

Issue	Page	Name	Type	Description
				[1] [2]
82	p. 90	Symbol of the False Prophet	Magic Item	9,216 gp amulet that allows the user to cast <i>mass charm person</i> (Will DC 18) 4 times before burning out (non-rechargeable).
83	p. 91	D1M Weapons	Nonmagical Item	Some mad wizard in future Greyhawk invented time portals and used them to make <i>railguns</i> . They're relatively cheap but honestly don't do nearly as much damage as they should. They're <i>really cool</i> though.
83	p. 93	Knowledge (Computer Literacy)	Skill	New skill introduced in Greyhawk 2000. Used for hacking computers and similar things.
83	p. 93	Ride (Ground Vehicle)	Skill	New skill introduced in Greyhawk 2000. Used for cars and such.
84	p. 29	Handle Monstrous Spider	Skill	New skill accessible by drow from the Demonweb Pits. As Handle Animal, but only works on Abyssal spiders.
84	p. 53	Demonsblood Sword	Magic Weapon	32,315 gp +3 <i>longsword</i> that infects creatures hit with Demon Fever (DC 18 Fort negates). Every 10 rounds, it also tries to infect the wielder. Made of "hardened demon's blood" to show your enemies how metal you are.
84	p. 53	Rod of Viscid Globbs	Magic Item	6,000 gp rod that, 5/day, can be used to make a ranged touch attack that <i>entangles</i> a hit creature of Large size or smaller with a 50% chance of rooting them as well. Lasts for 2d6 minutes or until alcohol specifically is poured on the gunk.
84	p. 53	Web Armor	Magic Item	5,000 gp consumable flask that generates a flexible webbing you can wear as armor. Lasts for 24 hours, grants a +7 armor bonus, has no check penalty, max Dex, or arcane spell failure.
84	p. 54	Arachnomancer	Prestige Class	10-level prestige class that casts up to 4th-level spells off its own list. Requires 3rd-level spells to enter. I don't know what the goal with this class is. They can turn into a spider, command spiders, and eventually shoot a cone of normal-sized tiny spiders at enemies. Could be amusing if used as a "base class" and ignoring the prereqs, potentially.
84	p. 55	Spider Friendship	Spell	Arachnomancer 1st. Functions as Animal Friendship (the 3.0 spell, was not included in 3.5 because of changes to the animal companion rules), except it only works on spiders.
84	p. 55	Spider Plague	Spell	Arachnomancer 4th. As <i>Insect Plague</i> , except the summoned swarms are spiders and don't fly. Artificers can make this into a wand or access it with <i>Spell-Storing Item</i> .
84	p. 55	Spiderskin	Spell	Arachnomancer 2nd. As <i>Barkskin</i> except it's spider skin.
84	p. 55	Summon Monstrous Spider	Spell	Arachnomancer 1st through 4th. As <i>Summon Monster I</i> through <i>IV</i> , except it only summons monstrous spiders (I gets Small, II Medium, III Large, and IV Huge), and lasts for twice as long. Only exists up to IV.
84	p. 55	Summon Spider Swarm	Spell	Arachnomancer 2nd. As <i>Summon Swarm</i> , except it only summons spiders and they don't fly.
84	p. 55	Wall of Webs	Spell	Arachnomancer 4th. As <i>Wall of Iron</i> , except it's twice as thick and made of (explicitly non-flammable) webs. Artificers can make this into a wand or access it with <i>Spell-Storing Item</i> , and have access two spell levels earlier than <i>Wall of Iron</i> .
84	p. 86	Staking a Vampire	Variant Rule	Rules for actually staking a vampire! Exotic Weapon Proficiency (wooden stake) feat. If you hit a vampire with a stake, you make an opposed Strength check with them, and if you win, you've staked them and they're paralyzed and cannot go into mist form.
84	p. 134	Winter Werewolves	Template	Lycanthropes that turn into Winter Wolves. They have the cold subtype, a breath weapon, different stats (Str +4, Dex +2, Con +6 in wolf form), and if someone seriously hurts or kills their romantic partner(s), they fly into a rage (as the barbarian ability) until the target is dead.
85	p. 61	Robe of the Deep	Magic Item	15,000 gp robe that gives <i>Water Breathing</i> . Has a chance of breaking permanently if you get hit by a slashing weapon, and breaks if exposed to direct sunlight.
85	p. 91	Bead of Stasis	Magic Item	8,1000 gp marble that, when thrown, makes a 10-foot-radius sphere that captures creatures in stasis (Ref DC 23 negates, max 10 HD combined total) before shrinking down again. Can be activated later by command word to free them, at which point it breaks. I recommend "I choose you!" as the command phrase.
86	p. 72	Hueveva	Template	Older version of the Fiend Folio template. Has special rules for paladin and monk entries, though.
87	p. 70	Tharizdun's Touch	Spell	Madness domain 2nd. Will save or daze for 1 round/level on a touch attack.
87	p. 104	Ice Golem	Magic Item (Construct)	Craftable CR 13 big skeleton made of ice. Immune to all spells but fire spells, gets healed by cold spells. Costs 80,000 gp to create including 1,000 gp for the body.
87	p. 133	Shalm of the Fifth Wind	Magic Item	15,310 gp magic flute that can cast Hold Person, Scare, and Sound Burst each once per day. Only works for a bard with at least one neutral component in their alignment, but the save DC for the cast spells is equal to the Perform check result (!). It's noted as UMDable (DC 20 base, or 25 if they don't have any neutrality), in which case the save is equal to the UMD check result. Scales <i>incredibly</i> well into late-game as a 1/day functionally no-save-just-lose against Humanoid targets.
89	p. 22	Charm of Perfection	Magic Item	160 gp paper strip keyed to a single skill on creation. Grants a +2 competence bonus on checks with that skill when carried. You can have any number of these; they're slotless.
89	p. 59	Bracers of Reaping	Magic Item	5,100 gp bracers that grant proficiency in scythes and sickles, or a +2 competence bonus on attack rolls and +1 competence bonus on damage rolls with the weapons if you're already proficient.
89	p. 72	Mirror of Affliction	Magic Item	2,250 gp hand mirror that can be used to cast Bestow Curse (DC 17) on a target looking into the mirror. The curse lasts until the mirror is broken. Single-use consumable item.
90	p. 73	Scourge	Nonmagical Item	Exotic weapon. 20gp, 1d8 damage, 20/x2, can be used to make trip attacks and gets +2 on disarms.
91	p. 72	Cape of Anarchic Conjunction	Magic Item	3,000 gp cape that lets you add the anarchic template to things you summon with Summon Monster, 3/day.
91	p. 72	Pearl of Conjuring Power	Magic Item	As Pearls of Power, except they only work for Conjunction spells and only cost 70% the normal price.
91	p. 106	Half-Machine	Template	No listed LA because this is 3.0, but it's a customizable cyborg template with a bunch of different options, that <i>doesn't</i> nuke your soul like half-golem does.
92	p. 37	Inscriptions of Vacancy	Magic Item	22,500 gp building improvement that makes a room immune to scrying (showing as empty no matter what).
92	p. 37	Forbidding Sigils	Magic Item	12,200 gp building improvement that locks out dimensional travel (including teleports) and damages creatures of alignments other than the caster's who try to enter.
92	p. 103	Druid's Satchel	Magic Item	3,000 gp variant of the Handy Haversack. Retrieving an item is a free action (!), items are always on top, and whenever the user changes form in any way, the bag changes to fit the new form (without being absorbed like a normal item).
92	p. 103	Rod of Elemental Mastery	Magic Item	158,000 gp rod that grants +2 on saves against the abilities of elementals and Elemental Swarm and Dominate Monster (on elementals only) 1/day each, along with Protection from Elements 5/day
93	p. 88	Horn of Sounding	Magic Item	2,000 gp horn that can be heard for 10 miles.
93	p. 88	Table of Feasting	Magic Item	Magic table that minorly buffs people who eat a meal at it. 7,200 gp for a 2-person table, 21,600 gp for a 6-person table, or 28,800 gp for an 8-person table.
93	p. 88	Crown of the Storm Lord	Magic Item	450,000 gp epic item, tied to the adventure. Controls a flying cloud castle, grants electricity resistance 30, and gives a ton of weather-based spell-like abilities.

93p [3]	p. 12	Ghost Bear	Prestige Class	5-level legendary prestige class. Cannot be left after entering without finishing it, and requires specific quests to level up. Requires skills (including Survival 15 ranks), Endurance, Iron Will, Track, and one feat chosen by the DM, along with the rage ability. Gives five abilities, chosen in any order, with the abilities chosen later gaining more effect. These abilities include +1 to +5 to Str, +1 to +5 to Con, better tracking, wild shaping into a dire bear 1 to 5 times per day, speed increases, or a targeted rage that procs when you take 30+ damage from a single creature in one round. Solid endgame option for pure martial with Barbarian dips (aka most of them) if you can get past the fluff requirements.
93p [4]	p. 15	Witch Queen	Prestige Class	5-level legendary prestige class. Cannot be left after entering without finishing it, and requires specific quests to level up. Requires skills (including Know: Arcana 15 ranks), Leadership, and one feat chosen by the DM, along with being female and casting 5th-level arcane spells. Gives five abilities, chosen in any order, with the abilities chosen later gaining more effect. These abilities include channeling spells through your cohorts, increasing leadership score, scrying through your Leadership minions, buffing your Leadership minions, getting 1 to 5 extra Leadership cohorts, or boosting your CL a couple times per day. Does <b>not</b> progress spellcasting.
94	p. 31	Sunrazor	Magic Weapon	12,315 gp +1 <i>flaming longsword</i> that a paladin can use to cast <i>Searing Light</i> 1/day.
94	p. 86	Echo Stone	Magic Item	12,000 gp stone that you can contact with telepathy to record up to a minute-long message.
94	p. 86	Sigils of Static	Magic Item	8,000 gp building modification that blocks all telepathic communication in a room.
94	p. 86	Sigils of Suppression	Magic Item	33,000 gp building modification that fills a room with a Globe of Invulnerability.
94	p. 86	Stalactite of Stasis	Magic Item	66,000 gp magic prison cell that puts the prisoner into stasis.
94	p. 86	Tattoo of Dimensional Anchor	Magic Item	30,000 gp cursed tattoo that applies a Dimensional Anchor to the person bearing it. If you touch one of these tattoos on a corpse it flows onto you instead.
95	p. 32	Whip of Taming	Magic Weapon	65,901 gp +2 <i>unholy whip</i> that lets you use the <i>Emotion</i> spell to cause despair 3/day on-hit.
95	p. 80	Bracers of the Masochist	Magic Item	65,000 gp bracers that, if worn by a masochist, converts 2 damage of any incoming hit to nonlethal damage, and allows the use of the Light, Searing Light, and Sunburst spells via self-damage.
95	p. 91	Demon's Breath	Magic Item	10,800 gp per dose drug (consumable) that gives you the half-fiend template, including SLAs, for about an hour. Makes you evil for the duration.
95	p. 93	Demogorgon's Tooth	Magic Weapon	54,815 gp +2 <i>vile scimitar</i> that deals +1 vile damage (+2 on crits) and inflict a Contagion effect (DC 14) on any good-aligned creature it hits.
96	p. 40	Bloodrush	Nonmagical Item	100 gp per dose drug (consumable) that lets you rage as a barbarian. When it ends, you need to make a Fort save (DC 18) or take 1 point of Con drain.
97	p. 114	Keshen Blademaster	Prestige Class	Full-BAB 10-level PrC with some mediocre TWF and critfish abilities. Requires Dodge/Mobility/Combat Expertise/Lightning Reflexes.
98	p. 58	Were-Baboon	Template	1 RHD, +2 or +3 LA. It's lycantrape with baboon as the base creature.
99	p. 35	Large Net	Nonmagical Item	Exotic weapon, 40 gp, range increment 20 feet. A Large or larger creature can use it normally as a net, or a Medium creature with 20 Str or higher can as well. Can work to capture up to Huge creatures.
99	p. 40	Amulet of Pseudoleviathan Command	Magic Item	30,000 gp amulet that lets you command a particular pseudoleviathan that was created at the same time as the amulet.
99	p. 45	Pseudoleviathan	Magic Item (Construct)	CR 14 animated submarine shaped like a whale. It can eat boats up to Huge size. Costs 175,000 gp to make.
100	p. 109	Astral Driftmetal	Magic Item	Special material for armor. Costs +1,000 gp, and gives a 25% chance of counting for AC against any given incorporeal attack.
100	p. 119	Astral Effluvium	Nonmagical Item	750 gp alchemical item that makes a 10-foot-radius AoE stun (Will DC 20, 1d4 rounds) when opened on the Astral Plane.
100	p. 119	Cerebral Grist	Nonmagical Item	500 gp alchemical item that turns a corpse into a moldy trap that explodes to deal 2d6 Int damage (Will DC 17 negates) to everything within 10 feet if touched. If the corpse was of a psionic creature, it's 4d6 Int damage instead.
100	p. 119	Netherflame	Nonmagical Item	1,800 gp alchemical item that creates a 5-foot square of unquenchable fire for 5 rounds. Deals 1d6 damage per round, ignores fire resistance and immunity, and can only be put out by touching a Sunrod to it.
100	p. 139	Coldfire Candle	Magic Item	160 gp consumable candle. Burns for 24 hours (48 on the Astral Plane) and deals 1d6 negative energy damage + 1 Str damage to any living creature that touches it while it burns (Fort DC 12 negates). Undead that touch it are instead panicked (Will DC 12 negates).
100	p. 139	Eye Tyrant Armor	Magic Item	119,500 gp +4 <i>full plate</i> fitted specifically for beholders. Grants a +4 enhancement bonus to Strength and includes four mechanical pincers the beholder can use to wield weapons.
100	p. 139	Red Slaad Cloak	Magic Item	36,750 gp cloak that grants a +3 natural armor bonus, sonic resistance 10, and acid/cold/electricity/fire resistance 5.
100	p. 139	Green Slaad Cloak	Magic Item	124,500 gp cloak that grants a +5 natural armor bonus, sonic resistance 10, acid/cold/electricity/fire resistance 5, See Invisibility at-will, and Fear 1/day (DC 18).
101	p. 54	Scepter of the Ar-Magus	Magic Item	63,000 gp +1 <i>light mace</i> that works like a Brooch of Shielding when held (20 points worth of Magic Missiles per day), and can cast Minor Globe of Invulnerability 3/day and Prismatic Spray 2/day.
102	p. 55	Sphere of the Unseen	Magic Item	4,550 gp consumable item that summons an invisible stalker under your control for 13 rounds. Really nice for covert murders, if a bit expensive.
103	p. 35	Ring of Chill	Magic Item	500 gp ring that grants Endure Elements against cold weather (but not heat).
103	p. 52	Blacktooth Fungus Paste	Nonmagical Item	1,000 gp per dose ingested poison. DC 16, initial 1d4 Wis damage, secondary 1 Int drain. If this reduces the target below Int 3, they turn feral and violent, and shift to Chaotic Neutral until they're back to Int 3 or higher.
103	p. 57	Collar of Animal Control	Magic Item	3,000 gp collar that can be placed on an animal to Dominate Animal it (Will DC 14 negates).
103	p. 58	Scimitar of Fear	Magic Item	3,215 gp +1 <i>scimitar</i> that can inflict shaken on a struck target 3/day (Will DC 11 negates). Escalates fear normally, but doesn't work on targets of 6 Hit Dice or more.
103	p. 72	Rary the Traitor	Article	Not a character option, but neat anyway. Stats for the Oeridian wizard Rary, of <i>Telepathic Bond</i> fame. He's a level 24 wizard with actually fairly good choices. Kinda terrifying, honestly. Also includes stats for his party.
103	p. 74	Ring of Teleportation	Magic Item	17,000 gp ring that lets you cast <i>Teleport</i> once per day.
104	p. 33	Mask of the Tiger	Magic Item	22,400 gp mask that lets you Polymorph into a tiger for up to 8 hours each day. Each time you use it, you need to succeed at a DC 15 Fort save or contract weretiger lycanthropy. Whether that's good or not varies.
104	p. 78	High Handcrafter	Prestige Class	10-level noncasting prestige class. Requires 10 ranks in a craft skill (minimum entry 8th), among some other skills, and two instances of Skill Focus (Craft). Gives you some skill and save boosts, as well as a unique item called an Earth Talisman, which can be used to cast spells as you level. These spells include a bunch of earth and stone-based utility, along with, at later levels, Fabricate, Lesser (and at 10th, Greater) Planar Binding, Earthquake, Major Creation, and <i>Polymorph Any Object</i> . Solid PrC for a "skill" utility character who isn't already a caster.
104	p. 107	Invoke the Cup and Talisman	Feat	Requires Brew Potion and turn undead, along with worshipping Al'akbar (a Greyhawk paladin god). Lets you turn a dose of holy water into a potion of Cure Moderate Wounds, Lesser Restoration, Remove Disease, or Delay Poison 2/day by spending a Turn Undead use. Lasts for 1 hour or until used.
104	p. 108	Sacred Steed	Feat	Requires Mounted Combat and a special mount, along with worshipping Azor'alg (a Greyhawk paladin god). Adds 1 to your level for determining special mount abilities, and lets you call the mount an extra time per day.
104	p. 109	Indomitable Loyalty	Feat	Requires Iron Will, Improved Turning, and turn undead, along with worshipping Heironeous. Whenever you successfully save against an Enchantment ability, you burn the caster's brain, dealing 1d4+1 Wis damage as golden fire spews from their eyes, ears, and mouth. Activating this expends a turn undead use.

104	p. 110	Hextor's Rage	Feat	Requires Combat Expertise, Extra Smiting, Power Attack, and a smite ability, along with worshipping Hextor. You can expend a smite to add a +6 profane bonus to the damage rolls of your next six melee attacks. If you don't make these attacks within the next two rounds, you become fatigued.
104	p. 111	Blinding Wrath	Feat	Requires Improved Turning and turn undead, along with worshipping Pholtus (the Greyhawk god of UNYIELDING LAW). You can expend a turn undead use to blind evil outsiders and undead within 60 feet.
104	p. 112	Mantle of Freedom	Feat	Requires Iron Will and worshipping Trithereon (a Greyhawk god of freedom). Add your Charisma bonus to grapple checks, Escape Artist checks, and Strength checks to break bonds, and get a +2 bonus on saves against anything that hinders movement.
105	p. 21	Nervewrack Weapon	Magic Weapon	Weapon special ability, +1 equivalent. On a critical hit, imposes a -2 penalty to AC and on attack rolls, damage rolls, and Reflex saves. It also halves their speed and makes it require Concentration (DC 15) to cast spells. These all last for 1d4 rounds.
105	p. 21	Ring of Status	Magic Item	24,000 gp pair of rings (one purchase includes both) that let the wearers constantly know the status of the other wearer.
105	p. 59	Airgill	Nonmagical Item	Symbiote (no listed price) that eats 1 point of Con while attached, but lets an aquatic creature breathe air.
106	p. 49	Drowned One	Template	LA +3 undead template. Strong physical stats, daylight powerlessness, and every turn, inflicts a save-or-nauseate on every living creature within 20 feet that isn't blind.
107	p. 36	Critical Threats: Evard	Article	Not a character option, but includes one. Stats for the Greyhawk wizard Evard (of <i>Black Tentacles</i> fame). He's a level 16 conjurer.
107	p. 37	Evard's All-Seeing Worm	Spell	Sorc/Wiz 5th. Creates a worm that you can place into a living creature's skull (deals 1 damage on the way in or out), and lets you see through that creature's senses for 1 day/level.
107	p. 55	Lantern of Guidance	Magic Item	10,000 gp magical bullseye lantern that shines the way to three locations (chosen on creation), one after the other, as if by Find the Path. Once it leads you to the first, it switches its quest marker to the second, and so on. Once you reach the third, the seeking function stops working. However, the lantern is reinforced and can be used as a +2 <i>heavy flail</i> , even after that happens.
108	p. 42	Fiendish Hand	Magic Item (Graft)	8,000 gp fiendish graft that gives a natural weapon and +2 to all Craft checks requiring hands, as well as Disable Device, Forgery, Open Lock, and Sleight of Hand checks.
109	p. 50	Deathly Frost Spell	Feat	Metamagic feat, +1 adjustment. Requires Spell Focus (necromancy) and having spent 1 day in the ruins of Karran-Kural. Adds 2d6 cold damage to the spell's effect (even if it doesn't normally deal damage). Cheaper than Snowcasting + Flash Frost Spell for Locate City Bombs if you have Spell Focus already.
109	p. 50	Flesh of the Ice Tomb	Feat	Requires Tomb-Tainted Soul and having spent 1 day in the ruins of Karran-Kural. All cold damage you take is nonlethal damage.
109	p. 50	Rime	Spell	Sorc/Wiz 1st. Fort save or the target takes a -4 penalty to Dexterity and on Fort saves for 1 round/level.
109	p. 51	Icefane Corpse	Spell	Sorc/Wiz 3rd. You give an undead creature +1d6 cold damage on a natural weapon, fire resistance 10, and the ability to heal via cold damage for 1 round/level.
109	p. 51	Necrotic Mist	Spell	Sorc/Wiz 6th. Makes a cloud of mist that damages and Slows living creatures, and heals undead.
109	p. 62	Devil Box	Magic Item	20,000 gp coffin that, when opened, sucks all nearby devils into it (up to 20 HD total). It reduces their sizes to Tiny if needed to make them fit, and keeps them in there until it's opened again. Devils with more than 8 HD get a save (Will DC 18) to resist. Comes with 9 charges.
109	p. 101	Tattoo Magic	Feat	Item creation feat to make magic tattoos. This is a reprint from another book, but because that book ( <i>Lords of Darkness</i> ) is so obscure, I'm mentioning it here. Requires a specialized Craft skill and CL 3rd. A magic tattoo is basically a potion (pricing and spell levels the same), except it takes an item slot (you can make slotless ones for double cost) and doesn't need a free hand to use.
110	p. 50	Athasian Zombie	Template	Intelligent zombies with a bite attack that spreads zombie plague.
110	p. 58	Dark Sun DM's Guide	Article	Less a character option and more a game option. Exactly what it says on the tin, the DM side of Dragon 319's Dark Sun player rules. Includes monsters, setting fluff, and NPCs.
110	p. 84	Baazrag	Class Option	1st-level druid animal companion option. Solid physical stats, functionally identical to wolf, except it inflicts 1 point of bleed damage instead of tripping.
110	p. 84	Boneclaw Baazrag	Class Option	7th-level druid animal companion option. Slightly better stats and bigger, but not that great. Adorable though?
110	p. 85	Cilops	Class Option	10th-level druid animal companion option. Psionic animal with solid tracking abilities and at-will hostility sensing. Also has a paralytic poison and is a giant friendly centipede. What's not to love?
110	p. 87	Critic Lizard	Class Option	Familiar option. Grants +2 on Reflex saves, and has Detect Teleportation 3/day.
110	p. 87	Crodlu	Class Option	7th-level druid animal companion option. Five natural attacks and pounce, decentish physical stats.
110	p. 87	Heavy Crodlu	Class Option	10th-level druid animal companion option. Basically the crodlu, but it gets a free bull rush when charging.
110	p. 88	Floater	Class Option	Familiar option. Grants +3 on Sense Motive checks, and also has a paralytic poison and Ego Whip 3/day.
110	p. 89	Gith	Race	Humanoids with +2 LA. They get +2 Str, +2 Wis, and -2 Int, along with some minor scaling psi-like abilities.
110	p. 89	Speckled Hurrum	Class Option	Familiar option. Grants +3 on Diplomacy checks, and has Distract at-will and Telempathic Projection 1/day.
110	p. 90	Inix	Class Option	10th-level druid animal companion option. 10 Hit Dice, Str 25, and two natural attacks. They're okay mounts.
110	p. 90	Jankx	Class Option	Familiar option. Grants +3 on Listen checks, and has a Con poison. It's also a lizard that acts like a sheep.
110	p. 91	Kank	Class Option	1st-level druid animal companion option. 3 Hit Dice, good physical stats, and a poison whose initial and secondary damage are both paralysis. It also has a fast speed. Gives the riding dog a run for its money. Also, it's a giant ant.
110	p. 91	Kes'trekel	Class Option	1st-level druid animal companion option. Bird that, if it's in a flock, can scare creatures away from its food.
110	p. 91	Kes'trekel	Class Option	Familiar option. Grants +2 on Fort saves. Bird that, if it's in a flock, can scare creatures away from its food.
110	p. 93	Mulworm	Class Option	Familiar option. Grants +3 hit points.
110	p. 93	Pterrax	Class Option	7th-level druid animal companion option. 80 foot fly speed, Large size, bite/claw/claw/rake/rake full attack, and pounce. They also have Biofeedback as a PLA 1/day. Excellent animal companion option.
110	p. 94	Rhampor	Class Option	Familiar option. Grants +3 on Spot checks and flies.
110	p. 95	Spineywyr	Race/Monster	A psionic true dragon from Athas. Wyrmlings are 3 RHD, +3 LA, very young 6 RHD/+4 LA, young 9 RHD/+5 LA, and juvenile 12 RHD/+5 LA. They have a perfect fly speed, improved grab, psion powers as they age, a ranged spine attack like a mantidore, and a scaling penalty that applies to any target hit by its spines.
110	p. 98	Z'tal	Class Option	Familiar option. Grants +3 on Intimidate checks and has a skill-penalizing scream.
111	p. 88	Belgoi	Race/Monster	4 RHD/+4 LA humanoid with Attraction at-will and 2 claws that inflict 1d3 Con damage on hit.
111	p. 91	Erdlu	Class Option	4th-level druid animal companion option. Flightless bird, adorable, but kinda awful stats.
111	p. 93	Jhakar	Class Option	4th-level druid animal companion option. Playful cat-lizards. Worse version of the wolf or riding dog.
111	p. 95	Mastyrial	Class Option	16th-level druid animal companion option. CR 8 giant scorpion with Dex damage venom.
111	p. 96	Razorwing	Class Option	7th-level druid animal companion option. Psionic flying dinosaurs with Create Sound and Detect Psionics at-will.
111	p. 97	Seskarran	Class Option	4th-level druid animal companion option. Claw/claw/gore. Bug lizard with horns.
111	p. 98	Yallix	Class Option	1st-level druid animal companion option. It's a cross between a bird and a dragonfly, and has a single claw attack and an 80-foot fly speed.
112	p. 91	Dust of Dullness	Magic Item	1,500 gp consumable that removes 1 to 6 senses of a target for 1d6 hours.
112	p. 91	Pendant of Invisibility	Magic Item	7,200 gp necklace that can cast Invisibility (CL 3) 3/day.
112	p. 96	Colchin (Demon)	Race/Monster	8 RHD/+8 LA demon. Little gremlin thing with extremely good physical stats but not much else.

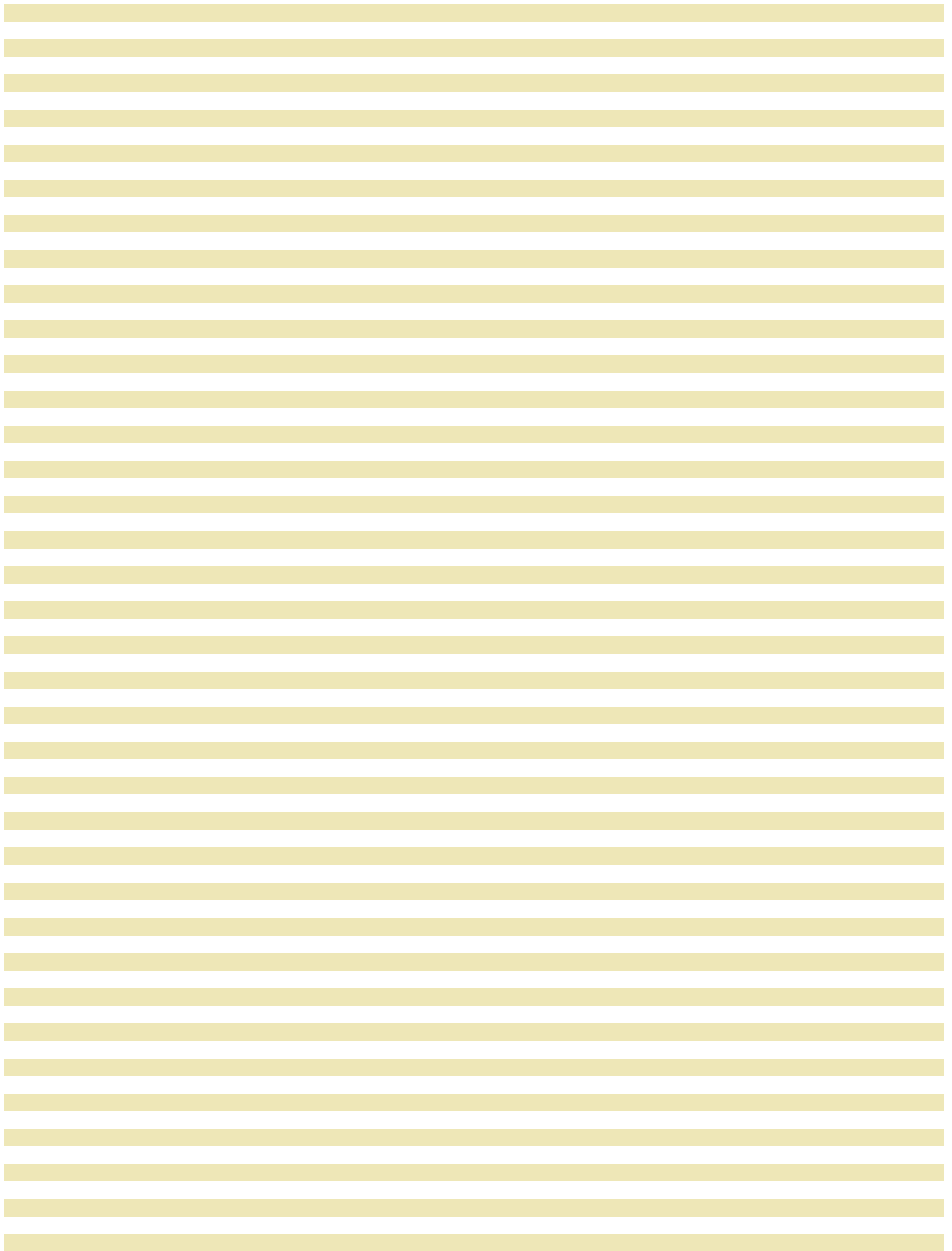
112	p. 106	Tyrg	Monster	CR 7 tiger-wolf hybrid with an AoE stun. You can buy a tyrg kitten for 4,000 gp, and hire someone to train one for 1,000 gp.
113	p. 95	Knight of Holy Shielding	Prestige Class	10-level full BAB prestige class. Requires your alignment be LG, LN, or NG, as well as some skills (including Ride 9 ranks), and Cleave, Great Cleave, Power Attack, Mounted Combat, and Weapon Focus (battleaxe, heavy lance, or longsword). Gives social skill boosts, some paladin abilities, 5/10 advancement of either divine spellcasting or paladin mount, supreme cleave (capped at total movement speed per round, but works while mounted), +Cha to attack and damage while cleaving, and as a capstone, a 1/day free action CL 20 Holy Word spell. Decently solid martial/divine gishy PrC if your DM likes having a lot of mooks.
114	p. 73	Ring of Thirteen	Magic Item	54,000 gp +2 Ring of Protection that only works for evil creatures (and bestows a negative level on nonevil creatures), and grants constant Protection from Good, Nondetection, and Endure Elements effects.
114	p. 90	Mindbite	Magic Item	90,000 gp intelligent +4 <i>defending</i> guisarme. Ego 14, neutral alignment, can cast <i>Detect Magic</i> at-will, <i>Daze Monster</i> 3/day, and both <i>Feeblemind</i> and <i>Confusion</i> each 1/day.
114	p. 103	Ring of Flying	Magic Item	8,000 gp ring that lets you use Fly 1/day for 5 minutes.
115	p. 53	Seal of Longstriding	Magic Item	4,200 gp amulet-slot warforged component that grants a +10-foot enhancement bonus to land speed.
115	p. 82	Improved Fiendish Servant	Feat	Improved familiar for blackguards. Gives you a fiendish ape, black bear, boar, crocodile, dire badger, dire bat, dire weasel, heavy warhorse, leopard, monitor lizard, constrictor snake, Large viper, or wolverine.
115	p. 82	Shadow Dagger	Spell	Sorc/wiz 3rd. Creates a masterwork dagger that, on a successful hit, also prompts a Will save vs 1d6 damage/level (max 10d6).
115	p. 82	Shadow Puppeteer	Spell	Sorc/wiz 4th. 20-foot emanation for 1 round/level that deals 2d6 + CL damage to everything in the area (Will negates, prompts a new save each round).
115	p. 82	Lesser Amulet of the Planes	Magic Item	24,000 gp amulet that works like an Amulet of the Planes, but only 1/day.
115	p. 82	Blackstone Rune	Magic Item	3,300 gp consumable item that allows you to Plane Shift to or from the Plane of Shadow three times before burning out (self-only).
115	p. 82	Ring of Thirteen	Magic Item	Reprint from Dungeon 114. 54,000 gp +2 Ring of Protection that only works for evil creatures (and bestows a negative level on nonevil creatures), and grants constant Protection from Good, Nondetection, and Endure Elements effects.
115	p. 82	Serpent's Eye	Magic Item	50,000 gp orb that lets you use Foresight 1/day (CL 17). Has 50 charges before it burns out. Functionally, it's a way cheaper wand of Foresight.
116	p. 24	Wrathful Eye	Magic Item	300 gp consumable item that can be thrown or used in a sling. Prompts a DC 13 Fort save vs permanent blindness.
116	p. 34	Figurine of Wondrous Power: Opal Frog	Magic Item	10,000 gp figurine of wondrous power that turns into a Medium-sized giant frog with Improved Grab and Swallow Whole, but kinda mediocre stats.
116	p. 38	Torc of Inertial Barrier	Magic Item	12,000 gp neck slot item that can, 1/day, give the wearer DR 5/— for 70 minutes. It also absorbs half of any fall damage taken.
116	p. 44	Practiced Magic	Feat	Practiced Spellcaster, but for spell-like abilities. Choose one source of SLAs (a class, your race, etc) and boost CL by 4, up to a max of your Hit Dice.
116	p. 47	Dementia Weapon	Magic Weapon	Weapon special ability, +2 equivalent. On a critical hit, prompts a DC 16 Will save vs 7 rounds of Confusion.
116	p. 54	Black Jug	Magic Item	32,400 gp jug that can be used 3/day to make gross-tasting food for 30 creatures.
116	p. 57	Lichfiend	Template	As the lich template, but it can only be applied to fiends with spellcasting levels. Touch causes Insanity instead of paralysis, and instead of a phylactery, their life force is held by an evil patron (archfiend or god). Killing one permanently requires a Wish/Miracle after destroying their body, or convincing the patron to eat their soul instead of respawning them.
118	p. 30	Flumph	Race/Monster	It's a flumph. 2 hit dice, +2 LA. Not much to write home about stat-wise.
118	p. 42	Ribbon Dagger	Nonmagical Item	Kaorti resin dagger. 50gp, exotic, deals 1d4 damage with an x4 crit multiplier. +2 bonus on disarm checks.
118	p. 42	Resin Suit	Nonmagical Item	Kaorti resin suit. 250gp, light armor, +4 AC, max Dex +3, ACP -4, 25% ASF.
118	p. 42	Resinbond	Feat	Requires arcane spellcasting. Buffs kaorti resin suits you wear and makes it harder for people to disarm you of resin weapons.
118	p. 78	Orcblood Weapon	Magic Weapon	Weapon special ability, +1 equivalent. When wielded by someone with orcish blood, increases its enhancement bonus by +1 and adds a +1 luck bonus on all saves.
119	p. 24	Lesser Weapons	Magic Weapons	You can make a magic weapon that runs on charges (expends 1 per round when used, and holds 50). It costs half the normal price of a magic weapon, but can't be recharged and eventually will just become a normal masterwork weapon.
119	p. 49	Handspur	Magic Weapon	500 gp masterwork punching dagger that eats two of your fingers to attach itself permanently to your hand. Cannot be disarmed, doesn't hinder spellcasting, and can store up to 6 doses of poison (using one per attack) without any chance of poisoning yourself.
119	p. 49	Lesser Tentacle Rod	Magic Item	21,000 gp rod that can be used to grapple enemies with its +9 grapple bonus. Counts itself as the grappler, instead of the wielder, for the purposes of the drawbacks of grappling.
119	p. 49	Mask of Pallid Ruin	Magic Item	14,000 gp mask that grants a +1 insight bonus on melee weapon attack and damage rolls against elves, and can 1/day cast Phantasmal Killer.
119	p. 76	Flindbar	Nonmagical Item	30 gp exotic one-handed weapon. Deals 2d4 damage and has a 19-20/x2 critical multiplier. +2 bonus on disarm checks, and a free disarm attempt every time you threaten a critical hit.
119	p. 80	Ark of Forced Return	Magic Item	115,000 gp, 200lb magic box that requires four divine spellcasters to activate, and sends extraplanar creatures within 30 feet back to their home plane (Will DC 20 negates).
120	p. 35	Braid Blade	Nonmagical Item	10 gp exotic light weapon that can be worn in your hair, leaving your hands free. 1d3 damage, 18-20/x2 crit. Whenever you full attack, you get one extra attack with the braid blade at a -5 penalty (or -2 if you have 5 or more Tumbler ranks).
121	p. 37	Fiend's Embrace	Magic Item	26,500 gp magic cloak that puts a negative level on Good creatures who wear it. Grants a +1 resistance bonus on saves, a +4 enhancement bonus to Int, and resistance to fire 10. It's intelligent (Ego 7) and tries to subtly nudge its wearer towards bringing the cloak to its master, lggwlv.
121	p. 57	Dream Haunting	Feat	Requires 21 Cha and a Dominate Person/Monster SLA or PLA (or a supernatural ability that replicates it). Allows you to haunt the dreams of creatures you have dominated in the past, taking control of them and making them sleepwalk under your command for 1d4+1 hours. Hard to make work on most PCs, but <i>extremely</i> good if you can manage it.
123	p. 70	Vourzoun's Multiplicity of Visage	Spell	Epic spell. Gives you two extra heads, each with their own natural weapons (if you have any). If you have a breath weapon, it fires separately from each head whenever you use it.
123	p. 79	Erivatus	Class Option	Deity for clerics to worship. Lawful evil god of aging and death, favored weapon unarmed strike, domains Death, Knowledge, and Law.
123	p. 100	Talaxa, the Guiding Blade	Magic Weapon	6,300 gp treasure map imbued in a +1 Longsword. It has six Magic Mouths that tell cryptic riddles to lead you to an elven treasure trove.
123	p. 101	Scarab of Orienteering	Magic Item	10,800 gp scarab that, when placed on a map, goes to find the location of "the tomb of a long-dead theocrat." If there's none on the map, then it leaves the map and goes to the relative location of the nearest such tomb, based on the map's scale and contents.
123	p. 101	Jotur the Imprint Maker	Magic Item	5,900 gp +1 Warhammer that, on a successful hit, imprints a 1" square section of a treasure map in the target's flesh. By cutting off the section after the combat and assembling them together with other such pieces, it makes a full map.
123	p. 101	Horn of Footsteps	Magic Item	7,600 gp magic horn that, when blown, makes illusory footsteps you can follow to a hidden dungeon.

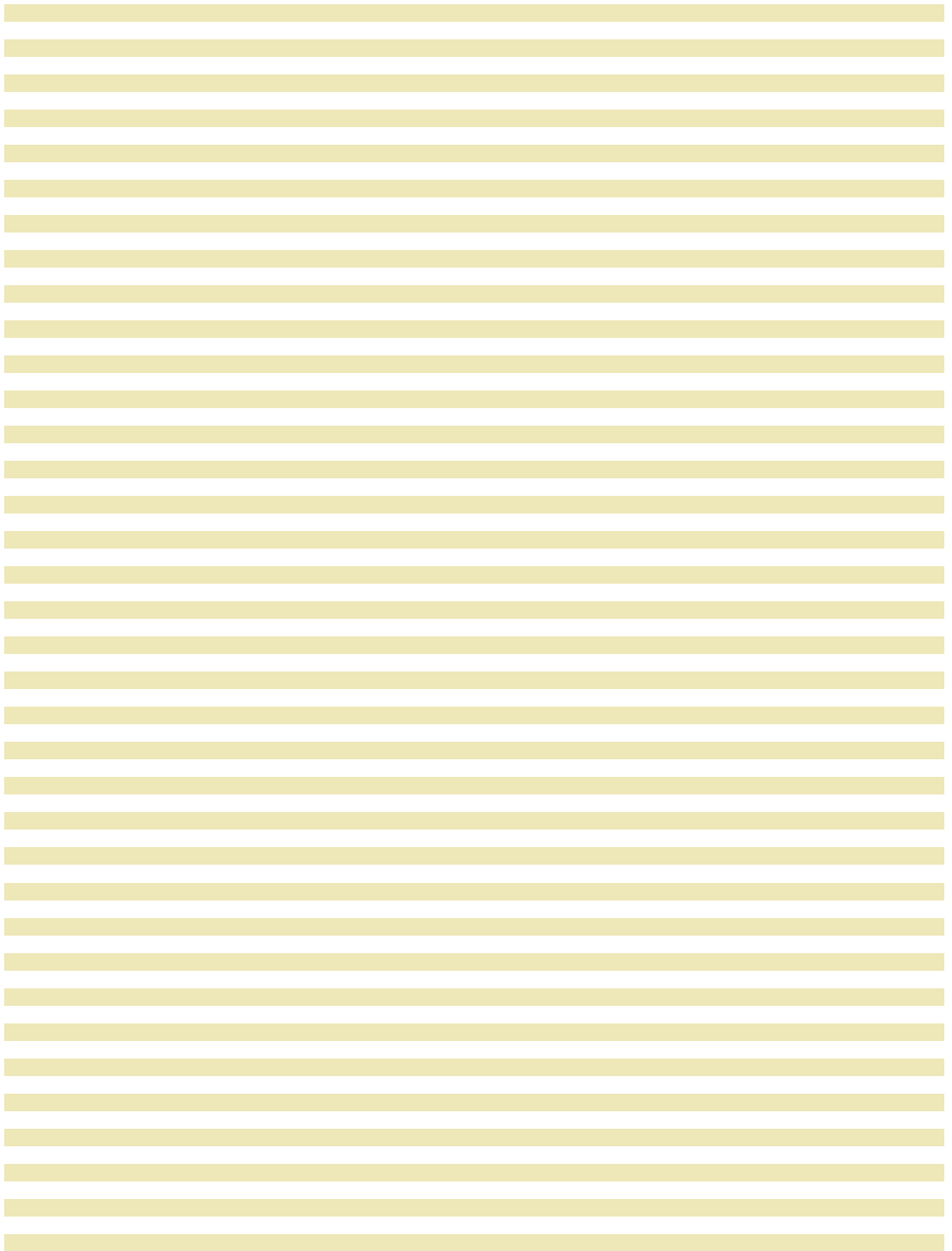


123	p. 101	Deck of Portals	Magic Item	183,000 gp deck that can be used to deal cards that triangulate the position to a portal that opens the way to a spellcaster-themed dungeon.
124	p. 96	Dragon Eye Ring	Magic Item	55,000 gp magic ring that gives See Invisibility (2 hours) 1/day, +10 competence on Listen checks, and a +20ft enhancement bonus to the fly speeds (if any) of the wearer and their allies.
124	p. 96	Robe of Transmutation	Magic Item	140,000 gp magic robe that adds +1 to the save DCs of all your spells that change someone's form, immunity to unwanted transformations, Polymorph and Baleful Polymorph each 1/day, and the ability to 1/day transform into any creature you eat a tiny piece of, as the Shapechange spell.
124	p. 96	Ruby Robe of Spellwarding	Magic Item	40,000 gp magic robe that gives a +4 resistance bonus on all saves, and acts as a special Ring of Counterspelling that can hold (and counter) any spell up to 9th level.
124	p. 97	Shoes of Farstriding	Magic Item	10,000 gp shoes that add a +10ft enhancement bonus to land speed, a +4 bonus on all checks to avoid being bull rushed, tripped, or moved against your will, and a +2 enhancement bonus to Con.
125	p. 58	Khyber Dragonshard Rod	Magic Item	18,000 gp potentially-unique rod that gives you resistance to fire 10 and a standard action touch attack that deals fire 2d6 damage.
125	p. 58	Crimson Dragonshard	Magic Item	10,000 gp gem that lets you Quicken a <i>Fireball</i> spell 1/day without increasing its level.
126	p. 38	Kyuss Worm Paste	Magic Item	750 gp consumable paste that makes you immune to Kyuss worms for 1 hour.
126	p. 38	Kyussbane Oil	Magic Item	750 gp oil that makes a weapon Undead-Bane for 1 hour, and also deals +1d6 damage to Kyuss Spawn.
126	p. 60	Brass Man	Magic Item (Construct)	CR 5, 7 Hit Die construct with solid enough melee capabilities, and Int 6 natively. Market price 20,000 gp.
126	p. 65	Bloodroot	Nonmagical Item	1,000 gp per dose drug that gives a +2 alchemical bonus to Con (if alive) or +4 to Cha (if a vampire). Vampires using this one also rage as a barbarian when they smell blood.
126	p. 69	Claws of Malar	Magic Weapon	18,330 gp +1 Wounding Claw Bracers (FRCS). No other special effects.
126	p. 69	Noreyth's Ring	Magic Item	20,000 gp magic ring that adds +3d6 electricity damage to one unarmed strike per round.
126	p. 95	Torque of Lucid Raging	Magic Item	9,000 gp necklace that lets you use skills, cast spells, and do anything that is normally barred while raging.
127	p. 28	Hiveblood Serum	Magic Item	8,000 gp potion that turns a humanoid or giant that drinks it into a Hiveblood Creature.
127	p. 30	Scent of the Monarch	Spell	Sorc/Wiz 3rd. Causes insects and insect-like creatures that have a hive community structure to view you as their queen and follow your orders (Will negates).
127	p. 32	Hiveblood Creature	Template	Template, +2 LA, humanoids and giants only. Gives a bite attack, some energy resistances, physical boosts, mental penalties, and a hivemind to a fomorian queen. Not good for PCs.
127	p. 49	Haunting Similarity	Feat	Gives +2 on Disguise to impersonate people, and if you shapeshift into someone and they hit you in combat, they become shaken for 1 round.
127	p. 75	Belt of Ittakar	Magic Item	79,200 gp magic belt that gives a +6 enhancement bonus to Str and can be used 1/day to make an Otiluke's Resilient Sphere with a 10-foot radius, centered on you.
127	p. 88	Flying Fingers	Magic Item (Construct)	CR 3, 7 Hit Die swarm construct that deals double damage to prone creatures and has a 40-foot fly speed. Market price of 32,000 gp.
127	p. 88	Necromancer Knuckles	Magic Item (Construct)	CR 4, 7 Hit Die swarm construct, based on the Flying Fingers, that has a constant, endless-use Spell Turning effect, deals double damage to prone creatures, and has a 40-foot fly speed. Market price of 33,000 gp.
128	p. 83	Vampiric Weapon	Magic Weapon	Weapon special ability, +2 equivalent. When this weapon hits a living creature, they must make a DC 16 Fort save or lose an extra 1d4 hp, which are then added to your hp as healing (and can overcap as temporary hit points if they happen to go over, but they don't stack with themselves past that).
128	p. 87	Bowl of Blood	Magic Item	8,000 gp bowl that can fill itself with blood up to 50 times before vanishing.
128	p. 87	Improved Domination	Feat	Requires Cha 21, Intimidate 18 ranks, and Dominate Person as a supernatural ability. Your Dominate Person now affects all creature types. Not useful for PCs, but neat for vampire BBEGs.
129				129 through 135 are currently on hold until I can get a friend to read through them, because my group is currently <i>playing</i> Age of Worms
136	p. 60	Obah-Blessed Creature	Template	Inherited template with either +2 or +3 LA. +2 LA gives two extra arms, along with Multiweapon Fighting and Str +2/Dex +4/Con +2/Cha +4. LA +3 gives four extra arms, Multiweapon Fighting, and Str +4/Dex +6/Con +4/Cha +6.
136	p. 61	Scorned Creature	Template	Acquired template with +1 LA. They get a 1/day Con damage ability, true agelessness (no aging, no max age), and Str +2/Dex -2/Con +2/Wis -4/Cha -2. Cannot eat or drink, cannot use potions or magical food.
137	p. 82	Berserker Weapon	Magic Weapon	Weapon special ability, +1 equivalent. While the wielder is raging, the weapon's enhancement bonus increases by 2.
138	p. 125	Command Word Bypass	Magic Trap Modification	Adds 500 gp to the cost of a magic trap, and lets you move through it without triggering it by stating a specific command word.
138	p. 127	Graverobber's Skull	Magic Item	16,100 gp magic skull worn in the cloak slot that grants a +2 luck bonus to AC and 1/day can give you the Ghost Touch property on weapons wielded in one of your hands, for 5 minutes.
138	p. 127	Wings of Mechanus	Magic Item	6,000 gp slotless wings strapped to the back. 1/day you can get +20 on Jump checks for 5 minutes, and also, 1/day each, you can activate one of two traps built into the wings as a swift action. The traps are an AoE dart trap against adjacent creatures, and a scything blade trap.
139	p. 34	Urchin Venom	Nonmagical Item	25 gp per dose injury poison. DC 11, initial damage nauseated 1 minute, secondary damage 1 Str damage.
139	p. 87	Heward's Upliftment	Spell	Sorc/Wiz 9th. Large AoE that lifts creatures 5 feet into the air per round, and follows it up with a Will save or lose (illusion of the sky opening up and angels descending to embrace them, makes them helpless and deafened).
139	p. 88	Osyluth Salve	Magic Item	5,000 gp per dose consumable that gives, for 1 hour, +4 enhancement to natural armor, +10ft enhancement to land speed, and SR 21.
140	p. 47	Savage Creature	Template	LA +3 acquired template that gives some small stat benefits, a huge hit to Int, and a bite attack that spreads the template to other creatures. Not really a PC thing.
140	p. 65	Tapestry of Midnight	Magic Item	58,960 gp tapestry that can be used 1/day to create and control a shadow (the undead). It states there's a limit to how many you can control, but my version has a typo (the number is left out). Use with a cleric that has Rebuke Undead, I guess.
141	p. 48	Pickled Mephit	Magic Item	1,400 gp magic item, a jar storing a mephit in stasis. You can throw it at someone and the mephit will probably attack them.
142	p. 47	Gargoyle Crown	Magic Item	14,000 gp hat that, 1/day, can be activated as a free action to give you DR 5/adamantine for 10 minutes. It also gives you a 1/day smite attack (+4 to attack and damage) vs creatures touching natural earth or stone.
142	p. 93	Pilgrim	Feat	Requires Knowledge (geography) 5 ranks and three languages. You can choose to go on a pilgrimage (either to the locations listed in the article or one made by your DM). For 1 month, you get a +1 morale bonus on Will saves and Cha-based checks. If you don't make it to the location within 1 month, it instead becomes a -1 penalty until you do manage it. Once you make it to the pilgrimage location, you lose these bonuses and penalties, and instead get what is typically a +4 competence bonus on a specific skill, but might be something else. The locations in the article are listed below: - The Dancing Temple: Grants +4 competence on Tumble checks. - Dragonsfield: Grants +2 insight to AC when unarmed. - Feather Gap: Grants +4 competence on Jump checks. - Glitter Falls: Grants +2 CL with healing descriptor spells. - The Sentinel Wave: Grants +4 competence on Balance checks. - Verminhaut Gorge: Grants +2 luck on saves against poison.

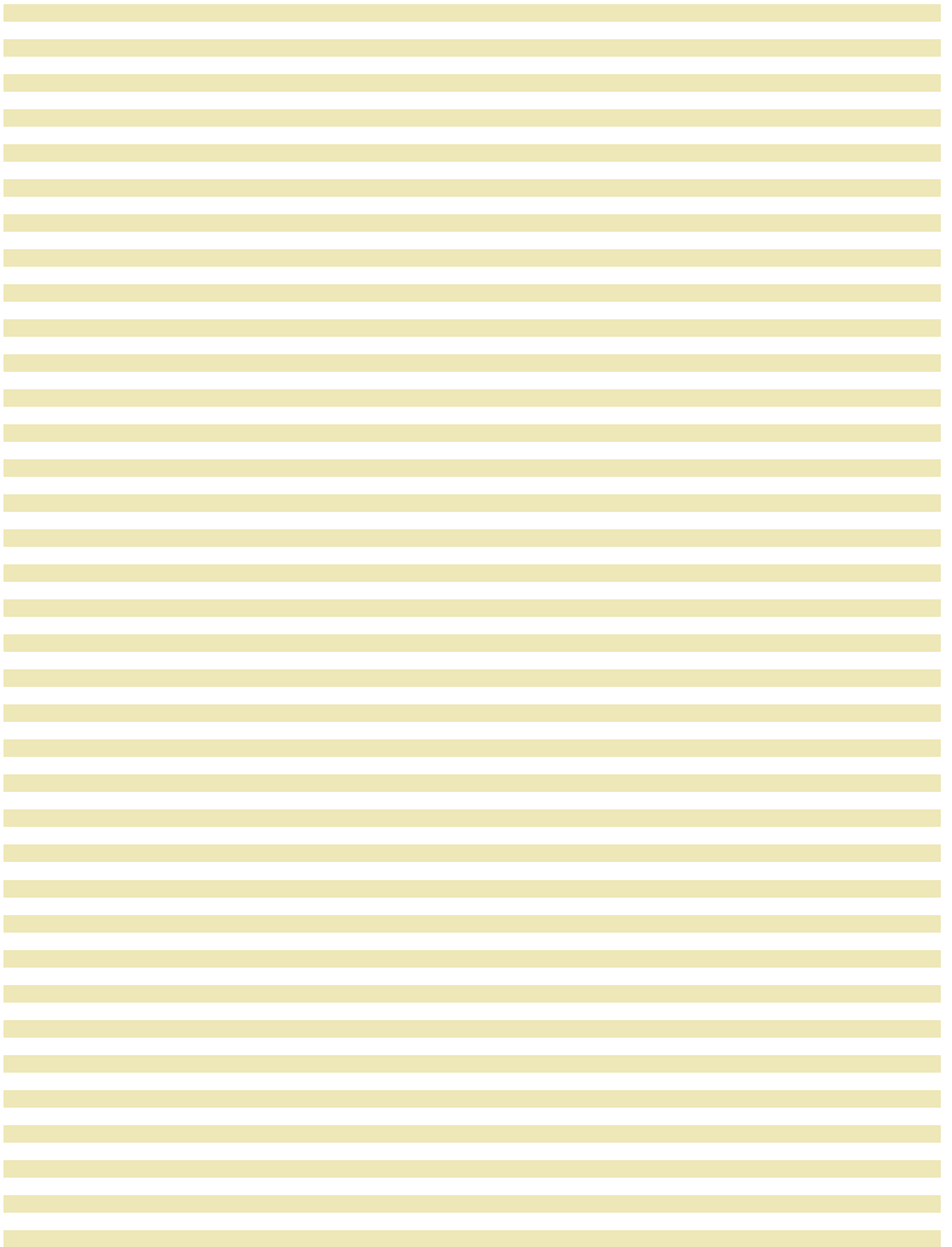
142	p. 95	Verdigris Wurm	Magic Item (Construct)	CR 10 artificial dragon that can hypnotize with a gaze attack and turn people into plants via a diseased bite. Costs 200,000 gp to create.
143	p. 58	The Tooth of Ahazu	Magic Item	6,000 gp unique item (one of the Teeth of Dahlver-Nar, from ToM). Grants you +4 on grapple checks and lets you grapple as one size bigger.
144	p. 37	Black Pulp Poultice	Magic Item	50 gp consumable that delays disease progression (including saving throws) by 1 day.
144	p. 50	Glyph of Suppression	Magic Item	40,000 gp aboleth glyph (see LoM); aboleths within 120 feet can't use their enslave ability.
144	p. 71	Waters of Oceanus	Magic Item	10,000 gp consumable that sustains a Medium creature for 1 day and casts Restoration on them when a dose is drank. One jug (the item) holds 15 doses on creation.
145	p. 30	Green Welcome	Nonmagical Item	

