



# 5 REWARDS





Tyla levered the dagger backward, and the gem popped free with a satisfying crunch. She held it up to the light—not a scratch. It was real, alright. No colored glass for this monkey.

Behind her, Anderi and Kapos were arguing again. Useless, both of them. If she hadn't lost her bag of holding, she would gladly have knifed them both and left them as an offering to the temple spirits. It was the least she could do.

Anderi's voice cut through her musings. "Snake!" she was yelling. "Tyla! Snake!"

"Now now," Tyla called back. "No need for name-calling. You'll get your share."



## THE ROLE OF REWARDS

Much of the famously addictive appeal of the Pathfinder Roleplaying Game and its predecessor games lies in its variety of reward mechanisms. These most obviously include experience points, treasure, and magic items, but also such in-story advantages like information, property, status, titles, even the possibility of eventual godhood.

Rewards mark the PCs' victories. The act of scribbling down a new item or quantity of coins on a character sheet solidifies one of the game's key pleasures. These moments cement the players' commitment to the game by connecting them emotionally to what has just happened, while at the same time hooking them with the promise of future gains. Players revel in the success they've just scored, while also looking forward to the future triumphs their characters will be able to rack up after leveling up, using new gear, or making use of a long-forgotten scrap of lore.

Expect responses to rewards to vary from group to group and between individual players. Some players enjoy constant rewards and actively alter their play styles to maximize the benefits they receive. Others regard them as a bookkeeping necessity they'd rather keep in the background. Observe your players' responses to see where they fit on this continuum. As you make decisions affecting reward distribution, seek out the sweet spot of compromise that makes the experience as compulsively entertaining as possible for the majority of your players.

Generalizations don't always hold but can be useful as a starting point in determining what your players will enjoy.

Younger or less experienced players often tend to prefer frequent rewards, with no benefit too small to lovingly describe. Even the most jaded players can remember their first few sessions, when a measly clutch of copper coins wrenched from a stinking kobold warren seemed like the most awesome haul ever. Older players, especially ones who are squeezed for time and can only meet for short sessions, may prefer to move the rewards process to the background. In this mode, shopping, swapping, and leveling up usually occurs outside of precious session time.

Whatever their amount of experience, some players remain more oriented toward rewards than others. Players heavily invested in their characters' abilities

and in slaying monsters tend to want their rewards as soon as they can get them. Becoming more powerful is their biggest thrill. A steady stream of small power boosts suits them just fine. They don't want to go into the next fight until they know they've squeezed every last iota of potential ability from their past accomplishments.

Players more focused on characterization or story progress may look at reward management as a form of homework. They're more interested in seeing what's on the other side of that hill, or talking to the crazy hermit, than stopping every scene to add up their XP totals or divide treasure. They'll find it easier to stay engaged with the game if you bundle rewards together, dealing with them all at the same time.

The diagram on the next page lays out in graphic form the various considerations to take into account when deciding how much emphasis to give to rewards over the course of a session. Factors on the left side of the continuum lead to giving out awards in occasional bundles. Factors on the right side argue in favor of giving out rewards throughout the session.

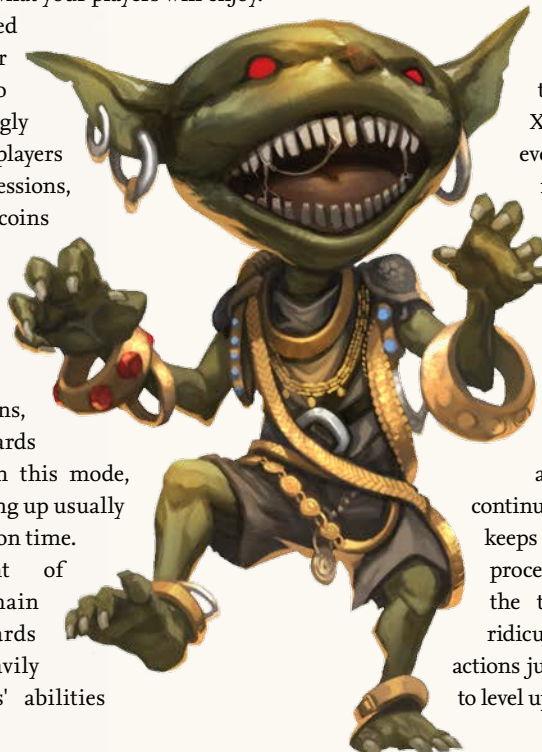
### EXPERIENCE

Experience points are the lifeblood of the Pathfinder rewards system. They determine the rate at which the PCs progress, and form the currency with which the most spectacular and reliable abilities are acquired. By deciding when and how to give out XP, you're establishing the expectations the players will bring to the rest of the game's reward system.

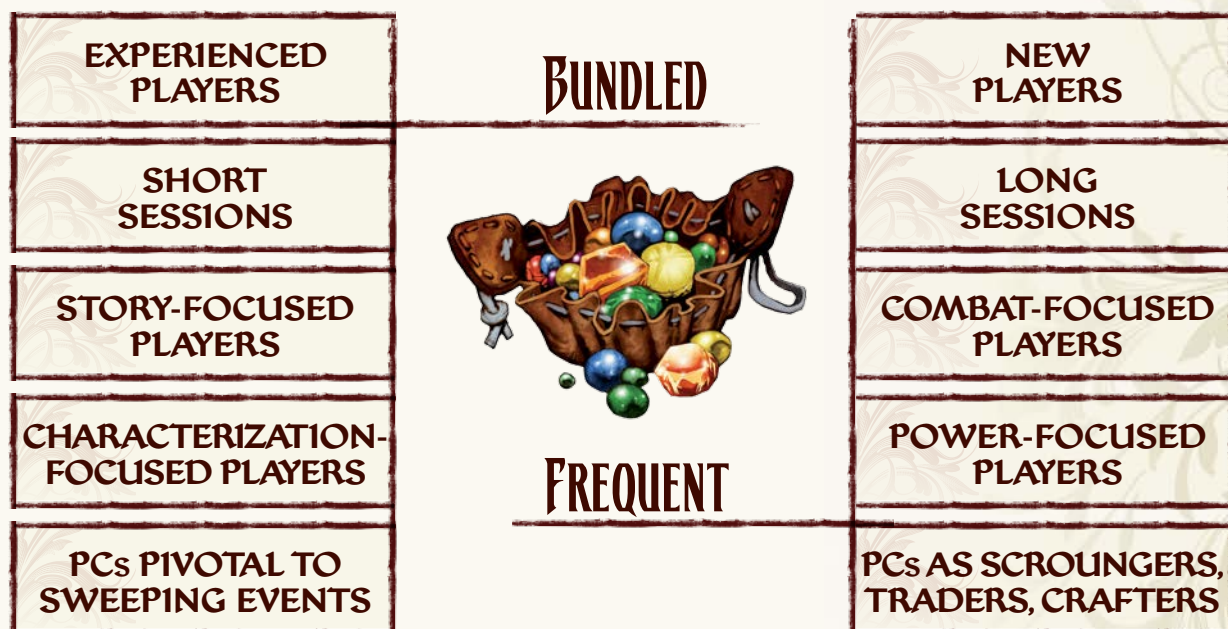
#### Backgrounded Experience

Track experience points throughout the session, without mentioning it to your players. Announce awarded XP at the end of each session, after the evening's narrative has concluded. Players may level up only between sessions, even if they pass the level mark during a game session. They're expected to arrive at the next session ready to go with all of their character changes. Players who don't own the rules set should show up early to update their character sheets.

This timing scheme suits groups at the bundled (left) end of the rewards continuum. It preserves session time and keeps participants focused on the fictional proceedings. Backgrounded awards remove the temptation for players to undertake ridiculous, tangential, or out-of-character actions just to acquire the last few XP they need to level up.



## THE REWARDS CONTINUUM



### Downtime Experience

Track experience points as they accrue. Whenever the party stops in a safe haven, or the story leaps forward in time and place, announce a period of downtime. All of the XP accumulated since the last period of downtime is awarded and characters may level up. When the PCs leave downtime, the normal story resumes. Again track experience points while they are accrued, and hold off awarding it until the next downtime phase.

Downtime experience suits groups falling in the middle of the rewards continuum. It compromises between players who live for rewards and those who view them as an occasion for homework. Downtime awards make leveling up seem like something that happens in the world. The characters only become visibly better at their tasks after taking some time to rest, reflect, contemplate, and train.

One danger with downtime awards is that they can tempt players to take otherwise poorly motivated rest stops just to gain their XP awards and level up. Depending on the pacing of a given session, a break for downtime might completely deflate the game's momentum and make it hard to recapture your players' attention. On the other hand, it might give you a much-needed break to work out an upcoming encounter, dream up fresh story events, or simply let your brain idle for a few minutes.

If players seek out downtime at an ill-placed moment, you can always deter them with a plot development requiring immediate action. This interruption might range from a simple wandering monster attack to an elaborate new wrinkle in the campaign's ongoing storyline.

### Immediate Experience

Award players experience points as soon as they earn them. Allow the characters to level up at the end of any scene, as soon as they have accumulated enough XP.

Immediate experience suits a group at the frequent (right) end of the rewards continuum. It focuses the game more obviously, for good and for ill, on the acquisition and expenditure of experience points. As the name suggests, this system gives the players immediate gratification when they succeed.

When using this timing scheme, be prepared for the game to stop at a moment's notice, shifting into rules-scanning mode while the players level up. Characters also risk becoming unsympathetic or unbelievable as they chase the biggest XP results at the lowest risks.

### Handwaved Experience

Ignore XP altogether. Decide how many sessions you want the group to spend at each level. Allow your players to level up each time they hit that milestone. This option suits groups at the far left side of the rewards continuum.

### Ad Hoc Experience

Many players recall with great fondness sessions where the dice were never rolled. When a game spends considerable time developing plot and character and places fighting monsters and accumulating XP in the background, however, some players may feel that they're being penalized. In these situations, reward out-of-combat successes with ad hoc experience awards.





When the group takes part in an entertaining scene that takes 15 minutes or more, consider awarding ad hoc XP. Ask yourself the following questions:

- Did the scene move the group toward an important, identifiable objective?
- Did the group face significant negative consequences if the events portrayed in the scene went against them?
- Did the players take an active role in the scene, as opposed to listening to your descriptions or NPC dialogue?
- Did most of the players make a noteworthy contribution to the scene?
- Did all of the players appear attentive and entertained?

If you can answer at least four of these questions in the affirmative, you should award ad hoc XP. The following steps can be used to determine a baseline figure for ad hoc awards:

- Roughly determine the amount of real time it takes you, on average, to run a challenging encounter.
- Divide this into 15-minute increments. So if it takes you an hour, more or less, to run a challenging fight, you have four increments.

- Take the XP award the group would normally get for a challenging encounter (usually APL+1) and divide it by the number of increments. This is your baseline ad hoc award.

Once you have decided to award ad hoc experience for a scene, roughly estimate the amount of real time the sequence took. Award your baseline amount multiplied by the number of 15-minute increments as ad hoc XP.

Revise the baseline as the group increases in level. Take into account any increases in the average length of encounters, as well as the experience awards the characters garner. Additional individual ad hoc experience points can also be awarded to players for particularly good roleplaying. If you decide to use individual awards, be careful not to show favoritism. All of the characters should have opportunities to receive such rewards at some point.

Players on the right side of the rewards continuum probably prefer heavily action-oriented games. If your game consists mostly of exciting combat sequences with a minimum of plot to connect them, it's probably not worth bothering with ad hoc awards.



## TREASURE

Game balance depends on rewarding the treasure values as given on Tables 12–4 and 12–5 on page 399 of the *Pathfinder RPG Core Rulebook*. Award too much, and the PCs will unpredictably tear through encounters. Too little, and they'll be unable to keep up. Within the limits of these charts, however, you can dole out treasure in various ways, depending on your group's position on the rewards continuum.

Groups toward the left end of the continuum tend to favor a broader storyline and epic action over a game that casts them in the role of petty coin-counters. In these cases, don't spend a lot of time describing coins, currency transactions, the sale of looted antiquities, or other money issues. Nor should you worry about minor expenses. The cost of living guidelines on page 405 of the *Core Rulebook* provide an easy way to quantify such expenditures. You can place specific treasures in particular encounters, making sure that the overall amount equals the recommended character wealth by level by the time the characters reach a new level.

