

Some Special Equipment

Aboleth Mucus: (S Species 46) An aboleth underwater surrounds itself with a vicious cloud of mucus roughly 1' thick. Occasionally this substance finds its way into marketplaces. Glass vials of the mucus can be thrown as grenadelike weapons. Any creature coming into contact with or inhaling this substance must succeed on a Fort save (DC 19) or lose the ability to breathe air for the next 3 hours (DMG suffocation sidebar, Chapter 3). There is no splash effect.

Air Plant: (Storm 108) The air plant is a bizarre form of pond vegetation whose spongy structure produces and stores air, keeping the plant at the surface so it can receive adequate light. This mass remains alive and continues to produce air even after being cut from the plant, provided it is kept moist and well lit. When placed in the mouth, a fist-sized piece of this material can provide enough air to sustain a Medium air-breathing creature for 5 minutes. After that time, the submerged creature must begin holding its breath and risks drowning. The air plant dies after use and can't be recharged--another portion must be procured.

Aherati Sand Sculpture: (Sand 101) Asheratis know the special sands, adherents, and natural dyes that are required to create stunning works of sculpture. The typical asherati sculpture is 2'-3' high and weights 10-20 lbs. Like any piece of art, value is in the eye of the beholder; however, anyone with the Appraise skill can determine the approximate price a particular sculpture would fetch in wider markets. Use Table 3-7 Art Objects (DMG 55) to determine the price of an asherati sand sculpture found in a treasure hoard or in the marketplace.

Altar Case: (D. of F. 21) An altar case is a narrow box that appears to form a traveling altar. The box has room for small holy implements and vessels, a small altar cloth, and a compact prayer book (included in the price). Altar cases are commonly made from spruce or granite.

Altar Cloth: (D. of F. 21) Standard white altar cloths are 6' wide 14' long, and made of linen, velvet, silk or gold brocade. For an extra cost, they can be dyed red, blue, yellow, green, brown, or black. A small altar cloth is 2' square and is suitable for use on an altar case.

Animal Training Kit: (C. Adv. 122) This kit includes signal whistles, a short hollow pole with a loop or rope threaded through it, savory treats, and other well-made items suited for training of animals. This kit grants a +2 circumstance bonus on Handle Animal checks made for teaching animals tricks, training animals for a purpose, or rearing a wild animal. It does not grant a bonus for other uses of the Handle Animal skill.

Arcane Lab: (T. & B. 71) This is similar to an alchemist's lab. It includes beakers, bottles, mixing and measuring equipment, cutting tools, and miscellaneous chemicals and substances. It's only absolutely necessary for creating golems, but many sorceress and wizards have 1 for potion making and spell research. The lab grants a +2 modifier on Spellcraft checks to determine if a new spell is viable.

Arcane Library: (T. & B. 71) This is a collection of at least 200 rare volumes used in spell research. Due to its size and cost, most wizards depend on various professional organizations to provide access to a suitable library. Booksellers in large cities and metropolises sometimes have sufficient numbers of the right books, but even then, whole libraries are seldom accumulated at once. It can take a week or more to purchase all the necessary volumes depending on supply and available transportation.

Aspergillum: (D. of F. 21) This lightweight metal device looks like a small club or a light mace. Each contains a reservoir that can hold up to 3 pints (3 flasks) of holy water. By shaking the aspergillum as a standard action, you can sprinkle one flask of holy water on a target within melee reach. This action is a ranged touch attack (which doesn't provoke an attack of opportunity). An aspergillum doesn't require any proficiency to use. many adventurers prefer using an aspergillum to dispense holy water rather than throwing or pouring out the contents of a flask.

Automated Footpad: (Song & S. 53) A gnome creation, this device looks like a small, wind-up toy. When wound and set in motion it heads off in a straight line, making distinct, audible footsteps every few seconds. Its chief purpose is to distract guards' attention by making it seem that someone is walking down a corridor, though it can also make a useful trap-detection tool. If the user makes a successful Disable Device check (DC 25), the device can set off a touch-or proximity-triggered trap.

Balance Pole: (C. Adv. 122) This long, flexible pole is the perfect tool for balancing. The pole is 10' long, so it cannot be used in any space that allows less than 5' of clearance on either side. Provided the user has space to employ the pole properly, it grants a +2 circumstance bonus on Balance checks.

Blackwater: (Drag Comp 117) Any aquatic creature that breathes blackwater must make a DC 10 Con check each round or begin to drown. The DC increases by 1 for each round after the first. A single vial can pollute 10 cubic feet of water. Any creature that breathes water, by spell or nature is vulnerable they can hold their breath to avoid taking damage. Air breathing creatures are not harmed by Blackwater.

Blood Elixir: (Dracon. 116) A blood elixir is a concoction brewed from the concentrated blood of a true dragon. A blood elixir grants the drinker a +2 enhancement bonus to Str (if brewed from a chromatic dragon) or Charisma (if brewed from a metallic dragon), as well as an additional effect as noted on the table below, based on the dragon's variety. You can consume a blood elixir as a full-round action (which provokes attacks of opportunity), and its effects last for 10 minutes. These effects are extraordinary, not magical.

Dragon Type	Effect	Price	Dragon Type	Effect	Price
Black	darkvision 120'	700 gp	Gold	<i>polymorph</i> ²	1,700 gp
Blue	sound imitation ¹	900 gp	Green	<i>suggestion</i> ²	1,200 gp
Brass	<i>speak with animals</i>	400 gp	Red	<i>dragon breath (fire)</i> ²	1,400 gp
Bronze	<i>water breathing</i>	1,000 gp	Silver	<i>cloudwalking</i> ¹	1,400 gp
Copper	<i>spider climb</i>	700 gp	White	<i>icewalking</i> ¹	600 gp

Notes: 1 Functions as the dragon ability of the same name.

2 This ability is usable only once during the elixir's duration, its effects last until the end of the elixir's duration.

Brazier: (D. of F. 22) A brazier is a metal pan used to hold burning coals, providing heat and light and consuming incense and other items as sacrifice. This item is a convenient way to burn incense that is the material component for a spell. A *large brazier* (gold, silver or bronze) is 6' in diameter and very ornately carved, suitable for use in a large temple. A *medium brazier* (gold, silver, or bronze) is 4' in diameter, often somewhat less ornate, and suitable for a chapel or shrine. A *field brazier* (silver or bronze) is 18" in diameter and very plain, but can be easily carried and used in prayers and religious ceremonies on the road. (A *brazier of commanding fire elementals* is a bronze field brazier.)

Brittlebone: (L. Mortis 73) An urgent spread over a set of bones before animation of a skeleton. The ointment reduces the natural AC of the Skeleton by 2 points, but when it is destroyed (dropped to zero or less hit points) the bones splinter and fly apart any creature in the skeleton's reach takes 1 hp/HD of the skeleton, Reflex DC 15 for half, minimum 1 point. Spreading brittlebone is a full round action. One flask covers 1 Medium or smaller creature. A Large creature requires 2 flasks, A Huge creature requires 4 flasks, a Gargantuan creature requires 8 flasks and a Colossal creature requires 16 flasks (DC 20 alchemy to make).

Bullet, Priest's: (L. Mortis 73) These hollow glass sling bullets are filled with holy water. They strike the target, shatter and deal undead and evil outsiders 1d4 points of damage from the holy water. The bullets are larger than normal and supply a -2 on the attack roll. They can't be used on incorporeal creatures because they won't shatter on them. Unholy water versions are available (DC 15 glassblowing to make).

Cable: (S Species 47) Desmodu make a metal cord that is thinner, stronger and lighter than even silk rope. It is also too thin for most creatures to climb at their normal climb speed. The cable has a snap ring at each end so that it can be quickly attached to or detached from a piton, spike, grappling hook or other item without a Use Rope check.

Cablespool: (S Species 47) This desmodu gadget carries 100' of cable in an enclosed reel. The reel is spring-wound and can pull in all 100' of cable in 1 round (pulling with a Str score of 16). It can be set to reel or unreel the cable automatically as the user climbs, or to act as a brake, allowing the user to jump down 100' without harm.