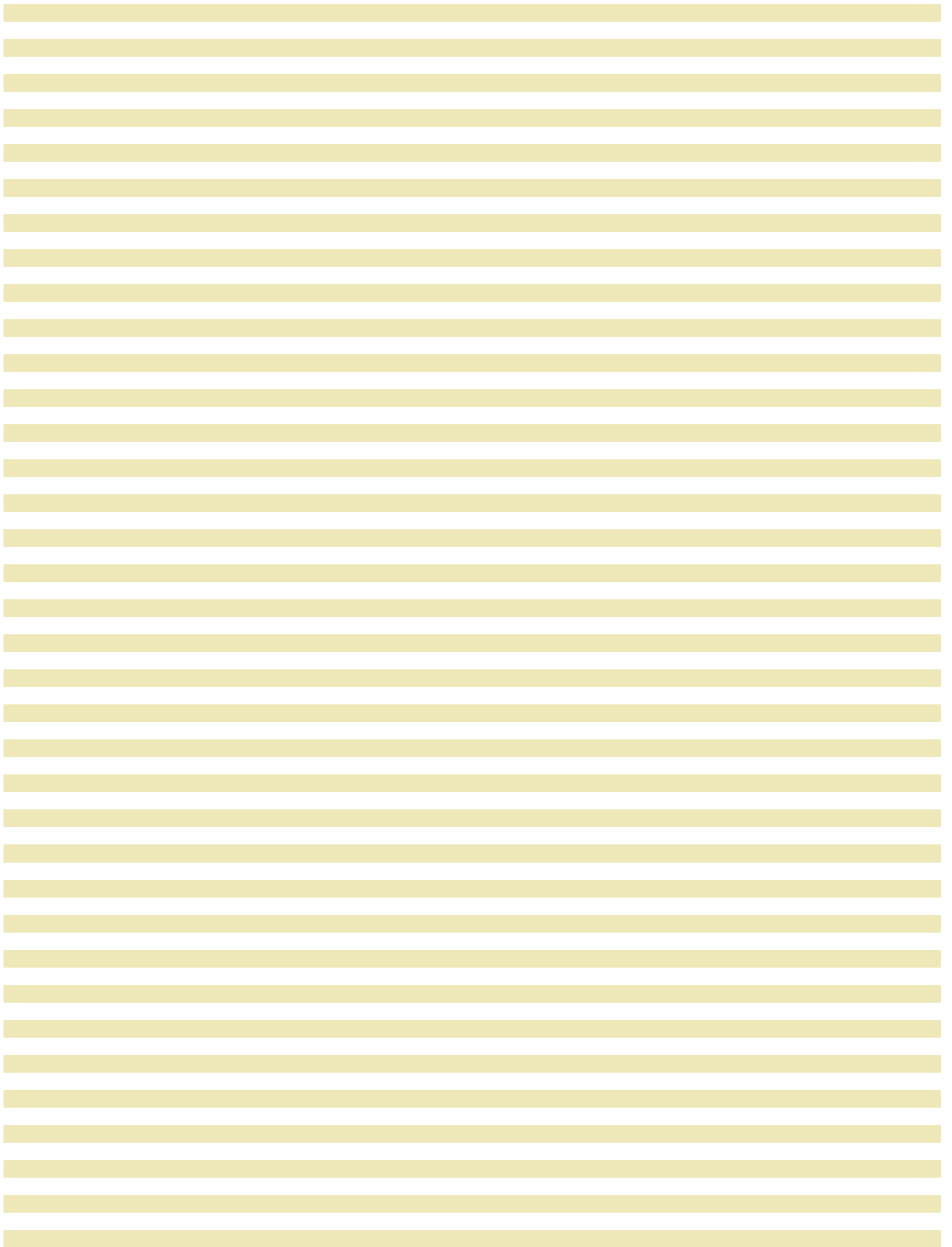


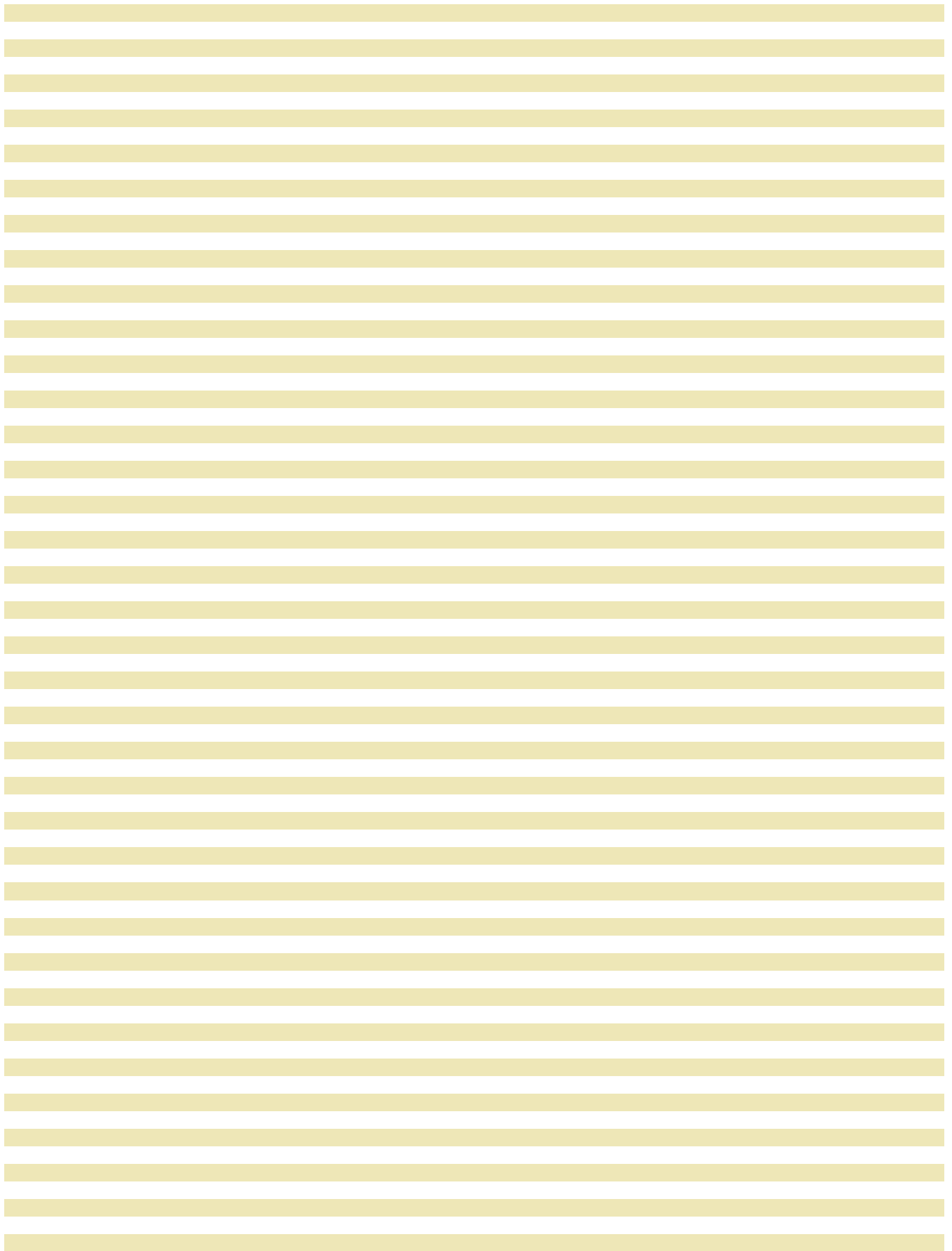


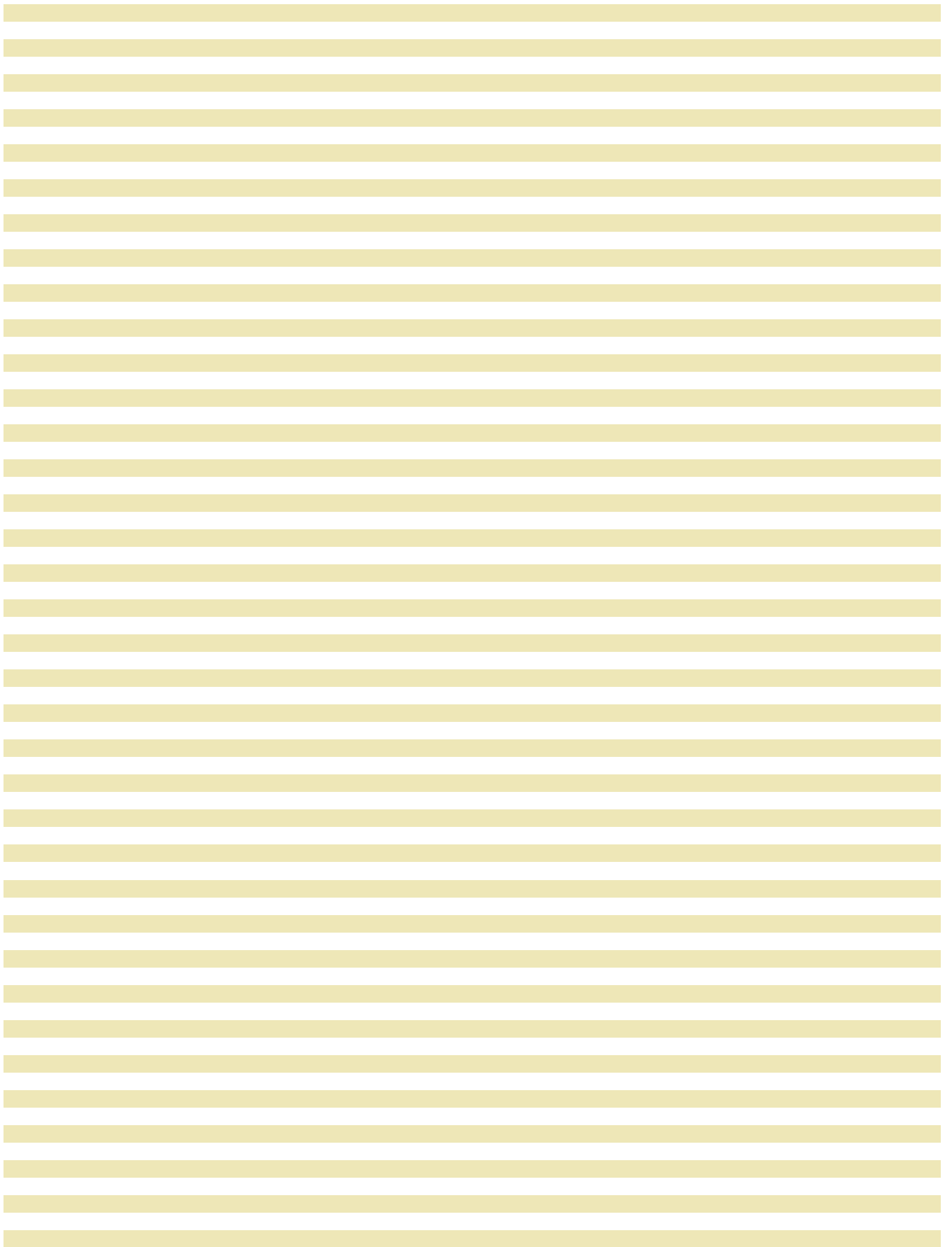


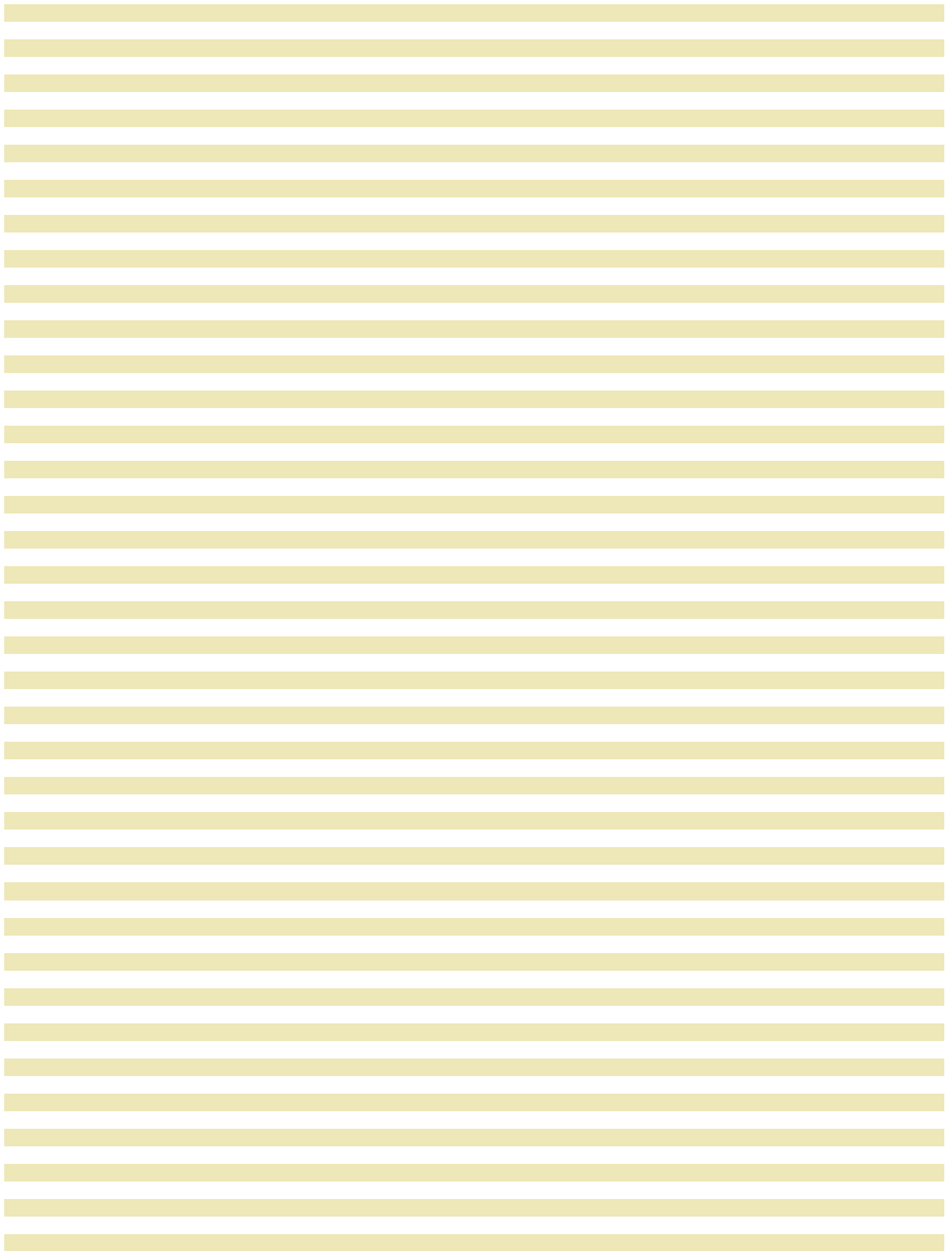


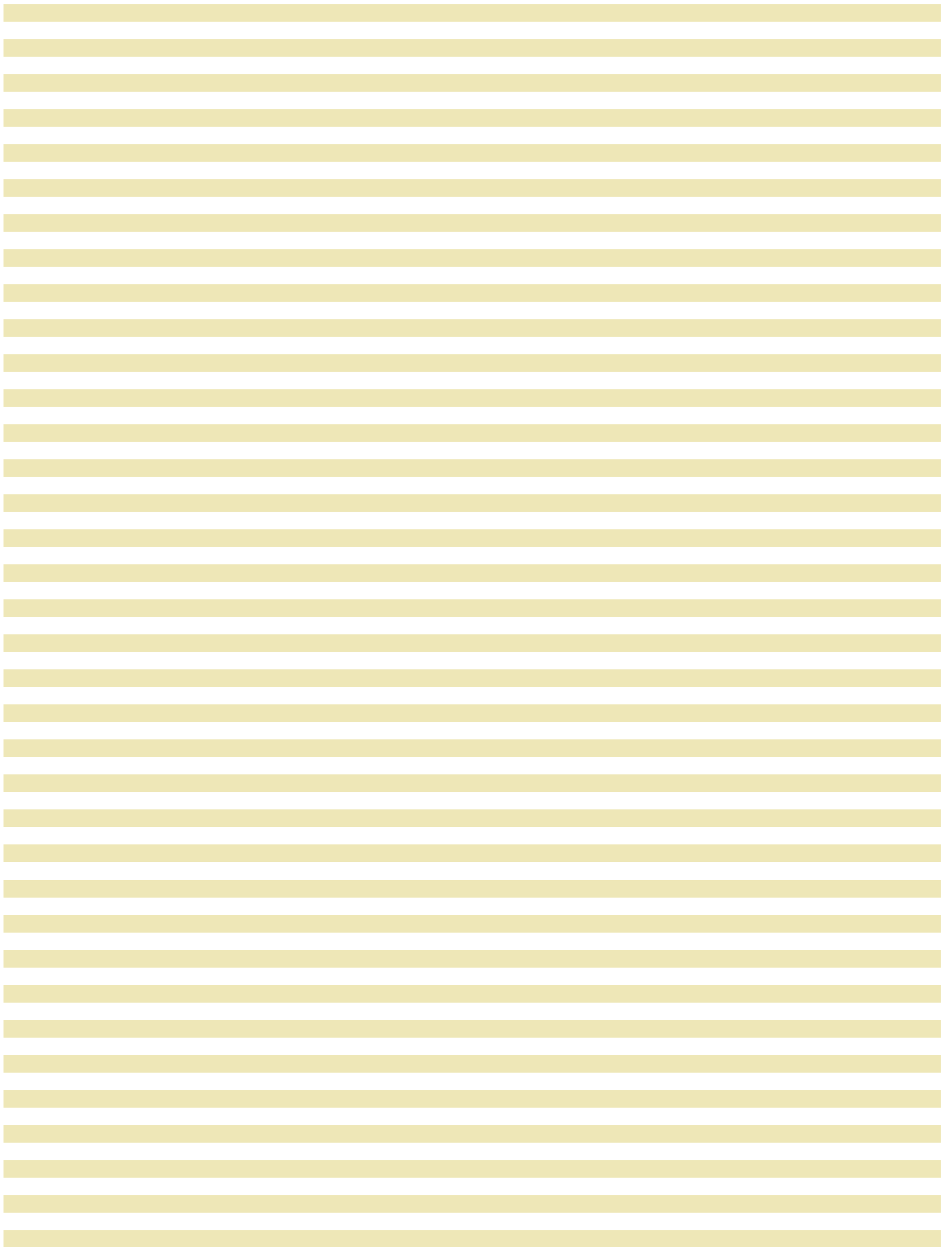


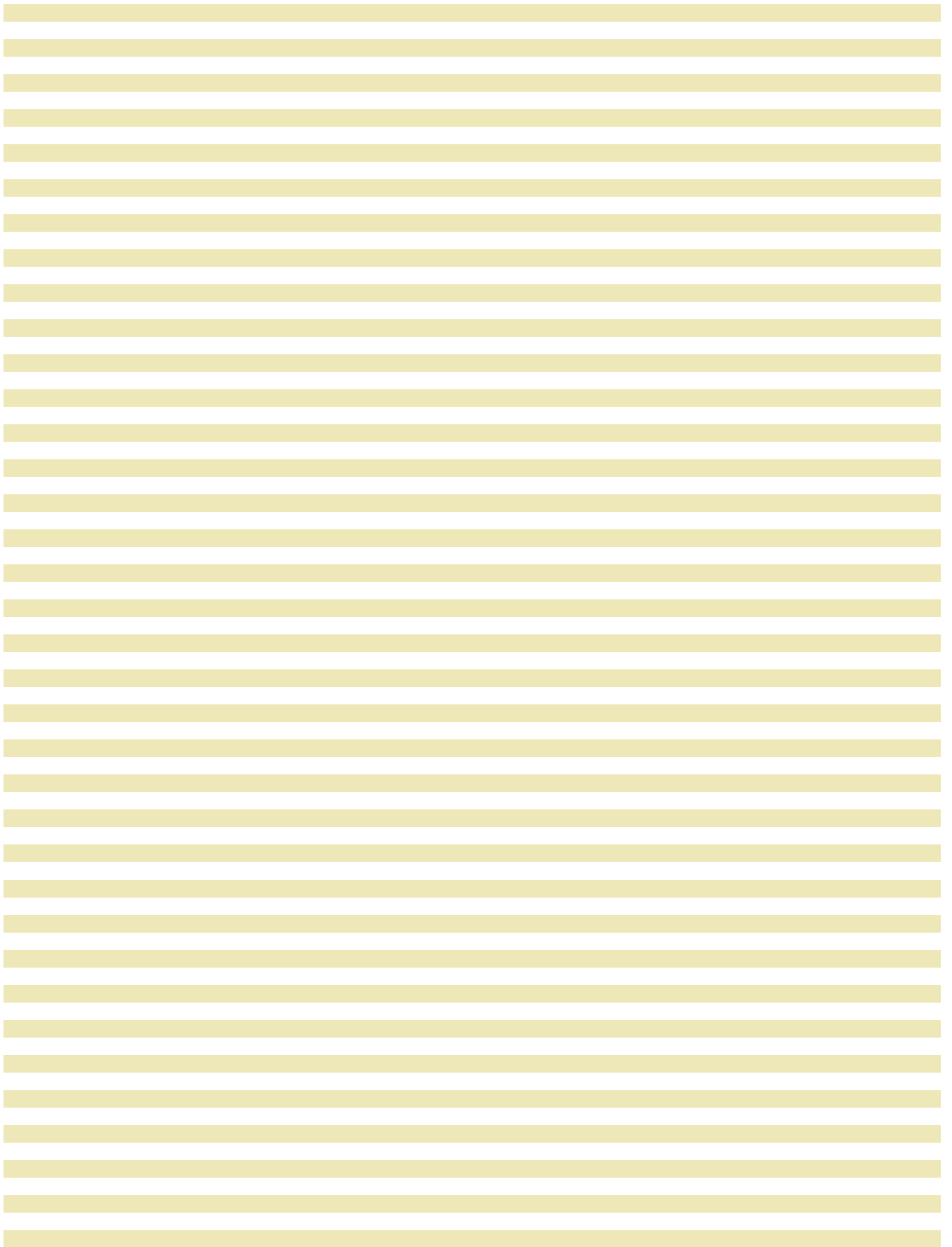




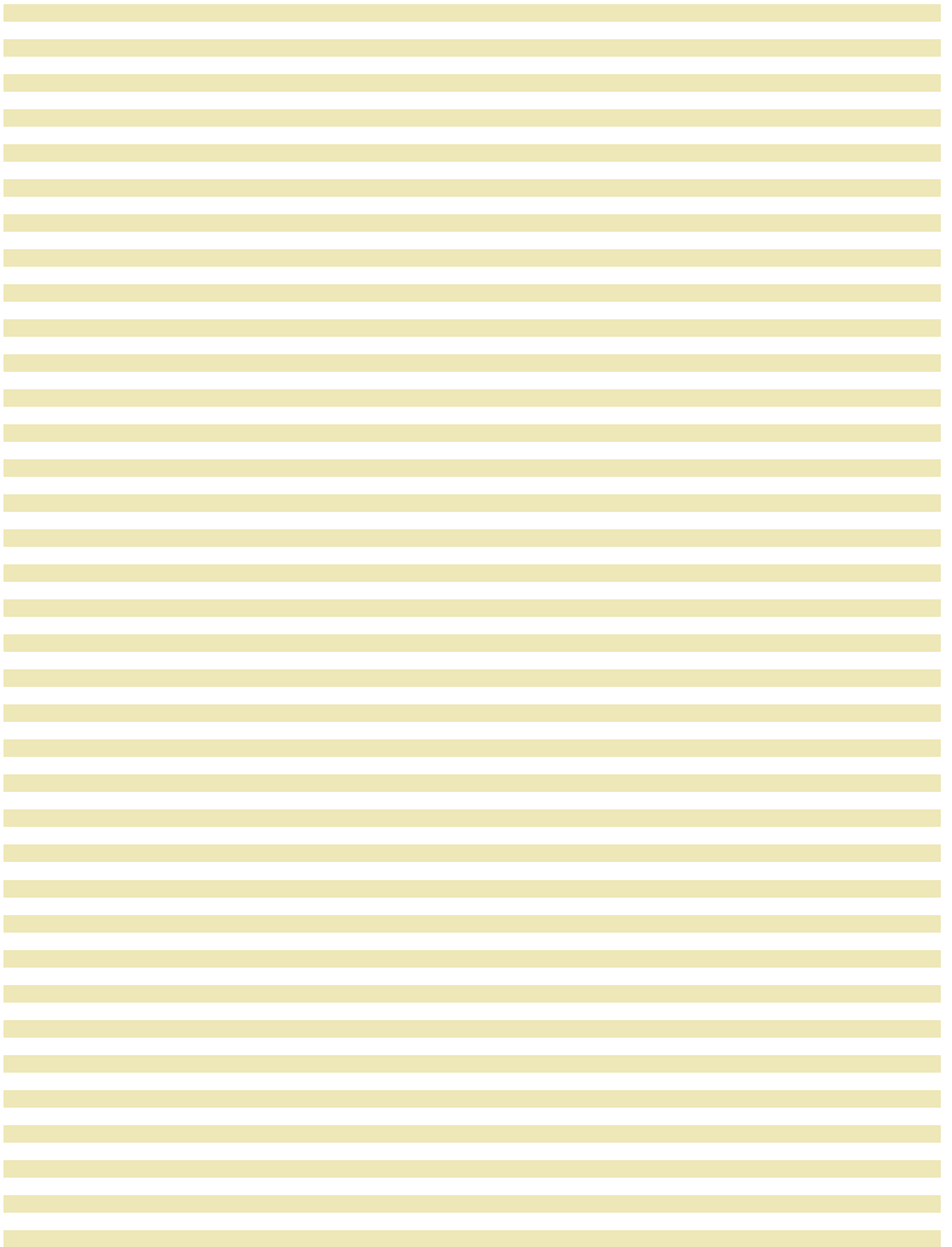


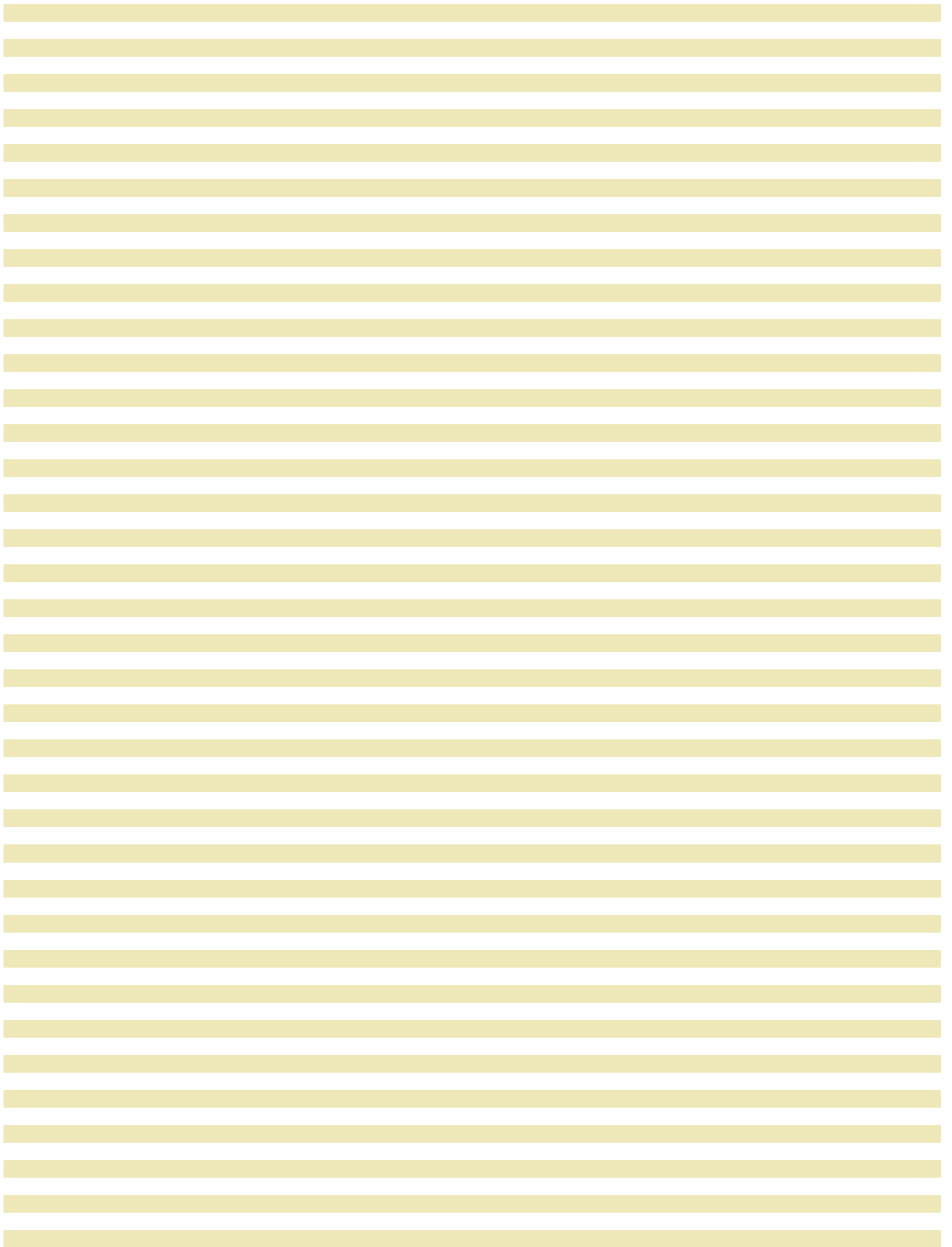






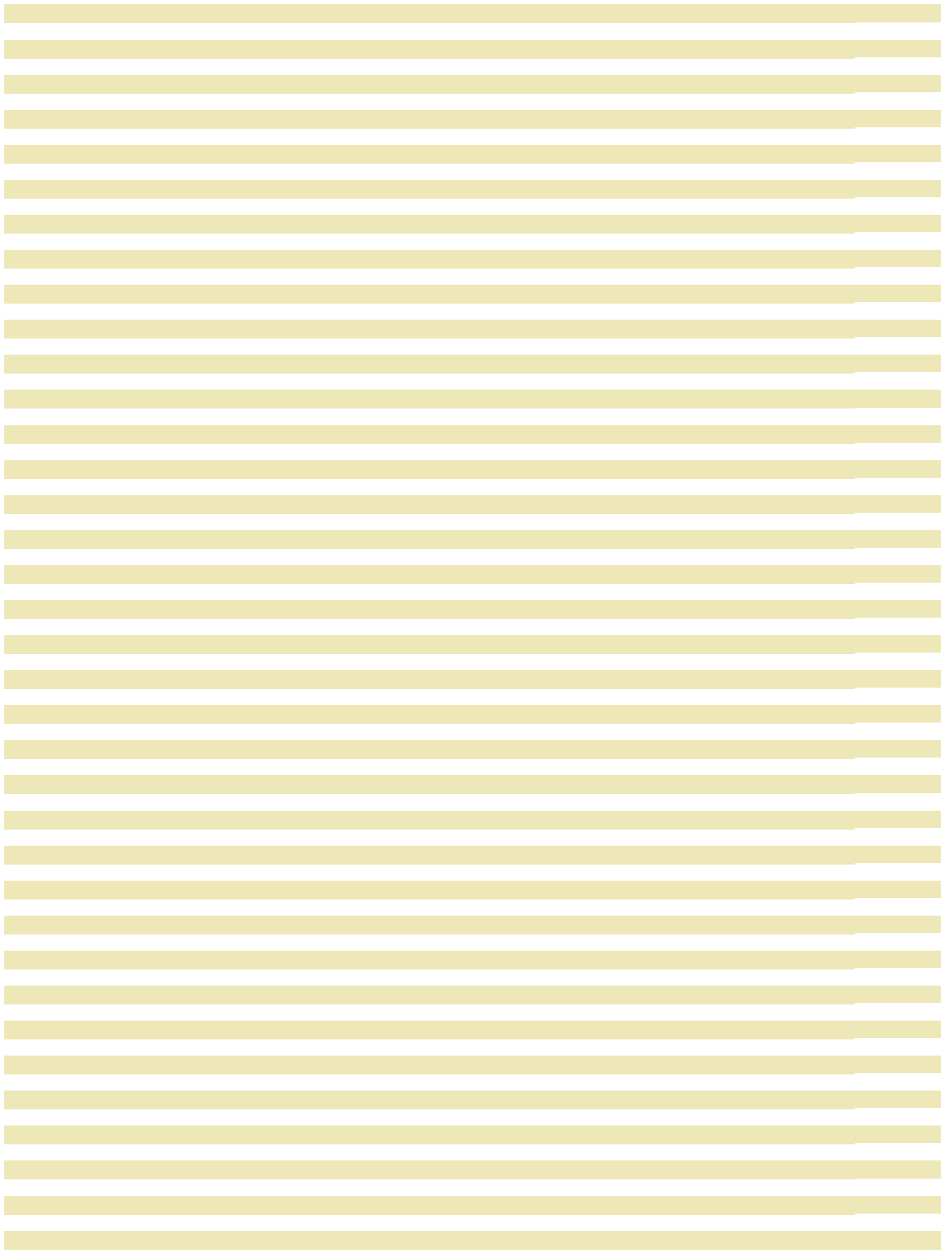


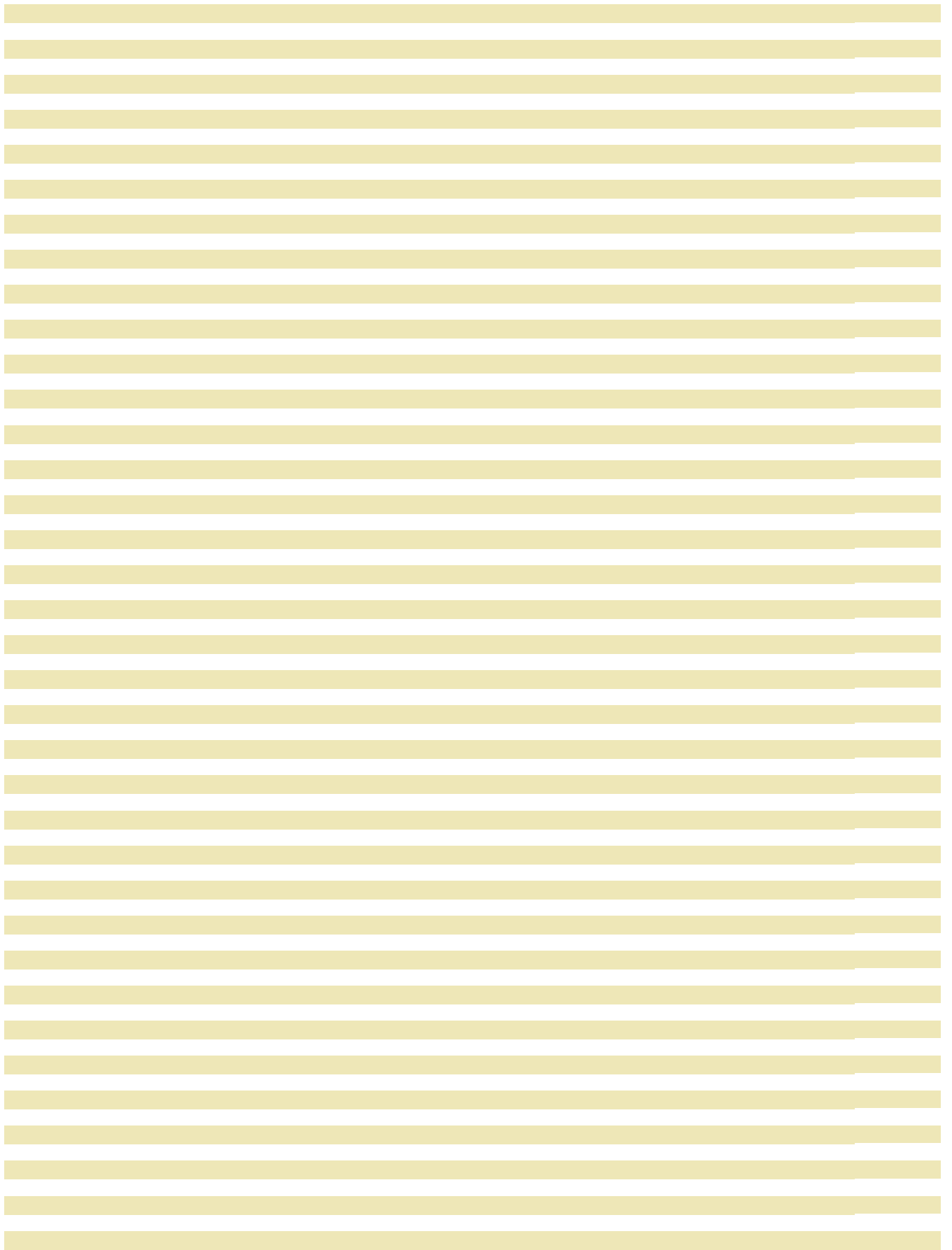


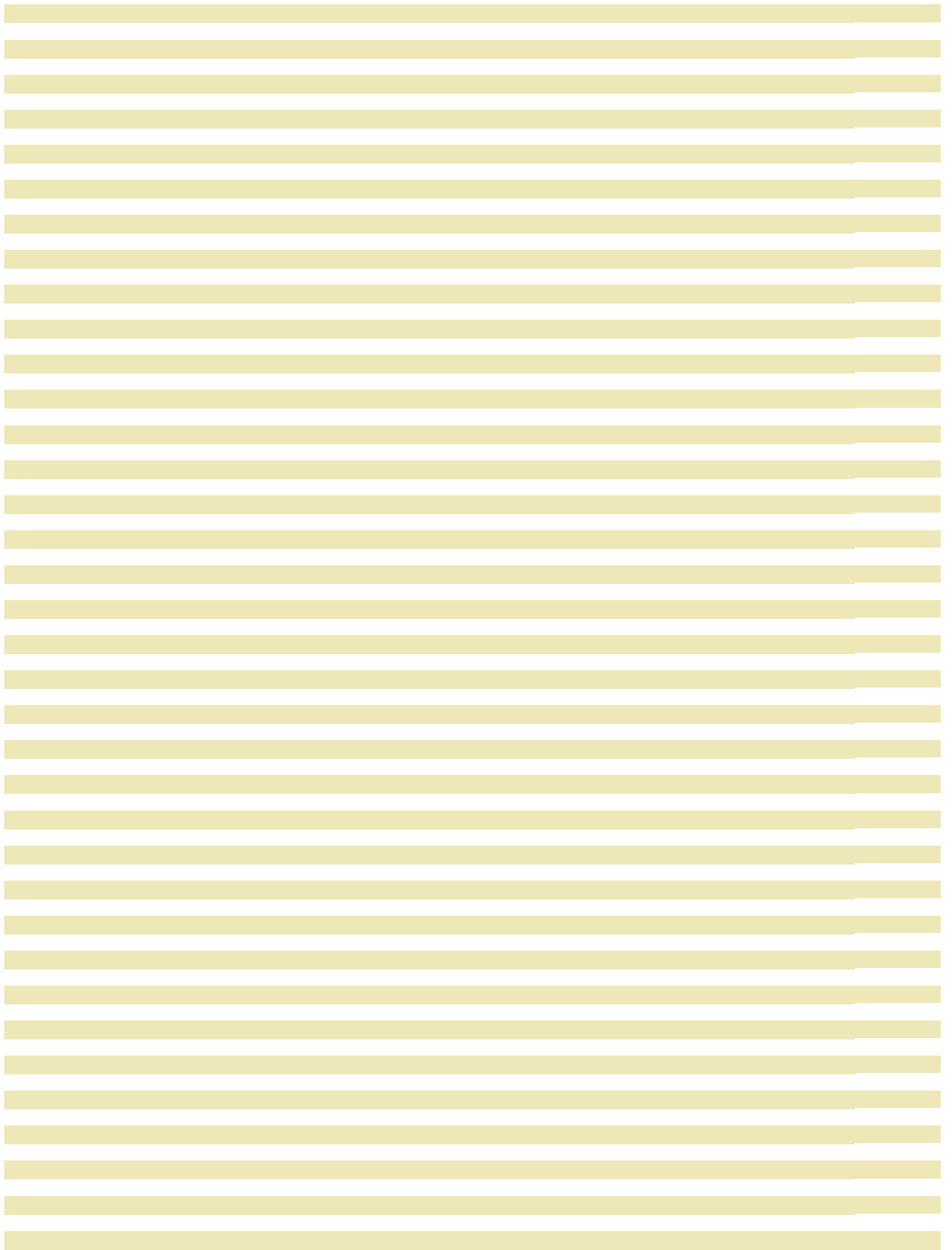


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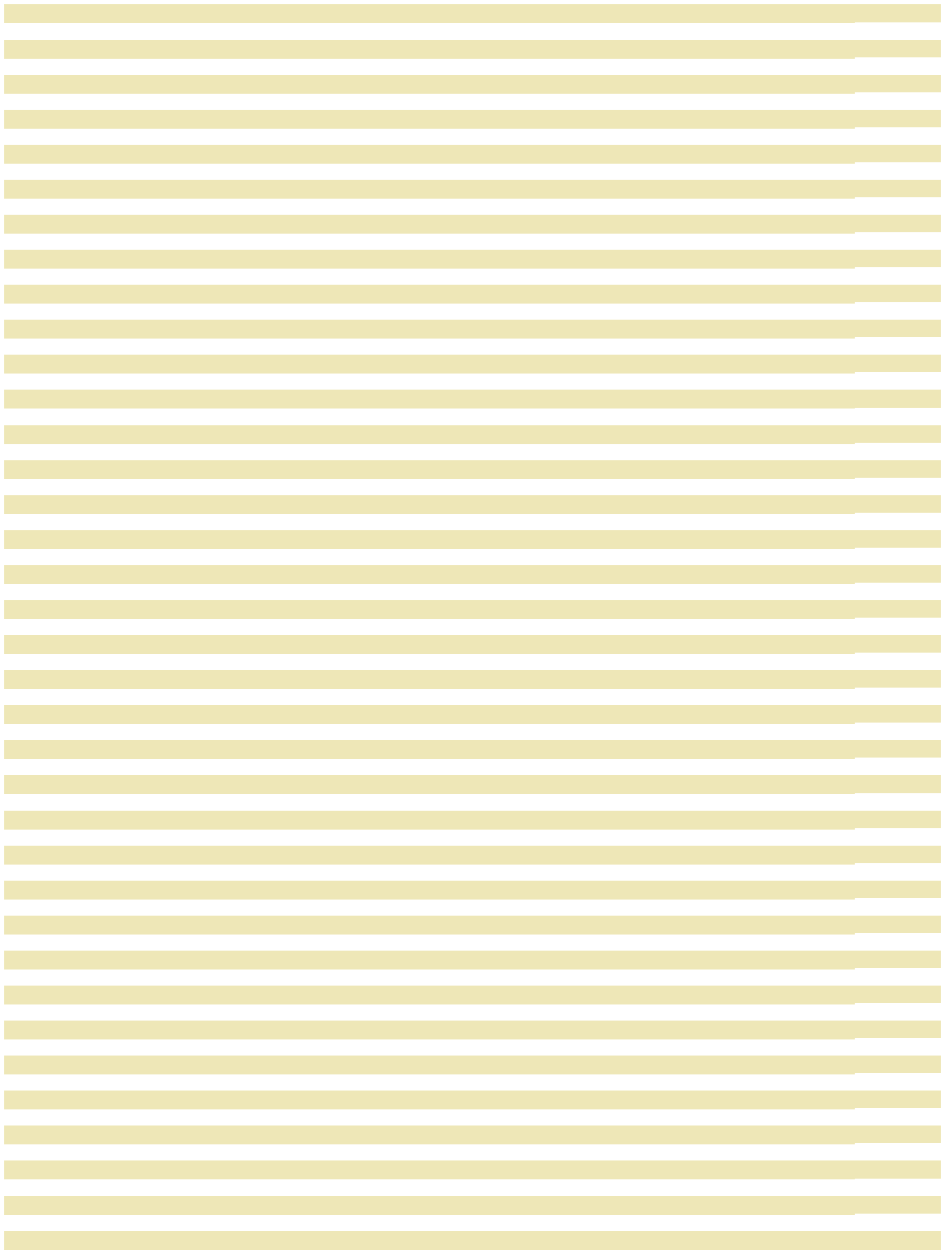