In extreme cases for the left side of the continuum, you can handwave treasure altogether. As characters level up, award them the cash they need to bring them in line with Table 12–4. The assumption is that they've picked this up along the way, but in a way that wasn't interesting enough to make a big deal about. Similarly, assume that the characters spend enough to keep themselves in reasonable comfort while in towns and leave it at that.

On the other hand, more reward-focused groups on the right side of the continuum often enjoy tracking treasure. To please them, you can research historical economies and describe each treasure horde in loving detail. For variety, include art objects, gems, and notable or valuable mundane equipment. For example, in the medieval era, items of luxury clothing were among the most highly valued trade goods. A little later, spices became wildly desirable.

Some groups prove particularly cash-obsessed, more interested in leveraging the economic system than killing monsters. If so, assume that they'll go the extra mile to get a higher than usual percentage of the base price, and build that into your game. Peg the ultimate cash values of their treasures to the amount they can get if they coax, haggle, and swindle maximum prices out of their merchant partners. Use this interest to build in plot elements. They might happily spend more time spying on rivals, muscling out competitors, and fending off bandits than they do fighting orcs and demons. Rather than discouraging this behavior, you can go with it, building your treasure values and plot elements around it. The profit motive may not be traditionally heroic, but it does provide an easy source of story hooks. For example:

- The Skull of the Crimson Khan might fetch little in the farming community surrounding the dungeon,

requiring a dangerous overland journey to the Bazaar of the Silver Kingdoms.

- The corpse of a bizarre aberrant creature, if properly preserved and maintained, might fetch a pretty penny from the crazy wizard-sage of the Spiral Tower—if his automaton rivals don't swoop in and steal the coffin first.

## MAGIC ITEMS

Magic items are an integral part of treasure calculation in the *Pathfinder RPG*. The system determines a baseline treasure haul per character for each level, assuming that most of the treasure will be used to buy magic items.

Rewards-oriented groups, on the right end of the continuum, enjoy finding, trading, and selling magic items. Often they'll enjoy the economic aspect of the game so much that they'll set up lucrative side businesses making and selling enchanted objects. Let them feel rewarded for these activities, while subtly reducing dungeon treasure hauls to keep the group's overall access to cash in line with Table 12–4. They might face early successes only to see the value of manufactured items drop as they contribute to an oversupply. Let them get away with what seems like a score or two, then add complicating factors that can also act as story hooks, such as:

- Other shady adventurers come after the characters, as easier sources of treasure than dungeons.
- Competing enchanters target the PCs for elimination.
- Supplies of raw materials dry up, requiring quests into the dangerous wilds.

Keep detailed treatment of magic items low for groups on the left side of the continuum. Ask them for wish lists of items they desire for their characters. Use these as the items they find while dungeon crawling, adding in just enough variation to maintain a sense of surprise. These groups usually want to use their magic items without fussing over them. The odd item might serve as an epic plot device, but most magic items should remain quietly in the background.

## High or Low Magic?

Fantasy game fans often speak of high- or low-magic settings. High-magic settings feature powerful and commonly available spells and magic items. Low-magic settings make magic rarer and less effective.

In fantasy literature, especially works by writers like Robert E. Howard and J. R. R. Tolkien written before roleplaying tie-in novels began to influence the field, powerful magic tends to be scarce. Even in settings we tend to think of as having high magic restrict it to its rare and remarkable leading heroes and villains. Where magical gear is concerned, the hero might have one or two very special items, rather than an entire kit-bag loaded with devices for every occasion.



The default fantasy setting is usually one of very high magic. Magic items are widely available. They're manufactured by retired magicians, traded by merchants, and found lying around in dungeons. This conceit trades epic atmosphere for gaming convenience. The rules as written assume that characters get magic items in line with their levels, and that when an adventurer desires a piece of magical gear, he need only pony up the cash and it's his.

But these default assumptions do not appeal to everyone. If you want a setting with lower magic, two ways of adjusting the level of magic in your game are presented below, as well as the repercussions such changes can have on the game itself.

### Reducing Magic with Rules Adjustments

Certain classes, like spellcasters, lose some of their effectiveness when deprived of magic items. If you restrict PC access to magic items, be sure to revisit all other aspects of the game system with which they interact. At lower levels, when magic users are somewhat outshined by weapon wielders, you already have a functionally low-magic game and don't have to change so much.

But limits on magic can change game balance dramatically at higher levels. Monster Challenge Ratings will need adjusting, to take into account your group's reduced damage output and lower AC values. Altering the rate at which the magic-wielding classes acquire spells also changes the balance between them and their weapon-wielding counterparts. Be careful when reducing access to healing items and spells, as this will make the PCs frailer.

### Reducing Magic with World Description

As an alternative to altering the rules, you can do what fantasy authors do—establish magic as rare and remarkable, then portray the protagonists (the PCs) and their opponents as the few people who have access to it. In this model, you have high-magic PCs operating in a low-magic world. They retain ready access to magic items, but that doesn't mean that every wealthy or accomplished NPC they meet is likewise dripping with them. People gasp in awe when they see the heroes walk down the street. The open display of these items in public makes the PCs a target for thieves. Be careful not to overdo this last point, however; having rare items should make the players feel special, not hounded.

High-magic PCs in a low-magic world can't easily trade items and wouldn't dream of selling them. Use the wish list method of magic treasure allocation, described above, to ensure that players get the gear they need and want.

### Magic Shops

No issue epitomizes the advantages and drawbacks of a high-magic game like the question of whether to place magic shops in your world. Players, especially those toward the right end of the rewards continuum, love ready access to stores where they can purchase items they need, sell the ones they make, and trade the ones they find and don't want. On the other hand, this makes magic items seem as prosaic and interchangeable as modern consumer goods.

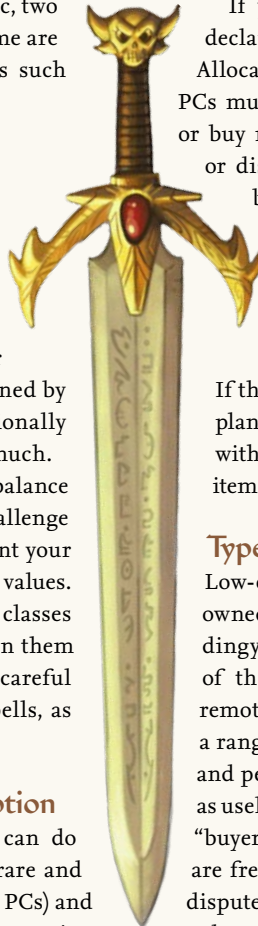
If you consider this a problem, you can simply declare that magic shops don't exist in your setting. Allocate items according to the wish list method. The PCs must always overcome plot obstacles to swap, sell, or buy major items they don't find themselves. Minor or disposable items, like potions and scrolls, might be available for sale from itinerant traders or at general stores.

Alternatively, you can assume that magic shops exist in the background of the world, entering into a social contract with players not to focus on them or make them a part of the story. If the PCs pay too much attention to them, including planning heists, they go away, leaving the group without a way of buying, selling, or trading desired items.

### Types of Magic Shops

Low-end shops are small, dingy operations, usually owned by a sole proprietor. They're often disorganized, dingy, and filled with marginally useful clutter. Shops of this grade frequently appear in undesirable or remote neighborhoods. They offer minor magic items, a range of common magical components, occult texts, and perhaps the occasional mighty relic misidentified as useless junk. Most low-end shops follow an inflexible "buyer beware" policy, offering no guarantee that items are free from defects, curses, hauntings, or ownership disputes. For security, these shops rely on traps, curses, and crude but effective fortifications. Low-end shop owners tend to be reclusive, eccentric, or truculent.

Mid-range shops are larger and cleaner, usually with a small staff that courteously caters to customers. Shops of this type frequently nestle on cozy side streets not far from a city's commercial district. Many double as informal social clubs for the mystically inclined. Mid-range shops offer a fuller array of merchandise: in addition to a wide range of well-labeled components and large collections of scholarly tomes, they sell both minor and medium items. Items are guaranteed free from curse or defect, though the customer's only remedy is a full refund. Skilled mercenaries, some of whom are spellcasters, provide security. Magical traps supplement the fortifications.





High-end shops are located alongside a city's purveyors of luxury goods, in heavily guarded districts. These top-range shops often specialize exclusively in major items, and reliably vouch for the quality of their wares, including freedom from curses or other ill effects. Security such shops is top of the line, with powerful spells and traps, and highly skilled and well-paid guards, some of whom may not be entirely mortal. They might be trained monsters, ingenious automatons, or summoned outsiders. The identities of a high-end shop's true owners are often shrouded in rumor and mystery. They might be phantasmal surrogates, disguised dragons, or even powerful entities from the Great Beyond.

### Trouble Items

Magic items are not as rigidly tethered to the advancement system as spells, feats, and other benefits of leveling up. For this reason, it occasionally happens that a magic item unbalances your campaign. It might be an item of your own devising, or an insufficiently playtested bit of gear from a published product. Even classic items can disrupt certain campaigns, especially ones with non-standard premises. For example, unrestricted access to divination items can ruin a heavily investigative campaign.

Beware of magic items so powerful that they allow their users to consistently outperform the rest of the group. Likewise, look out for items that violate the exclusivity of a character concept out of combat. When players choose their classes, they expect to be better at the core tasks associated with those classes than other group members. If an item does a better job of healing than your group's cleric, and it winds up in another PC's hands, the cleric's player might feel eclipsed. Avoid this either by adjusting or removing the trouble item or by making it an item usable only by the class whose abilities it duplicates.

When an item proves troublesome, you can handle it within the storyline, or step out of character to negotiate an adjustment with the player. In the first option, something happens to get the item out of the character's hands entirely, or change what it can do. The character might be called on to sacrifice it to fulfill a quest or achieve some greater story objective. The item might be damaged, magically altered, stolen, or reclaimed by a previous owner. This approach allows you to maintain an illusion of fictional reality. To avoid player resentment, make sure to contrive in the other direction, too, adding in a compensating plot development or more appropriate item as a replacement for lost treasure.

It may be easier to step out of character to handle trouble items. Propose an adjustment that fixes the problem, perhaps suggesting several options. Solicit the player's input. Some players will accept a toned-down version of the current item, while others might prefer a completely new piece of gear.

### Story Items

Magic items in fantasy literature often have a narrative attached to them. When the group gets a powerful item, you can use it as a springboard for story developments.

Any item can be used as the focus of a story. Using a term made famous by Alfred Hitchcock, screenwriters refer to an object that serves as the motivating factor to drive a storyline as a *macguffin*. Famous *macguffin* include the Maltese Falcon, from the book and movie of the same name, and *Pulp Fiction*'s glowing suitcase. Mythological *macguffin* include the Golden Fleece and Holy Grail.

Any mission that sends the PCs to find a particular item is a *macguffin* story, whether a former owner dispatches them to find it or the group finds reference to it in an old tome. Once the group finds the *macguffin*, it might fade into the background as just another item of treasure, or gradually lead to a more sweeping narrative. Alternatively, you can introduce your big storyline sneakily, by having the item appear as just another piece of dungeon loot. Only after they begin to use it do the adventurers find themselves in a swirl of epic events.

With or without a *macguffin*, you can gradually build your magic item storyline until it reaches sweeping proportions. Classic magic item storylines include the following:

- *The object to be destroyed.* The item is a work of evil. Disaster looms if it falls into the wrong hands. The PCs must undergo an extensive quest, at the end of which they must destroy the item. Along the way, they must evade pursuers who seek to take it from them. The object grants power if used, but tempts those who employ it to become its slaves.
- *The royal symbol.* Like King Arthur's Excalibur, the ability to wield this item and awaken its powers indicates that the owner is some kind of chosen one. By taking possession of the item, the group embroils itself in a wider conflict to defend a kingdom, empire, or secret society.
- *The weapon of destiny.* The item (which need not be a literal weapon) will turn the tide of a great war—if only the heroes can find it and use it correctly. As with the object to be destroyed, enemy pursuers complicate matters, trying to stop the item's arrival at the pivotal battle.

By making an item central to your storyline, you're granting extra attention to the player whose character wields it. If you make an item usable only by one hero, find reasons for the other characters to also have a stake in the overall objective. You might give the item to a quiet or hard-to-motivate player to draw them into the story, while tying it into existing plot lines for PCs who have already established clear goals. Alternatively, use items that multiple PCs can make use of. Depending on the makeup of your group, a relic could grant one power to a fighter and another to a cleric.