Camouflage Kit: (C. Adv. 122) This bag contains face paints, dye, colored cloth, and other accessories appropriate for creating a camouflaged appearance. The kit is the perfect tool for hiding and provides a +2 circumstance bonus on Hide checks. Gaining this bonus requires 1 minute of work. A camouflage kit is exhausted after 10 uses.

Candelabra: (D. of F. 22) Candelabras are designed to hold 8 or 16 candles, in an aesthetically pleasing arrangement. Eight candles in a candelabra illuminate a 15' radius, while 16 candles illuminate a 20' radius.

Candle: (D. of F. 22) Temple candles are ecclesiastical candles (as opposed to the small, plain, tallow candles listed as adventuring gear in the PHB). They are made of wax and are 1'-6' long, averaging consistently about 3" in diameter. Temple candles burn for 2 hours per inch of length, which can aid in measuring the passage of time underground. A timekeeping candle is a 12-hour candle (6" long) inscribed to indicate the passage of hours. A vigil candle, made of wax mingled with aromatic herbs, burns for 8 hours a vigil candle through the night when tending an injured person gives a +1 circumstance bonus on Heal checks.

Candlestick: (D. of F. 22) Common candlesticks are about 1' tall and can accommodate candles from 1"-3" in diameter. A hand-held candlestick is 4" tall and includes a small guard to keep wax from dripping onto the hand that holds it.

Carry Net: (R of W 169) This sturdy net has a looser weave than a fishnet. Raptorans use them to haul goods from raptoran villages to trading markets. The net is about 5' square, and has a 20' long hemp cord dangling from each end. The cords allow 2 raptorans to share the net's load. The net can hold 100 lbs of material.

Cargo Kite: (R of W 169) Actually something like a glider, a cargo kite can lift up to 250 lbs when towed forward. The cargo is slung in a basket or net under the kite. A collection of 5 or so 30' long, hemp cords allows 1 or more creatures to tow the kite. The kite itself is as big as a Large creature (10' space). To tow a loaded kite through the air, a creature (or several) must be able to drag the weight of the kite and its cargo. Material carried in the kite doesn't count as weight the towing creatures carry, but the towing creatures move at encumbered speed (PHB 162 and DMG 20) unless they are capable of dragging at least twice the weight of the kite and its cargo. A towed kite has poor maneuverability and a minimum forward speed of 40'. If it does not maintain its minimum forward speed, the kite descends at the rate of 60' a round. A strong wind (DMG 95) can lift a loaded kite, provided someone stays on the ground to steady it.

Censer: (D. of F. 22) A censer is an elaborate box designed to hold incense. It swings from a chain in order to disperse the smoke from the incense more widely.

Crampons: (Frost. 78) A set of metal spikes and hooks that lash on to boots and gauntlets providing a +2 circumstance bonus when climbing or walking on icy surfaces or on any Balance Checks and on Climb Checks. They impose a +10 ft. move penalty to speed when not walking on snow or ice.

Delver Slime: (S Species 46) Delvers produce a mucuslike slime that contains a highly corrosive substance. The slime is particularly effective against stone. Glass vials of this substance occasionally appear in the marketplaces, sold by enterprising dwarves who bribed delvers with gems. Vials of the slime can be thrown as grenadeli-like weapons. A successful hit deals 2d6 points of acid damage to organic creatures or objects. Against metallic creatures or

objects the delver's slime deals 4d8 points of acid damage and against stony creatures (including earth elementals) or objects it deals 8d10 points of acid damage. All creatures within 5' of where the vial lands take 1d6 points of acid damage from the splash, but objects within 5' are not affected.

Differential Hourglass: (Planar 71) Because time can flow at different rates on different planes, it can sometimes help planar travelers to know how much time is passing on other planes. A differential hourglass consists of two hourglasses--one large, one small--mounted end to end. The substance inside each hourglass flows at the same speed, but one of the hourglasses measures the passage of local time, and the other measures the passage of remote time. Differential hourglasses are usually built with a specific pair of planes in mind, and as such are rather useless for any other purpose. Depending on the difference between the two planes in question the smaller hourglass could measure seconds, round, minutes, hours, or days, while the larger of the two could measure rounds, minutes, hours, days, weeks, or even some longer period, depending on the time differential between the two planes.

Ditherbomb: (R of Drag) These are spherical explosive devices created by kobold alchemists to reduce large boulders to rubble during mining operations. They have also been adapted for military purposes. Activating a ditherbomb is a move action that involves violently shaking the device, which explodes 1d3 rounds later. (Violently shaking the bearer of a ditherbomb often sets the bomb off as well.) Throwing a ditherbomb is a standard action. Ditherbombs come in 3 varieties, each of which deals a different amount of damage and has a different blast radius. Weak ditherbombs deal 1d6 points of acid damage to objects and creatures in a 5' radius burst (Reflex DC 10 half). Strong ditherbombs deal 1d4 x 1d6 points of acid damage (Reflex DC 12 half) in a 10' radius burst. The most potent ditherbomb, called wurm ditherbombs, deal 1d6 x 1d8 points of acid damage in a 15' radius burst (Reflex DC 15 half). The damage dealt by a ditherbomb ignores the hardness of stone. The more powerful ditherbombs are inherently unpredictable, as reflected in their variable damage values. To determine the damage dealt by a strong ditherbomb or a wurm ditherbomb, roll two different dice and multiple the results.

Double-Sided Clothes: (Song & S 53) This specially made set of clothing is useful for allaying suspicion and throwing off pursuit. A bard who has been spotted leaving an assignation, a spymaster who is trying to throw off a tail, or a thief who wants to establish an alibi--any of these can benefit greatly from this relatively simple item. Each piece of clothing in the set is reversible, and the two sides differ markedly in color, style, and general appearance. Neither side resembles the other in any way, and most often the two ensembles even correspond to different social stations. Thus, the wearer can take pains to be seen wearing one outfit, then duck briefly out of sight and emerge looking so different that only the most suspicious observer would connect him or her with the person who vanished a few moments before. However, it would behoove the suit's owner not to use it too many times in the same town, lest some bright citizen make a connection between the disappearance of 1 person and the appearance of the other. It takes 2 minutes to reverse the clothing and alter other details (such as hairstyle, jewelry, and so forth) appropriately. A character who completes the change gains the standard +5 bonus on Disguise checks for alterations of minor details. If the wearer attempts any additional changes (such as using spells or a disguise kit, or appearing as a different gender, race or class), apply the corresponding check modifiers (PHB Disguise skill, Chapter 4) and extend the time required appropriately.

Earthsilk Jersey: (RoS 160) a natural dwarvish fiber that provides DR 1/slashing or bludgeoning, it can be worn under natural armor, the garment tears on a critical hit

Earthsilk Rope: (RoS 160) a natural dwarvish fiber stronger than silk rope hardness 1, 10 hp and it can be burst with a DC 26 Str check

Elven Harp: (R of W 169) Musicians from all cultures prize these masterwork instruments for their clear, dulcet tones. Bards covet them. They produce a purity of sound unheard of in any

non-elven crafted instrument. Like any masterwork instrument an elven harp grants a +2 circumstance bonus on Perform checks made with it. The instrument is so fine, however that a truly skilled musician can work wonders with it. Characters with at least 5 ranks in Perform (String Instrument) gain an extra +1 circumstance bonus on Perform checks made with the harp (for a total bonus of +3). Not only does an elven harp produce music unrivaled by any other mortal instrument, it is a beauty to behold. Because its beauty relies on a particular intricate design, it is more difficult to craft than other masterwork instruments, requiring extra care and taking twice as long. When checking the item maker's weekly or daily progress in crafting the item multiply the check result by 1/2 the item's DC to determine the value of the crafter's work. The elven harp comes in several different sizes. A hand harp is only about 6" tall and 8" wide. It has a high pitch, thanks to its fairly short strings, but sounds sweet just the same. The harp's base includes a handle so the musician can hold it firmly while plucking the strings. A great harp is 2' high and 3' wide. The musician usually places the harp on a table or sits and holds it in her lap. It's possible to play a lap harp standing up, but the musician takes a -1 penalty on their Perform check (though the circumstance bonuses from the harp's quality and the play's skill still apply). A great harp is a glorious instrument nearly 6' high and just as wide. The musician usually sits in a chair or on a stool to play it.