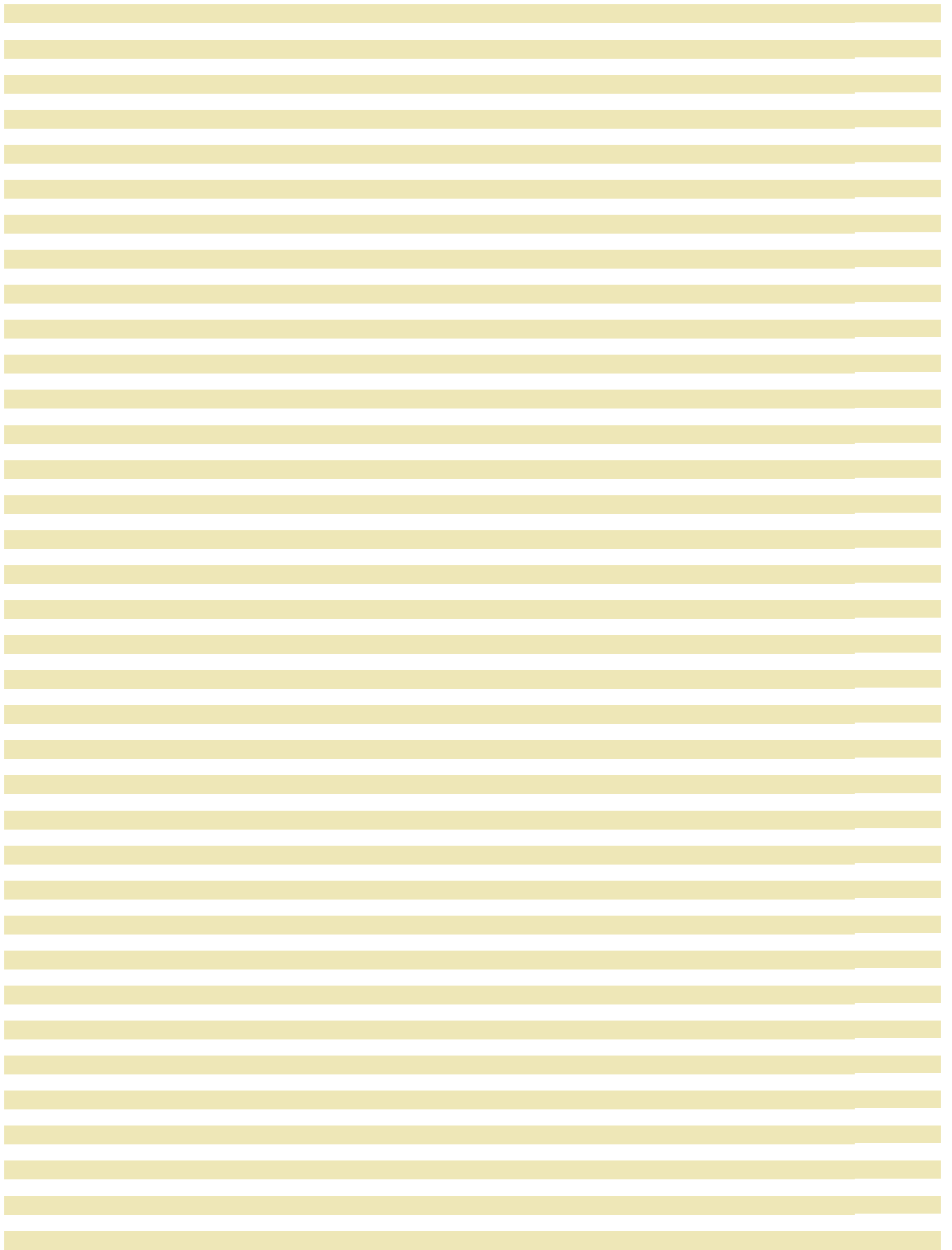


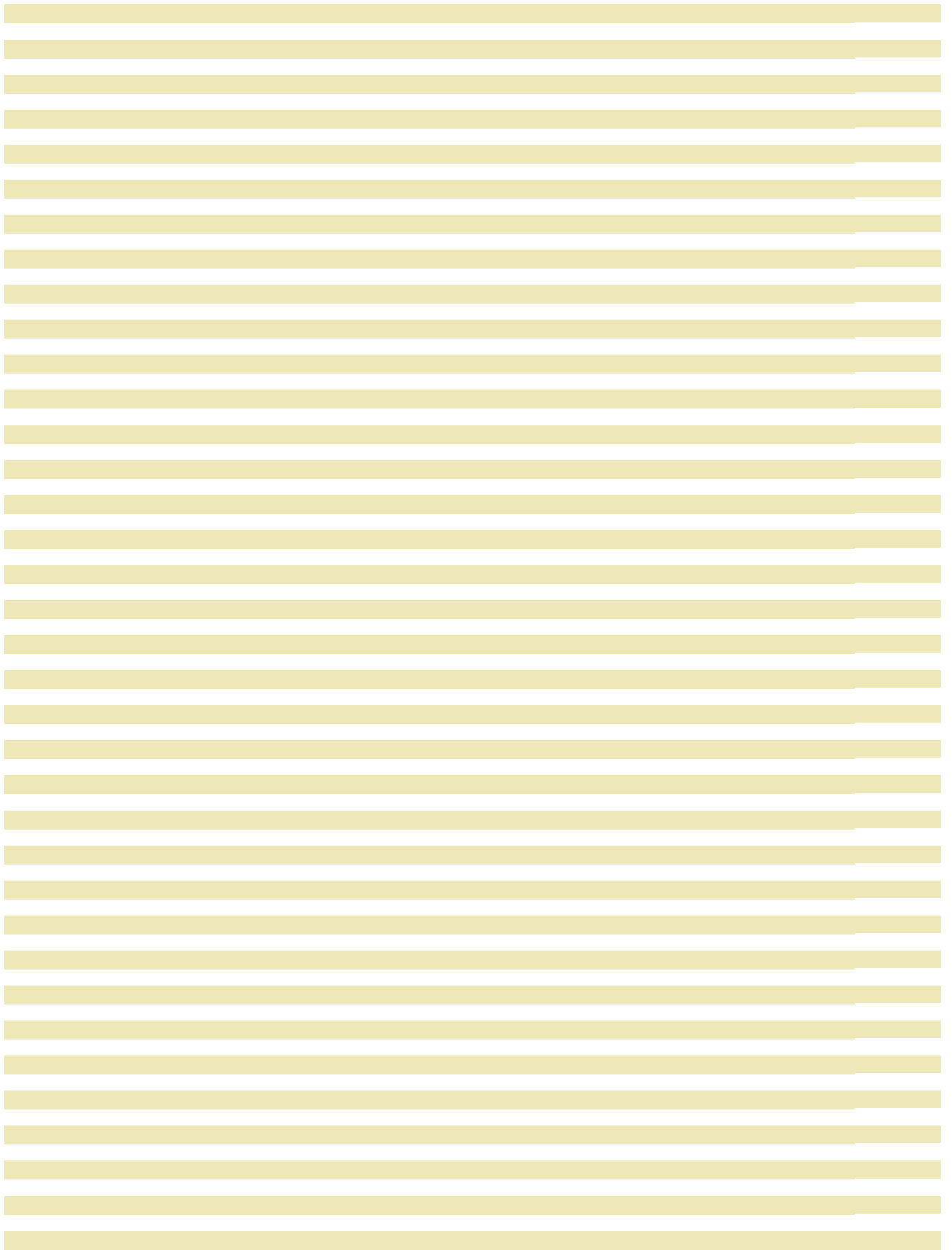


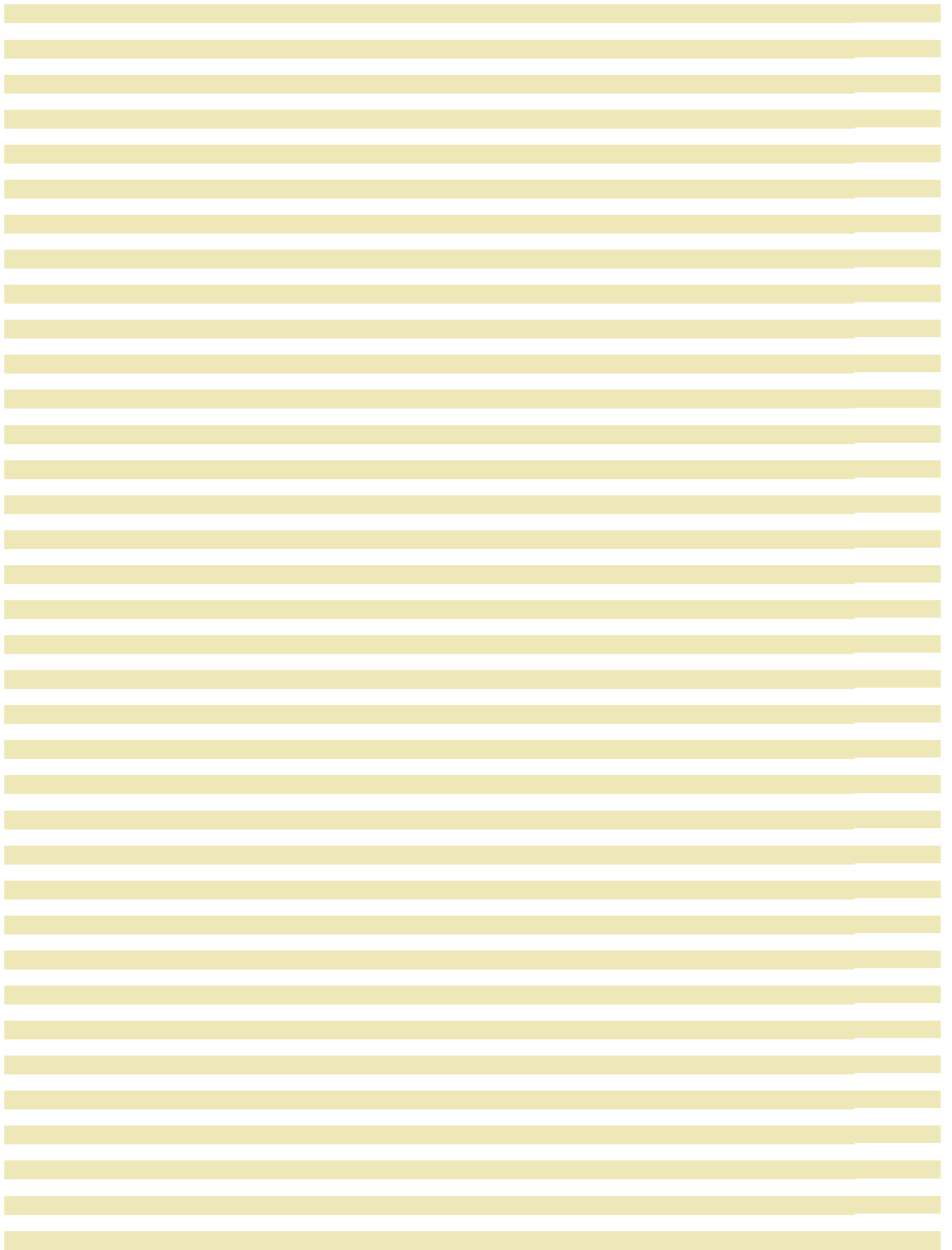


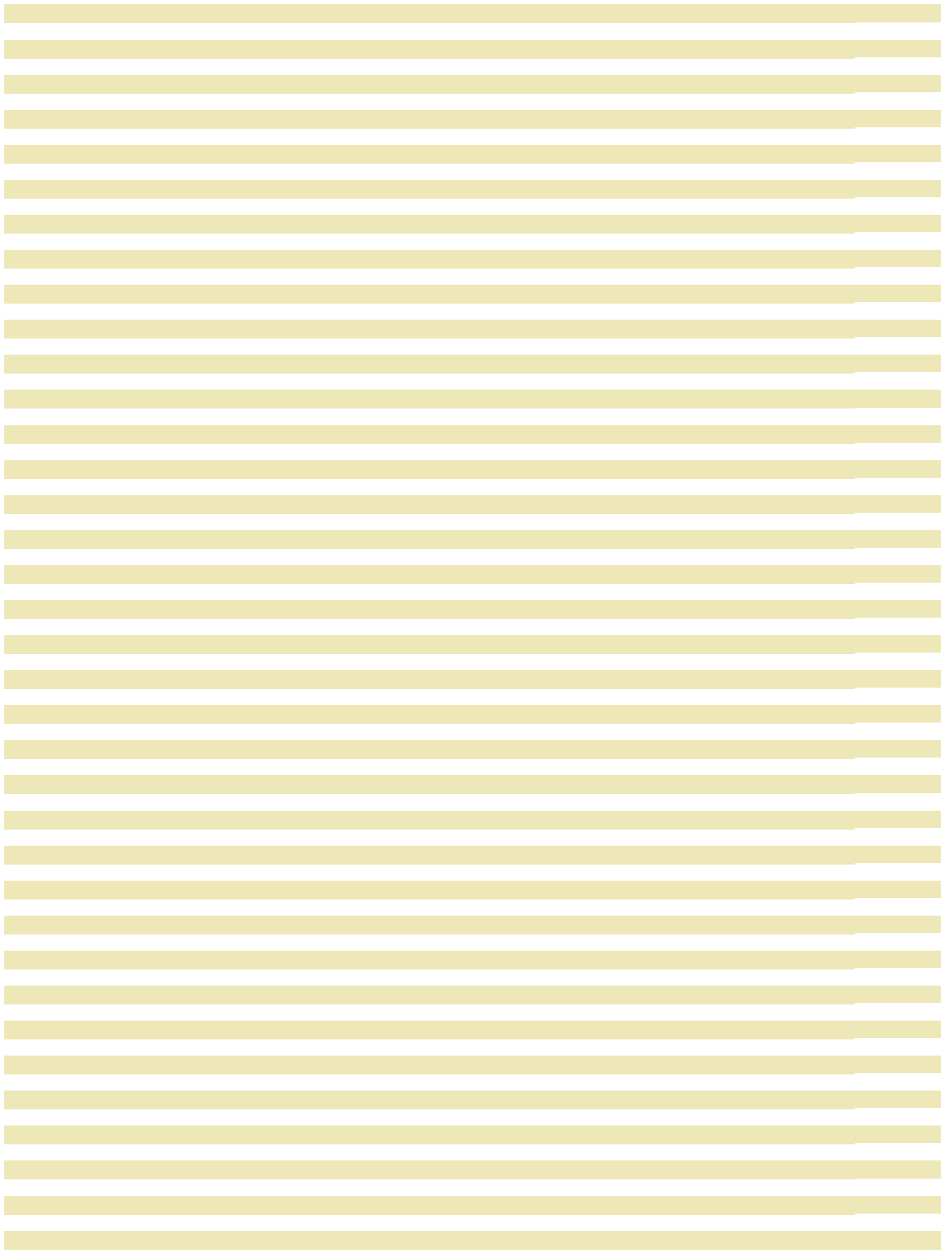


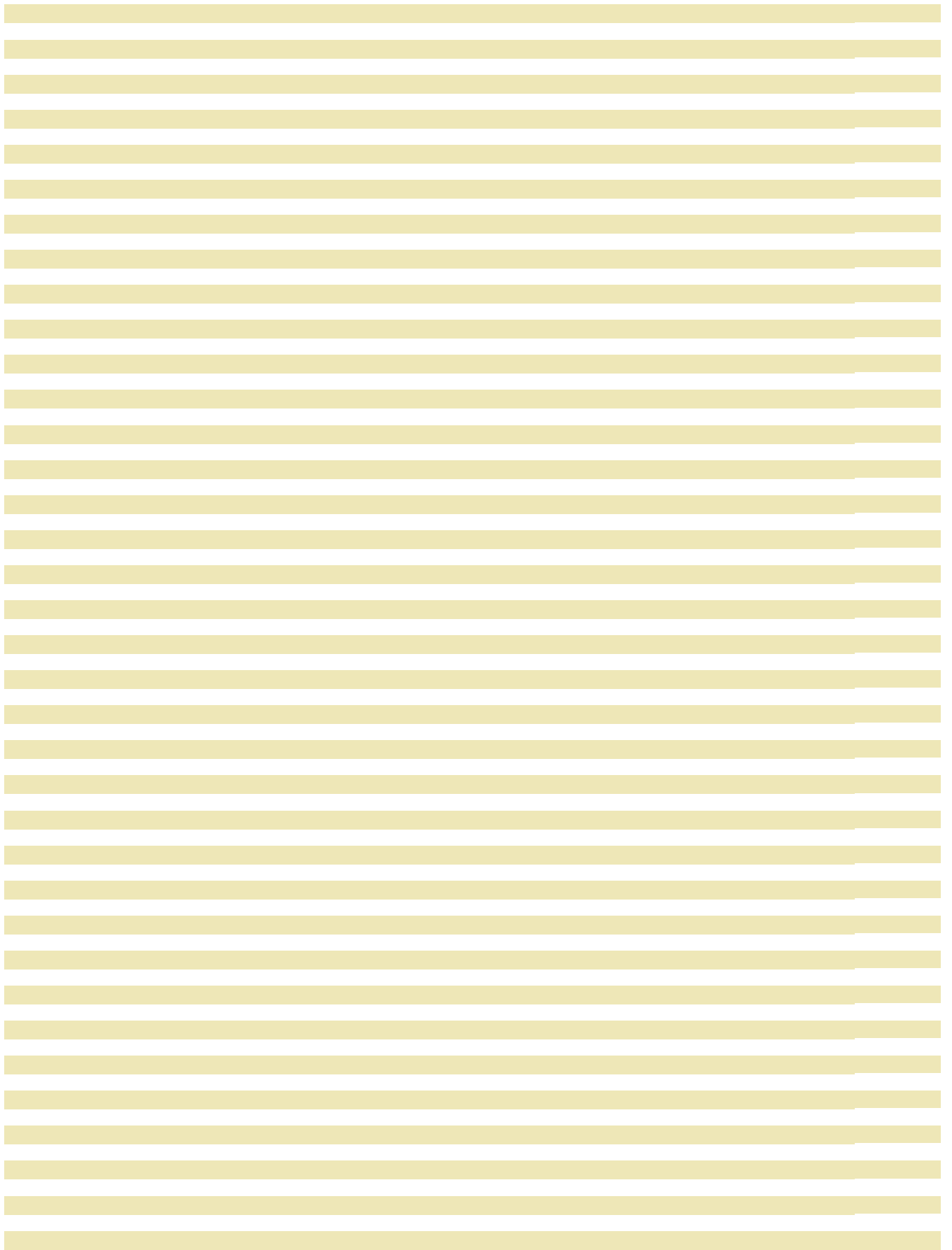


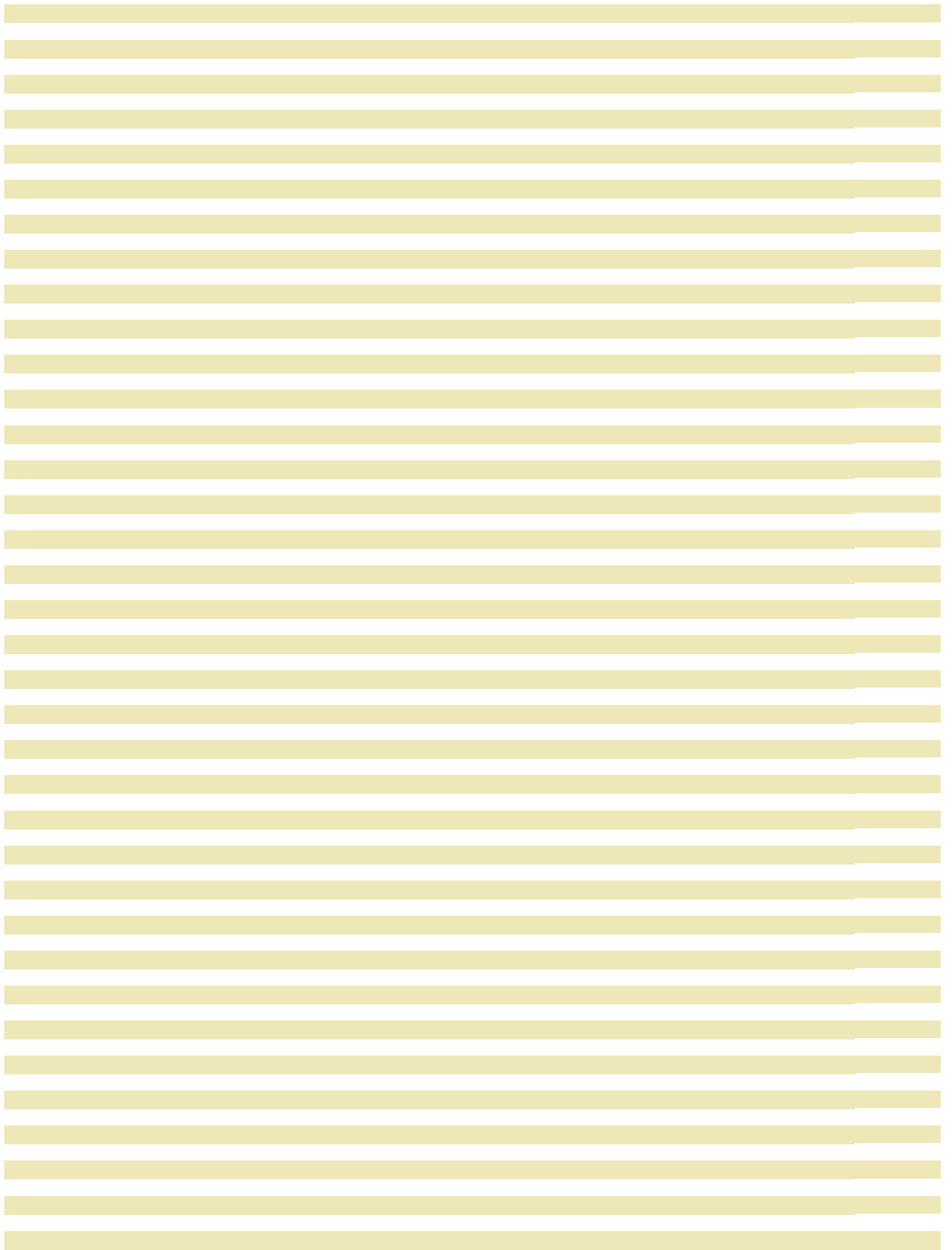




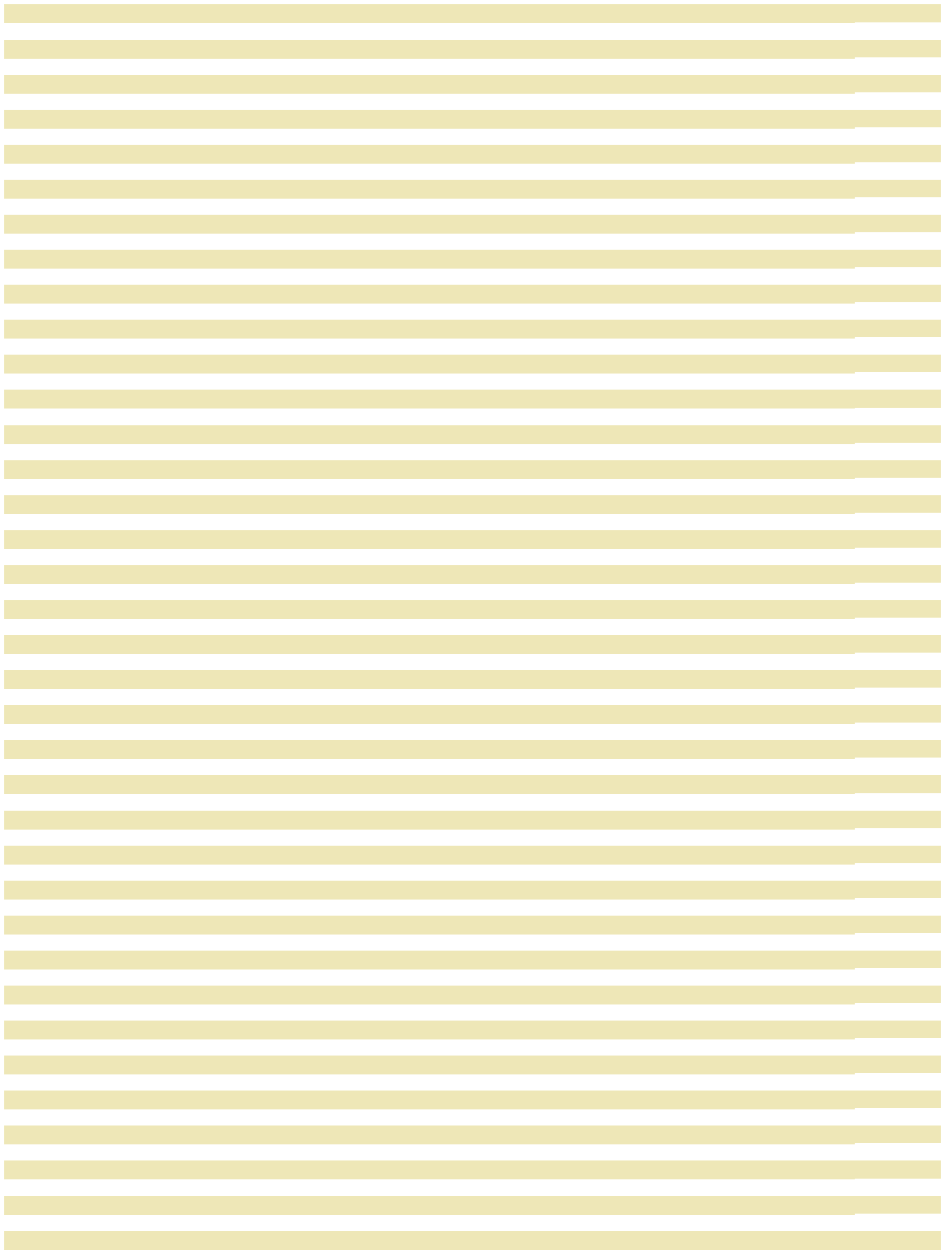


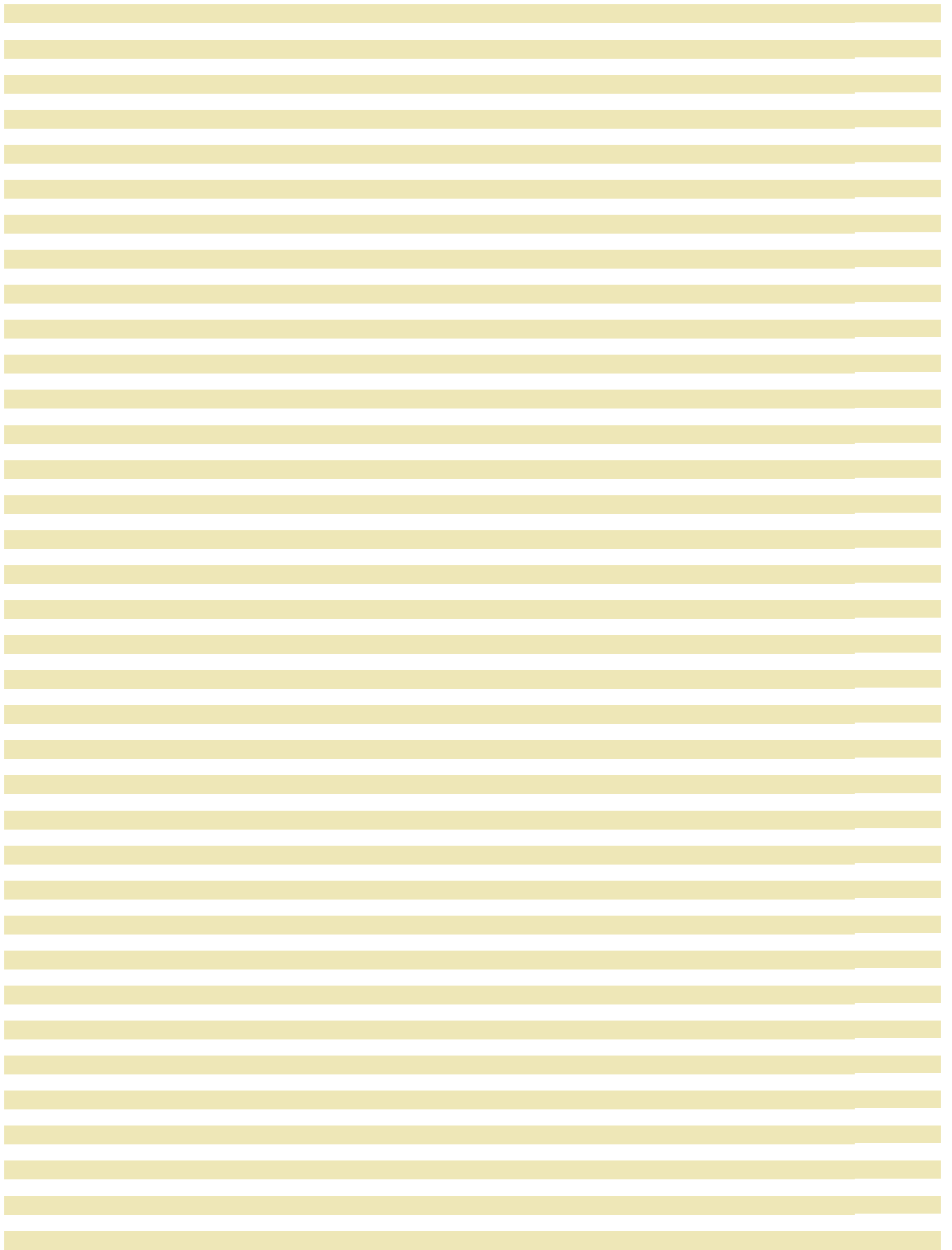


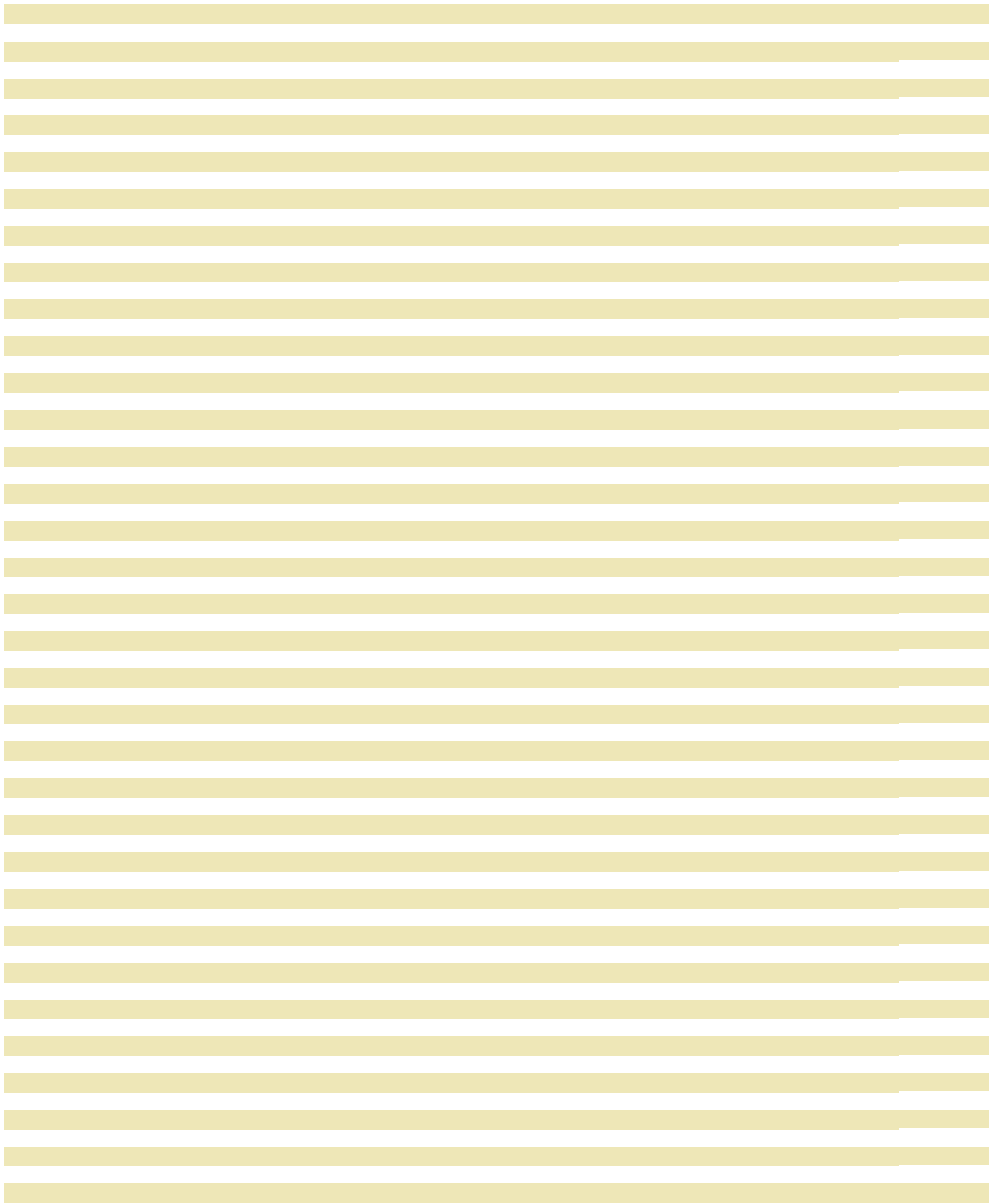




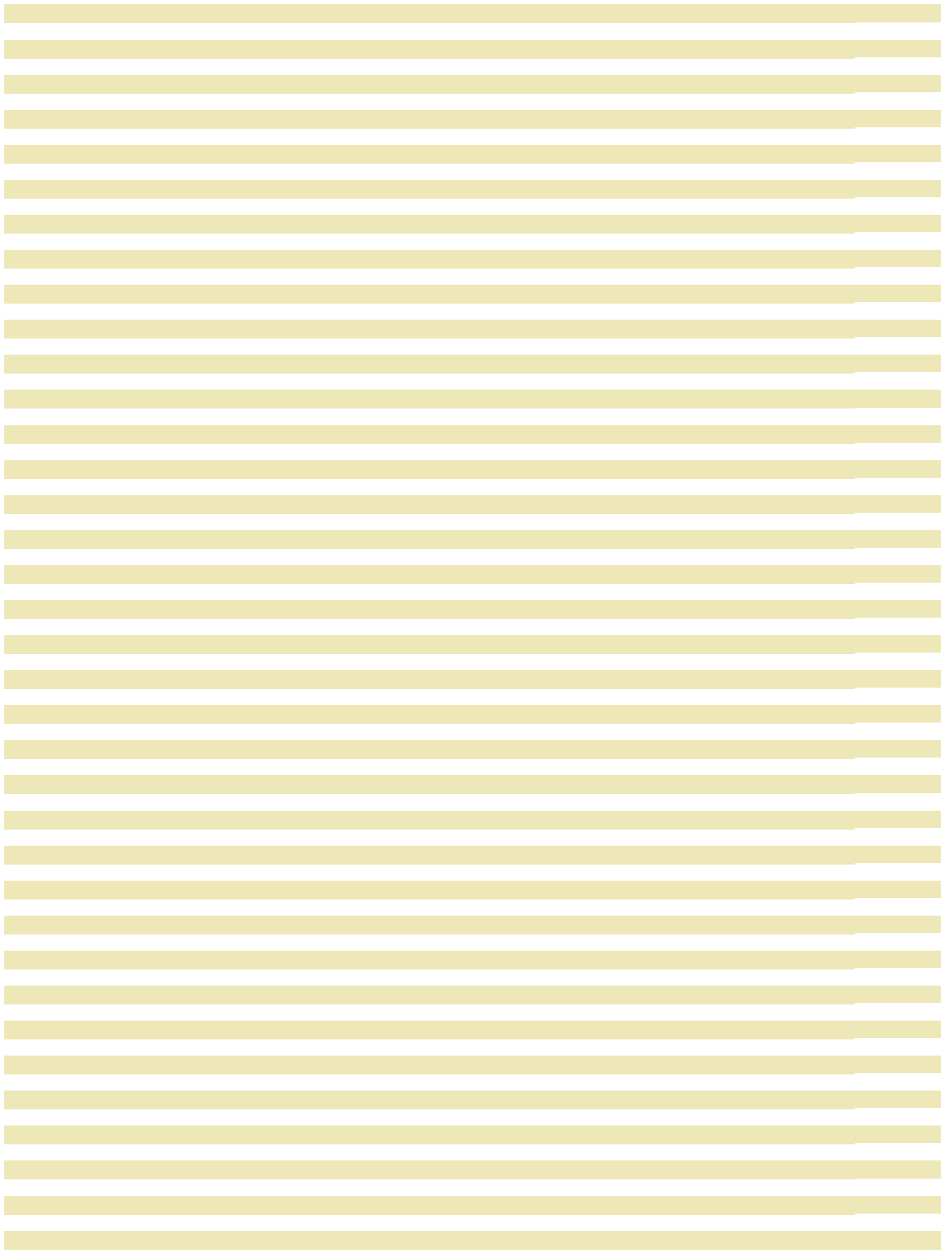


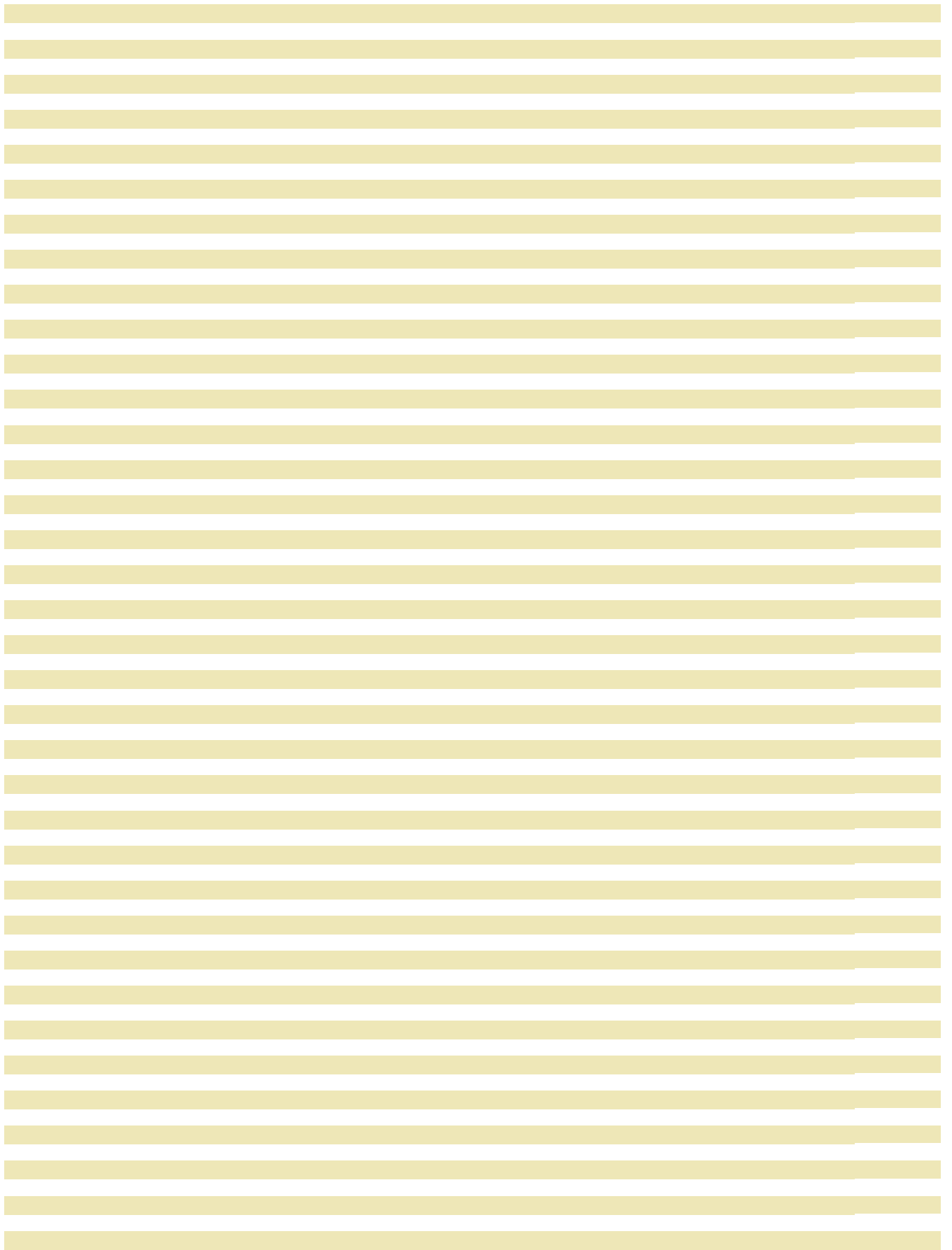


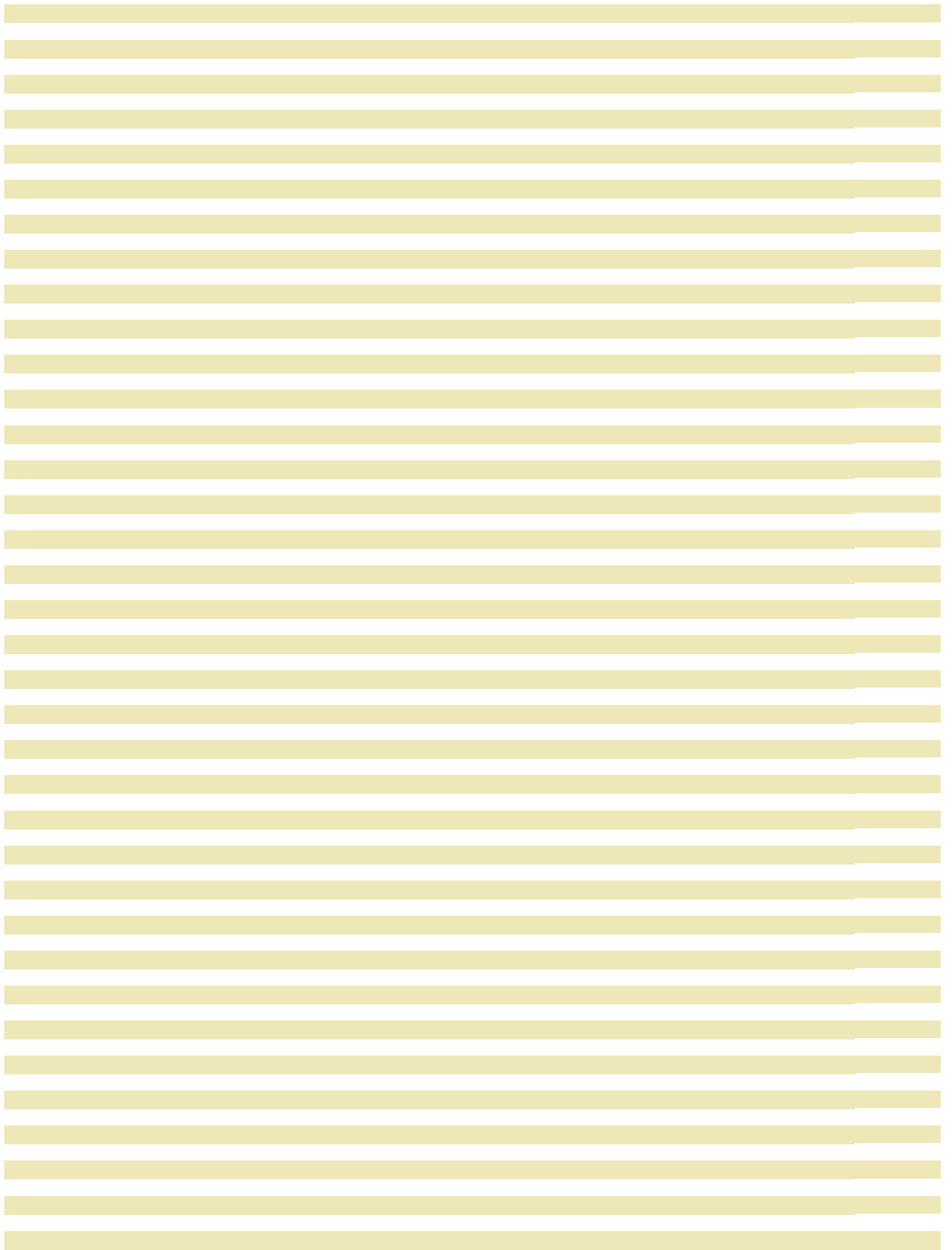


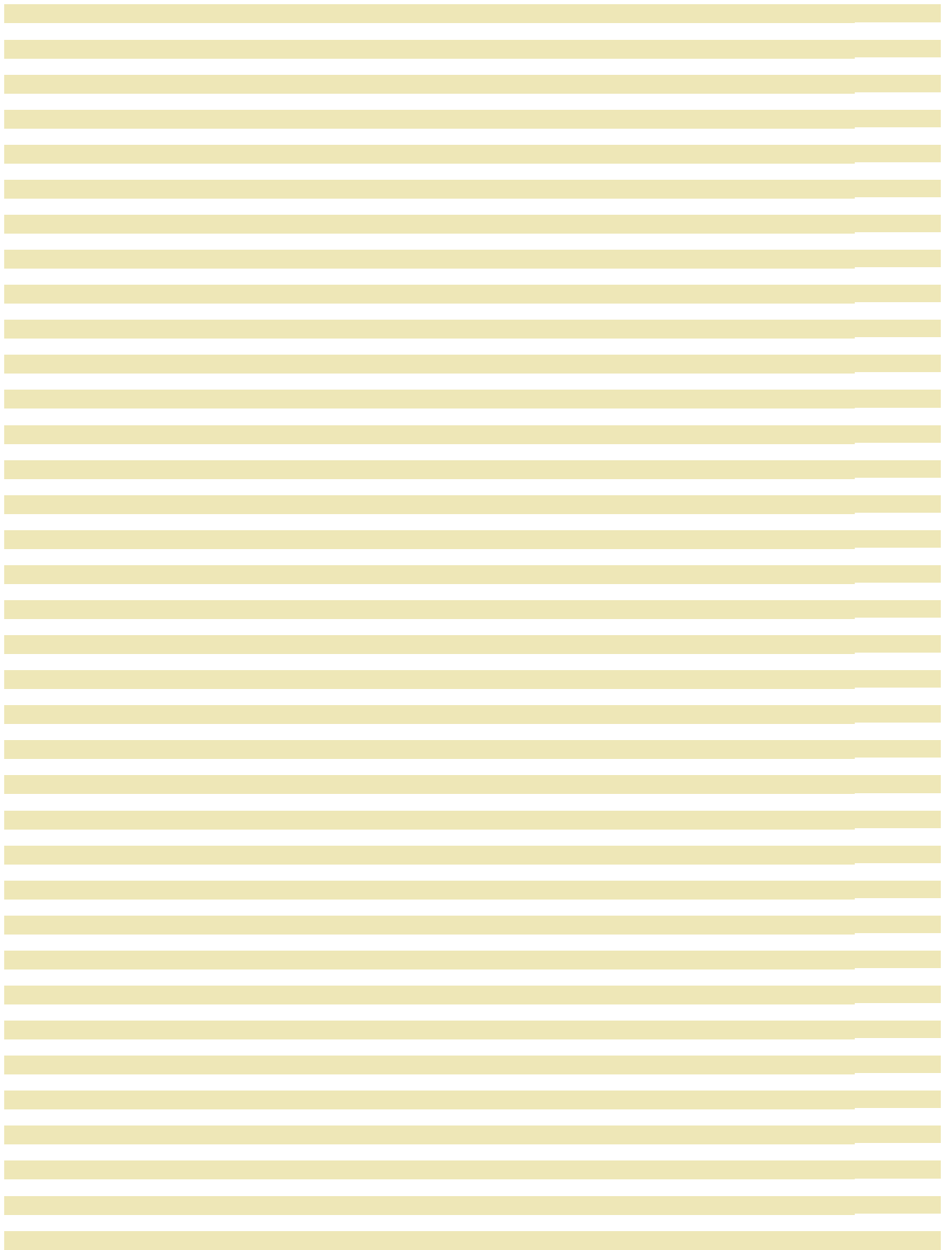


Issue	Page	Name	Type	Description
93p	p. 12	Ghost Bear	Prestige Class	5-level legendary prestige class. Cannot be left after entering without finishing it, and requires specific quests to level up. Requires skills (including Survival 15 ranks), Endurance, Iron Will, Track, and one feat chosen by the DM, along with the rage ability. Gives five abilities, chosen in any order, with the abilities chosen later gaining more effect. These abilities include +1 to +5 to Str, +1 to +5 to Con, better tracking, wild shaping into a dire bear 1 to 5 times per day, speed increases, or a targeted rage that procs when you take 30+ damage from a single creature in one round. Solid endgame option for pure martialists with Barbarian dips (aka most of them) if you can get past the fluff requirements.
104	p. 78	High Handcrafter	Prestige Class	10-level noncasting prestige class. Requires 10 ranks in a craft skill (minimum entry 8th), among some other skills, and two instances of Skill Focus (Craft). Gives you some skill and save boosts, as well as a unique item called an Earth Talisman, which can be used to cast spells as you level. These spells include a bunch of earth and stone-based utility, along with, at later levels, Fabricate, Lesser (and at 10th, Greater) Planar Binding, Earthquake, Major Creation, and Polymorph Any Object. Solid PrC for a "skill" utility character who isn't already a caster.
113	p. 95	Knight of Holy Shielding	Prestige Class	10-level full BAB prestige class. Requires your alignment be LG, LN, or NG, as well as some skills (including Ride 9 ranks), and Cleave, Great Cleave, Power Attack, Mounted Combat, and Weapon Focus (battleaxe, heavy lance, or longsword). Gives social skill boosts, some paladin abilities, 5/10 advancement of either divine spellcasting or paladin mount, supreme cleave (capped at total movement speed per round, but works while mounted), +Cha to attack and damage while cleaving, and as a capstone, a 1/day free action CL 20 Holy Word spell. Decently solid martial/divine gishy PrC if your DM likes having a lot of mooks.
84	p. 54	Arachnomancer	Prestige Class	10-level prestige class that casts up to 4th-level spells off its own list. Requires 3rd-level spells to enter. I don't know what the goal with this class is. They can turn into a spider, command spiders, and eventually shoot a cone of normal-sized tiny spiders at enemies. Could be amusing if used as a "base class" and ignoring the prereqs, potentially.
93p	p. 15	Witch Queen	Prestige Class	5-level legendary prestige class. Cannot be left after entering without finishing it, and requires specific quests to level up. Requires skills (including Know: Arcana 15 ranks), Leadership, and one feat chosen by the DM, along with being female and casting 5th-level arcane spells. Gives five abilities, chosen in any order, with the abilities chosen later gaining more effect. These abilities include channeling spells through your cohorts, increasing leadership score, scrying through your Leadership minions, buffing your Leadership minions, getting 1 to 5 extra Leadership cohorts, or boosting your CL a couple times per day. Does not progress spellcasting.
97	p. 114	Keshen Blademaster	Prestige Class	Full-BAB 10-level PrC with some mediocre TWF and critfISH abilities. Requires Dodge/Mobility/Combat Expertise/Lightning Reflexes.

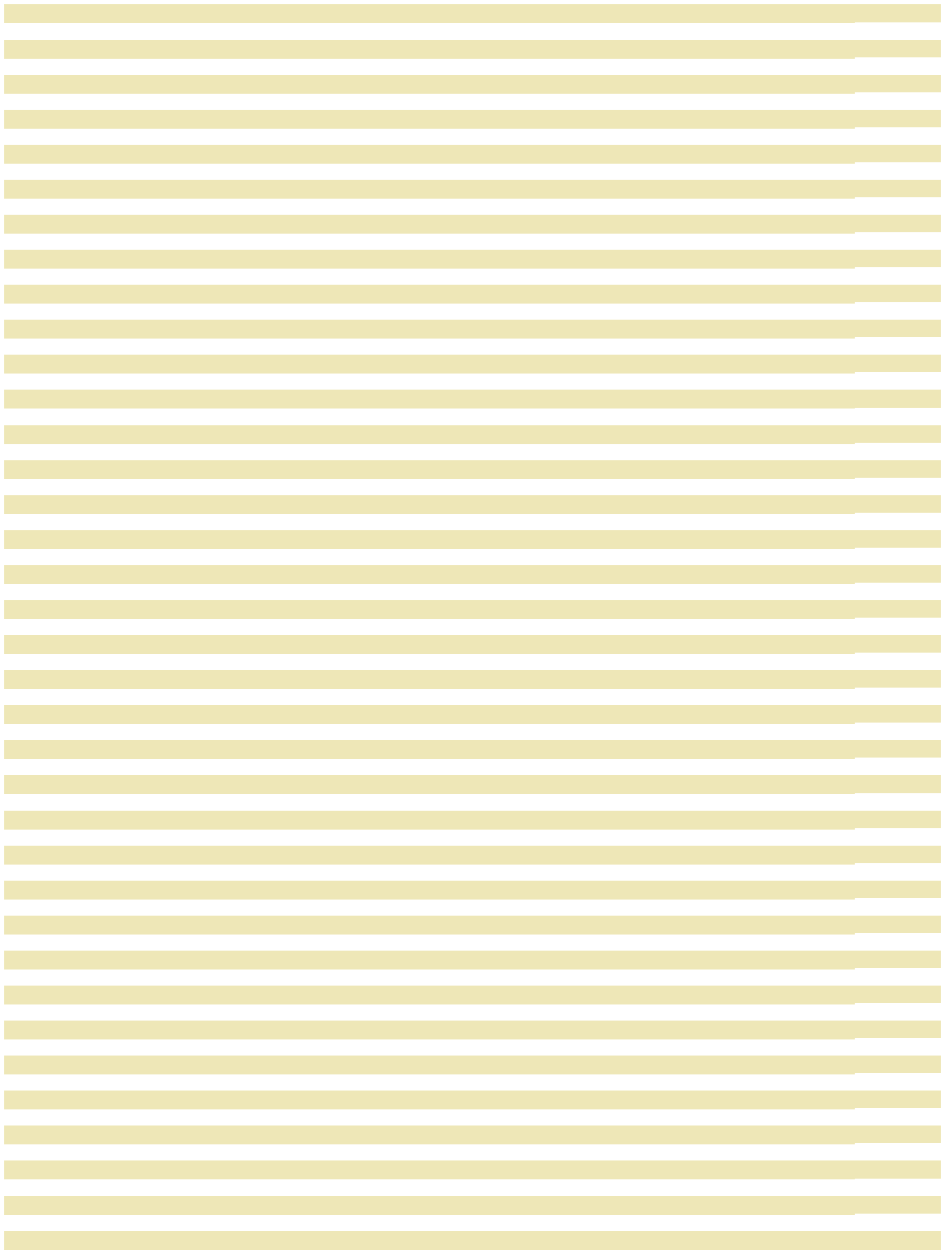


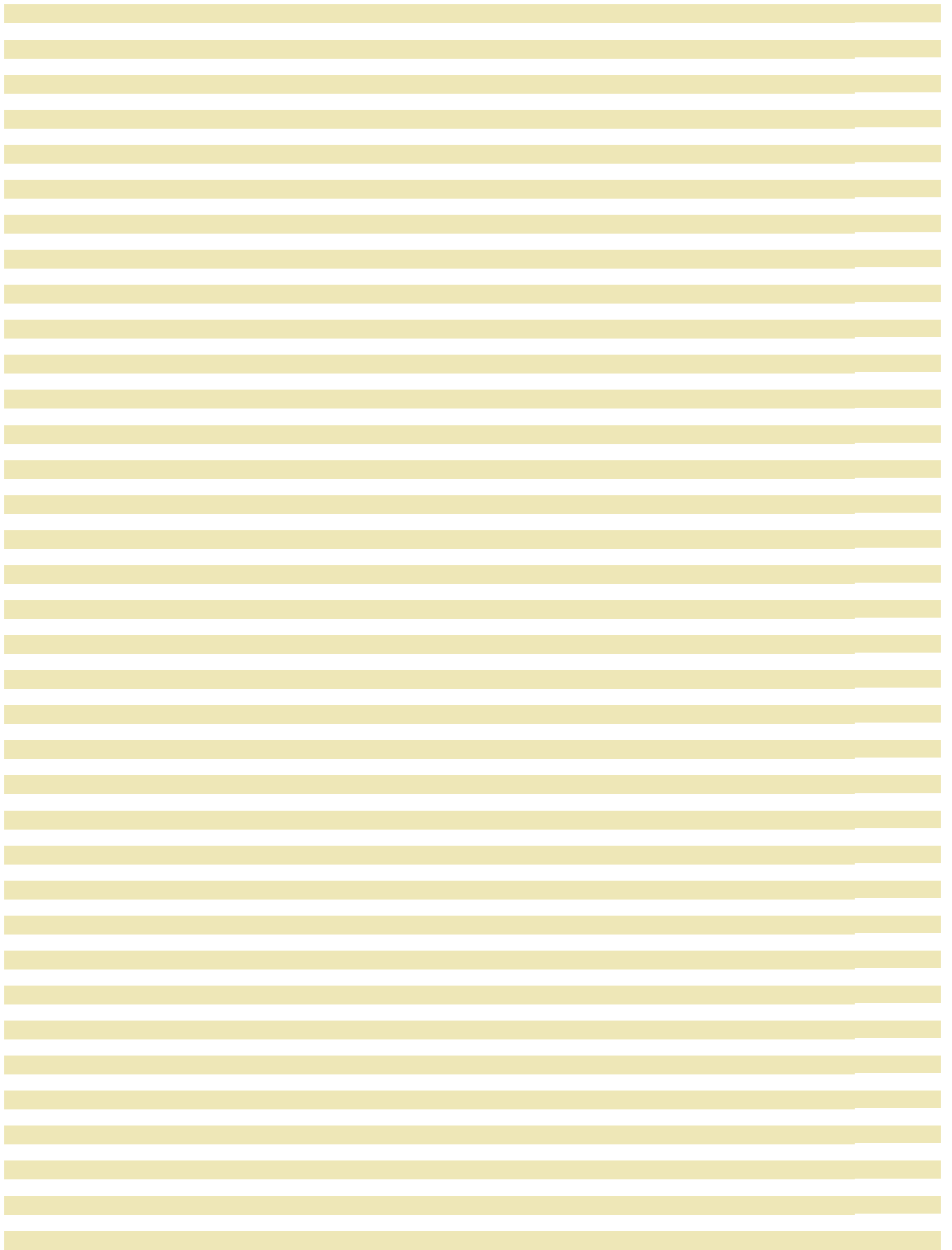


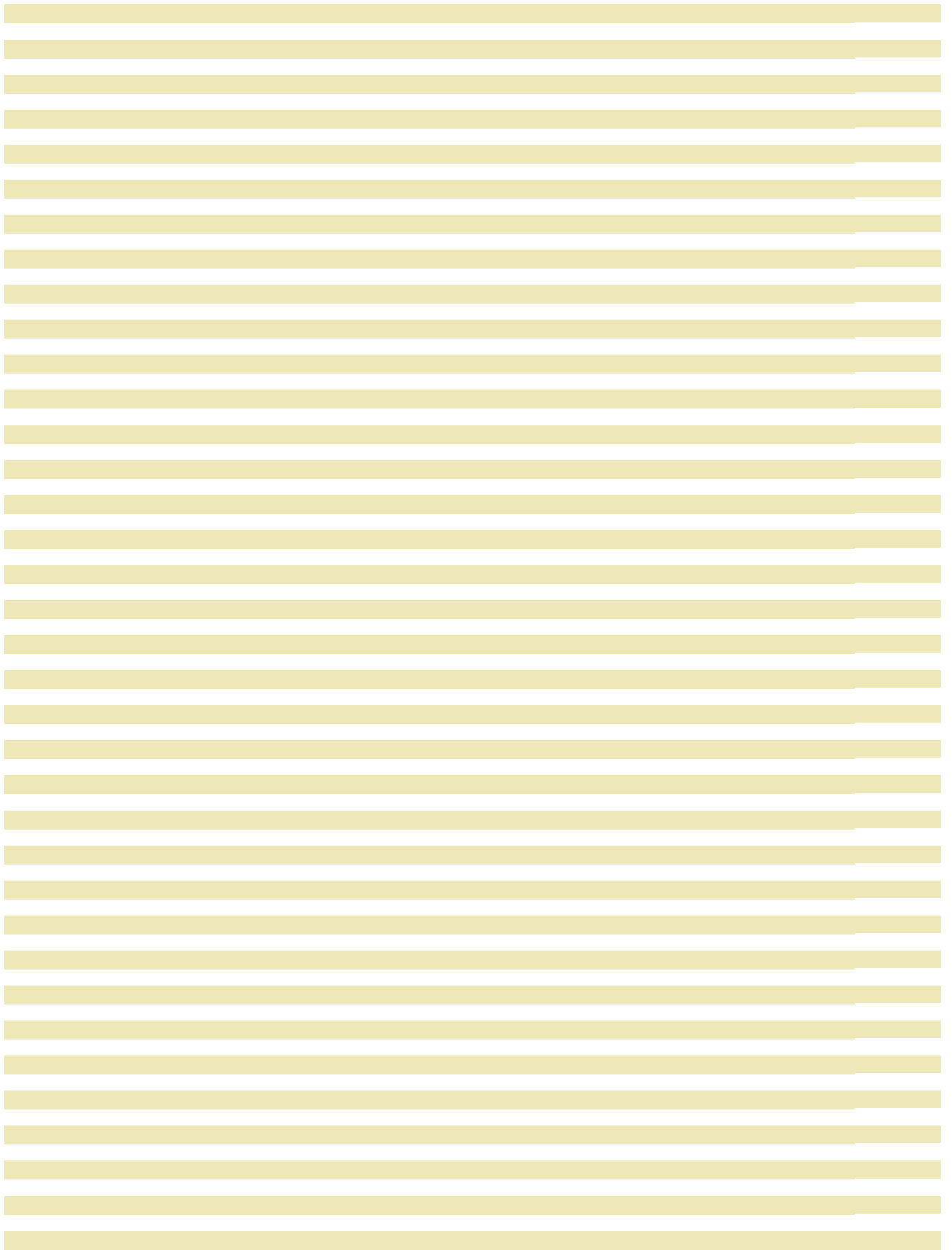


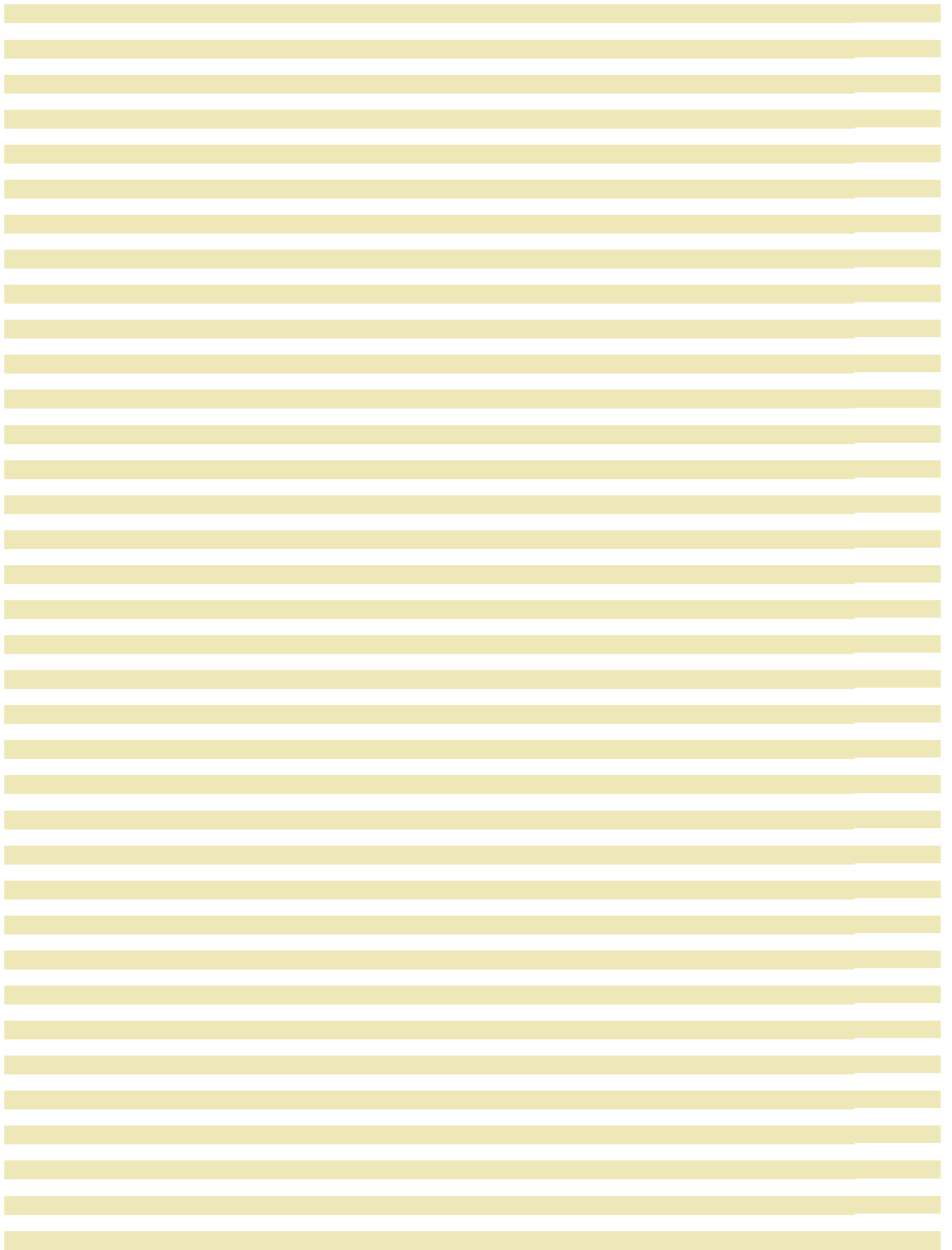


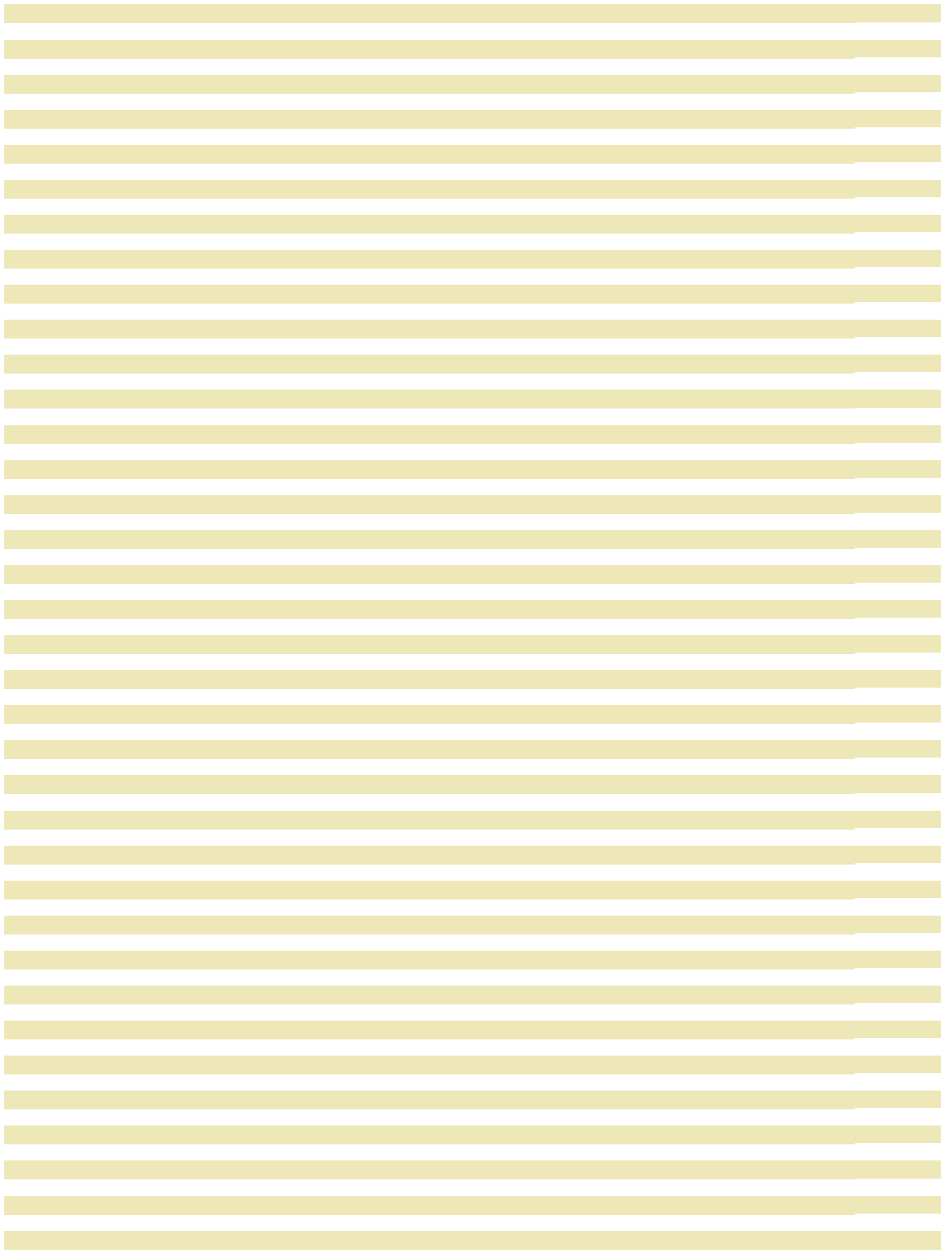


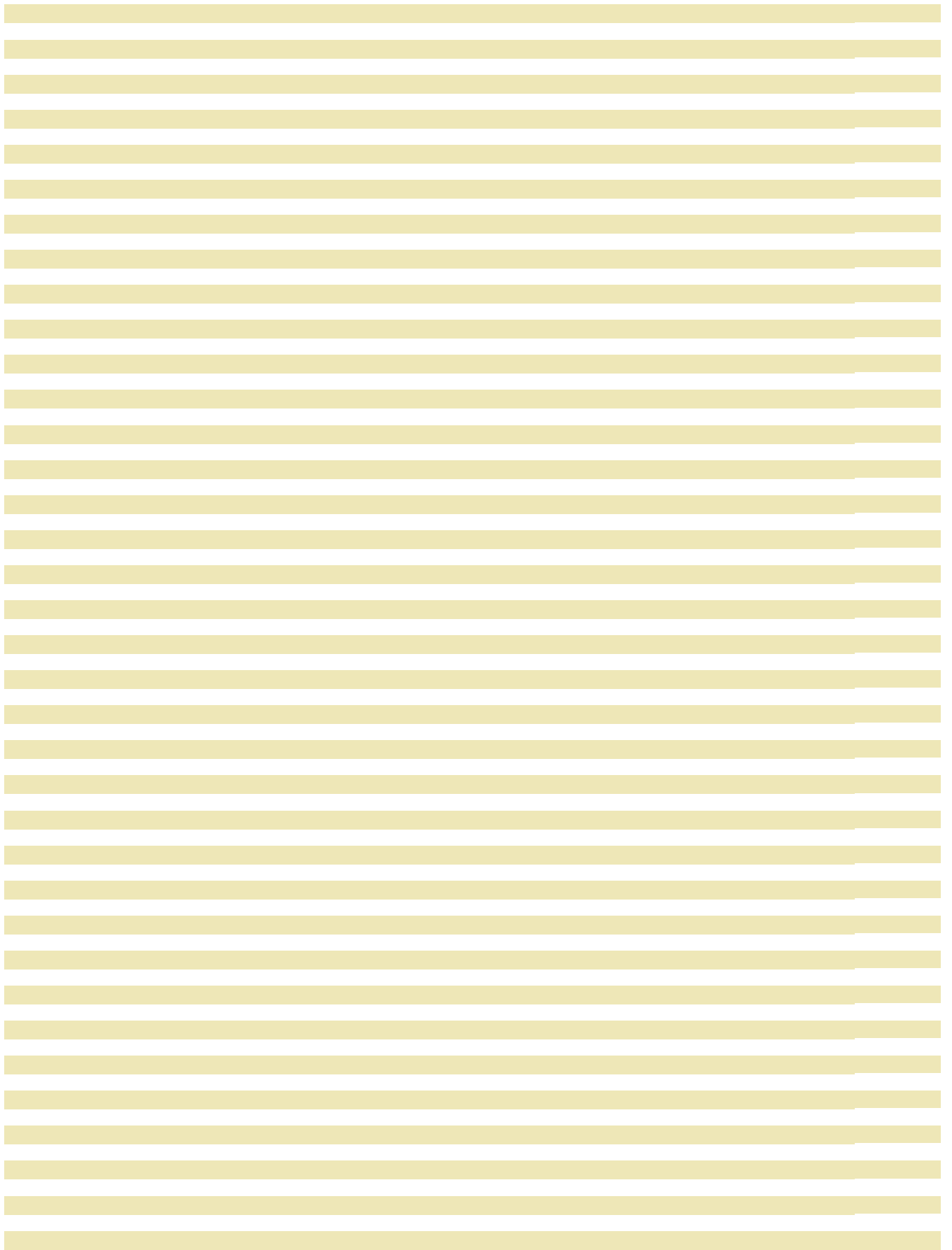


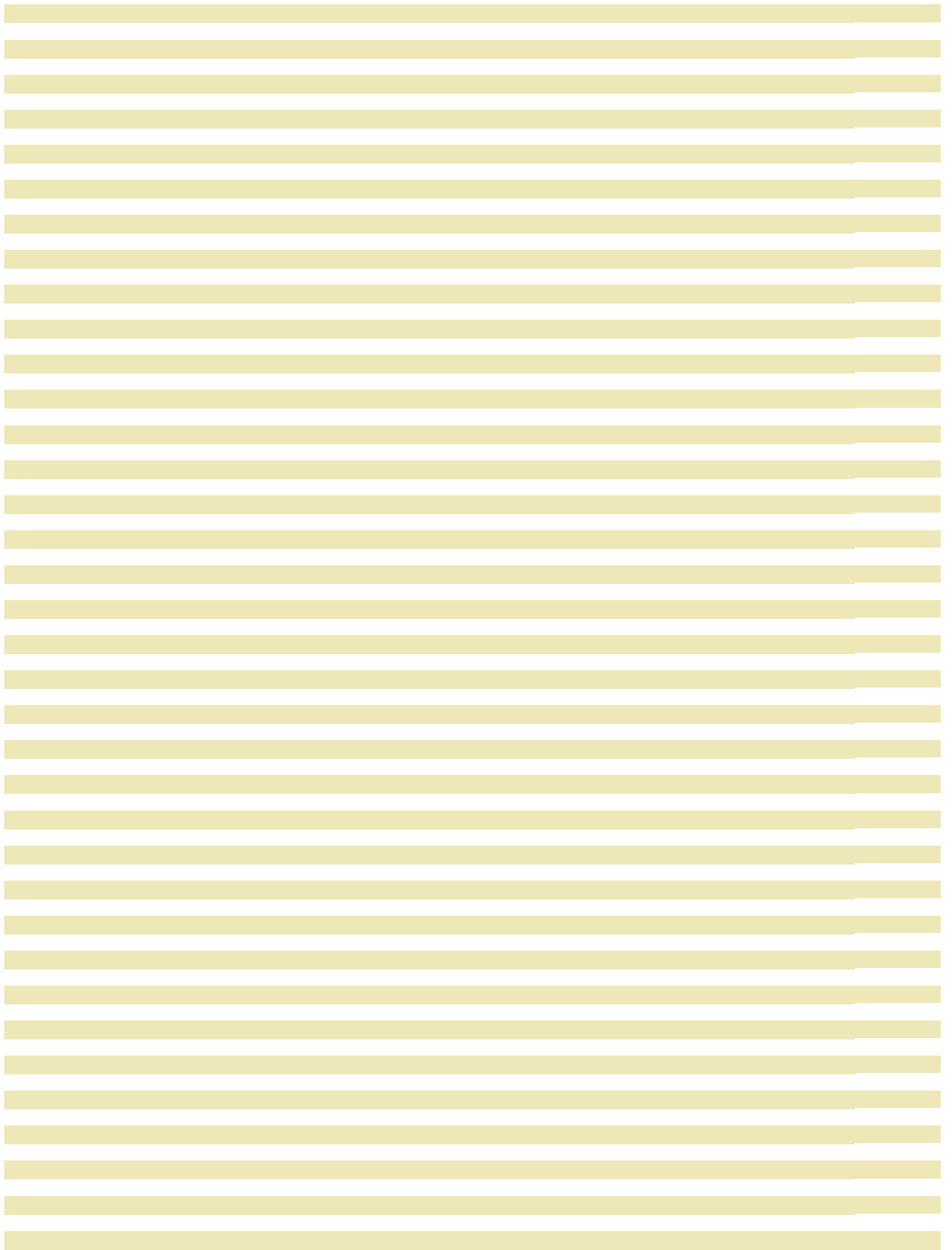


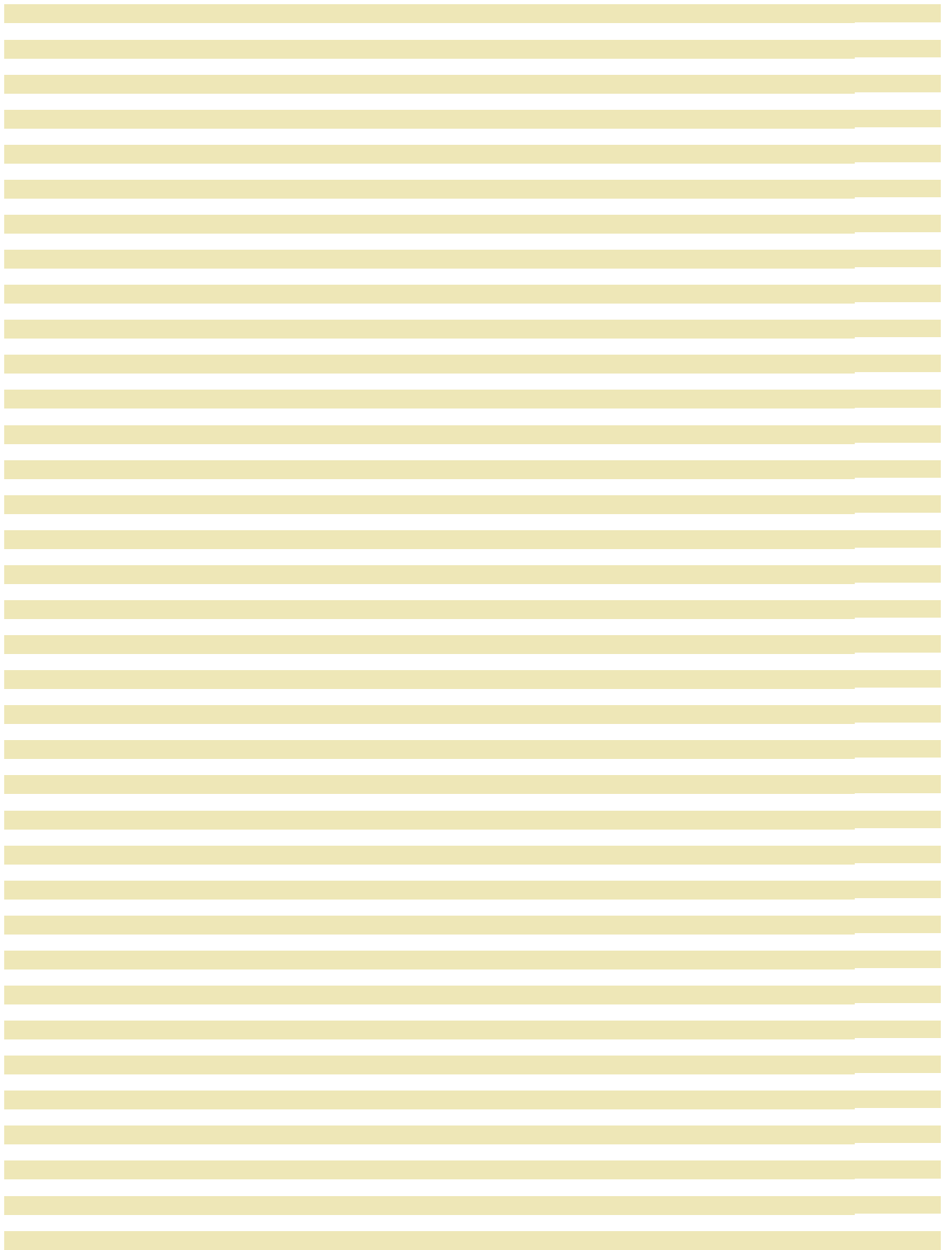




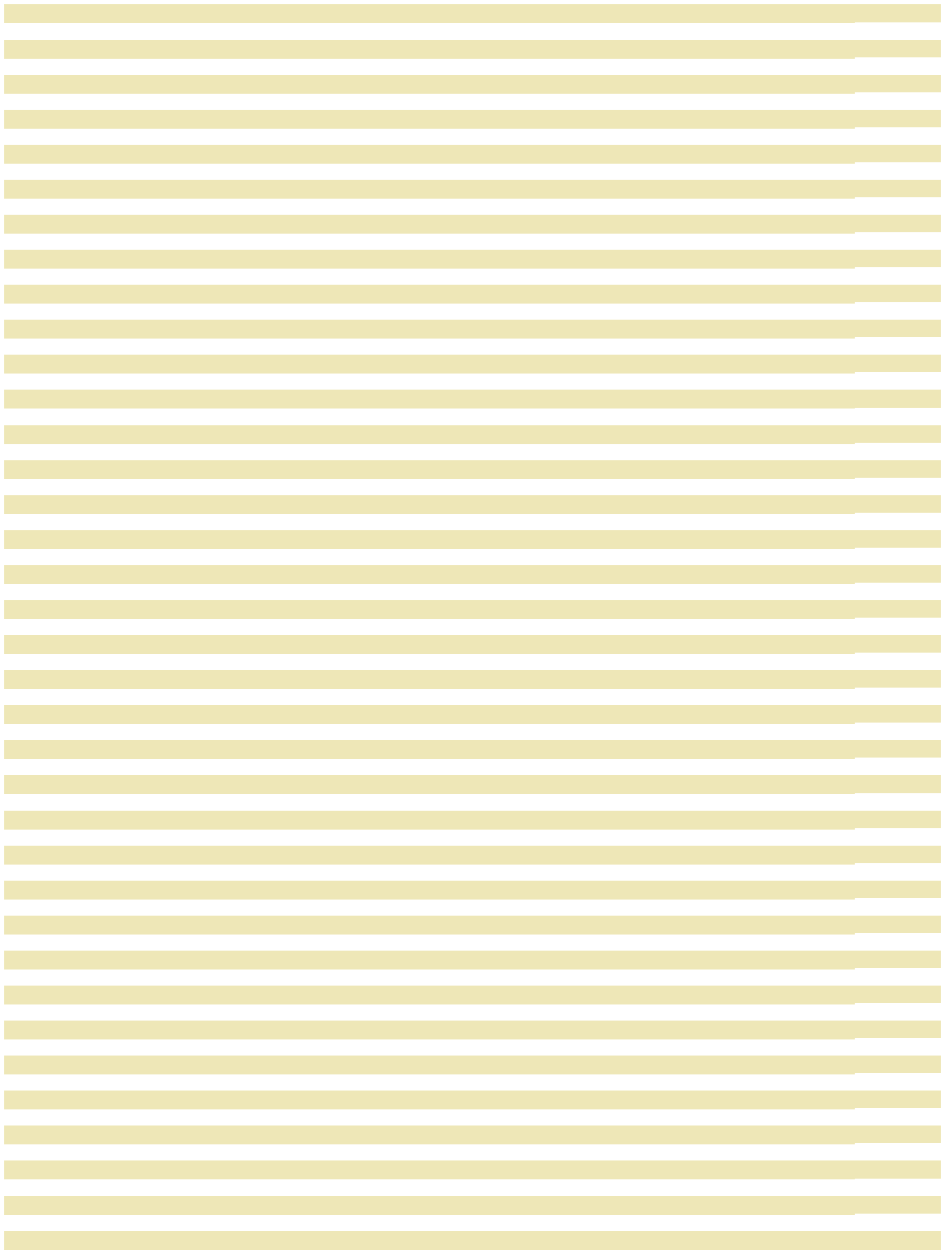


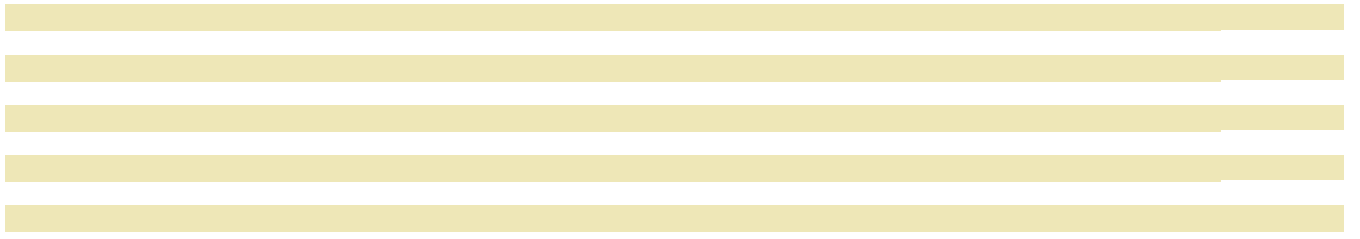




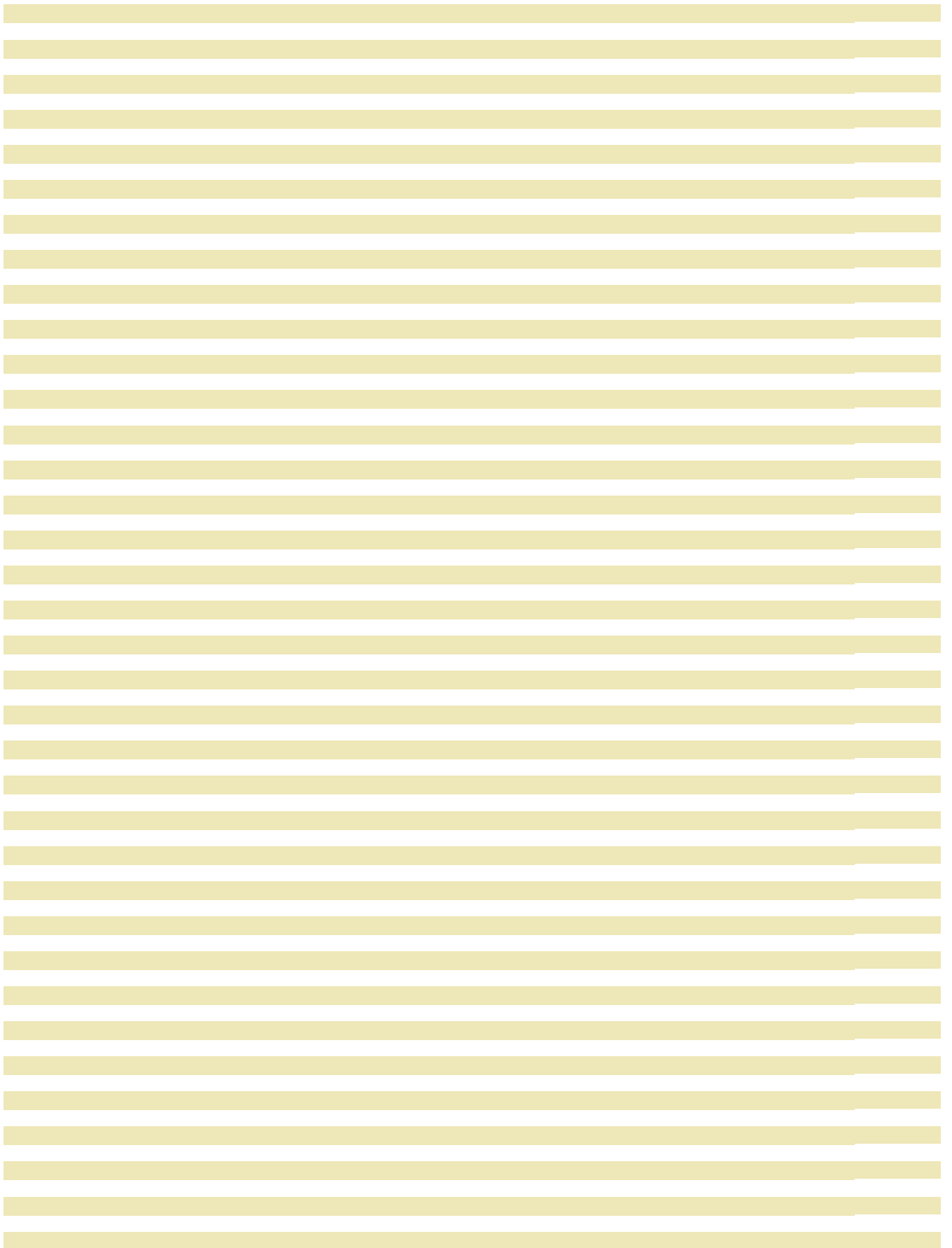


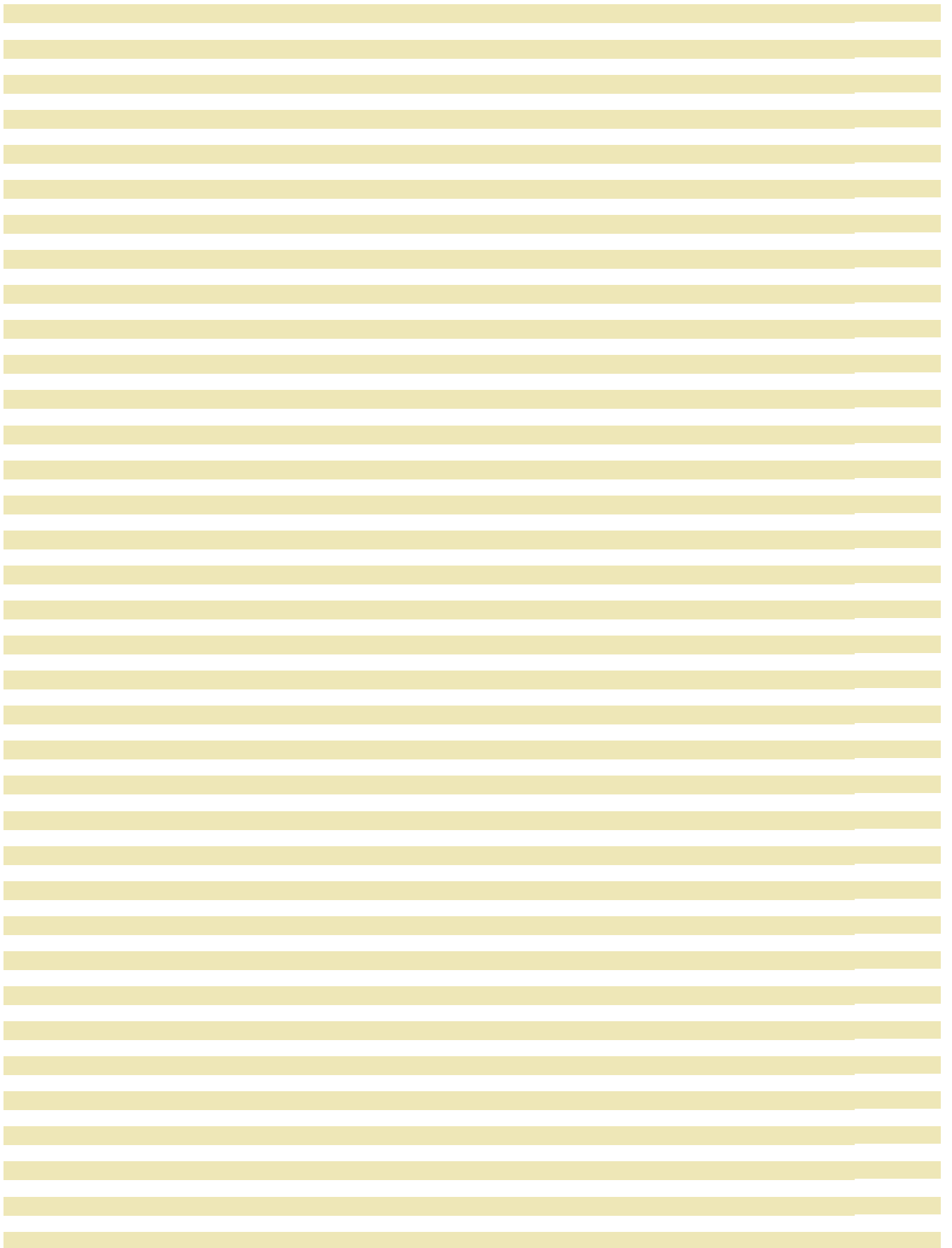


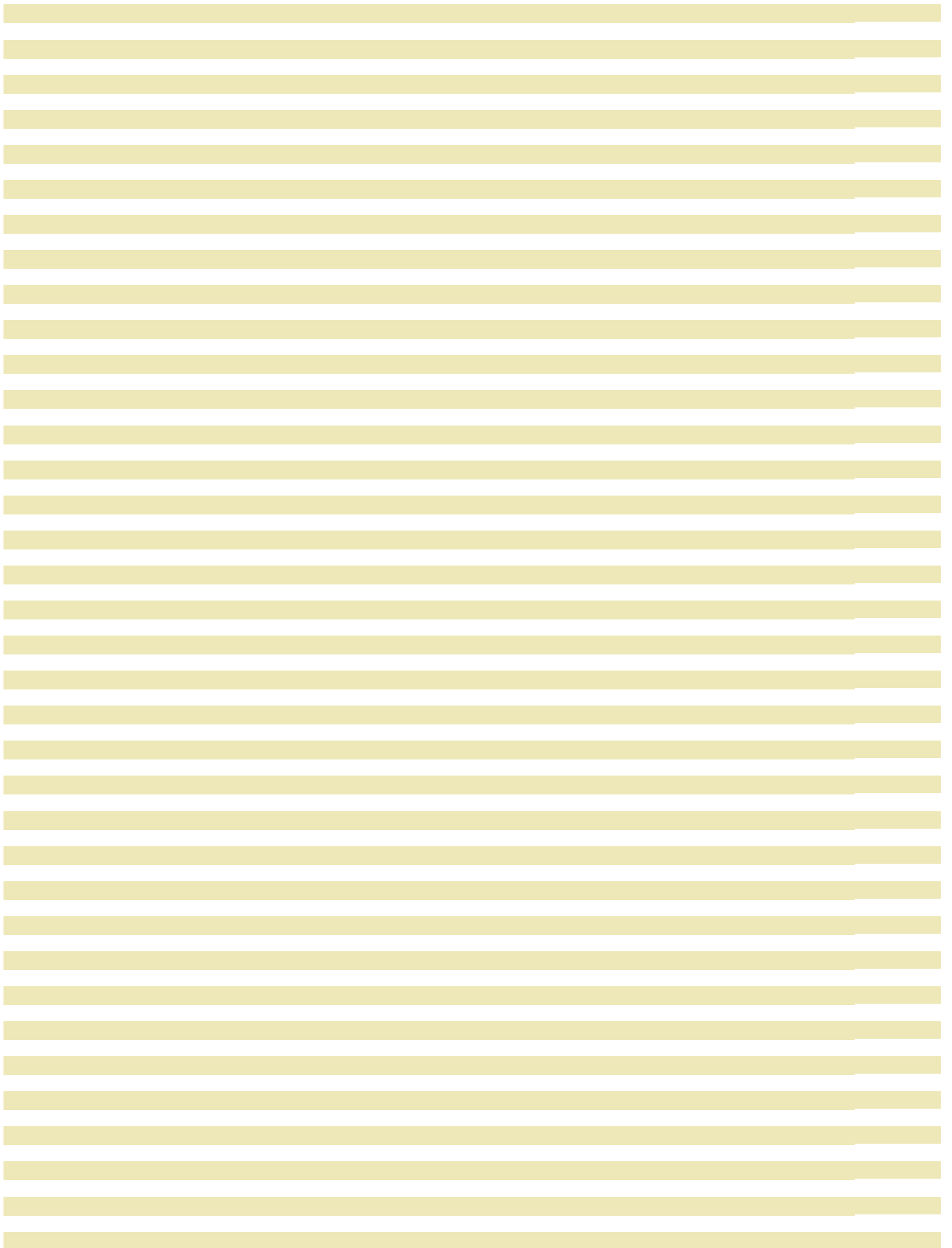


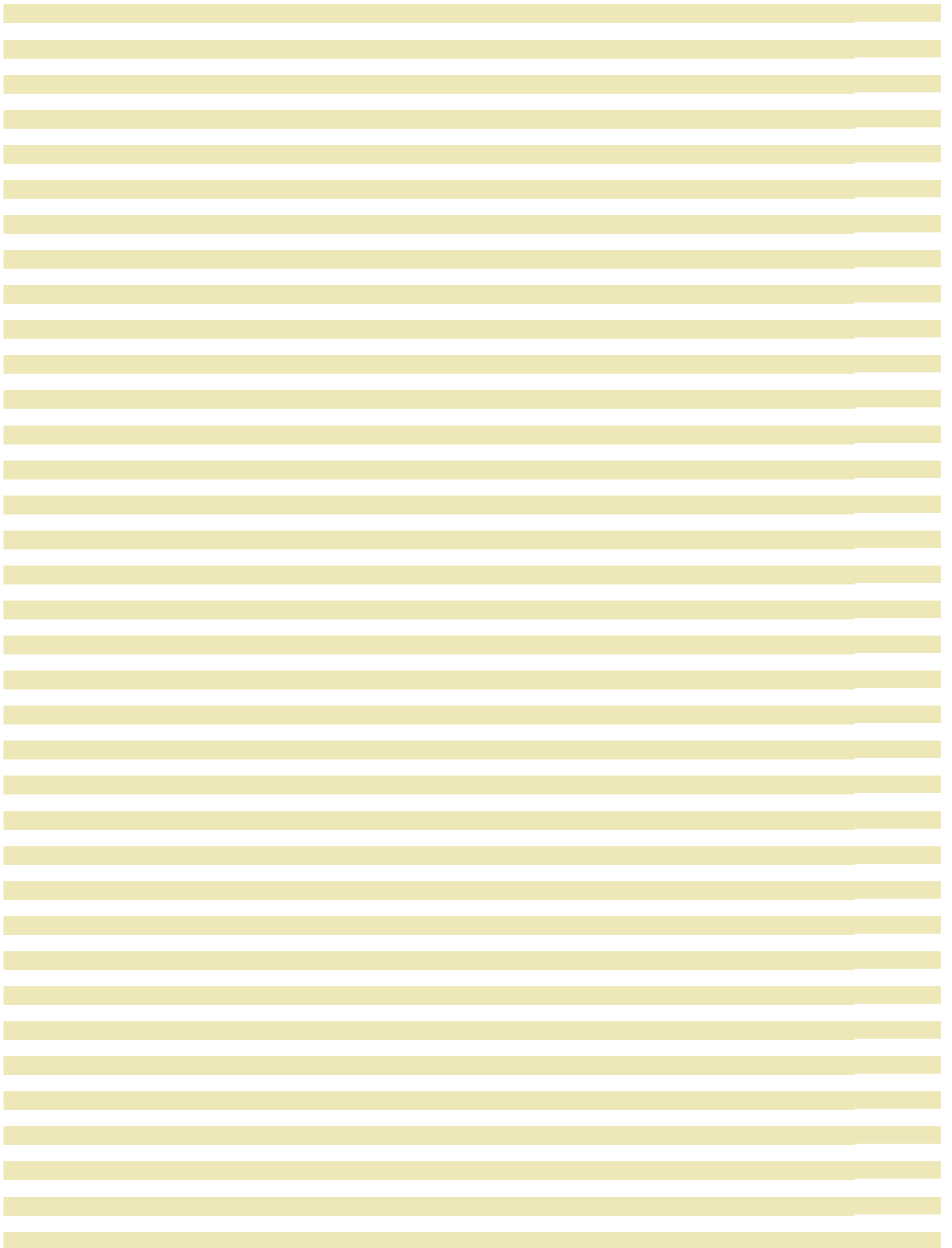


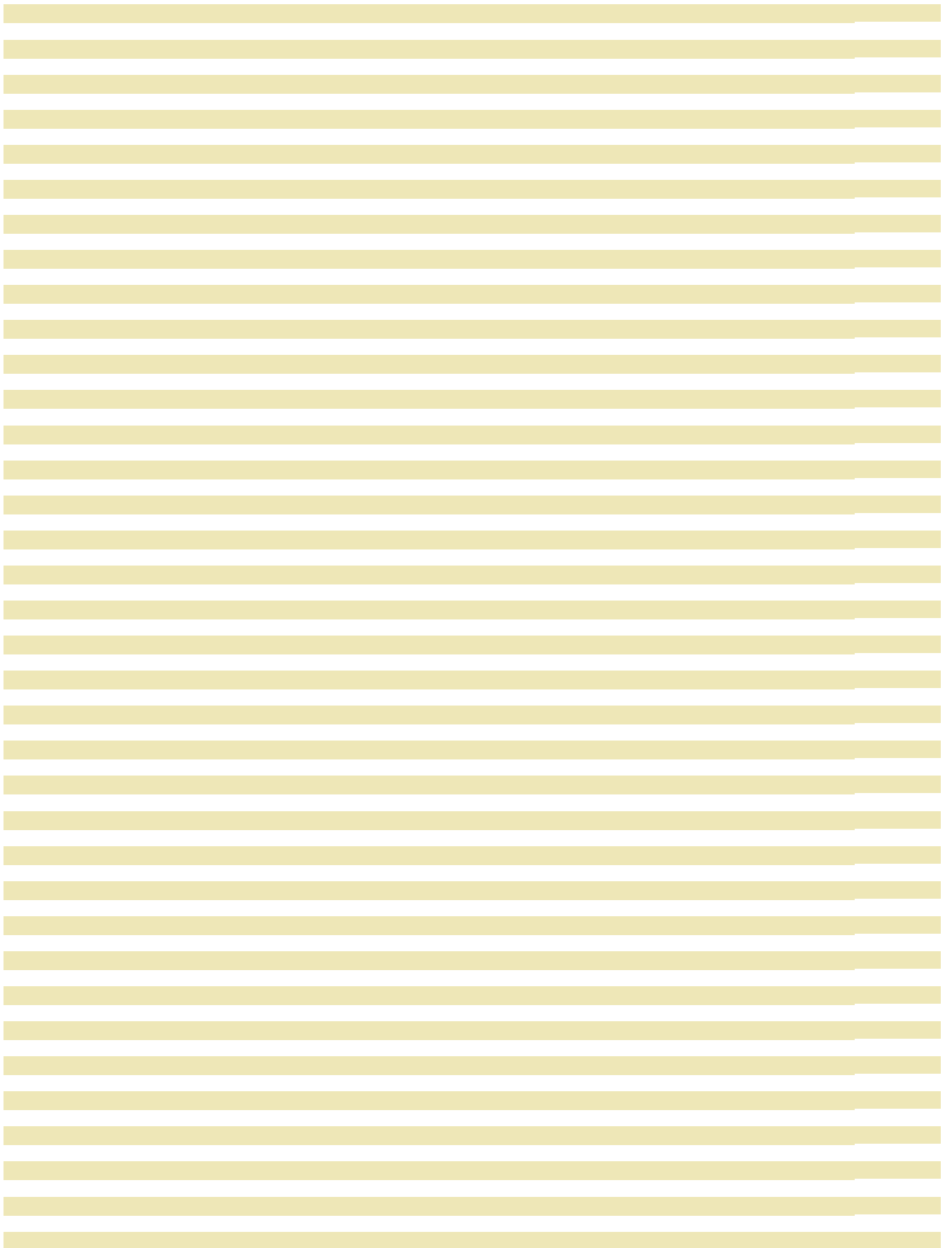
Issue	Page	Name	Type	Description	[9]	[10]
110	p. 91	Kank	Class Option	1st-level druid animal companion option. 3 Hit Dice, good physical stats, and a poison whose initial and secondary damage are both paralysis. It also has a fast speed. Gives the riding dog a run for its money. Also, it's a giant ant.		
110	p. 93	Pterax	Class Option	7th-level druid animal companion option. 80 foot fly speed, Large size, bite/claw/claw/rake/rake full attack, and pounce. They also have Biofeedback as a PLA 1/day. Excellent animal companion option.		
110	p. 84	Baazrag	Class Option	1st-level druid animal companion option. Solid physical stats, functionally identical to wolf, except it inflicts 1 point of bleed damage instead of tripping.		
110	p. 84	Boneclaw Baazrag	Class Option	7th-level druid animal companion option. Slightly better stats and bigger, but not that great. Adorable though?		
110	p. 85	Cilops	Class Option	10th-level druid animal companion option. Psionic animal with solid tracking abilities and at-will hostility sensing. Also has a paralytic poison and is a giant friendly centipede. What's not to love?		
110	p. 87	Critic Lizard	Class Option	Familiar option. Grants +2 on Reflex saves, and has Detect Teleportation 3/day.		
110	p. 87	Crodlu	Class Option	7th-level druid animal companion option. Five natural attacks and pounce, decentish physical stats.		
110	p. 87	Heavy Crodlu	Class Option	10th-level druid animal companion option. Basically the crodlu, but it gets a free bull rush when charging.		
110	p. 88	Floater	Class Option	Familiar option. Grants +3 on Sense Motive checks, and also has a paralytic poison and Ego Whip 3/day.		
110	p. 89	Speckled Hurrum	Class Option	Familiar option. Grants +3 on Diplomacy checks, and has Distract at-will and Telepathic Projection 1/day.		
110	p. 90	Inix	Class Option	10th-level druid animal companion option. 10 Hit Dice, Str 25, and two natural attacks. They're okay mounts.		
110	p. 90	Jankx	Class Option	Familiar option. Grants +3 on Listen checks, and has a Con poison. It's also a lizard that acts like a sheep.		
110	p. 91	Kes'trekel	Class Option	1st-level druid animal companion option. Bird that, if it's in a flock, can scare creatures away from its food.		
110	p. 91	Kes'trekel	Class Option	Familiar option. Grants +2 on Fort saves. Bird that, if it's in a flock, can scare creatures away from its food.		
110	p. 93	Mulworm	Class Option	Familiar option. Grants +3 hit points.		
110	p. 94	Rhampor	Class Option	Familiar option. Grants +3 on Spot checks and flies.		
110	p. 98	Z'tal	Class Option	Familiar option. Grants +3 on Intimidate checks and has a skill-penalizing scream.		
111	p. 91	Erdlu	Class Option	4th-level druid animal companion option. Flightless bird, adorable, but kinda awful stats.		
111	p. 93	Jhakar	Class Option	4th-level druid animal companion option. Playful cat-lizards. Worse version of the wolf or riding dog.		
111	p. 95	Mastyrial	Class Option	16th-level druid animal companion option. CR 8 giant scorpion with Dex damage venom.		
111	p. 96	Razorwing	Class Option	7th-level druid animal companion option. Psionic flying dinosaurs with Create Sound and Detect Psionics at-will.		
111	p. 97	Seskarran	Class Option	4th-level druid animal companion option. Claw/claw/gore. Bug lizard with horns.		
111	p. 98	Yallix	Class Option	1st-level druid animal companion option. It's a cross between a bird and a dragonfly, and has a single claw attack and an 80-foot fly speed.		
123	p. 79	Erivatius	Class Option	Deity for clerics to worship. Lawful evil god of aging and death, favored weapon unarmed strike, domains Death, Knowledge, and Law.		