## STARTING TREASURE

By default, we tend to think of starting characters as inexperienced beginners who have scraped together a few coins to equip themselves with mundane items for a new life of adventure. By adjusting what beginning characters start with, you can use starting treasure to define the characters, making them part of the world they're about to explore.

### STARTING WITH MAGIC ITEMS

Giving each of the PCs a starting magic item makes them more robust and capable from the jump, and can be useful for smaller groups. Campaign concepts in which the characters already enjoy wealth, status, or recognition might also be reinforced with starting magic. For example, the PCs might be the younger generation of a land's great trading houses. It makes narrative sense for their families to give them a leg up over other adventurers.

One option is to grant the players a collective budget of 1,500 gp per person, which they can use to buy any number of magic items. Leave them alone to agree on a distribution; they might get one mighty item, used by only one of them, or many lesser ones, so everybody gets something. The budget can only be spent on magic; they don't get to keep leftover cash.

Keep a close eye on what the players purchase, and veto anything that might break the game from the beginning. Also be prepared to adjust encounter difficulties to account for the increased competence of magically equipped parties.

Be careful starting young or inexperienced players with magic items. Giving the stuff away can devalue the classic moment when a player finds her first piece of magical gear out in the wild.

### Heirloom Items

When characters start play with magical items, ask players to create a brief story explaining how they got them. The story should not only reveal something about the item, but also about the person who carries it. Avoid bogging down the introductory adventure with a recitation of each description. Instead, space them out by waiting until the items see use in play, prompting each player to supply his own anecdote.

We're calling these heirloom items, because the most obvious story is that the item was handed down in the character's family. This explanation humanizes the character and creates a supporting cast the GM can bring into narrative moments. No longer are the PCs rootless vagabonds; they have a history, and people they care about.

Alternative explanations are as varied as your players' creativity. An item might be a loan from an organization or patron, which you can weave into your campaign as

it develops. Characters might tell of finding the item themselves, in a moment predating their adventuring careers. A rogue might have stolen her item, implying an enemy character who may appear later looking to get it back. Consider ways to build on each mini-narrative, crafting them into a broader story.

Non-magical equipment can also be treated as heirlooms, especially for characters from impoverished backgrounds. That scuffed-up suit of leather armor might be a hand-me-down from a roguish uncle, or a precious bit of loot from a terrible battle that took place nearby a generation ago.

### Setting Items

Another way to add flavor to starting magic items is to use them to introduce details of your world, whether you're using the Pathfinder world of Golarion or a setting you have created. Make a list of each treasure item selected, or the most notable piece of standard gear carried by each PC. Avoid consumable items, which are unlikely to have survived long enough to have interesting histories attached to them. Develop quick snippets of narration referring to their histories. For example:

- "Your sword's blade is new, but the haft is a crude, cast-iron handgrip bearing the runes of the fell king who ruled a duergar kingdom in Nar-Voth 2 centuries ago. The haft gives your sword its magic."
- "Faint hieroglyphs on the *hand of the mage* you wear around your neck date it to ancient Osirion. The mummified appendage might have belonged to a vizier of a god-king, who lived and breathed 5,000 years ago."

Highlight facts about the world you expect to take on greater significance in the course of play. Alternatively, you might choose random setting details and then use them as inspiration for adventure hooks. The first example above suggests that the party will eventually meet duergar or journey to Nar-Voth, while the mummified owner of the third item might eventually come back to repossess it.

As with heirloom items, slip setting items into your narration at suitable moments as the action progresses rather than front-loading them into your opening session preliminaries. Be ready to collaborate with players on modified descriptions in case they decide that your suggestions don't fit their character concepts.

### Plot Items

Plot items work like setting items, except that, instead of referring to great events of the past, they set up future developments in the PCs' personal stories. Introduce them to the players before the action begins, perhaps with a brief description on an index card. Be careful not to impose choices that alter a player's character background. Work with the player until you have a hook that works for



you, and a personal detail that fits her vision. Although secrets occasionally lead to interesting play, backstories the players are willing to share with the rest of the group are more likely to take an active role in play.

At a suitable moment in the action, invite the player to describe the item and its backstory to the other players. Examples include:

- “I found this magical feather in a red vellum envelope, slipped under my door at the inn the day before I set out for the big city. A note inside was signed only, ‘Your benefactor.’” (The gift establishes a mystery, the identity of the benefactor, which you can slowly develop and finally reveal.)
- “This darkwood shield was given to me by my uncle, who said it saved his hide several times, back during the gnoll raids.” (This detail introduces a mentor figure who can give the PCs crotchety advice, and sets up the possibility that the gnolls will rise again to terrorize the area.)

## Mighty Items

Under ordinary circumstances, avoid giving starting PCs magical weapons that would normally be reserved for much higher-level characters. Overpowered items can wreak havoc with your ability to scale encounters to the characters’ capabilities.

As a change of pace, though, a powerful item can drive the premise for a campaign or a series of linked adventures within a campaign. Getting an item that outclasses them leads the PCs into a series of crises. Entities better equipped to use the item hunt them down and try to take it away from them. Political leaders treat them as a destabilizing threat to public order. Do-good sages try to capture the dangerous item and lock it in a vault forever. Meanwhile, the characters realize that they have a goal to achieve or duty to perform that requires them to hold onto the item until certain events occur or conditions are met.

For starting PCs, a major item may be mighty enough to make the plot work. Relics or artifacts, however, carry more cachet and are more likely to be received with a mixture of glee and fear. Create a new artifact for the purpose, or modify an existing one. Limit its number of uses so that the characters can occasionally use it to blow through superior opposition, but can’t rely on it to overcome every obstacle they run up against. The players should have to think hard before pulling it from their arsenal. It might cause additional problems whenever it is used. The item might do collateral damage to surrounding people and buildings, or its use might alert pursuers to the party’s presence.

## WEALTHY CHARACTERS

Princes, scions of mighty trading houses, and other characters of wealth and influence bring a ready supply

of plot hooks to your game. But the modest starting budget given to player characters would seem to rule out certain background concepts. World logic says that their vast resources ought to include any piece of gear available for sale, but game balance requires that treasure must be earned in the course of play.

This can be addressed in the character’s background. Perhaps the character is proving a point to doubting elders, stealing away from familial duties to lead a footloose life, or has been banished from the fold, justly or not.

During play, you might also acknowledge the characters’ wealth in areas other than the equipment list. Ordinary citizens fawn over them. They have many contacts and enjoy access to the highest levels of society. Their non-combat garb might be expensively impressive—though of course, social rules forbid them to sell it to buy useful adventuring gear.

Alternatively, if other players consent, a player with a character concept that logically demands it might get a 10–20% bonus to their starting budget.





## WHAT IS A REWARD?

With a little added effort, treasure can be much more than just numbers temporarily penciled onto a character sheet. You can also extend the definition of treasure by making a variety of intangible benefits available to the characters.

### MAKING BASIC TREASURE INTERESTING

Each time you place a major treasure hoard in your game that includes coins or goods, look for a way to make the experience of discovering, transporting, or trading it somehow interesting or memorable. One general point to bear in mind when fleshing out any aspect of your world is that engaging details compete with one another. Players tend to recall one or two salient moments from any given session. They form strong memories of items and incidents that carry an emotional charge or promise to affect future events. If you lovingly add texture and history to every single item of treasure, all of this detail will blend together. This technique is more powerful when used sparingly.

Be prepared to be flexible when introducing special treasure details. You may find yourself about to bring in a vividly detailed treasure when the players are preoccupied with other concerns, like chasing down an

escaped enemy, saving a dying comrade, or charging onward to the next plot development. If something else has already captured their interest, turn the treasure into a nondescript pile of coins and save the vivid details for an otherwise uneventful moment.

The most memorable treasure details are those that relate in some way to other events in the campaign, including the characters' backstories. This might be as simple a matter as specifying that a cache of coins was minted in Celwynvian, when one of the PCs is exploring her elven heritage. When customizing basic treasure, ask yourself the following questions.

#### Does the item reinforce a PC's characterization?

If a player has described his character as obsessed with books, make sure that your campaign's treasure troves turn up more than their share of rare and antique tomes.

#### Can the item reflect the adventure's theme?

In an adventure where the heroes are questioning their identities, they could discover a precious mirror. During a quest for political power, they might find a crown or scepter.

#### Would the item foster an interesting debate or conflict within the party?

If one PC hates demons and wishes to destroy anything associated with them, and the other is interested in studying dark arts in order to defeat them, give them a golden demon statuette to argue over. Aim for conflicts that define the characters, rather than ones that set them at each other's throats.

#### Is there a detail that will become important later?

Foreshadow a future adventure into the ruins of a forgotten civilization by letting the adventurers discover a tapestry depicting the rise and fall of that society. This allows you to spread out the history lesson over several game sessions.

#### Can an item of treasure be used to subtly introduce an NPC?

Often you want the party to meet a supporting player in a casual context before they discover his or her true importance in the story. The NPC might later be revealed to be an evil conspirator, a prince unaware of his birthright, or a predatory monster in disguise. If so, introduce an item of treasure that character will want to buy, examine, or attempt to steal. For example, make your conspirator a rug merchant, and the item of treasure a rare and valuable carpet.





### Would an item lead the characters to interact nonviolently with an enemy who wouldn't ordinarily talk to them?

A precious memento or object of art might attract the attention of a cruel and powerful entity who wants it enough to negotiate a fair transaction under neutral circumstances. This allows the PCs to converse with the dragon, bandit king, or demon lord they'll wind up fighting later, when they have enough experience to tackle the foe.

When none of these questions help you to customize a treasure item, find a random interesting detail. Turn to a random page of the *Pathfinder Campaign Setting*, or another setting sourcebook you happen to be drawing on, and look for a detail that inspires a unique item of non-magical treasure. If you're not using a setting book, any edition of *Brewer's Dictionary of Phrase and Fable* makes a fine source of random mythological and fantastic inspiration.

For example, let's say that your random page takes you to the section of the Campaign Setting detailing the Red Mantis Assassins. Using this as inspiration, you decide that the treasure includes a fabulously expensive brooch given to top members of the organization after performing an exemplary kill. In order to trade this in for cash, the party will either have to find a merchant who doesn't fear the wrath of the Red Mantis, or seek out a high-ranking member of the group. One of the PCs might do something rash, like use the brooch to pass herself off as a member of the Red Mantis.

### BURDENSOME TREASURE

The difficulty of moving treasure out of a dungeon and back to home base might in itself inspire scenes of challenging adventure. Large or unwieldy furnishings, antiques, or art objects may require the hiring of carts, wagons, or entire trade caravans. Chunks of precious ore or extremely large coin hoards could also require huge transportation efforts. Delicate items, though easily carried, might also be tough to safely move through long stretches of treacherous terrain. Bandits and nomadic wilderness monsters often prey on slow-moving caravans. The party might end up battling as many enemies while taking a burdensome treasure back to civilization as they did to acquire it in the first place.

Although such problems are realistic and logical, they can be overused. Players think of treasure as theirs once they've found it and may resent it when it's taken away from them.

### SPECIAL TREASURES

Art objects include paintings, sculptures, ceramics, tapestries, and so on. Heavily ornamented weapons and armor may be useless in the field but highly valuable as art objects. Everyday objects from ancient civilizations may also be regarded as desirable collectibles, especially when well made. Ostentatious garments were central to the luxury

### NON-ADVENTURING MAGIC ITEMS

The magical objects detailed by the game rules are, for obvious reasons, restricted to items useful to adventurers. It stands to reason, though, that in a world of readily available enchantment, many items would be broadly useful in everyday life and of little or no interest to explorers and freebooters. These items are memorable and unique but players will inevitably trade them for cash or use them to solve plot dilemmas. You don't need detailed rules for them because they don't affect the world of adventure in which the characters operate. Categories of non-adventuring enchantments include:

- **Agricultural:** enhanced plows, fertility potions for livestock, or magic beans
- **Decorative:** art objects, architectural features, furniture, or garments made more beautiful and wondrous by magical means
- **Tools:** enhanced hammers, leather-curing vats, never-dull scissors, rope-making devices, or self-heating forges

trade of the Middle Ages, but textiles are easily damaged. If found in good condition, a heavily ornamented cloak or tunic could fetch more than a chest full of coins. Books are always rare and valuable in a pre-print society, and may be of value to scholars, collectors, monasteries, or universities. All of these luxury items are salable to knowledgeable and specialized dealers located in large civilized centers.

