
Good morning class you may be seated. Today's lesson is Pathfinder 305 - Useful Magic Items and Gear. This is part of our 300 series covering advanced topics.

Introduction

- Items Can be reliant upon your class, race, build
- If you have Hero Lab or another way to search magic items search for keywords you're interested in
 - Class: Search class ability (fury of blows)
 - Some items do things, but class get additional benefits
 - Ie. Ring of sacred mistletoe (woodland stride druid)
 - Some items give you a class ability from another class (usually not very strong, and better if you already have the class)
 - Some items counter those effects, good for a gm (bottle scream counters audible bardic performances)
 - Race: search your race (seafoam shawl)
 - Build: poison, sunder
 - God: some items get bonuses if you worship a certain God
 - Mechanic (Cast Defensively)
- Aren't gonna mention many artifacts, they're all pretty awesome
- I believe we need categories to help people sift through all items (ie. Mobility, Flat Bonuses, Spells, etc.) this episode can't be that. That has to be done in a print medium, and in fact there are plenty of fan-made gear guides. This is more of a primer for some useful magic items, as well as items we just think are cool and want to bring your attention to.
- This episode isn't just for players, a lot of these are good items to reward players with (good candidates for this are ones that are too expensive and specific to be bought). Hope by listening to this episode you write down ones u think. I myself have already gone back to this document a couple times when I got money to spend on my characters.
- Plenty of mundane gear that can be helpful, but a lot of it is stuff many GMs kinda already assume you have, but finding it in the gear can help you have good roleplaying moments (fishing rod example)
- Not gonna do potions, scrolls, staves, or Wands (pretty much spells), or oils and we're not gonna cover many items that just give you a spell.
- Not gonna cover cursed items, cursed items can be really fun for a GM to use. Simple ones say 'You think it's this useful item, but instead it does the opposite!'
- Not gonna cover magic weapons & armor - lot of cool items but this episode is not gonna cover them, only briefly mention
- Extra Credit - Mundane Gear

- Lastly, all the items we're talking about are taken from a selection of core books, adventure paths, player companions, and other first-party material but not all of them. We'll be putting a link to the show notes in the episode's description, that has a full list of the items we talked about as well as exactly what books we used. Personally my list had over 3,400 magic items. I personally went through every single one of them except for the slotless items which Christian and I each went through half of because they compose of about 1/3 of all magic items.
 - Caleb:
 - Core (25):
 - Core Rule Book, Adventurer's Guide, Advanced Class Guide, Advanced Race Guide, Advanced Player's Guide, Adventurer's Armory, Bestiary 1-6, Horror Adventures, Inner Sea Gods, Inner Sea Races, Monster Codex, Mythic Adventures, Occult Adventures, ultimate campaign, ultimate combat, ultimate equipment, ultimate intrigue, ultimate magic, ultimate wilderness, pathfinder unchained, villain codex
 - Campaign Setting (7):
 - Occult Mysteries, Numeria Land of Fallen Stars, Technology Guide, Inner Sea Monster Codex, Hell Unleashed, Occult Bestiary, Distant Shores
 - Player Companions (38)
 - Quests & Campaigns, Kobolds of Golarion, Dragonslayer's Handbook, People of the Sands, Bastards of Golarion, Champions of Balance, Champions of Corruption, Advanced Class Origins, Ranged Tactics Toolbox, Giant Hunter's Handbook, Familiar Folio, Melee Tactics Toolbox, Heroes of the Wild, Cohorts & Companions, Monster Summoner's Handbook, Occult Origins, Agents of Evil, Weapon Master's Handbook, Arcane Anthology, Blood of Shadows, Armor Master's Handbook, Haunted Heroes Handbook, Divine Anthology, Blood of the Beast, Adventurer's Armory 2, Blood of the Sea, Elemental Master's Handbook, Antiheroes Handbook, Blood of Fiends, Blood of Angels, Varisia: Birthplace of Legends, Elves of Golarion, Dwarves of Golarion, Gnomes of Golarion, Orcs of Golarion, Goblins of Golarion, Halflings of Golarion, Humans of Golarion
 - Other: I have a package that gives me "This bundle includes all AP & module-specific content from our Adventure Paths and modules, including new races, templates, and more. It does NOT include Hero Lab portfolios for encounters, or content from other books required to use those modules."
 - Christian
 - Core (10):