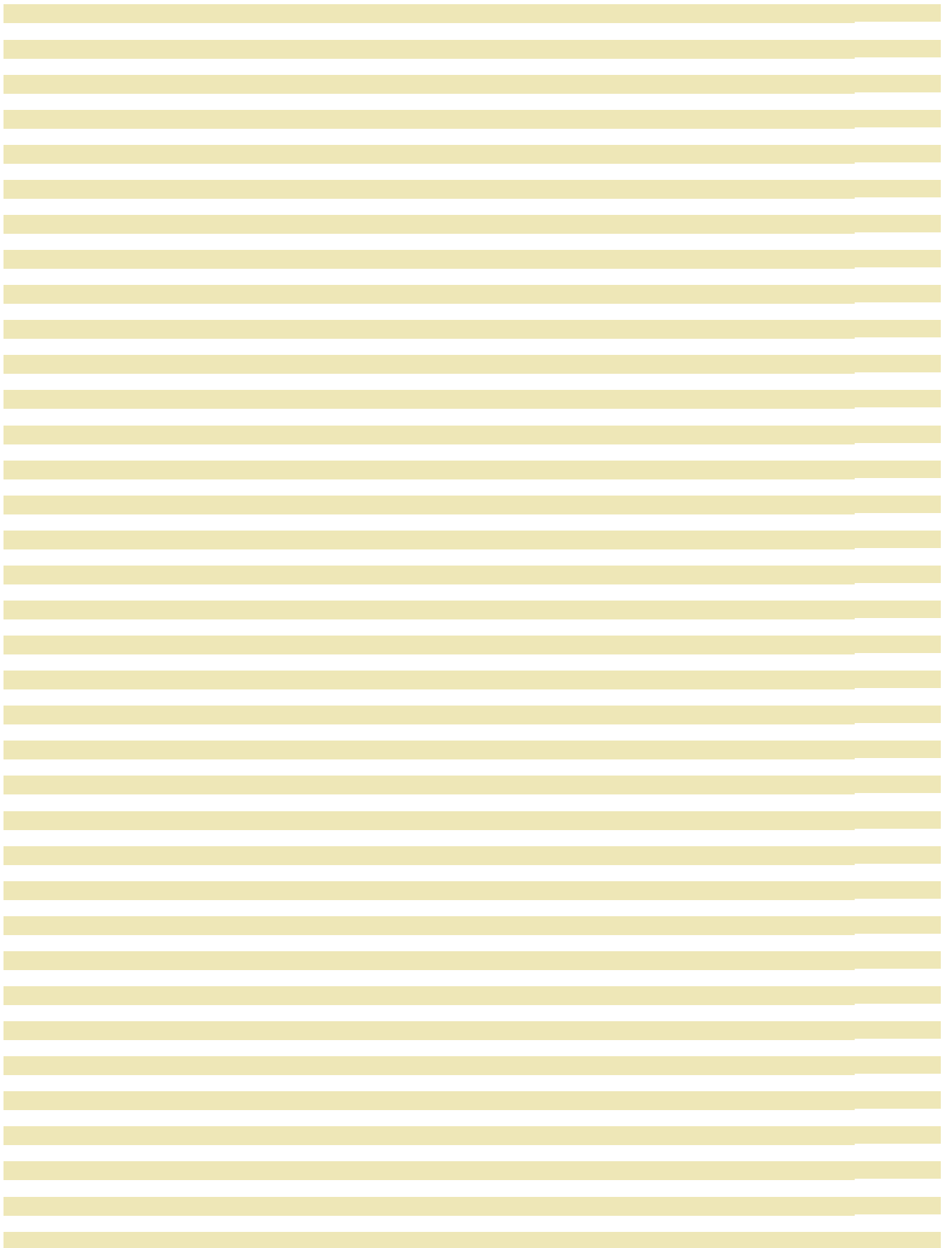


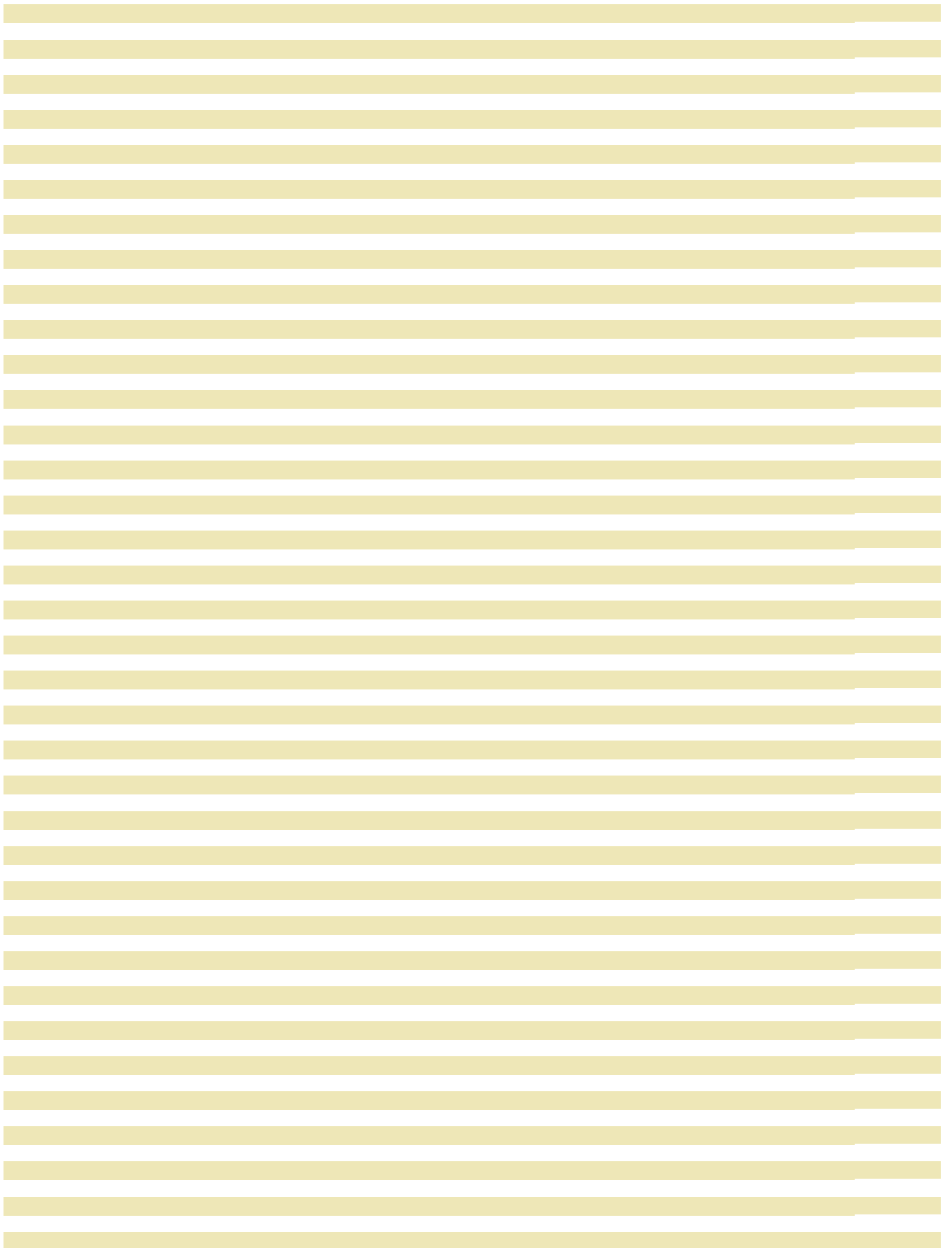


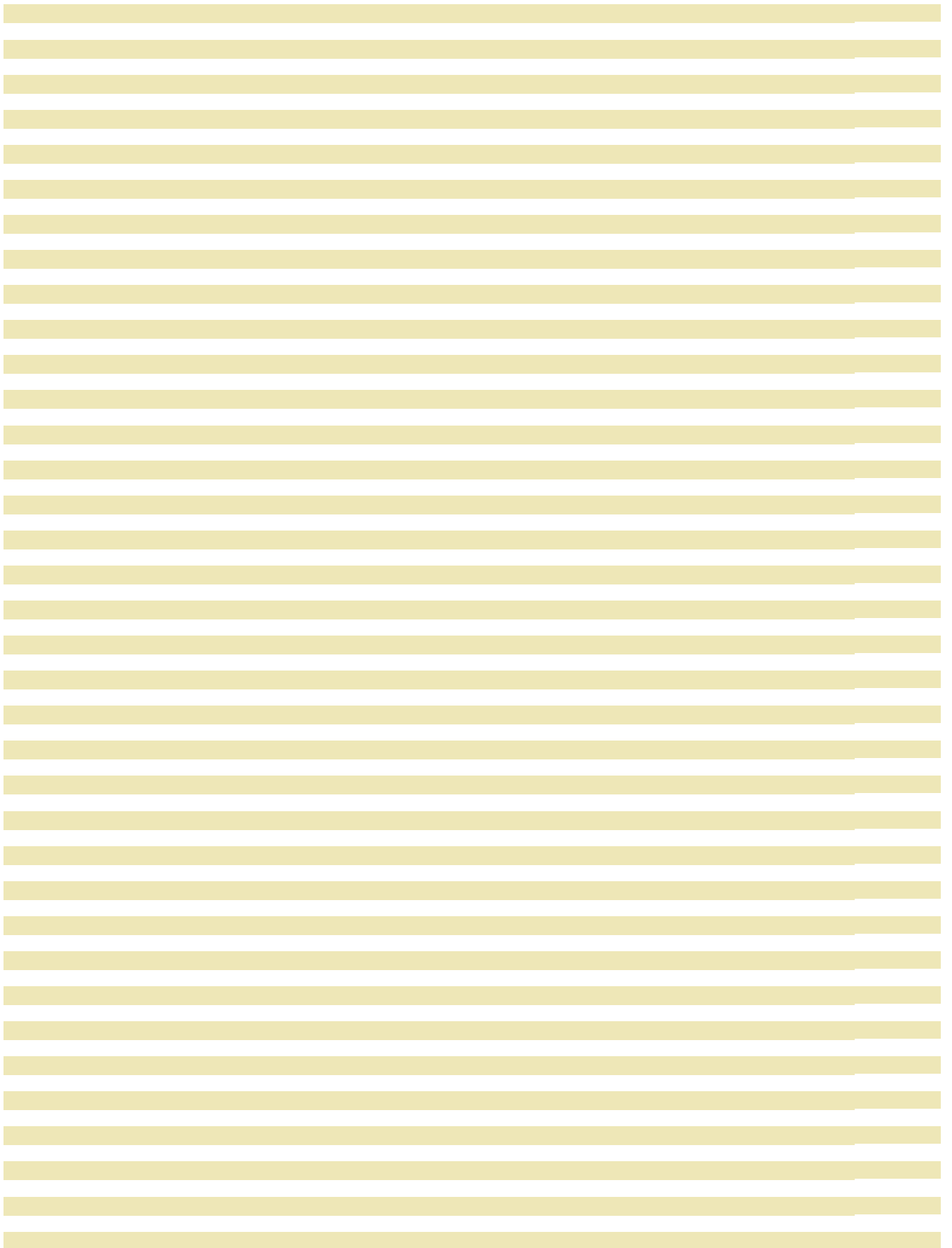


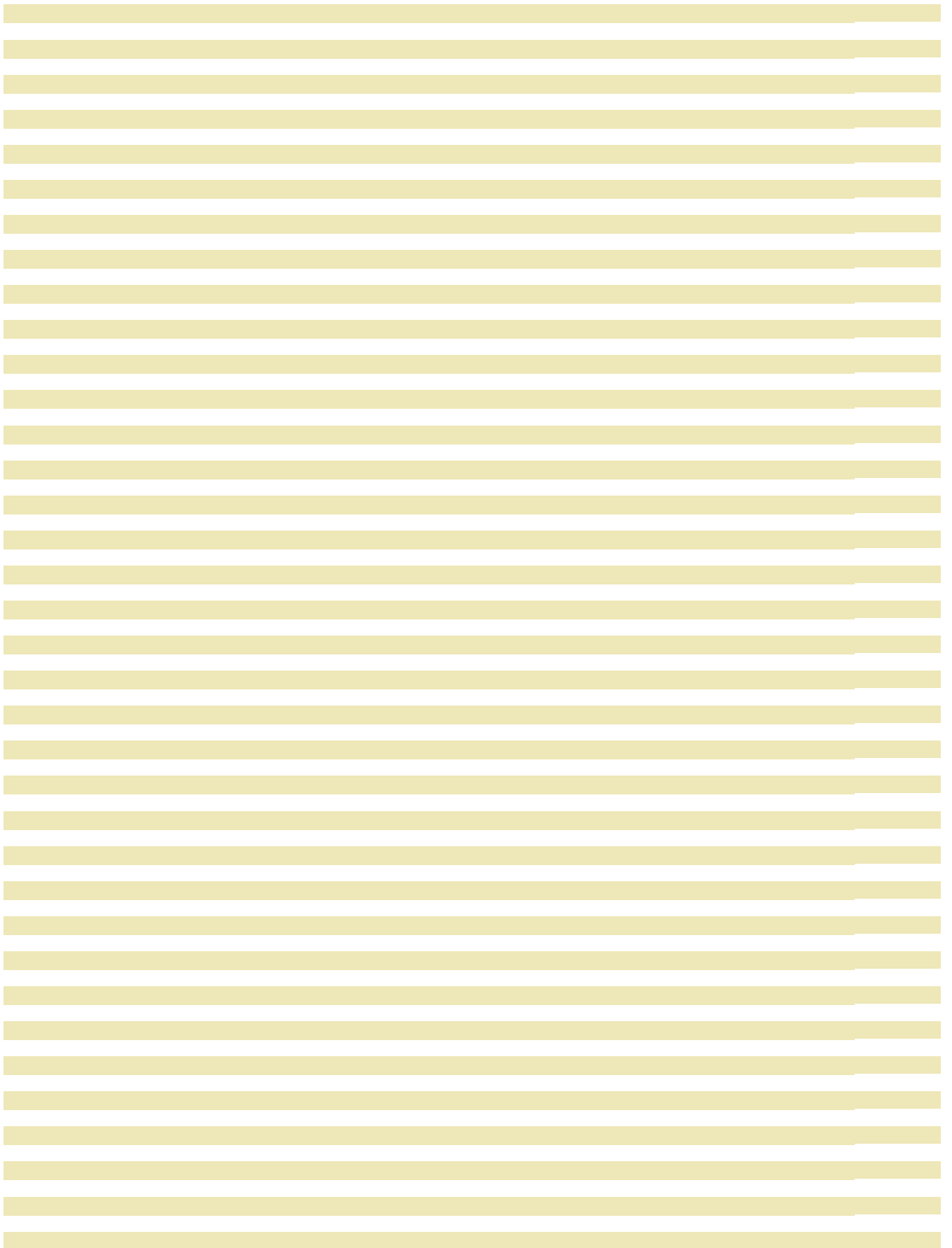


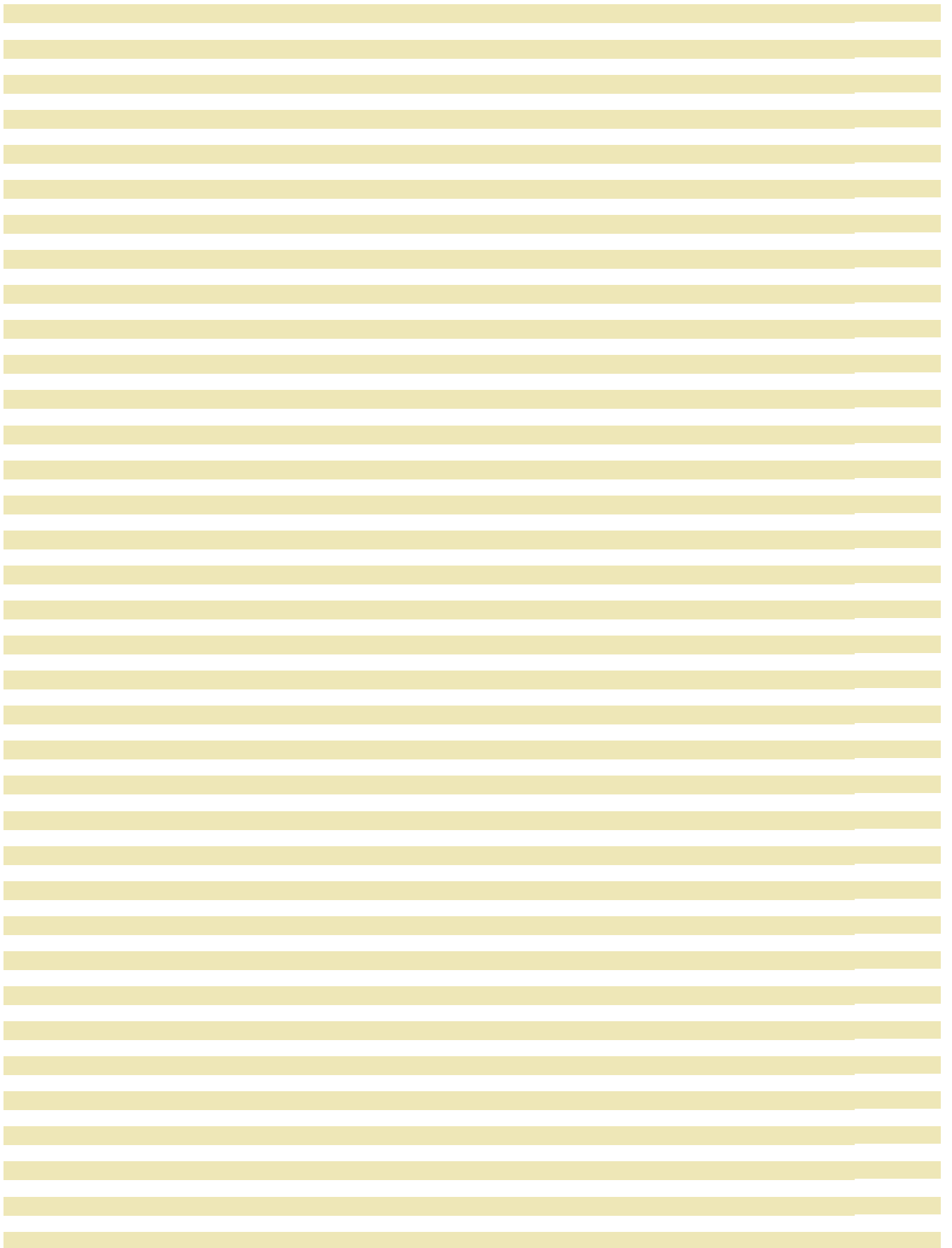


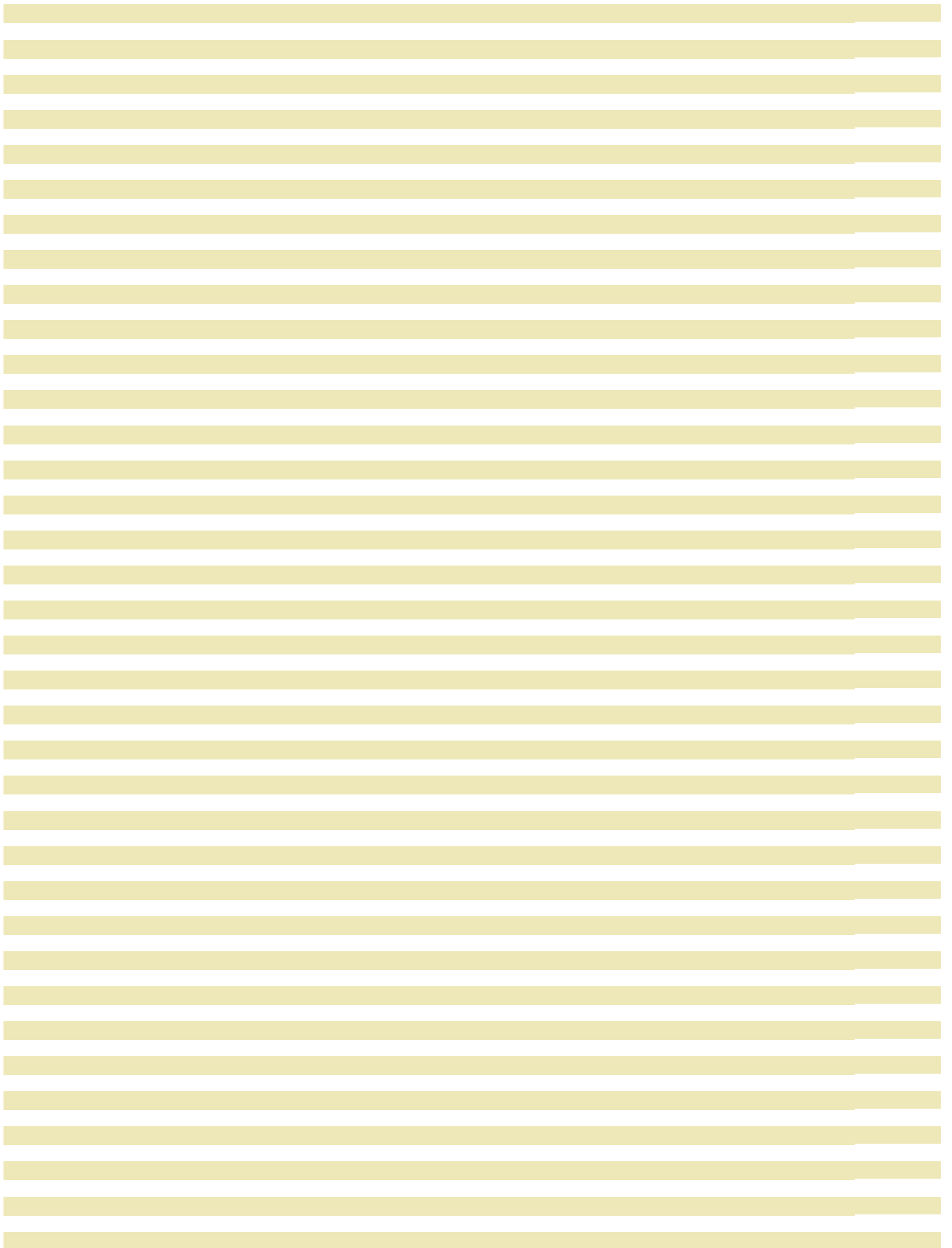


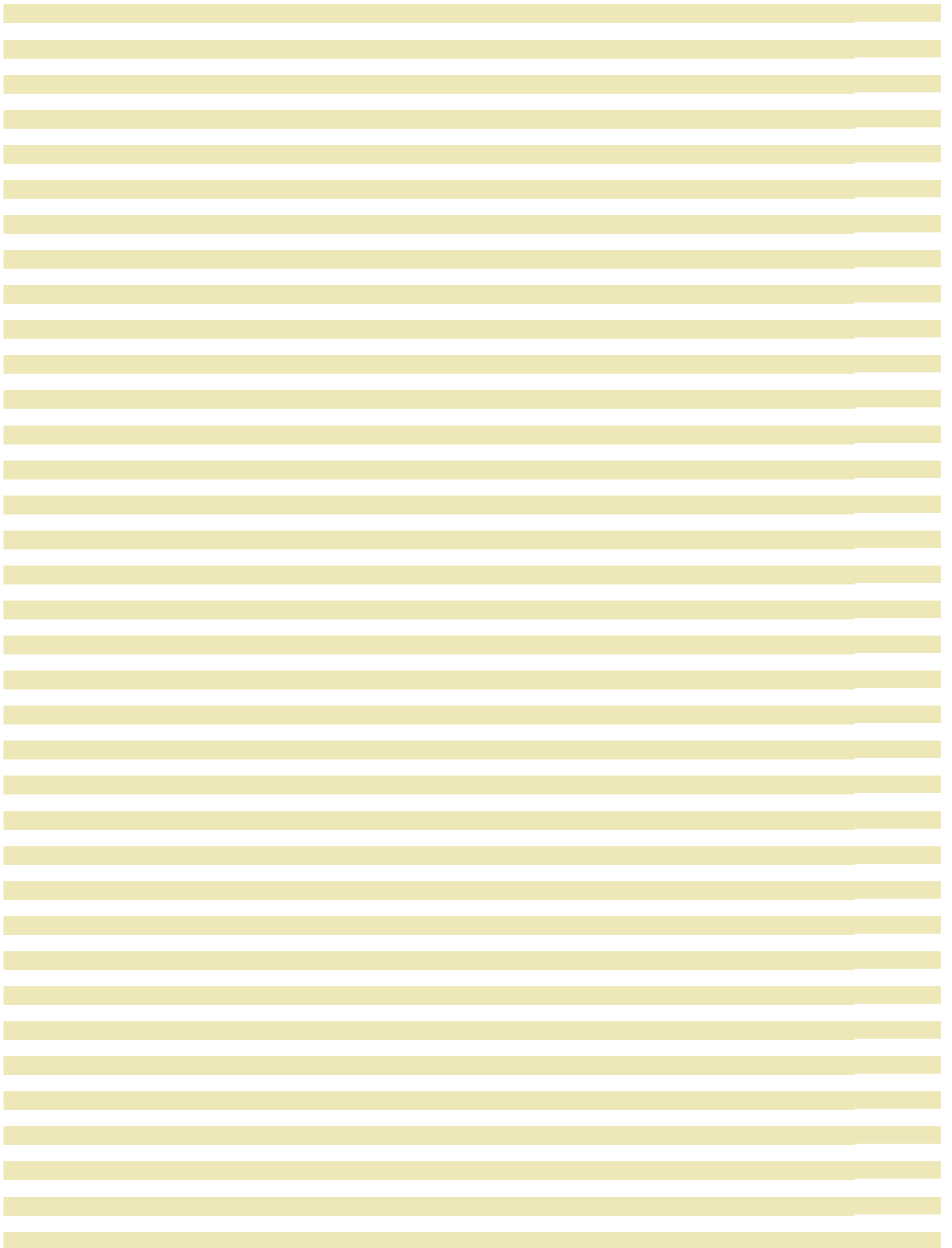


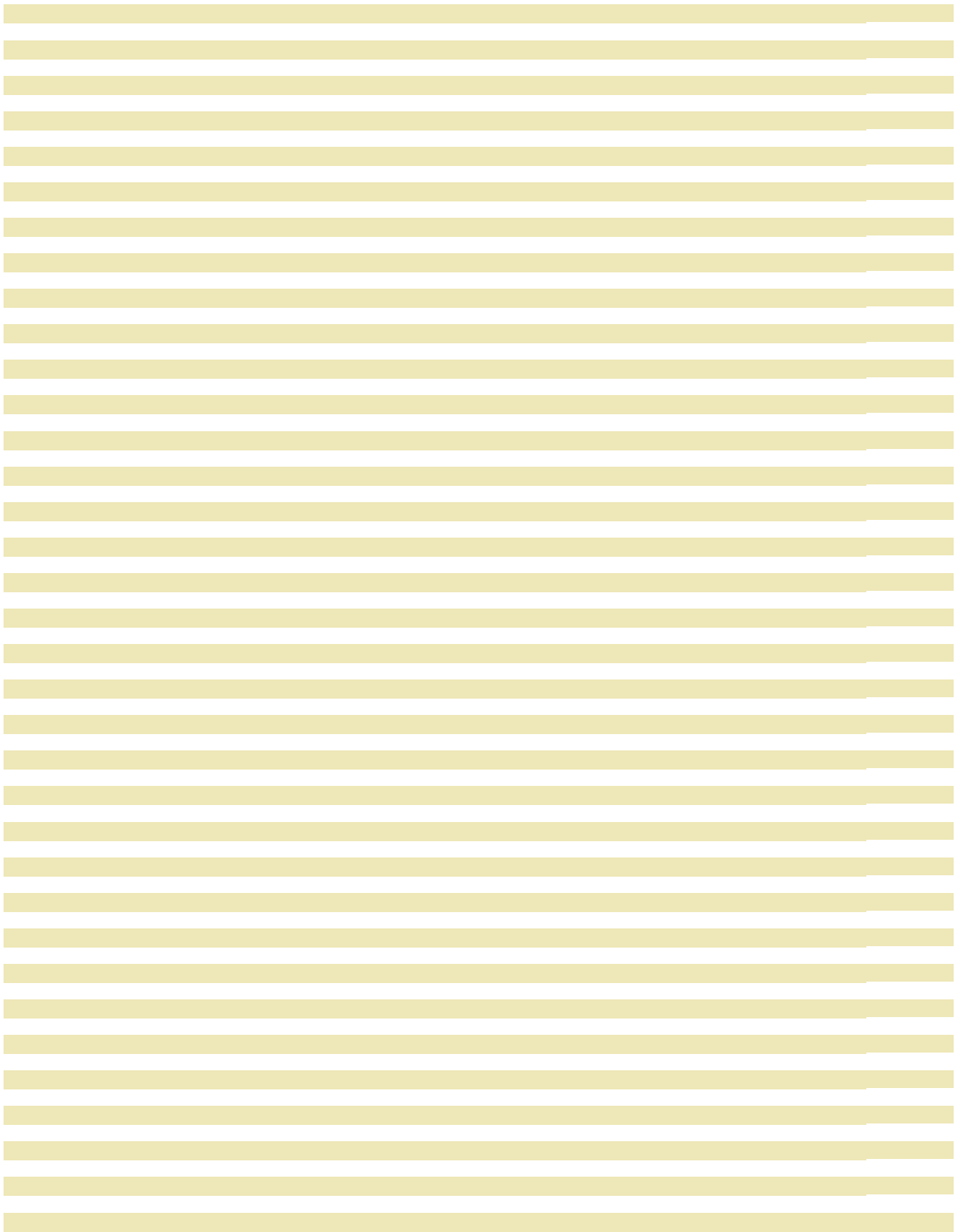






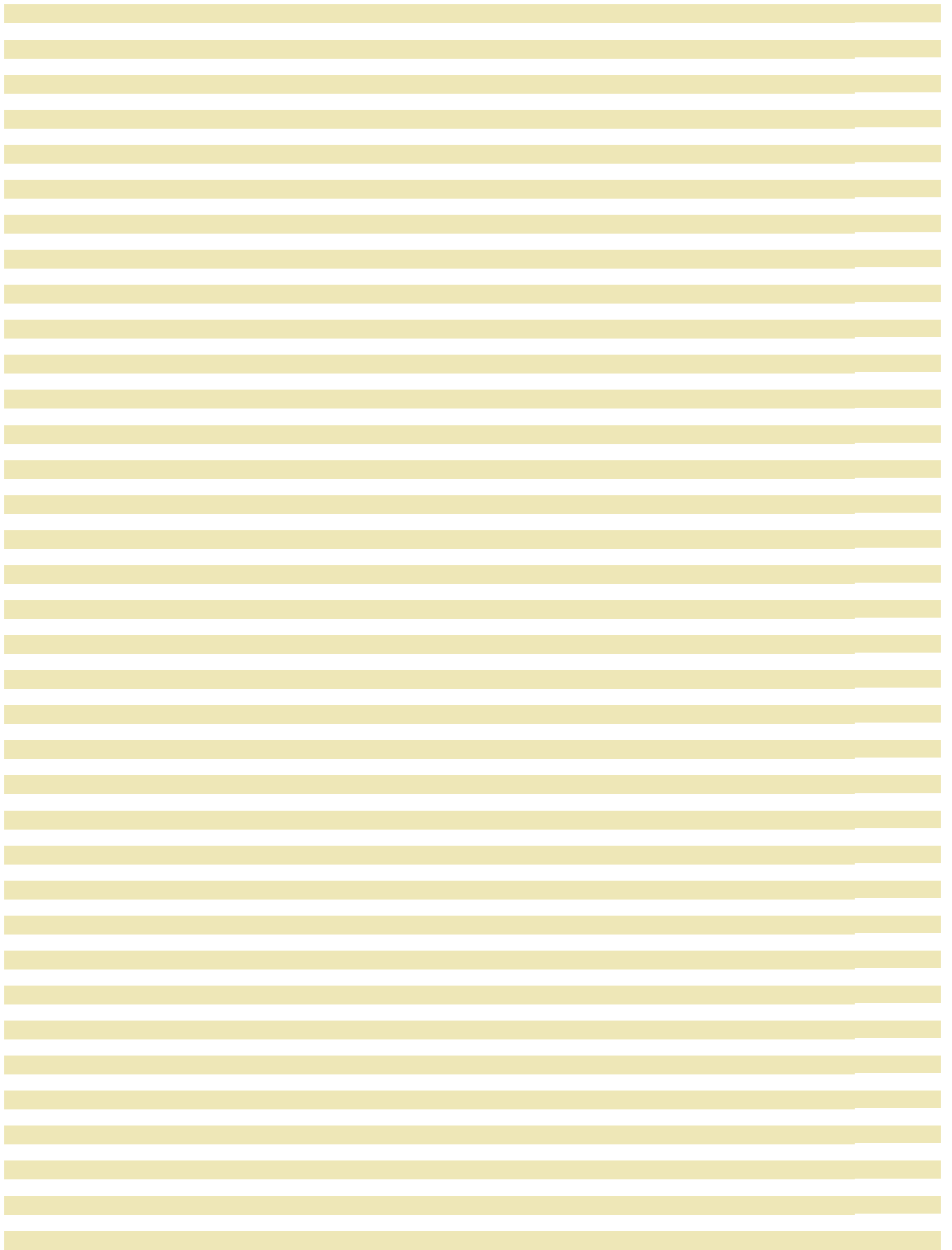


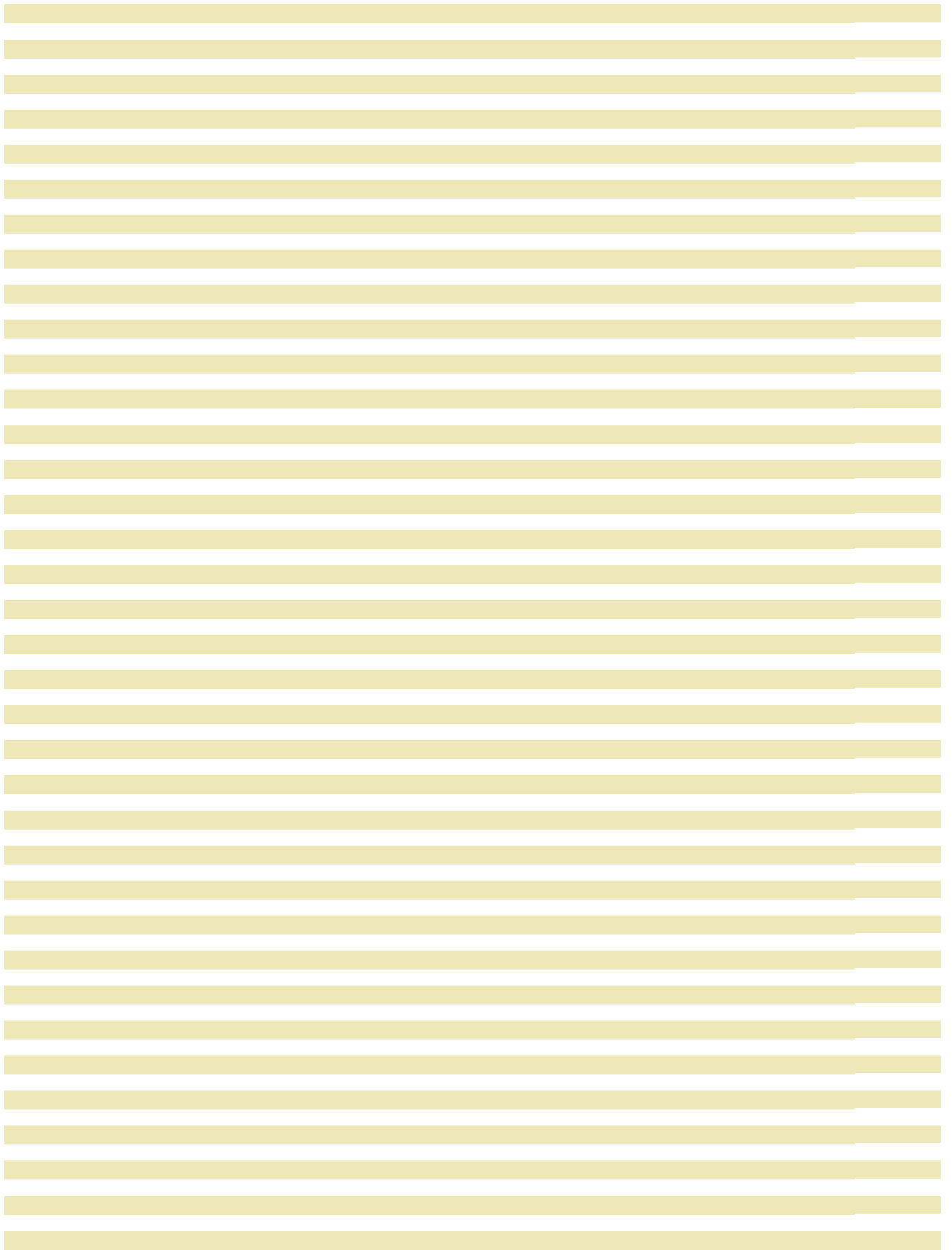


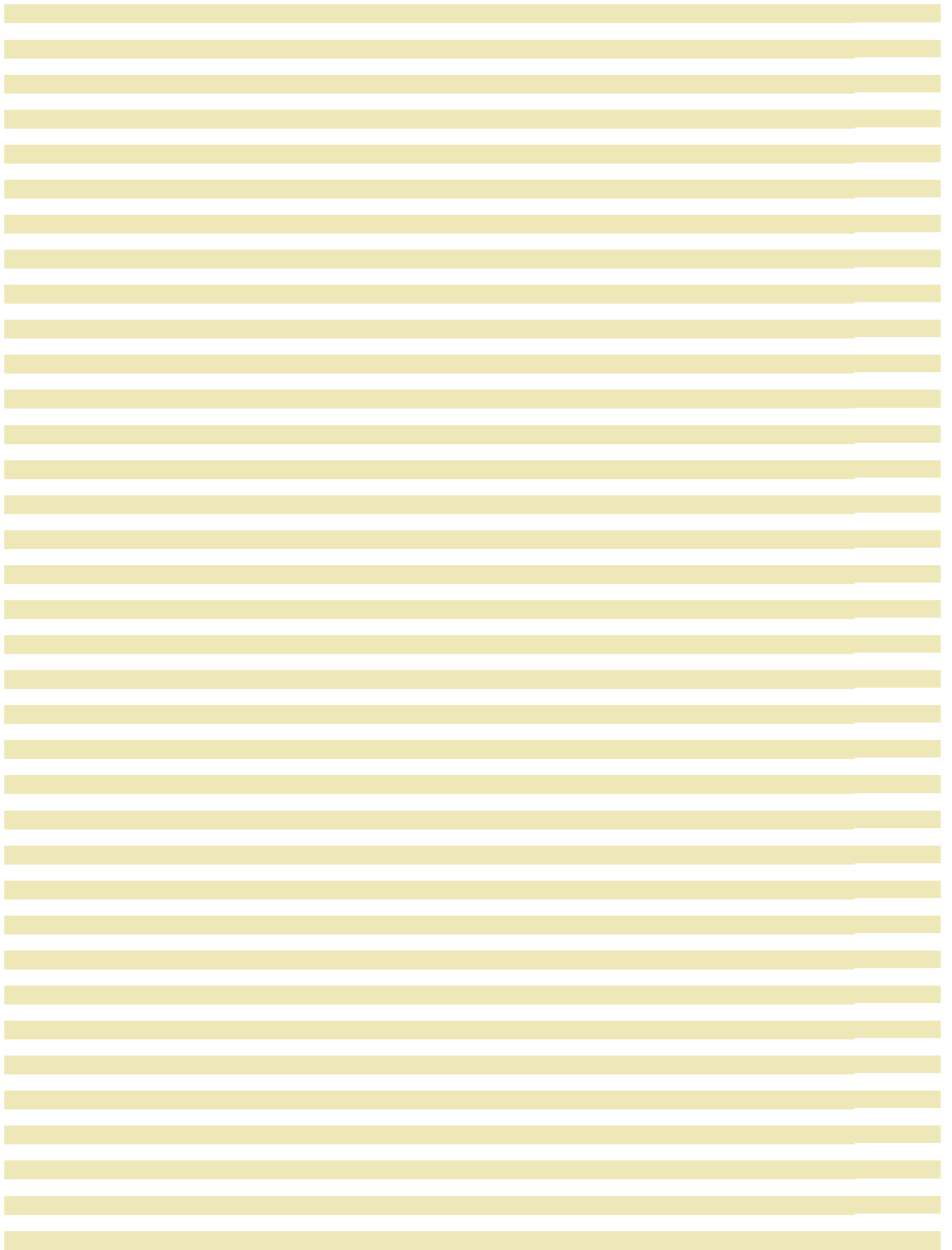


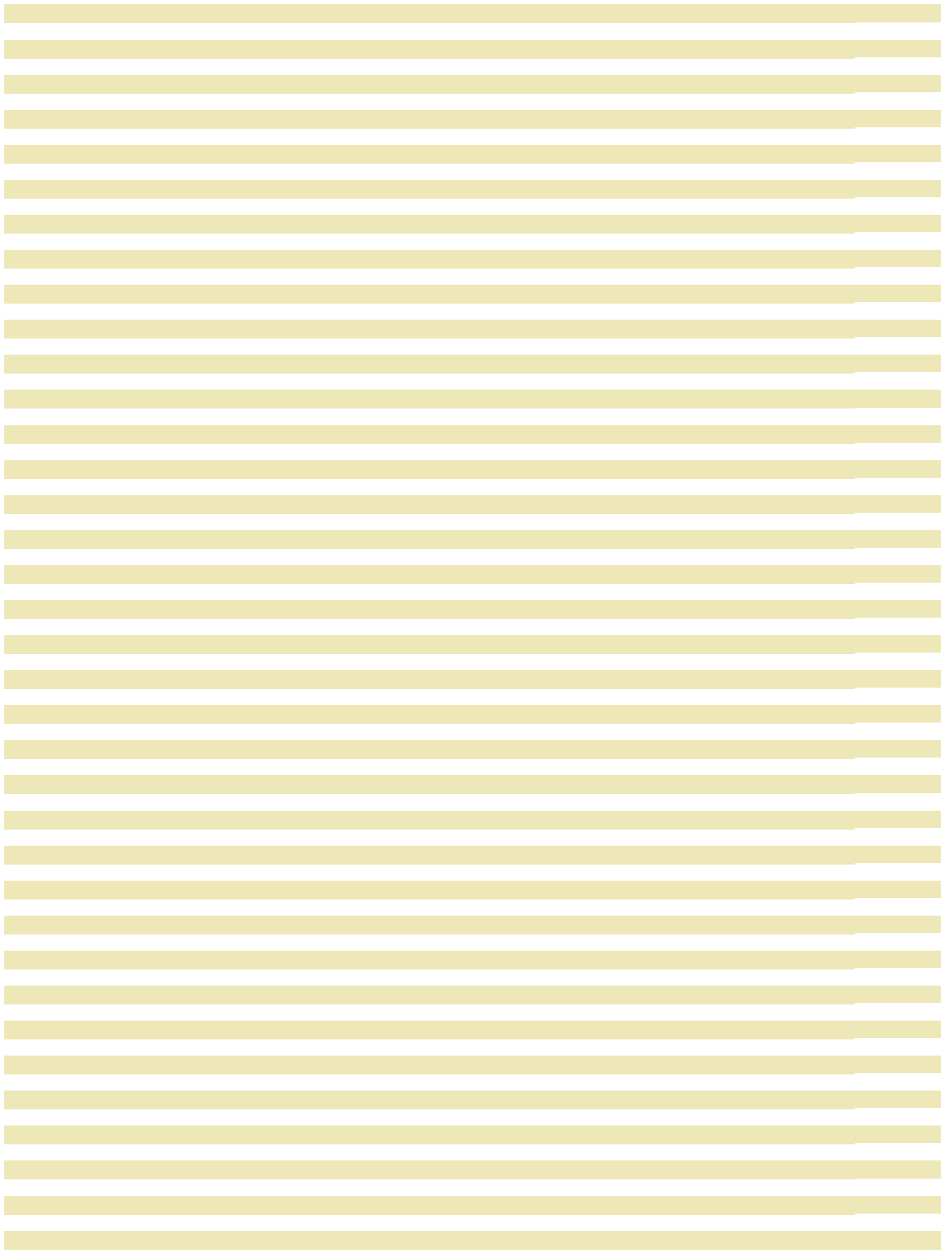


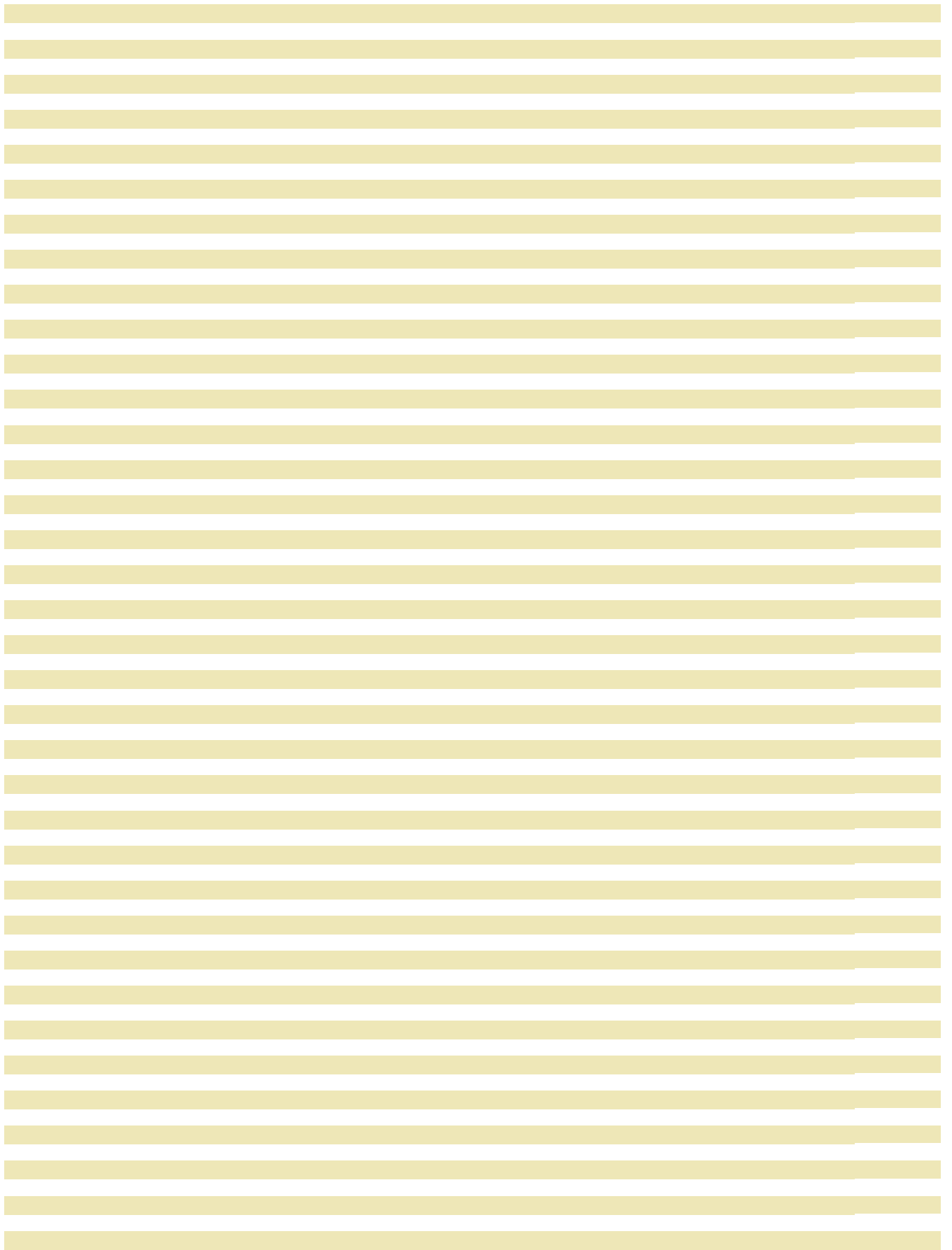
Issue	Page	Name	Type	Description	[11]	[12]
104	p. 112	Mantle of Freedom	Feat	Requires Iron Will and worshipping Trithereon (a Greyhawk god of freedom). Add your Charisma bonus to grapple checks, Escape Artist checks, and Strength checks to break bonds, and get a +2 bonus on saves against anything that hinders movement.		
116	p. 44	Practiced Magic	Feat	Practiced Spellcaster, but for spell-like abilities. Choose one source of SLAs (a class, your race, etc) and boost CL by 4, up to a max of your Hit Dice.		
121	p. 57	Dream Haunting	Feat	Requires 21 Cha and a Dominate Person/Monster SLA or PLA (or a supernatural ability that replicates it). Allows you to haunt the dreams of creatures you have dominated in the past, taking control of them and making them sleepwalk under your command for 1d4+1 hours. Hard to make work on most PCs, but extremely good if you can manage it.		
104	p. 107	Invoke the Cup and Talisman	Feat	Requires Brew Potion and turn undead, along with worshipping Al'Akbar (a Greyhawk paladin god). Lets you turn a dose of holy water into a potion of Cure Moderate Wounds, Lesser Restoration, Remove Disease, or Delay Poison 2/day by spending a Turn Undead use. Lasts for 1 hour or until used.		
104	p. 108	Sacred Steed	Feat	Requires Mounted Combat and a special mount, along with worshipping Azor'alq (a Greyhawk paladin god). Adds 1 to your level for determining special mount abilities, and lets you call the mount an extra time per day.		
104	p. 109	Indomitable Loyalty	Feat	Requires Iron Will, Improved Turning, and turn undead, along with worshipping Heironeous. Whenever you successfully save against an Enchantment ability, you burn the caster's brain, dealing 1d4+1 Wis damage as golden fire spews from their eyes, ears, and mouth. Activating this expends a turn undead use.		
104	p. 110	Hextor's Rage	Feat	Requires Combat Expertise, Extra Smiting, Power Attack, and a smite ability, along with worshipping Hextor. You can expend a smite to add a +6 profane bonus to the damage rolls of your next six melee attacks. If you don't make these attacks within the next two rounds, you become fatigued.		
104	p. 111	Blinding Wrath	Feat	Requires Improved Turning and turn undead, along with worshipping Pholtus (the Greyhawk god of UNYIELDING LAW). You can expend a turn undead use to blind evil outsiders and undead within 60 feet.		
109	p. 50	Deathly Frost Spell	Feat	Metamagic feat, +1 adjustment. Requires Spell Focus (necromancy) and having spent 1 day in the ruins of Karran-Kural. Adds 2d6 cold damage to the spell's effect (even if it doesn't normally deal damage). Cheaper than Snowcasting + Flash Frost Spell for Locate City Bombs if you have Spell Focus already.		
109	p. 50	Flesh of the Ice Tomb	Feat	Requires Tomb-Tainted Soul and having spent 1 day in the ruins of Karran-Kural. All cold damage you take is nonlethal damage.		
109	p. 101	Tattoo Magic	Feat	Item creation feat to make magic tattoos. This is a reprint from another book, but because that book (Lords of Darkness) is so obscure, I'm mentioning it here. Requires a specialized Craft skill and CL 3rd. A magic tattoo is basically a potion (pricing and spell levels the same), except it takes an item slot (you can make slotless ones for double cost) and doesn't need a free hand to use.		
115	p. 82	Improved Fiendish Servant	Feat	Improved familiar for blackguards. Gives you a fiendish ape, black bear, boar, crocodile, dire badger, dire bat, dire weasel, heavy warhorse, leopard, monitor lizard, constrictor snake, Large viper, or wolverine.		
118	p. 42	Resinbond	Feat	Requires arcane spellcasting. Buffs kaorti resin suits you wear and makes it harder for people to disarm you of resin weapons.		
127	p. 49	Haunting Similarity	Feat	Gives +2 on Disguise to impersonate people, and if you shapeshift into someone and they hit you in combat, they become shaken for 1 round.		
128	p. 87	Improved Domination	Feat	Requires Cha 21, Intimidate 18 ranks, and Dominate Person as a supernatural ability. Your Dominate Person now affects all creature types. Not useful for PCs, but neat for vampire BBEGs.		
142	p. 93	Pilgrim	Feat	Requires Knowledge (geography) 5 ranks and three languages. You can choose to go on a pilgrimage (either to the locations listed in the article or one made by your DM). For 1 month, you get a +1 morale bonus on Will saves and Cha-based checks. If you don't make it to the location within 1 month, it instead becomes a -1 penalty until you do manage it. Once you make it to the pilgrimage location, you lose these bonuses and penalties, and instead get what is typically a +4 competence bonus on a specific skill, but might be something else. The locations in the article are listed below: - The Dancing Temple: Grants +4 competence on Tumble checks. - Dragonsfield: Grants +2 insight to AC when unarmed. - Feather Gap: Grants +4 competence on Jump checks. - Glitter Falls: Grants +2 CL with healing descriptor spells. - The Sentinel Wave: Grants +4 competence on Balance checks. - Verminhaunt Gorge: Grants +2 luck on saves against poison.		

