your lungs.

Prerequisite: Con 13.

Benefit: You gain a +4 bonus on saving throws against inhaled poisons.

Combat Taint [General]

You can apply poison to a small weapon in combat without being noticed.

Prerequisite: Dex 13, Sleight of Hand 5 ranks.

Benefit: You receive a +4 bonus on opposed Sleight of Hand checks to apply poison to a light melee weapon in combat without being noticed.

Communal Bard [General]

You have a great deal of knowledge regarding the fellow bards who ply their trade in your area and their methods.

Benefit: You get a +2 bonus on all checks involving the Craft (poisonmaking) skill and Knowledge (local) skill to identify poison signature.

Delay Poison [Poison]

You can modify poisons so that their effects are delayed.

Prerequisite: Wis 15, Craft (poisonmaking) 9 ranks.

Benefit: You can delay the time before which your poisons deal their initial damage. How long you can delay depends on your ranks in Craft (poisonmaking) skill, as shown on your table below:

Table 4–3: Delay Poison Maximum Delay

Ranks	Maximum Delay
up to 9 ranks	10 minutes
up to 12 ranks	1 hour
up to 15 ranks	6 hours
up to 18 ranks	12 hours
up to 21 ranks	1 day

This feat does not modify the secondary damage time. Poisons crafted in this manner have their Craft DC increased by 2.

Manythrow [General]

You can throw multiple daggers or darts simultaneously at nearby targets.

Prerequisite: Dex 15, Sleight of Hand 5 ranks, Weapon Finesse, base attack bonus +6.

Benefit: As a standard action, you may throw two daggers, flying daggers, or darts (both must be of the same type) at a single opponent, which must be within 10 feet. Both weapons thrown use the same attack roll (with a –4 penalty) to determine success and deal damage normally (but see Special).

For every five points of base attack bonus you have above +6, you may add one additional weapon to this attack, to a maximum of four weapons at a base attack bonus of +16. However, each weapon after the second adds a cumulative –2 penalty on the attack roll (for a total penalty of –6 for three weapons and –8 for four).

Damage reduction and other resistances apply separately against each weapon thrown.

Special: Regardless of the number of weapons you throw, you apply precision-based damage only once. If you score a critical hit, only the first weapon thrown deals critical damage; all others deal regular damage.

A fighter may select Manythrow as one of his fighter bonus feats.

Mask Poison Signature [Poison]

You are adept at varying your poison manufacturing techniques.

Prerequisite: Craft (poisonmaking) 7 ranks.

Benefit: The DC to identify a poison made by you (see identify poison signature in the Expanded Skill section above for more information) is raised by 4.

Poison Miser [General]

Your experience at poisoning blades enables you to use less poison to get the same effect.

Prerequisite: Poison Use, base attack bonus +7.

Benefit: You can poison two blades with one dose of poison instead of two. Poison applied to a weapon with Poison Miser cannot be used with the Poison Longevity feat.

Poison Longevity [Poison]

You are able to modify poisons that stay on your weapon longer.

Prerequisite: Craft (poisonmaking) 10 ranks.

Benefit: One dose of a poison created by you can affect two targets, instead of one. Poisons crafted in this manner have their Craft DC increased by 5.

Special: You may gain Poison Longevity multiple times. Each time you take the feat, you can affect an additional target.

Poison Specialist [General]

You have a knack for making poisons.

Prerequisite: Craft (poisonmaking) 5 ranks.

Benefit: Choose 3 poisons. Your DC to craft those poisons is reduced by 2.

Special: You may gain Poison Specialist multiple times. Each time you take the feat, you choose 3 additional poisons.

Poison Use [General]

Through experience, you have learned how to avoid accidental poisoning.

Prerequisite: Craft (poisonmaking) 3 ranks.

Benefit: You can apply poisons without the 5% chance of accidentally poisoning yourself.

Special: Classes and prestige classes (such as the bard and the assassin) gaining the [poison use](#) class feature need not select this feat.

Razing Craft [Special]

You can make special magic items that employ defiling as a power source.

Prerequisite: Defiler.

Benefit: You can create [staves](#) and [wands](#)—as long as you possess the appropriate item creation feats—whose spells are not activated by spending charges but instead by defiling. Spells from [staves](#) can make use of any Raze feats the wielder possesses, as well as certain class abilities and magic items.

See Defiling Items, on page 60, for details.

Signature Poison [General]

You are renowned at using and crafting a specific type of poison.

Prerequisite: Craft (poisonmaking) 13 ranks.

Benefit: The DC to craft your signature poison is reduced by 3. The DC to resist your signature poison's initial and secondary effects is increased by 2. The DC to

identify your signature poison (see Identify Poison Signature in the Expanded Skill section above for more information) is lowered by 2.

Undetectable Poison [Poison]

You are able to modify and dampen the taste and odor of pungent poisons.

Prerequisite: Craft (poisonmaking) 7 ranks.

Benefit: If an ingested poison would noticeably change the aroma or taste of a contaminated food or drink, the creature ingesting the product must make a [Wisdom](#) check (DC = 10 + 1/2 your [bard](#) level + your [Int](#) modifier) to notice that something is wrong with the food. Poisons crafted in this manner have their Craft DC increased by 4.

War Beast Fighting [General]

You are skilled at fighting while onboard a drik or undead war beetle.

Prerequisite: Dex 13, Balance 5 ranks.

Benefit: The bonus to [Armor Class](#) conferred from the improved cover granted by the weapon's ports of an undead war beetle, or by standing behind the fortifications of a drik, increases to its maximum of +8.

Also, the penalty you take when using a ranged weapon while such a creature takes a double move is halved.

Normal: The improved cover granted by an undead war beetle's weapon's port, or by a drik's fortifications, confers a +6 bonus to [Armor Class](#). You suffer a -4 penalty on your ranged attack roll while an undead war beetle or drik takes a double move.

Appendix II: Treasure Tables

The following tables replace those appearing in Chapter 7 of the *Dungeon Master's Guide* for Athasian campaigns. The tables below include items from the *Dungeon Master's Guide*, *Expanded Psionics Handbook*, *Faces of the Forgotten North*, *Life-Shaped Handbook*, and the *Athasian Emporium*.

Table 5-1: Random Item Generation

Minor	Medium	Major	Item
01-04	01-10	01-10	Armor and shields (Table 5-2)
05-09	11-20	11-20	Weapons (Table 5-10)
11-44	21-30	21-25	Fruit-potions/psionic tattoos/spell twigs (Table 5-9)
45-46	31-40	26-35	Rings/ <i>cognizance crystals</i> (Table 5-23)
—	41-50	36-45	Rods/dorjes (Table 5-26)
47-81	51-65	46-55	Scrolls/power stones (Table 5-29)
—	66-68	56-75	Staffs/psicrowns (Table 5-32)
82-91	60-83	76-80	Wands (Table 5-35)
—	84-90	81-89	Life-shaped items (Table 5-36)
92-100	91-100	90-100	Wondrous/universal item (Tables 5-39 through 5-48)

Table 5-2: Armor and Shields

Minor	Medium	Major	Item	Base Price
01-70	01-10	—	+1 shield	1,000 Cp
71-90	11-15	—	+1 armor	1,000 Cp
91-95	16-25	—	+2 shield	4,000 Cp
96-97	26-35	—	+2 armor	4,000 Cp
—	36-45	01-13	+3 shield	9,000 Cp
—	46-55	14-21	+3 armor	9,000 Cp
—	56-61	22-32	+4 shield	16,000 Cp
—	61-62	33-43	+4 armor	16,000 Cp
—	—	44-54	+5 shield	25,000 Cp
—	—	55-62	+5 armor	25,000 Cp
—	—	—	+6 armor/shield ¹	36,000 Cp
—	—	—	+7 armor/shield ¹	49,000 Cp
—	—	—	+8 armor/shield ¹	64,000 Cp
—	—	—	+9 armor/shield ¹	81,000 Cp
—	—	—	+10 armor/shield ¹	100,000 Cp
98	63-65	63-65	Specific armor ²	—
99	66-68	66-68	Specific shield ³	—
100	69-100	69-100	Special ability and roll again ⁴	—

1 Armor and shields can't actually have bonuses this high. Use these lines to determine price when special abilities are added in.

2 Roll on Table 5-8: Specific Armors.

3 Roll on Table 5-9: Specific Shields.

4 Roll on Table 5-6: Armor Special Abilities or Table 5-7: Shield Special Abilities.

Table 5-3: Random Armor Type

d%	Armor	Armor Cost ¹
1-5	Padded	+155 Cp

6-10	Leather	+160 Cp
11-13	Artist	+165 Cp
14-30	Hide	+165 Cp
31-40	Studded leather	+175 Cp
41-45	Scale mail	+200 Cp
46-50	Light caravan	+225 Cp
51-60	Chitin	+250 Cp
61-63	Light gladiator	+300 Cp
64-70	Shell	+300 Cp
71-75	Chitin warsuit	+315 Cp
76-80	Breastplate	+350 Cp
81-83	Medium gladiator	+350 Cp
84-86	Splint mail	+350 Cp
87-89	Banded mail	+400 Cp
90-92	Medium Tyr-armor	+400 Cp
93-94	Tyrian warsuit	+660 Cp
95	Half-plate	+750 Cp
96	Full plate	+1,650 Cp
97-98	Living crystal armor ²	See below
99-100	Metal armor ³	x100

1 Add to enhancement bonus on Table 5-2: Armor and Shield to determine total market price.

2 Roll again to determine the type of armor, ignoring results smaller than 41 and greater than 97. See Table 2-21: Living Crystal Pricing to determine total market price.

3 Roll again to determine the type of armor, ignoring results smaller than 41 and greater than 97. Change the Cp to gp to determine total market price.

All magic armor is masterwork armor (with an armor check penalty 1 less than normal).

Table 5-4: Random Shield Type

d%	Shield	Shield Cost ¹
01-10	Buckler	+165 Cp
11-20	Shield, light	+153 Cp
21-90	Shield, heavy	+157 Cp
91-95	Shield, long	+170 Cp
96-100	Shield, tower	+180 Cp

1 Add to enhancement bonus on Table 5-2: Armor and Shield to determine total market price.

All magic shields are masterwork shields (with an armor check penalty 1 less than normal).

Table 5-5: Random Shield Material

d%	Material	Shield Cost ¹	Weight
01-30	Wood	—	x 1/2
31-40	Obsidian	—	x 1/2
41-60	Stone	—	x 2
61-95	Bone	—	x 1/2
96-100	Metal	x100	—

1 Add to enhancement bonus on Table 5-4: Random Shield Type to determine total market price.

All magic shields are masterwork shields (with an armor check penalty 1 less than normal).

Table 5–6: Armor Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–15	01	01	Glamerd	+2,700 Cp
16–20	02	02	Quickness ³	+1 bonus ¹
21–25	03–04	03–04	Fortification, light	+1 bonus ¹
26–30	05–06	—	Shade	+1 bonus ¹
31–35	07–08	—	Slick	+3,750 Cp
36–40	09–10	—	Shadow	+3,750 Cp
41–45	11–12	—	Silent moves	+3,750 Cp
46–50	14–15	—	Power resistance (13)	+2 bonus ¹
51–55	17–19	—	Spell resistance (13)	+2 bonus ¹
56–60	20–22	—	Landing ³	+2 bonus ¹
61–65	23–25	—	Lifewall	+5,000 Cp ¹
66–70	26–28	—	Floating ³	+2 bonus ¹
71–75	29–31	05–07	Malleable	+2 bonus ¹
76–80	32–34	08–09	Linked ³	+6,000 Cp
81–85	35–37	10–11	Seeing ³	+6,000 Cp
86–90	38–40	12–13	Ectoplasmic ³	+10,800 Cp
91–95	41–43	14–15	Slick, improved	+15,000 Cp
96–97	44–46	16–17	Shadow, improved	+15,000 Cp
98	47–49	18–19	Silent moves, improved	+15,000 Cp
99	50–53	20–23	Psychic ³	+17,500 Cp
—	54–57	24–25	Acid resistance	+18,000 Cp
—	58–61	26–27	Cold resistance	+18,000 Cp
—	62–65	28–29	Electricity resistance	+18,000 Cp
—	66–69	30–31	Fire resistance	+18,000 Cp
—	70–73	32–33	Sonic resistance	+18,000 Cp
—	74–76	34–35	Gleaming ³	+3 bonus ¹
—	77–79	36–37	Ghost touch	+3 bonus ¹
—	80–82	38–39	Invulnerability	+3 bonus ¹
—	83–85	40–42	Fortification, moderate	+3 bonus ¹
—	86–88	43–45	Power resistance (15) ³	+3 bonus ¹
—	89–91	46–47	Spell resistance (15)	+3 bonus ¹
—	92–94	48–49	Vanishing ³	+3 bonus ¹
—	95–97	50–51	Wild	+3 bonus ¹
—	98–99	52–53	Mindarmor ³	+24,000 Cp
—	—	54–55	Slick, greater	+33,750 Cp
—	—	56–57	Shadow, greater	+33,750 Cp
—	—	58–59	Silent moves, greater	+33,750 Cp
—	—	60–61	Acid resistance, improved	+42,000 Cp
—	—	62–63	Cold resistance, improved	+42,000 Cp
—	—	64–65	Electricity resistance, improved	+42,000 Cp
—	—	66–67	Fire resistance, improved	+42,000 Cp
—	—	68–69	Sonic resistance, improved	+42,000 Cp
—	—	70–72	Power resistance (17) ³	+4 bonus ¹
—	—	73–74	Spell resistance (17)	+4 bonus ¹
—	—	75	Radiant ³	+4 bonus ¹