- Core Rule Book, Advanced Class Guide, Advanced Player's Guide, Occult Adventures, ultimate campaign, ultimate combat, ultimate equipment, ultimate intrigue, ultimate magic, pathfinder unchained
- Campaign Setting (50):
 - Classic Monsters Revisited, Guide to Darkmoon Vale, Gods & Magic, Into the Darklands, Dark Markets, Fey Revisited, Chronicle of the Righteous, Dragons Unleashed, Castles of the Inner Sea, The Worldwound, Occult Mysteries, Numeria Land of Fallen Stars, Technology Guide, Dragons Revisited, Dungeon Denizens Revisited, The Great Beyond, Seekers of Secrets, Book of the Damned Vol. 1, Cities of Golarion, Classic Horrors Revisited, Guide to the River Kingdoms, Classic Treasures Revisited, Faction Guide, Heart of the Jungle, City of Strangers, Misfit Monsters Redeemed, Book of the Damned Volume 2: Lords of Chaos, Lost Cities of Golarion, the Rival Guide, Undead Revisited, Dungeons of Golarion, the Pathfinder Society Field Guide, Inner Sea Magic, Lands of the Linnorm Kings, Book of the Damned Volume 3: Horsemen of the Apocalypse, Dragon Empires Gazetteer, Mythical Monsters Revisited, Distant Worlds, Isles of the Shackles, Giants Revisited, Lost Kingdoms, Magnimar: City of Monuments, Paths of Prestige, Artifacts & Legends, Inner Sea Bestiary, Mystery Monsters Revisited, Irrisen & Land of Eternal Winter, Inner Sea Gods, Inner Sea Races,
- Player Companions (58)
 - Inner Sea Primer, Faiths of Purity, Faiths of Balance, Faiths of Corruption, Dragon Empires Primer, Pirates of the Inner Sea, Blood of Fiends, Blood of Angels, Varisia: Birthplace of Legends, Knights of the Inner Sea, Blood of the Night, People of the North, Animal Archive, the Dungeoneer's Handbook, Champions of Purity, Quests & Campaigns, Kobolds of Golarion, the Dragonslayer's Handbook, Pathfinder Society Primer, Faiths and Philosophies, the Demon Hunter's Handbook, Mythic Origins, Blood of the Moon, Magical Marketplace, People of the Sands, Bastards of Golarion, Champions of Balance, Alchemy Manual, Undead Slayer's Handbook, the Harrow Handbook, Blood of the Elements, People of the River, People of the Stars, Champions of Corruption, Advanced Class Origins, Ranged Tactics Toolbox, Giant Hunter's Handbook, Familiar Folio, Melee Tactics Toolbox, Heroes of the Wild, Cohorts & Companions, the Monster Summoner's Handbook, Dirty Tactics Toolbox, Heroes of the Streets, Black Markets, Elves of Golarion, Dwarves of Golarion,

Gnomes of Golarion, Orcs of Golarion, Goblins of Golarion, Halflings of Golarion, Humans of Golarion, Osirion: Land of Pharaohs, Taldor: Echoes of Glory, Qadira: Gateway to the East, Cheliax: Empire of Devils, Andoran: Spirit of Liberty, Sargava: The Lost Colony.

Common Core / The Big Six

Ability Score Boosting Item

+2, +4, +6 enhancement bonus versions of each

Name	Ability Type
Belt of Giant Strength	Physical
Belt of Incredible Dexterity	Physical
Belt of Mighty Constitution	Physical
Belt of Physical Might (choose 2)	Physical
Belt of Physical Perfection (all 3)	Physical
Headband of Vast Intelligence	Mental
Headband of Inspired Wisdom	Mental
Headband of Alluring Charisma	Mental
Headband of Mental Prowess (choose 2)	Mental
Headband of Mental Superiority (all 3)	Mental

- Other items act as these items with added bonuses
 - ex. Headband of Aerial Agility acts as any of the headbands that grant a bonus to a single mental stat plus does flying stuff.
- There is a note on all of these items that states “Treat this as a Temporary Bonus for the first 24 hours worn”, meaning the first 24 hours you wear the item you don’t get *all* of the benefits of having a stat increase. This is simply to stop abuse cases of passing around, say a Headband on Intelligence so everyone can prepare more spells in the morning, or

using it as an insane skill boost item. If you aren't looking to cheese you don't have to worry much about it, and it really only is relevant to the Mental Stats.