Embalming Fire: (L. Mortis 73) A bitter smelling liquid poured over a corpse and allowed to soak in for at least 1 minute before the zombie is animated. If the zombie takes a single point of damage it bursts into a blue flame for 1 minute. The fire does no damage to the zombie, but, its attacks deal 1d6 extra points of fire damage. Spreading the liquid is a full round action. A single flask covers a Small or Medium size creature. A Large creature requires 2 flasks, A Huge creature requires 4 flasks, a Gargantuan creature requires 8 flasks and a Colossal creature requires 16 flasks (DC 20 alchemy to make).

Expandable Pole: (Song & S 53) This sturdy but hollow bamboo rod is 1' long and capped at each end. By removing the caps, the user can slide out up to 5 additional sections for each tip. When extended and rotated into "locked" position (a move-equivalent action), each of these sections adds 1' to the total length of the rod. Since each end can produce the same number of extensions, the pole can be set at any 1' increment up to 11'. The usual settings are 5', 7', 9' and 11'. Collapsing the pole back to its original 1' length requires twisting each section to unlock it, then sliding it back inside the next larger piece (a move-equivalent action). The primary function of this device is to bridge holes or gaps and anchor ropes for descent into pits and shafts. How far the pole is extended determines how much weight it can bear: It can hold 150 lbs at 5', 120 lbs at 7', 100 lbs at 9' or 50 lbs at 11'. Hafflings and gnomes in particular find this useful piece of dungeoneering equipment.

Familiar Carrier: (T. & B. 71) This is a sturdy hutch or box for safely transporting a familiar. The carrier is made of metal lined with wood and padding to cushion the familiar from impacts. It is equipped with a door that the familiar can open from inside or outside, as well as an internal latch so the familiar can lock itself in. The carrier also has viewports that the familiar can shutter. It offers nine-tenths cover when unshuttered and total cover when shuttered. The carrier has hardness 10, 15 hit points, and a break DC of 23.

Fireproof Spellbooks: (Planar 71) With pages made of fireproof parchment, covered in leather made from fire-resistant animals, and bound with steel, a fireproof spellbook does not catch fire when exposed to a fire-dominant plane or environment.

Float Bladder: (Storm) This is an emergency flotation device for those who find themselves cast overboard. It can also be used to support a nonswimmer being assisted through water. A float bladder is a sack of oiled hide that can be filled with air. It has a long neck that is knotted shut after filling and ropes or straps to fasten it to the wearer. A float bladder can keep afloat 1 Medium creature. Treat this as a leather object (hardness 2); if it takes 5 or more points of damage, the skin is punctured. The round after puncturing, the user must begin making Swim

checks to remain afloat. A punctured bladder is a burden to a swimmer, imposing a -2 penalty on Swim checks if it is not removed.

Forgery Kit: (C. Adv. 122) This small case holds a broad selection of paper types, pens, and several colors of ink. In addition, the kit contains samples of prominent family and national crests and the like. This kit is the perfect tool for attempting a forgery and grants a +2 circumstance bonus on Forgery checks. A forgery kit is exhausted after 10 uses.

Fur Clothing: (Frost. 78) Thick layers of animal skins giving a +5 circumstance bonus on Fort saves vs. cold weather. Wearing over clothing provides a +10 circumstance bonus on Fort saves vs. cold exposure. It is cumbersome to wear increasing the armor check penalty by 2 points.

Ghostoil: (L. Mortis 73) A clear oil, slightly gray with strange wispy forms in it. When applied to a weapon it allows it to affect incorporeal creatures for 2 rounds. Applying it, to any size weapon, is a full round action and can provoke attacks of opportunity. One flask can coat a Medium or Smaller weapon. A Large weapon requires 2 flasks, a Huge weapon requires 4, a Gargantuan weapon requires 8 and a Colossal weapon requires 16 flasks.

Goliath Healing Kit: (R. of S. 160) +4 circumstance bonus on Heal checks for goliaths; has 12 uses

Gorger: (Song & S. 54) This metal collar offers a superior protection for the neck, providing a +10 armor bonus against garrote attacks. The typical gorger consists of 2 semicircular metal plates held in place with a metal pin. It is typically worn as part of a helmet. Adding spikes to a gorget doubles the cost and may make certain opponents reconsider attacking the wearer's throat, but this feature adds nothing to its armor bonus. A gorget has a hardness of 10.

Harness: (S Species 48) Desmodus cannot wear belts, because of the flaps of skin attached to their flanks. Instead they wear harnesses that loop over their shoulders and between their legs. Straps crisscross the front and back of the desmodu's body to keep the harness from slipping off. Each desnodu harness is fitted with rings, hooks, and ties for carrying weapons and equipment. A reinforced hook hangs near the waist for carrying a cables pool.

Hat, Bicorn: (Storm 108) A bicorn is a semicircular hat usually worn by captains and admirals. It is braided and showy, the better to call out the high rank of its wearer.

Hat, Tricorn: (Storm 108) A tricorn is the classic three-cornered hat. It is generally worn by the upper classes and can be both civilian and military garb. A tricorn can range from a simple leather or felt version to a very fancy silk item with feathers. The price given is for a well-made felt tricorn.

Holdfast: (Drag Comp 118) A small amount of adhesive on the end of a rope, when thrown it breaks creating a temporary means of securing the rope. To attach the rope to the desired target the creature must make a ranged attack with a range increment of 10'. Any missed throws have a 50% chance of breaking the bag against another surface. One bag can hold 200 lbs for 1d4+3 rounds. Creatures struck by holdfast can pull off the sticky bag with a successful DC 27 Str check.

Holy Water Sprinkler: (L. Mortis 74) The oversized hollow head of this heavy mace is actually a reservoir that holds 1 pint of liquid (either holy or unholy water). Any hit by the holy water sprinkler also affects the target as if it had been within the splash radius of a thrown flask of holy or unholy water (1 point of damage to outsiders and undead). A full reservoir has 8 uses. Alternatively, the wielder can choose to release the entire reservoir with a single hit. Treat this as if the target had been hit directly by a flask of holy water (or unholy water), but subtract 1 point of damage for each prior use of the holy water sprinkler. There is no splash effect from such a hit. Filling the reservoir is a standard action that provokes attacks of opportunity.

Holy Symbol: (D. of F. 22) The PHB gives prices for wood and silver holy symbols. Characters may also purchase symbols made from gold or bronze.

Honey Leather: (R of W 169) Honey Leather is a light canvas used as protection against rain and dampness. It gets its name from its golden color and its texture, which resembles soft, cured

leather. Elves, raptorans and halflings use honey leather for tents and to protect camping gear. It snags and tears easily, so honey leather isn't much good outside camp. It is however, waterproof thanks to the alchemical treatment that gives it its color and texture. A character equipped with a honey leather tarpaulin big enough to drape over his body gains a +1 circumstance bonus on Survival checks made to resist the effects of severe weather. If the character is stationary, the bonus increases to a +2. A tarpaulin ranges in size from 3' square (for Small or Medium characters) to 6' square (for Medium or Large characters). A tent made of honey leather provides a +4 bonus on Survival checks for anyone inside. The cost of all such tents include poles and stakes. A small pup tent (roomy enough for 1 Small character to lie down with his gear) is 2' wide by 4' long. A medium pup tent (roomy enough for 1 Medium character and gear) is 3' by 7'. Pup tents are as tall as they are wide. A square tent 10' wide is big enough for a party of 4 Small or Medium characters. A square tent 20' wide is big enough for a party of 8 Small or Medium characters or 4 Large characters. Square tents are half as tall as they are wide.