—	—	76–77	Aporter ³	+40,320 Cp
—	—	78	Etherealness	+49,000 Cp
—	—	79–81	Undead controlling	+49,000 Cp
—	—	82–84	Fortification, heavy	+5 bonus ¹
—	—	85–86	Power resistance (19) ³	+5 bonus ¹
—	—	87–88	Spell resistance (19)	+5 bonus ¹
—	—	89	Phasing ³	+65,520 Cp
—	—	90–91	Acid resistance, greater	+66,000 Cp
—	—	92–93	Cold resistance, greater	+66,000 Cp
—	—	94–95	Electricity resistance, greater	+66,000 Cp
—	—	96–97	Fire resistance, greater	+66,000 Cp
—	—	98–99	Sonic resistance, greater	+66,000 Cp
100	100	100	Roll twice again ²	—

1 Add to enhancement bonus on Table 5–2: Armor and Shields to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

3 Psionic.

Table 5–7: Shield Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–13	01–05	01	Heartening ³	+720 Cp
14–23	06–10	02	Arrow catching	+1 bonus ¹
24–33	11–15	03–04	Bashing	+1 bonus ¹
34–41	16–20	05–06	Blinding	+1 bonus ¹
42–46	21–25	07–08	Fortification, light	+1 bonus ¹
47–55	26–30	09–10	Ranged ³	+1 bonus ¹
56–62	31–35	11–13	Arrow deflection	+2 bonus ¹
63–69	36–40	14–16	Animated	+2 bonus ¹
70–76	41–43	17–19	Power resistance (13) ³	+2 bonus ¹
77–82	44–46	20–21	Spell resistance (13)	+2 bonus ¹
83–89	47–50	22–24	Linked ³	+6,000 Cp
90–95	51–54	25–27	Manifester ³	+10,800 Cp
96–99	55–58	28–30	Averter ³	+12,960 Cp
—	59–61	31–32	Acid resistance	+18,000 Cp
—	62–64	33–34	Cold resistance	+18,000 Cp
—	65–67	35–36	Electricity resistance	+18,000 Cp
—	68–70	37–38	Fire resistance	+18,000 Cp
—	71–73	39–40	Sonic resistance	+18,000 Cp
—	74–77	41–43	Wall ³	+20,160 Cp
—	78–81	44–46	Mindarmor ³	+24,000 Cp
—	82–84	47	Ghost touch	+3 bonus ¹
—	85–87	48–49	Fortification, moderate	+3 bonus ¹

—	88–90	50–52	Power resistance (15) ³	+3 bonus ¹
—	91–93	53–54	Spell resistance (15)	+3 bonus ¹
—	94–96	55–56	Vanishing ³	+3 bonus ¹
—	97–99	57–58	Wild	+3 bonus ¹
—	—	59–60	Aporter ³	+40,320 Cp
—	—	61–62	Acid resistance, improved	+42,000 Cp
—	—	63–64	Cold resistance, improved	+42,000 Cp
—	—	65–66	Electricity resistance, improved	+42,000 Cp
—	—	67–68	Fire resistance, improved	+42,000 Cp
—	—	69–70	Sonic resistance, improved	+42,000 Cp
—	—	71–73	Power resistance (17) ³	+4 bonus ¹
—	—	74–75	Spell resistance (17)	+4 bonus ¹
—	—	76–77	Undead controlling	+49,000 Cp
—	—	78–79	Fortification, heavy	+5 bonus ¹
—	—	80–82	Reflecting	+5 bonus ¹
—	—	83–85	Power resistance (19) ³	+5 bonus ¹
—	—	86–87	Spell resistance (19)	+5 bonus ¹
—	—	88–89	Time buttress ³	+5 bonus ¹
—	—	90–91	Acid resistance, greater	+66,000 Cp
—	—	92–93	Cold resistance, greater	+66,000 Cp
—	—	94–95	Electricity resistance, greater	+66,000 Cp
—	—	96–97	Fire resistance, greater	+66,000 Cp
—	—	98–99	Sonic resistance, greater	+66,000 Cp
100	100	100	Roll again ²	twice —

1 Add to enhancement bonus on Table 5–2: Armor and Shields to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

3 Psionic

Table 5–8: Specific Armors

Minor	Medium	Major	Specific Armor	Market Price
01–50	01–30	—	Drakehide plate	3,300 Cp
51–100	31–60	—	Rhino hide	5,165 gp
—	61–80	01–12	Armor of the Trembling Plains	18,350 Cp
—	81–100	13–22	Banded mail of luck	18,900 Cp
—	—	23–29	Celestial armor	22,400 Cp
—	—	30–49	Breastplate of command	25,400 Cp
—	—	50–64	Armor of the spymasters	30,950 Cp
—	—	65–76	Skinwalker armor	33,920 Cp
—	—	77–83	Demon armor	52,260 Cp
—	—	84–97	De'utko armor	87,250 Cp
—	—	98–99	Dwarven plate	16,500 gp
—	—	100	Adamantine breastplate	10,200 gp

Table 5–9: Specific Shields

Minor	Medium	Major	Specific Shield	Market Price
01–40	01–20	—	Agafari buckler	205 Cp
31–90	21–45	—	Agafari shield	257 Cp
91–100	46–70	01–20	Caster's shield	3,153 Cp
—	71–85	21–40	Spined shield	5,580 Cp
—	86–90	41–60	Lion's shield	9,170 Cp
—	91–95	61–90	Winged shield	17,257 Cp
—	96–100	91–100	Absorbing shield	50,170 Cp

Table 5–10: Weapons

Minor	Medium	Major	Weapon Bonus	Base Price ¹
01–75	01–20	—	+1	2,000 Cp
76–90	21–39	—	+2	8,000 Cp
—	40–68	01–30	+3	18,000 Cp
—	69–72	31–48	+4	32,000 Cp
—	—	49–59	+5	50,000 Cp
—	—	—	+6 ²	72,000 Cp
—	—	—	+7 ²	98,000 Cp
—	—	—	+8 ²	128,000 Cp
—	—	—	+9 ²	162,000 Cp
—	—	—	+10 ²	200,000 Cp
91–95	73–78	60–73	Specific weapon ³	—
96–100	79–100	74–100	Special ability and roll again ⁴	—

1 This price is for 50 arrows, crossbow bolts, or sling bullets.

2 A weapon can't actually have a bonus higher than +5. Use these lines to determine price when special abilities are added in.

3 See Table 5–18: Specific Weapons.

4 See Table 5–16: Melee Weapon Special Abilities for melee weapons or Table 5–17: Ranged Weapon Special Abilities for ranged weapons.

Table 5–11: Weapon Type Determination

d%	Weapon Type
01–70	Common melee weapon (Table 5–12)
71–80	Uncommon weapon (Table 5–13)
81–100	Common ranged weapon (see Table 5–14)

Table 5–12: Common Melee Weapons

d%	Weapon	Weapon Cost ¹
01	Braxat fist	+301 Cp
02–11	Dagger	+301 Cp
12–16	Shortspear	+301 Cp
17–21	Mace, light	+302 Cp
22	Silt sap	+304 Cp
23–30	Sword, short	+305 Cp
31–36	Mace, heavy	+306 Cp
37–38	Alak	+307 Cp
39–48	Longsword	+307 Cp
49–53	Scimitar	+307 Cp
54–56	Impaler	+308 Cp
57–59	Carrikal	+310 Cp
60–64	Greataxe	+310 Cp
65–66	Rapier	+310 Cp
67–69	Heartpick	+315 Cp
70–74	Macahuitl	+315 Cp
75–77	Maul	+315 Cp
78–82	Waraxe, dwarven	+315 Cp
83–86	Wrist razor	+315 Cp
87–91	Greatsword	+325 Cp
92–96	Longblade, elven	+400 Cp
97–99	Quarterstaff ²	+600 Cp
100	Lotulis ²	+690 Cp

1 Add to enhancement bonus on Table 5–10: Weapons to determine total market price.

2 Masterwork double weapons incur double the masterwork cost to account for each head (+300 Cp masterwork cost per head for a total of +600 Cp). Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01–50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51–100 on d%) and it has no special abilities. All magic weapons are masterwork weapons.

Table 5–13: Uncommon Weapons

d%	Weapon	Weapon Cost ¹
01	Club	+300 Cp
02	Dagger, punching	+301 Cp
03	Eldaarish tosser	+301 Cp
04	Gauntlet	+301 Cp
05	Hammer, light	+301 Cp
07	Sap	+301 Cp
08–09	Spear	+301 Cp
10–11	Whip	+301 Cp
12	Bard's comb	+302 Cp
13	Bard's needle	+302 Cp
14	Gauntlet, spiked	+302 Cp
15	Greatclub	+302 Cp
16	Knot whip ⁴	+302 Cp
17	Longspear	+302 Cp
18	Pick, light	+302 Cp
19	Throwing dagger	+302 Cp
20	Handaxe	+303 Cp
21	Sickle	+303 Cp
22	Flail, light	+304 Cp
23	Glaive	+304 Cp
24	Guisarme	+304 Cp
25	Ko•	+304 Cp
26	Morningstar	+304 Cp
27	Pick, heavy	+304 Cp
28–29	Battleaxe	+305 Cp
30	Datchi club	+305 Cp
31	Flaying whip ⁴	+305 Cp

32	Forearm razor	+305 Cp
33	Ganji song	+305 Cp
34	Halberd	+305 Cp
35–36	Lance	+305 Cp
37	Oslak	+305 Cp
38	Ranseur	+305 Cp
39	Sjambok	+305 Cp
40	Wrist-bow	+305 Cp
41	Bragnoggen	+306 Cp
42–43	Warhammer	+306 Cp
44	Whistling mace, heavy	+306 Cp
45	Flail, heavy	+307 Cp
46	Betnebbi	+308 Cp
47	Hawk hatchet	+308 Cp
48	Juka	+308 Cp
49	Lajav	+308 Cp
50	Singing stick	+308 Cp
51	Tkaesali	+308 Cp
52–53	Alhulak	+309 Cp
54	B'rohng fork ⁴	+309 Cp
55	Gladiator's friend, light	+309 Cp
56	Scythe	+309 Cp
57	Forearm spear	+310 Cp
58	Klaraka	+310 Cp
59	Net	+310 Cp
60	Scourge	+310 Cp
61–62	Trikal	+310 Cp
63	Whistling mace, light	+310 Cp
64	Widow's knife	+310 Cp
65	Chain, spiked	+312 Cp
66	Forearm razor	+312 Cp
67	Mandible sword	+312 Cp
68	Whip, master's	+312 Cp
69	Quad fauchard ⁴	+313 Cp
70	Bard's friend	+315 Cp
71	Halfling fat-sword	+315 Cp
72	Ghi	+320 Cp
73	Gouge	+320 Cp
74	Master's whip, bardic ⁴	+320 Cp
75	Talid	+320 Cp
76	Tortoise blade	+320 Cp
77	Bard's stinger	+325 Cp
78	Czoglu	+335 Cp
79	Kitar	+335 Cp
80	Falchion	+337 Cp
81	Mekillot sap	+350 Cp
82	Thanak	+375 Cp
83	Swatter	+385 Cp
84	Crossbow, hand	+400 Cp
85	Garrote, bard's	+500 Cp
86	Crossbow, repeating	+525 Cp
87	Twin-trikal ⁵	+615 Cp
88	Ekthulak ⁴⁵	+618 Cp
89–90	Gutaku ⁵	+625 Cp
91	Urgrosh, dwarven ²	+625 Cp
92	Gladiator's friend, heavy ⁵	+630 Cp
93	Hamanu's staff ⁵	+640 Cp
94	Bone dancer ⁵	+645 Cp
95	Flail, dire ²	+645 Cp
96	Sword, two-bladed ²	+650 Cp
97	Cahulak ²	+655 Cp
98	Gythka ²	+660 Cp
99	Dragon's paw ²	+700 Cp
100	Flensing pole	+1,800 Cp

1 Add to enhancement bonus on Table 5–10: Weapons to determine total market price.

2 Masterwork double weapons incur double the masterwork cost to account for each head (+300 Cp masterwork cost per head for a total of +600 Cp). Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01–50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51–100) and it has no special abilities. All magic weapons are masterwork weapons.

