

Elemental Compass

(from "Tome of Magic")

This device aids travelers seeking the Elemental Planes of Earth, Air, Fire, and Water. The compass, a small urn carved of stone and containing hollow pockets, works only in the Ethereal Plane, an Inner Plane, or the Prime Material Plane.

To make the compass work, a representative sample of material from the target plane must be placed in the urn and the lid sealed. Thus, to find the Elemental Plane of Fire, a small, burning fire must be placed in the urn. Once sealed, the fire burns until the lid is opened (just as water does not evaporate from the urn as long as the lid is sealed).

When used on an Inner Plane or the Ethereal Plane, the urn glows yellow when the characters are heading in the direction of a portal for the elemental plane they seek. On an Inner Plane, the compass leads to the paraelemental or quasi-elemental planar border that exists between the planes. In the Ethereal Plane, the urn leads to the ethereal curtain of the desired plane. There are no range restrictions on the Inner or Ethereal Planes.

On the Prime Material Plane, the compass glows when the characters are headed for elemental vortices of the correct element, provided the vortex is within range. The range on the Prime Material Plane is 300 miles.

XP Value: 10,000

GP Value: 50,000