Hut, Portable: (Frost 78) A wooden framework that can quickly be assembled and covers a 10 square foot area, has iron spikes to stick into the ground. If the ropes are spread out to cover a 15 square foot area it improves stability. It takes 15 minutes to setup and provides improvised shelter against the weather.

Incense: (D. of F. 22) A common spell component, incense is found in most spell component pouches. For temple use, prices for a pound of common incense or an ounce of exotic incense are given on the table below.

Karras Stone Knife: (B. of VD. 41) A quasi-magical item, this simple knife must be carved from a very rare stone produced from the gallbladder of an intelligent creature slain during a special harvesting ritual. Karras stone is made only into knives because it has only one special use--otherwise, it is normal stone. When a karras stone knife is used to sacrifice a living creature, the character using the knife gains a +1 profane bonus on the Knowledge (Religion) check for the sacrifice (B of VD Chapter 2).

Lava Stones: (Dungeon 36) Lava stones cool small areas of molten rock, allowing you to create a series of temporary steps across a body of magma. A lava stone is a tiny pebble that is cool to the touch. When dropped in lava, the pebble sinks quickly cooling the lava, as it descends. The result is as 2' diameter column of hardened black stone that crests just above the surface of the lava. The activate only when completely immersed in lave. As a move action, you can drop 1 lava stone into a square adjacent to you. The hardened platform commonly referred to as a lava step, forms immediately, and you can step onto it with a second move action during the same turn. You can also create a lava step at a distance by throwing the stone as an attack action. Use the rules for throwing splash weapons (PHB 158). Once formed, a lava step lasts for 3d8 minutes before the surrounding heat turns it back into molten rock. One round before the step melts, it glows orange and deals 1d6 points of fire damage to anyone standing on it. In the following round, the step melts, dumping anyone standing on it into fiery lava. You can safely move into an adjacent square containing a lava step as a move action. You can also move at half your normal speed across a path of lava steps that have already been sown within 5' of one another. To do so, you must make a successful DC 10 Balance check as you move onto each step. If you fail a check by 4 or less, you nearly lose your balance and can't continue moving forward this turn. If you fail a check by 5 or more, you fall into the lava. Only Medium or smaller creatures can stand on a lava step. A greater lava stone is the size of a potato and forms a step that has a diameter of 6'. Large creatures can walk across a trail of greater lava steps with a series of successful DC 10 Balance checks. For Medium or smaller creatures the DC of each check drops to 5.

Leather Collar: (Song & S. 54) This simple piece of gear protects the neck providing a +4 armor bonus against garrote attacks. They typical version is between 2" and 4" wide, has a hardness of 3, and is held in place by laces. Leather collars must be custom-made for the

wearers, and fashion-conscious owners often have them decorated with stitching, studs, or dye. While less restrictive than the gorget, the leather collar also makes long periods of exertion difficult. This item imposes a -2 circumstance penalty on any checks made to perform physical actions that extend over a period of time (running, swimming, breath-holding, and so on.).

Liquid Night (L. Mortis 74): A dark sticky fluid that gives daylight sensitive undead temporary protection from the sun, for 1 hour. If the protected creature is subjected to a spell or magical effect that causes extra damage to an undead creature that is vulnerable to sunlight, the creature is treated as not having that vulnerability (however, this uses up the liquid night, ending its protection). Liquid night has a distinct musky odor of moonflower. Spreading liquid night over a creature's body requires a full round action. A single flask can cover a Medium or Smaller creature. Two flasks are required for a Large creature, a Huge creature requires 4 flasks, a Gargantuan creature 8 flasks, and a Colossal creature 16 flasks (DC 25 alchemy to make).

Listening Cone: (C. Adv. 123) This device is made for listening through doors and other solid surface. It provides a +2 circumstance bonus on Listen checks made through a door or some other relatively thin, solid obstacle.

Longreach Tongs: (Song & S. 54) Though this versatile tool has a multitude of potential uses, rogues typically employ it for removing items from shelves, cabinets, chests, or other receptacles without directly endangering their hands. The tongs do not permit fine manipulation, but the owner can use them to lift an object weighing up to 5 lbs., tug aside a curtain, grip a doorknob, or latch, or perform some similar activity. Some sets of tongs have wooden handles to insulate the user against electrical shocks or other unpleasant effects. A typical set of longreach tongs can extend to a length of 10'.

Long-Spoon Thieve's Tools: (Song & S. 54) Each of these items is a specially modified version of a standard lockpicking tool mounted on a long, thin handle. These tools enable the user to manipulate a latch, tinker with a lock, or probe a trap from a position of up to 5' away and well to the side of the target device. A 1" diameter mirror mounted on a single handle gives the user a good view of the situation. Though some traps have sufficient range to inflict harm even at a distance, these tools make it possible for a wary rogue to avoid most common hazards, such as poisoned needles or spurting acid. Using these tools is more time-consuming and less accurate than taking the direct approach; thus, longspoon tools add 2 rounds to the time required and impose a -2 circumstance penalty on any check for which they are used. Note, however, that the masterwork bonus for a finely made set offsets this latter penalty.



Mechanical Burglar: (Song & S. 55) Another gnome invention, the mechanical burglar is a tiny clockwork device that automatically picks mechanical locks. (It can't bypass magic locks.) The device is a sophisticated mechanism in which springs extend and retract tiny metal probes to manipulate a lock's inner workings. To use the mechanical burglar, the owner simply winds it up and inserts it into the lock where the key would normally fit. The device is not silent; it ticks, whirls, and pings the whole time it is working. A mechanical burglar takes 1d10 rounds to pick a lock. The quality of the device determines how complex a lock it can open.

Type Lock Complexity

- I Very simple (DC 20)
- II Very simple (DC 20), or Average (DC 25)
- III Very simple (DC 20), or Average (DC 25), or Good (DC 30)
- IV Very simple (DC 20), or Average (DC 25), or Good (DC 30), or Amazing (DC 35)

To maintain the device the owner must keep it dry, oil it occasionally and protect it from impact. Failure to take proper care of the mechanical burglar causes it to cease functioning until repaired, which costs half of its original cost. The mechanical burglar only works on traditional key locks and padlocks.

Moonblood: (B of ED 38) Celestials use this silvery substance as warpaint, painting their faces and other exposed areas of their bodies with elaborately entwined holy runes before entering battle. Proper application of moonblood warpaint takes 1 hour and requires a DC 22 Craft (Painting) check; a failed check means no benefits are gained and the moonblood is wasted. When the moonblood runes are properly applied, the warpaint grants a +2 sacred bonus to AC. The warpaint lasts for 1 day, then is absorbed harmlessly into the skin. An evil creature that touches moonblood takes 1d6 points of damage.

Oleum: (Sand 102) A black liquid with a foul, bitter odor. It occurs naturally around the world, but is particularly common in the waste. It forms underground and is generally found in surface pools of barren waste terrain. You can use a flask of oleum as a splash weapon. Use the rules for alchemist's fire (PHB 128), except that it takes a full-round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully. Burning oleum is hard to put out, with a -4 penalty on the Reflex save to extinguish the fire (DC 15). The oleum burns away within 4 rounds (eliminating the penalty on putting out the fire). Raw oleum burns readily, but it is smoky when it does so. The smoke created by burning oleum is heavy smoke (DMG; Smoke 304), so a wide area of open air is required for the substance to burn safely. Every round when raw oleum burns, it produces enough smoke to fill a 5' cube. For this reason, oleum is typically used only in lamps made to burn outdoors. The smoke drives away flying insects. Oleum is also used to lubricate moving parts; a flask of it can cover a 5' square, provided that the surface is smooth. A creature can walk within or through an area of oleum at half normal speed by making a DC 10 Balance check. Failure means it can't move that round, while a failure by 5 or more means it falls prone (PHB; Balance 67). If an area of oleum is ignited, it burns for 4 rounds and deals 1d3 points of fire damage to each creature in the area. A quart of oleum (2 flasks) can cost a Medium creature, providing a +4 circumstance bonus on Escape Artist checks and opposed grapple checks made to resist being grappled or to escape a pin. Oleum applied in this manner also acts as insect repellent, protecting you from normal vermin (such as those summoned by *insect plague*) and granting a +4 bonus to AC against vermin. A creature with oleum on its hands takes a -4 penalty on grapple checks or any task requiring a solid grip, including attack rolls with weapons. A roll of 1 on the attack means the oleum-coated creature drops the slippery weapon. When worn oleum is uncomfortable and unpleasant. You take a -2 penalty on Fort saves against natural heat effects. Further, oleum makes you quite flammable, granting a -4 penalty on saves against supernaturally hot effects and any attack involving fire, including Reflex saves to put yourself out after catching fire. When subjected to a fire-based attack that does not normally cause subjects to catch on fire you must make a DC 14

Reflex save or catch on fire. As indicated above, oleum burns away after 4 rounds. An ounce of oleum can substitute for the material component usually used for a *grease* spell.