- Books that give permanent boost to ability scores
 - +1, +2, +3, +4, +5 inherent bonus versions of each

Name	Ability
Manual of Gainful Exercise	Strength
Manual of Quickness of Action	Dexterity
Manual of Bodily Health	Constitution
Tome of Clear Thought	Intelligence
Tome of Understanding	Wisdom
Tome of Leadership and Influence	Charisma

[Cloak of Resistance](#)

- +1 through +5 resistance bonus
- Other items act as cloak of resistance with added bonuses
 - ex. Cloak of Quick Reflexes increases reflex save one more than the rest)
- Ring of Resistance can be substituted, more expensive
- Lucky Horseshoe (+1 luck bonus on saving throws & once per day a +4)

[Amulet of Natural Armor](#)

- +1 through +5 enhancement bonus to natural armor

[Ring of Protection](#)

- +1 through +5 deflection bonus to AC

Magic Weapon

Name	Slot	Bonus	Type
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Lightning Bow	n/a	+3, adaptive	Composite Longbow
Amulet of Mighty Fists	neck	+1 through +5 enhancement	Unarmed Strikes
Gloves of Improved Might	hands	+1 through +5 enhancement	Improvised Weapons

Magic Armor

Name	Slot	Bonus	Type
Celestial Armor	armor	+3 enhancement	Chainmail
Bracers of Armor	wrist	+1 through +8 armor	<i>Can't be enchanted but no downsides of armor</i>

Flat Bonuses

- items that give you certain abilities ie. darkvision, climb speed, tremor sense, etc.
- CMB & CMD flat bonus items
- Skill flat bonuses (look for items that do something else in addition)
- Items that put you under spells permanently
 - ex. [Ring of Freedom of Movement](#)

Loun Stones

- + slotless
- - expensive
- - only three (of the listed) stack so they can't replace all of your Stat-Boosting items

Name	Acts As	Stack
Pale Blue Rhomboid	Belt of Giant Strength	no
Deep Red Sphere	Belt of Incredible Dexterity	no
Onyx Rhomboid	Belt of Mighty Constitution	yes (up to +6)
Crimson Sphere	Headband of Vast Intelligence	yes (up to +6)
Incandescent Blue Sphere	Headband of Inspired Wisdom	no
Pink and Green Sphere	Headband of Alluring Charisma	no

Amber Spindle	Cloak of Resistance	yes (up to +5)
Clear Spindle	Ring of Sustenance	n/a
Pearly White Spindle	Ring of Regeneration	n/a
Vibrant Purple Prism	Ring of Spell Storing	n/a

- Many more ioun stones
- Items that work with ioun stones: Wayfinder, ioun gauntlet, headband of twisted intellect, ioun spite bracers

Before we go further I want you all to know what I went through for you! Over 2200 magic items. Every slot and category except for slotless which Christian and I each took half of since they make up about 1/3 of all magic items.

Defensive

Name	Slot	Cost (gp)	Comment
Decoy Ring	ring	12,000	
Lidless Charm Bracelet	wrist	10,000	
Belt of Teeth	belt	4,000	
Rod of Absorption	none	50,000	
Stormcrusher Gauntlets	hands	45,000	mythic
Mirror of Guarding Reflections	none	7,000	
Ring of Elemental Command [element]	ring	200,000	
Ring of Evasion	ring	25,000	
Channel-Thieving Belt	belt	2,000	normal, greater
Cloak of Displacement	shoulders	24,000	minor, greater
Jingasa of the Fortunate Soldier	head	5,000	nerfed

Ring of Feather Falling	ring	2,200	
Ring of [element] Resistances	ring	12,000	minor, major, greater
Ring of Blinking	ring	27,000	
Talisman of Good Fortune	neck	1,680	
Battle Strider's Boots	feet	2,000	
Halo of Menace	head	84,000	
Seducers Bane	wrist	9,900	
Choker of the Siphoning Scorpion	neck	8,000	
Necklace of Lovelies	neck	36,000	
Salve of the Second Chance	none	1,600	
Steadfast Gut-Stone	none	800	
Abjurant Salt	none	600	
Dream Journal of the Pallid Seer	none	600	