Table 5–14: Random Weapon Material

d%	Material	Weapon Cost	Weight
01–20	Wood	—	x 1/2
21–40	Obsidian	—	x 1/2
41–60	Stone	—	x 2
61–80	Bone	—	x 1/2
81–84	Crystal, living	See Table 2–21	x 1
85–99	Metal	x100	—
100	Grey-forged steel	As metal + 3,000 Cp	—

Table 5–15: Common Ranged Weapons

d%	Weapon	Weapon Cost ¹
01–10	Ammunition (roll again):	
	01 Lead bead (100)	+300 Cp 1 bd
	02–11 Needles, blowgun (20)	+301 Cp
	12–21 Javelin, atlatl	+302 Cp
	22–26 Javelin, leuatos	+302 Cp
	27–36 Bolts, fixed crossbow (10)	+303 Cp
	37–61 Arrows (50)	+325 Cp
	62–63 Arrow, rha'kut	+304 Cp
	64–83 Bolts, crossbow (50)	+325 Cp
	84–98 Bullets, sling (50)	+325 Cp
	99–100 Dok	+301 Cp
11–14	Axe, throwing	+304 Cp
14–16	Atlatl	+325 Cp
17	Ahguda	+400 Cp
18–20	Blowgun	+305 Cp
21–22	Crossbow, fixed	+500 Cp
23–27	Crossbow, heavy	+325 Cp
28–32	Crossbow, light	+318 Cp
33–34	Dart	+300 Cp 2 bit
35–37	Javelin	+300 Cp 2 bit
38	Javelin, balican	+308 Cp
39–40	Pelota	+301 Cp
41	Mighty sling	+310 Cp
42	Giant pelota, hinged	+315 Cp
43–48	Shortbow	+315 Cp
49–52	Shortbow, composite (+0 Str bonus)	+337 Cp 5 bit
53–54	Shulkak	+308 Cp
55–58	Shortbow, composite (+1 Str bonus)	+412 Cp
59–62	Shortbow, composite (+2 Str bonus)	+487 Cp 5 bit
63–67	Sling	+300 Cp
68–73	Longbow	+337 Cp 5 bit
74–79	Longbow, composite	+350 Cp
80	Wind anchor	+350 Cp
81–82	Yislak	+370 Cp
83–86	Longbow, composite (+1 Str bonus)	+450 Cp
89–90	Longbow, composite (+2 Str bonus)	+550 Cp
91–92	Fixed splashbow	+600 Cp

93–96	Longbow, composite (+3 Str bonus)	+650 Cp
97–100	Longbow, composite (+4 Str bonus)	+750 Cp

1 Add to enhancement bonus on Table 5–10: Weapons to determine total market price.

All magic weapons are masterwork weapons.

Table 5–16: Melee Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier ¹
01–05	01–04	01–02	Bane, Athasian	+1 bonus
06–10	05–07	03	Bloodlust	+1 bonus
11–15	09–10	04	Chitin-rot	+1 bonus
16–20	11–12	—	Defending	+1 bonus
21–25	14–15	05	Dissipater ⁴	+1 bonus
26–30	16–18	06	Excruciating ⁴	+1 bonus
31–35	19–20	07	Flaming	+1 bonus
36–37	21	08	Frost	+1 bonus
38–42	22–23	09	Ghost touch	+1 bonus
43–47	24–25	—	Keen ²	+1 bonus
48–51	26–27	10	Lucky ⁴	+1 bonus
52–55	28–29	—	Merciful	+1 bonus
56–59	30–31	11	Mighty cleaving	+1 bonus
60–63	32–33	12	Parching	+1 bonus
64–67	35–36	13	Power storing ⁴	+1 bonus
68–71	37–38	—	Psychokinetic ⁴	+1 bonus
72–75	39–40	14	Shock	+1 bonus
76–79	41–43	15	Soul-bleeder	+1 bonus
80–83	44–45	16	Spell storing	+1 bonus
84–87	46–47	17	Sundering ⁴	+1 bonus
88–91	48–49	18	Throwing	+1 bonus
92–94	50–51	19	Thundering	+1 bonus
95–99	52–53	20	Vicious	+1 bonus
—	54–56	21	Agonizing ⁴	+2 bonus
—	57–58	22	Anarchic	+2 bonus
—	59–60	23	Axiomatic	+2 bonus
—	61–62	24	Collision ⁴	+2 bonus
—	63–64	25	Disruption ³	+2 bonus
—	65–67	26	Expiation	+2 bonus
—	68–69	27	Flaming burst	+2 bonus
—	70–71	28	Holy	+2 bonus
—	72–73	29	Icy burst	+2 bonus
—	74–75	30	Mindcrusher ⁴	+2 bonus
—	76–77	31	Penetration ⁶	+2 bonus
—	78–80	32	Psibane ⁴	+2 bonus
—	81–82	33	Psychokinetic burst ⁴	+2 bonus
—	83–84	34	Shattering ⁷	+2 bonus
—	85–86	35	Shocking burst	+2 bonus
—	87–88	36	Silencing	+2 bonus
—	89–90	37–38	Soul-crushing	+2 bonus
—	91–92	39–40	Suppression ⁴	+2 bonus
—	93–94	41	Unholy	+2 bonus
—	95–96	42–43	Wounding	+2 bonus
—	—	44–45	Parrying ⁴	+8,000 Cp
—	—	46–48	Manifester ⁴	+16,000 Cp
—	—	49–51	Bodyfeeder ⁴	+3 bonus
—	—	52–53	Detonating ⁴	+3 bonus
—	—	54–56	Doom	+3 bonus
—	—	57–59	Mindfeeder ⁴	+3 bonus
—	—	60–62	Rumbling	+3 bonus
—	—	63–65	Soulbreaker ⁴	+3 bonus
—	—	66–68	Speed	+3 bonus
—	—	69–71	Psychic ⁴	+35,000 Cp
—	—	72–73	Brilliant energy	+4 bonus

—	—	74–76	Dancing	+4 bonus
—	—	77–79	Malison	+4 bonus
—	—	80–82	Syphoning ⁴	+4 bonus
—	—	83–85	Cleansing flame	+5 bonus
—	—	86–87	Coup de grace ⁴	+5 bonus
—	—	88–90	Vorpal ²	+5 bonus
100	97–100	91–100	Roll again twice ⁵	—

1 Add to enhancement bonus on Table 5–10: Weapons to determine total market price.

2 Piercing or slashing weapons only. Reroll if randomly generated for a bludgeoning weapon.

3 Bludgeoning weapons only. Reroll if randomly generated for a piercing or slashing weapon.

4 Psionic.

5 Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

6 Piercing weapons only. Reroll if randomly generated for a bludgeoning or slashing weapon.

7 Bludgeoning and slashing weapons only. Reroll if randomly generated for a piercing weapon.

Table 5–17: Ranged Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier ¹
01–10	01–07	01–05	Bane, Athasian	+1 bonus
11–20	08–11	06–07	Chitin-rot	+1 bonus
21–28	12–16	08–09	Distance	+1 bonus
29–38	17–21	10–11	Excruciating ²	+1 bonus
39–46	22–26	12–13	Flaming	+1 bonus
47–49	27	14	Frost	+1 bonus
50–53	28–29	—	Merciful	+1 bonus
54–61	30–32	—	Psychokinetic ²	+1 bonus
62–69	33–36	15–16	Returning	+1 bonus
70–77	37–40	17–18	Seeking	+1 bonus
78–84	41–43	19–20	Shock	+1 bonus
85–91	44–46	—	Teleporting ²	+1 bonus
92–99	47–50	21–22	Thundering	+1 bonus
—	51–52	23–25	Agonizing ⁴	+2 bonus
—	53–54	26–28	Anarchic	+2 bonus
—	55–58	29–31	Axiomatic	+2 bonus
—	59–62	32–34	Collision ²	+2 bonus
—	63–66	35–37	Flaming burst	+2 bonus
—	67–68	38–40	Holy	+2 bonus
—	69–70	41	Icy burst	+2 bonus
—	71–74	42–44	Penetration ⁴	+2 bonus
—	75–79	45–47	Psibane ²	+2 bonus
—	80–83	48–50	Psychokinetic burst ²	+2 bonus
—	84–87	51–53	Shocking burst	+2 bonus
—	88–91	54–56	Suppression ²	+2 bonus
—	92–95	57–59	Unholy	+2 bonus
—	—	60–62	Manifester ²	+16,000 Cp
—	—	63–65	Baleful Shriek	+3 bonus
—	—	66–68	Detonating ²	+3 bonus
—	—	69–71	Dislocator ²	+3 bonus
—	—	72–74	Rumbling	+3 bonus
—	—	75–77	Speed	+3 bonus
—	—	78–81	Great dislocator ²	+4 bonus
—	—	82–85	Brilliant energy	+4 bonus
—	—	86–90	Coup de grace ²	+5 bonus
100	96–100	91–100	Roll again twice ³	—

1 Add to enhancement bonus on Table 5–10: Weapons to determine total market price.

2 Psionic.

3 Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

4 Piercing weapons only. Reroll if randomly generated for a bludgeoning or slashing weapon.

Table 5–18: Specific Weapons

Minor	Medium	Major	Specific Weapon	Market Price
01–10	—	—	<i>Sleep arrow</i>	132 Cp
11–17	—	—	<i>Screaming bolt</i>	267 Cp
18	—	—	Silver dagger, masterwork	322 Cp
19	—	—	Cold iron longsword, masterwork	330 Cp
20–26	01–05	—	<i>Javelin of lightning</i>	1,500 Cp
27–33	09–10	—	<i>Slaying arrow</i>	2,282 Cp
34	11	—	Adamantine dagger	3,002 Cp
35	12	—	Adamantine battleaxe	3,010 Cp
—	13–17	—	<i>Slaying arrow (greater)</i>	4,057 Cp
—	18–22	—	<i>Shatterspike</i>	4,315 Cp
36–40	23–27	01	<i>Braxat's lash</i>	4,410 Cp
41–50	28–32	02	<i>Day steed dagger</i>	6,852 Cp
—	33–37	—	<i>Dagger of venom</i>	8,302 Cp
—	38–42	03	<i>Assassin's dagger</i>	10,302 Cp
51–60	43–47	04	<i>Jaguar's tooth</i>	12,315 Cp
61–70	48–52	05	<i>Battle dancer's blade</i>	13,600 Cp
71–80	53–57	06	<i>Thunderclap</i>	14,708 Cp
81–90	58–62	07	<i>Bite of the tembo</i>	17,310 Cp
91–96	63–67	08	<i>Wastewalker's sting</i>	18,640 Cp
—	68–71	09	<i>Flame tongue</i>	20,715 Cp
—	72–73	10	<i>Luck blade (0 wishes)</i>	22,060 Cp
—	74–76	11–16	<i>Sword of subtlety</i>	22,310 Cp
—	77	17–18	<i>Sword of the planes</i>	22,315 Cp
—	78–79	19–23	<i>Nine lives stealer</i>	23,057 Cp
97	80–81	24–28	<i>Keening staff</i>	23,315 Cp
—	82–84	29–34	<i>Sword of life stealing</i>	25,715 Cp
—	85–86	35–38	<i>Oathbow</i>	25,600 Cp
98	87–91	39–48	<i>Takchaka</i>	29,760 Cp
99	92–96	49–58	<i>Eagle's talon</i>	30,375 Cp
100	97–100	59–68	<i>Serpent strike</i>	34,301 Cp
—	—	69–73	<i>Mace of terror</i>	38,552 Cp
—	—	74–78	<i>Life-drinker</i>	40,320 Cp
—	—	79–83	<i>Sylvan scimitar</i>	47,315 Cp
—	—	84–88	<i>Rapier of puncturing</i>	50,320 Cp
—	—	89	<i>Sun blade</i>	50,335 Cp
—	—	90	<i>Frost brand</i>	54,475 Cp
—	—	91	<i>Dwarven thrower</i>	60,312 Cp
—	—	92–93	<i>Luck blade (1 wish)</i>	62,360 Cp

—	—	94–96	<i>Mace of smiting</i>	75,312 Cp
—	—	97–98	<i>Luck blade (2 wishes)</i>	102,660 Cp
—	—	99–100	<i>Luck blade (3 wishes)</i>	142,960 Cp

Table 5–19: Potion/Tattoo Determination

d%	Item Type
01–45	Fruit-potion (Table 5–20)
46–90	Psionic tattoo (Table 5–21)
91–100	Spell twig (Table 5–22)

Table 5–20: Fruit-potions

Minor	Medium	Major	Fruit-potion	Market Price
01–10	—	—	<i>Cure light wounds</i>	50 Cp
11–13	—	—	<i>Endure elements</i>	50 Cp
14–15	—	—	<i>Hide from animals</i>	50 Cp
16–17	—	—	<i>Hide from undead</i>	50 Cp
18–19	—	—	<i>Jump</i>	50 Cp
20–22	—	—	<i>Mage armor</i>	50 Cp
23–25	—	—	<i>Magic fang</i>	50 Cp
26	—	—	<i>Magic stone</i>	50 Cp
27–29	—	—	<i>Magic weapon</i>	50 Cp
30	—	—	<i>Pass without trace</i>	50 Cp
31–32	—	—	<i>Protection from (alignment)</i>	50 Cp
33–34	—	—	<i>Remove fear</i>	50 Cp
35	—	—	<i>Sanctuary</i>	50 Cp
36–38	—	—	<i>Shield of faith +2</i>	50 Cp
39	—	—	<i>Shillelagh</i>	50 Cp
40–41	01–02	—	<i>Bless weapon</i>	100 Cp
42–44	03–04	—	<i>Enlarge person</i>	250 Cp
45	05	—	<i>Reduce person</i>	250 Cp
46–47	06	—	<i>Aid</i>	300 Cp
48–50	07	—	<i>Barkskin +2</i>	300 Cp
51–53	08–10	—	<i>Bear's endurance</i>	300 Cp
54–56	11–13	01–02	<i>Blur</i>	300 Cp
57–59	14–16	—	<i>Bull's strength</i>	300 Cp
60–62	17–19	—	<i>Cat's grace</i>	300 Cp
63–67	20–27	03–07	<i>Cure moderate wounds</i>	300 Cp
68	28	—	<i>Darkness</i>	300 Cp
69–71	29–30	08–09	<i>Darkvision</i>	300 Cp
72–74	31	—	<i>Delay poison</i>	300 Cp
75–76	32–33	—	<i>Eagle's splendor</i>	300 Cp
77–78	34–35	—	<i>Fox's cunning</i>	300 Cp
79–81	36–37	11–11	<i>Invisibility</i>	300 Cp
82–84	38	12	<i>Lesser restoration</i>	300 Cp
85–86	39	—	<i>Levitate</i>	300 Cp
87	40	—	<i>Misdirection</i>	300 Cp
88–89	41–42	—	<i>Owl's wisdom</i>	300 Cp
90–91	43	—	<i>Protection from arrows 10/magic</i>	300 Cp
92–93	44	13	<i>Remove paralysis</i>	300 Cp
94–96	45–46	—	<i>Resist energy (type) 10</i>	300 Cp
97	47–48	14	<i>Shield of faith +3</i>	300 Cp
98–99	49	—	<i>Spider climb</i>	300 Cp
100	50	15	<i>Undetectable alignment</i>	300 Cp
—	51	16	<i>Barkskin +3</i>	600 Cp
—	52	17–18	<i>Shield of faith +4</i>	600 Cp
—	53–55	19–20	<i>Resist energy (type) 20</i>	700 Cp
—	56–60	21–28	<i>Cure serious wounds</i>	750 Cp
—	61	29	<i>Daylight</i>	750 Cp
—	62–64	30–32	<i>Displacement</i>	750 Cp
—	65	33	<i>Flame arrow</i>	750 Cp