Oilskin Suit: (Storm 108) Inhabitants of rainy climates and misty seacoasts, and those who make their living from the seas, need reliable clothing to keep out the dampness and chill. An oilskin suit consists of high boots, heavy trousers, a long coat or cape, and a wide-brimmed hat. These garments are made of heavy-duty cloth such as cotton or linen, then waterproofed with flaxseed oil.

Planar Atlas: (Planar 71) Countless versions of these handy tomes exist, each of which is meant to describe the relationships between various planes for the convenience of travelers. They are rarely accurate when it comes to detailing the locations of planar portals (or the instructions for how to activate them), but the information on the planes grants a +2 competence bonus on Knowledge (the Planes) checks.

Portable Writing Desk: (T. & B. 71) This compact wooden box folds out into a firm writing surface. It has folding legs that let you set it across your lap or prop it up on the ground. It also contains drawers for quills, ink and other writing supplies.

Prayer Book or Scripture: (D. of F. 22) Many religions have holy texts or formalized prayers and rituals for use by clerics and believers. These books are about the same size and weight as spellbooks, but smaller versions are typically used by clerics who travel, whether they are adventuring across the land or visiting sick down the street. A compact prayer book or scripture is not a complete text, but fits inside an altar-case.

Reading Lamp: (T. & B. 71) Similar to a bullseye lantern this lamp comes with an adjustable stand so you can shine the light on the document you're reading.

Reverse Lock: (Song & S. 55) This tricky little device protects the contents of a room or contents of a room or container by frustrating burglars until they give up and go away. When first encountered, the reverse lock appears to be locked but actually is not. If a character makes a successful unlocking attempt--the device then locks itself but appears unlocked. A second successful attempt to open the lock by any means causes it to unlock and again appear locked.

Saddle Burrower's: (R. of S. 160) an exotic saddle used to ride on a burrowing creature, strapping in takes 3 rounds, you also lose your Dex bonus to AC and take a -4 penalty on all attack rolls breaking out of the straps takes a Str 25 check, comes in pack or riding versions
Saddle Flyer's: (R. of S. 160) allows a creature to ride a flying creature safely, it takes 1 round to strap in and it takes a Str 20 check to break free of the straps.

Saddle, Masterwork: (C. Adv. 123) This well-made piece of gear, which can be either a riding saddle or a military saddle, is more comfortable and more responsive than a normal saddle. Because of its excellent craftsmanship, a masterwork saddle grants a +1 circumstance bonus on Ride checks. If a masterwork saddle is also a military saddle, this bonus stacks with the +2 circumstance bonus that a military saddle provides to Ride checks relating to staying in the saddle (PHB 132). Each masterwork saddle is tailored for a specific kind of creature. As such it fits best on that kind of creature and thus provides its bonus only when used with that kind of creature.

Sashling: (R. of W. 170) This broad, pleated cloth belt hides a great many interior pockets. 10 pockets are sewn into the folds of a sashling, each capable of holding an item weighing about a quarter-pound. A sashling's pleats can conceal almost anything that may be placed inside the belt; An object up to the size of a hen's egg leaves no visible buldge on the sashling's exterior. A sashling is ideal for carrying small items such as coins gems, vials, material components, and pieces of jewelry unobtrusively. It grants a +2 circumstance bonus on Sleight of Hand checks made to hide small objects on your body (PHB Sleight of Hand 81). For wearers who need to carry more supplies, many sashlings are made with hooks on the outer side. The wearer can hang pouches and other items from the outside of the sashling as well, just as with a normal belt.

Scroll Organizer: (T. & B. 71) This long strip of leather has an overlapping series of 15 pockets sewn along one side, each large enough to hold a scroll of a single spell. When slipped into a pocket, only the top of a scroll shows, allowing you to scan all the titles. The outside is fitted with a clip and a sewn-in pouch so that the organizer can be rolled up into a cylinder, slipped in its own pouch, and sealed against the elements.

Secret Component Compartment/Pocket: (T. & B. 72) This is a secret compartment or hidden pocket large enough to hold the components for 1 spell. A pocket is added to a garment, while a compartment is built into a tool, weapon, or other item. The compartment or pocket must be added when the item is first made. Finding a secret pocket or compartment (if you don't already know where it is) requires a successful Search check (DC 20).

Sextant: (Storm. 108) A sextant is a sophisticated device used to determine a vessel's position by measuring the angle formed by the sun or stars and the horizon. It uses mirrors and carefully graduated scales to sight a heavenly body, whose position is compared to a listing in an almanac for the day and year of measurement. A sextant grants a +2 circumstance bonus on Knowledge (Geography) checks to set and hold course (Storm 86).

Skates: (Frost 78) Allows movement across ice to anyone with +5 Balance, can't be used on any other surface.

Skis and Poles: (Frost 78) Allows full movement across snow and icy surfaces, but not on other terrain. Provides x4 movement on downward slopes, and x5 on steep slopes. Putting on and removing skis is a full round action.

Snow Goggles: (Frost 78) Goggles with a thin horizontal slit; grants a +2 circumstance bonus vs. snow blindness or extremely bright lights, but provides a -4 circumstance bonus penalty to Spot and Search Checks.

Snowshoes: (Frost 78) Takes 1 minute to don or remove, provides normal movement across snow and ice with only a moderate impediment.

Snuffing Bell: (D. of F. 22) A snuffing bell is a 4' long rod with 2 attachments: a wick holder to carry a flame for lighting candles, and a cup for extinguishing burning candles. A snuffing bell can be used for lighting oil or other flammables.

Song Collar: (RoS 160) A collar that fits on a quarterstaff so a musician can practice their music fingering providing a +2 on perform checks after practicing for 1 hour/day for 7 days, doesn't effect combat with the quarterstaff

Spy Button: (Drag Comp 119) Several versions exist and can be made fancy or plain to blend in with the clothing they are sewn on. To use it the spy rips the button off and throws it against a hard surface. The most common produce the following results:

Flash: Creates a brilliant burst of light, if a button detonates within 5' of a creature that creature must make a DC 15 Fort save or be dazzled for 1d3 rounds. Sightless creatures are not affected.

Smoke: Produces a cloud of impenetrable black smoke filling a 10' cube. It dissipates in 2 rounds or in a single round if affected by moderate or stronger winds.

Thundering: Mimics the effects of a thunderstone; each creature within 10' radius must make a DC 15 Fort save or be deafened for 1 hour. Deafened creatures take a -4 penalty on initiative and have a 20% chance to miscast spells with a verbal component.

Stonecloth: (Drag Comp 119) A heavy gray cloth woven from special mineral fibers. Making it requires Craft (Alchemy) and Craft (Tailoring) skills. The fire-retardant cloth does not catch fire unless exposed to flame for more than a minute. Thus, someone wearing stonecloth takes the initial damage from a fire attack, but does not catch fire and take burning damage on later rounds.