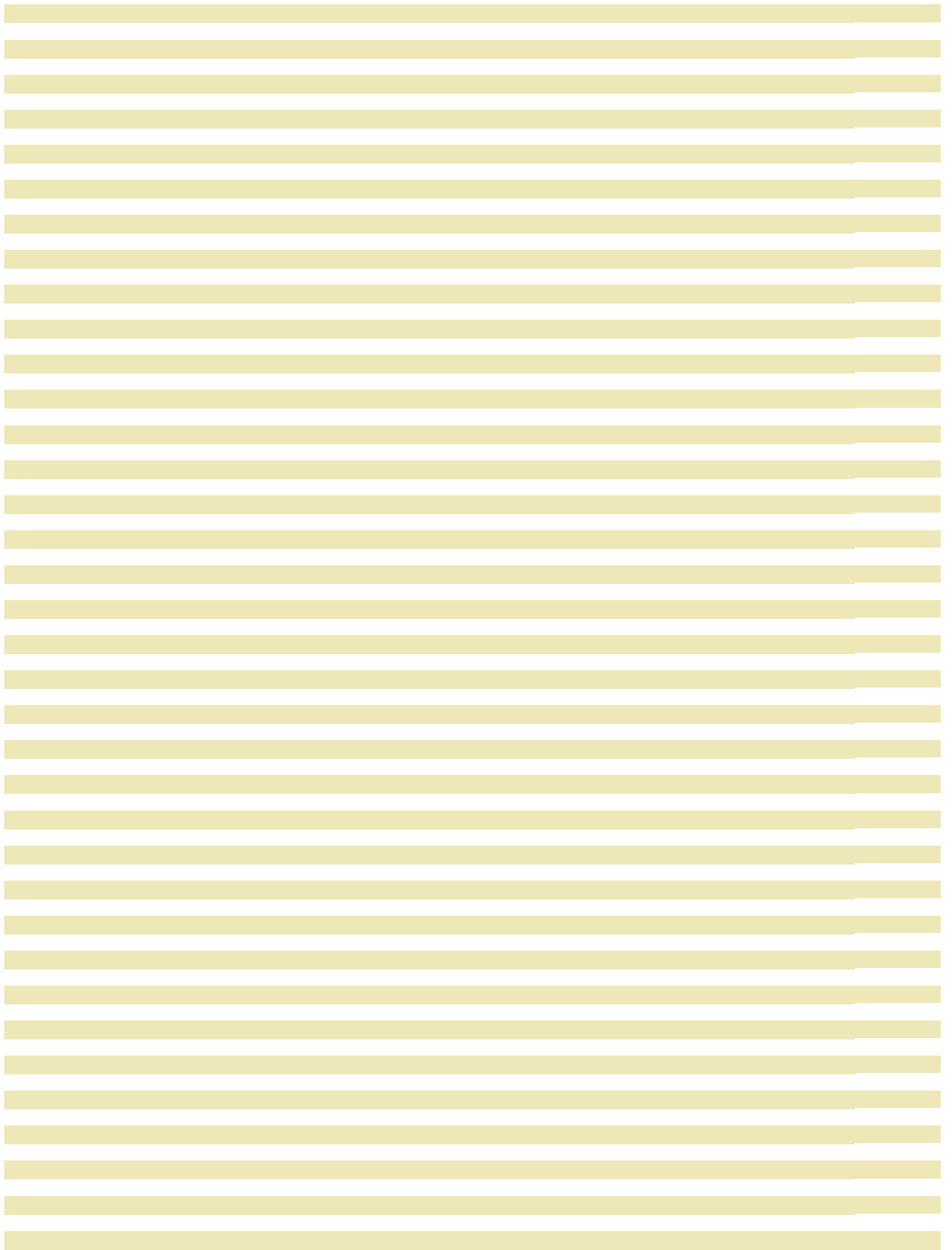


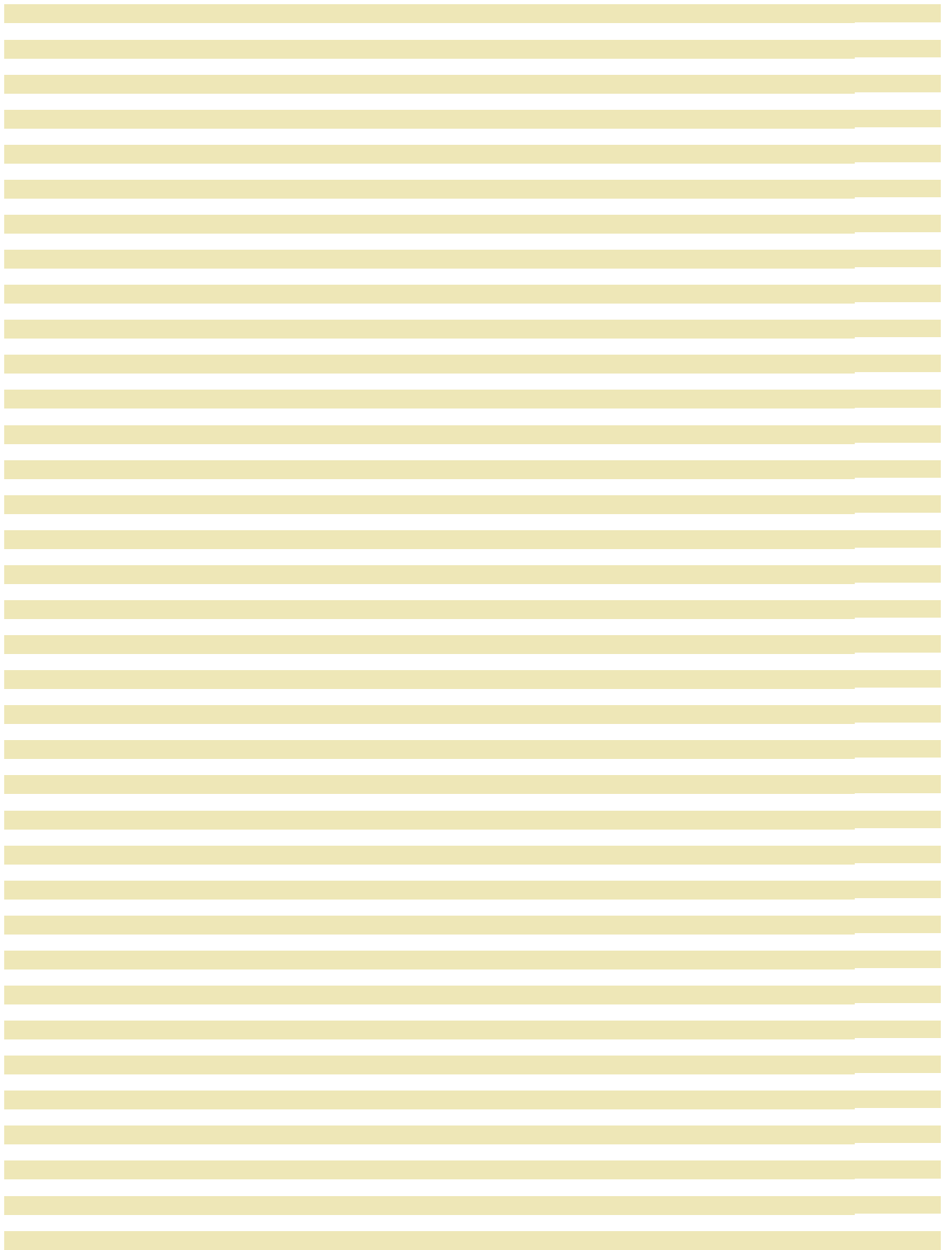




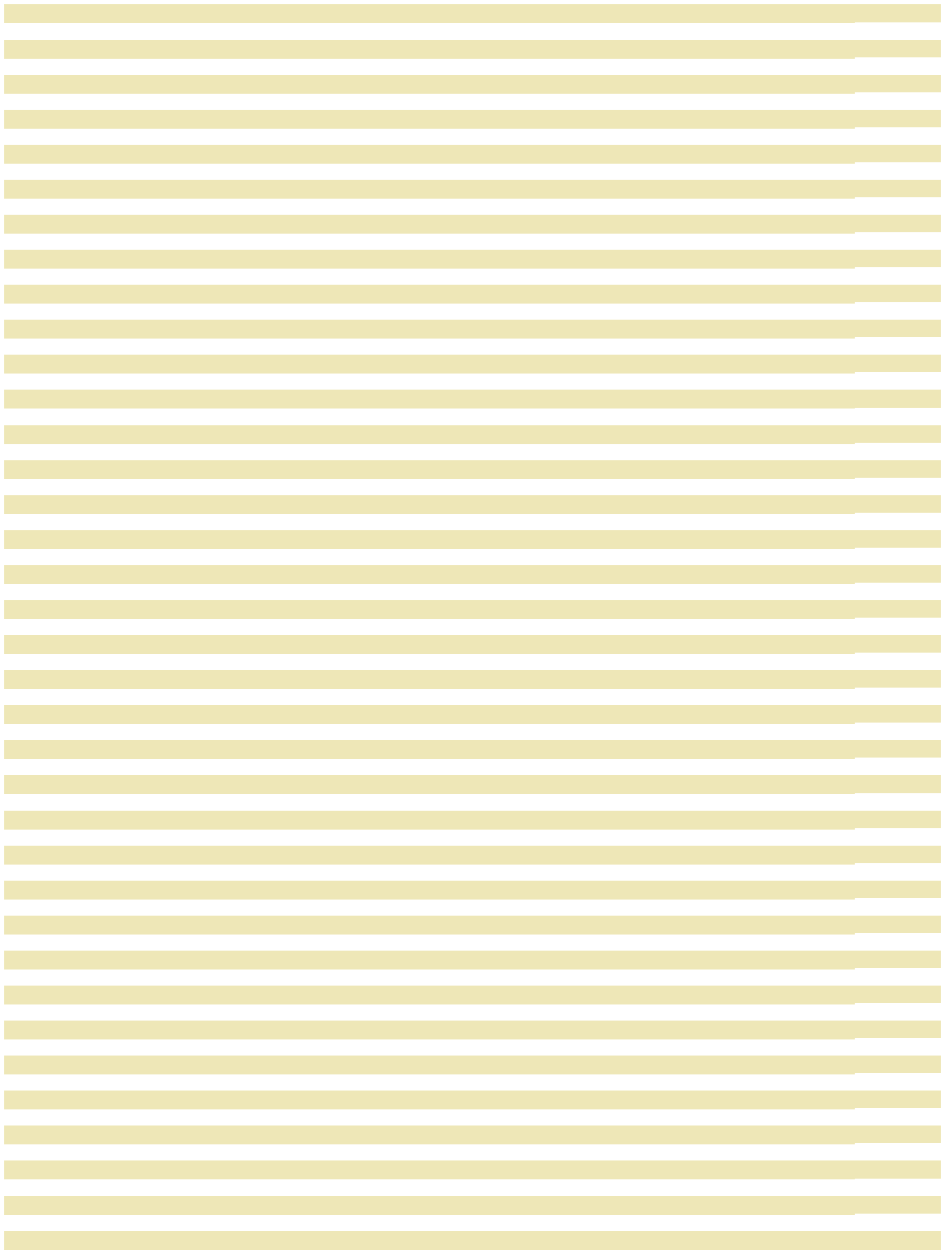


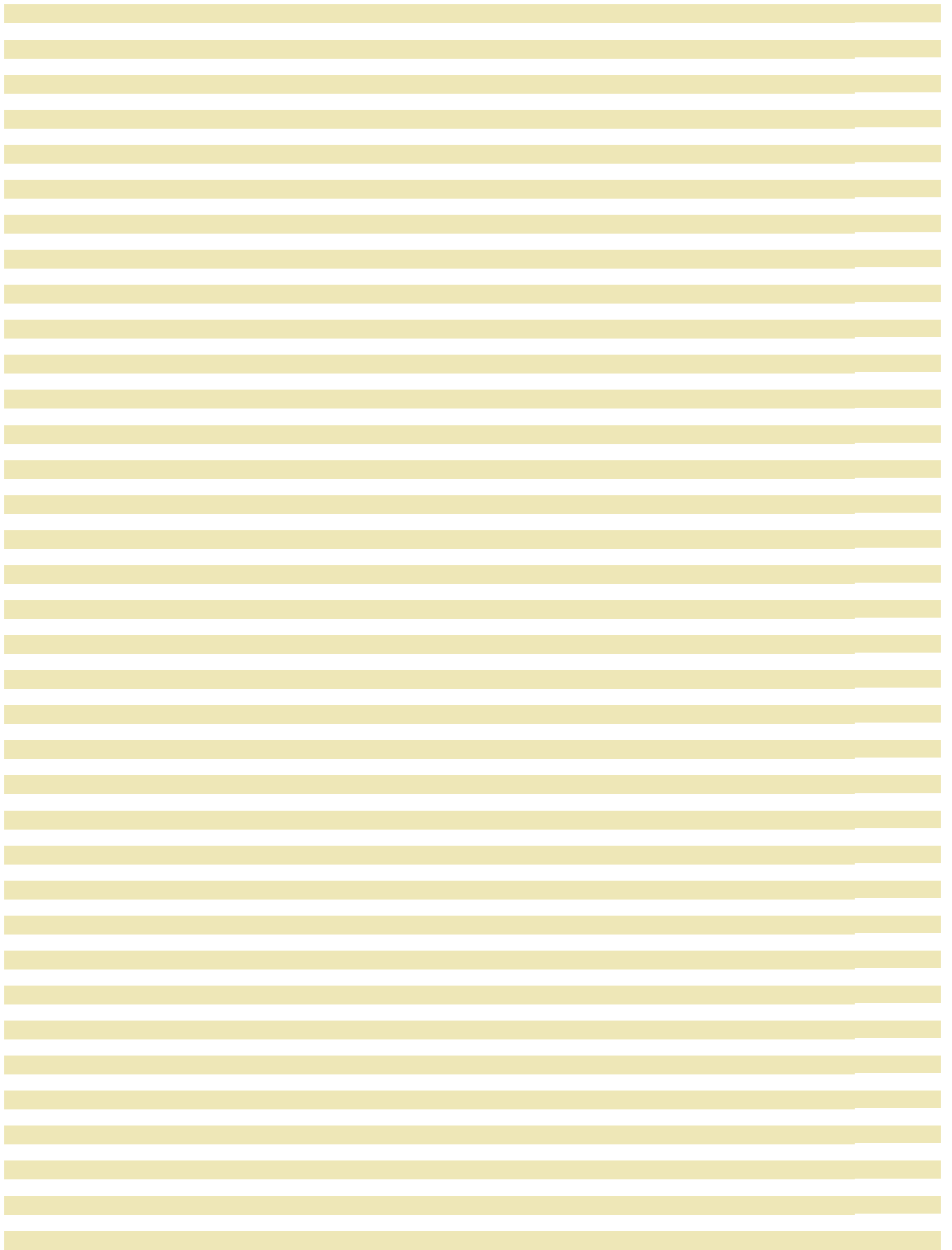


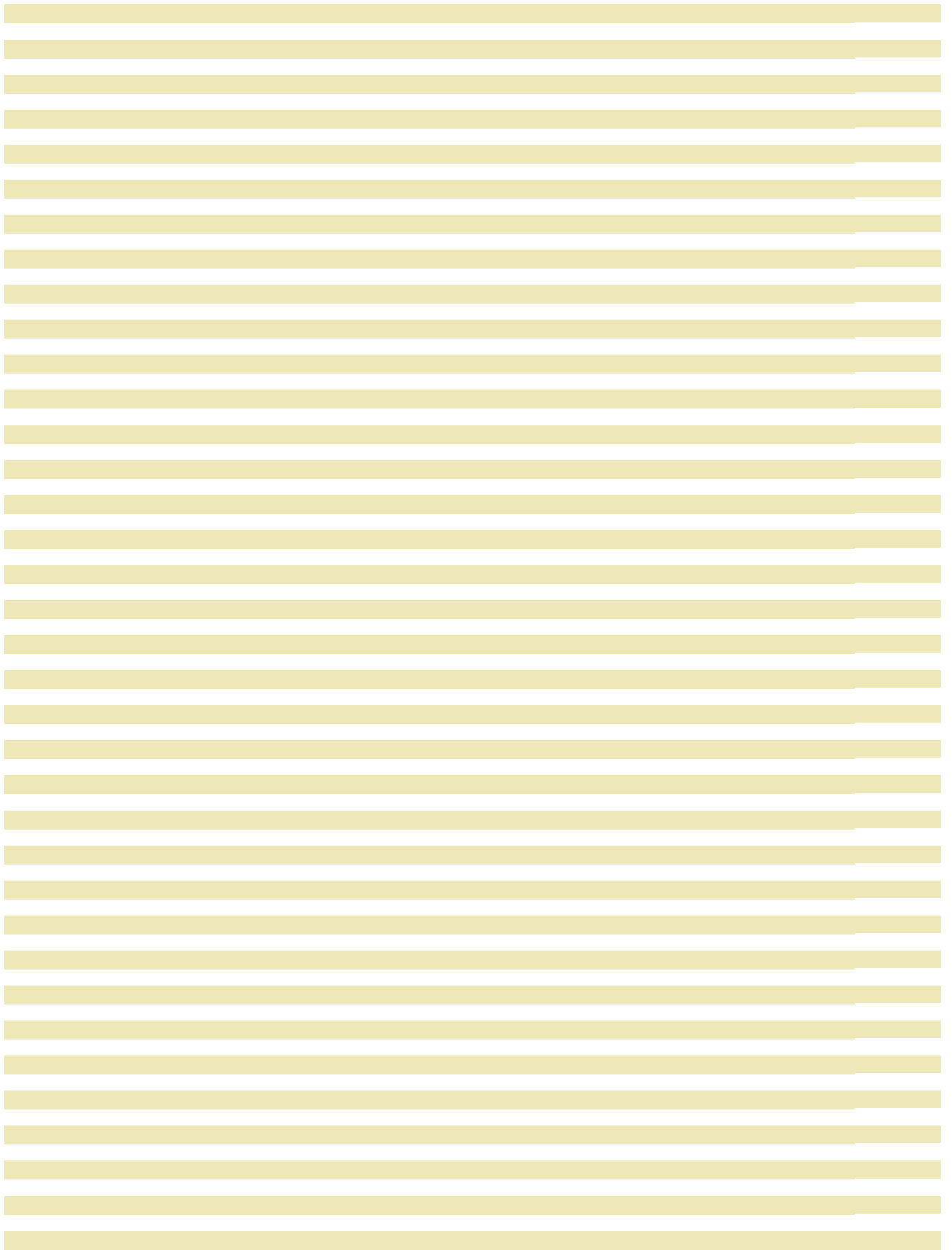


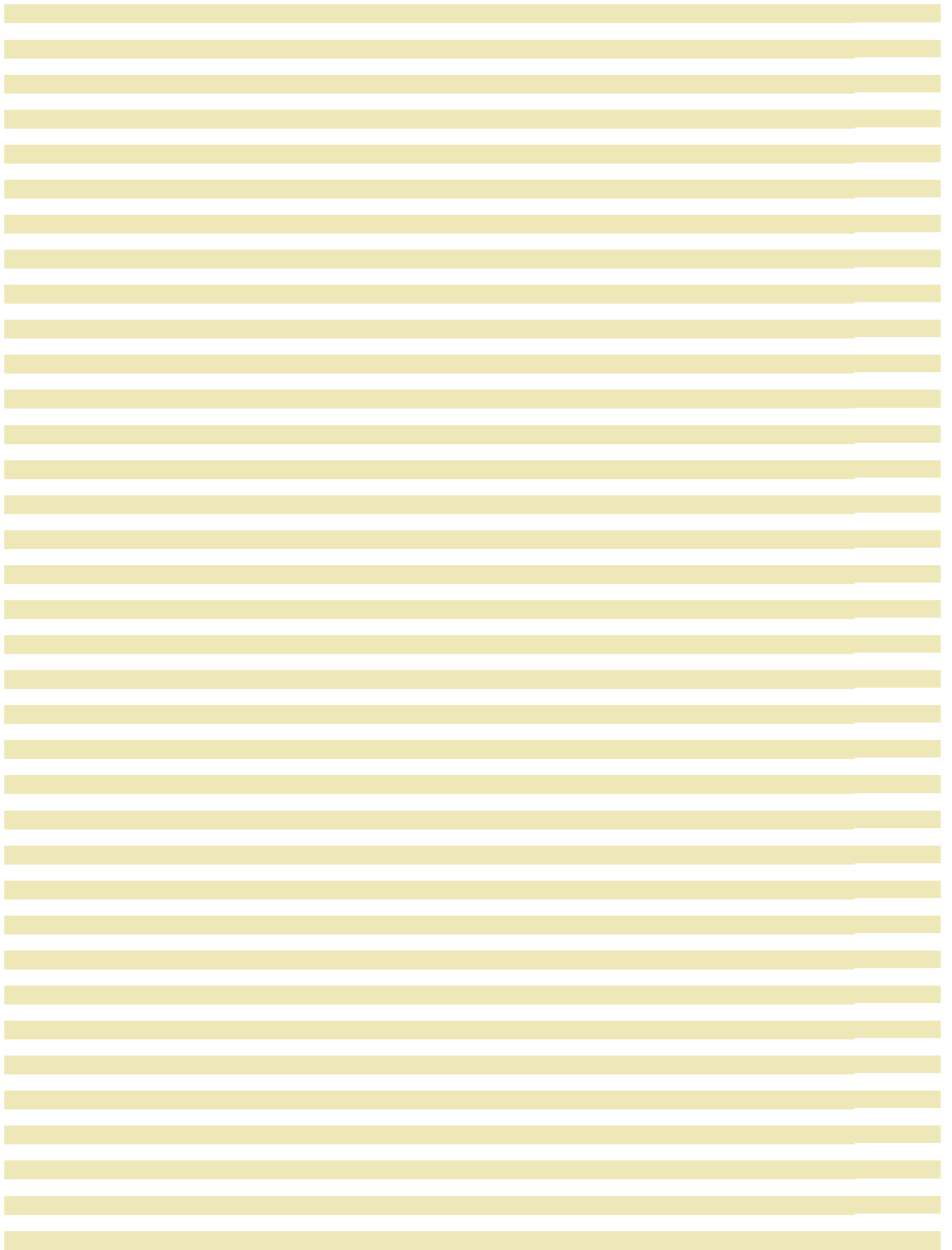


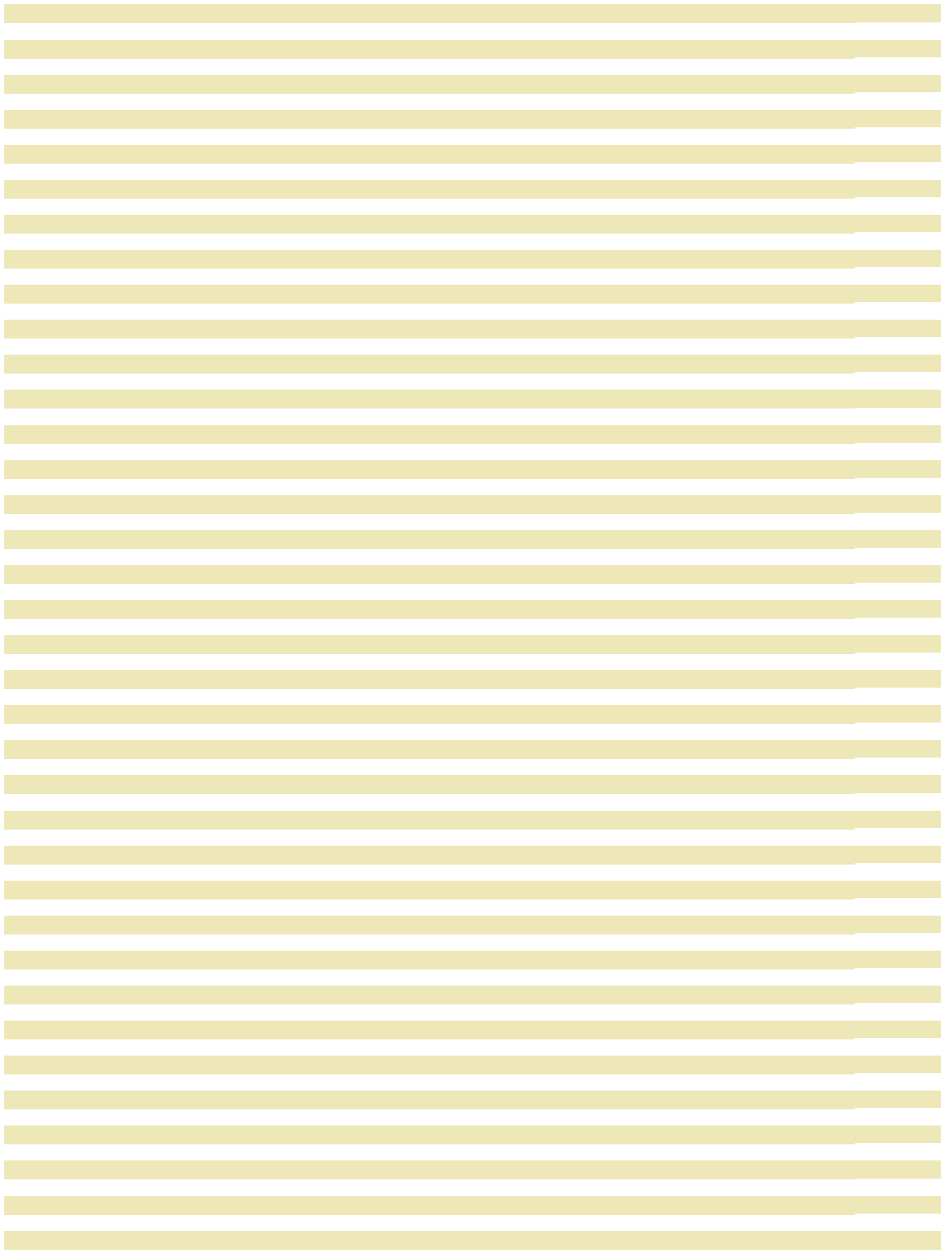


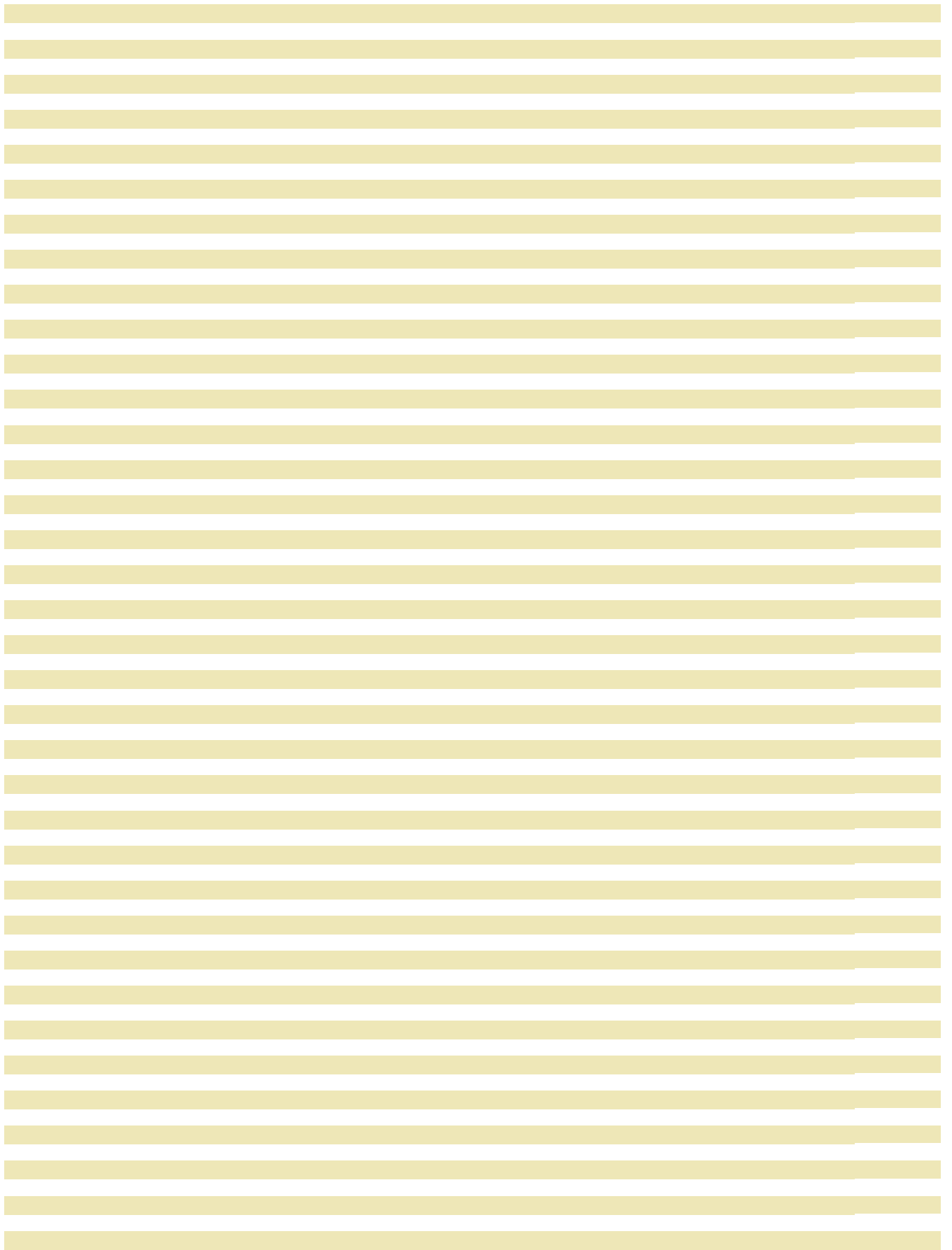


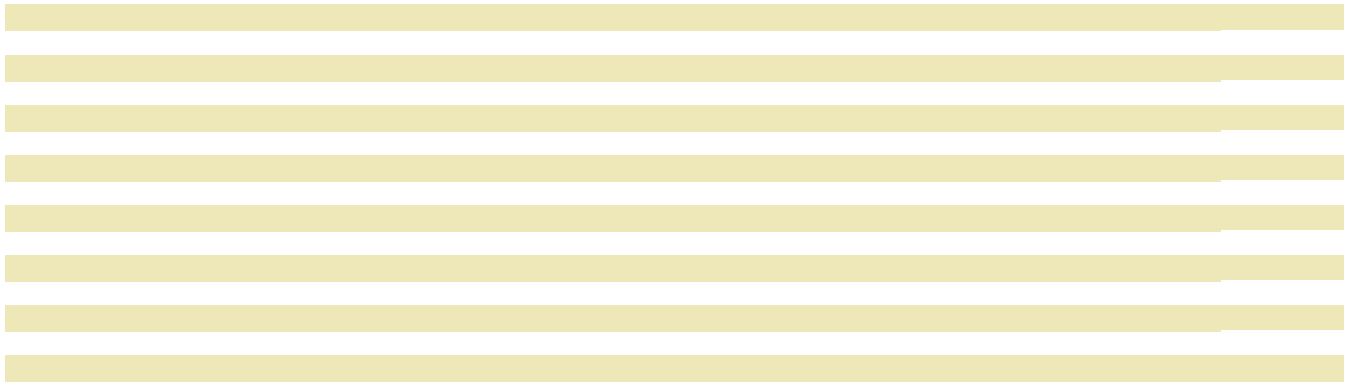




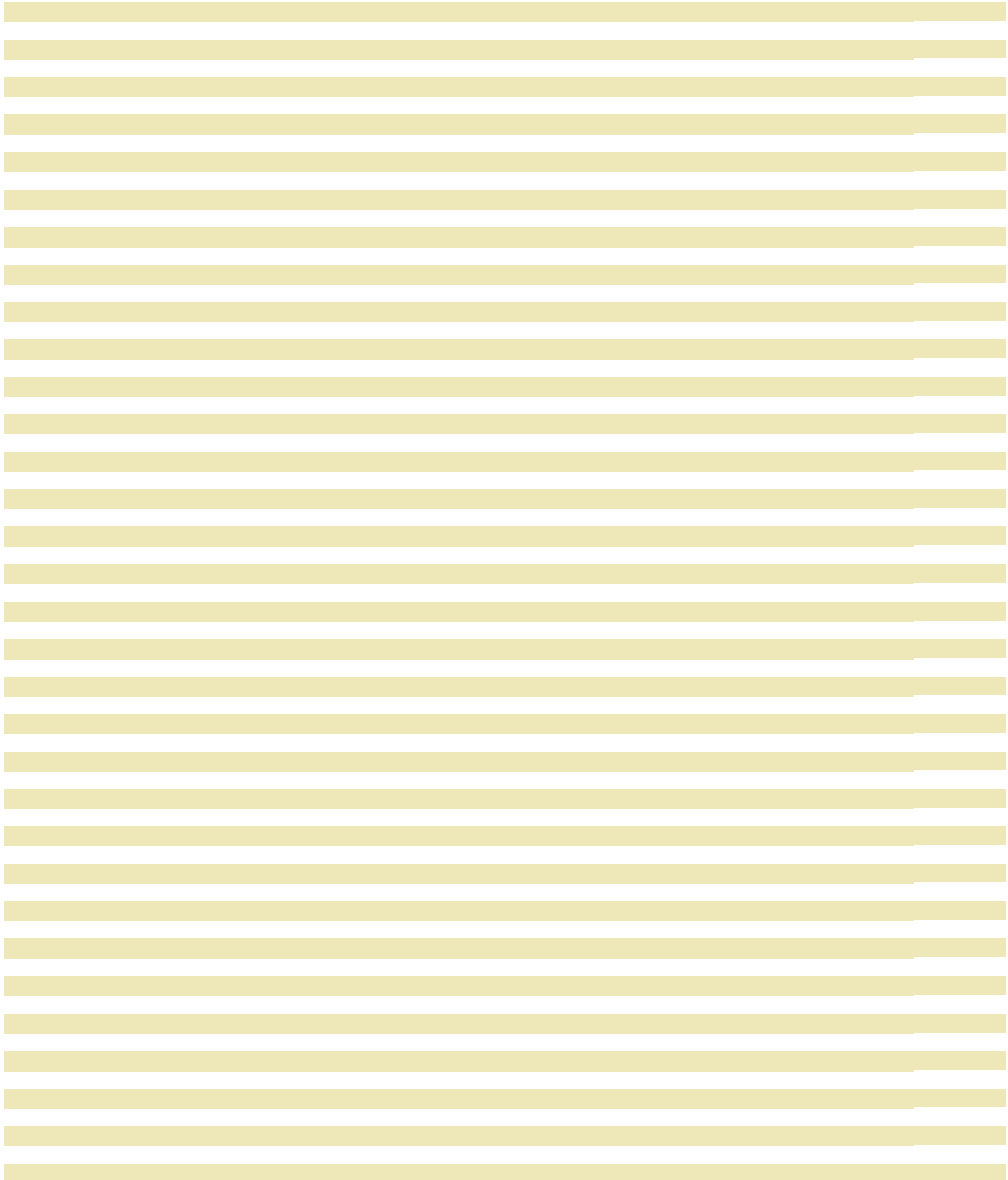




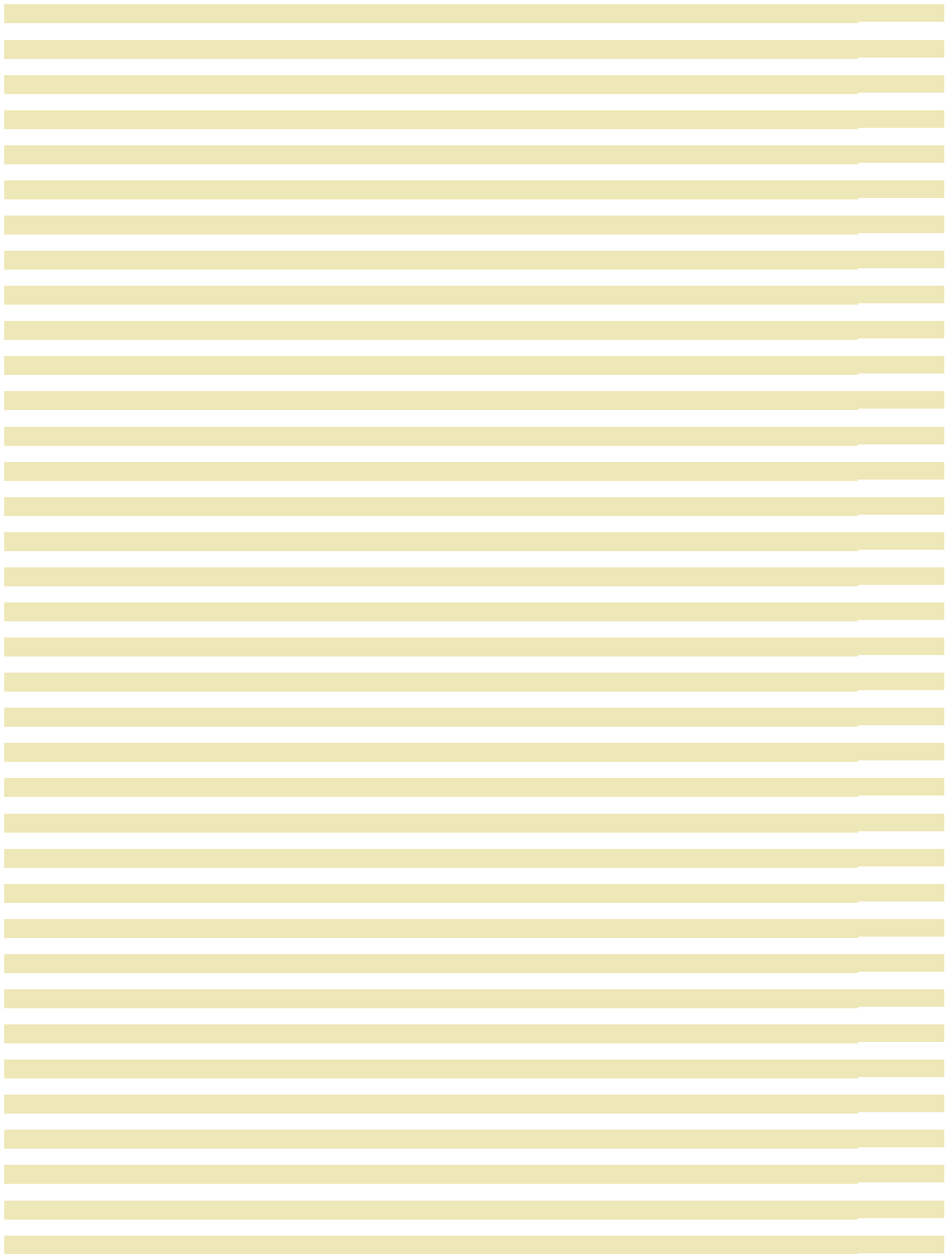


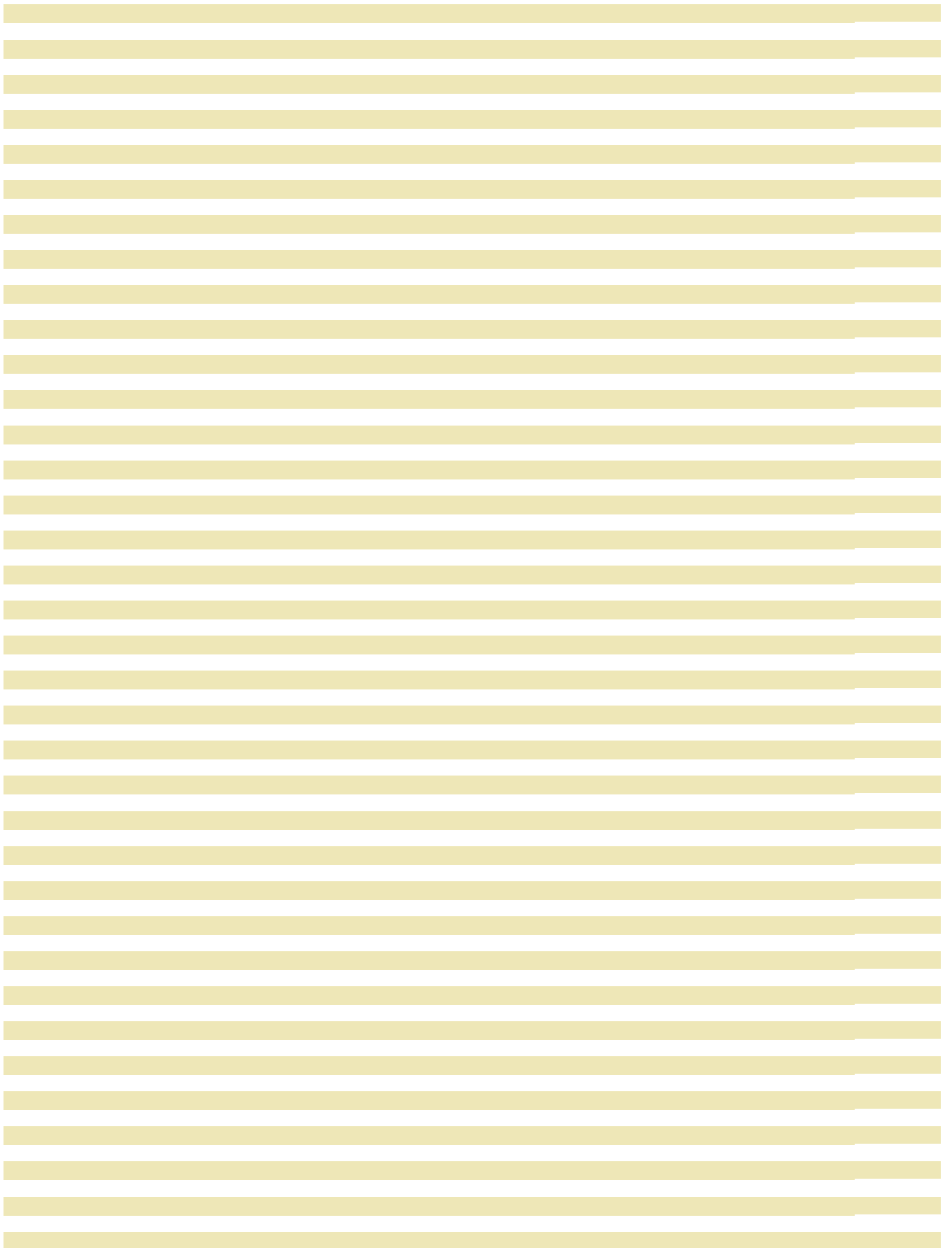


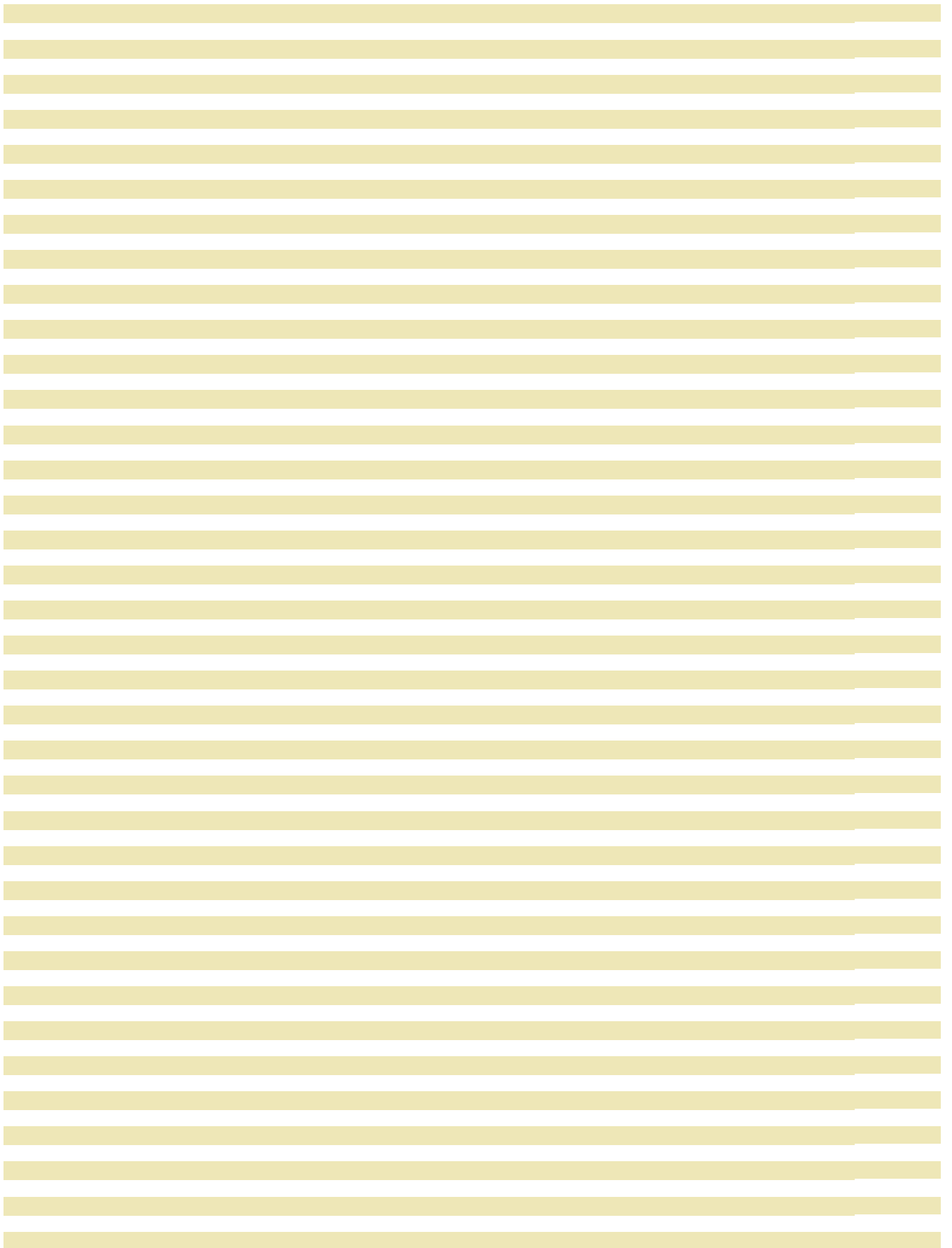
Issue	Page	Name	Type	Description	[13]	[14]
83	p. 93	Knowledge (Computer Literacy)	Skill	New skill introduced in Greyhawk 2000. Used for hacking computers and similar things.		
83	p. 93	Ride (Ground Vehicle)	Skill	New skill introduced in Greyhawk 2000. Used for cars and such.		
84	p. 29	Handle Monstrous Spider	Skill	New skill accessible by drow from the Demonweb Pits. As Handle Animal, but only works on Abyssal spiders.		