—	66–68	34–38	<i>Fly</i>	750 Cp
—	69	39	<i>Gaseous form</i>	750 Cp
—	70–71	—	<i>Greater magic fang +1</i>	750 Cp
—	72–73	—	<i>Greater magic weapon +1</i>	750 Cp
—	74–75	40–41	<i>Haste</i>	750 Cp
—	76–78	42–44	<i>Heroism</i>	750 Cp
—	79–80	45–46	<i>Keen edge</i>	750 Cp
—	81	47	<i>Magic circle against (alignment)</i>	750 Cp
—	82–83	—	<i>Magic vestment +1</i>	750 Cp
—	84–86	48–50	<i>Neutralize poison</i>	750 Cp
—	87–88	51–52	<i>Nondetection</i>	750 Cp
—	89–91	53–54	<i>Protection from energy (type)</i>	750 Cp
—	92–93	55	<i>Rage</i>	750 Cp
—	94	56	<i>Remove blindness/deafness</i>	750 Cp
—	95	57	<i>Remove curse</i>	750 Cp
—	96	58	<i>Remove disease</i>	750 Cp
—	97	59	<i>Tongues</i>	750 Cp
—	98–99	60	<i>Worm's breath</i>	750 Cp
—	100	61	<i>Surface walk</i>	750 Cp
—	—	62–63	<i>Barkskin +4</i>	900 Cp
—	—	64	<i>Shield of faith +5</i>	900 Cp
—	—	65	<i>Good hope</i>	1,050 Cp
—	—	66–68	<i>Resist energy (type) 30</i>	1,100 Cp
—	—	69	<i>Barkskin +5</i>	1,200 Cp
—	—	70–73	<i>Greater magic fang +2</i>	1,200 Cp
—	—	74–77	<i>Greater magic weapon +2</i>	1,200 Cp
—	—	78–81	<i>Magic vestment +2</i>	1,200 Cp
—	—	82	<i>Protection from arrows 15/magic</i>	1,500 Cp
—	—	83–85	<i>Greater magic fang +3</i>	1,800 Cp
—	—	86–88	<i>Greater magic weapon +3</i>	1,800 Cp
—	—	89–91	<i>Magic vestment +3</i>	1,800 Cp
—	—	92–93	<i>Greater magic fang +4</i>	2,400 Cp
—	—	94–95	<i>Greater magic weapon +4</i>	2,400 Cp
—	—	96–97	<i>Magic vestment +4</i>	2,400 Cp
—	—	98	<i>Greater magic fang +5</i>	3,000 Cp
—	—	99	<i>Greater magic weapon +5</i>	3,000 Cp
—	—	100	<i>Magic vestment +5</i>	3,000 Cp

Table 5–21: Spell Twigs

Minor	Medium	Major	Spell Level	Market Price
01–20	—	—	0	25 Cp
21–60	01–08	—	1st	50 Cp
61–100	09–75	01–50	2nd	300 Cp
—	76–100	51–100	3rd	750 Cp

Table 5–22: Psionic Tattoos

Minor	Medium	Major	Power Level	Market Price
01–47	01–08	—	1st	50 Cp
47–100	09–75	01–50	2nd	300 Cp
—	76–100	51–100	3rd	750 Cp

Table 5–23: Ring/Cognizance Crystal Determination

d%	Item Type
01–50	Ring (Table 5–24)
51–100	Cognizance crystal (Table 5–25)

Table 5–24: Rings

Minor	Medium	Major	Ring	Market Price
01–10	—	—	<i>Protection +1</i>	2,000 Cp
11–16	—	—	<i>Feather falling</i>	2,200 Cp
17–22	—	—	<i>Sustenance</i>	2,500 Cp
23–27	—	—	<i>Climbing</i>	2,500 Cp
28–32	—	—	<i>Jumping</i>	2,500 Cp
33–37	01–05	—	<i>Counterspells</i>	4,000 Cp
38–43	06–10	—	<i>Mind shielding</i>	8,000 Cp
44–50	11–15	—	<i>Protection +2</i>	8,000 Cp
51–55	16–20	—	<i>Force shield</i>	8,500 Cp
56	21–25	—	<i>Ram</i>	8,600 Cp
57–61	26–30	—	<i>Climbing, improved</i>	10,000 Cp
62–66	31–35	—	<i>Jumping, improved</i>	10,000 Cp
67–73	36–40	—	<i>Animal friendship</i>	10,800 Cp
74–78	41–45	01	<i>Energy resistance, minor</i>	12,000 Cp
79–84	46–50	—	<i>Chameleon power</i>	12,700 Cp
85–94	51–55	—	<i>Silt walking</i>	15,000 Cp
95–100	56–60	—	<i>Surface walk</i>	15,000 Cp
—	61–65	02	<i>Protection +3</i>	18,000 Cp
—	66–70	03	<i>Spell storing, minor</i>	18,000 Cp
—	71–75	04–07	<i>Invisibility</i>	20,000 Cp
—	76–80	08–10	<i>Wizardry (I)</i>	20,000 Cp
—	81–85	11–13	<i>Evasion</i>	25,000 Cp
—	86–90	14–17	<i>X-ray vision</i>	25,000 Cp
—	91–95	18–21	<i>Blinking</i>	27,000 Cp
—	96–100	22–23	<i>Energy resistance, major</i>	28,000 Cp
—	—	24–28	<i>Protection +4</i>	32,000 Cp
—	—	29–30	<i>Inanimate friend</i>	36,400 Cp
—	—	31–34	<i>Wizardry (II)</i>	40,000 Cp
—	—	35–38	<i>Freedom of movement</i>	40,000 Cp
—	—	39–41	<i>Energy resistance, greater</i>	44,000 Cp
—	—	42	<i>Friend shield (pair)</i>	50,000 Cp
—	—	43–47	<i>Protection +5</i>	50,000 Cp
—	—	48	<i>Shooting stars</i>	50,000 Cp
—	—	49–52	<i>Spell storing</i>	50,000 Cp
—	—	53–56	<i>Wizardry (III)</i>	70,000 Cp
—	—	57–60	<i>Telekinesis</i>	75,000 Cp
—	—	61–62	<i>Regeneration</i>	90,000 Cp
—	—	63	<i>Three wishes</i>	97,950 Cp
—	—	64–67	<i>Spell turning</i>	98,280 Cp
—	—	68–70	<i>Wizardry (IV)</i>	100,000 Cp
—	—	71	<i>Djinni calling</i>	125,000 Cp
—	—	72–77	<i>Life</i>	132,000 Cp
—	—	78–82	<i>Elemental command (air)</i>	200,000 Cp
—	—	83–87	<i>Elemental command (earth)</i>	200,000 Cp
—	—	88–92	<i>Elemental command (fire)</i>	200,000 Cp
—	—	93–97	<i>Elemental command (water)</i>	200,000 Cp
—	—	98–100	<i>Spell storing, major</i>	200,000 Cp

Table 5–25: Cognizance Crystals

Minor	Medium	Major	Maximum Power Point Storage	Market Price
01–90	01–40	—	1	1,000 Cp
91–100	41–74	—	3	4,000 Cp
—	75–89	01–39	5	9,000 Cp

—	90–98	40–59	7	16,000 Cp
—	99–100	60–69	9	25,000 Cp
—	—	70–70	11	36,000 Cp
—	—	80–89	13	49,000 Cp
—	—	90–95	15	64,000 Cp
—	—	96–100	17	81,000 Cp

Table 5–26: Rod/Dorje Determination

d%	Item Type
01–50	Rod (Table 5–27)
51–100	Dorje (Table 5–28)

Table 5–27: Rods

Medium	Major	Rod	Market Price
01–07	—	<i>Metamagic, Enlarge, lesser</i>	3,000 Cp
08–14	—	<i>Metamagic, Extend, lesser</i>	3,000 Cp
15–21	—	<i>Metamagic, Silent, lesser</i>	3,000 Cp
22–26	—	<i>Immovable</i>	5,000 Cp
27–32	—	<i>Metamagic, Empower, lesser</i>	9,000 Cp
33–35	—	<i>Metal and mineral detection</i>	10,500 Cp
36–40	01–04	<i>Cancellation</i>	11,000 Cp
41–55	13–14	<i>Elemental</i>	11,000 Cp
56–61	17–18	<i>Metamagic, Enlarge</i>	11,000 Cp
62–67	19–22	<i>Metamagic, Extend</i>	11,000 Cp
68–73	23–26	<i>Metamagic, Silent</i>	11,000 Cp
74	27	<i>Wonder</i>	12,000 Cp
75–81	28–31	<i>Python</i>	13,000 Cp
82–87	32–33	<i>Metamagic, Maximize, lesser</i>	14,000 Cp
88–90	34–35	<i>Flame extinguishing</i>	15,000 Cp
91–97	36–39	<i>Viper</i>	19,000 Cp
—	40–42	<i>Enemy detection</i>	23,500 Cp
—	43–46	<i>Metamagic, Enlarge, greater</i>	24,500 Cp
—	47–50	<i>Metamagic, Extend, greater</i>	24,500 Cp
—	51–54	<i>Metamagic, Silent, greater</i>	24,500 Cp
—	55–57	<i>Splendor</i>	25,000 Cp
—	58–60	<i>Withering</i>	25,000 Cp
98–99	61–64	<i>Metamagic, Empower</i>	32,500 Cp
—	65–67	<i>Thunder and lightning</i>	33,000 Cp
100	68–71	<i>Metamagic, Quicken, lesser</i>	35,000 Cp
—	72–74	<i>Negation</i>	37,000 Cp
—	75–77	<i>Absorption</i>	50,000 Cp
—	78–80	<i>Flailing</i>	50,000 Cp
—	81–82	<i>Metamagic, Maximize</i>	54,000 Cp
—	83–84	<i>Desiccating</i>	60,000 Cp
—	85–86	<i>Rulership</i>	60,000 Cp
—	87–88	<i>Security</i>	61,000 Cp
—	89–90	<i>Lordly might</i>	70,000 Cp
—	91–92	<i>Metamagic, Empower, greater</i>	73,000 Cp
—	93–94	<i>Guardianship</i>	75,000 Cp
—	95–96	<i>Metamagic, Quicken</i>	75,500 Cp
—	97–98	<i>Alertness</i>	85,000 Cp
—	99	<i>Metamagic, Maximize, greater</i>	121,500 Cp
—	100	<i>Metamagic, Quicken, greater</i>	170,000 Cp

Table 5–28: Dorjes

Minor	Medium	Major	Power Level ¹	Market Price ²
01–50	—	—	1st	750 Cp
51–95	01–05	—	2nd	4,500 Cp
96–100	06–65	—	3rd	11,250 Cp
—	66–95	01–05	4th	21,000 Cp
—	96–100	06–50	5th	33,750 Cp
—	—	51–70	6th	49,500 Cp
—	—	71–85	7th	68,250 Cp
—	—	86–95	8th	90,000 Cp

—	—	95–100	9th	114,750 Cp
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1 Some dorjes have higher manifester levels than the minimum power level, which give them commensurately higher costs.
2 Any dorje that stores a power with an experience point cost also has an XP cost in addition to that noted here.

Table 5–29: Scroll/Power stone Determination

d%	Item Type
01–50	Scroll (Table 5–30)
51–100	Power Stone (Table 5–31)

Table 5–30: Scroll Spell Levels

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

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

Table 5–31: Power Stone Levels

Minor	Medium	Major	Power Level	Market Price ¹
01–50	—	—	1st	25 Cp
51–95	01–05	—	2nd	150 Cp
96–100	06–65	—	3rd	375 Cp
—	66–95	01–05	4th	700 Cp
—	96–100	06–50	5th	1,125 Cp
—	—	51–70	6th	1,650 Cp
—	—	71–85	7th ²	2,275 Cp
—	—	86–95	8th ²	3,000 Cp
—	—	95–100	9th ²	3,825 Cp

1 Any power stone that has an imprinted power with an experience point cost also has an XP cost in addition to that noted here.

2 Reroll if a level of 7th or higher is indicated for a psychic warrior power stone. The maximum level for a psychic warrior power stone is 6th.