Storm Tears: (B of ED. 38) This milky rain falls on the Upper Planes and usually heralds the death of a powerful champion of good or the birth of a stillborn child. These milky tears can be collected. A single vial of storm tears duplicates the effects of a *heart's ease* spell. Storm tears are nonmagical in nature.

Sun Lantern: (S Species 48) This is a bullseye lantern, but without any reservoir for oil. Instead, a sunrod may be inserted into a socket on one end. Once the sunrod is in place, a simple twist locks it there and activates it. A sun lantern provides light as a bullseye lantern, with the duration of a sunrod. Rules for bullseye lanterns and sunrods appear in Chapter 7 PHB.

Sundark Goggles: (R of Drag. 123) The smoked lenses of these goggles block light. They are typically fixed into a band of canvas that clasps together at the back to keep the goggles from falling off. Sundark goggles negate the dazzled condition experienced by a creature with light sensitivity while in bright illumination. As a side effect, they grant the wearer a +2 circumstance bonus on saving rolls against gaze attacks. A creature wearing sundark goggles can't use a gaze attack, since other creatures can't see its eyes. Creatures without low-light vision or darkvision that wear sundark goggles take a -2 penalty on Search and Spot checks.

Swimming Goggles: (Storm. 108) This is a leather frame containing a clear piece of glass (sometimes two) made to fit tightly over the eyes. Wearing a set of swimming goggles improves visibility underwater. In clear water, the wearer's vision extends to 6d8 x 10'. Swimming goggles don't make it any easier to see through murky or fast-moving water.

Tangle Wire: (Drag Comp 119) A thin spiked wire coated with a less-adhesive, longer-lasting form of the substance found in tanglefoot bags. It is made into strands up to 10' long. It comes wrapped in a tight bundle and once unwound it cannot be rewound and stored for later use. To avoid tangle wire, a creature must make a DC 15 Spot check. Failing this check means they are caught by the tangle wire and takes 1d2 points of damage per round unless they remain completely immobile and unable to move out of the square containing the wire. It takes a DC 20 Escape Artist check to escape or a DC 15 Str check to pull it away. A caught creature can use a slashing weapon to free themselves as a full-round action. As long as the creature is willing to take damage from the wire they can act normally.

Thieves' Tools Longspoon: (C. Adv. 123) These specially modified thieves' tools are mounted on long, thin handles, enabling the user to manipulate latches, tinker with locks, and the user to manipulate latches, tinker with locks, and probe traps from a position up to 5' away and well off to the side of the target device. A 1" diameter mirror mounted on long handles gives the user a good view of the object being manipulated. Though some traps can inflict harm even at a distance, these tools make it possible for a wary rogue to avoid many common hazards, such as poison needles, spurting acid and the like. Using these tools is more time-consuming and less accurate than taking a direct approach; longspoon tools add 2 rounds to the time required to make a Disable Device or Open Lock check for which they are used. Longspoon thieves' tools are available in normal or masterwork versions. The masterwork version provides a +2 bonus on Disable Device and Open Lock checks, but the time required to make a check is not reduced.

True Divine Focus: (Planar 71) Druids use sprigs of holly and mistletoe as the default divine focus for their spells, and these come directly from the home plane of the druid's deity. Imbued with the raw power of nature, these divine cuttings increase the druid's effective caster level by 1 for purposes of determining level-dependent spell variables (such as damage or range) and for caster level checks. The cutting lasts for 1 week.

True Holy Symbol: (Planar 71) Appearing in all other ways to be merely a holy symbol, this item in fact comes from the home plane of the deity the symbol represents--and carries with it a modicum of the deity's power. Attempts to turn undead, using the true holy symbol provide a +2 sacred bonus on the character's turning check (1d20 +the character's Cha modifier).

True Unholy Symbol: (Planar 71) The evil counterpart to the true holy symbol, this otherwise unremarkable ornament confers a +2 profane bonus on the wielder's attempt so rebuke, command, or bolster undead, or to dispel a good cleric's turning effect.

Violated Horn: (B. of VD. 41) Also as quasi-magical item, the violated horn is a unicorn's horn that has been removed from a still living unicorn, leaving the creature crippled and in constant terrible pain. For a violated horn to have special power, it must physically violate a victim during a perverse religious ritual conducted atop an altar dedicated to an evil god. The character performing the ritual must succeed at a Knowledge (Arcana) check (DC 20) to perform the ritual properly, and no second tries are possible with the particular horn if the first check fails. Once a violated horn is powered, its possessor can break the horn at any time thereafter and be immediately transported to the site of the ritual as if a *word of recall* spell had been cast.

Waterproof Spellbook: (Planar 71) Utilizing waterproof ink and pages sealed in paraffin, this spellbook can survive being immersed in water--an extremely useful item for a wizard journeying to a water dominant plane.

Waterproofing: (Song & S. 55) This useful compound comes in the form of a thick paste or polish in a tin container. When rubbed on wooden, leather, paper, parchment, or metal items, it protects them from all water damage for up to 24 hours. An item so treated suffers no harm from any type of water exposure--be it dampness, a brief shower, or even complete immersion. One application covers an object the size of a lute or a pair of boots and lasts for 7 days or until exposed to water. A tin of waterproofing contains enough polish for 10 applications. Bards in particular find this item useful for protecting their precious instruments from inclement weather and sudden dunkings.

Winter Fullcloth: (Frost 78) Heavy quilted undergarments considered part of a cold weather outfit, if worn by itself it provides a +1 circumstance bonus on Fort saves vs. exposure to cold weather.

Masterwork Musical Instruments

Alphorn: (Song & S. 42) The alphorn's deep pitch carries its sound to a distance of 1d10 miles. This allows the use of inspire greatness, countersong, and inspire courage effects even when great distances separate the musician from their listeners.

Bagpipes: (Song & S. 42) The musician can produce an unearthly wail that imposes a -1 morale penalty on the listener's saving rolls against *fear* effects. This is a supernatural, mind-affecting ability.

Banjolele: (Song & S. 42) When played to inspire courage, this cheerful instrument increases the morale bonus on saving throws against *fear* effects from +2 to +3 for listeners allied with the musician.

Bell, Hanging: (Song & S. 42) When played to inspire courage, a hanging bell weighing at least 1 ton increases the morale bonus on allies' saves against *fear* and *charm* effects from +2 to +3. The music also imposes a -1 morale penalty on foes' saves against those same effects.

Bones: (Song & S. 42) This hollow, eerie, rattling of the bones imposes a -2 morale penalty on listeners' saving rolls against *fear* effects. Creating this effects is a supernatural, mind-affecting ability.

Clavichord: (Song & S. 43) A musician using a clavichord can maintain only a single bardic music or virtuoso performance effect at a time. Because of its soft tone, the clavichord imposes a -1 circumstance penalty on Perform checks for countersong attempts, but it grants a +2 circumstance bonus on Perform checks for *fascinate* or *suggestion*. It also grants a +1 circumstance bonus on the musician's Diplomacy and Gather Information checks made against audience members for 1d6 hours after the performance ends.

Crumhorn: (Song & S. 43) A crumhorn of any type grants the musician a +1 circumstance bonus on all Perform checks when the listeners are sylvan folk other than dryads. Every such listener also incurs a -4 circumstance penalty on saving rolls made to resist the performer's *fascinate* or *suggestion* effects. These modifiers double for dryad listeners. Producing the saving roll penalty is a supernatural, mind-affecting ability.

Drum: (C. Adv. 124) When a bard uses a drum to inspire courage, the morale bonus on weapon damage rolls increases by 1, but the morale bonus on saves against charm is reduced by 1.

Fiddle: (C. Adv. 124) When used by a bard to inspire courage, a fiddle increases the morale bonus on saves against charm and fear by 1. In hands of a bard with 5 or more ranks in Perform (Dance), the morale bonus instead increases by 2. A bard who uses a fiddle for bardic music can cast spells while performing, but only if those spells have no somatic, material, or focus components.