Offensive

Name	Slot	Cost (gp)	Comment
Javelin of Lightning	none	1,500	
Amulet of Quaking Strikes	neck	28,000	
Quickmetal Bracers. [metal]	wrists	1k, 2k, 5k	silver, cold iron, adamantine
Swordmaster's Flair	none	2,500	
Groundbreaker Cloak	shoulders	22,000	
Blind Man's Fold	eyes	12,000	
Mask of the Skull	head	22,000	
Verdict of the Nether Court	weapon	32,000	

Dolorous Rod	none	120,000	
Swarm Bullet	none	700	
Rod that Should Not Be	none	12,000	lesser, greater
Style-Stealing Vambraces	wrists	15,000	
Rod of the Python	none	13,000	
Beneficial Bandolier	belt	1,000	
Necklace of Fireballs	neck	varies	
Ring of Far Strike	ring	6,000	
Tentacle Cloak	cloak	14,000	
Shoes of Lightning Leaping	feet	10,500	
Extractor's Gloves	hands	5,000	
Helm of Brilliance	head	125,000	lesser, normal
Rod of Withering	none	25,000	
Amulet of Dragon's Breath	neck	4,800	
Backbiter's Focus	none	7,800	
Word Bottle	none	1,500	
Black Heart	none	18,800	
Tuned Bowstring	none	18,000	
Deck of the Hellwasp's Sting	none	10,380	
Trollbone	none	2,400	
Dimensional Acid	none	varies	4 different types
Toothpick of Pyrotechnics	none	400	
Time Bomb	none	1,000	standard, greater
Elixir of Spirit Sight	none	1,000	
Stalagmite Seed	none	750	

Goblin Skull Bomb	none	1,200	
Moon Clock	none	2,650	
Grim Lantern	none	5,800	
Marionette Crux	none	36,000	

Casters

Name	Slot	Cost (gp)	Comment
Robe of Archmagi	body	75,000	
Pearl of Power	none	varies	Prepared casters
Runestone of Power	none	varies	Spontaneous casters
Boro Beads	none	varies	For alchemists
Ring of Spell Knowledge	ring	varies	I, II, III, IV
Ring of Spell Storing	ring	50,000	5lvl arcane and/or divine spell
Ring of Wizardry	ring	varies	I, II, III, IV
Ring of Summoning Affinity [creature type]	ring	varies	12 types
Rod of Giant Summoning	none	3,000	lesser, normal, greater
Metamagic Rods	wep/none	varies	lesser, normal, greater of each
Metamagic Gems	none	varies	one-time versions of rods
Robe of Components	body	5,000	
Recondite Holy Symbol	none	500	
Headband of Arcane Energy	headband	20,000	
Conduit Rod	none	12,000	
Blessed Book	none	12,500	
Rod of Absorption	none	50,000	

Bookplate of Recall	none	1,000	
Incense of Meditation	none	4,900	
Goblet of Liquefied Cognition	none	18,000	
Chalice of Communal Dweomer	none	3,750	

Animal Companions, Mounts, & Familiars

Name	Slot	Cost (gp)	Comment
Caparison of Resistance	shoulders	2,700	+1 through +5
Horseshoes of Crushing Blows	feet	4,000	Like amulet of mighty fists (1-5)
Horseshoes of a Zephyr	feet	6,000	
Horseshoes of Glory	feet	39,600	
Nightmare Horseshoes	feet	9,000	
Frostwild Bridle	head	48,000	
Whistle of Calling	none	6,300	

Utility

Combat

Name	Slot	Cost (gp)	Comment
Quick Runner's Shirt	chest	1,000	nerfed
Armiger's Panoply	wrist	7,200	
Efficient Quiver	none	1,800	
Commander's Helm	head	10,000	Lesser, greater, superior