Table 5–32: Staff/Psicrown Determination

d%	Item Type
01–50	Staff (Table 4–33)
51–100	Psicrown (Table 4–34)

Table 5–33: Staffs

Medium	Major	Staff	Market Price
01–10	01–02	<i>Battle</i>	15,188 Cp
11–20	03–04	<i>Charming</i>	16,500 Cp
21–29	05–06	<i>Missile warding</i>	16,500 Cp
30–36	07–08	<i>Fire</i>	17,750 Cp
37–41	09–10	<i>Green resistance</i>	18,000 Cp
42–48	11–12	<i>Swarming insects</i>	24,750 Cp
49–53	13–14	<i>Healing</i>	27,750 Cp
54–55	15–16	<i>Black chaplain's</i>	28,125 Cp
56–58	17–18	<i>Size alteration</i>	29,000 Cp
59–65	19–20	<i>Trickster</i>	33,200 Cp
66–70	21–22	<i>Concurrence</i>	39,000 Cp

71–72	23–24	<i>Illumination</i>	48,250 Cp
73–77	25–26	<i>Law</i>	51,750 Cp
78–88	27–28	<i>Desert travel</i>	52,000 Cp
89	29–30	<i>Frost</i>	56,250 Cp
90–94	32–35	<i>Defense</i>	58,250 Cp
95–100	36–38	<i>Sinister</i>	61,900 Cp
—	39–43	<i>Abjuration</i>	65,000 Cp
—	44–48	<i>Conjuration</i>	65,000 Cp
—	49–53	<i>Enchantment</i>	65,000 Cp
—	54–58	<i>Evocation</i>	65,000 Cp
—	59–63	<i>Illusion</i>	65,000 Cp
—	64–68	<i>Necromancy</i>	65,000 Cp
—	69–71	<i>Transmutation</i>	65,000 Cp
—	72–74	<i>Dexter</i>	66,000 Cp
—	75–77	<i>Divination</i>	73,500 Cp
—	78–82	<i>Earth and stone</i>	80,500 Cp
—	83–87	<i>Woodlands</i>	101,250 Cp
—	88–92	<i>Life</i>	155,750 Cp
—	93–97	<i>Passage</i>	170,500 Cp
—	98–100	<i>Power</i>	211,000 Cp

Table 5–34: Psicrowns

Medium	Major	Psicrown	Market Price
01–20	01–09	<i>Dominator</i>	20,250 Cp
21–51	10–20	<i>Evader</i>	28,500 Cp
52–64	21–31	<i>Cautious warrior</i>	32,063 Cp
65–79	32–41	<i>Beast</i>	33,750 Cp
80–89	42–58	<i>Great dominator</i>	45,000 Cp
90–97	59–68	<i>Astral legion</i>	47,250 Cp
98–100	69–78	<i>Discerning watcher</i>	51,469 Cp
—	79–89	<i>Fiery ruin</i>	67,500 Cp
—	90–97	<i>Traveler</i>	80,156 Cp
—	98–100	<i>Temporal juggler</i>	95,625 Cp

Table 5–35: Wands

Minor	Medium	Major	Wand	Market Price
01–02	—	—	<i>Detect magic</i>	375 Cp
03–04	—	—	<i>Light</i>	375 Cp
05–07	—	—	<i>Burning hands</i>	750 Cp
08–10	—	—	<i>Charm animal</i>	750 Cp
11–13	—	—	<i>Charm person</i>	750 Cp
14–16	—	—	<i>Color spray</i>	750 Cp
17–19	—	—	<i>Cure light wounds</i>	750 Cp
20–22	—	—	<i>Detect secret doors</i>	750 Cp
23–25	—	—	<i>Enlarge person</i>	750 Cp
26–28	—	—	<i>Magic missile (1st)</i>	750 Cp
29–31	—	—	<i>Shocking grasp</i>	750 Cp
32–34	—	—	<i>Summon monster I</i>	750 Cp
35–36	—	—	<i>Magic missile (3rd)</i>	2,250 Cp
37	01–03	—	<i>Magic missile (5th)</i>	3,750 Cp
38–40	04–07	—	<i>Bear's endurance</i>	4,500 Cp
41–43	08–11	—	<i>Bull's strength</i>	4,500 Cp
44–46	12–15	—	<i>Cat's grace</i>	4,500 Cp
47–49	16–20	—	<i>Cure moderate wounds</i>	4,500 Cp
50–51	21–22	—	<i>Darkness</i>	4,500 Cp
52–54	23–24	—	<i>Daylight</i>	4,500 Cp
55–57	25–27	—	<i>Delay poison</i>	4,500 Cp
58–60	28–31	—	<i>Eagle's splendor</i>	4,500 Cp
61–63	32–33	—	<i>False life</i>	4,500 Cp
64–66	34–37	—	<i>Fox's cunning</i>	4,500 Cp
67–68	38	—	<i>Ghoul touch</i>	4,500 Cp
69–71	39	—	<i>Hold person</i>	4,500 Cp
72–74	40–42	—	<i>Invisibility</i>	4,500 Cp

75–77	43–44	—	<i>Knock</i>	4,500 Cp
78–80	45	—	<i>Levitate</i>	4,500 Cp
81–83	46–47	—	<i>Acid arrow</i>	4,500 Cp
84–86	48–49	—	<i>Mirror image</i>	4,500 Cp
87–89	50–53	—	<i>Owl’s wisdom</i>	4,500 Cp
90–91	54	—	<i>Shatter</i>	4,500 Cp
92–94	55–56	—	<i>Silence</i>	4,500 Cp
95–97	57	—	<i>Summon monster II</i>	4,500 Cp
98–100	58–59	—	<i>Web</i>	4,500 Cp
—	60–62	01–02	<i>Magic missile (7th)</i>	5,250 Cp
—	63–64	03–05	<i>Magic missile (9th)</i>	6,750 Cp
—	65–67	06–07	<i>Call lightning (5th)</i>	11,250 Cp
—	68	08	<i>Charm person, heightened (3rd-level spell)</i>	11,250 Cp
—	69–70	09–10	<i>Contagion</i>	11,250 Cp
—	71–74	11–13	<i>Cure serious wounds</i>	11,250 Cp
—	75–77	14–15	<i>Dispel magic</i>	11,250 Cp
—	78–81	16–17	<i>Fireball (5th)</i>	11,250 Cp
—	82–83	18–19	<i>Keen edge</i>	11,250 Cp
—	84–87	20–21	<i>Lightning bolt (5th)</i>	11,250 Cp
—	88–89	22–23	<i>Major image</i>	11,250 Cp
—	90–91	24–25	<i>Slow</i>	11,250 Cp
—	92–94	26–27	<i>Suggestion</i>	11,250 Cp
—	95–97	28–29	<i>Summon monster III</i>	11,250 Cp
—	98	30–31	<i>Fireball (6th)</i>	13,500 Cp
—	99	32–33	<i>Lightning bolt (6th)</i>	13,500 Cp
—	100	34–35	<i>Searing light (6th)</i>	13,500 Cp
—	—	36–37	<i>Call lightning (8th)</i>	18,000 Cp
—	—	38–39	<i>Fireball (8th)</i>	18,000 Cp
—	—	40–41	<i>Lightning bolt (8th)</i>	18,000 Cp
—	—	42–45	<i>Charm monster</i>	21,000 Cp
—	—	46–50	<i>Cure critical wounds</i>	21,000 Cp
—	—	51–52	<i>Dimensional anchor</i>	21,000 Cp
—	—	53–55	<i>Fear</i>	21,000 Cp
—	—	56–59	<i>Greater invisibility</i>	21,000 Cp
—	—	60	<i>Hold person, heightened (4th level)</i>	21,000 Cp
—	—	61–65	<i>Ice storm</i>	21,000 Cp
—	—	66–68	<i>Inflict critical wounds</i>	21,000 Cp
—	—	69–72	<i>Neutralize poison</i>	21,000 Cp
—	—	73–74	<i>Poison</i>	21,000 Cp
—	—	75–77	<i>Polymorph</i>	21,000 Cp
—	—	78	<i>Ray of enfeeblement, heightened (4th level)</i>	21,000 Cp
—	—	79	<i>Suggestion, heightened (4th level)</i>	21,000 Cp
—	—	80–82	<i>Summon monster IV</i>	21,000 Cp
—	—	83–86	<i>Wall of fire</i>	21,000 Cp
—	—	87–90	<i>Wall of ice</i>	21,000 Cp
—	—	91	<i>Dispel magic (10th)</i>	22,500 Cp
—	—	92	<i>Fireball (10th)</i>	22,500 Cp
—	—	93	<i>Lightning bolt (10th)</i>	22,500 Cp
—	—	94	<i>Chaos hammer (8th)</i>	24,000 Cp
—	—	95	<i>Holy smite (8th)</i>	24,000 Cp
—	—	96	<i>Order’s wrath (8th)</i>	24,000 Cp
—	—	97	<i>Unholy blight (8th)</i>	24,000 Cp
—	—	98–99	<i>Restoration¹</i>	26,000 Cp
—	—	100	<i>Stoneskin²</i>	33,500 Cp

1 The cost to create a *wand of restoration* is 10,500 Cp, 840 XP, plus 5,000 Cp for the material components.

2 The cost to create a *wand of stoneskin* is 10,500 Cp, 840 XP, plus 12,500 Cp for the material components.

Table 5–36: Life-shaped Item Determination

d%	Item Type
01–70	Tool (Table 5–37)
71–100	Tissue (Table 5–38)

Table 5–37: Life-shaped Tools

Minor	Medium	Tissue	Market Price
01–15	—	Recorder	—
16–27	—	Malleable Tool	3 Cp
28–35	—	Clingrope (10 ft.)	5 Cp
36–45	—	Glowpod	5 Cp
46–60	01–15	Clingbag, Small	60 Cp
61–70	16–25	Suction Disk	75 Cp
71–82	26–37	Clingbag, Medium	125 Cp
83–92	38–47	Clingbag, Large	185 Cp
93–100	48–53	Mysk, False	300 Cp
—	54–64	Lightning Generator	450 Cp
—	65–72	Venom Whip, Type I	900 Cp
—	73–79	Venom Whip, Type II	1,000 Cp
—	80–85	Venom Whip, Type III	1,000 Cp
—	86–90	Venom Whip, Type IV	1,200 Cp
—	91–94	Venom Whip, Type V	1,200 Cp
—	95–97	Venom Whip, Type VI	1,200 Cp
—	98–99	Venom Whip, Type VII	1,250 Cp
—	100	Venom Whip, Type VII	1,500 Cp

Table 5–38: Life-shaped Tissues

Medium	Major	Tissue	Market Price
01–02	—	Cosmetic graft	2 Cp
03–07	—	Bloodclot	10 Cp
08–11	—	Climber’s shield	20 Cp
12–13	—	Glowgraft	20 Cp
14–17	—	Detoxifier	35 Cp
18–22	—	Healing patch	40 Cp
23–26	—	Armspike	50 Cp
27–30	—	Quickstrike	50 Cp
31–34	—	Armblade	75 Cp
35–36	—	Clawgrafts	75 Cp
37–38	—	Directional sensor	75 Cp
39–40	—	Climbing boots	100 Cp
41–42	—	Climbing gloves	100 Cp
43–44	—	Touchpads	100 Cp
45–46	01–02	Platon	120 Cp
47	03	Eyestalks	150 Cp
48	04	Joiner	150 Cp
49–50	05	Lightvisor	150 Cp
51–52	06	Mimicskin	150 Cp
53–54	07	Coolcloak	200 Cp
55–56	08	Stealthboots	200 Cp
57–58	09–10	Warmcloak	200 Cp
59–61	11–13	Breathermask	300 Cp
62–64	14–16	Earial	300 Cp
65–66	17–18	Poison nodule	300 Cp
67–69	19–21	Tail, agile	300 Cp
70–71	22–23	Trackboots	350 Cp
72–74	24–27	Crystal lens	500 Cp
75–77	28–31	Glider	500 Cp
78–80	32–35	Olfactor	500 Cp
81–83	36–39	Tail, grasping	500 Cp
84–86	40–43	Healing pod	600 Cp
87–89	44–47	Tail, gladiator	700 Cp
90–91	48–50	Red lens	1,500 Cp

92	51–55	Flexar	2,000 Cp
93	56–60	Ingenie	2,000 Cp
94	61–65	Mysk	2,000 Cp
95	66–70	Reflexer	2,000 Cp
96	71–75	Soolmon	2,000 Cp
97	76–80	Tendonil	2,000 Cp
98	81–82	Tongue of neural lashing	2,000 Cp
99	83–87	Velocet	2,000 Cp
100	88–92	Vigron	2,000 Cp
—	93–95	Stabilizer	3,500 Cp
—	96–98	Psi-cloak	3,600 Cp
—	99–	Chameleon cloak	9,000 Cp
	100		

Table 5–39: Wondrous/Universal Item Determination

d%	Item Type
01–50	Wondrous (Tables 5–40, 5–41, 5–42, 5–43, 5–44, and 5–45)
51–100	Universal (Tables 5–46, 5–47, and 5–48)