Art objects may be delicate or burdensome. Use of the Appraise skill is necessary to separate valuable objects from dross. Condition affects value; a badly deteriorated work fetches a low price, no matter how renowned the artist. Works by known artists increase in value if accompanied by documentation establishing their histories, but this is rarely found when objects have been stolen or looted.

### SERVICES, FRANCHISES, & PROPERTY

Rather than hauling treasure hoards from the dungeon hideouts of defeated foes, adventurers may be granted boons or gifts by patrons assigning them to perform dangerous tasks. Example assignments can include rescuing hostages, gathering information, defeating military foes, or clearing a landholding of hostile occupants.

Artisans, merchants, and others of middling means may offer free future services in exchange for adventurous deeds. These can range from free lodgings or repair work to discount magical services. Churches might gift worthy adventurers with credits for free spells, up to and including resurrections. Local authorities or wealthy non-nobles may grant franchises or licenses to perform lucrative business operations, such as textile-weaving, bookmaking, glass-blowing, or leather-tanning.



## COINS

Most of the time, a coin should be a coin—a background object the PCs quest for, but that warrants little attention. Occasionally, though, you can add a sense of reality and nuance to your world by describing certain coin hoards as possessing special properties.

**Antiquity:** Coins may have been struck hundreds or thousands of years ago. They might date to a past era of a still-extant nation, or to an extinct civilization. They may contain images of long-dead rulers, or symbols of vanished religions. Figures on the coins can be inhuman or monstrous.

**Distance:** The coins might be contemporary but originate from a far distant land. Physical clues found nearby might explain the past presence of foreign adventurers or traders.

**Unusual Forms:** Old or foreign coins might have unexpected shapes. They could have holes in the center, so they can be strung as necklaces. Triangular, spherical, square, or rectangular shapes might replace round coins, perhaps to suit the peculiar hands of non-human races.

**Bullion:** Large quantities of precious metals are sometimes found not in coin form, but as bricks or wafers. For symbolic reasons, other cultures might store them as cylinders, cones, or other less efficiently stacked shapes.

**Superficial Magic:** Coins of lost or fabulous civilizations might be imbued with decorative magic. They could glow, change color, or contain moving images. Enchanted coins might produce sounds, ranging from soothing hums to dramatically chiming music. They might emit separate aromas for each denomination, suggesting that the people who minted them relied on smell over sight.

Unusual coins might carry a value higher than their metal content suggests. Magical coins whose functions prove useful to adventurers should not count as cash, but as magical treasure far above their face value.

Outright ownership of land by commoners may be rare in a pseudo-medieval society, but noble patrons often grant property rights. Adventurers typically gain management rights over a section of arable land, which belongs to a noble either as an ancestral claim or a similar feudal grant from a ruler. When it comes to managing and working such land, adventurers may prefer to take a hands-off approach, hiring a bailiff or sheriff to oversee production and taxation. These details may then be left in the background, except when land ownership generates the occasional story hook or perhaps the occasional small profits (nothing rivaling the rewards of adventuring, of course). The PCs may periodically be called on to deal with marauders, repel invading rivals, or quell peasant rebellions.

## INTANGIBLE BENEFITS

Other rewards provide benefits with no cash trade-in value.

Kings or other rulers might confer noble titles, granting the characters status and specific legal rights forbidden to commoners. These may include various story benefits, including the right to be present at royal court. There the PCs can wield political influence, gather useful information, and find ways to enhance their holdings and franchises. Letters of marque grant the legal right to attack designated enemies, and in exchange the PCs get to keep financial proceeds without fear of legal reprisal within the king's borders.

Other authorities may confer honors and privileges valid within their own spheres of influence. A bandit king may grant rights of command and passage valid on his turf. A clerical order might recognize a PC as a defender of the faith. An honorary degree at a university allows access to libraries and knowledgeable NPCs.

Certain experiences, usually arising during successful encounters, may grant a character a bonus on checks related to a highly specific situation. The situation to which the bonus applies should reflect the original experience in some fashion. For example:

- Noble titles grant characters a +2 bonus on Diplomacy checks when dealing with NPCs of inferior rank.
- Subduing the famed Golden Bull grants the character a +2 bonus on Handle Animal involving beasts of burden.
- By slaying the Lich of Gwyndor, the character gains a +2 bonus on all Spellcraft checks concerning necromancy.

To avoid overload, these “situational bonuses” might be limited to three such awards per character. Characters who reach their limit can drop old bonuses to gain new ones.

## STORY BENEFITS

Some adventures can confer additional benefits to make it easier for the characters to overcome upcoming obstacles. Often you can describe these story benefits in advance, increasing the players' investment in the proceedings.

- “By driving the orcs out of the valley, you'll make it safe for the peasants who live on your landholding.”
- “By capturing the Golden Cornucopia, you can save the besieged residents of High Castle from starvation.”
- “By disarming the astral cannon, you can stop the priests of Urgathoa from decimating the paladin army.”

Sometimes story benefits become obvious after the characters overcome a crucial obstacle. The PCs may discover only in retrospect that they've saved farmers, lifted the siege of High Castle, or shielded a paladin army.

Story benefits can provide information, grant political influence, or allow NPC allies to overcome rivals and enemies. They allow adventurers to meet or solidify connections to important NPCs. As with any exciting ongoing story, a success often leads to a new challenge, and additional obstacles and encounters for the heroes to overcome.



## TREASURES AS ADVENTURES

Treasures usually appear as the caper to a successful encounter or adventure. Though their appearance may mark the end of one story, they can also serve as springboards to further events.

You can draw out the sense of emotional reward treasure brings by making its acquisition a multi-step affair. Anticipated rewards are sweeter than surprise treasures. By completing one encounter, the heroes may obtain a map, document, or verbal description pointing to a treasure's actual location. This should be an impressive haul of cash or magic the entire group will look forward to claiming.

Alternatively, the treasure itself might be assembled from several parts, each gained after a separate encounter. Magical relics might accumulate additional powers as the pieces are put together. A group of dispersed art objects—for example, a chess set or a collection of royal jewels—may have a greater value if sold together than piecemeal. Linked treasures can unify an otherwise unrelated series of combat and exploration sequences.

Intelligent magic items give you wide latitude to launch adventures. Give the item an agenda of its own. It works to persuade its owner to perform missions furthering its goal. It might unlock new powers as its agenda is served, in effect making it a multi-step treasure. Like any influential NPC, an intelligent item may have past enemies who come gunning for it. Its owners might simply evade them, or counter by actively seeking and defeating their newly acquired foes.

Story events may be triggered not only by the discovery of items but also by their use. When the heroes solve problems using mighty magic items, the unintended consequences of their actions may spawn further adventure plots. For example, magical wishes may alter the world in unexpected ways. After unwittingly skewing the cosmic balance, the adventurers may have to undertake further tasks to put matters right.

## Exit Rewards

As your campaign reaches a final climax, you may choose to lay the groundwork for story rewards that change the characters forever, bringing closure to their personal narratives. You may do this when you know a player is leaving your game for good, or when you want to wrap up the entire campaign. The latter is a natural choice as PCs reach the game's highest levels.

Given enough advance notice, you can create a series of adventures leading to an indispensable position for a departing hero. This impressive new role in the world precludes the PC from embarking on further adventures—though the character might make occasional cameo appearances as an NPC, played by you. The exiting hero might take on political power as a king,

emperor, or elected ruler. She might be granted military authority as a general, or rise to heights of clerical power as a pontiff or high priestess.

The ultimate exit reward is apotheosis, an ascension to godhood or similar immortal status. Perhaps in the wake of plane-shattering events that leave holes in the known pantheon, the heroes achieve victories so great that they depart the mortal world. Now vastly powerful but unable to intervene directly in mortal events, they accept worship, dole out divine spells to their followers, and hold court in their newly acquired celestial realms. Incorporate these new gods into your next campaign, allowing players' new characters to worship their former ones as deities.

Be careful to avoid favoritism when concluding a PC's career with exit rewards. Give everyone a chance to shape his favored glorious end state. Collaborate with players to successfully bring the closure they envision to their exiting heroes. If they see their characters retiring to blissful obscurity, that can be just as satisfying a reward as godhood.





## PCS CONTROLLING REWARDS

In some cases, the PCs themselves can take on the responsibility of providing their own rewards, using character abilities and resources gained from their adventures to create exactly the weapons, armors, tools, and treasures they desire. While mundane items might be created using various Craft skills, many PCs set their sights upon more extraordinary goals, such as researching and designing new spells and crafting magic items.

### RESEARCH AND DESIGNING SPELLS

The subject of designing spells is touched on only briefly in the *Pathfinder RPG Core Rulebook*. While some guidance on cost and time is provided, a GM needs to consider balance and design factors before allowing a PC to introduce a new spell into the game. As a first step, request a detailed write-up of the spell using the Pathfinder RPG rules. Based on this write-up, you can determine whether or not the spell is balanced for its level and appropriate for the game.

**Spell Categories:** When considering a new spell, first determine the category into which it fits. Spells can be divided into the broad categories of offensive magic (spells that deal direct damage, enhance combat abilities, or summon allies to fight), defensive magic (spells that protect the caster or her allies, control or impede enemies, or heal damage), and utility magic (spells of general use outside of combat, such as travel magic and most divinations). Some spells fit into multiple categories, such as *teleport*, with both defensive and utility applications.

**Level-Appropriate:** Compare the new spell to other spells in the same category and at or near the desired spell level. Pay close attention to “must have” choices like *fireball*, *dimension door*, and *wall of force*. If the spell is more powerful or more useful than other spells of the desired level, increase the level. If it seems weak, consider lowering the level. If there is already a similar spell in the game, pay particularly close attention to the new spell's relative power.

**Saving Throw or Attack Roll:** Most spells that are usable against others should require either a saving throw or an attack roll (generally touch or ranged touch). Spells that are quite powerful for their level, like *disintegrate* or *phantasmal killer*, may require both, or allow two saving throws. Watch out for spells that effectively take the target out of the fight and are negated by a saving throw. Consider adding a minor effect even on a successful save, and toning down the result of a failed save. Spells that automatically affect the target should be higher level or limited in their consequences.

**Components:** Unless there's a particularly good reason, almost all spells should require both verbal and somatic components, and most divine spells should require a divine focus. Spells with no verbal component are particularly rare. If the spell-as-designed lacks them, consider adding material component or focus requirements as a means of adding flavor. Expensive components and foci are a good way to adjust the effective power of a spell without changing the level.

### Good Spells and Bad Spells

The best spells do something interesting even when the casting isn't fully successful. They should have fairly simple mechanics without many ambiguities, special cases, or qualifications. If a spell takes a half-page or more to describe, it is probably too complicated and should be rejected or revised.

Watch out for spells that counter or otherwise render useless equal- or higher-level magics. For defensive spells, countering an equal-level spell is fine (like *shield* negating *magic missile*), but an offensive spell generally should only overcome lower-level defenses or higher-level spells that duplicate those defenses (like *disintegrate* destroying both *wall of force* and *forcecage*).

Good spells expand upon the existing themes of magic, but in a novel manner. The game doesn't really need more ways to throw damage around, but a spell that hurls adjacent enemies away from the caster is both interesting and useful. Watch for spells that break the implied limits of the game. Most arcane casters have poor healing abilities, and divine spells rarely excel at direct damage. With rare exception, spells shouldn't duplicate existing class features or feats.

While as a general rule overly specialized spells are a bad idea, there's much to be said for researching specialized spells like a brewer's blessing or a charm to hold a shoe on a horse. If a player is particularly excited about the spell, consider approving it even if it doesn't have much in-game application.

### Creating a Spell

Successfully researching a new spell requires time and expensive research. An optional system for researching new spells is outlined below. The research should cost at least 1,000 gp per spell level (or even more for particularly exotic spells) and require both the Spellcraft skill and a Knowledge skill appropriate to the researcher's class. Wizards and bards use Knowledge (arcana), sorcerers use a Knowledge skill appropriate to their heritage (usually arcana, nature, or planes), druids and rangers use the Knowledge (nature) skill, and clerics and paladins use Knowledge (religion). The actual research process varies by the type of spell, often involving magical experimentation,



the purchase and study of moldy scrolls and grimoires, contact with powerful magical beings or outsiders, and extensive meditation or rituals.

For each week of research, the caster makes separate Knowledge and Spellcraft checks against a DC of 20 plus twice the level of the spell being researched, modified according to Table 5-1. To successfully research the spell, the caster must succeed at both checks. Failure indicates the week was wasted. Spells of 4th–6th level requires 2 weeks of successful research, while spells of 7th–9th level require 4 weeks. The researcher may employ up to two assistants in the research process to assist on the skill checks using the aid another action (see page 86 of the *Pathfinder RPG Core Rulebook*).