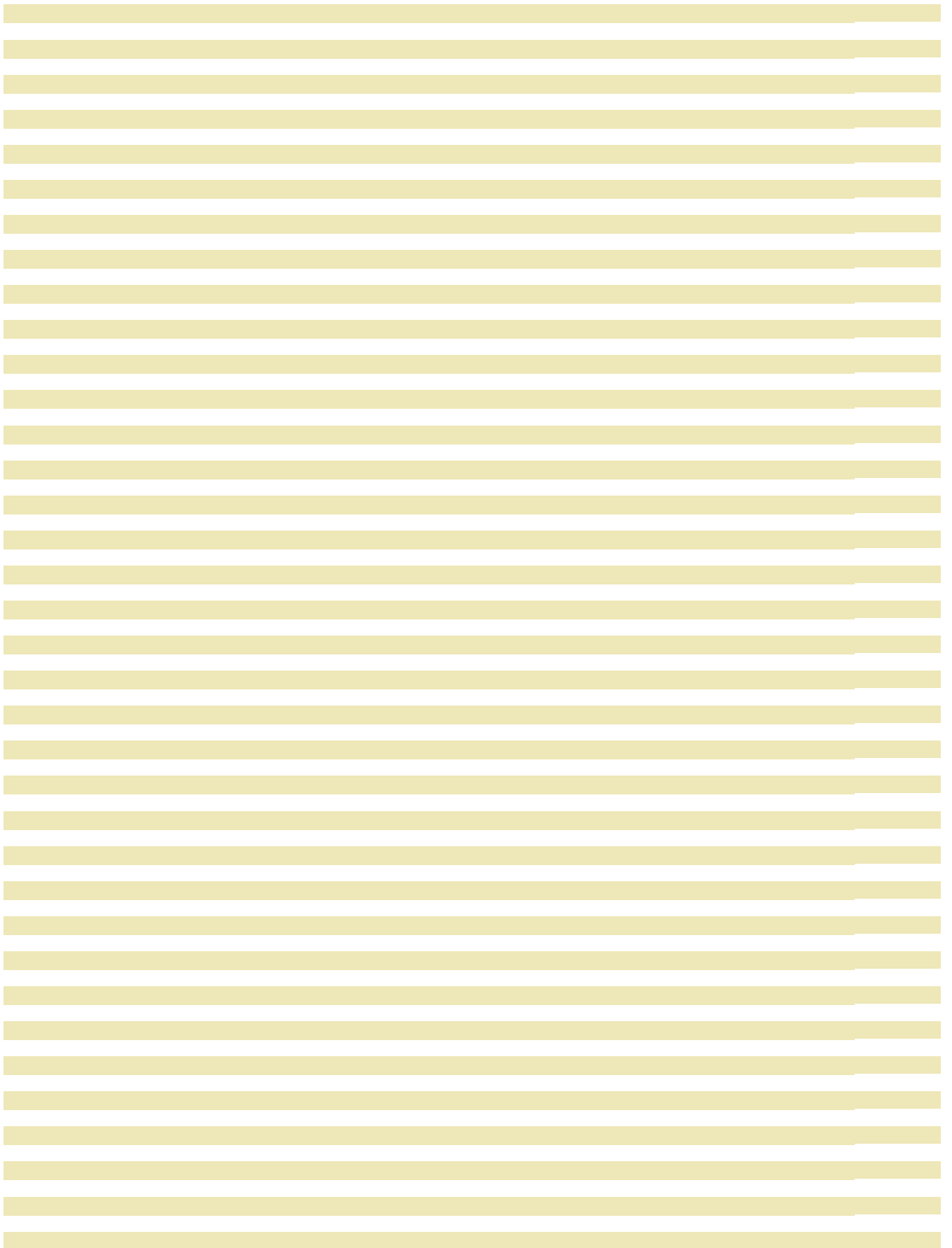


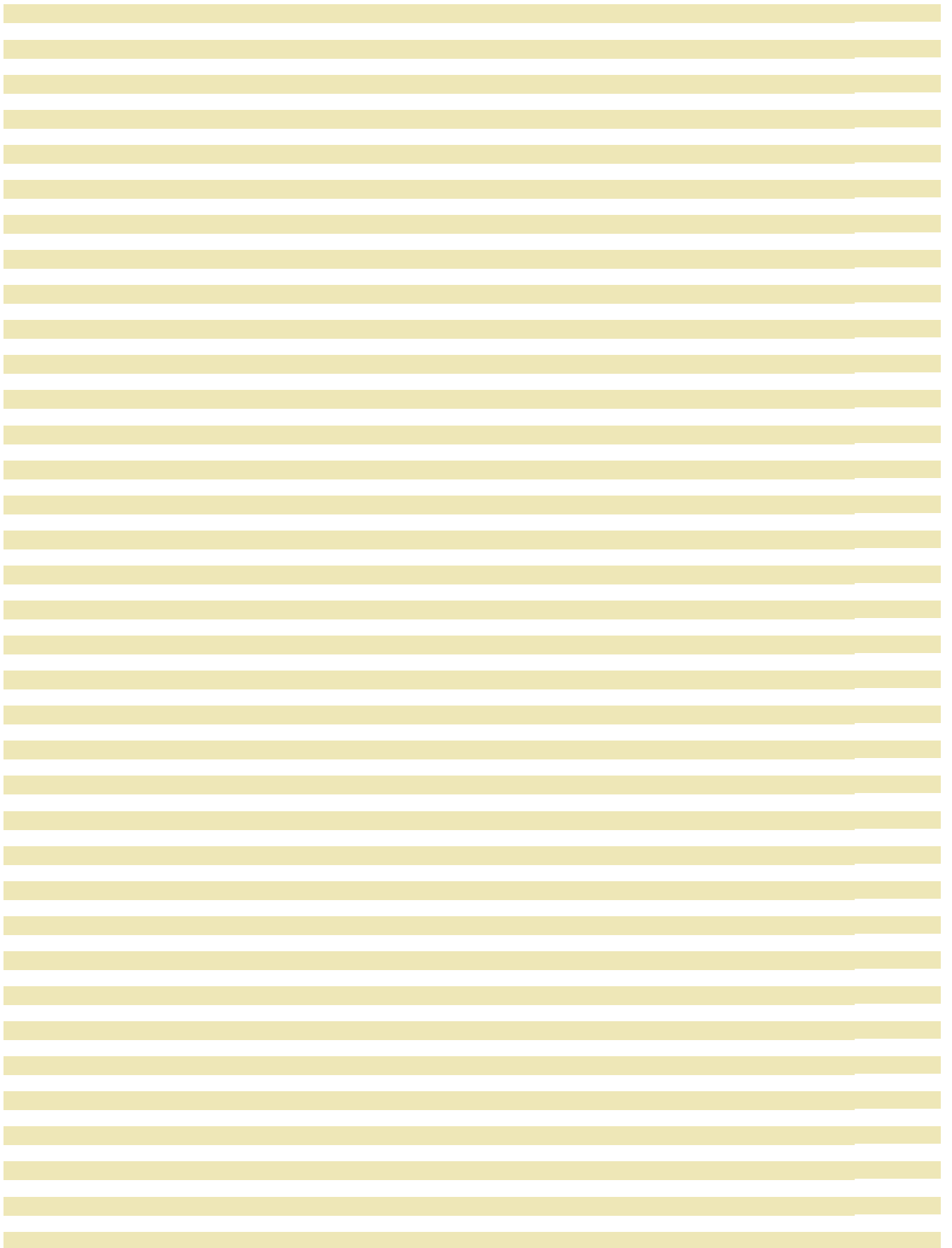


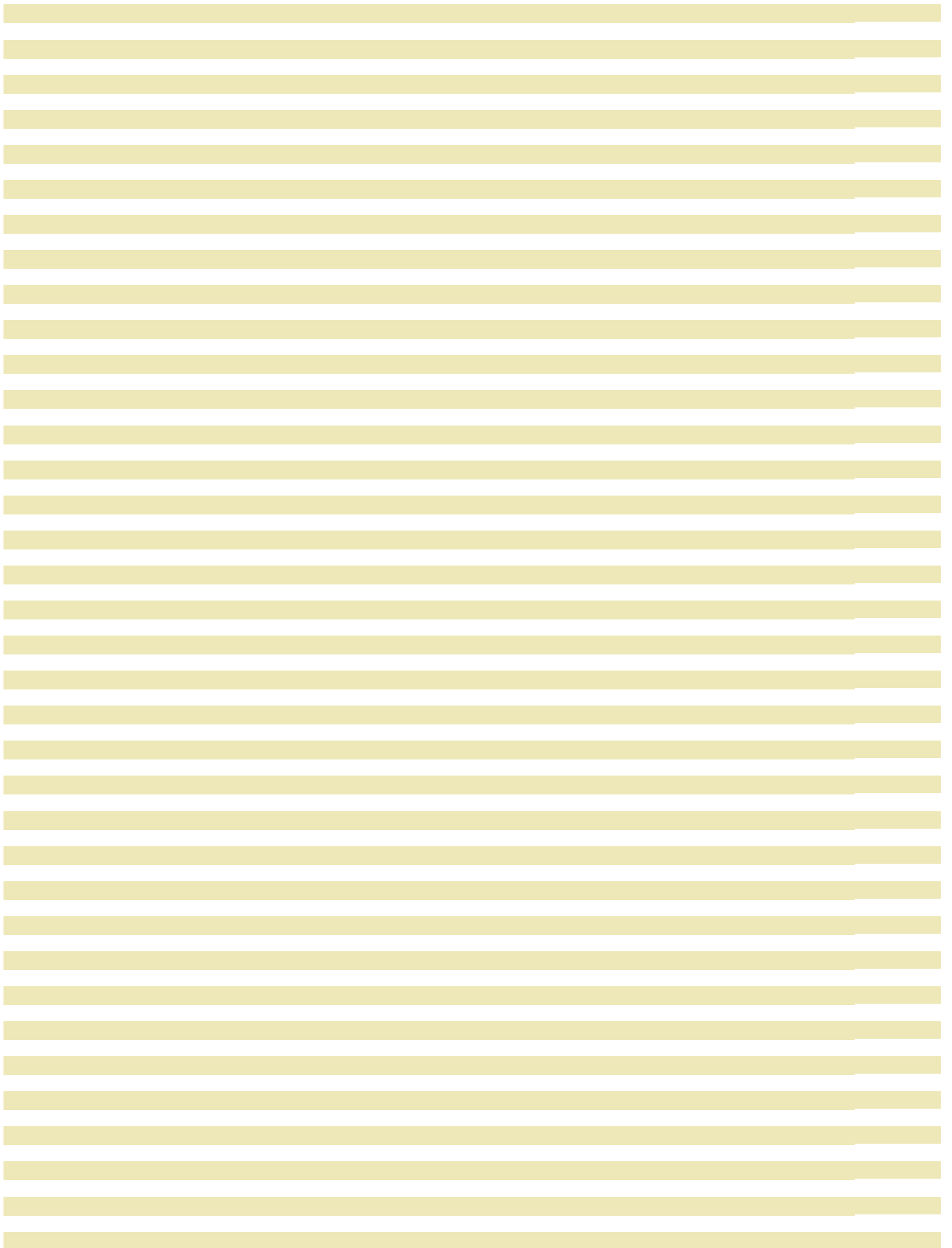


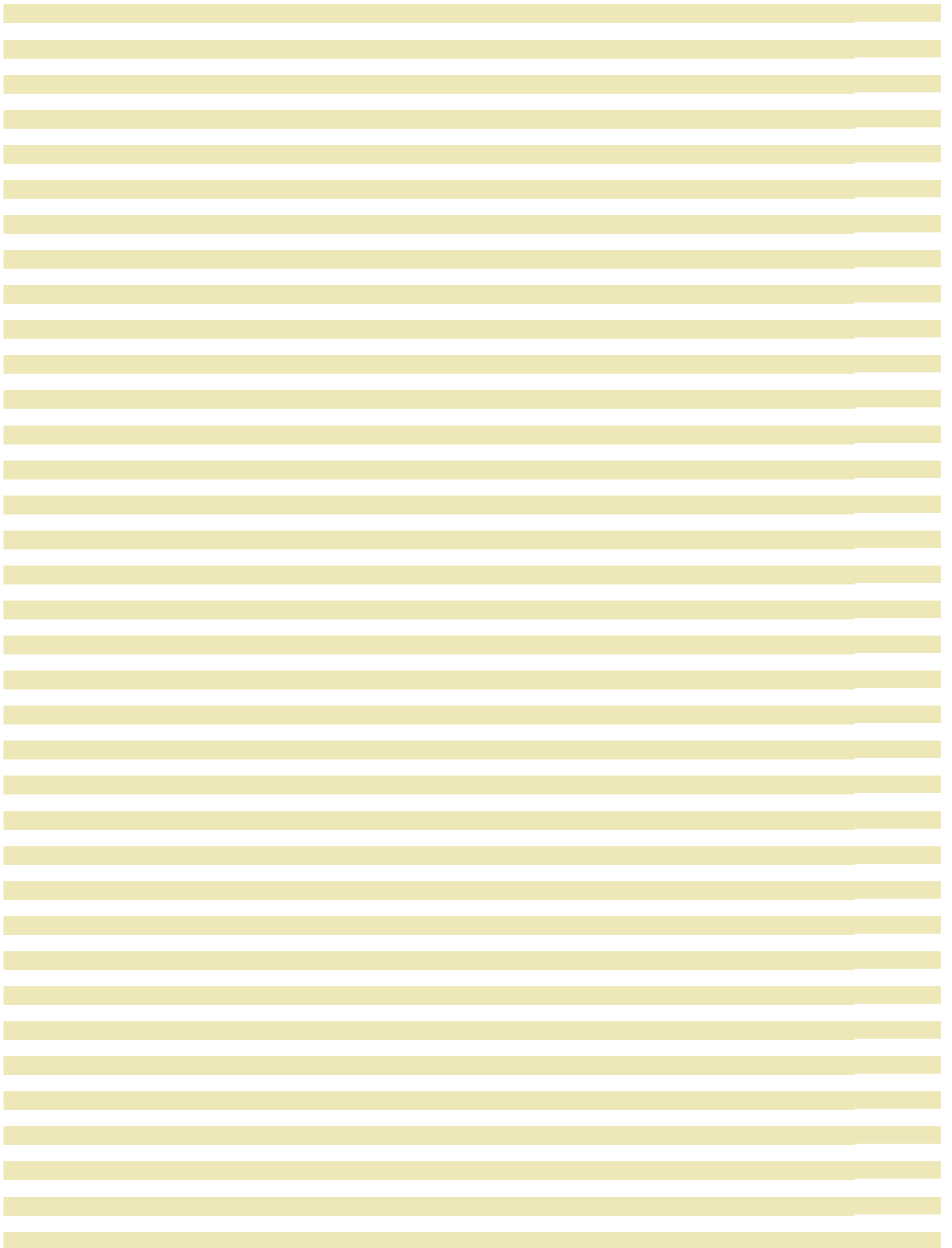


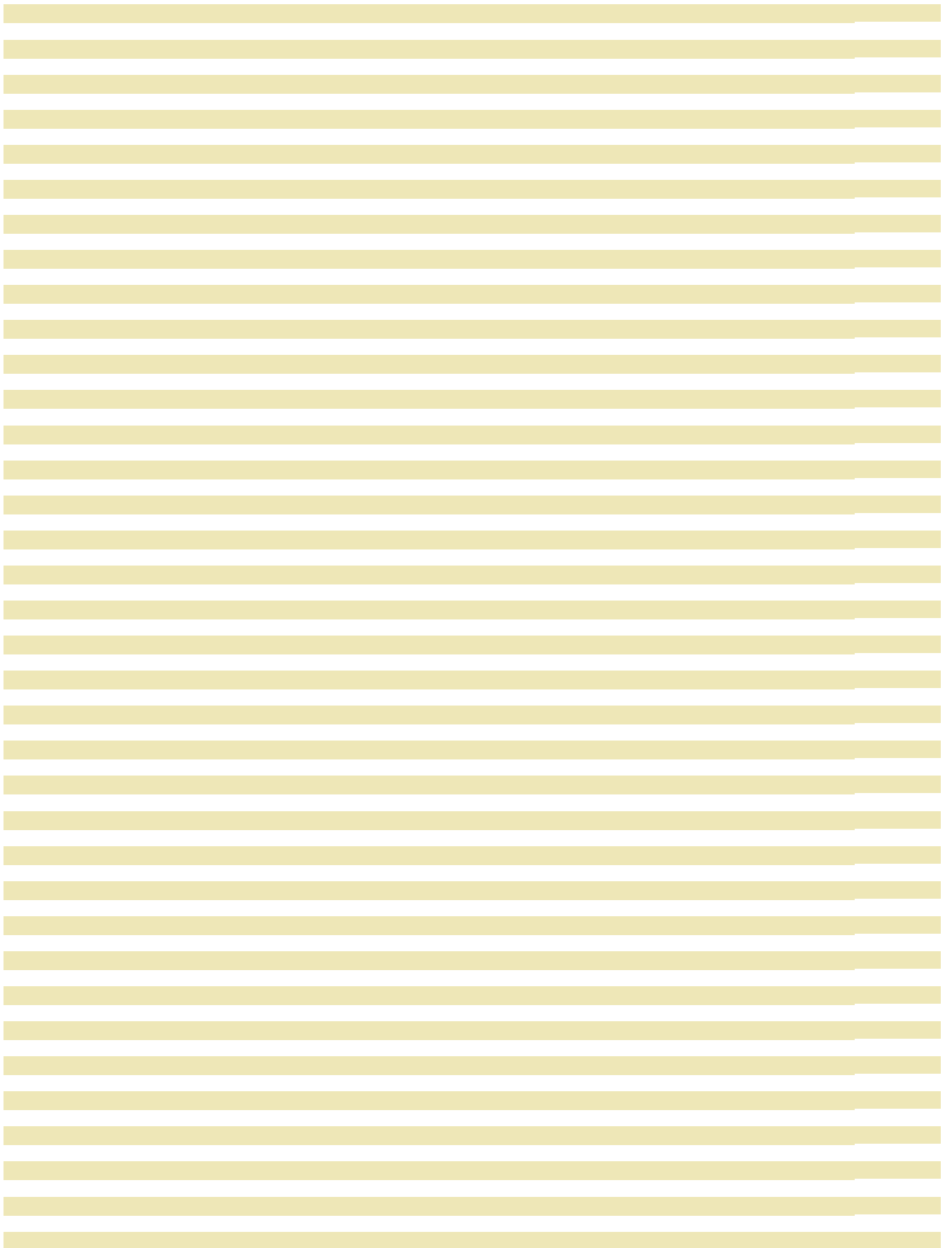




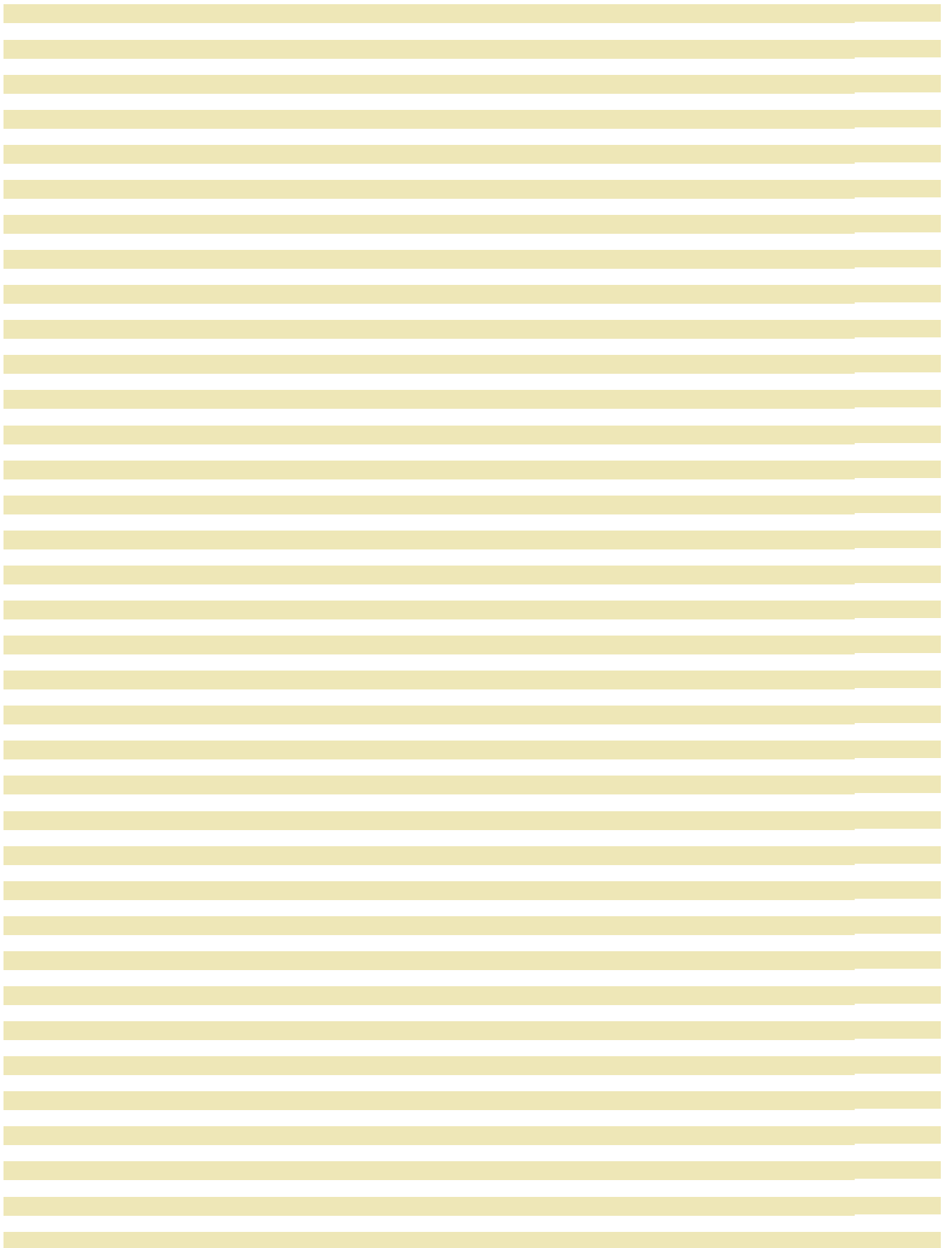


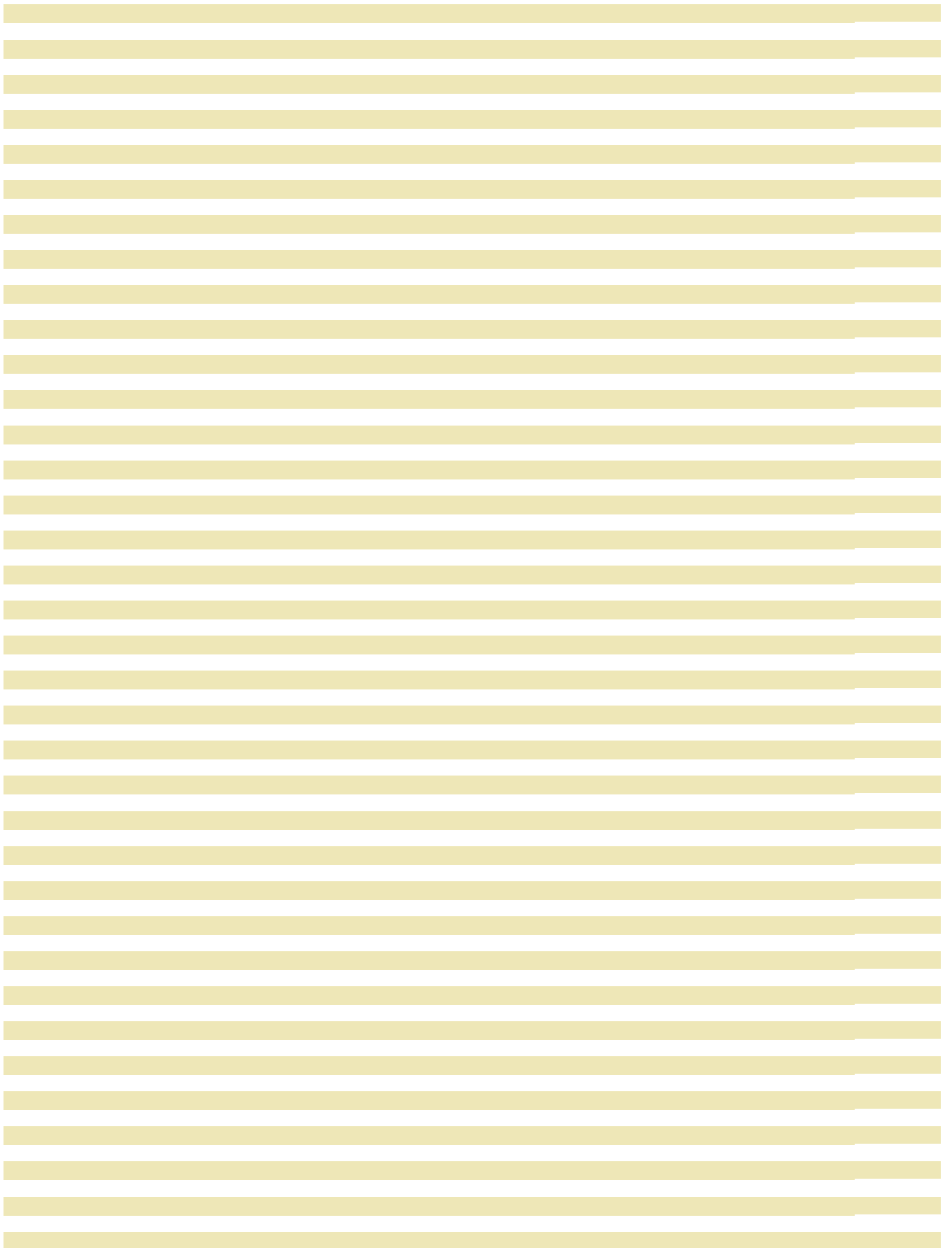


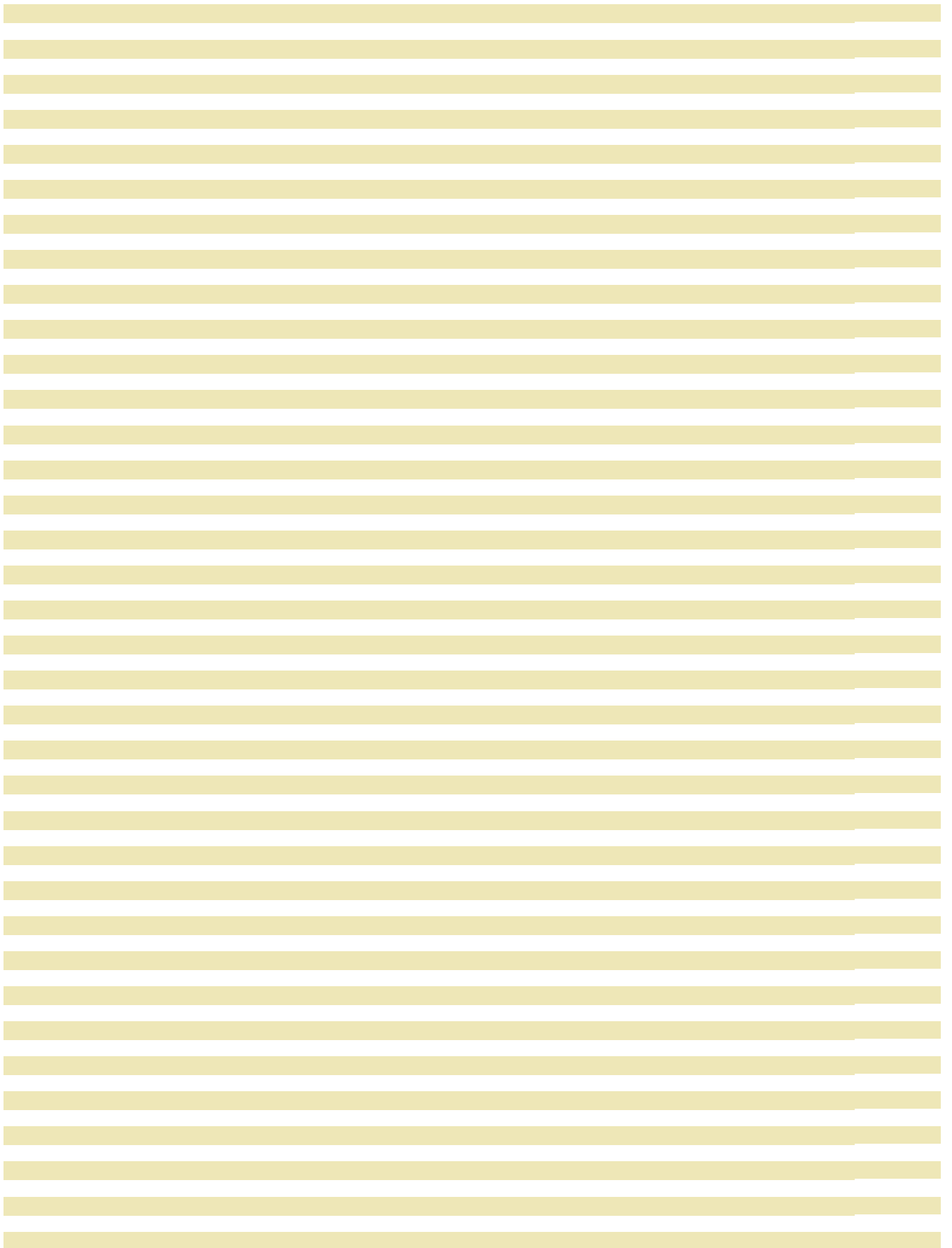


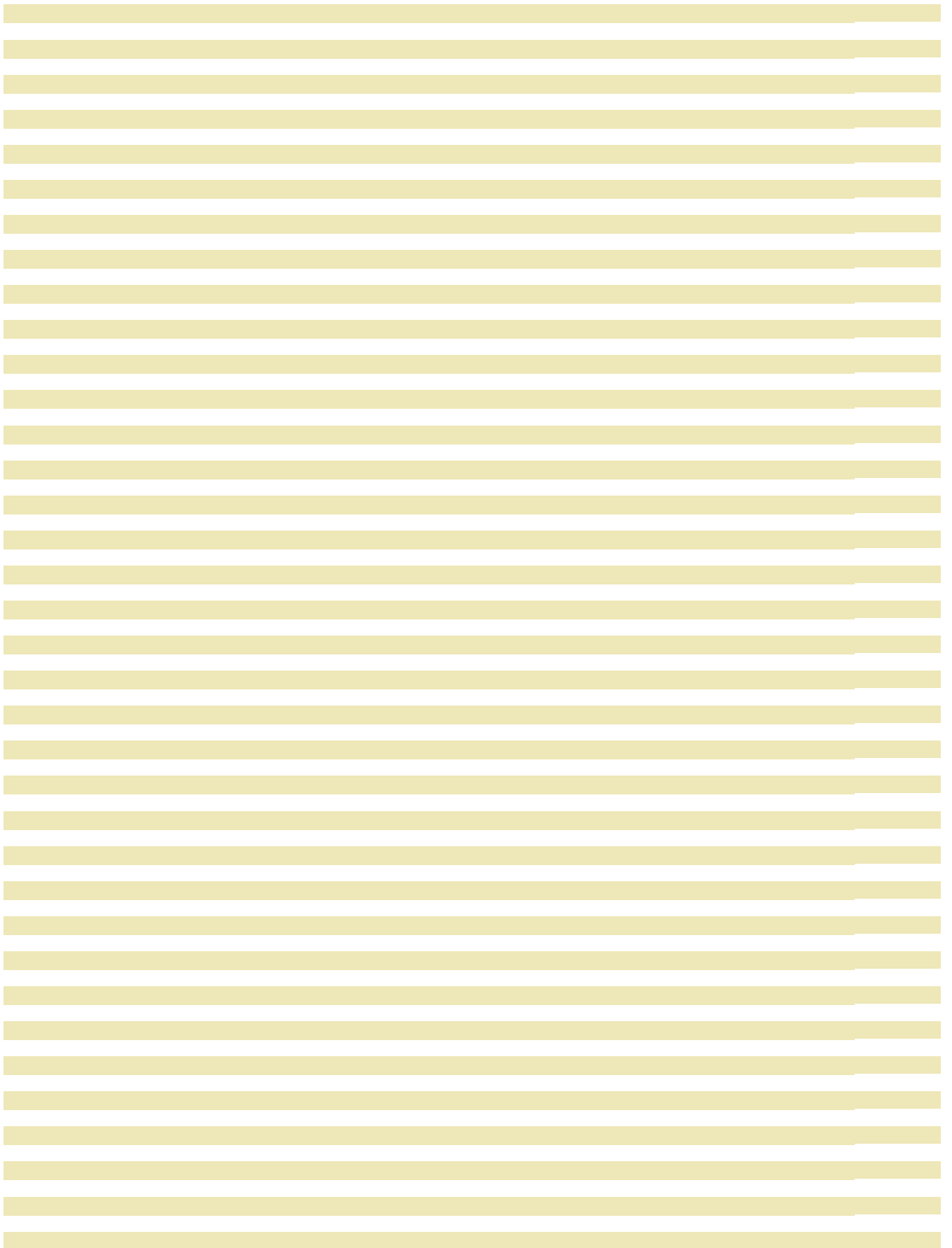


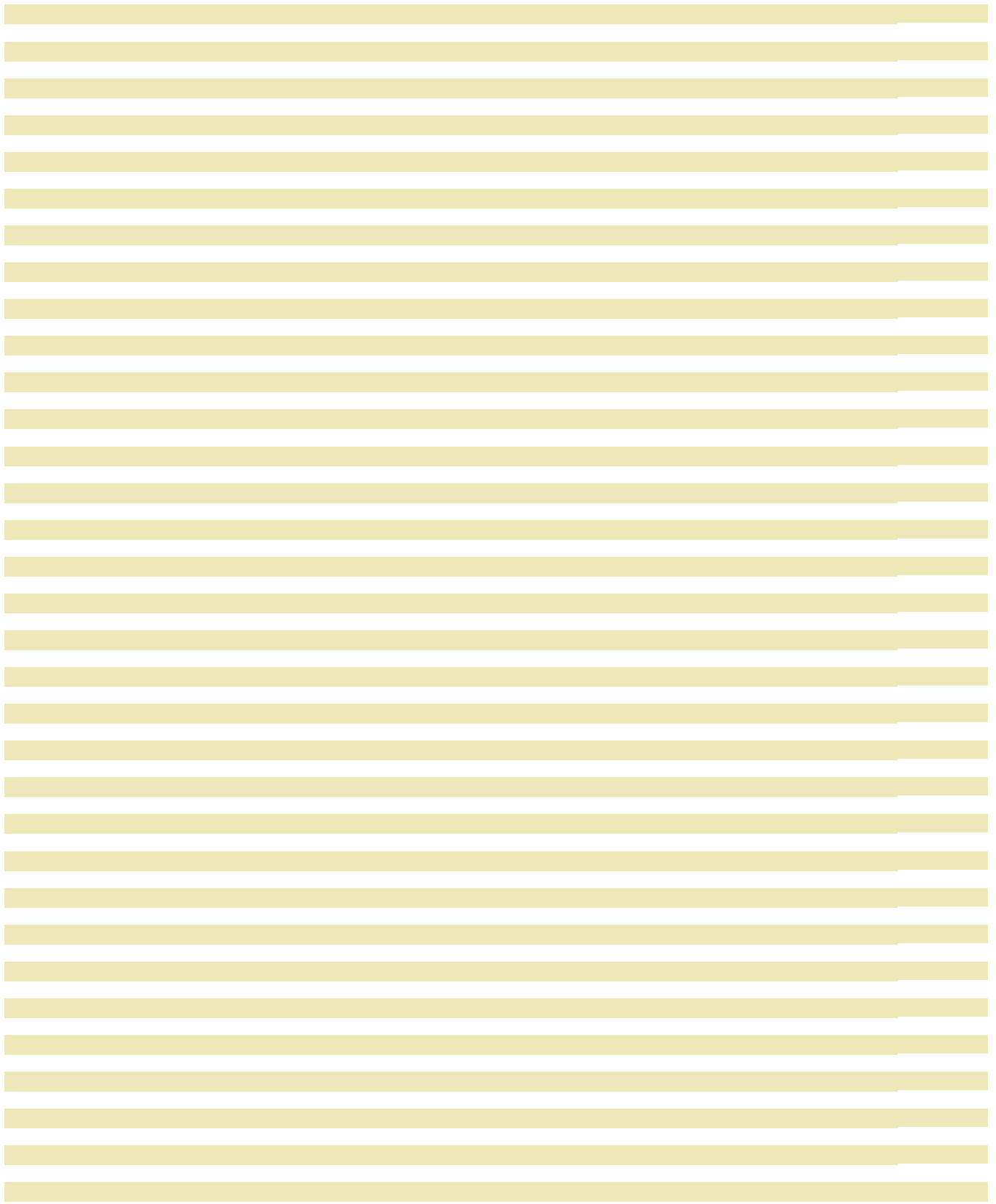




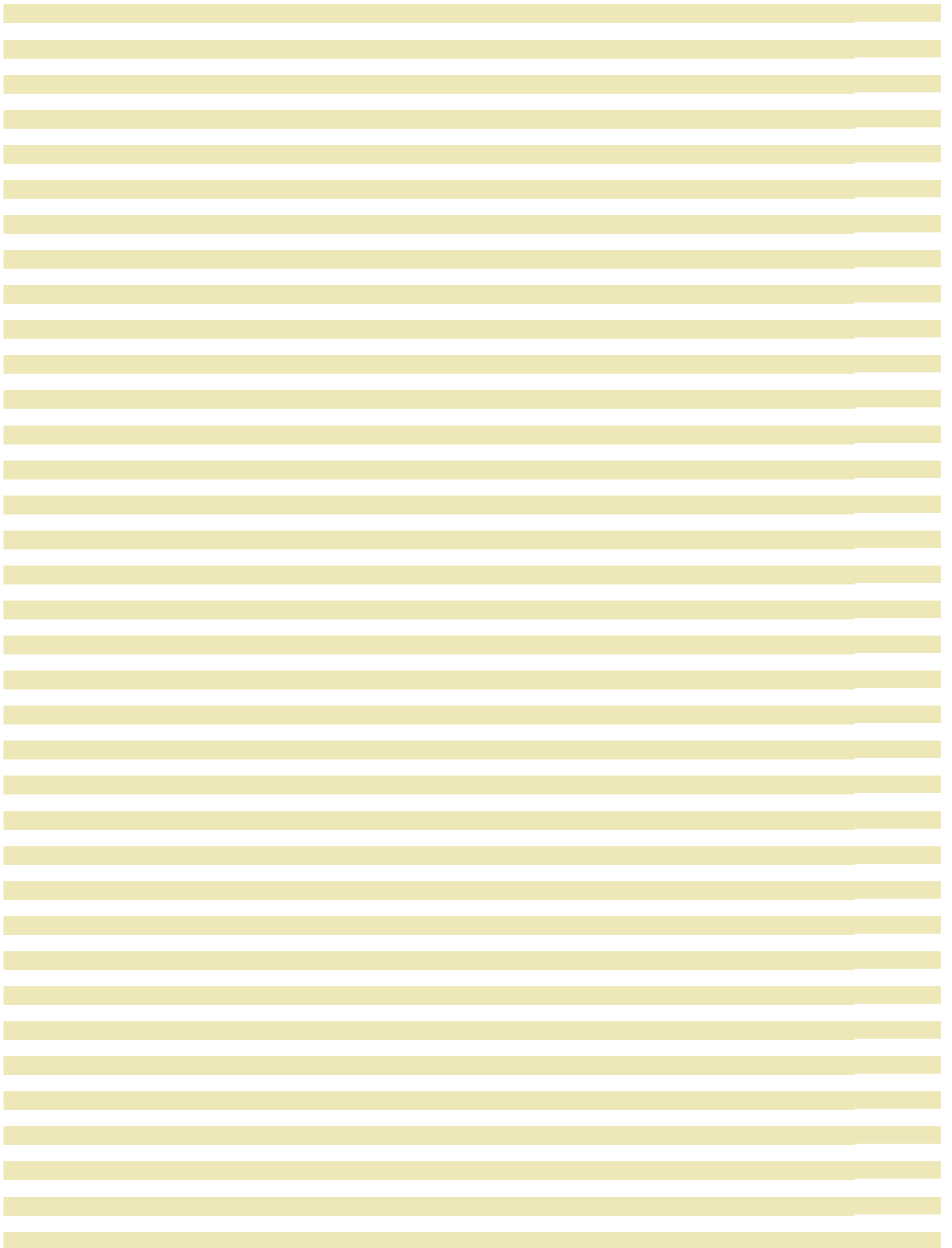


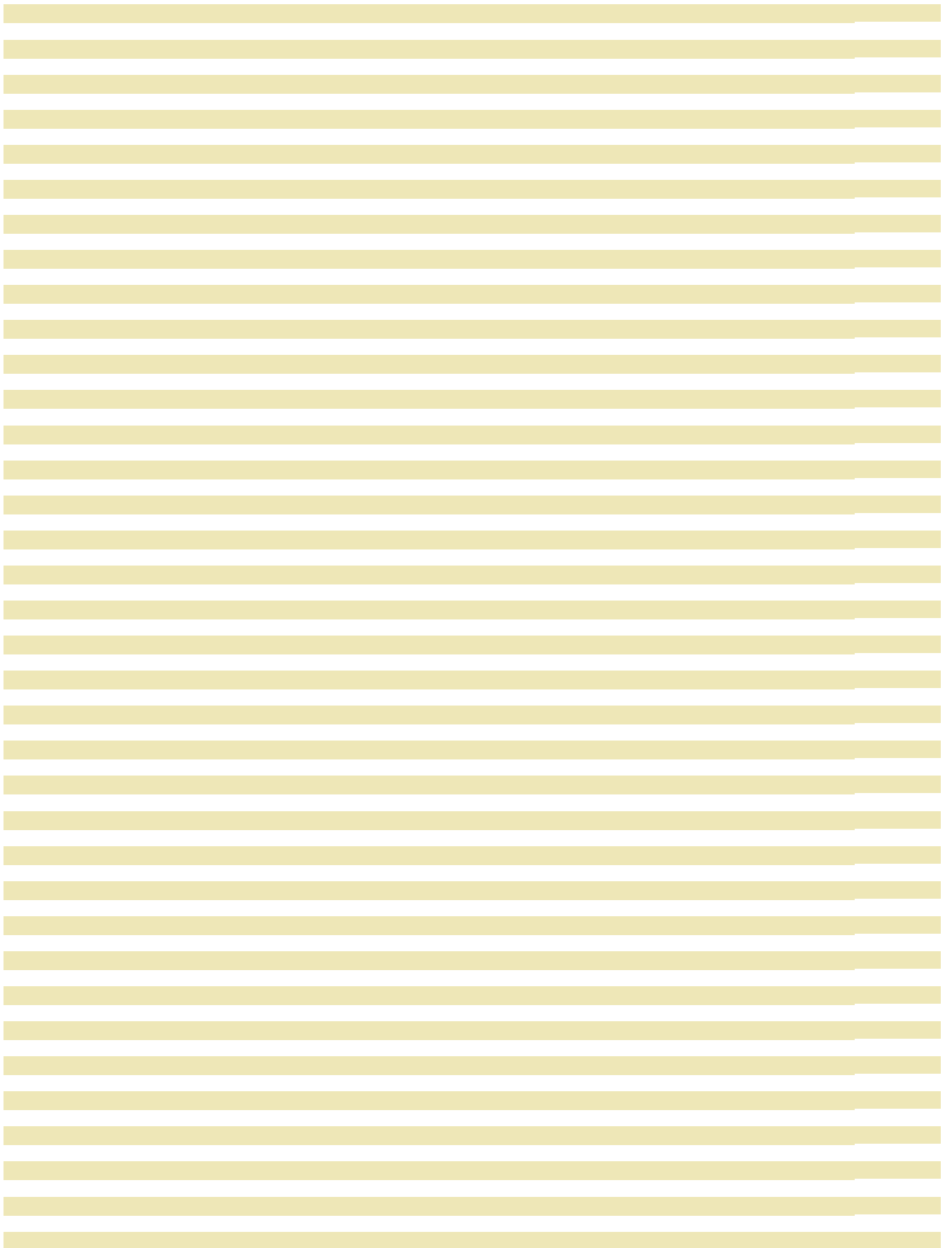




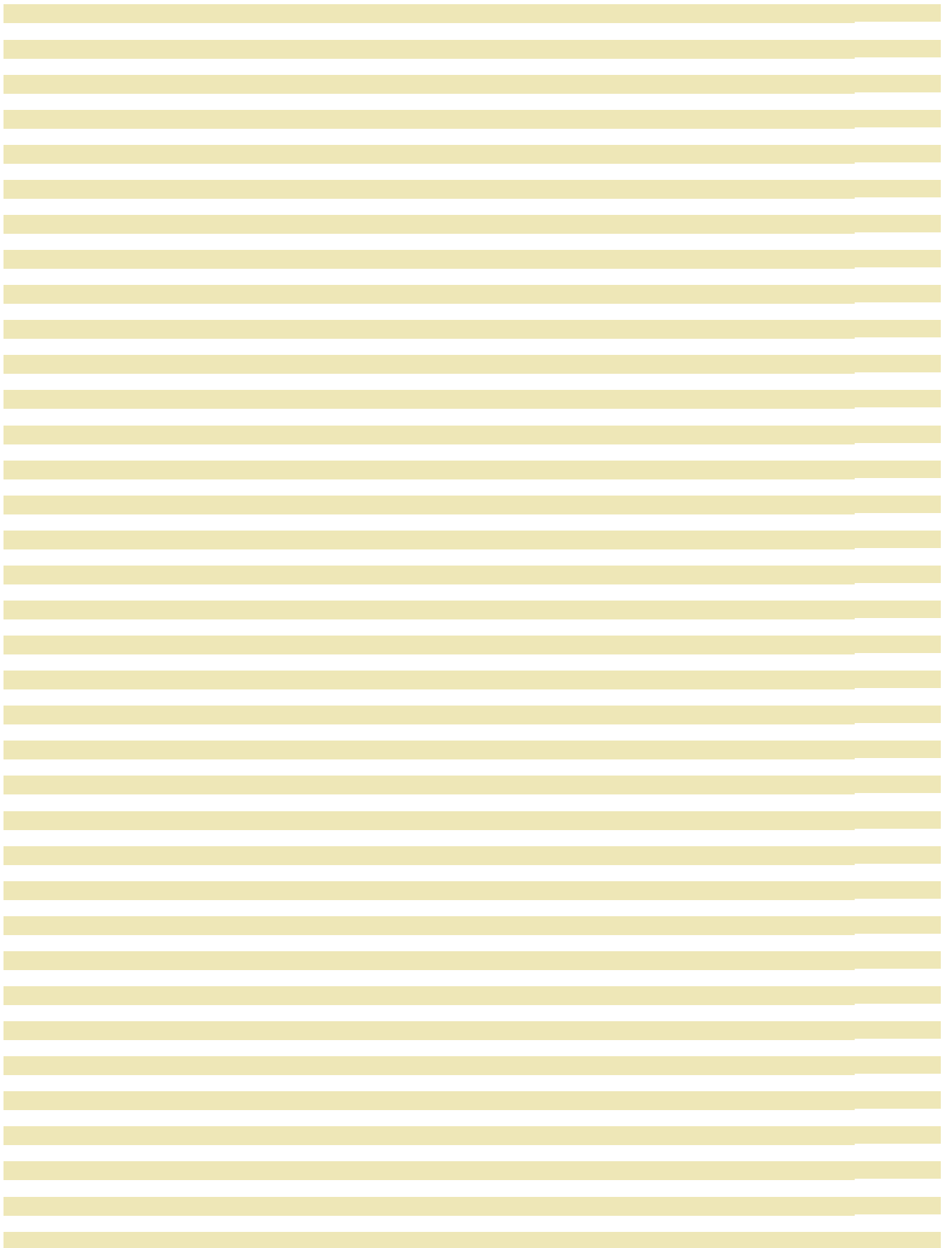


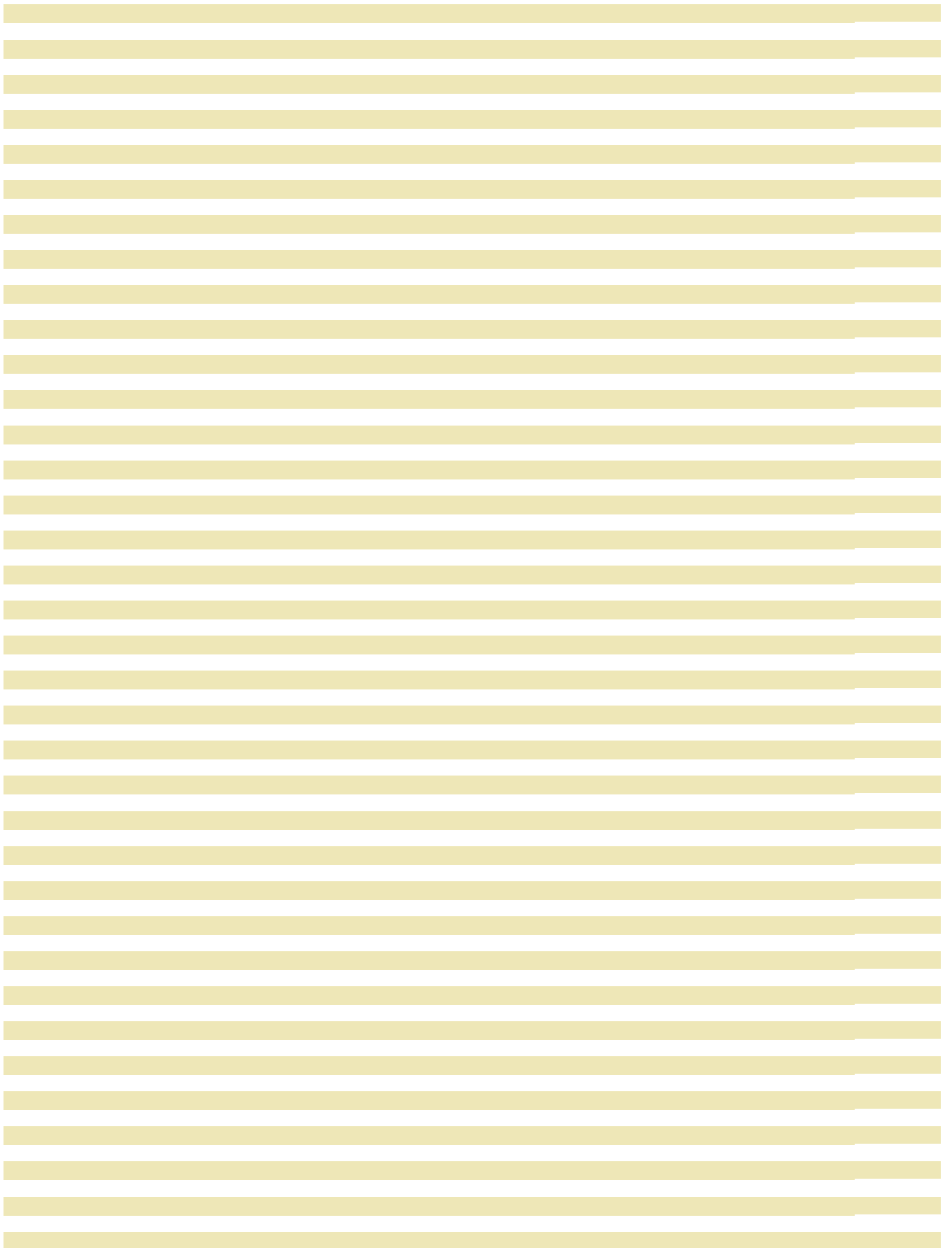
Issue	Page	Name	Type	Description
84	p. 55	Spider Plague	Spell	Arachnomancer 4th. As Insect Plague, except the summoned swarms are spiders and don't fly. Artificers can make this into a wand or access it with Spell-Storing Item.
84	p. 55	Wall of Webs	Spell	Arachnomancer 4th. As Wall of Iron, except it's twice as thick and made of (explicitly non-flammable) webs. Artificers can make this into a wand or access it with Spell-Storing Item, and have access two spell levels earlier than Wall of Iron.
115	p. 82	Shadow Dagger	Spell	Sorc/wiz 3rd. Creates a masterwork dagger that, on a successful hit, also prompts a Will save vs 1d6 damage/level (max 10d6).
84	p. 55	Spider Friendship	Spell	Arachnomancer 1st. Functions as Animal Friendship (the 3.0 spell, was not included in 3.5 because of changes to the animal companion rules), except it only works on spiders.
84	p. 55	Spiderskin	Spell	Arachnomancer 2nd. As Barkskin except it's spider skin.
84	p. 55	Summon Monstrous Spider	Spell	Arachnomancer 1st through 4th. As Summon Monster I through IV, except it only summons monstrous spiders (I gets Small, II Medium, III Large, and IV Huge), and lasts for twice as long. Only exists up to IV.
84	p. 55	Summon Spider Swarm	Spell	Arachnomancer 2nd. As Summon Swarm, except it only summons spiders and they don't fly.
87	p. 70	Tharizdun's Touch	Spell	Madness domain 2nd. Will save or daze for 1 round/level on a touch attack.
107	p. 37	Evard's All-Seeing Worm	Spell	Sorc/Wiz 5th. Creates a worm that you can place into a living creature's skull (deals 1 damage on the way in or out), and lets you see through that creature's senses for 1 day/level.
109	p. 50	Rime	Spell	Sorc/Wiz 1st. Fort save or the target takes a -4 penalty to Dexterity and on Fort saves for 1 round/level.
109	p. 51	Icefane Corpse	Spell	Sorc/Wiz 3rd. You give an undead creature +1d6 cold damage on a natural weapon, fire resistance 10, and the ability to heal via cold damage for 1 round/level.
109	p. 51	Necrotic Mist	Spell	Sorc/Wiz 6th. Makes a cloud of mist that damages and Slows living creatures, and heals undead.
115	p. 82	Shadow Puppeteer	Spell	Sorc/wiz 4th. 20-foot emanation for 1 round/level that deals 2d6 + CL damage to everything in the area (Will negates, prompts a new save each round).
123	p. 70	Vourzoun's Multiplicity of Visage	Spell	Epic spell. Gives you two extra heads, each with their own natural weapons (if you have any). If you have a breath weapon, it fires separately from each head whenever you use it.
127	p. 30	Scent of the Monarch	Spell	Sorc/Wiz 3rd. Causes insects and insect-like creatures that have a hive community structure to view you as their queen and follow your orders (Will negates).
139	p. 87	Heward's Upliftment	Spell	Sorc/Wiz 9th. Large AoE that lifts creatures 5 feet into the air per round, and follows it up with a Will save or lose (illusion of the sky opening up and angels descending to embrace them, makes them helpless and deafened).

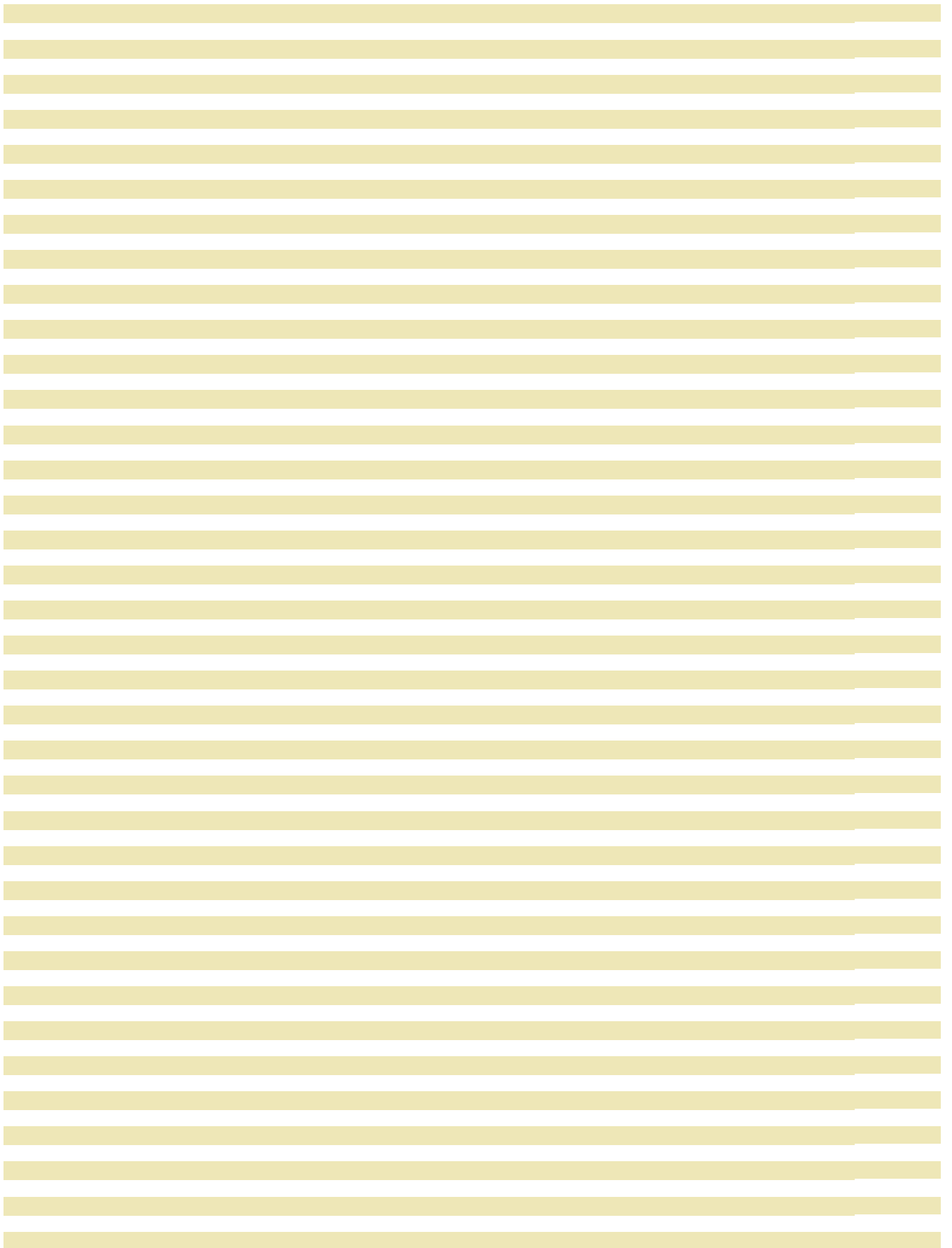


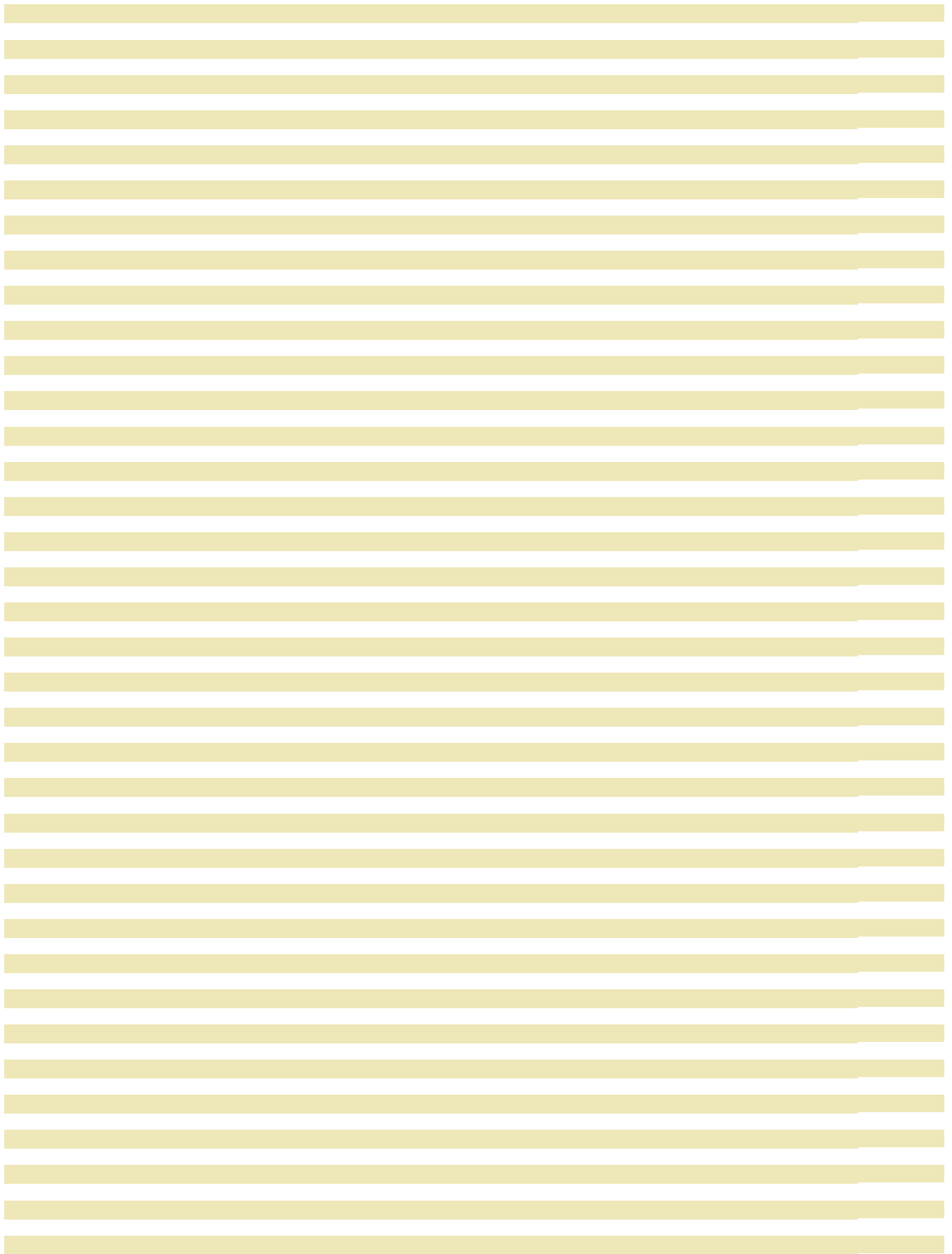


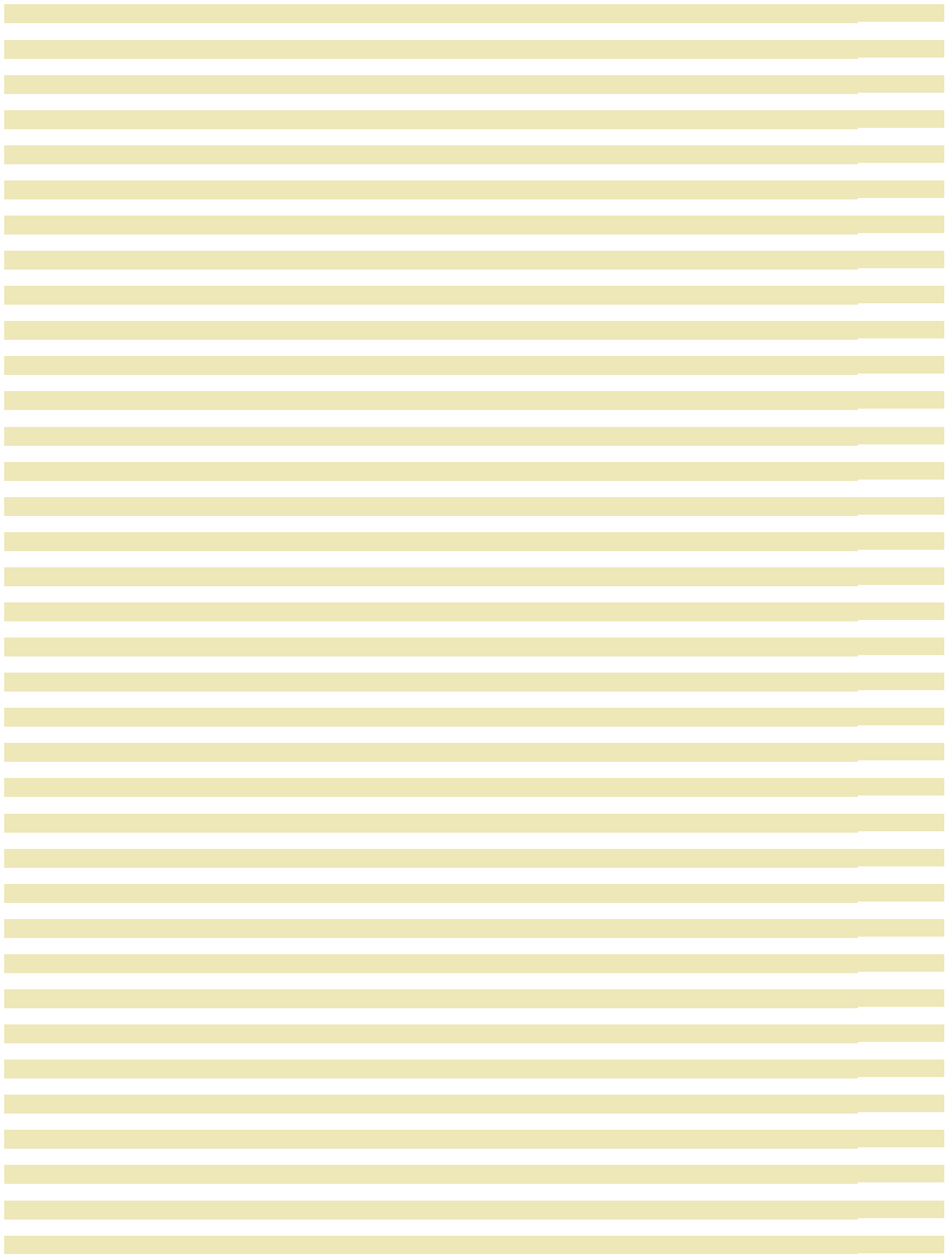


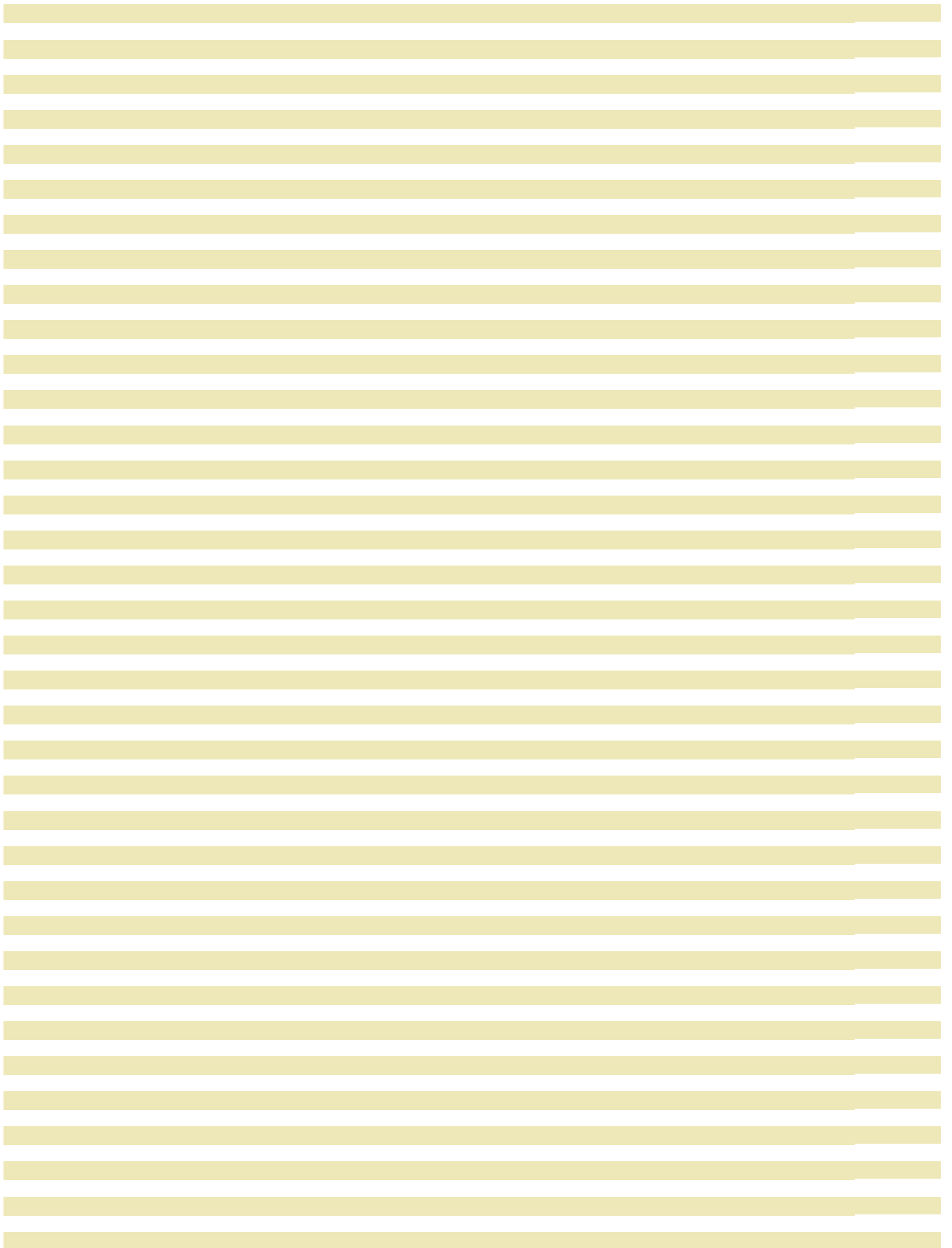


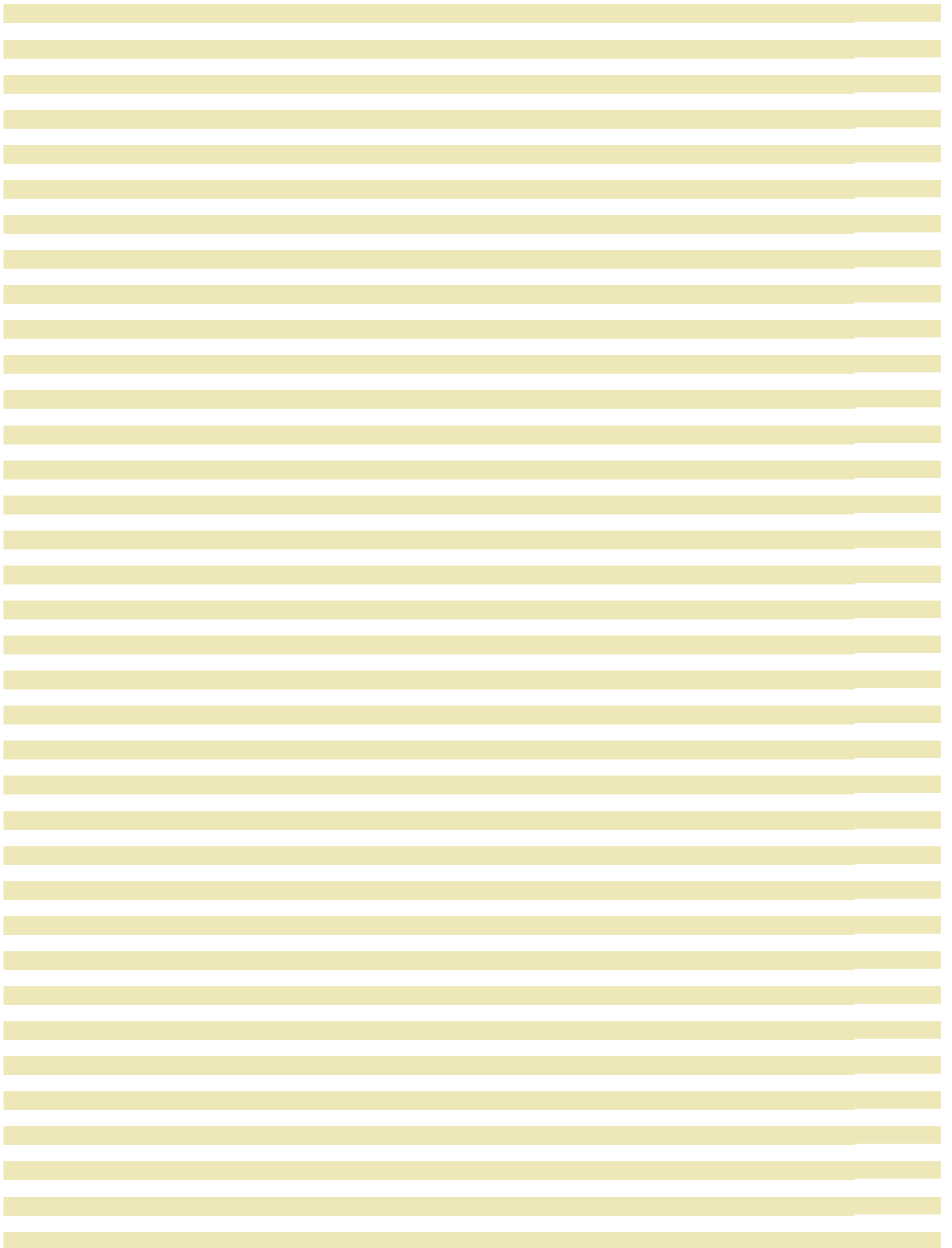


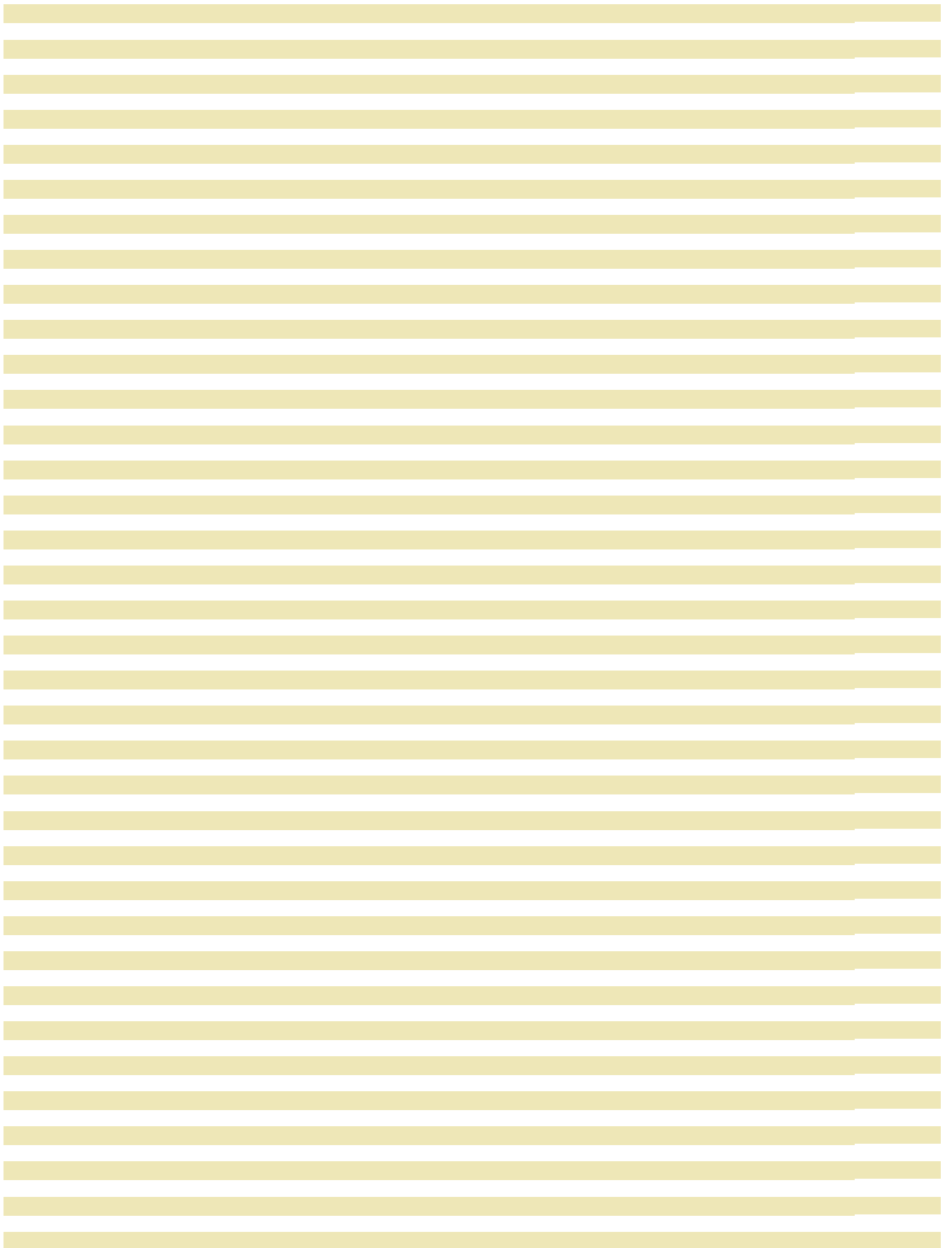




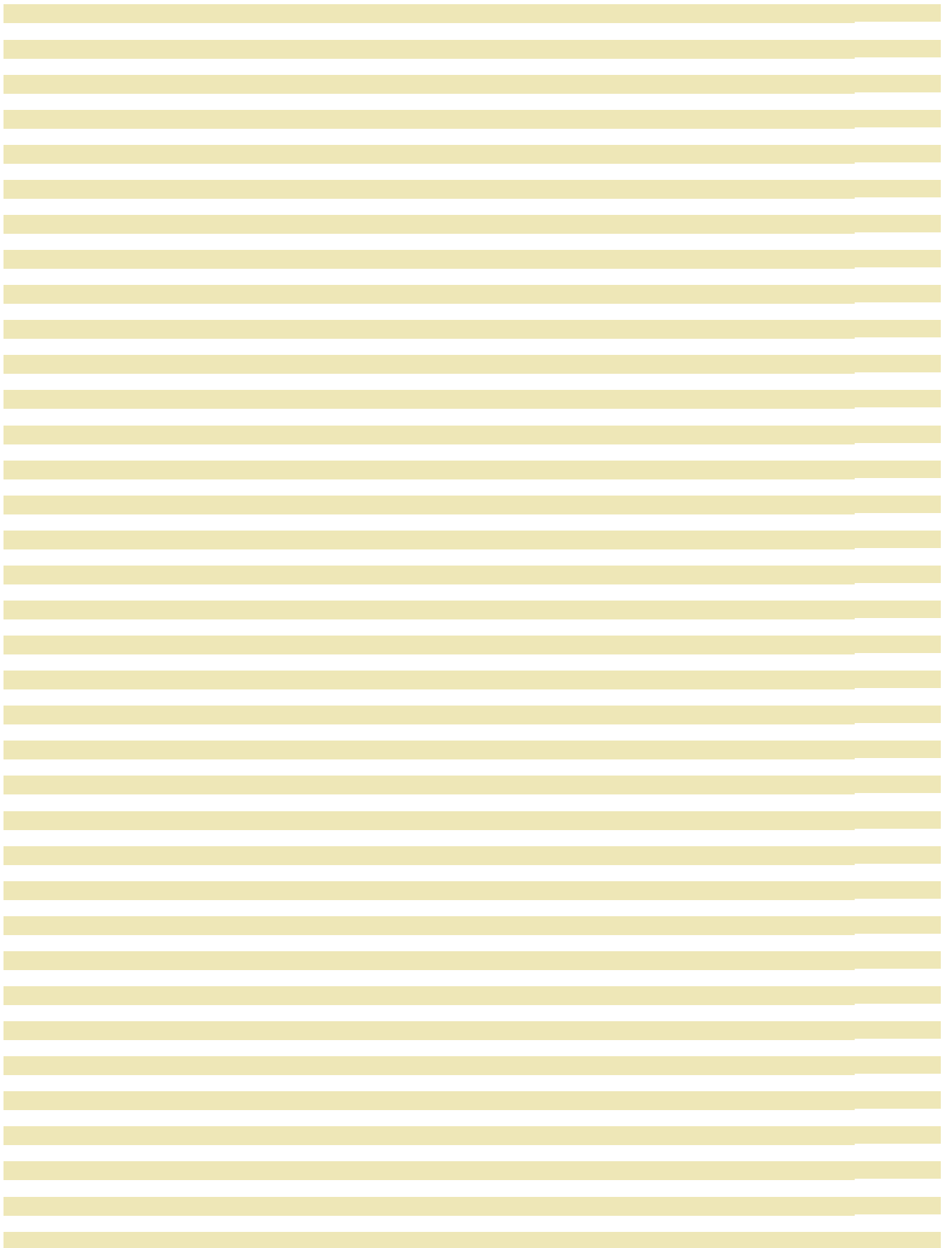


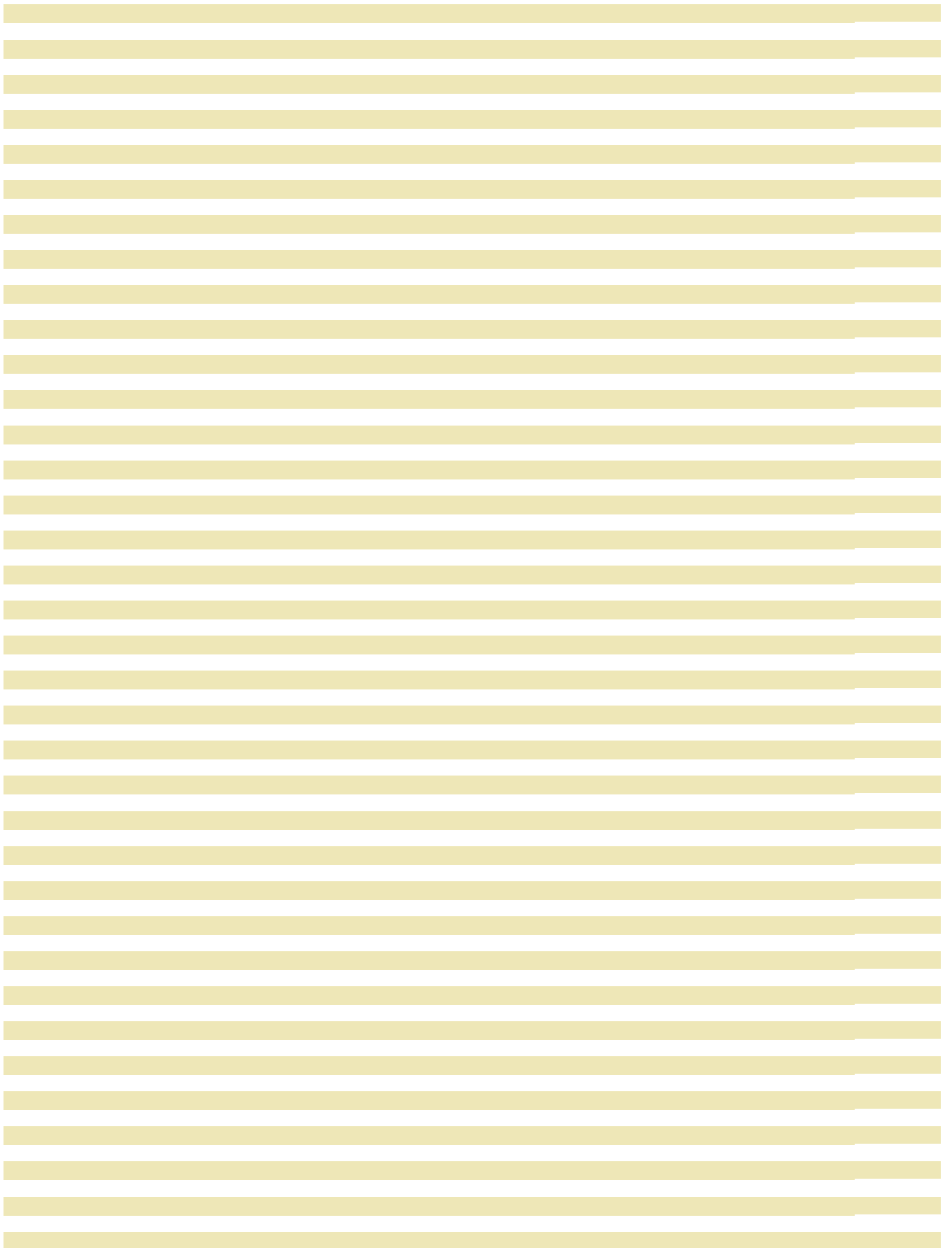


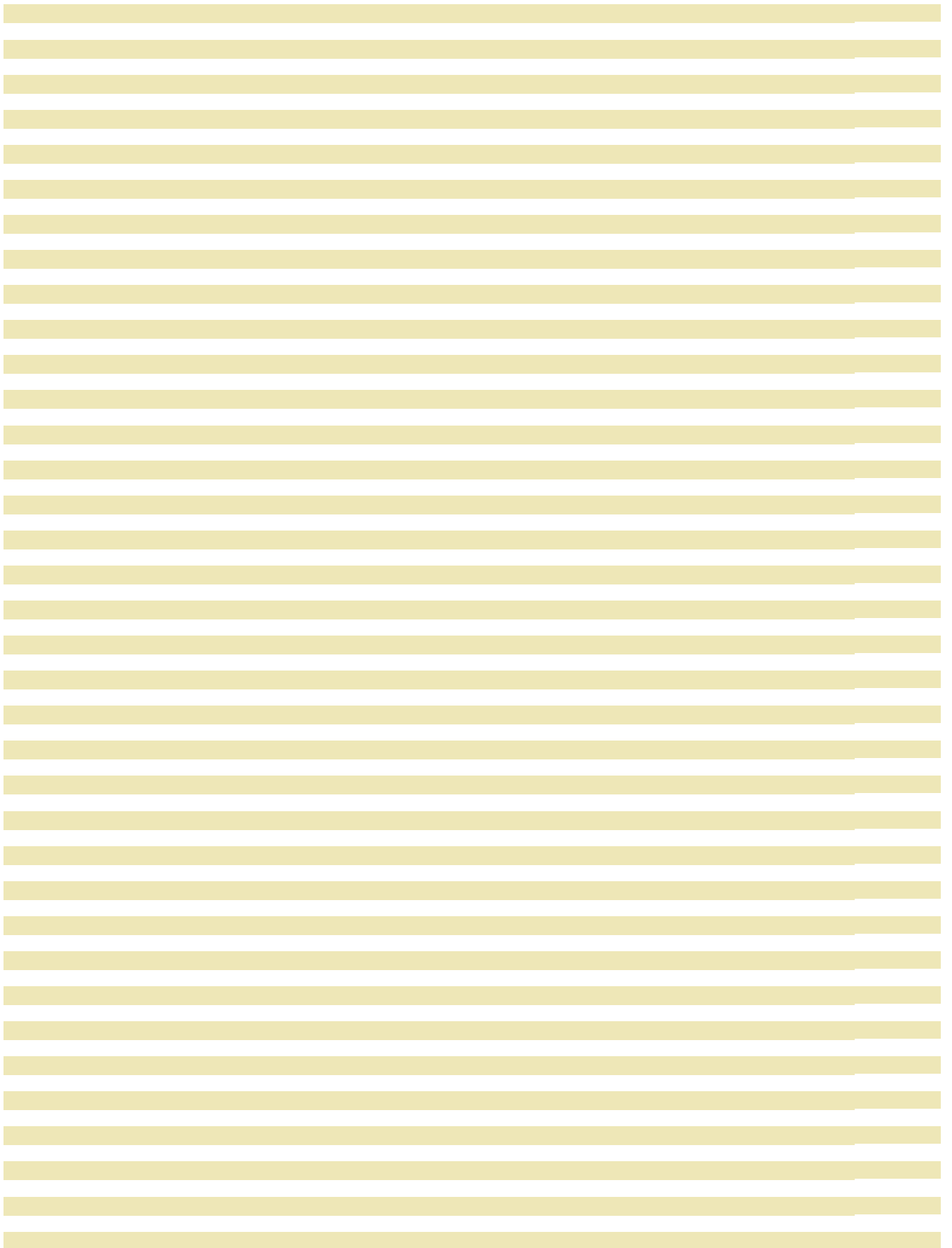










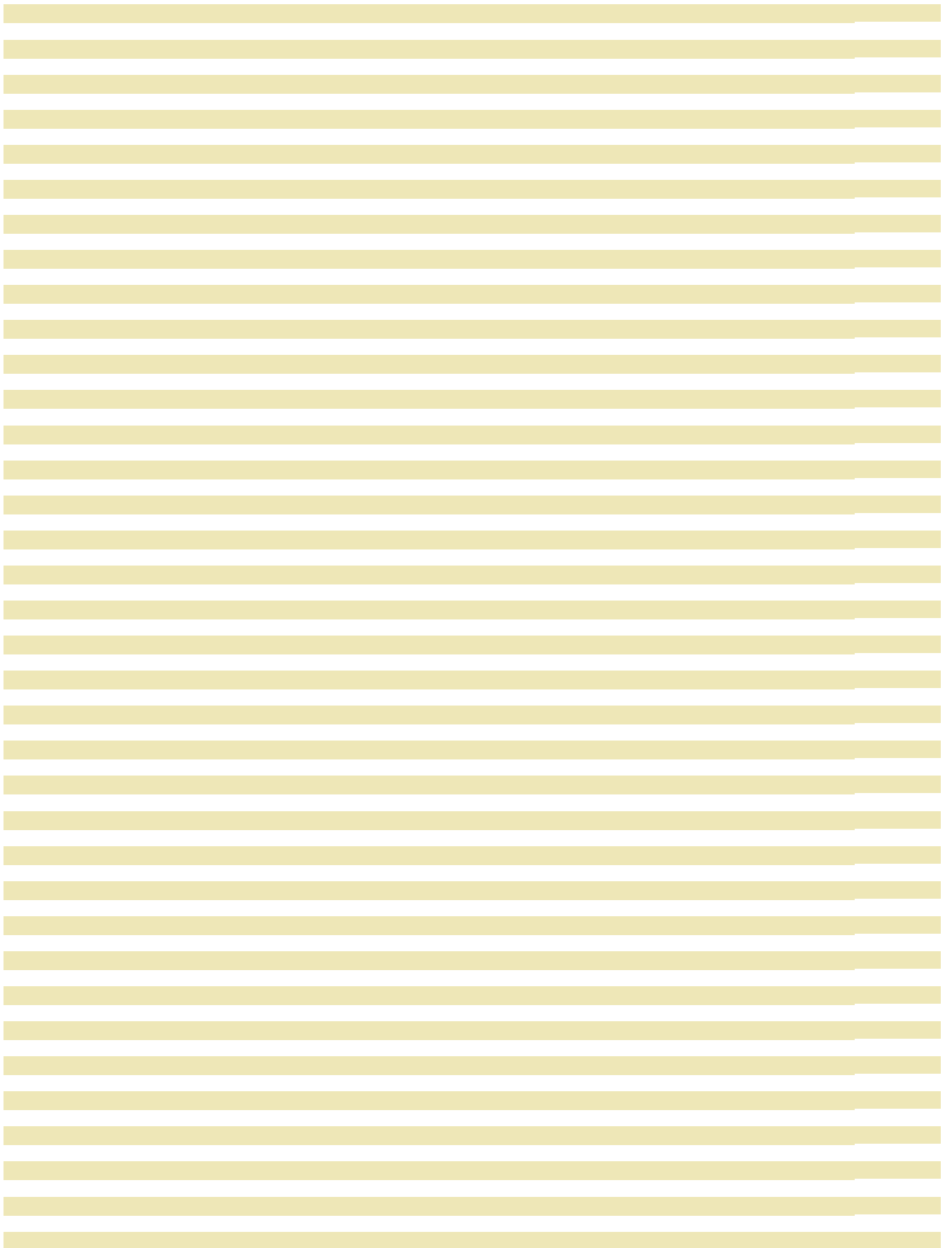




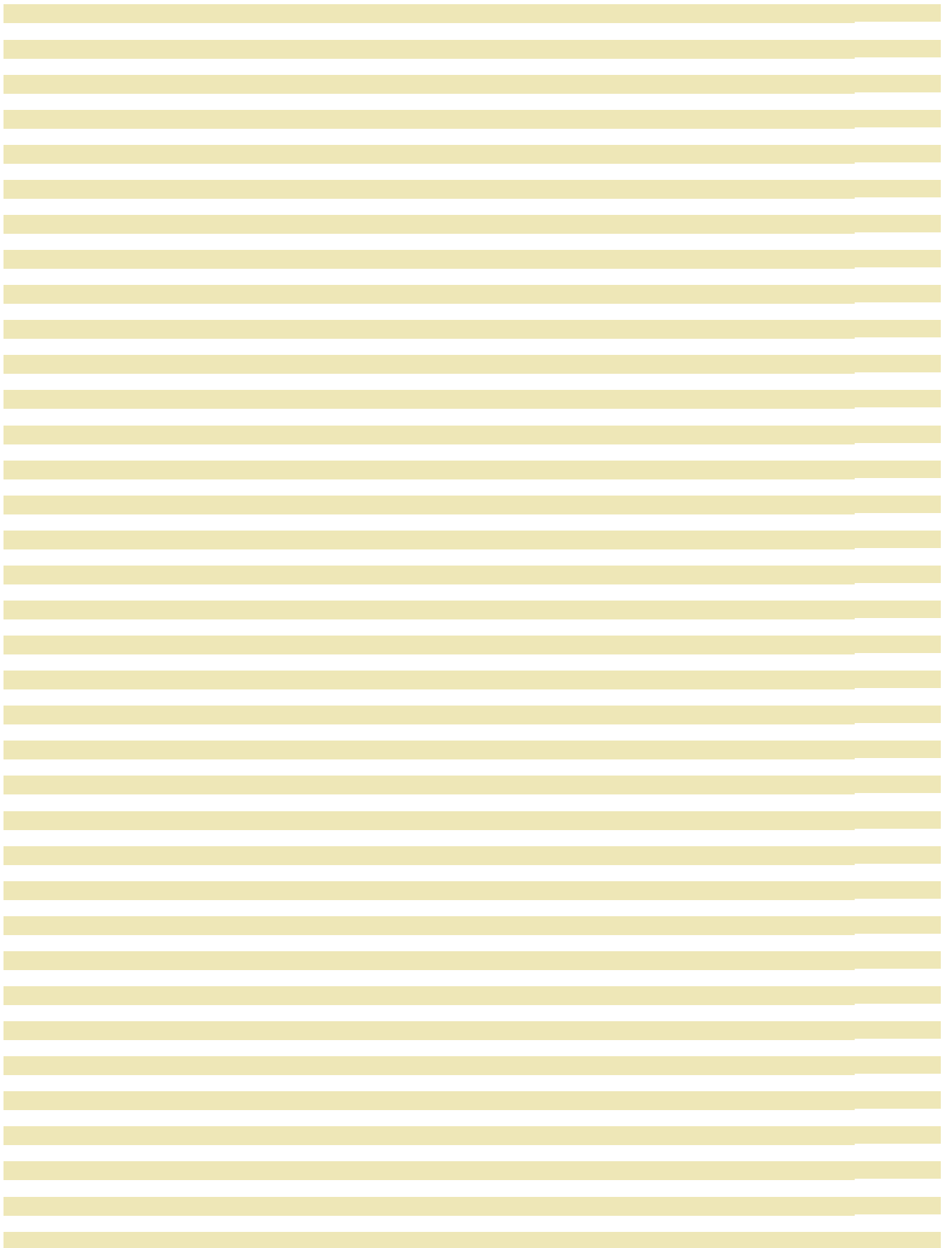
Issue	Page	Name	Type	Description	[17]	[18]
87	p. 133	Shalm of the Fifth Wind	Magic Item	15,310 gp magic flute that can cast Hold Person, Scare, and Sound Burst each once per day. Only works for a bard with at least one neutral component in their alignment, but the save DC for the cast spells is equal to the Perform check result (!). It's noted as UMDable (DC 20 base, or 25 if they don't have any neutrality), in which case the save is equal to the UMD check result. Scales incredibly well into late-game as a 1/day functionally no-save-just-lose against Humanoid targets.		
89	p. 22	Charm of Perfection	Magic Item	160 gp paper strip keyed to a single skill on creation. Grants a +2 competence bonus on checks with that skill when carried. You can have any number of these; they're slotless.		
89	p. 59	Bracers of Reaping	Magic Item	5,100 gp bracers that grant proficiency in scythes and sickles, or a +2 competence bonus on attack rolls and +1 competence bonus on damage rolls with the weapons if you're already proficient.		
91	p. 72	Pearl of Conjuring Power	Magic Item	As Pearls of Power, except they only work for Conjuration spells and only cost 70% the normal price.		
92	p. 37	Inscriptions of Vacancy	Magic Item	22,500 gp building improvement that makes a room immune to scrying (showing as empty no matter what).		
92	p. 37	Forbidding Sigils	Magic Item	12,200 gp building improvement that locks out dimensional travel (including teleports) and damages creatures of alignments other than the caster's who try to enter.		
92	p. 103	Druid's Satchel	Magic Item	3,000 gp variant of the Handy Haversack. Retrieving an item is a free action (!), items are always on top, and whenever the user changes form in any way, the bag changes to fit the new form (without being absorbed like a normal item).		
100	p. 139	Eye Tyrant Armor	Magic Item	119,500 gp +4 full plate fitted specifically for beholders. Grants a +4 enhancement bonus to Strength and includes four mechanical pincers the beholder can use to wield weapons.		
102	p. 55	Sphere of the Unseen	Magic Item	4,550 gp consumable item that summons an invisible stalker under your control for 13 rounds. Really nice for covert murders, if a bit expensive.		
107	p. 55	Lantern of Guidance	Magic Item	10,000 gp magical bullseye lantern that shines the way to three locations (chosen on creation), one after the other, as if by Find the Path. Once it leads you to the first, it switches its quest marker to the second, and so on. Once you reach the third, the seeking function stops working. However, the lantern is reinforced and can be used as a +2 heavy flail, even after that happens.		
115	p. 82	Serpent's Eye	Magic Item	50,000 gp orb that lets you use Foresight 1/day (CL 17). Has 50 charges before it burns out. Functionally, it's a way cheaper wand of Foresight.		
116	p. 38	Torc of Inertial Barrier	Magic Item	12,000 gp neck slot item that can, 1/day, give the wearer DR 5/— for 70 minutes. It also absorbs half of any fall damage taken.		
126	p. 95	Torque of Lucid Raging	Magic Item	9,000 gp necklace that lets you use skills, cast spells, and do anything that is normally barred while raging.		
137	p. 82	Berserker Weapon	Magic Weapon	Weapon special ability, +1 equivalent. While the wielder is raging, the weapon's enhancement bonus increases by 2.		
138	p. 125	Command Word Bypass	Magic Trap Modification	Adds 500 gp to the cost of a magic trap, and lets you move through it without triggering it by stating a specific command word.		
82	p. 90	Symbol of the False Prophet	Magic Item	9,216 gp amulet that allows the user to cast mass charm person (Will DC 18) 4 times before burning out (non-rechargeable).		
84	p. 53	Demonsblood Sword	Magic Weapon	32,315 gp +3 longsword that infects creatures hit with Demon Fever (DC 18 Fort negates). Every 10 rounds, it also tries to infect the wielder. Made of "hardened demon's blood" to show your enemies how metal you are.		
84	p. 53	Rod of Viscid Globbs	Magic Item	6,000 gp rod that, 5/day, can be used to make a ranged touch attack that entangles a hit creature of Large size or smaller with a 50% chance of rooting them as well. Lasts for 2d6 minutes or until alcohol specifically is poured on the gunk.		
84	p. 53	Web Armor	Magic Item	5,000 gp consumable flask that generates a flexible webbing you can wear as armor. Lasts for 24 hours, grants a +7 armor bonus, has no check penalty, max Dex, or arcane spell failure.		
85	p. 61	Robe of the Deep	Magic Item	15,000 gp robe that gives Water Breathing. Has a chance of breaking permanently if you get hit by a slashing weapon, and breaks if exposed to direct sunlight.		
85	p. 91	Bead of Stasis	Magic Item	8,100 gp marble that, when thrown, makes a 10-foot-radius sphere that captures creatures in stasis (Ref DC 23 negates, max 10 HD combined total) before shrinking down again. Can be activated later by command word to free them, at which point it breaks. I recommend "I choose you!" as the command phrase.		
87	p. 104	Ice Golem	Magic Item (Construct)	Craftable CR 13 big skeleton made of ice. Immune to all spells but fire spells, gets healed by cold spells. Costs 80,000 gp to create including 1,000 gp for the body.		
89	p. 72	Mirror of Affliction	Magic Item	2,250 gp hand mirror that can be used to cast Bestow Curse (DC 17) on a target looking into the mirror. The curse lasts until the mirror is broken. Single-use consumable item.		
91	p. 72	Cape of Anarchic Conjuration	Magic Item	3,000 gp cape that lets you add the anarchic template to things you summon with Summon Monster, 3/day.		
92	p. 103	Rod of Elemental Mastery	Magic Item	158,000 gp rod that grants +2 on saves against the abilities of elementals and Elemental Swarm and Dominate Monster (on elementals only) 1/day each, along with Protection from Elements 5/day		
93	p. 88	Horn of Sounding	Magic Item	2,000 gp horn that can be heard for 10 miles.		
93	p. 88	Table of Feasting	Magic Item	Magic table that minorly buffs people who eat a meal at it. 7,200 gp for a 2-person table, 21,600 gp for a 6-person table, or 28,800 gp for an 8-person table.		
93	p. 88	Crown of the Storm Lord	Magic Item	450,000 gp epic item, tied to the adventure. Controls a flying cloud castle, grants electricity resistance 30, and gives a ton of weather-based spell-like abilities.		
94	p. 31	Sunrazor	Magic Weapon	12,315 gp +1 flaming longsword that a paladin can use to cast Searing Light 1/day.		
94	p. 86	Echo Stone	Magic Item	12,000 gp stone that you can contact with telepathy to record up to a minute-long message.		
94	p. 86	Sigils of Static	Magic Item	8,000 gp building modification that blocks all telepathic communication in a room.		
94	p. 86	Sigils of Suppression	Magic Item	33,000 gp building modification that fills a room with a Globe of Invulnerability.		
94	p. 86	Stalactite of Stasis	Magic Item	66,000 gp magic prison cell that puts the prisoner into stasis.		
94	p. 86	Tattoo of Dimensional Anchor	Magic Item	30,000 gp cursed tattoo that applies a Dimensional Anchor to the person bearing it. If you touch one of these tattoos on a corpse it flows onto you instead.		
95	p. 32	Whip of Taming	Magic Weapon	65,901 gp +2 unholy whip that lets you use the Emotion spell to cause despair 3/day on-hit.		
95	p. 80	Bracers of the Masochist	Magic Item	65,000 gp bracers that, if worn by a masochist, converts 2 damage of any incoming hit to nonlethal damage, and allows the use of the Light, Searing Light, and Sunburst spells via self-damage.		
95	p. 91	Demon's Breath	Magic Item	10,800 gp per dose drug (consumable) that gives you the half-fiend template, including SLAs, for about an hour. Makes you evil for the duration.		
95	p. 93	Demogorgon's Tooth	Magic Weapon	54,815 gp +2 vile scimitar that deals +1 vile damage (+2 on crits) and inflict a Contagion effect (DC 14) on any good-aligned creature it hits.		
99	p. 40	Amulet of Pseudoleviathan Command	Magic Item	30,000 gp amulet that lets you command a particular pseudoleviathan that was created at the same time as the amulet.		
99	p. 45	Pseudoleviathan	Magic Item (Construct)	CR 14 animated submarine shaped like a whale. It can eat boats up to Huge size. Costs 175,000 gp to make.		
100	p. 109	Astral Driftmetal	Magic Item	Special material for armor. Costs +1,000 gp, and gives a 25% chance of counting for AC against any given incorporeal attack.		

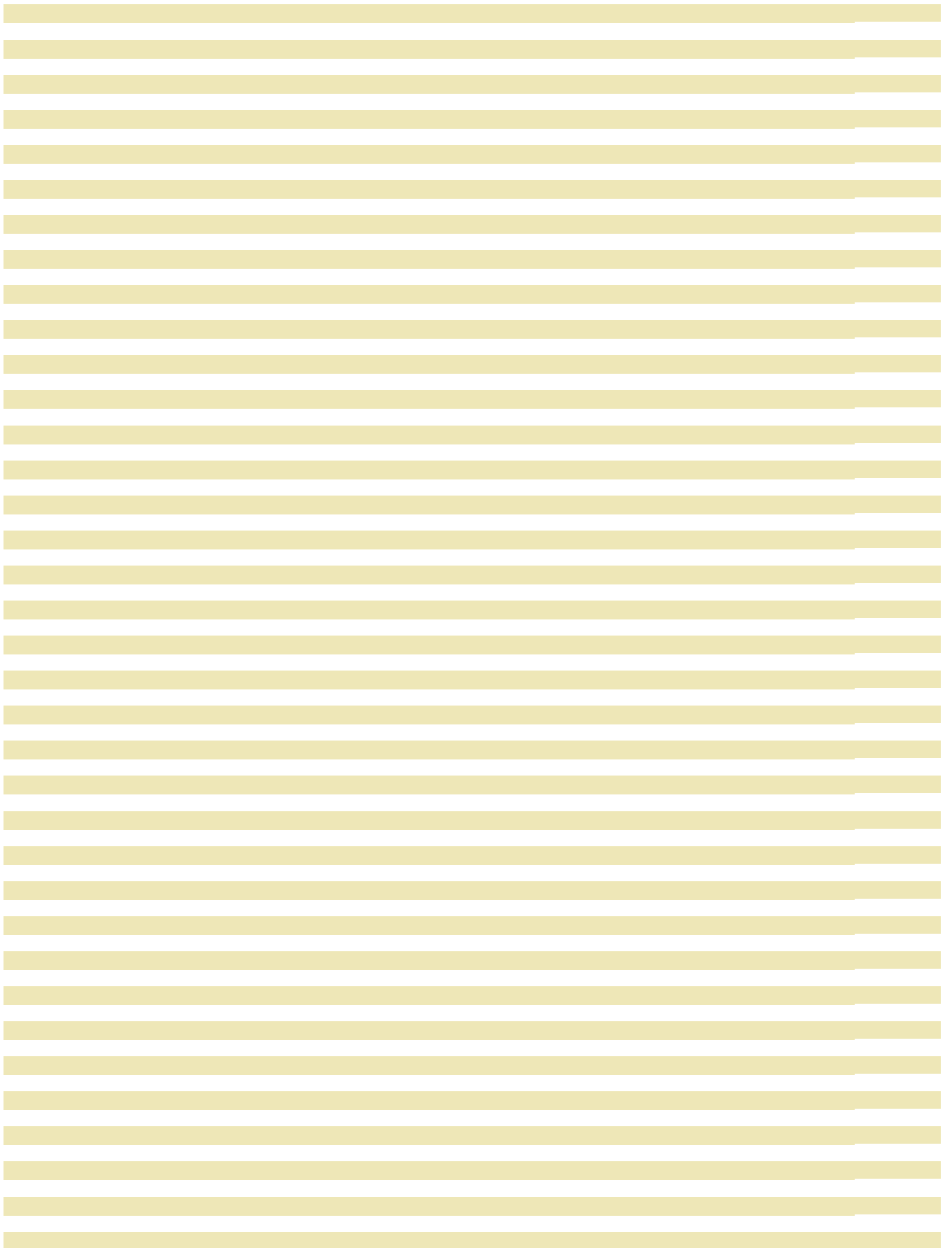
100	p. 139	Coldfire Candle	Magic Item	160 gp consumable candle. Burns for 24 hours (48 on the Astral Plane) and deals 1d6 negative energy damage + 1 Str damage to any living creature that touches it while it burns (Fort DC 12 negates). Undead that touch it are instead panicked (Will DC 12 negates).
100	p. 139	Red Slaad Cloak	Magic Item	36,750 gp cloak that grants a +3 natural armor bonus, sonic resistance 10, and acid/cold/electricity/fire resistance 5.
100	p. 139	Green Slaad Cloak	Magic Item	124,500 gp cloak that grants a +5 natural armor bonus, sonic resistance 10, acid/cold/electricity/fire resistance 5. See Invisibility at-will, and Fear 1/day (DC 18).
101	p. 54	Scepter of the Ar-Magus	Magic Item	63,000 +1 light mace that works like a Brooch of Shielding when held (20 points worth of Magic Missiles per day), and can cast Minor Globe of Invulnerability 3/day and Prismatic Spray 2/day.
103	p. 35	Ring of Chill	Magic Item	500 gp ring that grants Endure Elements against cold weather (but not heat).
103	p. 57	Collar of Animal Control	Magic Item	3,000 gp collar that can be placed on an animal to Dominate Animal it (Will DC 14 negates).
103	p. 58	Scimitar of Fear	Magic Item	3,215 gp +1 scimitar that can inflict shaken on a struck target 3/day (Will DC 11 negates). Escalates fear normally, but doesn't work on targets of 6 Hit Dice or more.
103	p. 74	Ring of Teleportation	Magic Item	17,000 gp ring that lets you cast Teleport once per day.
104	p. 33	Mask of the Tiger	Magic Item	22,400 gp mask that lets you Polymorph into a tiger for up to 8 hours each day. Each time you use it, you need to succeed at a DC 15 Fort save or contract weretiger lycanthropy. Whether that's good or not varies.
105	p. 21	Nervewrack Weapon	Magic Weapon	Weapon special ability, +1 equivalent. On a critical hit, imposes a -2 penalty to AC and on attack rolls, damage rolls, and Reflex saves. It also halves their speed and makes it require Concentration (DC 15) to cast spells. These all last for 1d4 rounds.
105	p. 21	Ring of Status	Magic Item	24,000 gp pair of rings (one purchase includes both) that let the wearers constantly know the status of the other wearer.
108	p. 42	Fiendish Hand	Magic Item (Graft)	8,000 gp fiendish graft that gives a natural weapon and +2 to all Craft checks requiring hands, as well as Disable Device, Forgery, Open Lock, and Sleight of Hand checks.
109	p. 62	Devil Box	Magic Item	20,000 gp coffin that, when opened, sucks all nearby devils into it (up to 20 HD total). It reduces their sizes to Tiny if needed to make them fit, and keeps them in there until it's opened again. Devils with more than 8 HD get a save (Will DC 18) to resist. Comes with 9 charges.
112	p. 91	Dust of Dullness	Magic Item	1,500 gp consumable that removes 1 to 6 senses of a target for 1d6 hours.
112	p. 91	Pendant of Invisibility	Magic Item	7,200 gp necklace that can cast Invisibility (CL 3) 3/day.
114	p. 73	Ring of Thirteen	Magic Item	54,000 gp +2 Ring of Protection that only works for evil creatures (and bestows a negative level on nonevil creatures), and grants constant Protection from Good, Nondetection, and Endure Elements effects.
114	p. 90	Mindbite	Magic Item	90,000 gp intelligent +4 defending guisarme. Ego 14, neutral alignment, can cast Detect Magic at-will, Daze Monster 3/day, and both Feeblemind and Confusion each 1/day.
114	p. 103	Ring of Flying	Magic Item	8,000 gp ring that lets you use Fly 1/day for 5 minutes.
115	p. 53	Seal of Longstriding	Magic Item	4,200 gp amulet-slot warforged component that grants a +10-foot enhancement bonus to land speed.
115	p. 82	Lesser Amulet of the Planes	Magic Item	24,000 gp amulet that works like an Amulet of the Planes, but only 1/day.
115	p. 82	Blackstone Rune	Magic Item	3,300 gp consumable item that allows you to Plane Shift to or from the Plane of Shadow three times before burning out (self-only).
115	p. 82	Ring of Thirteen	Magic Item	Reprint from Dungeon 114. 54,000 gp +2 Ring of Protection that only works for evil creatures (and bestows a negative level on nonevil creatures), and grants constant Protection from Good, Nondetection, and Endure Elements effects.
116	p. 24	Wrathful Eye	Magic Item	300 gp consumable item that can be thrown or used in a sling. Prompts a DC 13 Fort save vs permanent blindness.
116	p. 34	Figurine of Wondrous Power: Opal Frog	Magic Item	10,000 gp figurine of wondrous power that turns into a Medium-sized giant frog with Improved Grab and Swallow Whole, but kinda mediocre stats.
116	p. 47	Dementia Weapon	Magic Weapon	Weapon special ability, +2 equivalent. On a critical hit, prompts a DC 16 Will save vs 7 rounds of Confusion.
116	p. 54	Black Jug	Magic Item	32,400 gp jug that can be used 3/day to make gross-tasting food for 30 creatures.
118	p. 78	Orcblood Weapon	Magic Weapon	Weapon special ability, +1 equivalent. When wielded by someone with orcish blood, increases its enhancement bonus by +1 and adds a +1 luck bonus on all saves.
119	p. 24	Lesser Weapons	Magic Weapons	You can make a magic weapon that runs on charges (expends 1 per round when used, and holds 50). It costs half the normal price of a magic weapon, but can't be recharged and eventually will just become a normal masterwork weapon.
119	p. 49	Handspur	Magic Weapon	500 gp masterwork punching dagger that eats two of your fingers to attach itself permanently to your hand. Cannot be disarmed, doesn't hinder spellcasting, and can store up to 6 doses of poison (using one per attack) without any chance of poisoning yourself.
119	p. 49	Lesser Tentacle Rod	Magic Item	21,000 gp rod that can be used to grapple enemies with its +9 grapple bonus. Counts itself as the grappler, instead of the wielder, for the purposes of the drawbacks of grappling.
119	p. 49	Mask of Pallid Ruin	Magic Item	14,000 gp mask that grants a +1 insight bonus on melee weapon attack and damage rolls against elves, and can 1/day cast Phantasmal Killer.
119	p. 80	Ark of Forced Return	Magic Item	115,000 gp, 200lb magic box that requires four divine spellcasters to activate, and sends extraplanar creatures within 30 feet back to their home plane (Will DC 20 negates).
121	p. 37	Fiend's Embrace	Magic Item	26,500 gp magic cloak that puts a negative level on Good creatures who wear it. Grants a +1 resistance bonus on saves, a +4 enhancement bonus to Int, and resistance to fire 10. It's intelligent (Ego 7) and tries to subtly nudge its wearer towards bringing the cloak to its master, Iggwilv.
123	p. 100	Talaxa, the Guiding Blade	Magic Weapon	6,300 gp treasure map imbued in a +1 Longsword. It has six Magic Mouths that tell cryptic riddles to lead you to an elven treasure trove.
123	p. 101	Scarab of Orienteering	Magic Item	10,800 gp scarab that, when placed on a map, goes to find the location of "the tomb of a long-dead theocrat." If there's none on the map, then it leaves the map and goes to the relative location of the nearest such tomb, based on the map's scale and contents.
123	p. 101	Jotur the Imprint Maker	Magic Item	5,900 gp +1 Warhammer that, on a successful hit, imprints a 1" square section of a treasure map in the target's flesh. By cutting off the section after the combat and assembling them together with other such pieces, it makes a full map.
123	p. 101	Horn of Footsteps	Magic Item	7,600 gp magic horn that, when blown, makes illusory footsteps you can follow to a hidden dungeon.
123	p. 101	Deck of Portals	Magic Item	183,000 gp deck that can be used to deal cards that triangulate the position to a portal that opens the way to a spellcaster-themed dungeon.
124	p. 96	Dragon Eye Ring	Magic Item	55,000 gp magic ring that gives See Invisibility (2 hours) 1/day, +10 competence on Listen checks, and a +20ft enhancement bonus to the fly speeds (if any) of the wearer and their allies.
124	p. 96	Robe of Transmutation	Magic Item	140,000 gp magic robe that adds +1 to the save DCs of all your spells that change someone's form, immunity to unwanted transformations, Polymorph and Baleful Polymorph each 1/day, and the ability to 1/day transform into any creature you eat a tiny piece of, as the Shapechange spell.
124	p. 96	Ruby Robe of Spellwarding	Magic Item	40,000 gp magic robe that gives a +4 resistance bonus on all saves, and acts as a special Ring of Counterspelling that can hold (and counter) any spell up to 9th level.
124	p. 97	Shoes of Farstriding	Magic Item	10,000 gp shoes that add a +10ft enhancement bonus to land speed, a +4 bonus on all checks to avoid being bull rushed, tripped, or moved against your will, and a +2 enhancement bonus to Con.