Table 5–40: Minor Wondrous Items

d%	Item	Market Price
01	Feather token, anchor	50 Cp
02	Universal solvent	50 Cp
03	Elixir of love	150 Cp
04	Unguent of timelessness	150 Cp
05	Feather token, fan	200 Cp
06	Dust of tracelessness	250 Cp
07	Elixir of hiding	250 Cp
08	Elixir of sneaking	250 Cp
09	Elixir of swimming	250 Cp
10	Elixir of vision	250 Cp
11	Silversheen	250 Cp
12	Feather token, bird	300 Cp
13	Feather token, tree	400 Cp
14	Feather token, swan boat	450 Cp
15	Elixir of truth	500 Cp
16	Feather token, whip	500 Cp
17	Dust of dryness	850 Cp
18	Bag of tricks, gray	900 Cp
19	Hand of the mage	900 Cp
20	Bracers of armor +1	1,000 Cp
21	Cloak of resistance +1	1,000 Cp
22	Pearl of power, 1st-level spell	1,000 Cp
23	Phylactery of faithfulness	1,000 Cp
24	Salve of slipperiness	1,000 Cp
25	Elixir of fire breath	1,100 Cp
26	Pipes of the sewers	1,150 Cp
27	Dust of illusion	1,200 Cp
28	Goggles of minute seeing	1,250 Cp
29	Brooch of shielding	1,500 Cp
30	Necklace of fireballs type I	1,650 Cp
31	Dust of appearance	1,800 Cp
32	Hat of disguise	1,800 Cp
33	Pipes of sounding	1,800 Cp
34	Efficient quiver	1,800 Cp
35	Amulet of natural armor +1	2,000 Cp
36	Handy haversack	2,000 Cp
37	Horn of fog	2,000 Cp
38	Elemental gem	2,250 Cp
39	Robe of bones	2,400 Cp
40	Sovereign glue	2,400 Cp
41	Bag of holding type I	2,500 Cp

42	Boots of elvenkind	2,500 Cp
43	Boots of the winterlands	2,500 Cp
44	Candle of truth	2,500 Cp
45	Cloak of elvenkind	2,500 Cp
46	Eyes of the eagle	2,500 Cp
47	Scarab, golembane	2,500 Cp
48	Necklace of fireballs type II	2,700 Cp
49	Stone of alarm	2,700 Cp
50	Bag of tricks, rust	3,000 Cp
51	Bead of force	3,000 Cp
52	Chime of opening	3,000 Cp
53	Horseshoes of speed	3,000 Cp
54	Rope of climbing	3,000 Cp
55	Dust of disappearance	3,500 Cp
56	Lens of detection	3,500 Cp
57	Vestment, druid's	3,750 Cp
58	Figurine of wondrous power, silver raven	3,800 Cp
59	Amulet of health +2	4,000 Cp
60	Bracers of armor +2	4,000 Cp
61	Cloak of Charisma +2	4,000 Cp
62	Cloak of resistance +2	4,000 Cp
63	Gauntlets of ogre power	4,000 Cp
64	Gloves of arrow snaring	4,000 Cp
65	Gloves of Dexterity +2	4,000 Cp
66	Headband of intellect +2	4,000 Cp
67	Ioun stone, clear spindle	4,000 Cp
68	Restorative ointment	4,000 Cp
69	Marvelous pigments	4,000 Cp
70	Pearl of power, 2nd-level spell	4,000 Cp
71	Periapt of Wisdom +2	4,000 Cp
72	Stone salve	4,000 Cp
73	Necklace of fireballs type III	4,350 Cp
74	Circlet of persuasion	4,500 Cp
75	Slippers of spider climbing	4,800 Cp
76	Incense of meditation	4,900 Cp
77	Bag of holding type II	5,000 Cp
78	Bracers of archery, lesser	5,000 Cp
79	Ioun stone, dusty rose prism	5,000 Cp
80	Helm of comprehend languages and read magic	5,200 Cp
81	Vest of escape	5,200 Cp
82	Eversmoking bottle	5,400 Cp
83	Sustaining spoon	5,400 Cp
84	Necklace of fireballs type IV	5,400 Cp
85	Boots of striding and springing	5,500 Cp
86	Wind fan	5,500 Cp
87	Amulet of mighty fists +1	6,000 Cp
88	Horseshoes of a zephyr	6,000 Cp
89	Pipes of haunting	6,000 Cp
90	Necklace of fireballs type V	6,150 Cp
91	Gloves of swimming and climbing	6,250 Cp
92	Bag of tricks, tan	6,300 Cp
93	Circlet of blasting, minor	6,480 Cp
94	Horn of goodness/evil	6,500 Cp
95	Robe of useful items	7,000 Cp
96	Boat, folding	7,200 Cp
97	Cloak of the manta ray	7,200 Cp
98	Bottle of air	7,250 Cp
99	Bag of holding type III	7,400 Cp
100	Periapt of health	7,400 Cp

Table 5–41: Minor Wondrous Items – Variant

d%	Item	Market Price
01	Maker's level belt	100 Cp
02	Talking head (1 rank)	100 Cp

64	<i>Amulet of natural armor +3</i>	18,000 Cp
65	<i>Ioun stone, iridescent spindle</i>	18,000 Cp
66	<i>Bracelet of friends</i>	19,000 Cp
67	<i>Carpet of flying, 5 ft. by 5 ft.</i>	20,000 Cp
68	<i>Horn of blasting</i>	20,000 Cp
69	<i>Ioun stone, pale lavender ellipsoid</i>	20,000 Cp
70	<i>Ioun stone, pearly white spindle</i>	20,000 Cp
71	<i>Portable hole</i>	20,000 Cp
72	<i>Stone of good luck (luckstone)</i>	20,000 Cp
73	<i>Figurine of wondrous power, ivory goats</i>	21,000 Cp
74	<i>Rope of entanglement</i>	21,000 Cp
75	<i>Golem manual, stone</i>	22,000 Cp
76	<i>Mask of the skull</i>	22,000 Cp
77	<i>Mattock of the titans</i>	23,348 Cp
78	<i>Circlet of blasting, major</i>	23,760 Cp
79	<i>Amulet of mighty fists +2</i>	24,000 Cp
80	<i>Cloak of displacement, minor</i>	24,000 Cp
81	<i>Helm of underwater action</i>	24,000 Cp
82	<i>Bracers of archery, greater</i>	25,000 Cp
83	<i>Bracers of armor +5</i>	25,000 Cp
84	<i>Cloak of resistance +5</i>	25,000 Cp
85	<i>Eyes of doom</i>	25,000 Cp
86	<i>Pearl of power, 5th-level spell</i>	25,000 Cp
87	<i>Maul of the titans</i>	25,305 Cp
88	<i>Strand of prayer beads</i>	25,800 Cp
89	<i>Cloak of the bat</i>	26,000 Cp
90	<i>Iron bands of binding</i>	26,000 Cp
91	<i>Cube of frost resistance</i>	27,000 Cp
92	<i>Helm of telepathy</i>	27,000 Cp
93	<i>Periapt of proof against poison</i>	27,000 Cp
94	<i>Robe of scintillating colors</i>	27,000 Cp
95	<i>Manual of bodily health +1</i>	27,500 Cp
96	<i>Manual of gainful exercise +1</i>	27,500 Cp
97	<i>Manual of quickness in action +1</i>	27,500 Cp
98	<i>Tome of clear thought +1</i>	27,500 Cp
99	<i>Tome of leadership and influence +1</i>	27,500 Cp
100	<i>Tome of understanding +1</i>	27,500 Cp

Table 5–43: Medium Wondrous Items – Variant

d%	Item	Market Price
01	<i>Talking head (9 ranks)</i>	8,100 Cp
02	<i>Band of familiar protection +3</i>	9,000 Cp
03–05	<i>Band of friend masking</i>	9,000 Cp
06	<i>Amulet of arcane insight</i>	10,000 Cp
07	<i>Bag of holding, Athasian, type IV</i>	10,000 Cp
08–12	<i>Baleful regalia</i>	10,000 Cp
13–17	<i>Brooch of obsidian shattering</i>	10,000 Cp
18–20	<i>Figurine of wondrous power, golden inix</i>	10,000 Cp
21–23	<i>Figurine of wondrous power, obsidian beetle</i>	10,000 Cp
24–28	<i>Mask of fell defiling</i>	10,000 Cp
29–30	<i>Necklace of reflexes +10</i>	10,000 Cp
31	<i>Talking head (10 ranks)</i>	10,000 Cp
32–33	<i>Howdah of missile barrier</i>	10,800 Cp
34–36	<i>Sending stone</i>	11,520 Cp
37–39	<i>Figurine of wondrous power, iron mekillot</i>	12,000 Cp
40–41	<i>Animal's companion pouch</i>	13,000 Cp
42–43	<i>Familiar's brooch</i>	13,000 Cp
44–48	<i>Saddle of desert travel</i>	15,000 Cp
49–51	<i>Stone of undying</i>	15,000 Cp
52–55	<i>Thorn crown</i>	15,120 Cp
56	<i>Band of familiar protection +4</i>	16,000 Cp
57–59	<i>Fulgurite pendant</i>	16,000 Cp
60–62	<i>Cloak of the aarakocra</i>	18,700 Cp
63–64	<i>Warding necklace</i>	20,000 Cp

65–67	<i>Figurine of wondrous power, malachite locust</i>	21,000 Cp
68–71	<i>Armband of quiescence</i>	21,600 Cp
72–75	<i>Necklace of secretivness</i>	21,600 Cp
76	<i>Band of familiar protection +5</i>	25,000 Cp
77–81	<i>Ashbound scarab</i>	20,000 Cp
82–84	<i>Phylactery of ancient lore</i>	20,600 Cp
85	<i>Watch post of dissimulation</i>	21,600 Cp
86–88	<i>Brazier of the Gray calling</i>	25,000 Cp
89–93	<i>Sanctum amulet</i>	25,000 Cp
94–95	<i>Stanchion of second birth, lesser</i>	26,900 Cp
96–100	<i>Beaded curtain of vigilance</i>	30,000 Cp

Table 5–44: Major Wondrous Items

d%	Item	Market Price
01	<i>Dimensional shackles</i>	28,000 Cp
02	<i>Figurine of wondrous power, obsidian steed</i>	28,500 Cp
03	<i>Drums of panic</i>	30,000 Cp
04	<i>Ioun stone, orange</i>	30,000 Cp
05	<i>Ioun stone, pale green prism</i>	30,000 Cp
06	<i>Lantern of revealing</i>	30,000 Cp
07	<i>Robe of blending</i>	30,000 Cp
08	<i>Amulet of natural armor +4</i>	32,000 Cp
09	<i>Amulet of proof against detection and location</i>	35,000 Cp
10	<i>Carpet of flying, 5 ft. by 10 ft.</i>	35,000 Cp
11	<i>Golem manual, iron</i>	35,000 Cp
12	<i>Amulet of health +6</i>	36,000 Cp
13	<i>Belt of giant Strength +6</i>	36,000 Cp
14	<i>Bracers of armor +6</i>	36,000 Cp
15	<i>Cloak of Charisma +6</i>	36,000 Cp
16	<i>Gloves of Dexterity +6</i>	36,000 Cp
17	<i>Headband of intellect +6</i>	36,000 Cp
18	<i>Ioun stone, vibrant purple prism</i>	36,000 Cp
19	<i>Pearl of power, 6th-level spell</i>	36,000 Cp
20	<i>Periapt of Wisdom +6</i>	36,000 Cp
21	<i>Scarab of protection</i>	38,000 Cp
22	<i>Ioun stone, lavender and green ellipsoid</i>	40,000 Cp
23	<i>Ring gates</i>	40,000 Cp
24	<i>Crystal ball</i>	42,000 Cp
25	<i>Golem manual, greater stone</i>	44,000 Cp
26	<i>Orb of storms</i>	48,000 Cp
27	<i>Boots of teleportation</i>	49,000 Cp
28	<i>Bracers of armor +7</i>	49,000 Cp
29	<i>Pearl of power, 7th-level spell</i>	49,000 Cp
30	<i>Amulet of natural armor +5</i>	50,000 Cp
31	<i>Cloak of displacement, major</i>	50,000 Cp
32	<i>Crystal ball with see invisibility</i>	50,000 Cp
33	<i>Horn of Valhalla</i>	50,000 Cp
34	<i>Crystal ball with detect thoughts</i>	51,000 Cp
35	<i>Carpet of flying, 6 ft. by 9 ft.</i>	53,000 Cp
36	<i>Amulet of mighty fists +3</i>	54,000 Cp
37	<i>Wings of flying</i>	54,000 Cp
38	<i>Cloak of etherealness</i>	55,000 Cp
39	<i>Instant fortress</i>	55,000 Cp
40	<i>Manual of bodily health +2</i>	55,000 Cp
41	<i>Manual of gainful exercise +2</i>	55,000 Cp
42	<i>Manual of quickness in action +2</i>	55,000 Cp
43	<i>Tome of clear thought +2</i>	55,000 Cp
44	<i>Tome of leadership and influence +2</i>	55,000 Cp
45	<i>Tome of understanding +2</i>	55,000 Cp
46	<i>Eyes of charming</i>	56,000 Cp
47	<i>Robe of stars</i>	58,000 Cp
48	<i>Carpet of flying, 10 ft. by 10 ft.</i>	60,000 Cp