## SPELL COMPONENTS

The Pathfinder Roleplaying Game handles most spell components in a fairly abstract fashion: the components are purchased as part of a spell component pouch, which is assumed to contain the required quantity of any components for any spell of which the caster has knowledge. For many GMs, this suits their needs, and other than having the player mark off some gold when his PC uses a more expensive component like diamond dust, that is the extent of attention spell components receive. The virtue of this system is speed and simplicity. A GM desiring more verisimilitude can instead require the PCs track down or prepare individual components, and even allow PCs to obtain enhanced components that improve their spells.

Even when tracking individual components, many reagents are so common they can be assumed to be easily found. Save the legwork for commissioning tiny silver whistles (for *mage's faithful hound*), finding dragon scales (for *form of the dragon*), and things of that nature. Yet even then, don't go overboard—while finding rare components can be a fun opportunity for side-quests, your players go grocery shopping often enough in real life, and obsessing over whether their leaves are fresh or their eggshell components got cracked in the last fall is a good way to bore your players and ensure nobody wants to play a caster in your game.

## Components for New Spells

Two principles of magic to remember when considering spell components are that of contagion (a part retains a connection to the whole) and sympathy (like produces like). A component can be linked to its source, manipulating or drawing power from that source, or it can produce effects based upon its nature.

Historically, components such as blood carried both the life and strength of a creature, and the potential to bind two lives together; coffin nails could be pounded or bound into a weapon, making it strike true; hair and nails rendered the original owner vulnerable to hostile

TABLE 5-1: SPELL RESEARCH MODIFIERS

Condition	DC Modifier
Caster already knows a similar spell	–2
Per material component required	–2 (maximum –6)
Focus required	–2 to –5, based on cost and rarity
No verbal component	+10
No somatic component	+5
Additional research materials	–1 per 100 gp per spell level (maximum +5)

magic even at great distances; and animal horns and tusks provide protection to their wearer, not to mention the healing properties of a unicorn's horn.

Most spell components in the Pathfinder RPG are based on sympathy, either duplicating the desired outcome of the spell (gauze and a wisp of smoke for *gaseous form*) or having properties related to the spell (an owl's feather for *owl's wisdom*). The latter sort of component may utilize contagion as well, as the single feather retains the nature of the whole.

When adding material components or a focus to a new spell, consider what forces the spell is shaping, and select components that reflect those forces. Good components don't necessarily need to be literally appropriate—the handful of earth required for *detect undead* is an example of a more symbolic fit. Humorous spell components are tempting (and well represented in the game), but should be used sparingly.

## Enhanced Components

An enhanced component is a specialized reagent used to improve a spell. The exact effects of such a component are up to the GM, but may include a small increase to save DC, caster level, damage, range, or duration. Particularly rare enhanced components may even provide the benefits of metamagic feats. In addition, enhanced components used in long-duration spells often make them significantly harder to dispel.

The power of a component is strongly influenced by the means by which it was obtained. For most magic, the most powerful components are those freely given, rather than taken by force, thievery, or magical compulsion. A vial of dragon's tears wept during a masterful performance may well hold more magic than a vial of blood taken from that same dragon's ravaged corpse. The same is not true for darker magics. For such spells, components obtained in profane and blasphemous rituals are the most powerful by far.

Symbolism is key in obtaining enhanced components. A wizard seeking the last light of an eclipse to enhance a *sunburst* might catch the sun's rays in a mirror, while



a druid might gather the nectar of morning glories that bloomed in the day's light and shut in the darkness of the eclipse for the same spell. Neither is literally the last light of the sun, but the principle of contagion suffices to enhance the spell.

Before introducing enhanced components into your game, consider the implications of allowing casters to increase their abilities without investing in metamagic feats or permanent magic items. To preserve their rare and exotic feel, enhanced components should not be easily obtainable or fixed in price. Finding a source for an enhanced component is an adventure in itself, and the quantities available should be limited to just a few castings. Two examples are as follows:

**Dragon's Tears:** These yellowish drops extend the duration of any spell that influences emotion, such as *heroism* or *rage*. If the tears are both genuine and freely given, the duration is increased by 50%. If obtained by trickery or magic, the increase is only 20%.

**Vampire Dust:** The carefully sifted dust of a destroyed vampire enhances spells fueled by negative energy. A single vampire yields only 1d4+1 uses of dust. Spells infused with vampire dust receive a +1 bonus to caster level. If the caster personally slew the vampire, the dust increases save DCs by +1 as well.

## WISHES

The monstrous four-armed demon spoke in a surprisingly pleasant tenor voice. "And what, pray tell, is it you so desire?" Seltiyel paused, steeling his resolve. "I wish suffering for my family, tenfold for each wrong visited upon myself. I wish the lord mayor's daughter and rank, and his head resting beneath my boot. I wish for such wealth that even a Qadiran merchant would weep with envy." The demon's laugh boomed throughout the cavern. "Is that all, little one? I expected ambition."

More so than almost any other ability, *wish* and its cousin *miracle* have the potential to drastically change a campaign. When your players reach the upper echelons of the game at 15th level and beyond, you should consider whether or not you want to allow your players access to *wishes*, as even if they can't buy them, they'll soon enough be able to cast the *wish* spell themselves.

The easiest way to control *wish* is to restrict it to those options listed in the *Pathfinder RPG Core Rulebook*. None of these uses are game-breaking. However, by expanding the boundaries of *wish* and *miracle*, you open up roleplaying and story opportunities that can keep your high-level game fresh and exciting for many adventures to come.

**Types of Wishes:** One of the first boundaries to set is whether or not all wishes are created equal, and have similar constraints. Treating all *wishes* the same has the

virtues of consistency and simplicity, and helps keep your game under control. Having a hierarchy of *wishes* gives fodder for the story in your game, letting PCs alter their local reality with their wishes, but leaving the option of seeking out higher powers to grant the wishes spoken of in legends. A suggested hierarchy is *wishes* from spells or magic items, followed by *miracle*, *wishes* granted by artifacts and relics, *wishes* granted by powerful outsiders like the efreet and djinn, and finally those *wishes* bestowed directly by gods and other entities beyond mortal ken.

**Making Good Wishes:** The best *wishes* are short, unambiguous, related to matters immediately at hand, and usually aimed at a simple (if powerful) task. A *wish* for a sundered *mirror of mental prowess* to be made whole or a *wish* to reveal the identity of the thief of the crown jewels is unlikely to go awry.

**Making Bad Wishes:** *Wishes* born of greed or vengeance have a way of turning sour. Attempts to guard against mishap with a list of conditions and qualifiers are rarely successful, most often resulting in partial fulfillment of the *wish*. *Wishes* that stretch the limits of the power granting them are always ill advised. If the *wish* is from a spell or magic item, failure or backlash is likely, while if the *wish* is from an outside source, the granter of the *wish* may be angered by mortal temerity and twist the *wish* or otherwise seek retribution against the wisher.

**Twisting Wishes:** Folklore is filled with tales of *wishes* gone awry, bringing heartbreak, misery, and perhaps eventually wisdom to the hapless wisher. The *wishes* most likely to be perverted away from the wisher's intent are *wishes* granted by hostile outsiders, *wishes* from cursed objects, and bad *wishes* as described above. Evil outsiders in particular are loath to grant *wishes* that don't serve evil ends, and take every opportunity to twist them toward harm and suffering. A *wish* for eternal life may leave the wisher imprisoned in a decrepit yet still undying body. A *wish* for a powerful magic item can be granted by stealing the item from a powerful and vengeful lord. *Wishes* are best turned awry by adhering closely to the letter of the *wish*, but violating the spirit.

**Deferred Results:** Rather than denying a particularly powerful *wish*, such as for the throne of a kingdom, the *wish* can be granted over an extended period. The *wish* subtly reshapes reality, guiding the wisher through seeming coincidence, good fortune, and the timely appearance of helpful NPCs. Success is not assured unless the PC takes advantage of her opportunities.

## MAKING MAGIC ITEMS

In every campaign, there comes a time when the PCs are no longer satisfied with the magic items available to their characters. Whether looking for a power to complement their skills, a new twist on an old favorite, or just the sheer



joy of invention, creating a new magic item opens up new venues for a PC. It is also a great way to leave a mark on the campaign—after all, even the oldest magic items were once new to the world.

Pricing a magic item is more art than science. Guidance on item pricing is given in Table 15–29 on page 550 of the *Pathfinder RPG Core Rulebook*, but a trip through the magic item section shows the formulas are often not applied exactly. An example is the *ring of invisibility*, with a calculated price of 10,800 gp, but a book value of 20,000 gp. This is because the at-will nature of the ring offsets the biggest drawback of *invisibility*, namely that it ends after attacking. When pricing new magic items, watch out for any item that counteracts a basic weakness of an ability, class, or spell.

The best test for item pricing is to compare it to “must have” items in the game, like weapons, armor, and stat-boosting gear. Also compare it to other items that share the same slot, and items with similar powers. As a rule of thumb, if you’d take the item in a heartbeat over a more expensive standard item, it is probably too cheap. And if you’d never consider taking a 10,000 gp ring over a *belt of physical might +2* or even a *+2 battleaxe*, it might just be overpriced. However, it is safer to price items too high rather than too low. After all, the PC gets a new, custom magic item out of the arrangement, and that’s worth paying a bit extra.

### Ad-Hoc Pricing

If there’s no effect in Table 15–29 that matches the new item’s powers, try looking through existing magic items for something that’s close. For example, Seltiel wants to add the *bladethirst* ability to his longsword, a power he’s come up with that lets him draw the weapon as a free action. This is essentially the *Quick Draw* feat, but tied to a single weapon. Even though it’s a weapon enhancement, Seltiel wants it as a flat cost, like adding fire resistance to a suit of armor. Looking over the ability, the GM

decides that this fits well, since it doesn’t really scale up with a more powerful weapon. *Gloves of arrow snaring* are a 4,000 gp item that grants a feat, so the GM uses this as the base price. Multiple different abilities on a magic item would normally increase this cost by 50%, but since the *Quick Draw* feat would allow drawing items other than just a single weapon, the GM splits the difference and makes it a 5,000 gp weapon enhancement.

### Keeping the Balance

Watch out for magic items that provide benefits beyond the calculated price. Keep an eye toward preserving the existing power level of magic items in the game.

**Disadvantages That Aren’t:** Be wary of items that are designed with a class or alignment restriction in order to lower the price. Since the item’s restriction doesn’t restrict the character who is going to use it, it isn’t really a drawback at all and shouldn’t reduce the price.

**Slotless Items:** The *Pathfinder RPG* is designed with assumptions about how many magic items a character can reasonably use at the same time, requiring players to make hard choices about which magic items their PCs acquire. Slotless items like *ioun stones* are usually either relatively low-powered or specialized in purpose. Think carefully before allowing a new magic that essentially duplicates an old one, but without using up an item slot.

**Good Item, Bad Formula:** Take a look at what the magic item actually does, and compare it to the formula used. Consider tweaking the cost or powers to match the provided benefit. A ring that provides *mind blank* calculates to 153,000 gp, while one that casts *mind blank* once per day (at 24 hours per use) comes out to 55,080 gp. In truth, there’s not a large difference in utility between the two items, and the first ring is a better fit for the theme of continuous mental protection.





## RANDOM ITEM GENERATORS

The following tables allow GMs to randomly generate a wide variety of specific magic items, and complement the item generation tables found in the *Pathfinder RPG Core Rulebook*. Note that these tables create masterwork versions of armor and weapons—if you want to roll up normal, non-masterwork items, simply subtract the masterwork cost from the base prices listed. If generated items prove too powerful (or not powerful enough!) for your PCs' levels, simply roll again!