Cyclops Helm	head	5,600	
Glove of Storing	hands	10,000	
Scabbard of Many Blades	none	5,000	
Vanishing Sheath	wrist	5,000	
Arrow Magnet	none	600	
Anchoring Bracers	wrists	30,000	
Bottle of Shadows	none	7,000	
Amulet of Grasping Souls	neck	21,000	
Iron Bands of Binding	none	26,000	

Out of Combat

Name	Slot	Cost (gp)	Comment
Insistent Doorknocker	none	5,000	
Deck of Doors	none	12,150	
Charlatan's Symbol	neck	2,000	
Kyton Ring	ring	1,000	
Immovable Rod	none	5,000	
Cape of the Mountebank	shoulders	10,800	Charlatan's Cape is Upgrade
Kinsight Goggles	eyes	7,500	
Gag of Silence	head	500	
Rod of Security	none	61,000	
Ring of X-Ray Vision	ring	25,000	
Waters of Transfiguration	none	12,500	
Ring of Alien Geometries	ring	30,000	
Lantern of Auras	none	2,000	

Talisman of Danger Sense	neck	900	
Summon-Slave Crystal	none	10,000	
Boots of the Cat	feet	1,000	
Mnemonic Repository	none	3,000	
Bag of Holding	none	2.5-15k	I, II, III, IV, V, VI
Handy Haversack	none	2,000	
Portable Hole	none	20,000	
Ring Gates	none	40,000	
<i>Items that Transform you into an Animal</i>	varies	varies	Ex. Featherscale Cloak
Traveler's Any-Tool	none	250	
Hat of Disguise	head	1,800	
Carpet of Flying	none	20-60k	I, II, III, Carpet of Comfort
Cauldron of Flying	none	40,000	
Boots of the Earth	feet	5,000	
Boots of Speed	feet	12,000	
Hand of Glory	neck	8,000	
Meridian Belt	belt	1,000	
Ring of Sustenance	ring	2,500	
Decanter of Endless Water	none	9,000	
Prisoner's (& Jailer's) Dungeon Ring	ring	250/16k	
Ring of Regeneration	ring	90,000	
Bandages of Rapid recovery	chest	200	
Apprentice's Cheating Gloves	hands	2,200	
Ghostvision Gloves	hands	4,000	
Mask of a Thousand Tomes	head	10,000	

Miser's Mask	head	3,000	
Cloak of the Hedge Wizard	shoulders	2,500	
Sleeves of Many Garments	wrist	200	
Muleback Cords	shoulders	1,000	
Dimensional Shackles	wrist	28,000	
Rod of Ruin	none	16,000	
Aspect Mask	head	6,500	
Bag of Tricks	none	3.4-16k	gray, rust, tan
Bracelet of Friends	wrist	19,000	
Baleful Eye	none	7,000	Demonic Implant
Third Eye	none	20,000	
Amulet of Hidden Light	neck	9,000	
Banner of Restful Nights	none	5,040	
Gorget of Living Whispers	neck	15,000	
Blackmarrow Altar	none	32,500	
Missive Stone	neck	10,000	
Boundary Chalk	none	10,000	
Rod of Splendor	none	25,000	
Bubble Vault	none	1,500	
Universal Solvent	none	50	
Iron Flask	none	170,000	
Unguent of Timelessness	none	150	
Campfire Bead	none	720	
Trumpet of Spirit Speaking	none	6,500	

Candle of Truth	none	2,500	
Traveler's Translator	none	1,550	
Iron Lord's Transforming Slivers	none	1,000	
Spirit Mirror	none	18,900	
Caver's Bolt	none	6,000	
Coin of the Untrodden Road	none	6,000	
Deck of Illusions	none	8,100	
Displacing Stone	none	430	
Elixir of Truth	none	500	
Dowsing Syrup	none	1,000	
Feather Token (bird)	none	300	Many different tokens
Truesight Goggles	eyes	184,800	
Hook of Ascension	none	12,500	SHAME

Fun

Name	Slot	Cost (gp)	Comment
Girdle of Opposite Gender	belt	unlisted	Elixir of Sex Shift if want a positive version
Well of Many Worlds	none	82,000	
Philter of Love	none	3,000	
Trap-Stealer's Rod	none	13,500	
Animal Mask	head	2,700	
Rod of Wonder	none	12,000	
Knucklebone of Fickle Fortune	none	unlisted	artifact