49	<i>Darkskull</i>	60,000 Cp
50	<i>Cube of force</i>	62,000 Cp
51	<i>Bracers of armor +8</i>	64,000 Cp
52	<i>Pearl of power, 8th-level spell</i>	64,000 Cp
53	<i>Crystal ball with telepathy</i>	70,000 Cp
54	<i>Horn of blasting, greater</i>	70,000 Cp
55	<i>Pearl of power, two spells</i>	70,000 Cp
56	<i>Helm of teleportation</i>	73,500 Cp
57	<i>Gem of seeing</i>	75,000 Cp
58	<i>Robe of the archmagi</i>	75,000 Cp
59	<i>Mantle of faith</i>	76,000 Cp
60	<i>Crystal ball with true seeing</i>	80,000 Cp
61	<i>Pearl of power, 9th-level spell</i>	81,000 Cp
62	<i>Well of many worlds</i>	82,000 Cp
63	<i>Manual of bodily health +3</i>	82,500 Cp
64	<i>Manual of gainful exercise +3</i>	82,500 Cp
65	<i>Manual of quickness in action +3</i>	82,500 Cp
66	<i>Tome of clear thought +3</i>	82,500 Cp
67	<i>Tome of leadership and influence +3</i>	82,500 Cp
68	<i>Tome of understanding +3</i>	82,500 Cp
69	<i>Apparatus of the crab</i>	90,000 Cp
70	<i>Mantle of spell resistance</i>	90,000 Cp
71	<i>Mirror of opposition</i>	92,000 Cp
72	<i>Strand of prayer beads, greater</i>	95,800 Cp
73	<i>Amulet of mighty fists +4</i>	96,000 Cp
74	<i>Eyes of petrification</i>	98,000 Cp
75	<i>Bowl of commanding water elementals</i>	100,000 Cp
76	<i>Brazier of commanding fire elementals</i>	100,000 Cp
77	<i>Censer of controlling air elementals</i>	100,000 Cp
78	<i>Stone of controlling earth elementals</i>	100,000 Cp
79	<i>Manual of bodily health +4</i>	110,000 Cp
80	<i>Manual of gainful exercise +4</i>	110,000 Cp
81	<i>Manual of quickness in action +4</i>	110,000 Cp
82	<i>Tome of clear thought +4</i>	110,000 Cp
83	<i>Tome of leadership and influence +4</i>	110,000 Cp
84	<i>Tome of understanding +4</i>	110,000 Cp
85	<i>Amulet of the planes</i>	120,000 Cp
86	<i>Robe of eyes</i>	120,000 Cp
87	<i>Helm of brilliance</i>	125,000 Cp
88	<i>Manual of bodily health +5</i>	137,500 Cp
89	<i>Manual of gainful exercise +5</i>	137,500 Cp
90	<i>Manual of quickness in action +5</i>	137,500 Cp
91	<i>Tome of clear thought +5</i>	137,500 Cp
92	<i>Tome of leadership and influence +5</i>	137,500 Cp
93	<i>Tome of understanding +5</i>	137,500 Cp
94	<i>Efreeti bottle</i>	145,000 Cp
95	<i>Amulet of mighty fists +5</i>	150,000 Cp
96	<i>Chaos diamond</i>	160,000 Cp
97	<i>Cubic gate</i>	164,000 Cp
98	<i>Iron flask</i>	170,000 Cp
99	<i>Mirror of mental prowess</i>	175,000 Cp
100	<i>Mirror of life trapping</i>	200,000 Cp

Table 5–45: Major Wondrous Items – Variant

d%	Item	Market Price
01–02	<i>Grand Caravan's collar</i>	30,000 Cp
03–07	<i>Magical army standard, arrow standard</i>	30,000 Cp
08–12	<i>Chamberlain's insignia</i>	32,040 Cp
13–15	<i>Tempest crown</i>	34,580 Cp
16	<i>Band of familiar protection +6</i>	36,000 Cp
17–19	<i>Exequial mask</i>	36,400 Cp
20–24	<i>Magical army standard, occluding standard</i>	36,720 Cp
25	<i>Amulet of the undead dragon king</i>	37,500 Cp

26–30	<i>Belt of the beast's might</i>	40,000 Cp
31–34	<i>Cassock of ordinance</i>	42,000 Cp
35–37	<i>Arcanamarch's miter</i>	43,000 Cp
38	<i>Inquisitorial chest</i>	43,300 Cp
39–41	<i>Magical army standard, lion standard</i>	43,500 Cp
42–46	<i>Amulet of tongues</i>	45,000 Cp
47	<i>Band of familiar protection +7</i>	49,000 Cp
48–49	<i>Defiling engine, minor</i>	50,000 Cp
50–51	<i>Sanctum amulet, lesser</i>	50,000 Cp
52–53	<i>Smoking mirror</i>	50,000 Cp
54–56	<i>Swarm form amulet</i>	50,400 Cp
57	<i>King's boon</i>	56,000 Cp
58–62	<i>Palm bracelet</i>	56,000 Cp
63–64	<i>Cloak of fire and smoke</i>	58,050 Cp
65–66	<i>Stanchion of second birth, greater</i>	59,100 Cp
67–68	<i>Teluri silver pectoral</i>	62,500 Cp
69	<i>Band of familiar protection +8</i>	64,000 Cp
70–71	<i>Farcaster orb</i>	65,000 Cp
72–75	<i>Orb of storms, Athasian</i>	65,000 Cp
76–77	<i>Censer of repulsion</i>	65,340 Cp
78	<i>Band of familiar protection +8</i>	64,000 Cp
79–81	<i>Sacred mask of the jaguar</i>	67,200 Cp
82	<i>Tormentor's pipe</i>	67,500 Cp
83	<i>Defiling engine, major</i>	75,000 Cp
84–85	<i>Mantle of the elemental lord</i>	75,000 Cp
86	<i>Teluri abjuration orb</i>	75,960 Cp
87	<i>Mark of Olaoun</i>	80,000 Cp
88	<i>Band of familiar protection +9</i>	81,000 Cp
89–90	<i>Tagelmoust of the tormented</i>	89,500 Cp
91–92	<i>Gem of Amara</i>	90,000 Cp
93	<i>Band of familiar protection +10</i>	100,000 Cp
94–95	<i>Denier's pipe</i>	100,000 Cp
96–97	<i>Sanctum amulet, greater</i>	100,000 Cp
98	<i>Belt of glory</i>	108,000 Cp
99	<i>King's circlet</i>	108,000 Cp
100	<i>Languor pipe</i>	136,500 Cp

Table 5–46: Minor Universal Items

d%	Item	Market Price
01	<i>Shard (+1, any one skill)</i>	10 Cp
02	<i>Shard (+2, any one skill)</i>	40 Cp
03	<i>Crawling tattoo (any 1st level)</i>	50 Cp
04	<i>Crawling tattoo of concussion</i>	50 Cp
05	<i>Vatic talisman +1</i>	50 Cp
06	<i>Shard (+3, any one skill)</i>	90 Cp
07	<i>Fighting tattoo (1st level)</i>	100 Cp
08	<i>Shard (+4, any one skill)</i>	160 Cp
09	<i>Vatic talisman +2</i>	200 Cp
10–12	<i>Jolting pole</i>	250 Cp
13	<i>Shard (+5, any one skill)</i>	250 Cp
14–16	<i>Slave's leash, lesser</i>	250 Cp
17	<i>Crawling tattoo (any 2nd level)</i>	300 Cp
18	<i>Pearl, brain lock</i>	300 Cp
19	<i>Augmented sigil (1st level power)</i>	360 Cp
20	<i>Augmented sigil of missive</i>	360 Cp
21	<i>Shard (+6, any one skill)</i>	360 Cp
22	<i>Vatic talisman +3</i>	450 Cp
23	<i>Shard (+7, any one skill)</i>	490 Cp
24	<i>Boots of stomping</i>	600 Cp
25	<i>Fighting tattoo (2nd level)</i>	600 Cp
26	<i>Mnemonic crystal, 50 pages</i>	625 Cp
27	<i>Shard (+8, any one skill)</i>	640 Cp
28	<i>Crawling tattoo (any 3rd level)</i>	750 Cp
29	<i>Crawling tattoo of energy bolt</i>	750 Cp
30–31	<i>Dust of psionic invisibility</i>	750 Cp
32	<i>Pearl, breath crisis</i>	750 Cp

33	<i>Vatic talisman +4</i>	800 Cp	07	<i>Psionatrix of telepathy</i>	8,000 Cp
34	<i>Shard (+9, any one skill)</i>	810 Cp	08	<i>Ring of psionic mindshielding</i>	8,000 Cp
35	<i>Boots of landing</i>	1,000 Cp	09	<i>Third eye penetrate</i>	8,000 Cp
36–37	<i>Psionic restraints, lesser</i>	1,000 Cp	10	<i>Mnemonic crystal, 550 pages</i>	8,125 Cp
38	<i>Shard (+10, any one skill)</i>	1,000 Cp	11	<i>Masenko of the water drake</i>	9,000 Cp
39	<i>Tokchaka, klik +1</i>	1,100 Cp	12	<i>Mirror of time hop</i>	9,000 Cp
40–41	<i>Animal totem, lesser</i>	1,200 Cp	13	<i>Fighting tattoo (7th level)</i>	9,100 Cp
42	<i>Vatic talisman +5</i>	1,250 Cp	14	<i>Tokchaka, klik +9</i>	9,100 Cp
43	<i>Brass damping band</i>	1,350 Cp	15	<i>Tokchaka, tho-dul'kreen</i>	9,100 Cp
44	<i>Pearl, personality parasite</i>	1,400 Cp	16	<i>Metapsionic damaru, Empower, lesser</i>	9,000 Cp
45	<i>Tokchaka, klik +2</i>	1,400 Cp	17	<i>Psychic goad</i>	9,270 Cp
46	<i>Fighting tattoo (3rd level)</i>	1,500 Cp	18	<i>Mnemonic crystal, 650 pages</i>	9,375 Cp
47	<i>Vatic talisman +6</i>	1,800 Cp	19–20	<i>Psionic army standard, eagle standard</i>	9,400 Cp
48	<i>Mnemonic crystal, 150 pages</i>	1,850 Cp	21	<i>Ring of retribution</i>	9,560 Cp
49	<i>Tokchaka, klik +3</i>	1,900 Cp	22	<i>Crystal mask of detection</i>	10,000 Cp
50	<i>Blindfold of perception</i>	2,000 Cp	23	<i>Crystal mask of discernment</i>	10,000 Cp
51–52	<i>Crystal pole of delaying, lesser</i>	2,000 Cp	24	<i>Crystal mask of dread</i>	10,000 Cp
53–54	<i>Glove of missile casting</i>	2,000 Cp	25	<i>Crystal mask of psionic craft</i>	10,000 Cp
55–58	<i>Ring of coolness</i>	2,000 Cp	26	<i>Crystal pole of delaying, greater</i>	10,000 Cp
59	<i>Third eye long touch</i>	2,000 Cp	27	<i>Ring of self-sufficiency</i>	10,000 Cp
60–61	<i>Veil of lies</i>	2,000 Cp	28	<i>Skin of nimbleness</i>	10,000 Cp
62	<i>Augmented sigil (2nd level power)</i>	2,160 Cp	29	<i>Third eye aware</i>	10,000 Cp
63	<i>Vatic talisman +7</i>	2,450 Cp	30	<i>Third eye concentrate</i>	10,000 Cp
64	<i>Crystal mask of knowledge</i>	2,500 Cp	31	<i>Third eye gather</i>	10,000 Cp
65	<i>Crystal mask of languages</i>	2,500 Cp	32	<i>Circllet of minds</i>	10,080 Cp
66	<i>Dimensional vest</i>	2,500 Cp	33	<i>Eyes of power leech</i>	10,080 Cp
67	<i>Tokchaka, klik +4</i>	2,600 Cp	34	<i>Folding cloak</i>	10,080 Cp
68	<i>Fighting tattoo (4th level)</i>	2,800 Cp	35	<i>Third eye powerthieve</i>	10,080 Cp
69	<i>Eyes of expanded vision</i>	3,000 Cp	36	<i>Third eye view</i>	10,180 Cp
70	<i>Gloves of object reading</i>	3,000 Cp	37	<i>Mnemonic crystal, 750 pages</i>	10,625 Cp
71	<i>Metapsionic damaru, Enlarge, lesser</i>	3,000 Cp	38	<i>Crystal mask of mindarmor</i>	10,667 Cp
72	<i>Metapsionic damaru, Extend, lesser</i>	3,000 Cp	39	<i>Metapsionic damaru, Enlarge</i>	11,000 Cp
73	<i>Mnemonic crystal, 250 pages</i>	3,125 Cp	40	<i>Metapsionic damaru, Extend</i>	11,000 Cp
74–76	<i>Apparel of the shipfloater</i>	3,200 Cp	41	<i>Tokchaka, klik +10</i>	11,000 Cp
77	<i>Vatic talisman +8</i>	3,200 Cp	42	<i>Mnemonic crystal, 850 pages</i>	11,875 Cp
78	<i>Tokchaka, klik +5</i>	3,500 Cp	43–44	<i>Blanket of sustenance</i>	12,000 Cp
79	<i>Mirror of suggestion</i>	3,600 Cp	45	<i>Dew reservoir</i>	12,000 Cp
80–81	<i>Slave's leash</i>	3,750 Cp	46	<i>Fighting tattoo (8th level)</i>	12,000 Cp
82	<i>Cloak of twitching tattoos</i>	3,760 Cp	47	<i>Psionic restraints, greater</i>	12,000 Cp
83	<i>Vatic talisman +9</i>	4,050 Cp	48	<i>Torc of leech freedom</i>	12,000 Cp
84	<i>Mnemonic crystal, 350 pages</i>	4,375 Cp	49	<i>Shimmersail of the Barrier Wastes</i>	12,600 Cp
85	<i>Fighting tattoo (5th level)</i>	4,500 Cp	50	<i>Torc of passion</i>	13,000 Cp
86	<i>Tokchaka, klik +6</i>	4,600 Cp	51	<i>Gloves of titan's grip</i>	14,000 Cp
87–88	<i>Incense of contemplation</i>	4,900 Cp	52	<i>Metapsionic damaru, Maximize, lesser</i>	14,000 Cp
89	<i>Obsidian engine, Huge-sized vehicle</i>	5,000 Cp	53	<i>Metapsionic damaru, Widen, lesser</i>	14,000 Cp
90	<i>Vatic talisman +10</i>	5,000 Cp	54	<i>Sycophant vestment</i>	14,000 Cp
91	<i>Augmented sigil (3rd level power)</i>	5,400 Cp	55	<i>Mantle of the cloud ray</i>	14,400 Cp
92	<i>Mnemonic crystal, 450 pages</i>	5,625 Cp	56	<i>Bracers of the spiked carapace</i>	15,000 Cp
93	<i>Tokchaka, klik +7</i>	5,900 Cp	57	<i>Needle of knowing</i>	15,000 Cp
94	<i>Psionic restraints, average</i>	6,000 Cp	58	<i>Circllet of psychic enervation</i>	15,120 Cp
95	<i>Torc of free will</i>	6,000 Cp	59	<i>Fighting tattoo (9th level)</i>	15,300 Cp
96	<i>Fighting tattoo (6th level)</i>	6,600 Cp	60	<i>Skin of the claw</i>	16,000 Cp
97	<i>Boots of skating</i>	7,000 Cp	61	<i>Amulet of catapsi</i>	16,200 Cp
98	<i>Sun cloak</i>	7,200 Cp	62	<i>Tokchaka, thosa</i>	16,500 Cp
99	<i>Animal totem, greater</i>	7,400 Cp	63–64	<i>Psionic army standard, jaguar standard</i>	18,000 Cp
100	<i>Tokchaka, klik +8</i>	7,400 Cp	65	<i>Skin of proteus, lesser</i>	18,000 Cp
			66	<i>Skin of the chameleon</i>	18,000 Cp
			67	<i>Torc of iron will</i>	18,000 Cp
			68	<i>Pearl, mind seed</i>	18,500 Cp
			69	<i>Boots of resonance</i>	19,200 Cp
			70	<i>Mirror of mind switch</i>	19,800 Cp
			71	<i>Skin shirt</i>	19,800 Cp
			72	<i>Eyes of power leech, vampiric</i>	20,160 Cp
			73	<i>Crystal mask of insightful detection</i>	20,250 Cp
			74–75	<i>Harness of mighty hauling</i>	21,000 Cp
			76	<i>Fordorran cloak</i>	21,400 Cp