### TABLE 5-2: RANDOM ITEMS

Minor <sup>1</sup>	Medium <sup>1</sup>	Major <sup>1</sup>	Item	Consult Table
1–25	—	—	Mundane equipment (worth 10 gp or less)	6–9: Goods and Services <sup>2</sup>
26–36	—	—	Mundane equipment (worth 11–50 gp or less)	6–9: Goods and Services <sup>2</sup>
37–42	1–5	—	Mundane equipment (worth 51–100 gp or less)	6–9: Goods and Services <sup>2</sup>
43–46	6–16	—	Mundane equipment (worth 100 gp or more)	6–9: Goods and Services <sup>2</sup>
47–56	17–19	—	Armor or shield (non-magical masterwork)	5–4: Random Armor and Shields
57–69	20–23	—	Weapon (non-magical masterwork)	5–11: Random Weapons
70–77	24–35	1–10	Potion	5–19: Random Potions and Oils
78–83	36–45	11–22	Scroll	5–24: Random Scrolls
84–88	46–53	23–26	Minor wondrous item	15–18: Minor Wondrous Items <sup>2</sup>
89–91	54–68	27–38	Armor or shield (magical)	5–4: Random Armor and Shields
92–96	69–83	39–56	Weapon (magical)	5–11: Random Weapons
97–98	84–91	57–66	Wand	5–47: Random Wands
99–100	92–95	67–74	Ring	15–13: Rings <sup>2</sup>
—	96–100	75–84	Medium wondrous item	15–19: Medium Wondrous Items <sup>2</sup>
—	—	85–90	Rod	15–14: Rods <sup>2</sup>
—	—	91–94	Staff	15–16: Staves <sup>2</sup>
—	—	95–100	Major wondrous item	15–20: Major Wondrous Items <sup>2</sup>

<sup>1</sup> Average values: minor, 1,000 gp; medium, 10,000 gp; major, 40,000 gp.

<sup>2</sup> See the *Pathfinder RPG Core Rulebook*.

### TABLE 5-3: RANDOM ARMOR

d%	Armor <sup>1</sup>	Price	Special Materials <sup>2</sup>
1–5	Padded armor	155 gp	—
6–13	Leather armor	160 gp	—
14–22	Studded leather armor	175 gp	Metals
23–30	Chain shirt	250 gp	Metals
31–38	Hide armor	165 gp	Dragonhide
39–46	Scale mail	200 gp	Metals
47–54	Chainmail	300 gp	Metals
55–62	Breastplate	350 gp	Dragonhide, metals
63–70	Splint mail	350 gp	Metals
71–78	Banded mail	400 gp	Dragonhide, metals
79–86	Half-plate	750 gp	Dragonhide, metals
87–94	Full plate	1,650 gp	Dragonhide, metals
95–97	Armor with armor spikes; roll again for armor type	+50 gp	—
98–100	Armor with locked gauntlet; +8 gp roll again for armor type	—	—

<sup>1</sup> For magic armor, consult Table 5–8: Magic Armor and Shields.

<sup>2</sup> Consult Table 5–6: Armor Special Materials.

### TABLE 5-4: RANDOM ARMOR AND SHIELDS

d%	Armor Category	Consult Table
1–55	Armor	5–3: Random Armor
56–100	Shield	5–5: Random Shields

### TABLE 5-5: RANDOM SHIELDS

d%	Shield <sup>1</sup>	Price	Special Materials <sup>2</sup>
1–16	Buckler	165 gp	Wood, steel
17–32	Shield, light wooden	153 gp	Wood
33–48	Shield, light steel	159 gp	Steel
49–64	Shield, heavy wooden	157 gp	Wood
65–80	Shield, heavy steel	170 gp	Steel
81–95	Shield, tower	180 gp	Wood
96–100	Shield with shield spikes <sup>3</sup> ; roll again for shield type	+10 gp	—

<sup>1</sup> For magic shields, consult Table 5–8: Magic Armor and Shields.

<sup>2</sup> Consult Table 5–7: Shield Special Materials.

<sup>3</sup> Reroll buckler and tower shield, which cannot have spikes.





TABLE 5-6: ARMOR SPECIAL MATERIALS

Category <sup>1</sup>	Normal	Adamantine <sup>2</sup>	Dragonhide <sup>3</sup>	Mithral <sup>4</sup>
Dragonhide	01–90	—	91–100	—
Dragonhide, metals	01–90	91–94	95–98	99–100
Metals	01–90	91–97	—	98–100

<sup>1</sup> For magic armor, consult Table 5–8: Magic Armor and Shields.

<sup>2</sup> For adamantite armor, add +4,850 gp to light armor, +9,850 gp to medium armor, +14,850 gp to heavy armor.

<sup>3</sup> For dragonhide armor, double the item's cost.

<sup>4</sup> For mithral armor, add +850 gp for light armor, +3,850 gp for medium armor, +8,850 gp for heavy armor.

TABLE 5-7: SHIELD SPECIAL MATERIALS

Category <sup>1</sup>	Normal	Darkwood <sup>2</sup>	Dragonhide <sup>3</sup>	Mithral <sup>4</sup>
Steel	01–90	—	91–95	96–100
Wood	01–90	91–100	—	—
Wood, steel	01–90	91–95	—	96–100

<sup>1</sup> For magic shields, consult Table 5–8: Magic Armor and Shields.

<sup>2</sup> For darkwood shields, add +10 gp per pound.

<sup>3</sup> For dragonhide shields, double the item's cost.

<sup>4</sup> For mithral shields, add +850 gp.

TABLE 5-8: MAGIC ARMOR AND SHIELDS

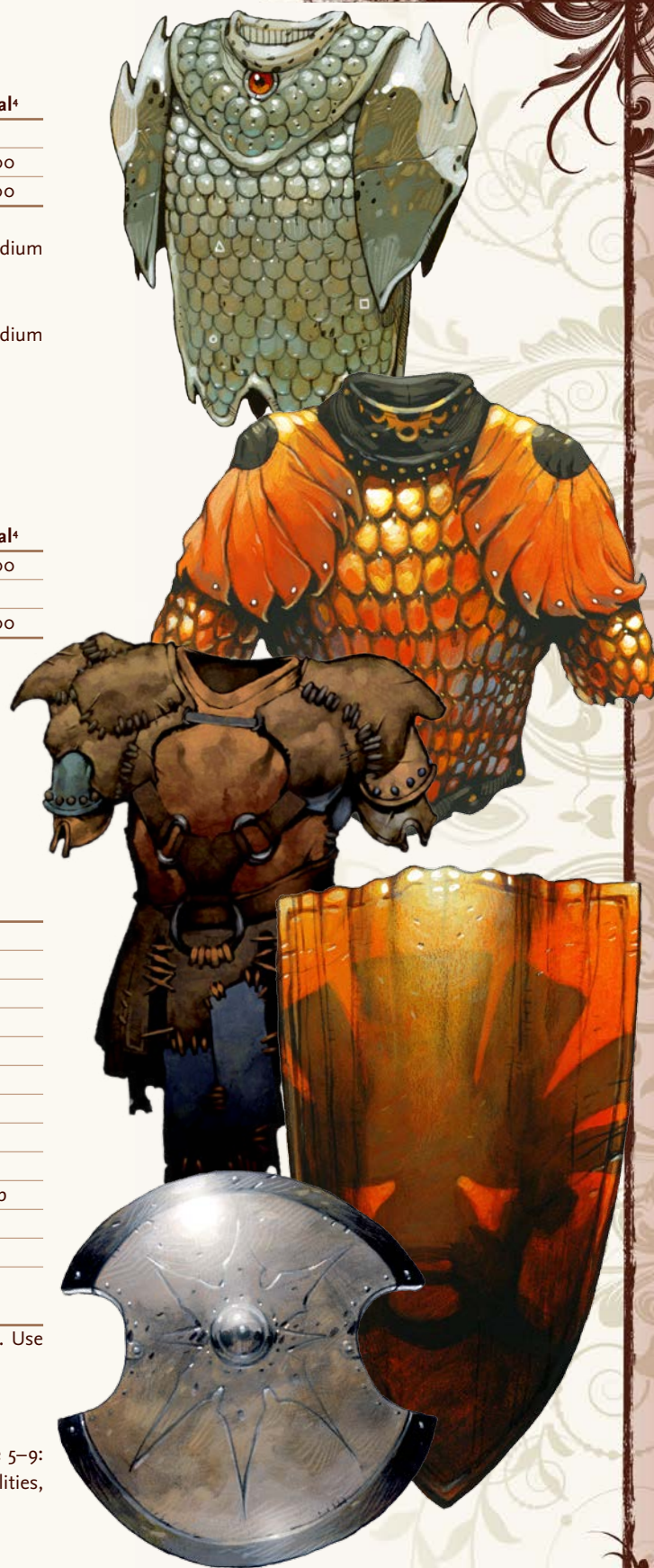
Minor	Medium	Major	Item	Base Price
01–80	01–10	—	+1 armor/shield	1,000 gp
81–87	11–30	—	+2 armor/shield	4,000 gp
—	31–50	01–16	+3 armor/shield	9,000 gp
—	51–57	17–38	+4 armor/shield	16,000 gp
—	—	39–57	+5 armor/shield	25,000 gp
—	—	—	+6 armor/shield <sup>1</sup>	36,000 gp
—	—	—	+7 armor/shield <sup>1</sup>	49,000 gp
—	—	—	+8 armor/shield <sup>1</sup>	64,000 gp
—	—	—	+9 armor/shield <sup>1</sup>	81,000 gp
—	—	—	+10 armor/shield <sup>1</sup>	100,000 gp
88–89	58–60	58–60	Specific armor <sup>2</sup>	—
90–91	61–63	61–63	Specific shield <sup>3</sup>	—
92–100	64–100	64–100	Special ability and roll again <sup>4</sup>	—

<sup>1</sup> Armor and shields can't have enhancement bonuses higher than +5. Use these lines to determine price when special abilities are added in.

<sup>2</sup> Consult Table 15–6: Specific Armors (Core Rulebook 464).

<sup>3</sup> Consult Table 15–7: Specific Shields (Core Rulebook 467).

<sup>4</sup> Reroll specific armor, specific shield, or special ability. Consult Table 5–9: Magic Armor Special Abilities or Table 5–10: Magic Shield Special Abilities, as appropriate.





**TABLE 5-9: MAGIC ARMOR SPECIAL ABILITIES**

Minor	Medium	Major	Special Ability	Base Price Modifier
01–25	01–05	01–03	Glamerd	+2,700 gp
26–32	06–08	04	Fortification, light	+1 bonus <sup>1</sup>
33–52	09–11	—	Slick	+3,750 gp
53–92	12–17	—	Shadow	+3,750 gp
93–96	18–19	—	Spell resistance (13)	+2 bonus <sup>1</sup>
97	20–29	05–07	Slick, improved	+15,000 gp
98–99	30–49	08–13	Shadow, improved	+15,000 gp
—	50–74	14–28	Energy resistance	+18,000 gp
—	75–79	29–33	Ghost touch	+3 bonus <sup>1</sup>
—	80–84	34–35	Invulnerability	+3 bonus <sup>1</sup>
—	85–89	36–40	Fortification, moderate	+3 bonus <sup>1</sup>
—	90–94	41–42	Spell resistance (15)	+3 bonus <sup>1</sup>
—	95–99	43	Wild	+3 bonus <sup>1</sup>
—	—	44–48	Slick, greater	+33,750 gp
—	—	49–58	Shadow, greater	+33,750 gp
—	—	59–83	Energy resistance, improved	+42,000 gp
—	—	84–88	Spell resistance (17)	+4 bonus <sup>1</sup>
—	—	89	Etherealness	+49,000 gp
—	—	90	Undead controlling	+49,000 gp
—	—	91–92	Fortification, heavy	+5 bonus <sup>1</sup>
—	—	93–94	Spell resistance (19)	+5 bonus <sup>1</sup>
—	—	95–99	Energy resistance, greater	+66,000 gp
100	100	100	Roll again twice <sup>2</sup>	—

<sup>1</sup> Add to enhancement bonus on Table 5-8: Magic Armor and Shields to determine total market price.

<sup>2</sup> If you roll a special ability twice, roll again. If you roll two versions of the same special ability, use the better.