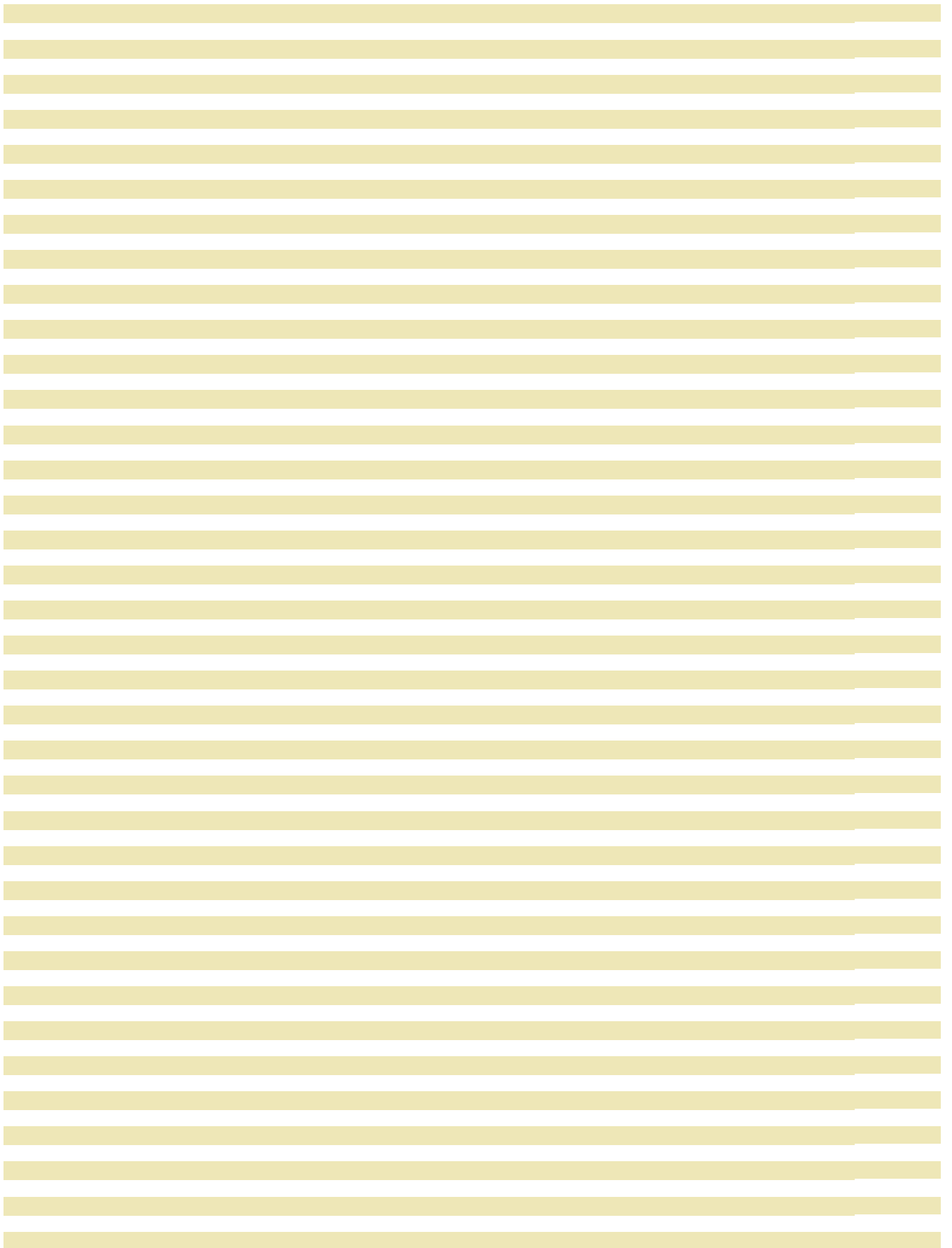
125	p. 58	Khyber Dragonshard Rod	Magic Item	18,000 gp potentially-unique rod that gives you resistance to fire 10 and a standard action touch attack that deals fire 2d6 damage.
125	p. 58	Crimson Dragonshard	Magic Item	10,000 gp gem that lets you Quicken a Fireball spell 1/day without increasing its level.
126	p. 38	Kyuss Worm Paste	Magic Item	750 gp consumable paste that makes you immune to Kyuss worms for 1 hour.
126	p. 38	Kyussbane Oil	Magic Item	750 gp oil that makes a weapon Undead-Bane for 1 hour, and also deals +1d6 damage to Kyuss Spawn.
126	p. 60	Brass Man	Magic Item (Construct)	CR 5, 7 Hit Die construct with solid enough melee capabilities, and Int 6 natively. Market price 20,000 gp.
126	p. 69	Claws of Malar	Magic Weapon	18,330 gp +1 Wounding Claw Bracers (FRCS). No other special effects.
126	p. 69	Noreyth's Ring	Magic Item	20,000 gp magic ring that adds +3d6 electricity damage to one unarmed strike per round.
127	p. 28	Hiveblood Serum	Magic Item	8,000 gp potion that turns a humanoid or giant that drinks it into a Hiveblood Creature.
127	p. 75	Belt of Ittakar	Magic Item	79,200 gp magic belt that gives a +6 enhancement bonus to Str and can be used 1/day to make an Otiluke's Resilient Sphere with a 10-foot radius, centered on you.
127	p. 88	Flying Fingers	Magic Item (Construct)	CR 3, 7 Hit Die swarm construct that deals double damage to prone creatures and has a 40-foot fly speed. Market price of 32,000 gp.
127	p. 88	Necromancer Knuckles	Magic Item (Construct)	CR 4, 7 Hit Die swarm construct, based on the Flying Fingers, that has a constant, endless-use Spell Turning effect, deals double damage to prone creatures, and has a 40-foot fly speed. Market price of 33,000 gp.
128	p. 83	Vampiric Weapon	Magic Weapon	Weapon special ability, +2 equivalent. When this weapon hits a living creature, they must make a DC 16 Fort save or lose an extra 1d4 hp, which are then added to your hp as healing (and can overcap as temporary hit points if they happen to go over, but they don't stack with themselves past that).
128	p. 87	Bowl of Blood	Magic Item	8,000 gp bowl that can fill itself with blood up to 50 times before vanishing.
138	p. 127	Graverobber's Skull	Magic Item	16,100 gp magic skull worn in the cloak slot that grants a +2 luck bonus to AC and 1/day can give you the Ghost Touch property on weapons wielded in one of your hands, for 5 minutes.
138	p. 127	Wings of Mechanus	Magic Item	6,000 gp slotless wings strapped to the back. 1/day you can get +20 on Jump checks for 5 minutes, and also, 1/day each, you can activate one of two traps built into the wings as a swift action. The traps are an AoE dart trap against adjacent creatures, and a scything blade trap.
139	p. 88	Osyluth Salve	Magic Item	5,000 gp per dose consumable that gives, for 1 hour, +4 enhancement to natural armor, +10ft enhancement to land speed, and SR 21.
140	p. 65	Tapestry of Midnight	Magic Item	58,960 gp tapestry that can be used 1/day to create and control a shadow (the undead). It states there's a limit to how many you can control, but my version has a typo (the number is left out). Use with a cleric that has Rebuke Undead, I guess.
141	p. 48	Pickled Mephit	Magic Item	1,400 gp magic item, a jar storing a mephit in stasis. You can throw it at someone and the mephit will probably attack them.
142	p. 47	Gargoyle Crown	Magic Item	14,000 gp hat that, 1/day, can be activated as a free action to give you DR 5/adamantine for 10 minutes. It also gives you a 1/day smite attack (+4 to attack and damage) vs creatures touching natural earth or stone.
142	p. 95	Verdigris Wyrms	Magic Item (Construct)	CR 10 artificial dragon that can hypnotize with a gaze attack and turn people into plants via a diseased bite. Costs 200,000 gp to create.
143	p. 58	The Tooth of Ahazu	Magic Item	6,000 gp unique item (one of the Teeth of Dahlver-Nar, from ToM). Grants you +4 on grapple checks and lets you grapple as one size bigger.
144	p. 37	Black Pulp Poultice	Magic Item	50 gp consumable that delays disease progression (including saving throws) by 1 day.
144	p. 50	Glyph of Suppression	Magic Item	40,000 gp aboleth glyph (see LoM); aboleths within 120 feet can't use their enslave ability.
144	p. 71	Waters of Oceanus	Magic Item	10,000 gp consumable that sustains a Medium creature for 1 day and casts Restoration on them when a dose is drunk. One jug (the item) holds 15 doses on creation.