Table 5–47: Medium Universal Items

d%	Item	Market Price
01	<i>Circllet of resolve</i>	8,000 Cp
02	<i>Psionatrix of clairsentience</i>	8,000 Cp
03	<i>Psionatrix of metacreativity</i>	8,000 Cp
04	<i>Psionatrix of psychokinesis</i>	8,000 Cp
05	<i>Psionatrix of psychometabolism</i>	8,000 Cp
06	<i>Psionatrix of psychoportation</i>	8,000 Cp

77	<i>Medaillon of the last combatant</i>	54,000 Cp	38	<i>Circlet of psychic extraction, vampiric</i>	43,200 Cp
78	<i>Gloves of war</i>	22,500 Cp	39–43	<i>Third eye repudiate</i>	43,200 Cp
79–81	<i>Slave's leash, greater</i>	22,750 Cp	44	<i>Obsidian engine, Colossal-sized vehicle</i>	50,000 Cp
82	<i>Crystal anchor, body</i>	24,000 Cp	45	<i>Crystal pole of diffusion</i>	54,000 Cp
83	<i>Crystal anchor, comprehension</i>	24,000 Cp	46–47	<i>Crystal pole of visibility</i>	54,000 Cp
84	<i>Crystal anchor, creation</i>	24,000 Cp	48–49	<i>Metapsionic damaru, Maximize</i>	54,000 Cp
85	<i>Crystal anchor, energy</i>	24,000 Cp	50–51	<i>Metapsionic damaru, Widen</i>	54,000 Cp
86	<i>Crystal anchor, ghost</i>	24,000 Cp	52	<i>Crystal pole of navigation</i>	56,000 Cp
87	<i>Crystal anchor, mind</i>	24,000 Cp	53–62	<i>Phrenic mask</i>	56,000 Cp
88	<i>Crystal anchor, travel</i>	24,000 Cp	63–65	<i>Oracular lenses</i>	58,000 Cp
89	<i>Mizmar of the fire drake</i>	24,000 Cp	66–68	<i>Dreamless helm</i>	59,400 Cp
90–92	<i>Psionic restraints, damping</i>	24,000 Cp	69	<i>Crystal pole of privacy</i>	60,000 Cp
93	<i>Third eye sense</i>	24,000 Cp	70	<i>Skin of fiery response</i>	60,000 Cp
94	<i>Torc of anger</i>	24,000 Cp	71–73	<i>Torc of surging</i>	60,000 Cp
95	<i>Metapsionic damaru, Enlarge, greater</i>	24,500 Cp	74	<i>Kiliaba unujoko</i>	60,480 Cp
96	<i>Metapsionic damaru, Extend, greater</i>	24,500 Cp	75–76	<i>Cube of incorporeal desert</i>	61,200 Cp
97	<i>Obsidian engine, Gargantuan-sized vehicle</i>	25,000 Cp	77	<i>Skin of the troll</i>	61,200 Cp
98	<i>Mask of the braxat</i>	25,200 Cp	78	<i>Spies' rings</i>	62,280 Cp
99	<i>Musical bow of the air drake</i>	28,800 Cp	79	<i>Crystal pole of interference</i>	70,000 Cp
100	<i>Torc of vengeance</i>	29,000 Cp	80	<i>Metapsionic damaru, Empower, greater</i>	73,000 Cp
			81	<i>Metapsionic damaru, Quicken</i>	75,500 Cp
			82	<i>Tama of the earth drake</i>	75,600 Cp
			83	<i>Skin of the hero</i>	77,500 Cp
			84–86	<i>Cloak of the tagster</i>	78,000 Cp
			87	<i>Skin of the spider</i>	79,080 Cp
			88	<i>Bracers of corrosive strikes</i>	80,000 Cp
			89	<i>Skin of proteus</i>	84,000 Cp
			90	<i>Third eye expose</i>	112,000 Cp
			91	<i>Third eye conceal</i>	120,000 Cp
			92	<i>Third eye dominate</i>	120,000 Cp
			93	<i>Metapsionic damaru, Maximize, greater</i>	121,500 Cp
			94	<i>Metapsionic damaru, Widen, greater</i>	121,500 Cp
			95	<i>Skin of iron</i>	129,600 Cp
			96–97	<i>Skin of the psion</i>	151,000 Cp
			98	<i>Metapsionic damaru, Quicken, greater</i>	170,000 Cp
			99	<i>Crystal pole of diverting</i>	182,000 Cp
			100	<i>Quintessence distiller</i>	224,000 Cp

Table 5–48: Major Universal Items

d%	Item	Market Price
01–05	<i>Aura mirror</i>	30,000 Cp
06–08	<i>Bearer's yoke</i>	30,000 Cp
09–11	<i>Skin of the defender</i>	32,000 Cp
12–13	<i>Wind howdah</i>	32,000 Cp
14–15	<i>Metapsionic damaru, Empower</i>	32,500 Cp
16–20	<i>Circlet of psychic extraction</i>	32,760 Cp
21–22	<i>Psychometron, indagator</i>	33,920 Cp
23–24	<i>Metapsionic damaru, Quicken, lesser</i>	35,000 Cp
25–27	<i>Torc of power preservation</i>	36,000 Cp
28–29	<i>Wrappings of detachment</i>	36,400 Cp
30–31	<i>Psychometron, monitor</i>	37,000 Cp
32–36	<i>Clasp of delegation</i>	42,000 Cp
37	<i>Boots of temporal acceleration</i>	43,200 Cp

Index

- Antidote Brewer (feat), 106
- argosy (vehicule), 30
- Bard's Critical (feat), 107
- Breath Control (feat), 107
- cliff glider (vehicule), 29
- climbdog (monster), 30
- Combat Taint (feat), 107
- Communal Bard (feat), 107
- Delay Poison (feat), 107
- excite emotions (spell), 89
- jeipug mites swarm (monster), 58
- Knowledge (local) (skill), 106
- Manythgrow (feat), 107
- Mask Signature Poison (feat), 107
- mekillot ram (vehicule), 33
- Miser With Poison (feat), 107
- photosynthesis (power), 101
- Poison Longevity (feat), 107
- Poison Specialist (feat), 107
- Poison Use (feat), 108
- power siphon (power), 92
- Razing Craft (feat), 108
- rezhatta war beetle (monster), 35
- sa'rikka beetle (monster), 13
- sail cart (vehicule), 34
- Signature Poison (feat), 108
- silt schooner, trade (vehicule), 42
- silt schooner, war (vehicule), 42
- silt skiff (vehicule), 41
- silt skimmer (vehicule), 40
- undead war beetle (vehicle), 35
- Undetectable Poison (feat), 108
- War Beast Fighting (feat), 108
- war chariot, heavy (vehicule), 39
- war chariot, light (vehicule), 40
- watroach war beetle (monster), 36

List of Numbered Tables

Table 1-1: Weapons.....	6	Table 5-3: Random Armor Type.....	109
Table 1-2: Armor.....	15	Table 5-4: Random Shield Type.....	109
Table 1-3: Piecemeal Armor	17	Table 5-5: Random Shield Material	109
Table 2-1: Currency Conversion	18	Table 5-6: Armor Special Abilities.....	110
Table 2-2: Moneychangers.....	21	Table 5-7: Shield Special Abilities.....	110
Table 2-3: Trade Goods.....	22	Table 5-8: Specific Armors.....	111
Table 2-4: Meats	22	Table 5-9: Specific Shields.....	111
Table 2-5: Eggs and Globules.....	22	Table 5-10: Weapons.....	111
Table 2-6: Sweets, Sweeteners, and Treats	23	Table 5-11: Weapon Type Determination	111
Table 2-7: Fruits and Vegetables.....	23	Table 5-12: Common Melee Weapons	112
Table 2-8: Grains	23	Table 5-13: Uncommon Weapons.....	112
Table 2-9: Spices.....	23	Table 5-14: Random Weapon Material	113
Table 2-10: Beverages.....	23	Table 5-15: Common Ranged Weapons.....	113
Table 2-11: Vehicles	29	Table 5-16: Melee Weapon Special Abilities	113
Table 2-12: Vehicle Augmentations	43	Table 5-17: Ranged Weapon Special Abilities.....	114
Table 2-13: Equipment.....	44	Table 5-18: Specific Weapons	114
Table 2-14: Special Substances	45	Table 5-19: Potion/Tattoo Determination.....	115
Table 2-15: Athasian Poisons	49	Table 5-20: Fruit-potions.....	115
Table 2-19: Substance Hardness and Hit Points.....	59	Table 5-21: Spell Twigs.....	115
Table 2-20: Precious Stones and Gems.....	59	Table 5-22: Psionic Tattoos	115
Table 2-21: Living Crystal Pricing	62	Table 5-23: Ring/Cognizance Crystal Determination.....	115
Table 3-1: Athasian Bag of Holding	65	Table 5-24: Rings	116
Table 3-2: Athasian Bane Weapon Special Ability	65	Table 5-25: Cognizance Crystals.....	116
Table 3-3: Mantle of the Elemental Lord	81	Table 5-26: Rod/Dorje Determination	116
Table 3-4: Seeds of Blooming Power Vine Damage	85	Table 5-27: Rods.....	116
Table 3-5: Psychic Armor Special Ability	89	Table 5-28: Dorjes	116
Table 3-6: Fighting Tattoos.....	96	Table 5-29: Scroll/Power stone Determination	117
Table 3-7: Mnemonic Crystals	98	Table 5-30: Scroll Spell Levels.....	117
Table 3-8: Obsidian Engine.....	99	Table 5-31: Power Stone Levels	117
Table 3-9: Quintessence Distiller Coverage	101	Table 5-32: Staff/Psicrown Determination.....	117
Table 4-1: Identify Poison Signature Modifiers.....	106	Table 5-33: Staffs	117
Table 4-2: New Feats	106	Table 5-34: Psicrowns	117
Table 4-3: Delay Poison Maximum Delay	107	Table 5-35: Wands.....	117
Table 5-1: Random Item Generation	109	Table 5-36: Life-shaped Item Determination	118
Table 5-2: Armor and Shields	109	Table 5-37: Life-shaped Tools.....	118

Table 5-38: Life-shaped Tissues.....	118	Table 5-44: Major Wondrous Items.....	121
Table 5-39: Wondrous/Universal Item Determination ...	119	Table 5-45: Major Wondrous Items – Variant	122
Table 5-40: Minor Wondrous Items.....	119	Table 5-46: Minor Universal Items.....	122
Table 5-41: Minor Wondrous Items – Variant	119	Table 5-47: Medium Universal Items.....	123
Table 5-42: Medium Wondrous Items.....	120	Table 5-48: Major Universal Items	124
Table 5-43: Medium Wondrous Items – Variant	121		

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