**TABLE 5-10: MAGIC SHIELD SPECIAL ABILITIES**

Minor	Medium	Major	Special Ability	Base Price Modifier
01–20	01–10	01–05	Arrow catching	+1 bonus <sup>1</sup>
21–40	11–20	06–08	Bashing	+1 bonus <sup>1</sup>
41–50	21–25	09–10	Blinding	+1 bonus <sup>1</sup>
51–75	26–40	11–15	Fortification, light	+1 bonus <sup>1</sup>
76–92	41–50	16–20	Arrow deflection	+2 bonus <sup>1</sup>
93–97	51–57	21–25	Animated	+2 bonus <sup>1</sup>
98–99	58–59	—	Spell resistance (13)	+2 bonus <sup>1</sup>
—	60–79	26–41	Energy resistance	+18,000 gp
—	80–85	42–46	Ghost touch	+3 bonus <sup>1</sup>
—	86–95	47–56	Fortification, moderate	+3 bonus <sup>1</sup>
—	96–98	57–58	Spell resistance (15)	+3 bonus <sup>1</sup>
—	99	59	Wild	+3 bonus <sup>1</sup>
—	—	60–84	Energy resistance, improved	+42,000 gp
—	—	85–86	Spell resistance (17)	+4 bonus <sup>1</sup>
—	—	87	Undead controlling	+49,000 gp
—	—	88–91	Fortification, heavy	+5 bonus <sup>1</sup>
—	—	92–93	Reflecting	+5 bonus <sup>1</sup>
—	—	94	Spell resistance (19)	+5 bonus <sup>1</sup>
—	—	95–99	Energy resistance, greater	+66,000 gp
100	100	100	Roll again twice <sup>2</sup>	—

<sup>1</sup> Add to enhancement bonus on Table 5-8: Magical Armor and Shields to determine total market price.

<sup>2</sup> If you roll a special ability twice, roll again. If you roll two versions of the same special ability, use the better.





TABLE 5-II: RANDOM WEAPONS

d%	Weapon Category
01–45	Table 5–12: Simple Weapons
46–80	Table 5–13: Martial Weapons
81–100	Table 5–14: Exotic Weapons

TABLE 5-12: SIMPLE WEAPONS

d%	Weapon <sup>1</sup>	Price	Special Materials <sup>2</sup>
01–05	Blowgun	302 gp	—
06–08	Darts, blowgun (10)	6 gp	Metals
09–13	Club	300 gp	Wood
14–16	Crossbow, heavy	350 gp	—
17–21	Crossbow, light	335 gp	—
22–24	Bolts, crossbow (10)	61 gp	Metals
25–29	Dagger	302 gp	Metals
30–34	Dagger, punching	302 gp	Metals
35–39	Dart	300 gp	Metals
40–44	Gauntlet	302 gp	Metals
45–49	Gauntlet, spiked	305 gp	Metals
50–54	Javelin	301 gp	Metals, wood
55–59	Longspear	305 gp	Metals, wood
60–62	Mace, heavy	312 gp	Metals
63–67	Mace, light	305 gp	Metals
68–72	Morningstar	308 gp	Metals
73–77	Quarterstaff	600 gp	Wood
78–82	Shortspear	301 gp	Metals, wood
83–87	Sickle	306 gp	Metals
88–92	Sling	300 gp	—
93–95	Bullets, sling (10)	60 gp	Metals
96–100	Spear	302 gp	Metals, wood

<sup>1</sup> For magical weapons, consult Table 5–16: Magic Weapons.

<sup>2</sup> Consult Table 5–15: Weapon Special Materials.

TABLE 5-13: MARTIAL WEAPONS

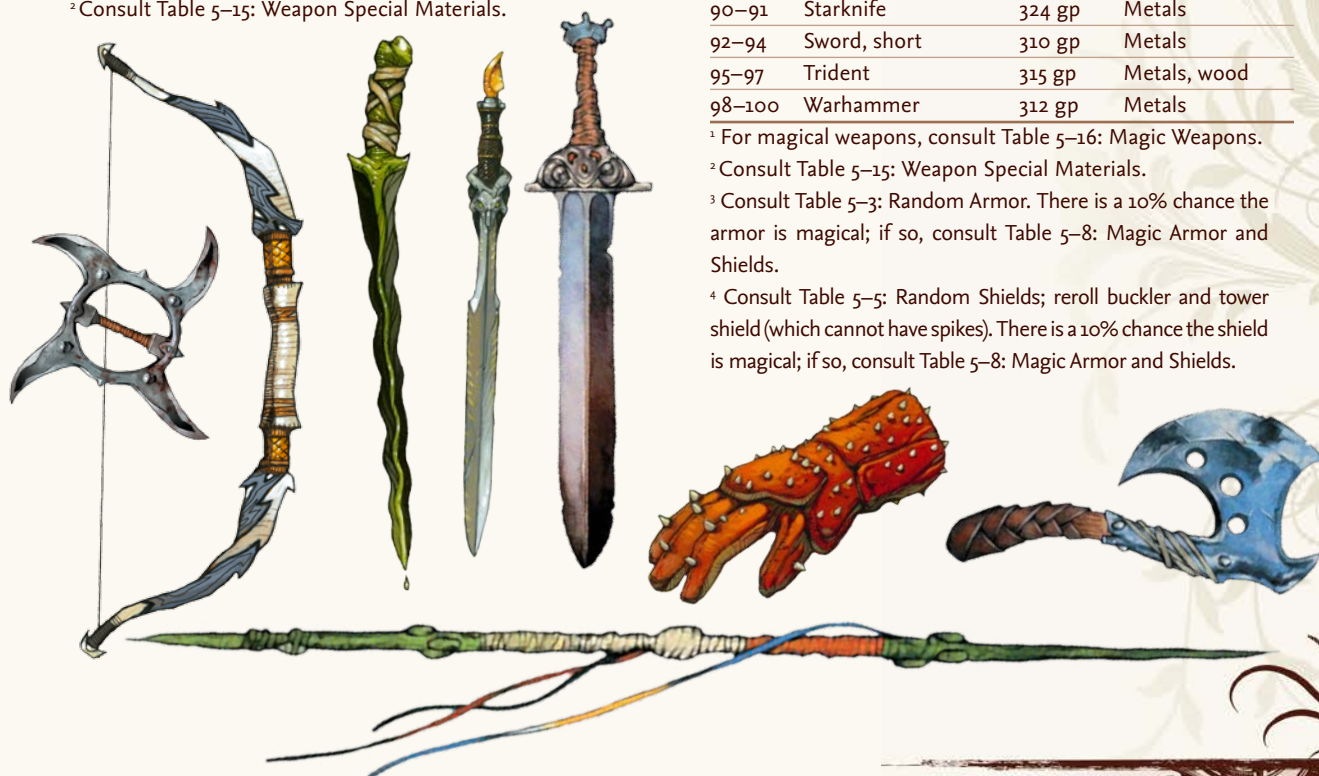
d%	Weapon <sup>1</sup>	Price	Special Materials <sup>2</sup>
01–02	Axe, throwing	308 gp	Metals
03–04	Battleaxe	310 gp	Metals
05–06	Falchion	375 gp	Metals
07–09	Flail	308 gp	Metals
10–11	Flail, heavy	315 gp	Metals
12–13	Glaive	308 gp	Metals
14–16	Greataxe	320 gp	Metals
17–19	Greatclub	305 gp	Wood
20–22	Greatsword	350 gp	Metals
23–24	Guisarme	309 gp	Metals
25–26	Halberd	310 gp	Metals
27–29	Hammer, light	301 gp	Metals
30–32	Handaxe	306 gp	Metals
33–34	Kukri	308 gp	Metals
35–37	Lance	310 gp	Metals
38–41	Longbow	375 gp	Wood
42–45	Longbow, composite	400 gp	Wood
46–48	Arrows (20)	121 gp	Metals
49–51	Longsword	315 gp	Metals
52–53	Pick, heavy	308 gp	Metals
54–56	Pick, light	304 gp	Metals
57–58	Ranseur	310 gp	Metals
59–61	Rapier	320 gp	Metals
62–63	Sap	301 gp	—
64–66	Scimitar	315 gp	Metals
67–69	Scythe	318 gp	Metals
70–78	Shortbow	330 gp	Wood
79–82	Shortbow, composite	375 gp	Wood
83	Armor spikes <sup>3</sup>	+50 gp	—
84–86	Shield spikes <sup>4</sup>	+10 gp	—
90–91	Starknife	324 gp	Metals
92–94	Sword, short	310 gp	Metals
95–97	Trident	315 gp	Metals, wood
98–100	Warhammer	312 gp	Metals

<sup>1</sup> For magical weapons, consult Table 5–16: Magic Weapons.

<sup>2</sup> Consult Table 5–15: Weapon Special Materials.

<sup>3</sup> Consult Table 5–3: Random Armor. There is a 10% chance the armor is magical; if so, consult Table 5–8: Magic Armor and Shields.

<sup>4</sup> Consult Table 5–5: Random Shields; reroll buckler and tower shield (which cannot have spikes). There is a 10% chance the shield is magical; if so, consult Table 5–8: Magic Armor and Shields.



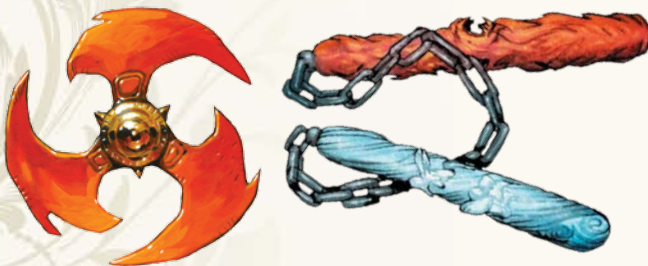


**TABLE 5-14: EXOTIC WEAPONS**

d%	Weapon <sup>1</sup>	Price	Special Materials <sup>2</sup>
01–05	Axe, orc double	660 gp	Metals
06–10	Bolas	305 gp	—
11–15	Chain, spiked	325 gp	Metals
16–20	Crossbow, hand	400 gp	—
21–23	Bolts, hand crossbow (10)	61 gp	Metals
24–26	Crossbow, repeating heavy	700 gp	—
27–29	Crossbow, repeating light	550 gp	—
30–32	Bolts, repeating crossbow (5)	31 gp	Metals
33–37	Curve blade, elven	380 gp	Metals
38–42	Flail, dire	690 gp	Metals
43–47	Hammer, gnome hooked	620 gp	Metals
48–52	Kama	302 gp	Metals
53–55	Net	320 gp	—
56–60	Nunchaku	302 gp	Wood
61–65	Sai	301 gp	Metals
66–70	Shuriken (5)	31 gp	Metals
71–74	Siangham	303 gp	Metals
75–79	Sling staff, halfling	320 gp	Wood
80–82	Bullets, sling (10)	60 gp	Metals
83–86	Sword, bastard	335 gp	Metals
87–90	Sword, two-bladed	700 gp	Metals
91–93	Urgrosh, dwarven	650 gp	Metals
94–96	Waraxe, dwarven	330 gp	Metals
97–100	Whip	301 gp	—

<sup>1</sup> For magical weapons, consult Table 5-16: Magic Weapons.

<sup>2</sup> Consult Table 5-15: Weapon Special Materials.



**TABLE 5-15: WEAPON SPECIAL MATERIALS**

Category	Normal	Adamantine <sup>1</sup>	Cold Iron <sup>2</sup>	Darkwood <sup>3</sup>	Mithral <sup>4</sup>	Silver <sup>5</sup>
Metals	01–90	91–92	93–95	—	96	97–100
Metals, wood	01–90	91–92	93–94	95–96	97–98	99–100
Wood	01–90	—	—	91–100	—	—

<sup>1</sup> For adamantite weapons, add +2700 gp; for ammunition, add +54 gp per missile.

<sup>2</sup> For cold iron weapons, double the item's base cost.

<sup>3</sup> For darkwood weapons, add +10 gp per pound.

<sup>4</sup> For mithral weapons, add +500 gp per pound.

<sup>5</sup> For silver weapons, add +2 gp for ammunition, +20 gp for light weapons, +90 gp for one-handed weapons, and +180 gp for two-handed weapons.

**TABLE 5-16: MAGIC WEAPONS**

Minor	Medium	Major	Weapon Bonus	Base Price <sup>1</sup>
01–70	01–10	—	+1	2,000 gp
71–85	11–29	—	+2	8,000 gp
—	30–58	01–20	+3	18,000 gp
—	59–62	21–38	+4	32,000 gp
—	—	39–49	+5	50,000 gp
—	—	—	+6 <sup>2</sup>	72,000 gp
—	—	—	+7 <sup>2</sup>	98,000 gp
—	—	—	+8 <sup>2</sup>	128,000 gp
—	—	—	+9 <sup>2</sup>	162,000 gp
—	—	—	+10 <sup>2</sup>	200,000 gp
86–90	63–68	50–63	Specific weapon <sup>3</sup>	—
91–100	69–100	64–100	Special ability and roll again <sup>4</sup>	—

<sup>1</sup> For ammunition, this price is for 50 arrows, bolts, or bullets.