Flute: (C. Adv. 125) A bard playing a flute gains a +2 bonus on Perform checks made to use the countersong ability.

Gong: (Song & S. 43) While it reverberates, the gong adds a +3 to the DC for each Concentration check made by a listener (including the performer). Creating this effect is a supernatural, sonic ability. When played as a part of a countersong attempt, the gong gives the user a +5 circumstance bonus on the Perform check required for that effect.

Handbell: (Song & S. 43) A handbell grants the performer a +1 circumstance bonus on Perform checks made for countersong attempts. Additional handbells do not increase this bonus.

Harmonica: (Song & S. 43) Harmonica music warms the hearts of commoners and other folk of humble station. Thus, a successful Perform check in such company grants the musician a +4 circumstance bonus on Bluff, Diplomacy, Disguise, and Gather Information checks involving any of those listeners for 1d6 hours after the performance ends. In addition, it shifts the attitude of the listeners by one category in the performer's favor. However, it also imposes a -4 circumstance penalty on Intimidate checks made against such listeners for the same period. Producing these effects is a supernatural, mind-affecting ability.

Harp: (C. Adv. 125) A bard playing a harp can target 1 more creature than normal with her *fascinate* and inspire greatness abilities. A bard who uses a harp for bardic music can cast spells while performing, but only if those spells have no somatic, material or focus equipments.

Harpsichord: (Song & S. 45) A performer using the harpsichord can maintain only a single bardic music or virtuosos performance effect at a time. In lieu of a standard bardic music effect, however, the musician can impose a -1 circumstance penalty on saves against *charm* effects and a -2 circumstance penalty on saves to resist the *sleep* spell for nonallied listeners. This is a supernatural, mind-affecting ability.

Horn: (C. Adv. 126) When a bard plays a horn to inspire courage it raises the morale bonus on weapon damage rolls and saves against fear by 1, but the effect lasts for only 1 round after the ally stops hearing the bard perform.

Horn, Natural: (Song & S. 45) When played to inspire courage, a natural horn raises the morale bonus on attacks and weapon damage from +1 to +2. The morale bonus on saves against *charm* effects, however, drops from +2 to +0/

Horn, Shell: (Song & S. 46) Shell horns produce the same effects as natural horns do, but only when the listeners are aquatic or marine creatures.

Lap-Harp: (Song & S. 46) One of the 3 prime bardic instruments, along with the lute and the fiddle, the lap-harp enables a performer to maintain 1 bardic music or virtuoso's performance effects while initiating another. Thus, a bard could maintain a *fascinate* effect on one listener while inspiring courage in another.

Lur: (Song & S. 46) When played to inspire courage, the lur raises morale bonuses on attack and weapon damage from +1 to +2 for all giant listeners allied with the performer.

Lute: (C. Adv. 126) A bard playing a lute is treated as 1 level higher for the purpose of adjudicating the power of his bardic music effects. A bard who uses lute for bardic music can cast spells while performing, but only if those spells have no somatic, material, or focus components.

Lyre: (C. Adv. 126) A bard playing a lyre can target one more creature than normal with her *fascinate* ability and inspire heroics abilities. A bard who uses a lyre for bardic music can cast spells while performing, but only if those spells have no somatic, material, or focus components.

Mandolin: (C. Adv. 126) When a bard uses a mandolin to inspire courage, the morale bonus on attack rolls increases by 1, but the morale bonus on weapon damage rolls and on saves against charm and fear is reduced by 1. A bard who uses a mandolin for bardic music can cast spells while performing, but only if those spells have no somatic, material, or focus components.

Organ, Pipe: (Song & S. 47) Because of its multiple keyboards, a pipe organ enables the musician to maintain up to 3 bardic music or virtuoso's performance effects at once.

Pan Pipes: (C. Adv. 127) A bard using pan pipes gains a +1 bonus on Perform checks made to *fascinate* creatures, and also adds 1 to the save DC against the bard's *suggestion* bardic music ability.

Recorder-Flute: (Song & S. 48) By playing a recorder-flute, the musician can impose a -1 circumstance penalty on listeners' saving rolls against *charm* and *compulsion* effects, including the bardic music effects *fascinate* and *suggestion*. This is a supernatural, mind-affecting ability.

Shawn: (Song & S. 49) A shawn bestows a certain prestige on anyone who can play it properly. Thus, a successful Perform check made in an aristocratic setting grants the performer a +4 circumstance bonus on Bluff, Diplomacy, Disguise, and Gather Information checks made against listeners for 1d6 hours, after the performance ends. It also shifts the attitude of such listeners by one category in the performer's favor. However, it also imposes a -4 circumstance penalty on Intimidate checks against those listeners for the same period. Creating the above effects is a supernatural, mind-affecting ability.

Water-Pipe: (Song & S. 49) When played to inspire courage, the water-pipe raises the morale bonus on saving rolls against *fear* effects from +2 to +4 for the performer's allies. However, it also reduces the bonus on saving rolls against *charm* effects from +2 to +0 for all such listeners. Because the music of this instrument is so soft, it affects only targets within 30'.

Whistle-Pipe: (Song & S. 49) A whistle-pipe grants the musician a +5 circumstance bonus on Perform checks for countersong attempts.

Zither: (Song & S. 49) When played to inspire courage a zither boosts the morale bonus on saves to resist *charm* and *fear* effects from +2 to +3. However, it also reduces the morale bonus on weapon damage rolls from +1 to +0.

Notes:

(B. of VD.) = Book of Vile Deeds

(C. Adv.) = Complete Adventurer

(C. S.) = Complete Scoundrel

(D. of F.) = Defenders of Faith

(DMG) = Dungeon Masters Guide

(Dracon.) = Draconomicon

(Drag. Comp.) = Dragon Magazine Compendium

(Drow) = Drow of the Underdark

(Frost.) = Frostburn

(L. Mortis) = Libris Mortis

(PHB) = Player's Handbook

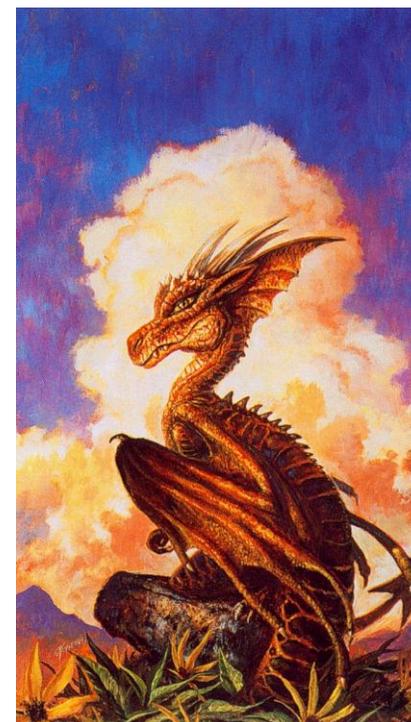
(Planar) = Planar Handbook

(R. of Drag.) = Races of the Dragon

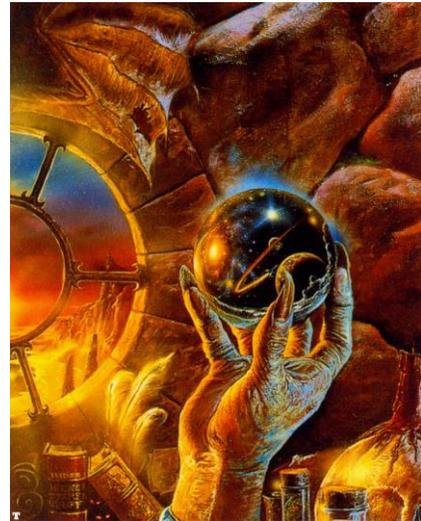
(R. of S.) = Races of Stone
(R of W) = Races of the Wild
(Sand.) = Sandstorm
(S. Species) = Savage Species
(Song & S.) = Song and Silence
(Storm.) = Stormwreck
(T. & B.) = Tome and Blood