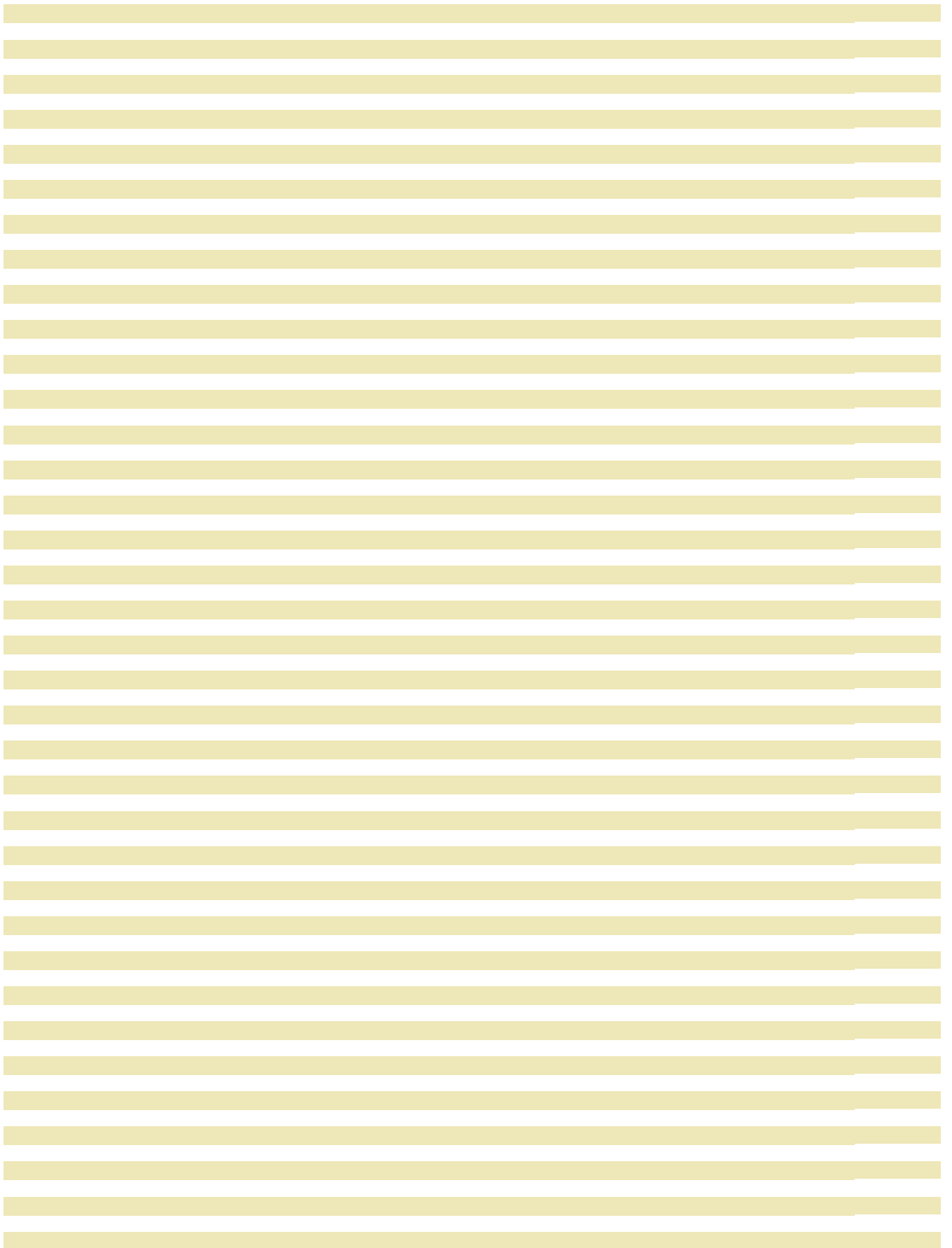


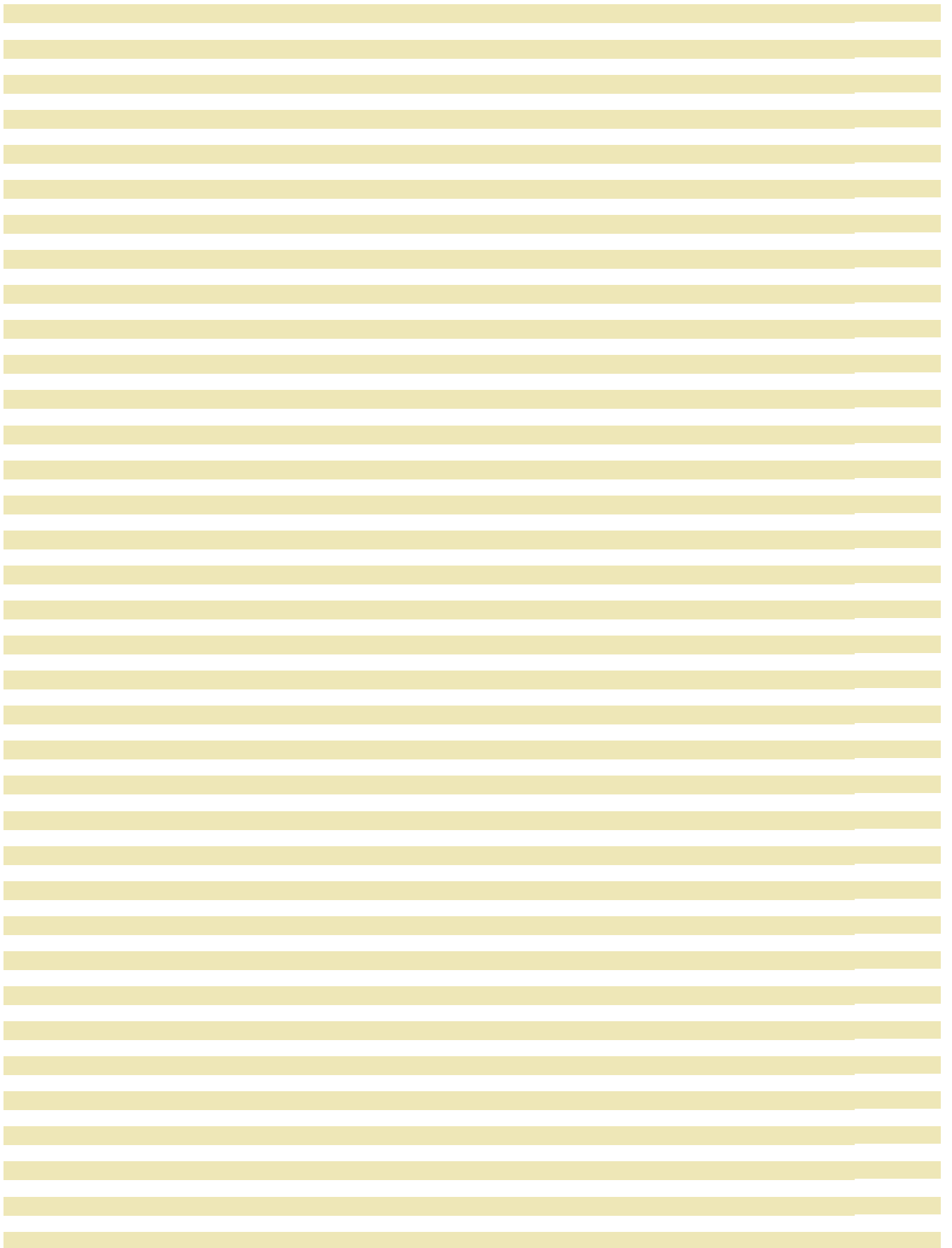


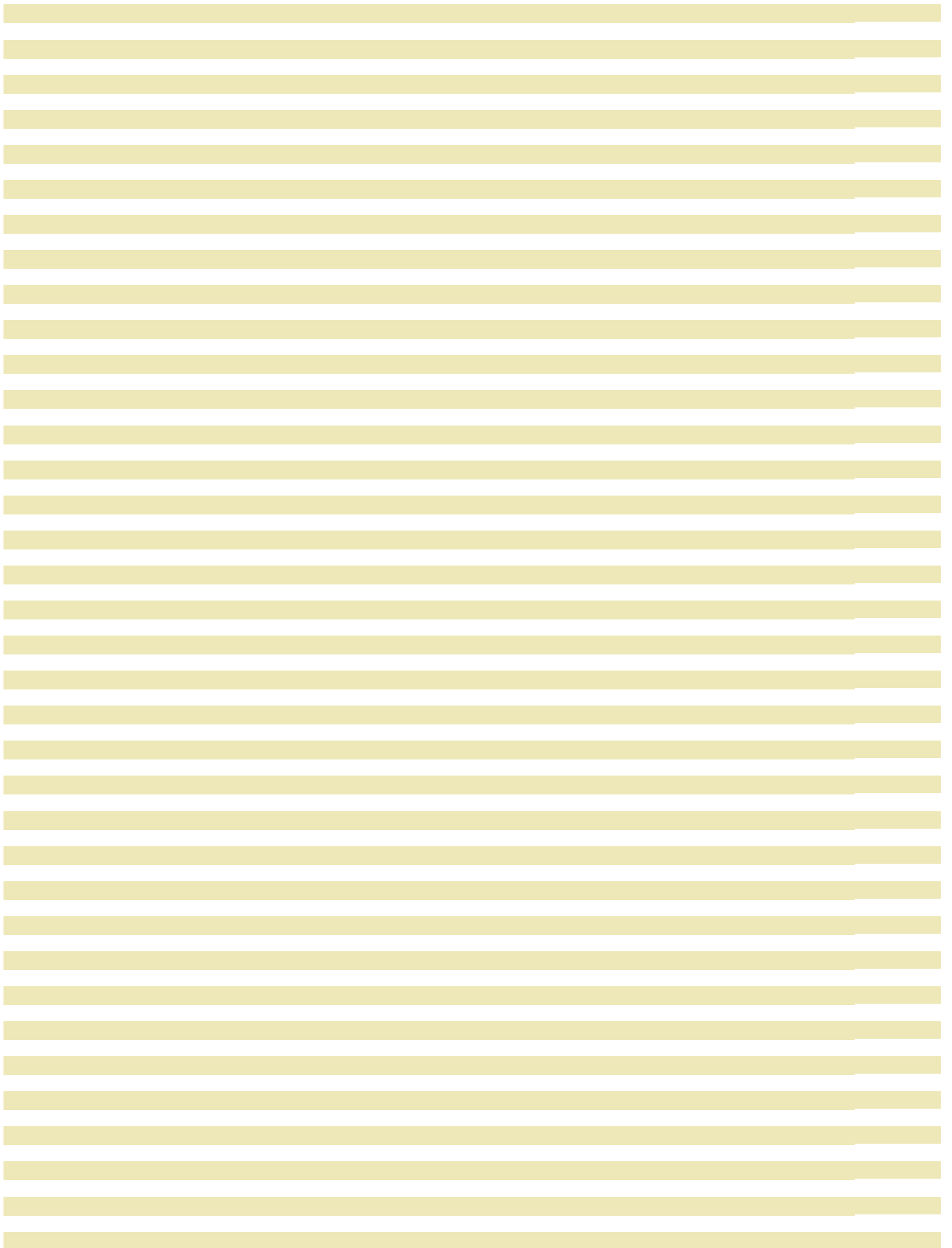


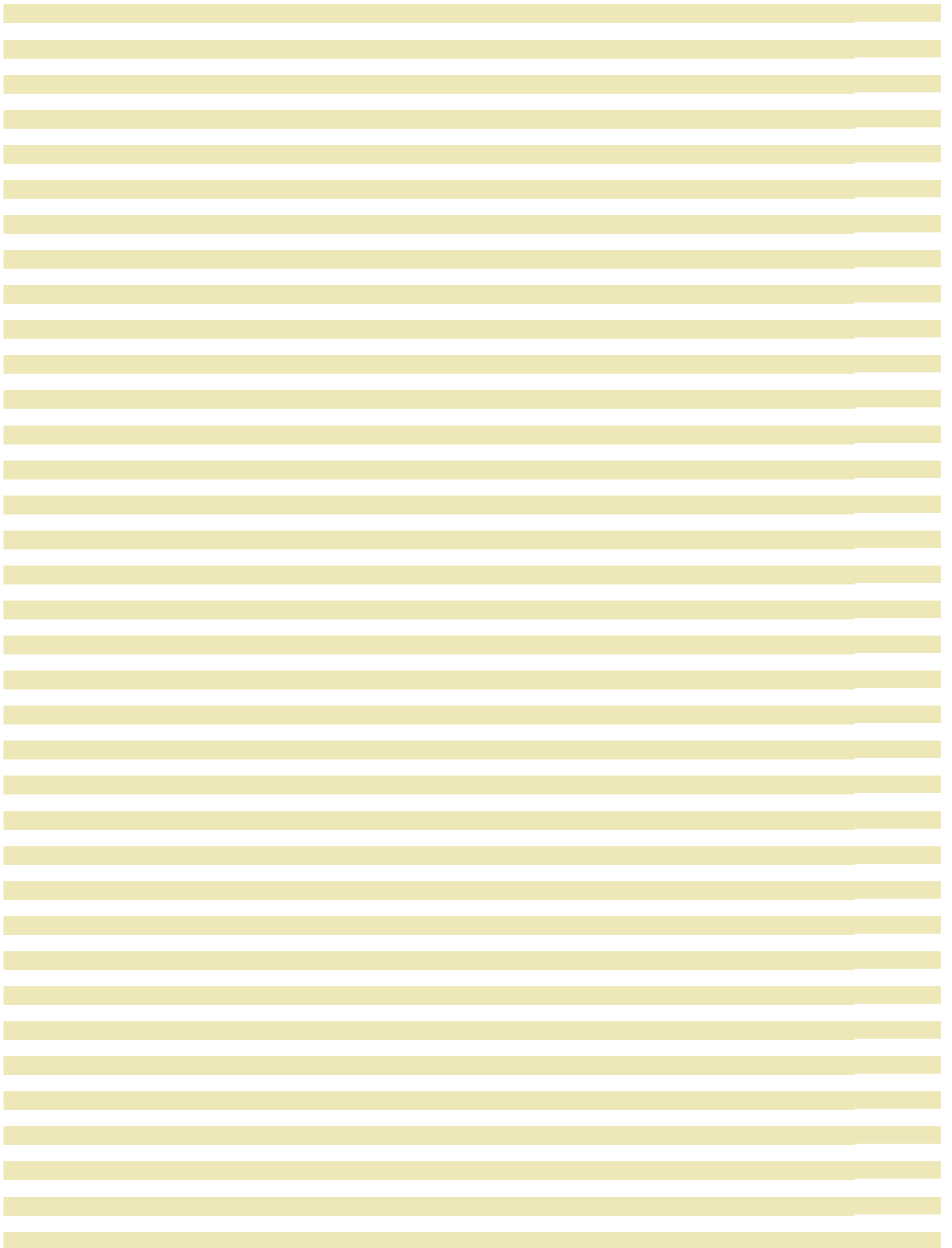


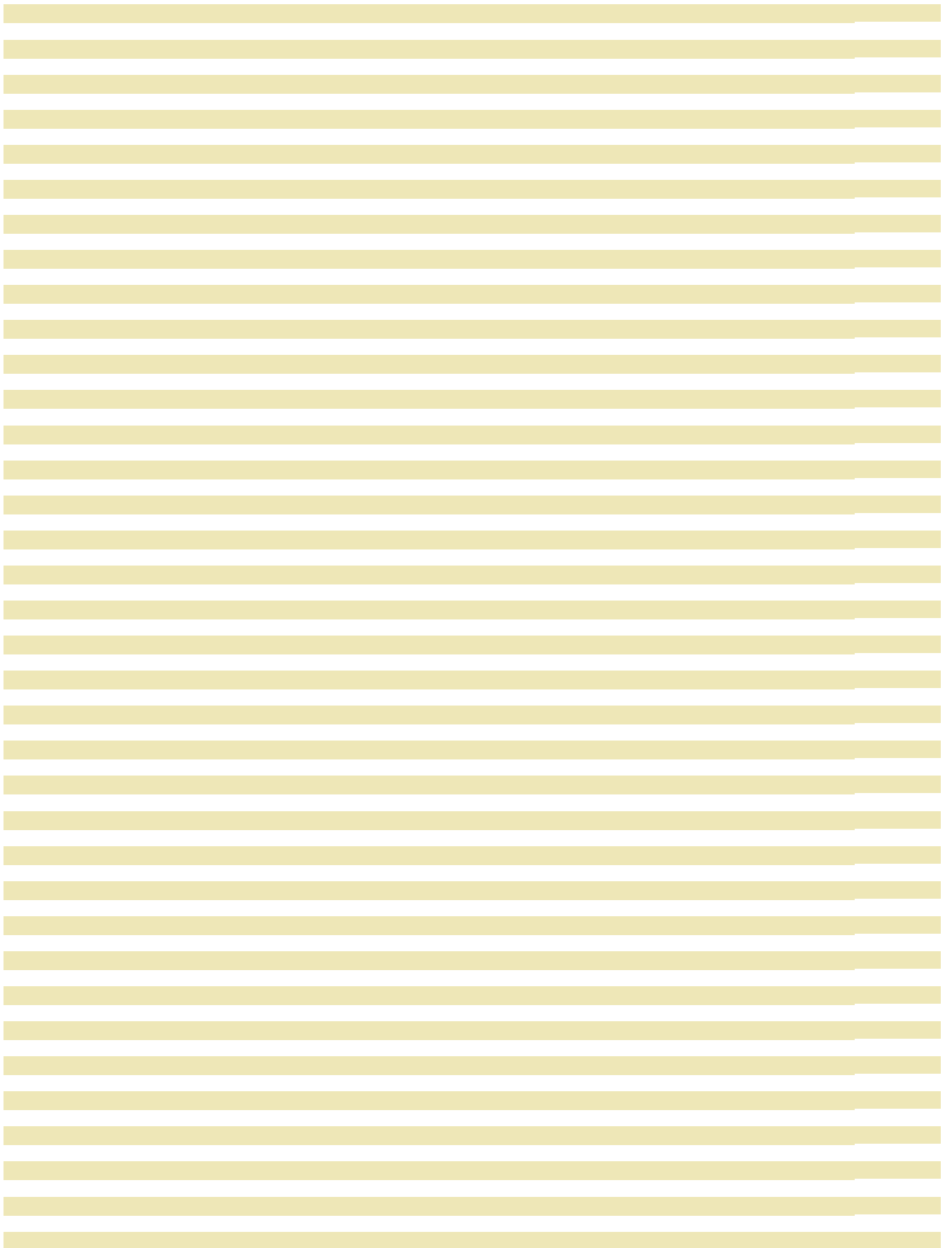




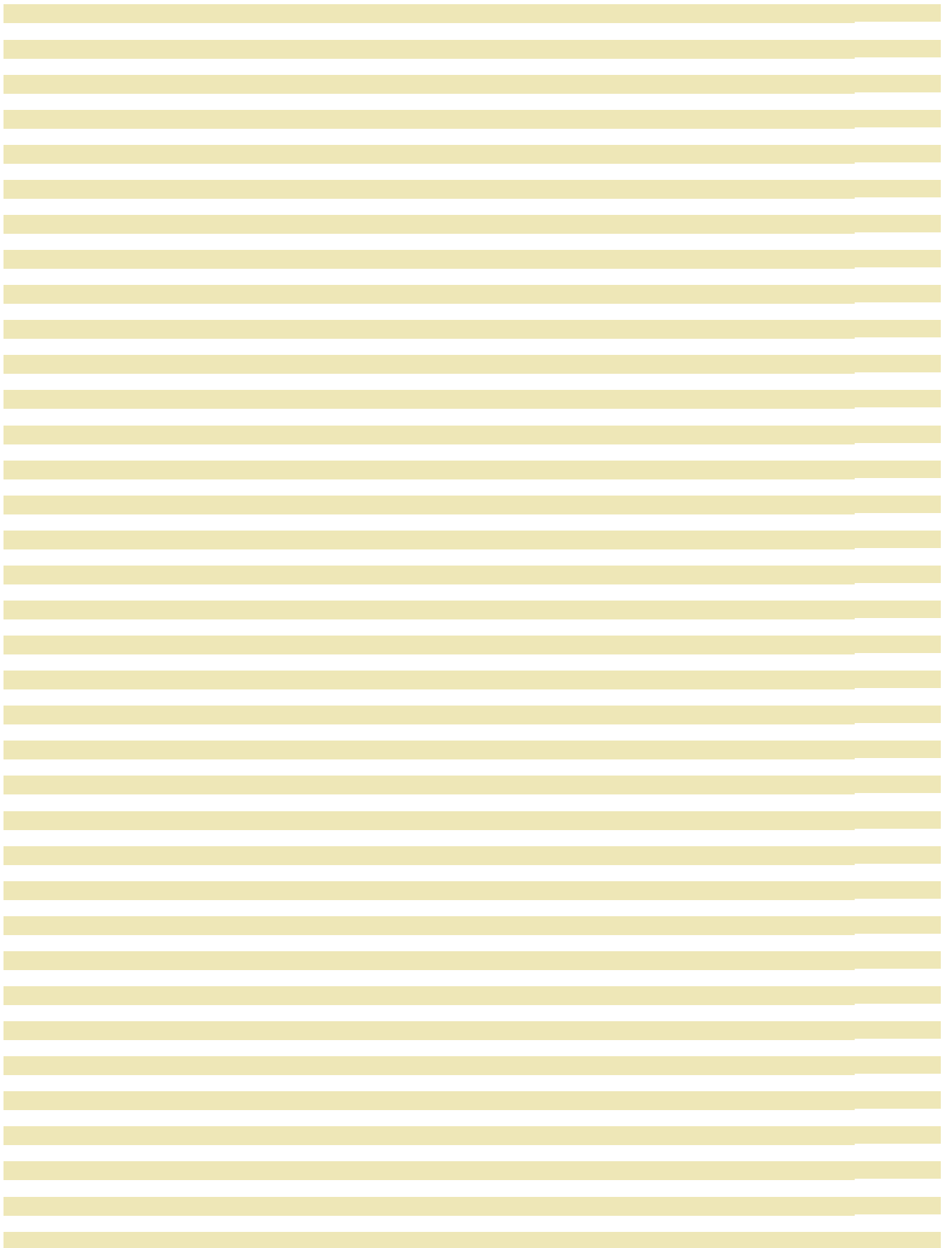


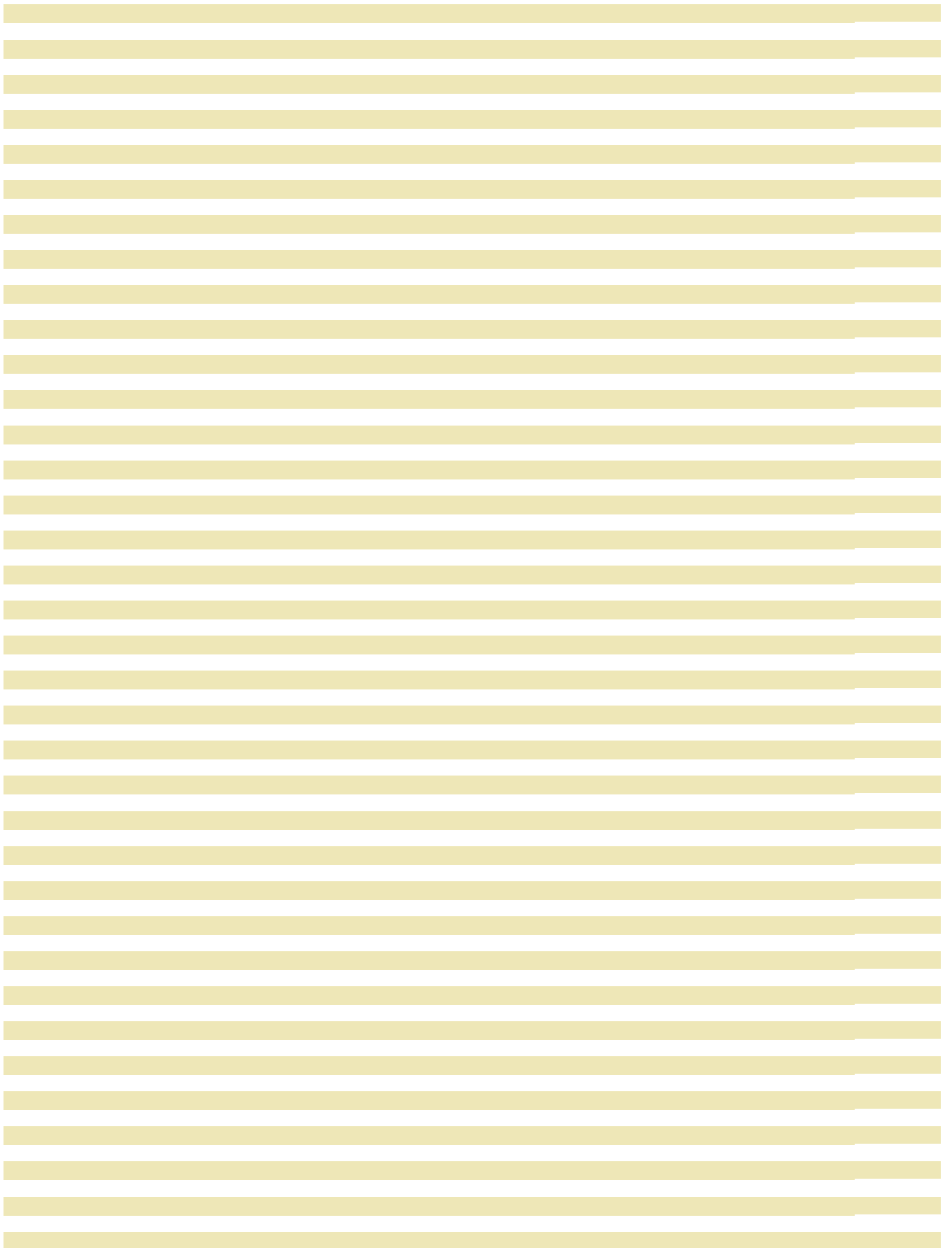


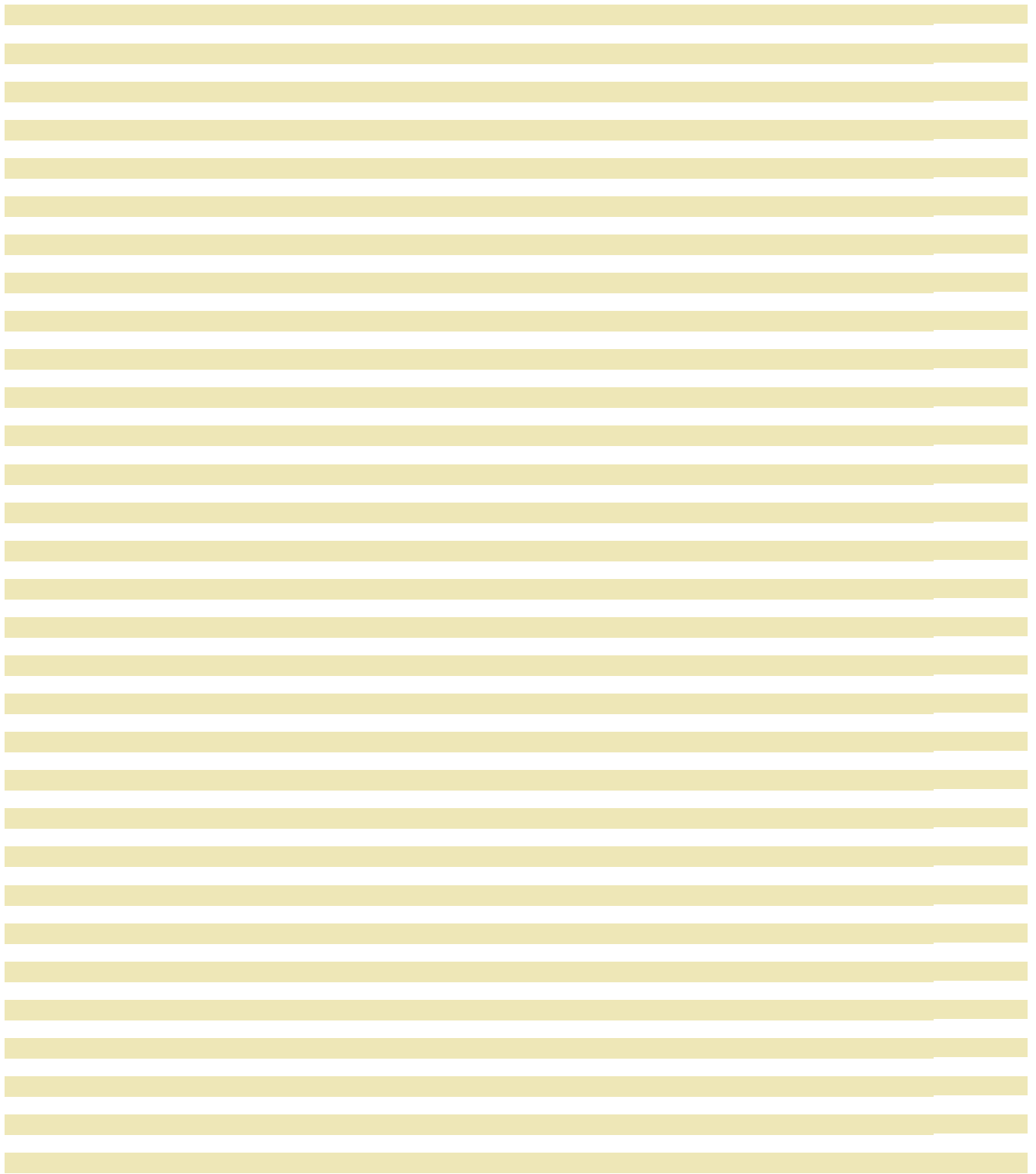




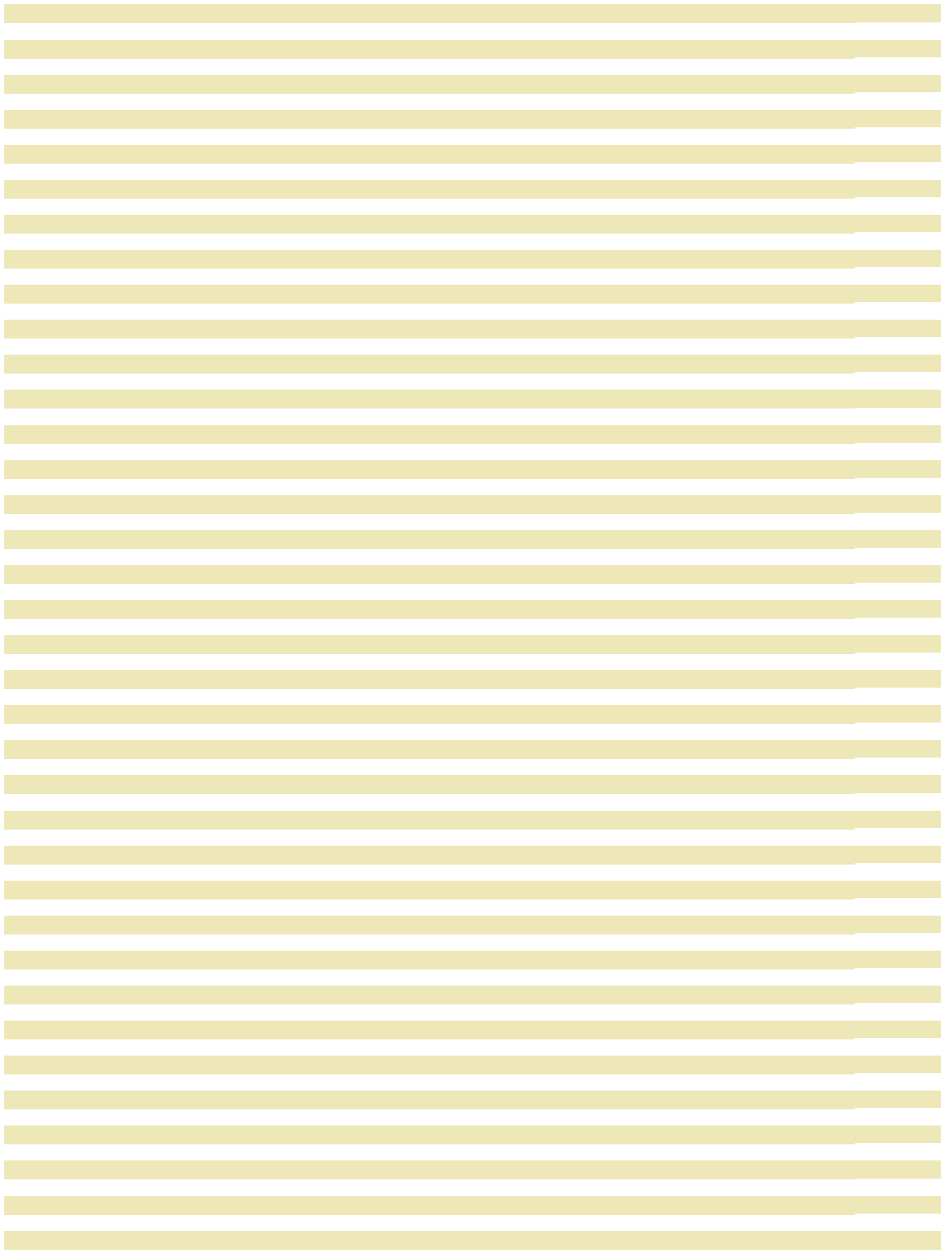


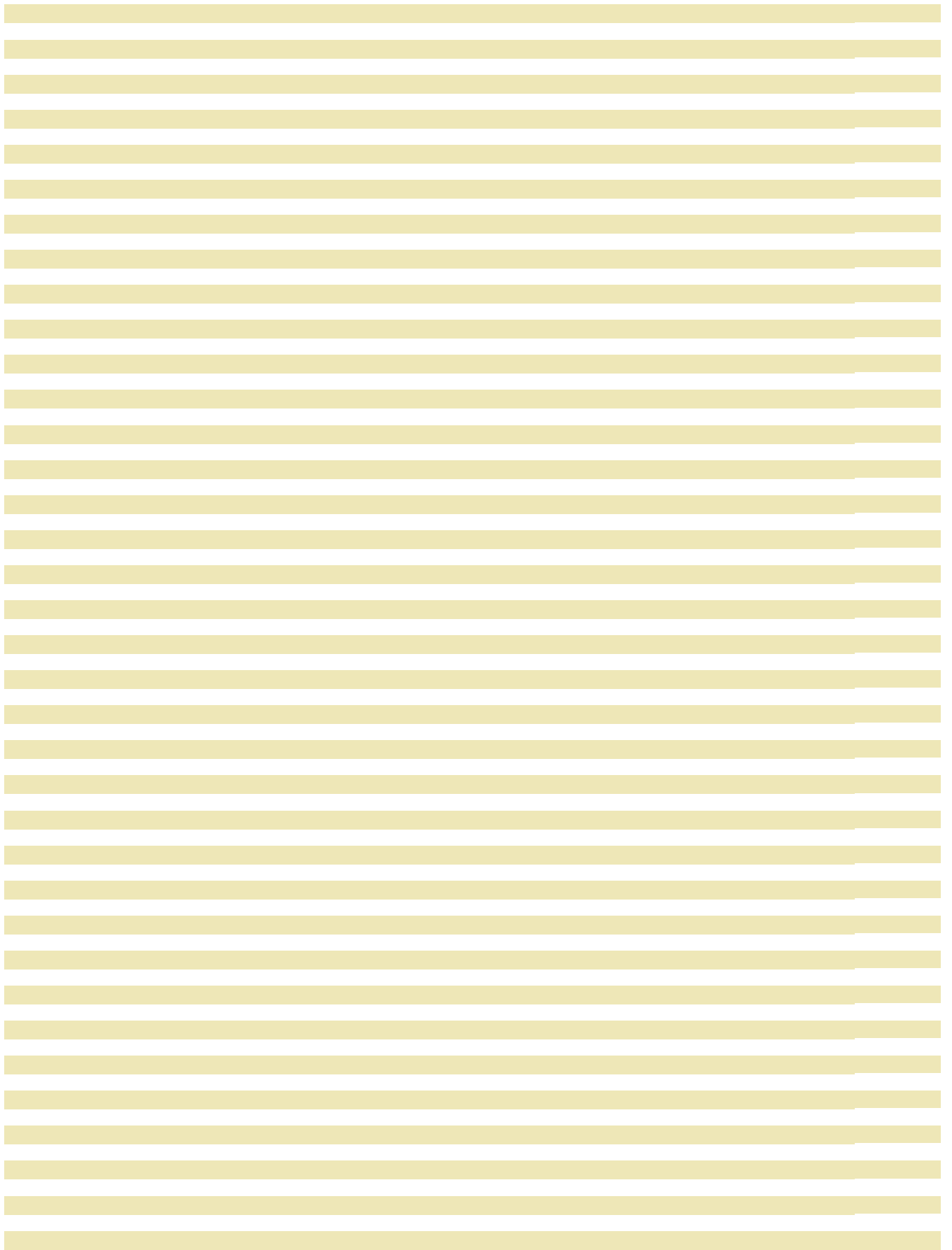


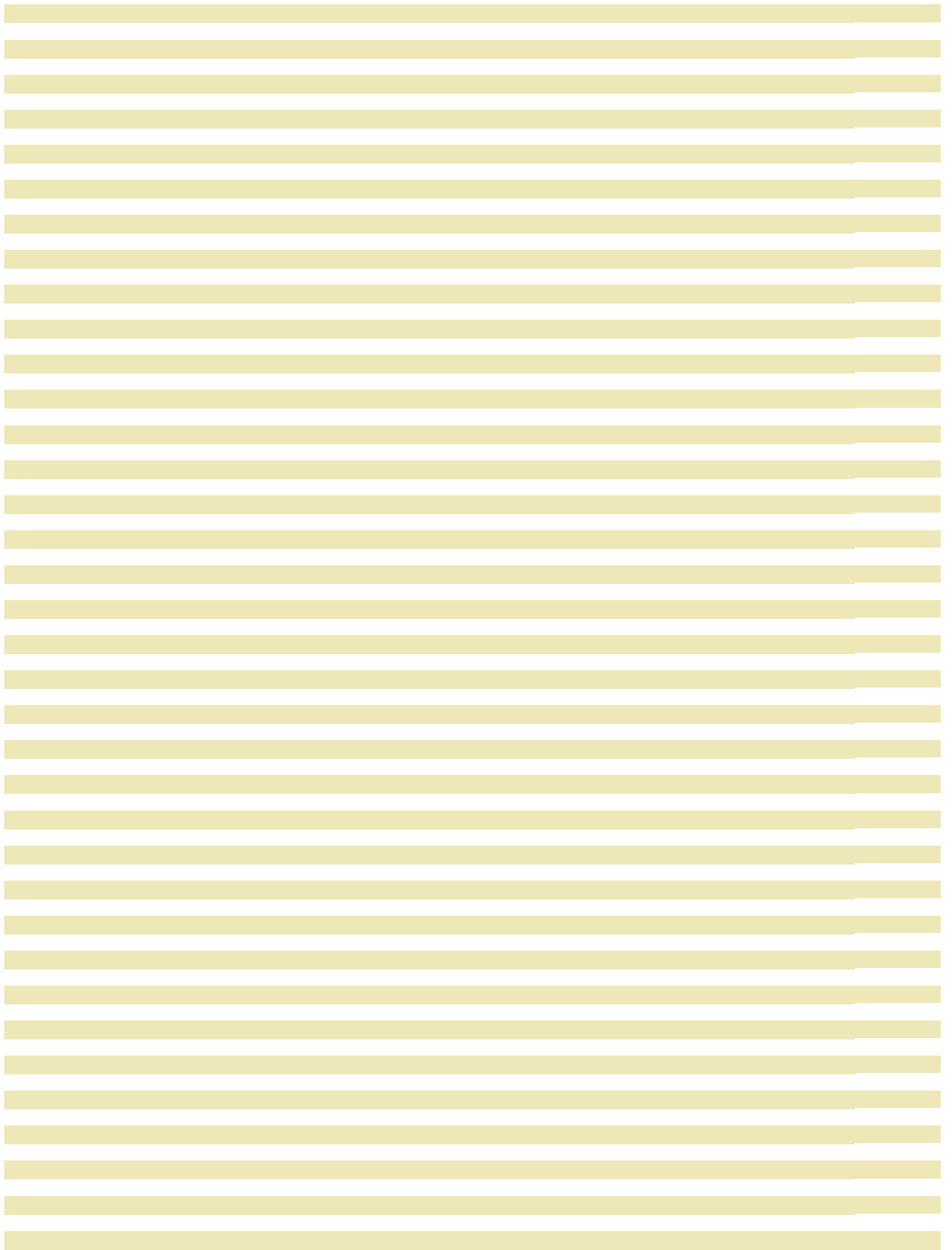


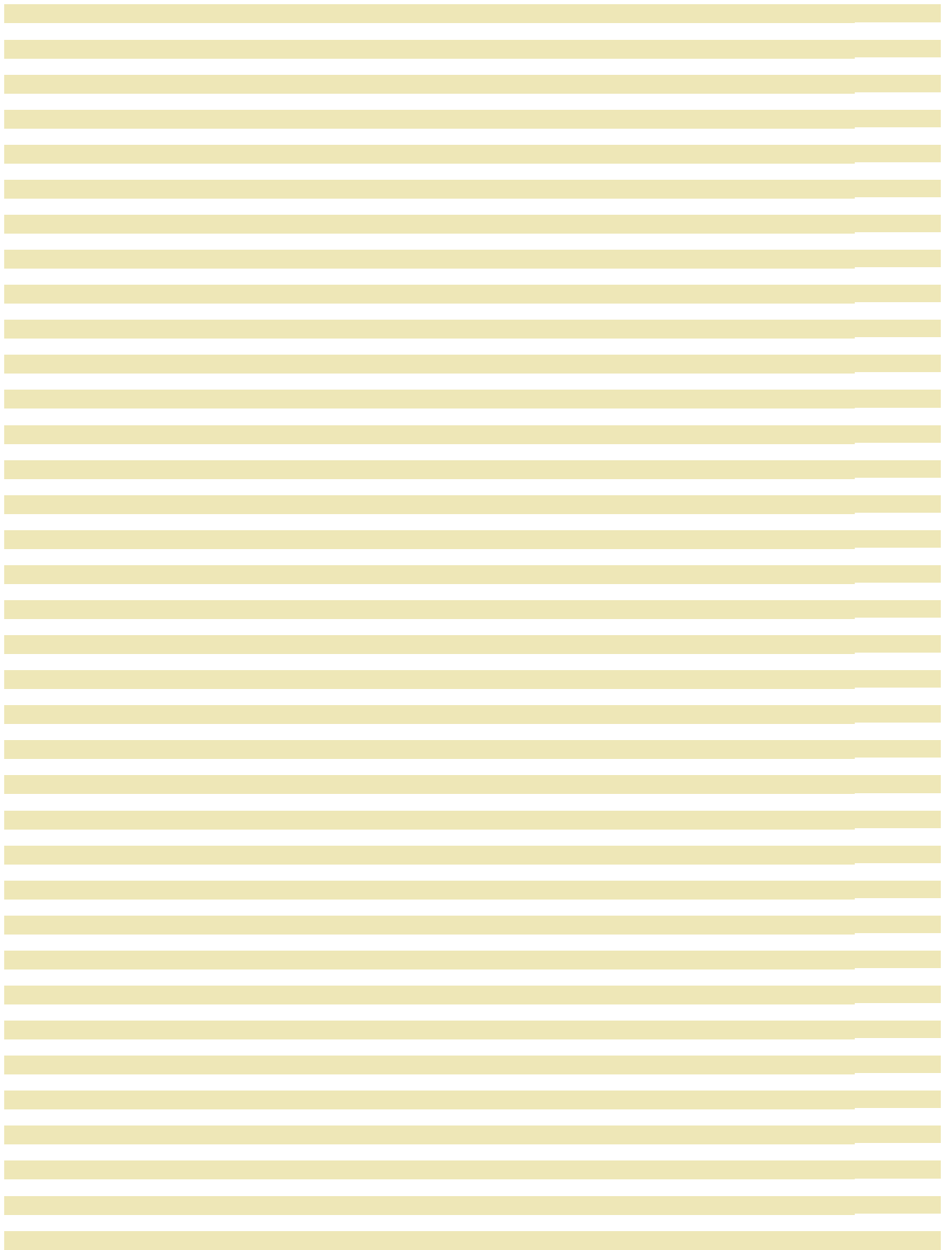




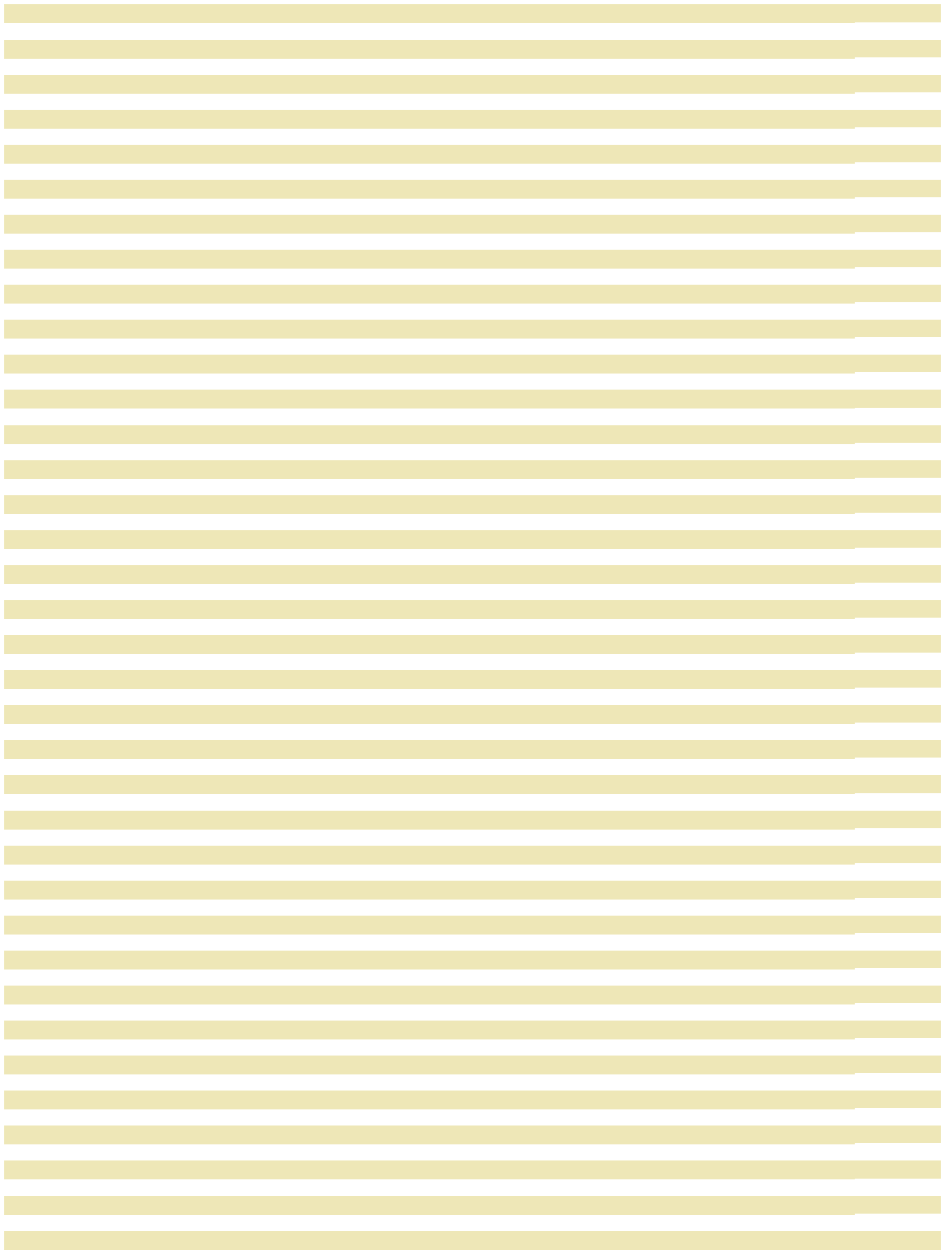


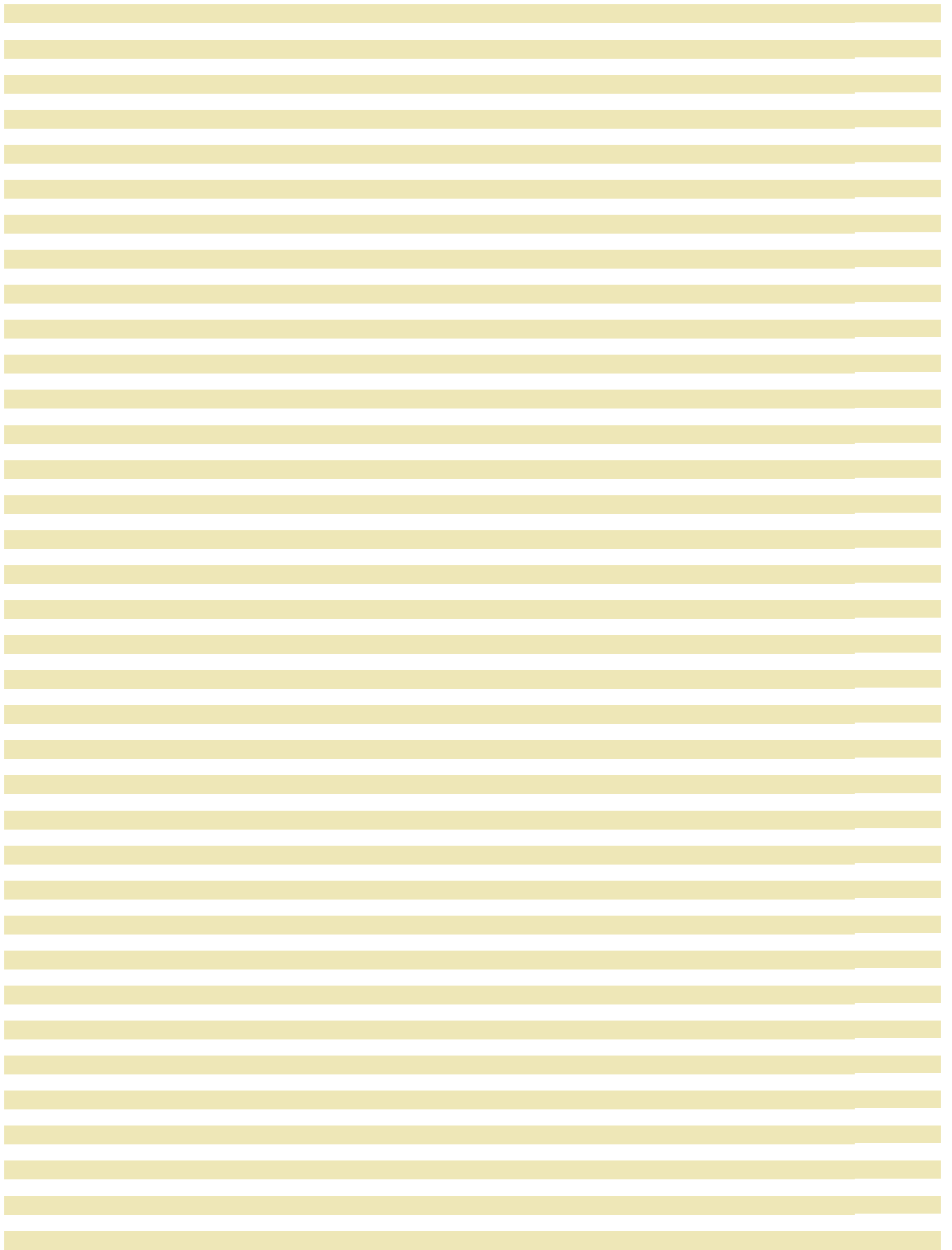


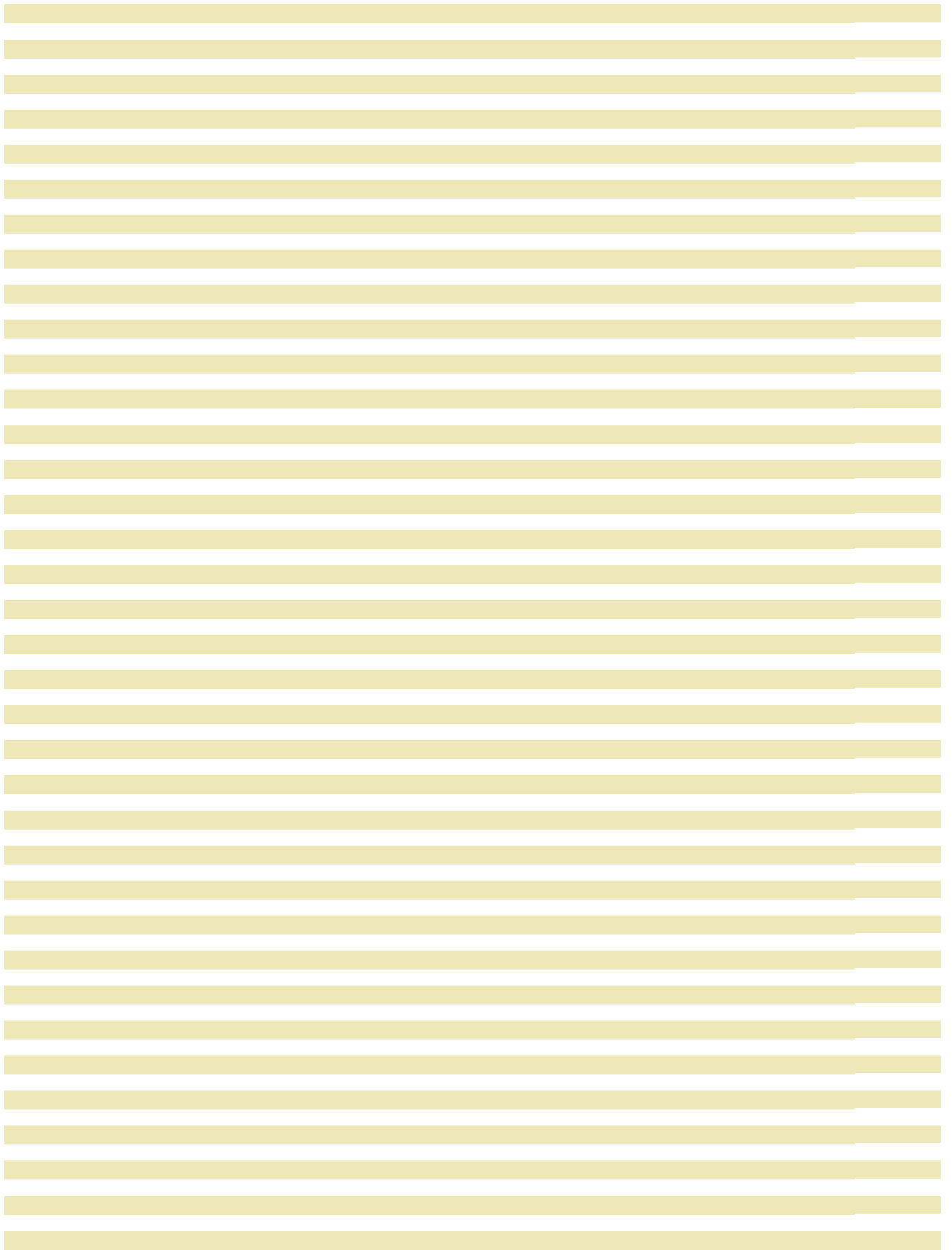


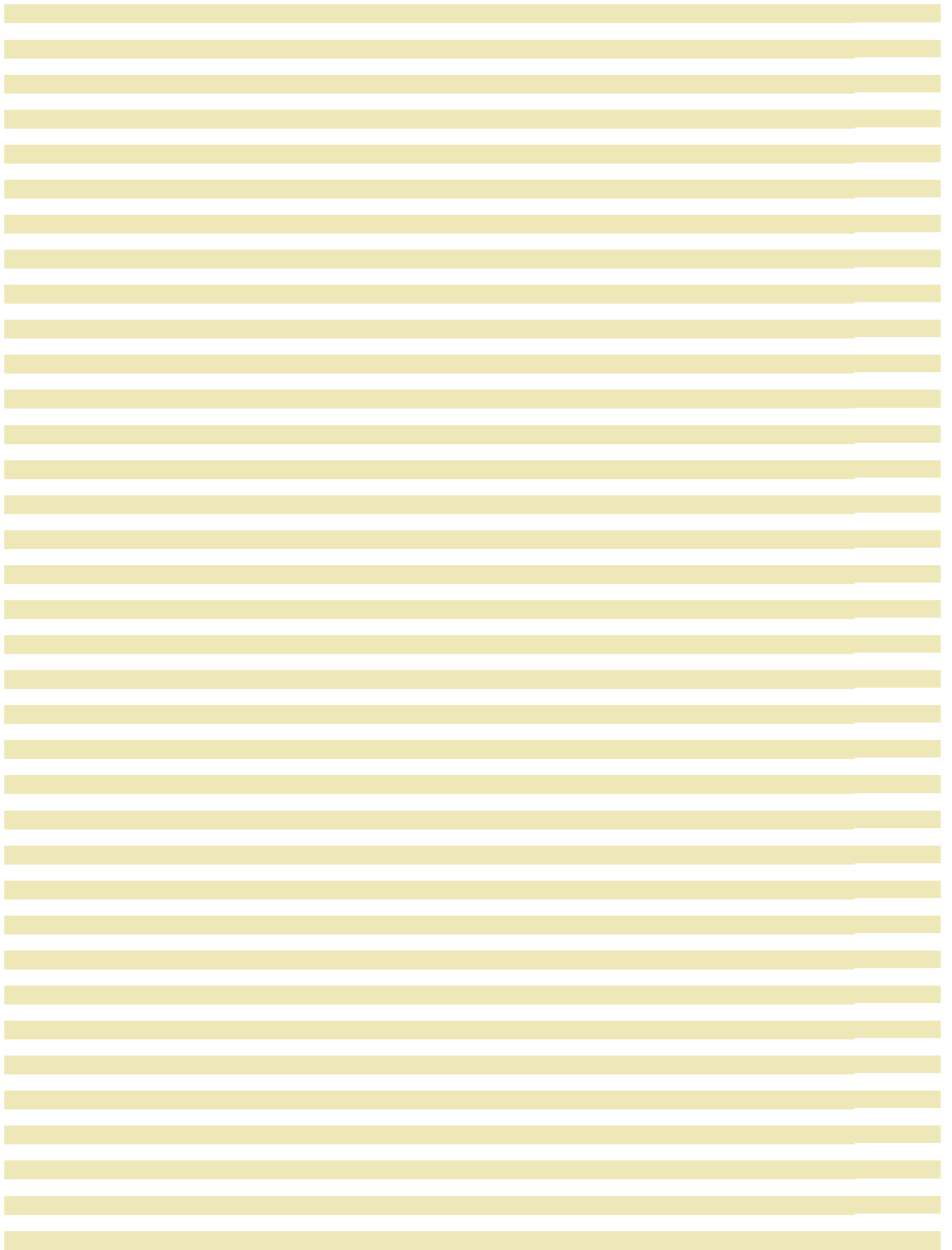


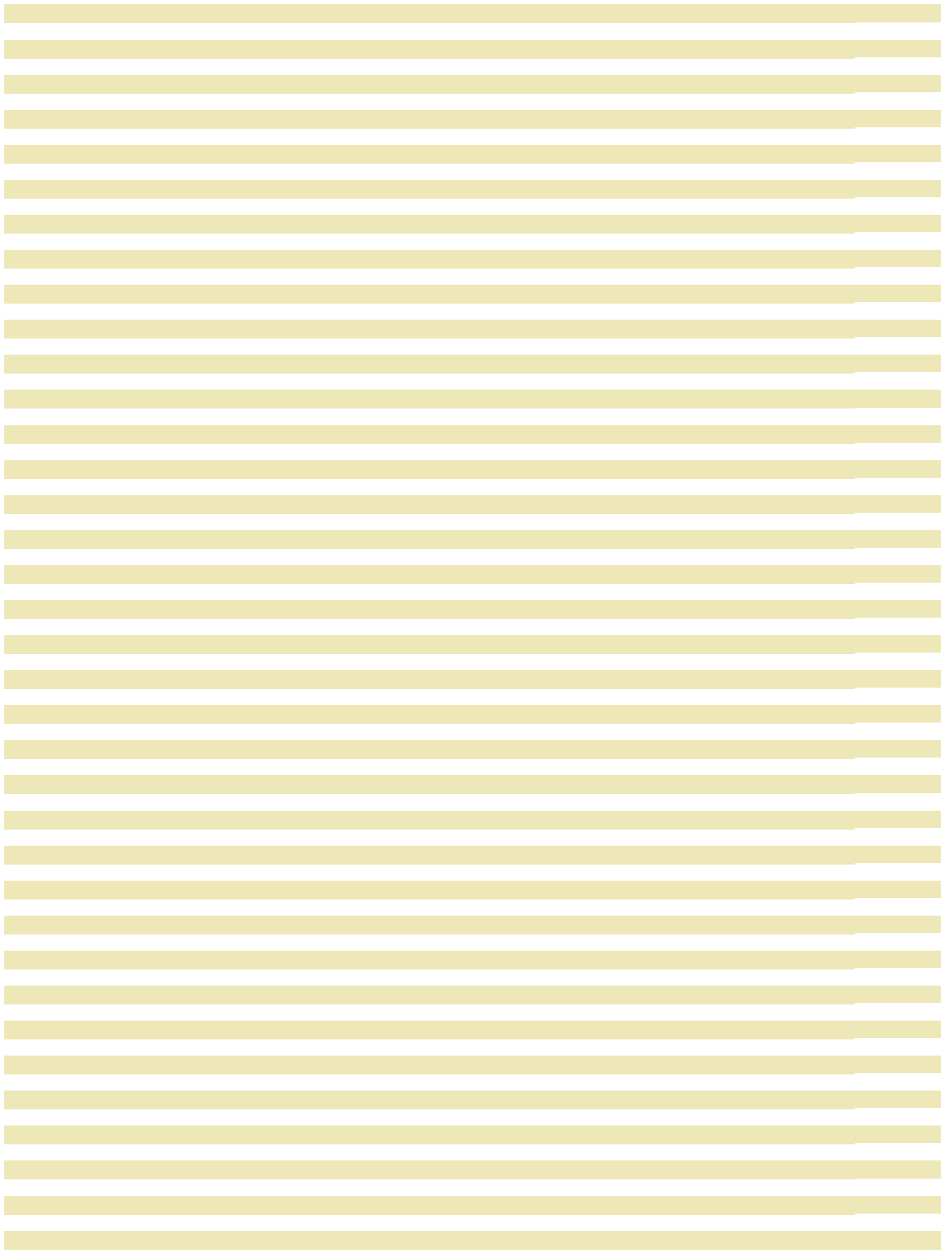


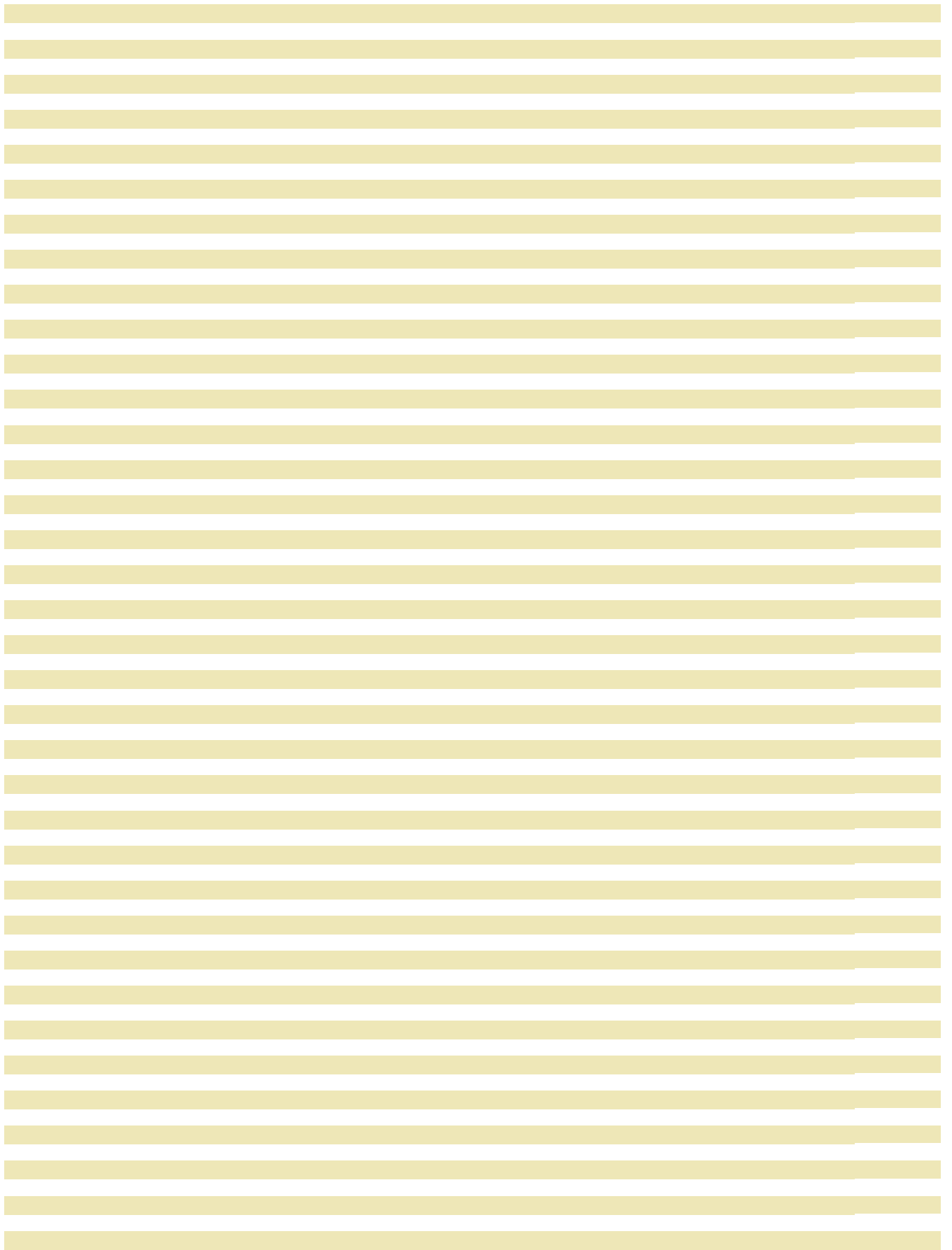


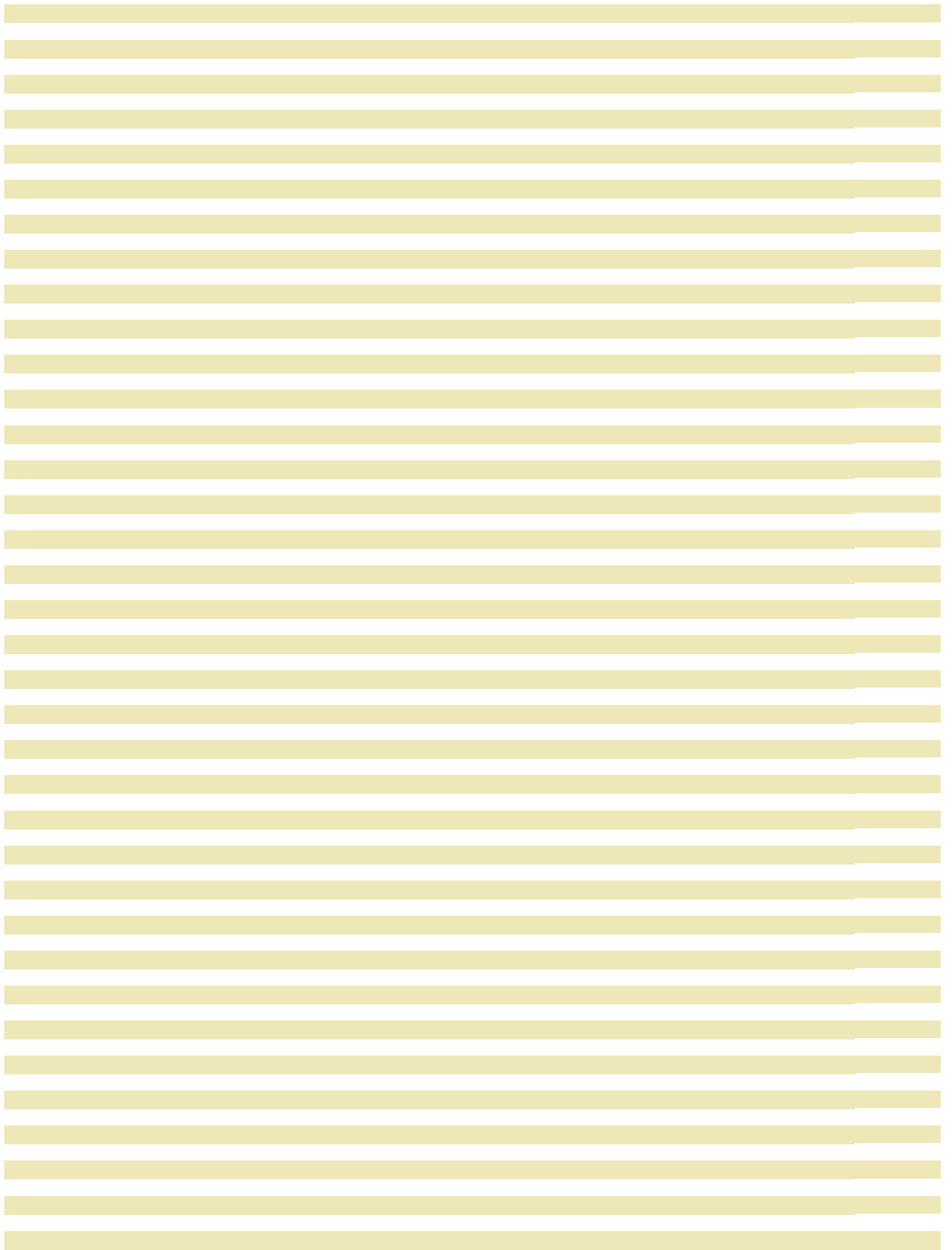


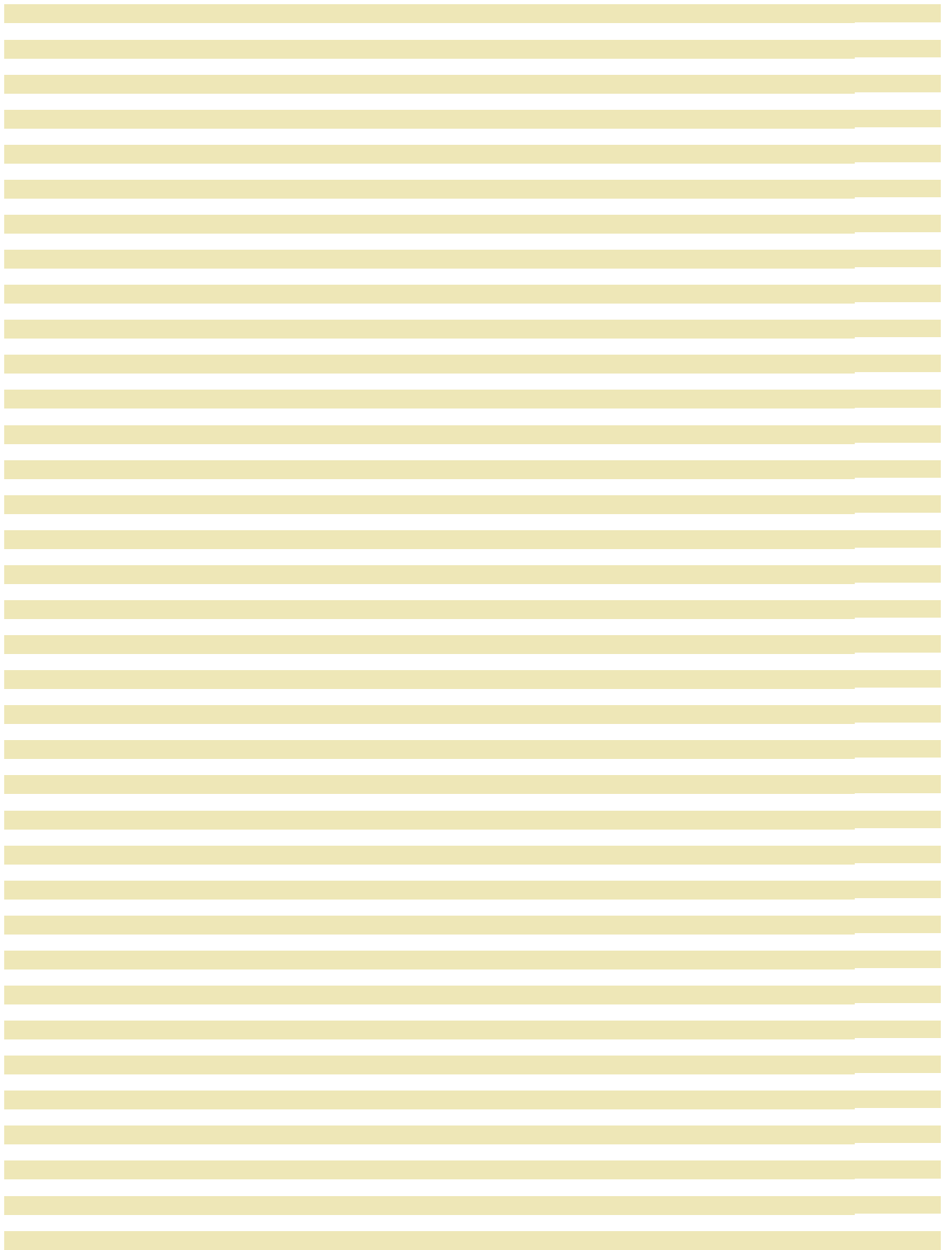




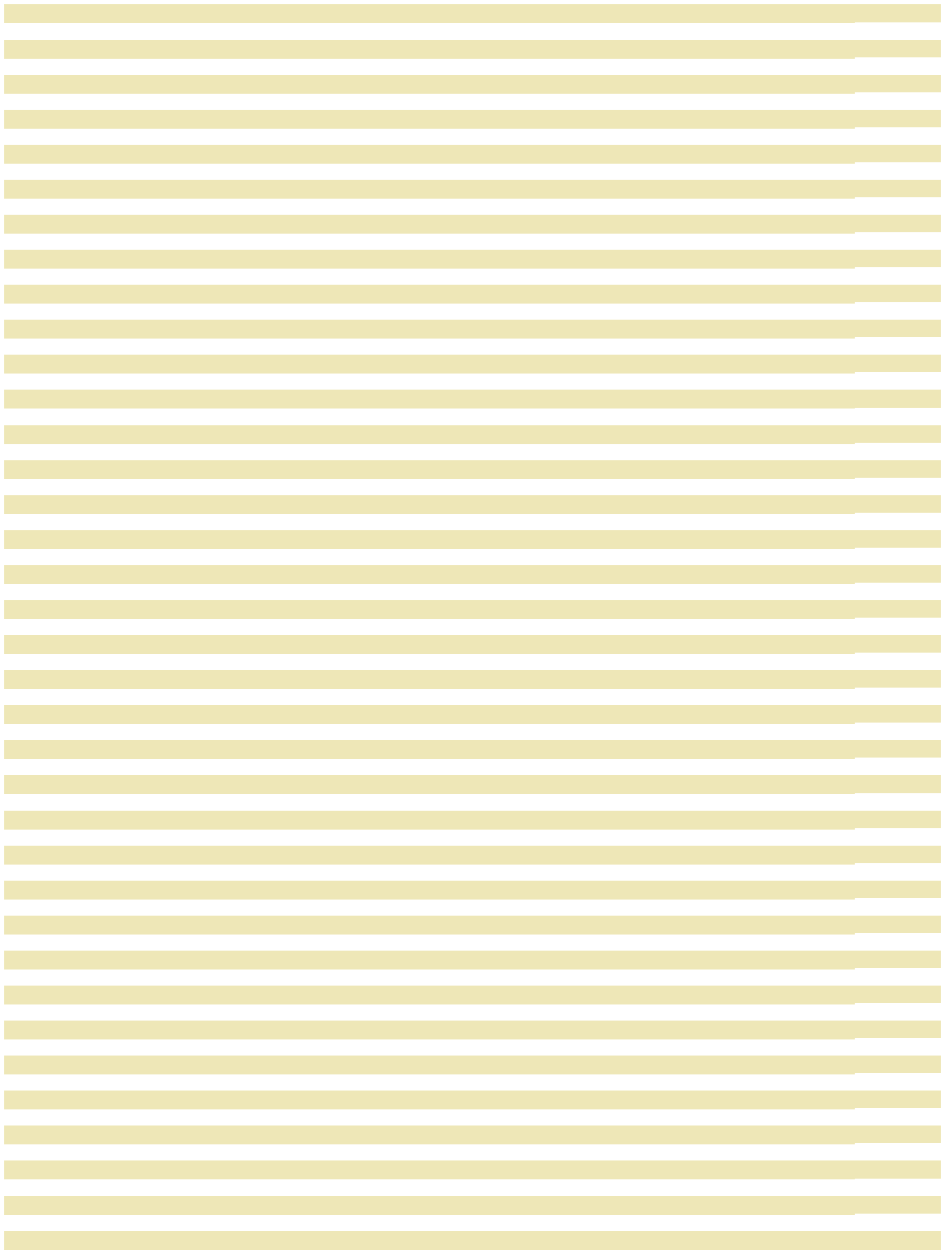




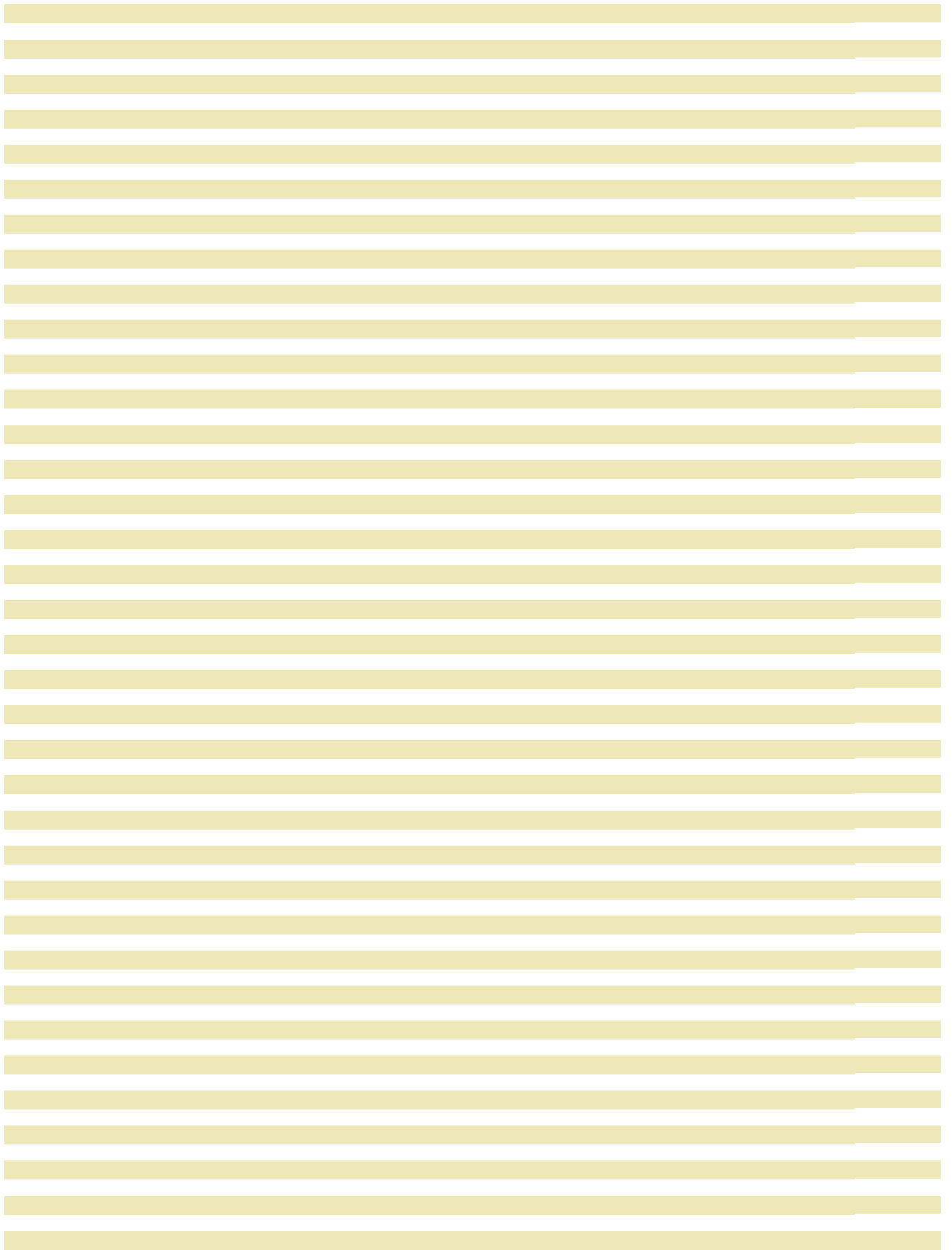


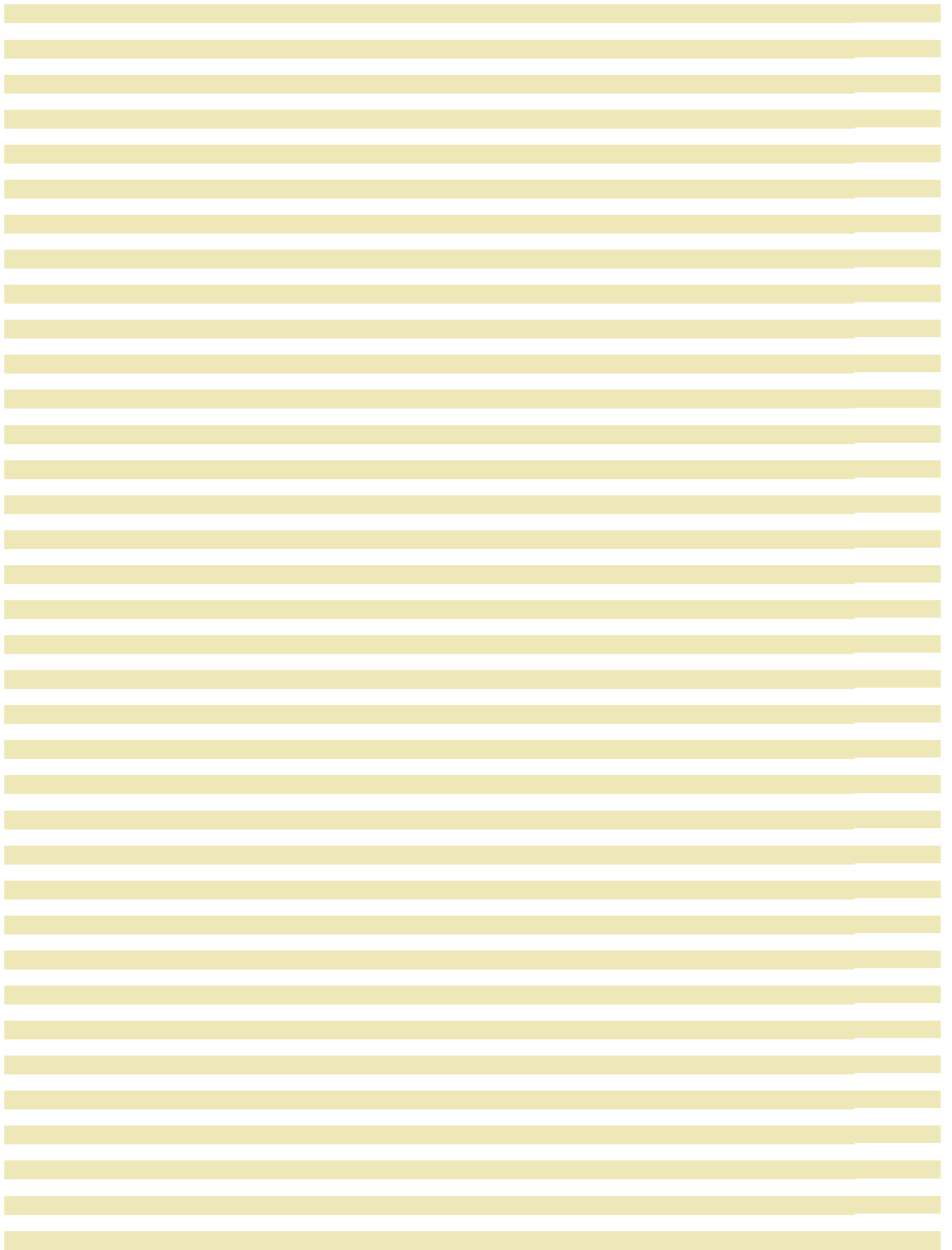


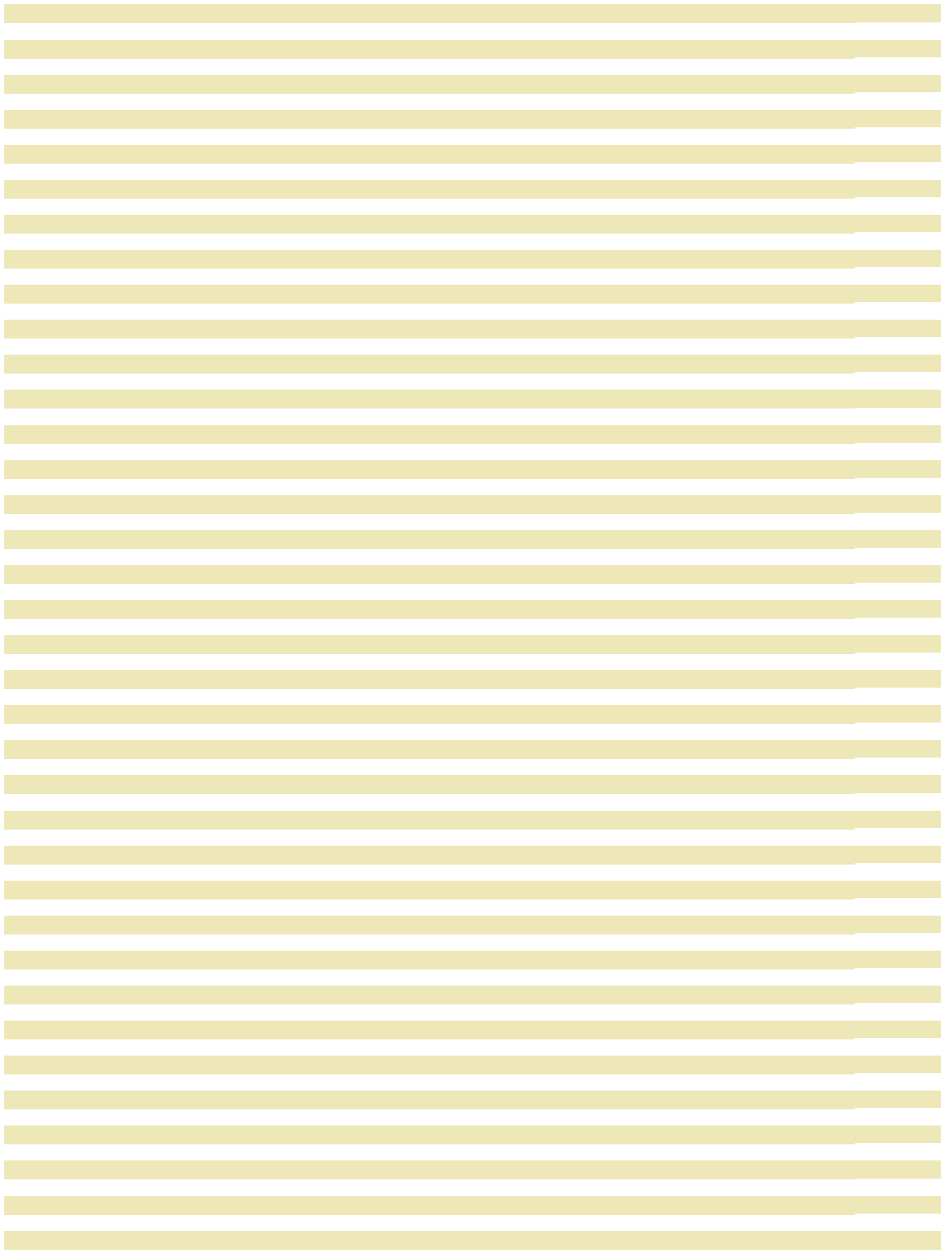


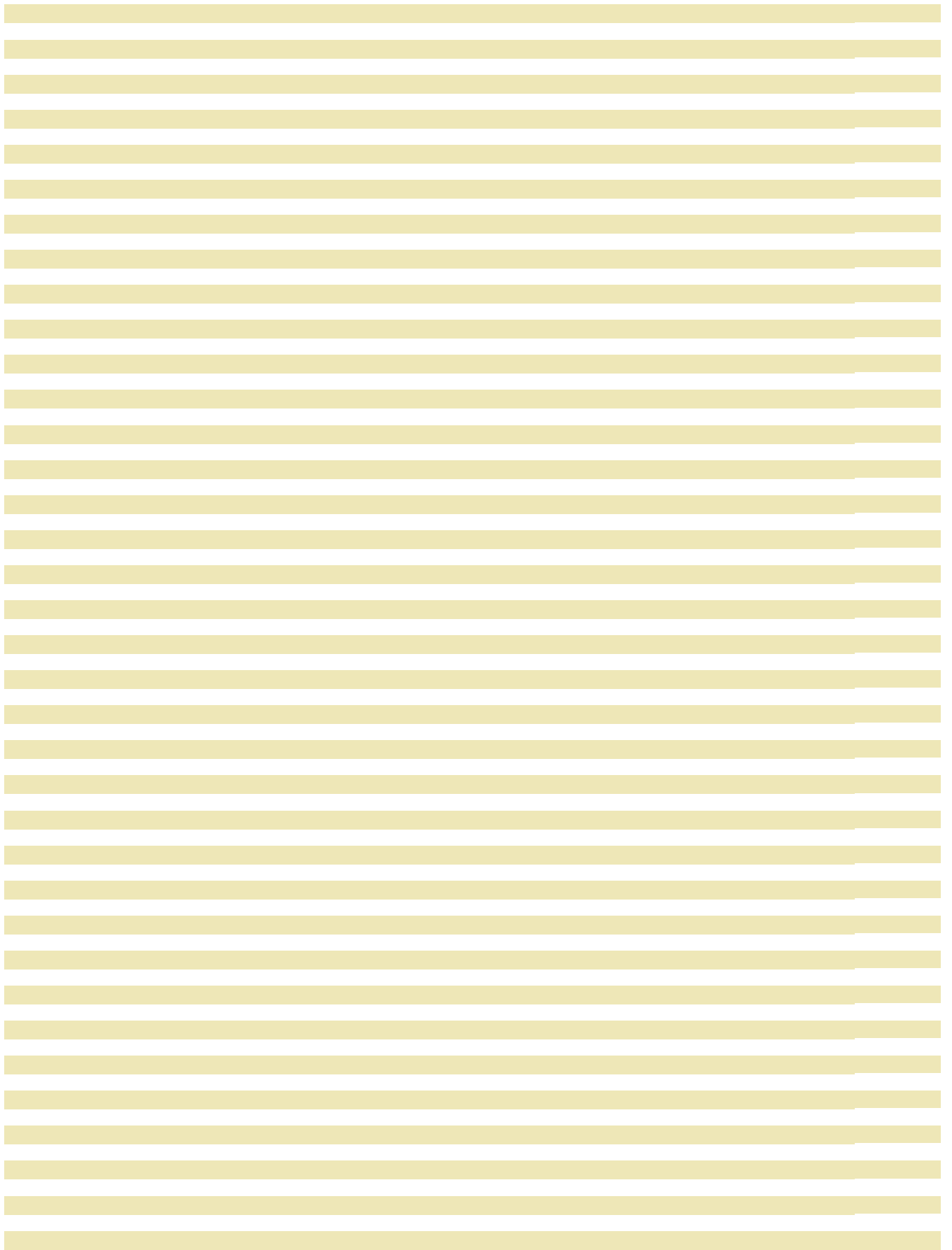


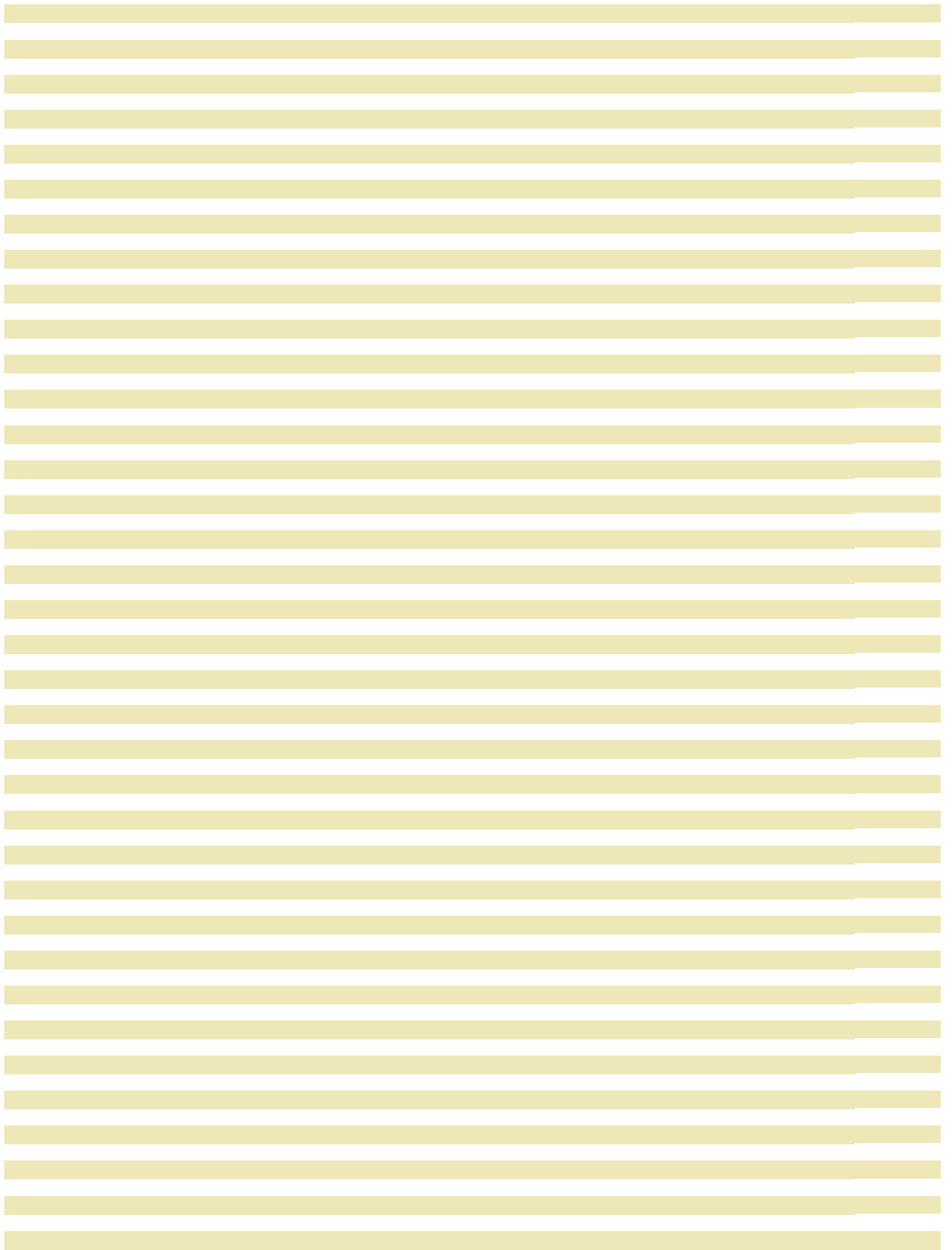


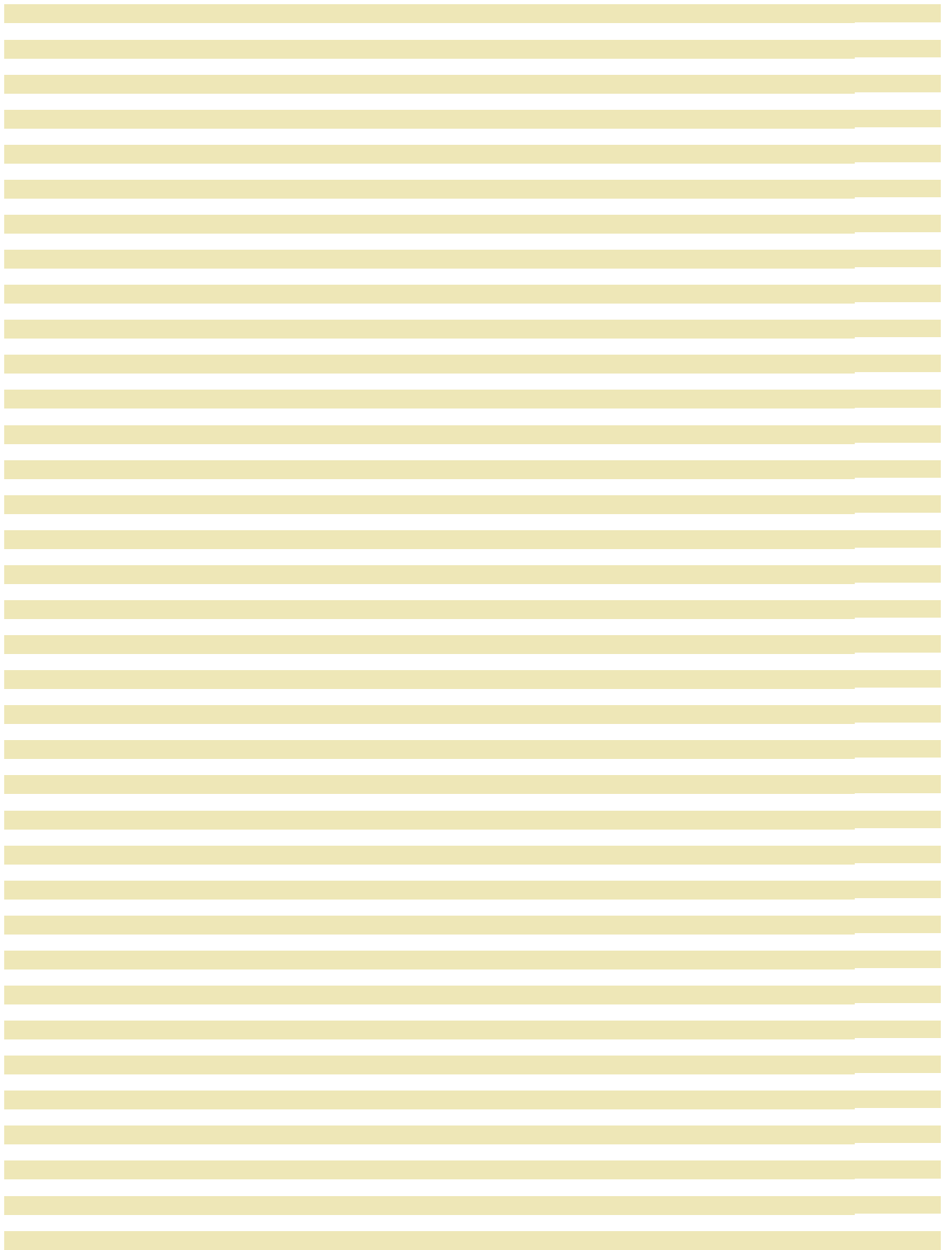




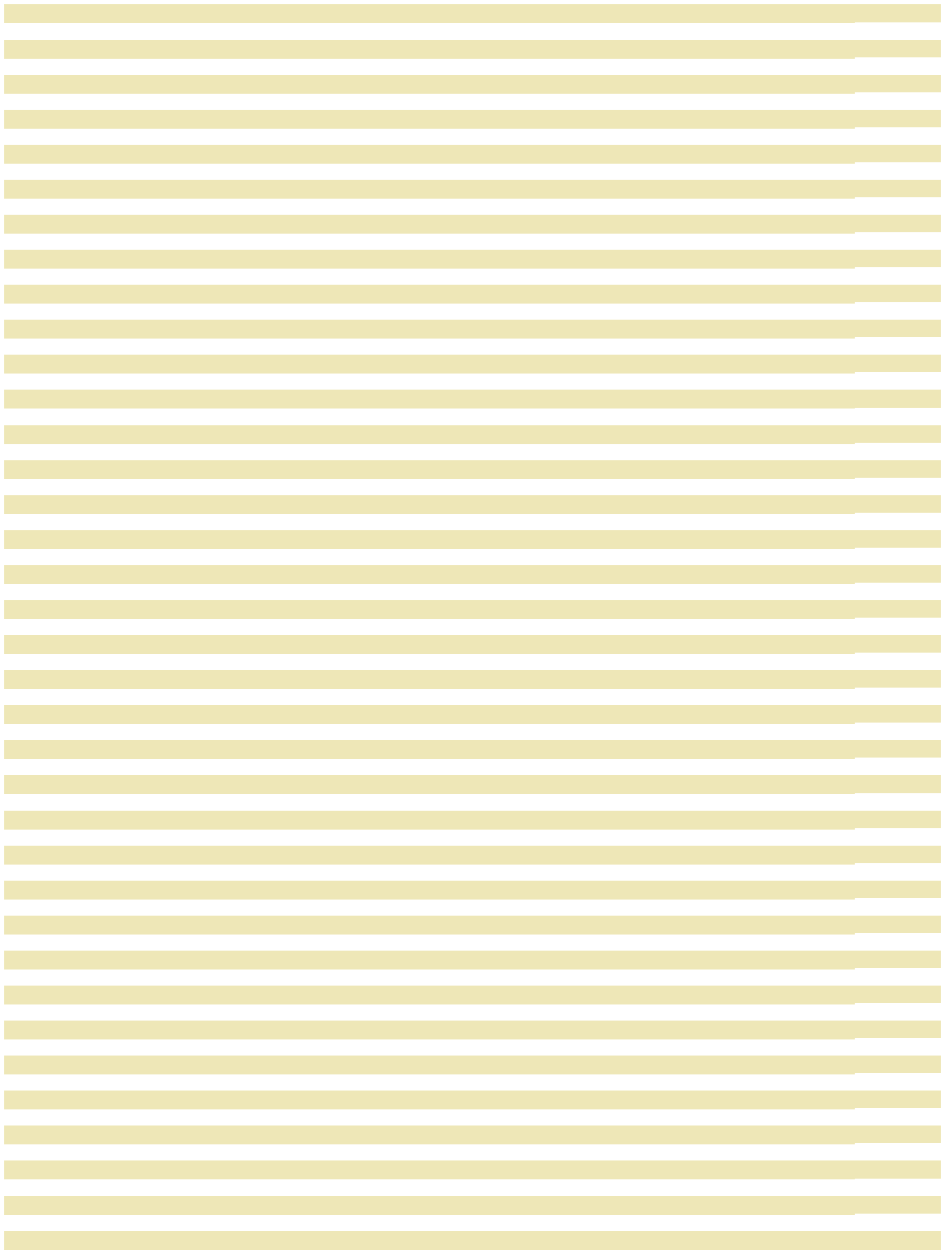


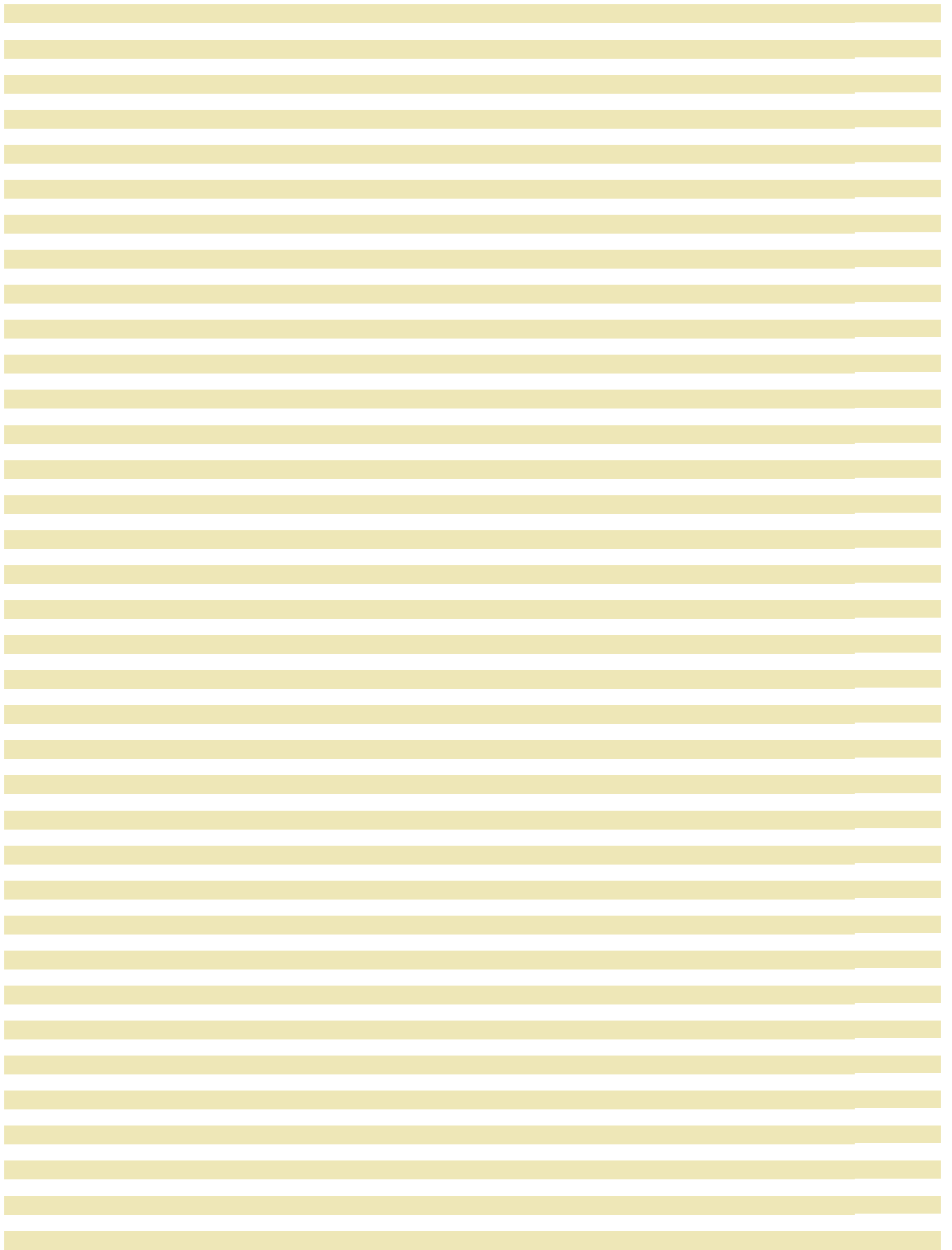


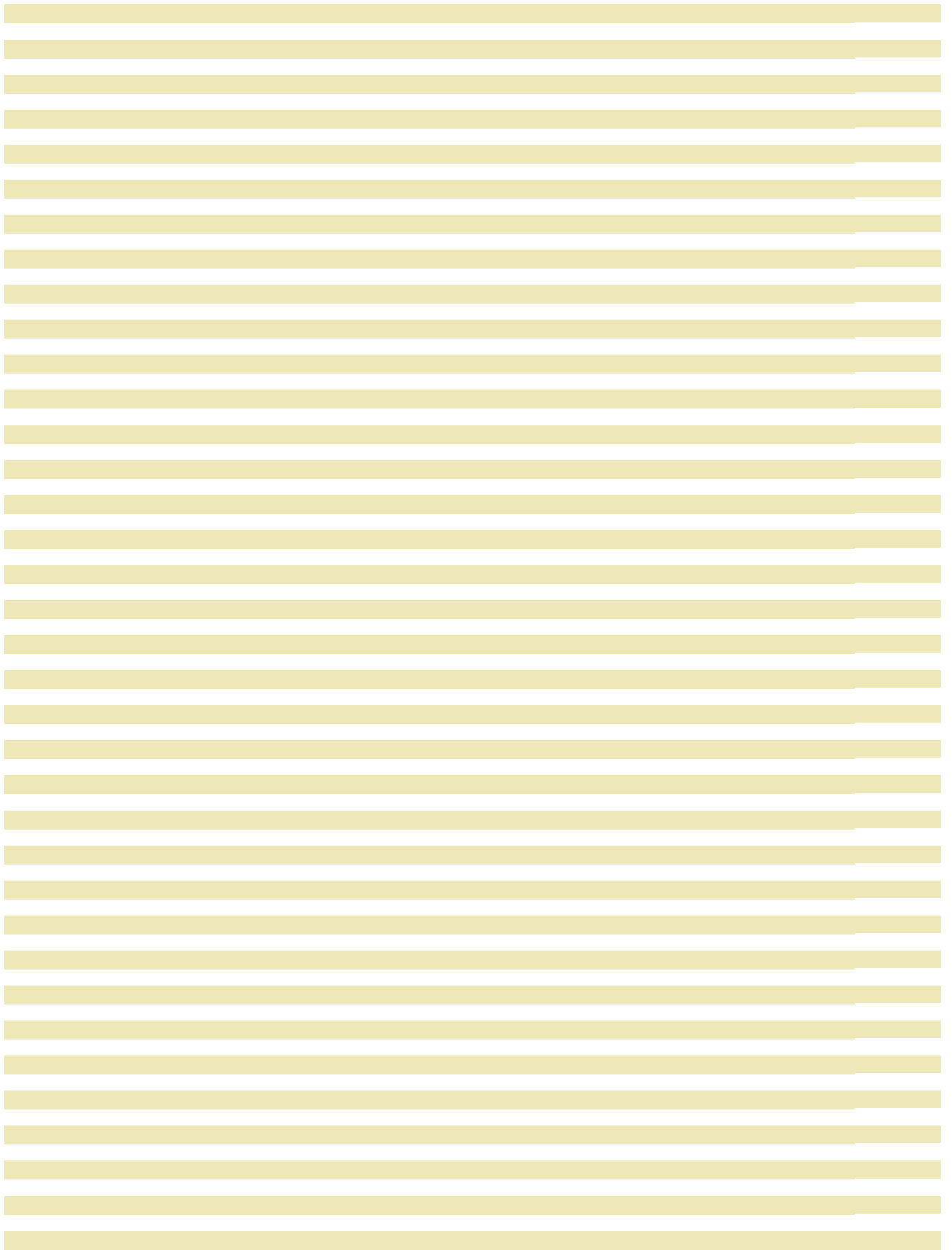


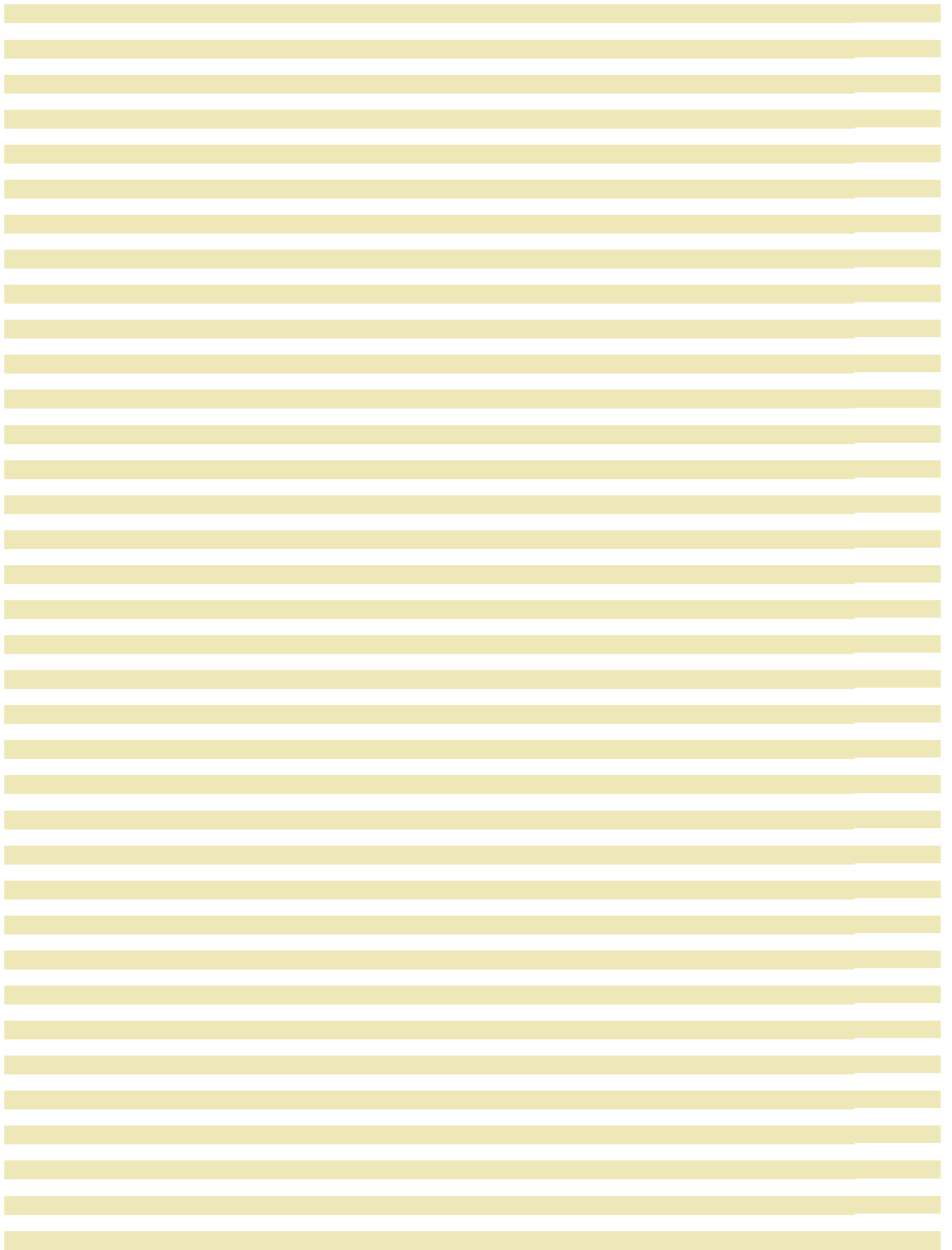


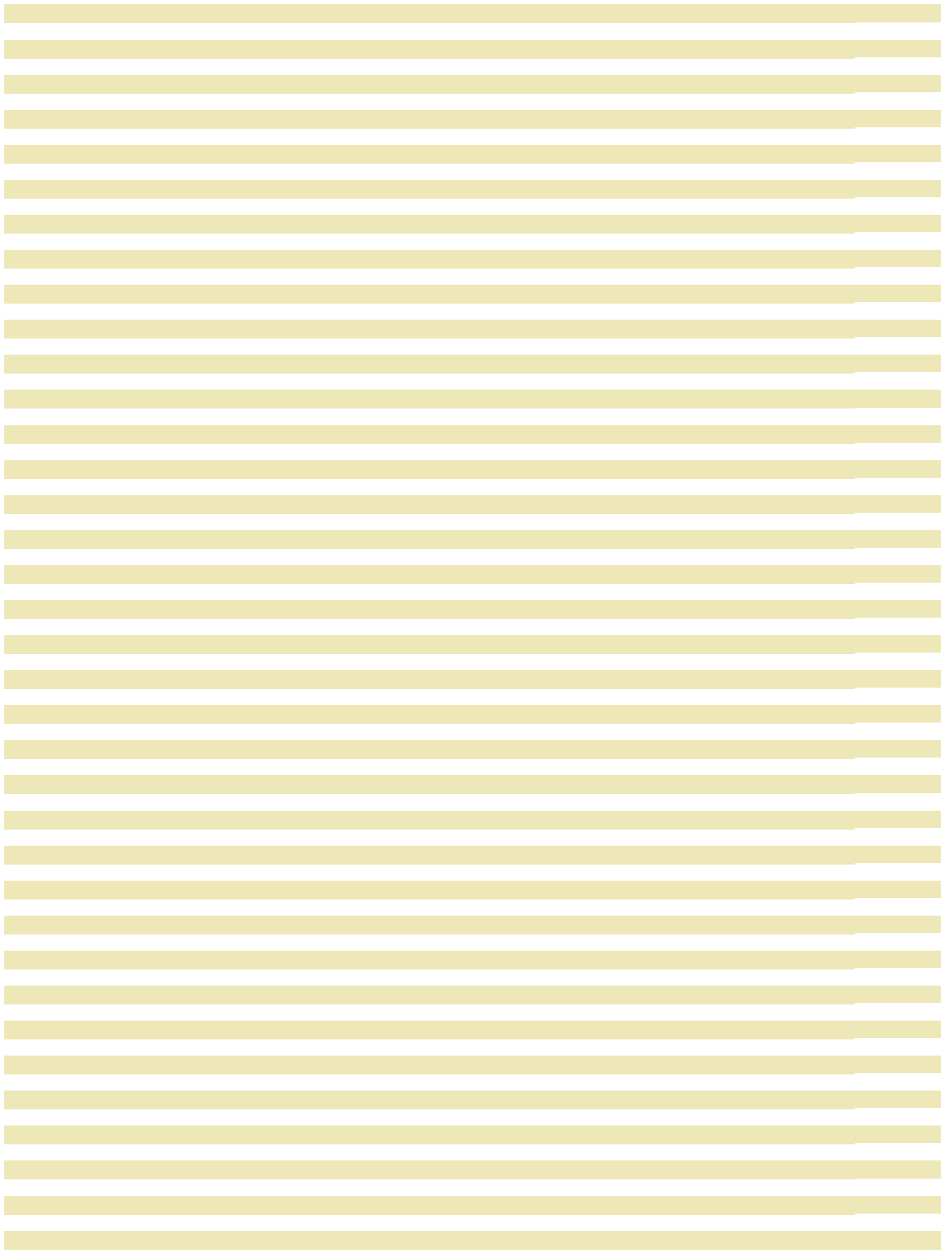


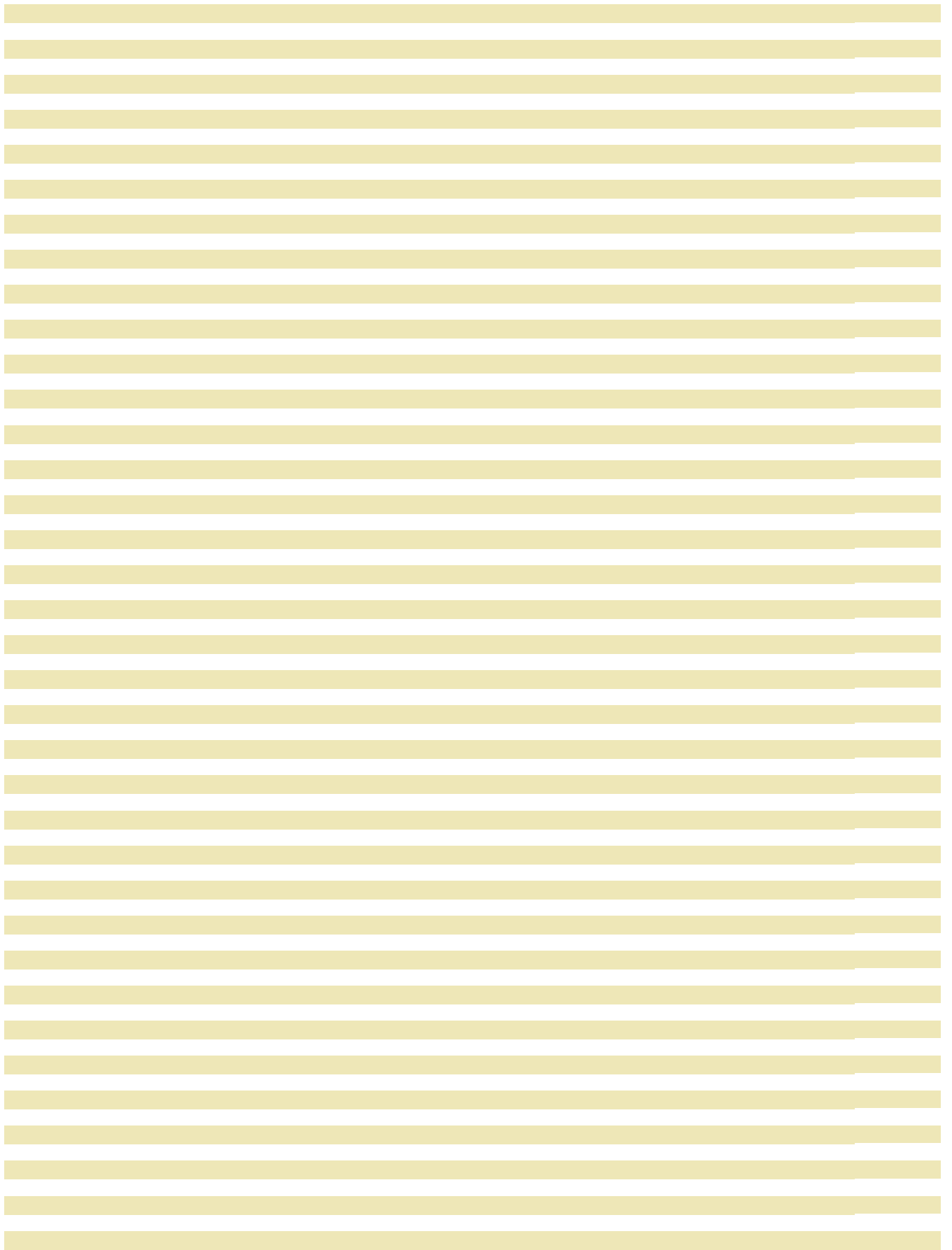


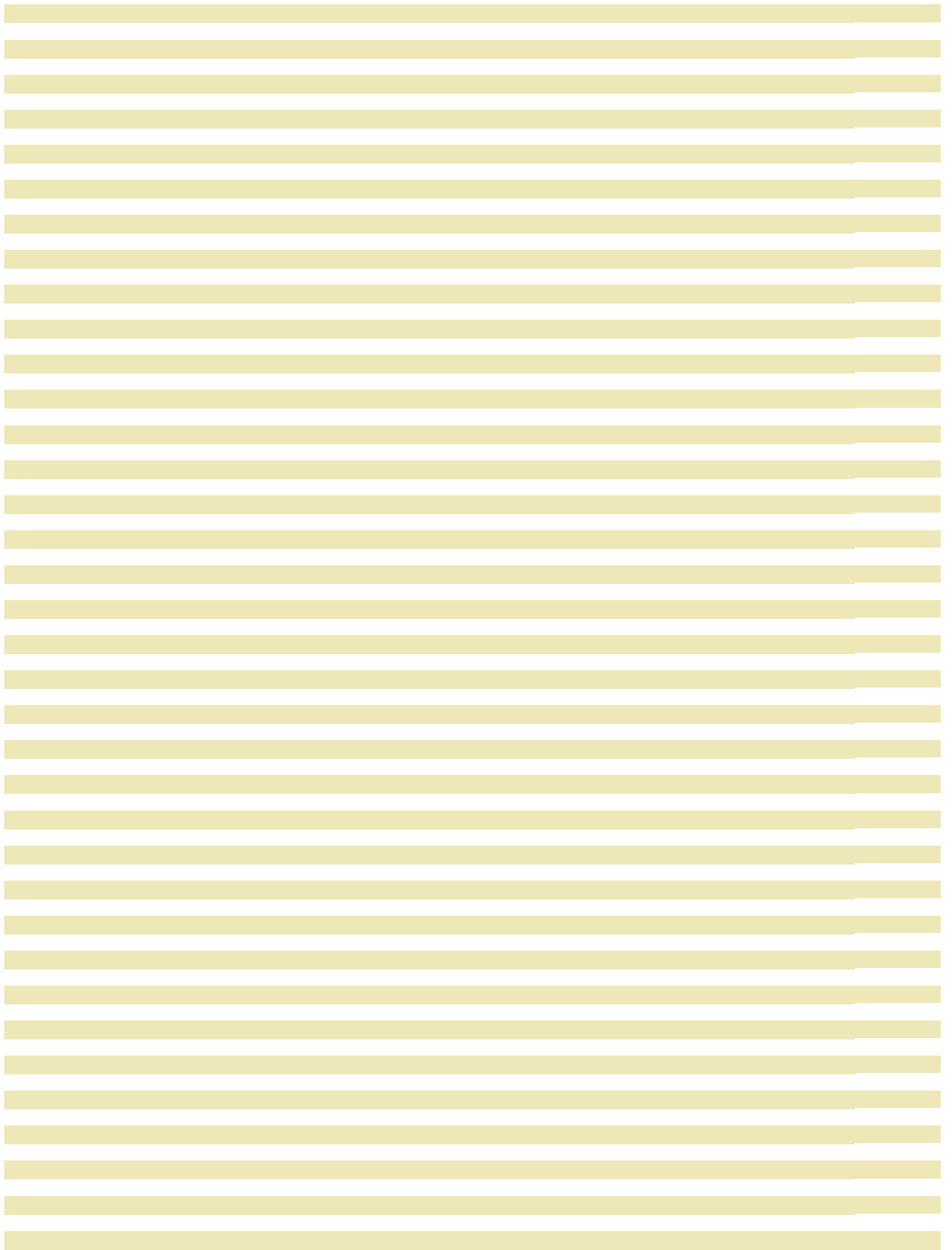












[1] Entirely subjective note that the creator of the list thinks this entry is a "hidden gem" of sorts, for being narratively or mechanically useful/strong.

In the filtered lists of character options, these rows are displayed first.

[2] Entirely subjective note that the creator of the list thinks this entry is SUPER NEAT.

[3] Located in the Polyhedron half of the magazine.

[4] Located in the Polyhedron half of the magazine.

[5] This symbol is a note indicating that the creator of this list thinks the particular item is a "hidden gem" as far as Dragon Magazine goes. It might be for power, usefulness, or simple neatness. In the filtered lists of character options, these rows are displayed first.

[6] Entirely subjective note that the creator of the list thinks this entry is SUPER NEAT.

[7] This symbol is a note indicating that the creator of this list thinks the particular item is a "hidden gem" as far as Dragon Magazine goes. It might be for power, usefulness, or simple neatness. In the filtered lists of character options, these rows are displayed first.

[8] Entirely subjective note that the creator of the list thinks this entry is SUPER NEAT.

[9] This symbol is a note indicating that the creator of this list thinks the particular item is a "hidden gem" as far as Dragon Magazine goes. It might be for power, usefulness, or simple neatness. In the filtered lists of character options, these rows are displayed first.

[10] Entirely subjective note that the creator of the list thinks this entry is SUPER NEAT.

[11] This symbol is a note indicating that the creator of this list thinks the particular item is a "hidden gem" as far as Dragon Magazine goes. It might be for power, usefulness, or simple neatness. In the filtered lists of character options, these rows are displayed first.

[12] Entirely subjective note that the creator of the list thinks this entry is SUPER NEAT.

[13] This symbol is a note indicating that the creator of this list thinks the particular item is a "hidden gem" as far as Dragon Magazine goes. It might be for power, usefulness, or simple neatness. In the filtered lists of character options, these rows are displayed first.

[14] Entirely subjective note that the creator of the list thinks this entry is SUPER NEAT.

[15] This symbol is a note indicating that the creator of this list thinks the particular item is a "hidden gem" as far as Dragon Magazine goes. It might be for power, usefulness, or simple neatness. In the filtered lists of character options, these rows are displayed first.

[16] Entirely subjective note that the creator of the list thinks this entry is SUPER NEAT.

[17] This symbol is a note indicating that the creator of this list thinks the particular item is a "hidden gem" as far as Dragon Magazine goes. It might be for power, usefulness, or simple neatness. In the filtered lists of character options, these rows are displayed first.

[18] Entirely subjective note that the creator of the list thinks this entry is SUPER NEAT.

[19] This symbol is a note indicating that the creator of this list thinks the particular item is a "hidden gem" as far as Dragon Magazine goes. It might be for power, usefulness, or simple neatness. In the filtered lists of character options, these rows are displayed first.



[20] Entirely subjective note that the creator of the list thinks this entry is SUPER NEAT.

[21] This symbol is a note indicating that the creator of this list thinks the particular item is a "hidden gem" as far as Dragon Magazine goes. It might be for power, usefulness, or simple neatness. In the filtered lists of character options, these rows are displayed first.

[22] Entirely subjective note that the creator of the list thinks this entry is SUPER NEAT.