Origami Swarm	none	300	
Horned Helm of the Wild Stag	head	14,000	
Ring of Three Wishes	ring	120,000	
Icon of the Midwife	none	3,500	
Gloves of Feasting	hands	8,400	
True Love Locket	neck	6,000	
Bookmark of Deception	none	1,500	
Bonedancer Bodhran	none	6,700	
Clockwork Arm	none	6,400	
Deathgag Elixir	none	1,400	
Cubic Gate	none	164,000	
Desna's Coin	none	8,000	
Disguise Masks			
Effigy of Anubis	none	6,900	
Cloak of the Yeti	shoulders	4,000	
False Face	head	1,600	
Mask of Stony Demeanor	head	8,000	
Demon Mother's Mask	head	3,600	

Other

Name	Slot	Cost (gp)	Comment
Bones of Founder Raccona	none	2,250	32 of them
Book of Night without Moon	none	15,000	
Altar of [god]	none	8,000+	Ex: Altar of Abadar

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- Leveling/scaling items are great
 - Fleshcraft elixirs are great
 - Elemental Augmentations are cool (ex. blazing eyes)
 - Items that summon monsters (brimstone barbazu, Horn of Valhalla, figurine, canopic stone, X of conjuring [element] elementals, Elemental Ring (one-time-use), elemental gem [element])
 - Gemcarver's Tools - pay 1k to make elemental gems!

Extra Credit - Mundane Gear

- Not gonna cover the everyday stuff (ie. rations, bit and bridle if you have a horse, etc.)
- Search your race there's a lot of items that are specific to you, even food & drink that will benefit members of a certain race (Gnome Trail Rations)
- Over 1600 mundane gear

Kits

- Each class has a kit
- Few specific kits (vampire slayer's kit)

Spellbooks

- [Good to leave on your dead spellcasters as a reward for player spellcasters \(find a lot of these in Ultimate Magic\)](#)
- Not going to go over specific ones, but Ultimate Magic has a list of pre-made spell books that you can give your players rather than making them up - good for loot

Adventuring Gear

Name	Cost (gp)	Comment
Blue Book	5	
Book of Puzzles	50	
Artificial Gills	50	
Astrolabe	1,000	
Book Lariat	3 sp	
<i>Various Lanterns</i>		bullseye, hooded, darklight
Cauldron, Mithral	2,501	mithril is now official cannon as non-stick Teflon
Cot	1	
Hammock	1sp	

False Teeth, Clockwork	100	
Filter Hood	10	
<i>Folding and Collapsible Items</i>		Ex. collapsible bath tub, folding chair, folding table, folding ladder
Items with Hidden Compartments & False Bottoms		Ex. hollow book, pocketed scarf, hollow cane
Holy Symbol	varies	various materials and tattoo
Iron Vial	1sp	
Mirror Ball	100	
Mock Armor	90	
Obal	12	
Poison Lip Paint	5	
Poisoning Sheath	50	
Shield Sconce	1	
Soap	1cp	
Swarmsuit	20	
Wing Sheath	10	
Backpack	2-50gp	normal, masterwork
Caltrops	1	
Cork Vest	25	
Crowbar	2	
Earplugs	3cp	
Everburning Torch	110	
Grappling Hook/Arrow	6	
Manacles	15-2,015	

Poison Pill Ring	+20	
Purification pellet	10	
Signal Whistle	8sp	
Silk Rope	10	
Mithril Chain	530	(Link to regular chain)
Skeleton Key	85	
Weapon Cord	1sp	nerfed
Whetstone	2cp	
Wrist Sheath (Spring Loaded)	5	
Doctor's Outfit	150	
Tossglove	1sp	
Ice Skates & Skis	1 & 15	There are ice skate and ski rules I never knew I wanted to use

Tools and Skill Kits

Name	Cost (gp)	Comment
Bottled Sunlight	200	
Pickle Extractor	2cp	
Artisan's Tools	5-55	normal, masterwork
Alchemist's Lab	200	
Parasol	1	
<i>Skill Kits</i>		various (ie. tanner's kit)

Animal Gear

Name	Cost (gp)	Comment
Aquarium Ball	80	
Hide Dye	20	
Military Saddle	20	
Poison Caps	25	
Training Sleeve	100	

Other

Name	Cost (gp)	Comment
Loaded Dice	10-50	
Marked Cards	1	(even normal cards are cool)
Battle Mask	50	
Neck Guard	1	
Smoked Goggles	10	closest thing to sunglasses
Tear-Away Clothing	+5	
<i>Concoctions</i>		8 varieties. Example .