Items/Substance	Cost	Weight
Aboleth Mucus, vial	20 gp	1 lbs
Air Plant	25 gp	1 oz
Altar Case, Spruce	20 gp	5 lbs
Altar Case, Granite	40 gp	40 lbs
Altar Cloth, Linen	15 gp	5 oz
Altar Cloth, Velvet	30 gp	5 oz
Altar Cloth, Silk	35 gp	5 oz
Altar Cloth, Gold Brocade	40 gp	5 oz
Altar Cloth, dyed	+5 gp	--
Animal Training Kit	75 gp	15 lbs
Arcane Lab	500 gp	40 lbs
Arcane Library	10,000 gp	600 lbs
Aspergillum, Iron	5 gp	3 lbs
Aspergillum, Silver	20 gp	3 lbs
Aspergillum, Gold	45 gp	3 lbs
Automated Footpad	30 gp	1/2 lbs
Balance Pole	5 gp	5 lbs
Blackwater	100 gp	1 oz
Blood Elixir	varies	1 oz
Brazier, Large, Bronze	45 gp	75 lbs
Brazier, Large, Silver	70 gp	80 lbs
Brazier, Large Gold	110 gp	160 lbs
Brazier, Medium, Bronze	17 gp	25 lbs
Brazier, Medium, Silver	30 gp	30 lbs
Brazier, Medium, Gold	70 gp	60 lbs
Brazier, Field, Bronze	4 gp	5 lbs
Brazier, Field, Silver	15 gp	6 lbs
Brittlebone	30 gp	8 oz
Bullet, Priest's	20 gp	10 oz
Camouflage Kit	40 gp	5 lbs
Candelabra, 8-Candle, Silver	20 gp	2 lbs
Candelabra 8-Candle, Gold	35 gp	3 lbs
Candelabra 16-Candle, Silver	25 gp	3 lbs
Candelabra 16-Candle, Gold	45 gp	6 lbs
Candle, Temple (per foot)	1 gp	1/2 lbs
Candle, 12-hour	5 sp	1/4 lbs
Candle, Timekeeping	1 gp	1/4 lbs
Candle, Vigil	10 gp	1/2 lbs
Candlestick, Silver	12 gp	1 lbs
Candlestick, Gold	20 gp	2 lbs
Candlestick, hand-held, Silver	5 sp	1/2 lbs
Candlestick hand-held, Gold	3 gp	1 lbs
Cargo Kite	150 gp	50 lbs
Carry Net	10 gp	5 lbs
Censer, Brass	1 gp	1 lbs
Censer, Silver	3 gp	2 lbs
Censer, Gold	5 gp	4 lbs
Crampons	5 gp	1 lbs.
Delver Slime, vial	150 gp	1 lbs



Differential Hourglass	75 gp	2 lbs
Items/Substance	Cost	Weight
Ditherbomb (Weak)	100 gp	1/2 lbs
Ditherbomb (Strong)	300 gp	1/2 lbs
Ditherbomb (Wyrm)	1,000 gp	1 lbs
Double-Sided Clothing	50 gp	8 lbs (2 lbs for Small characters)
Earthsilk Jersey	150 gp	2 lbs
Earthsilk Rope 50'	12 gp	7 lbs
Elven Harp		
Hand	150 gp	2 lbs
Lap	350 gp	4 lbs
Great	1,500 gp	150 lbs
Embalming Fire	20 gp	8 oz
Expandable Pole	5 gp	1 lbs
Familiar Carrier		
Fine Familiar	8 gp	8 lbs
Diminutive Familiar	15 gp	18 lbs
Tiny Familiar	30 gp	40 lbs
Small Familiar	60 gp	90 lbs
Medium Familiar	120 gp	200 lbs
Fireproof Spellbook	50 gp	5 lbs
Float Bladder	10 gp	3 lbs
Forgery Kit	40 gp	5 lbs
Fur Clothing	8 gp	10 lbs
Goliath Healing Kit	50 gp	1 lbs
Gorget (plain)	2 gp	5 lbs
Gorget (spiked)	10 gp	5 lbs
Harness	20 gp	2 lbs
Hat, Bicorn	50 gp	1 lbs
Hat, Tricorn	15 gp	1 lbs
Hearthfire Lantern	7 gp	2 lbs
Holdfast	50 gp	4 lbs
Holy Symbol, Bronze	10 gp	1 lbs
Holy Symbol, Gold	50 gp	2 lbs
Holy Water Sprinkler	62 gp	as weapon
Honey Leather		
Small Tarpaulin	15 gp	1/4 lbs
Big Tarpaulin	40 gp	1 lbs
Small Pup Tent	30 gp	2 lbs
Medium Pup Tent	60 gp	5 lbs
10' square Tent	120 gp	20 lbs
20' square Tent	240 gp	40 lbs
Hut, Portable	125 gp	75 lbs
Incense, Common	5 gp	1 lbs
Incense, Exotic	15 gp	5 oz
Karras Stone Knife	250 gp	1/4 lbs
Lava Stone, standard	24 gp	1 oz
Lava Stone, greater	114 gp	1 lbs
Leather Collar (Plain)	2 gp	2-3 lbs
Leather Collar (Decorated)	5 gp	2-3 lbs



Items/Substance	Cost	Weight
Liquid Night	150 gp	8 oz
Listening Cone	20 gp	1 lbs
Longreach Tongs	20 gp	5 lbs
Long-Spoon Thieves' Tools	70 gp	3 lbs
Mechanical Burglar Type I	2,000 gp	3 lbs
Mechanical Burglar Type II	2,500 gp	3 lbs
Mechanical Burglar Type III	3,000 gp	3 lbs
Mechanical Burglar Type IV	4,000 gp	3 lbs
Moonblood	1,500 gp	5 oz
Oilskin Suit	10 gp	10 lbs
Oleum (flask)	30 gp	1 lbs
Portable Writing Desk	30 gp	8 lbs
Powdered Water	5 sp	1/4 lbs
Prayer Book or Scripture	10 gp	3 lbs
Prayer Book or Scripture, Compact	15 gp	1 lbs
Reading Lamp	15 gp	3 lbs
Reverse Lock	100 gp	1 lbs
Saddle Burrower's		
Pack	20 gp	12 lbs
Riding	40 gp	25 lbs
Saddle Flyer's		
Military	70 gp	25 lbs
Pack	18 gp	15 lbs
Riding	35 gp	25 lbs
Saddle, Masterwork		
Military	210 gp	40 lbs
Riding	180 gp	30 lbs
Sashling	10 gp	1 lbs
Scroll Organizer	5 gp	5 oz
Secret Component Compartment	15 gp	--
Secret Component Pocket	5 gp	--
Sextant	250 gp	10 lbs
Skates	10 gp	3 lbs
Skis and Poles	15 gp	6 lbs.
Snow Goggles	2 gp	2 oz.
Snowshoes	15 gp	8 lbs.
Snuffing Bell	6 gp	4 lbs.
Song Collar	15 gp	2 lbs
Spore Flask	1,000 gp	1 lbs
Spy Button, Flash	50 gp	1 oz
Spy Button, Smoke	30 gp	1 oz
Spy Button, Thundering	40 gp	1 oz
Stonecloth	100 gp	1/8 lbs
Storm Tears	750 gp	1 oz
Sun Lantern	162 gp	3 lbs
Sundark Goggles	10 gp	1 oz
Tangle Wire	25 gp	1/8 lbs
Thieves' Tools, Longspoon	80 gp	3 lbs
Thieve's Tools, Long, Mstwk	150 gp	3 lbs



Items/Substance	Cost	Weight
3x Weapon Capsule Retainer	400 gp	5 oz
True Divine Focus	1,000 gp	1 oz
True Holy (Unholy) Symbol	500 gp	1 oz
Violated Horn	3,000 gp	1/2 lbs
Waterproof Spellbook	30 gp	1 lbs
Waterproofing	30 gp	1 lbs
Winter Fullcloth	4 gp	2 lbs.