Food & Drink

Name	Cost (gp)	Comment
Absinthe	3	
Applejack	8cp	

Honey	1	
Odlaw Whiskey	20	
Wondrous Whippersnap	1	
[race] Trail Rations	5sp	Dwarven (meat), Elven (bread & fruit)

Can we stop for a moment and talk about how badly alchemical items are classified?

- Many items appear in areas they shouldn't (weapons and tools are muddled)
- Would really benefit from a naming convention overhaul (all injury poisons are called Venoms, all ingested are poisons)

Alchemical [Remedies]

Name	Cost (gp)	Comment
Alchemical Blood	40	
Air Crystals	40	
Anti-Plague	50	can enhance magic
Anti-Toxin	50	can enhance magic
Alchemist's Kindness	1	
Deodorizing Agent	30	
Essence of Independence	80	
Insight Leaves	50	
Heatstone	20	
Liquid Breeze	30	
Rager's Aid	25	
Vermin Repellent	5	

Alchemical [Tools]

Name	Cost (gp)	Comment
Accuracy Lozenge	330	
Age Ointment	80	
Alchemical Cleaner	300	tide pods
Armor Ointment	30	
Bachelor Snuff/Night Tea	1/1sp	
Buoyant Balloon	10	
Sunrod	2	
Candlerod	1	
Moonrod	10	
Gloomstick	25	
Red Flame Torch	20	
Cardice Oil	50	
Cooking Powder	2	
Efreeti Cord	50	
Falsehood Fizz	190	
Flash seeds	35	
Fervor Juice	50	
Frightful War Paint	300	
Fire Ink	1	
Gravelly Tonic	50	
Ink of Stolen Secrets	50	
Impact Foam	25	

Insomnia Powder	60	
Instant Fertilizer	20	
Mithralbane Sap	50	
Light Fire Ink	40	
Pathstones	50	
Silence Dust	60	
Smoke Pellet	25	
Tunnel Creeper	280	
Tindertwig	1	
Vomit Capsule	12	
Water Purification Sponge	25	

Alchemical [Weapons]

- Good for low level characters

Name	Cost (gp)	Comment
Acid	10	can enhance magic
Alchemist Fire	20	can enhance magic
Flash Powder	50	can enhance magic
Itching Powder	60	can enhance magic
Liquid Ice	40	can enhance magic
Thunderstone & Stormstone	30 & 150	can enhance magic
Alchemical Grease	5	can enhance magic
Bladeguard	40	can enhance magic
Smokestick	20	can enhance magic

Cytilllesh Stun Vial	75	
Diamond Dust Vial	25	
Darkflare	1	
Fuse Grenade	100	
Holy water	25	
Incendiary Catalyst	40	
Tanglefoot/ Tangleburn Bag	50/150	
Kitumu's Ire	75	
Liquid Blade	40	
Unstable Accelerant	50	

Poisons

Name	Cost (gp)	Comment
Belladonna	100	
Drow Poison	75	
Alchemical Isolation	175	
Baneberry	90	
Breath of the Mantis God	1,500	
Catnip	5	
Cytilllesh Extract	800	
Deathblade	1,800	
Everwake Serum	2,500	
Leopard's Bane	4,500	
Giant Wasp/Large Scorpion Poison	210/200	

Nymph's Lure	250	
Red Tears	50	
Snake Oil	20	
Starving Nettle	300	
Sweetdream	900	
Witch-Hunter's Sword	650	

Drugs

Name	Cost (gp)	Comment
Allnight	75	
Chaos Strings	40	
Demon Dust	150	
Dreamtime Tea	120	
Dwarven Fire Ale	50	
Harlot Sweets	60	
Luu Drops	70	
Mumia	500	
Numerian Fluid	500	
Shiver	500	
Zerk	50	
Zhug Mushrooms	20	