<sup>2</sup> A weapon can't have an enhancement bonus higher than +5. Use these lines to determine price when special abilities are added in.

<sup>3</sup> Consult Table 15-11: Specific Weapons (Core Rulebook 471).

<sup>4</sup> Consult Table 5-17: Magic Melee Weapon Special Abilities or Table 5-18: Magic Ranged Weapon Special Abilities, as appropriate.





TABLE 5-17: MAGIC MELEE WEAPON SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Base Price Modifier <sup>1</sup>
01-10	01-06	01-03	Bane	+1 bonus
11-17	07-12	—	Defending	+1 bonus
18-27	13-19	04-06	Flaming	+1 bonus
28-37	20-26	07-09	Frost	+1 bonus
38-47	27-33	10-12	Shock	+1 bonus
48-56	34-38	13-15	Ghost touch	+1 bonus
57-67	39-44	—	Keen <sup>2</sup>	+1 bonus
68-71	45-48	16-19	Ki Focus	+1 bonus
72-75	49-50	—	Merciful	+1 bonus
76-82	51-54	20-21	Mighty cleaving	+1 bonus
83-87	55-59	22-24	Spell storing	+1 bonus
88-91	60-63	25-28	Throwing	+1 bonus
92-95	64-65	29-32	Thundering	+1 bonus
96-99	66-69	33-36	Vicious	+1 bonus
—	70-72	37-41	Anarchic	+2 bonus
—	73-75	42-46	Axiomatic	+2 bonus
—	76-78	47-49	Disruption <sup>3</sup>	+2 bonus
—	79-81	50-54	Flaming burst	+2 bonus
—	82-84	55-59	Icy burst	+2 bonus
—	85-87	60-64	Holy	+2 bonus
—	88-90	65-69	Shocking burst	+2 bonus
—	91-93	70-74	Unholy	+2 bonus
—	94-95	75-78	Wounding	+2 bonus
—	—	79-83	Speed	+3 bonus
—	—	84-86	Brilliant energy	+4 bonus
—	—	87-88	Dancing	+4 bonus
—	—	89-90	Vorpal <sup>2</sup>	+5 bonus
100	96-100	91-100	Roll again twice <sup>4</sup>	—

<sup>1</sup> Add to enhancement bonus on Table 5-16: Magic Weapons to determine total market price.

<sup>2</sup> Piercing or slashing weapons only (slashing only for vorpal). Reroll if randomly generated for a bludgeoning weapon.

<sup>3</sup> Bludgeoning weapons only. Reroll if randomly generated for a piercing or slashing weapon.

<sup>4</sup> Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

TABLE 5-18: MAGIC RANGED WEAPON SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Base Price Modifier <sup>1</sup>
01-12	01-08	01-04	Bane <sup>2</sup>	+1 bonus
13-25	09-16	05-08	Distance <sup>2</sup>	+1 bonus
26-40	17-28	09-12	Flaming <sup>2</sup>	+1 bonus
41-55	29-40	13-16	Frost <sup>2</sup>	+1 bonus
56-60	41-42	—	Merciful <sup>2</sup>	+1 bonus
61-68	43-47	17-21	Returning	+1 bonus
69-83	48-59	22-25	Shock <sup>2</sup>	+1 bonus
84-93	60-64	26-27	Seeking	+1 bonus
94-99	65-68	28-29	Thundering <sup>2</sup>	+1 bonus
—	69-71	30-34	Anarchic <sup>2</sup>	+2 bonus
—	72-74	35-39	Axiomatic <sup>2</sup>	+2 bonus
—	75-79	40-49	Flaming burst <sup>2</sup>	+2 bonus
—	80-82	50-54	Holy <sup>2</sup>	+2 bonus
—	83-87	55-64	Icy burst <sup>2</sup>	+2 bonus
—	88-92	65-74	Shocking burst <sup>2</sup>	+2 bonus
—	93-95	75-79	Unholy <sup>2</sup>	+2 bonus
—	—	80-84	Speed	+3 bonus
—	—	85-90	Brilliant energy	+4 bonus
100	96-100	91-100	Roll again twice <sup>3</sup>	—

<sup>1</sup> Add to enhancement bonus on Table 5-16: Magic Weapons to determine total market price.

<sup>2</sup> Bows, crossbows, and slings crafted with this ability bestow this power upon their ammunition.

<sup>3</sup> Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.





**TABLE 5-19: RANDOM POTIONS AND OILS**

Minor	Medium	Major	Spell Level <sup>1</sup>	Caster Level
01–20	—	—	0	1st
21–60	01–20	—	1st	1st
61–100	21–60	01–20	2nd	3rd
—	61–100	21–100	3rd	5th

<sup>1</sup> Consult Tables 5–20 through 5–23.

**TABLE 5-20: 0-LEVEL POTIONS AND OILS**

d%	Potion or Oil	Price
01–14	arcane mark	25 gp
15–28	guidance	25 gp
29–44	light	25 gp
45–58	purify food and drink	25 gp
59–72	resistance	25 gp
73–86	stabilize	25 gp
87–100	virtue	25 gp

**TABLE 5-21: 1ST-LEVEL POTIONS AND OILS**

d%	Potion or Oil	Price
01–02	animate rope	50 gp
03–06	bless weapon	50 gp
07–16	cure light wounds	50 gp
17–20	endure elements	50 gp
21–26	enlarge person	50 gp
27–29	erase	50 gp
30–32	goodberry	50 gp
33–34	grease	50 gp
35–38	hide from animals	50 gp
39–42	hide from undead	50 gp
43–44	hold portal	50 gp
45–48	jump	50 gp
49–52	mage armor	50 gp
53–56	magic fang	50 gp
57–60	magic stone	50 gp
61–64	magic weapon	50 gp
65–68	pass without trace	50 gp
69–71	protection from chaos	50 gp
72–74	protection from evil	50 gp
75–77	protection from good	50 gp
78–80	protection from law	50 gp
81–84	reduce person	50 gp
85–88	remove fear	50 gp
89–92	sanctuary	50 gp
93–96	shield of faith	50 gp
97–100	shillelagh	50 gp

**TABLE 5-22: 2ND-LEVEL POTIONS AND OILS**

d%	Potion or Oil	Price
01–02	aid	300 gp
03–04	align weapon	300 gp
05–06	arcane lock	300 gp
07–10	barkskin	300 gp
11–15	bear's endurance	300 gp
16–17	blur	300 gp
18–22	bull's strength	300 gp
23–26	cat's grace	300 gp
27–36	cure moderate wounds	300 gp
37	darkness	300 gp
38–40	darkvision	300 gp
41–43	delay poison	300 gp
44–46	eagle's splendor	300 gp
47–49	fox's cunning	300 gp
50–51	gentle repose	300 gp
52–57	invisibility	300 gp
58–61	levitate	300 gp
62	make whole	300 gp
63–64	obscure object	300 gp
65–67	owl's wisdom	300 gp
68–69	protection from arrows	300 gp
70	reduce animal	300 gp
71–73	remove paralysis	300 gp
74	resist energy, acid	300 gp
75	resist energy, cold	300 gp
76	resist energy, electricity	300 gp
77	resist energy, fire	300 gp
78	resist energy, sonic	300 gp
79–83	rope trick	300 gp
84–86	shatter	300 gp
87–90	spider climb	300 gp
91–92	status	300 gp
93–94	undetectable alignment	300 gp
95–96	warp wood	300 gp
97–98	wood shape	300 gp
99–100	continual flame	350 gp



TABLE 5-23: 3RD-LEVEL POTIONS AND OILS

d%	Potion or Oil	Price
1–10	cure serious wounds	750 gp
11–12	daylight	750 gp
13–14	dispel magic	750 gp
15–18	displacement	750 gp
19–20	fire trap	775 gp
21–22	flame arrow	750 gp
23–28	fly	750 gp
29–34	gaseous form	750 gp
35–36	good hope	750 gp
37–42	haste	750 gp
43–48	heroism	750 gp
49–52	keen edge	750 gp
53–56	magic fang, greater	750 gp
57–59	magic vestment	750 gp
60–62	neutralize poison	750 gp
63	protection from energy, acid	750 gp
64	protection from energy, cold	750 gp
65	protection from energy, electricity	750 gp
66	protection from energy, fire	750 gp
67	protection from energy, sonic	750 gp
68–71	rage	750 gp
72–75	remove blindness/deafness	750 gp
76–79	remove curse	750 gp
80–83	remove disease	750 gp
84–85	shrink item	750 gp
86–87	stone shape	750 gp
88–91	tongues	750 gp
92–95	water breathing	750 gp
96–98	water walk	750 gp
99–100	nondetection	800 gp



TABLE 5-24: RANDOM SCROLLS

d%	Spell Type
01–70	Arcane scroll <sup>1</sup>
71–100	Divine scroll <sup>1</sup>

<sup>1</sup> Consult Table 5-25: Number of Spells on scroll.

TABLE 5-25: NUMBER OF SPELLS ON SCROLL

d%	Spells Stored on Scroll
1–80	One spell <sup>1</sup>
81–95	Two spells <sup>1</sup>
96–100	Three spells <sup>1</sup>

<sup>1</sup> Consult Table 5-26: Scroll Level.

TABLE 5-26: SCROLL LEVEL

Minor	Medium	Major	Spell Level <sup>1</sup>	Caster Level
01–05	—	—	0	1st
06–50	—	—	1st	1st
51–95	01–05	—	2nd	3rd
96–100	06–65	—	3rd	5th
—	66–95	01–05	4th	7th
—	96–100	06–50	5th	9th
—	—	51–70	6th	11th
—	—	71–85	7th	13th
—	—	86–95	8th	15th
—	—	96–100	9th	17th

<sup>1</sup> For arcane spells, consult Tables 5-27 through 5-36. For divine spells, consult Tables 5-37 through 5-46.

TABLE 5-27: 0-LEVEL ARCANES SPELLS

d%	Spell	Scroll Price
01–06	acid splash	12.5 gp
07–10	arcane mark	12.5 gp
11–13	bleed	12.5 gp
14–18	dancing lights	12.5 gp
19–23	daze	12.5 gp
24–30	detect magic	12.5 gp
31–37	detect poison	12.5 gp
38–44	disrupt undead	12.5 gp
45–48	flare	12.5 gp
49–52	ghost sound	12.5 gp
53–58	light	12.5 gp
59–62	mage hand	12.5 gp
63–68	mending	12.5 gp
69–76	message	12.5 gp
77–79	open/close	12.5 gp
80–82	prestidigitation	12.5 gp
83–88	ray of frost	12.5 gp
89–91	read magic	12.5 gp
92–95	resistance	12.5 gp
96–100	touch of fatigue	12.5 gp



**TABLE 5-28: 1ST-LEVEL ARCANES SPELLS**

d%	Spell	Scroll Price
01–02	<i>alarm</i>	25 gp
03	<i>animate rope</i>	25 gp
04–06	<i>burning hands</i>	25 gp
07–09	<i>cause fear</i>	25 gp
10–11	<i>charm person</i>	25 gp
12–14	<i>chill touch</i>	25 gp
15–16	<i>color spray</i>	25 gp
17–19	<i>comprehend languages</i>	25 gp
20–22	<i>detect secret doors</i>	25 gp
23–25	<i>detect undead</i>	25 gp
26–28	<i>disguise self</i>	25 gp
29–31	<i>endure elements</i>	25 gp
32–33	<i>enlarge person</i>	25 gp
34	<i>erase</i>	25 gp
35–37	<i>expeditious retreat</i>	25 gp
38–39	<i>floating disk</i>	25 gp
40–42	<i>grease</i>	25 gp
43	<i>hold portal</i>	25 gp
44–46	<i>hypnotism</i>	25 gp
47–49	<i>identify</i>	25 gp
50–51	<i>jump</i>	25 gp
52–54	<i>mage armor</i>	25 gp
55	<i>magic aura</i>	25 gp
56–58	<i>magic missile</i>	25 gp
59–61	<i>magic weapon</i>	25 gp
62–63	<i>mount</i>	25 gp
64–66	<i>obscuring mist</i>	25 gp
67–68	<i>protection from chaos</i>	25 gp
69–70	<i>protection from evil</i>	25 gp
71–72	<i>protection from good</i>	25 gp
73–74	<i>protection from law</i>	25 gp
75–76	<i>ray of enfeeblement</i>	25 gp
77–78	<i>reduce person</i>	25 gp
79–81	<i>shield</i>	25 gp
82–84	<i>shocking grasp</i>	25 gp
85–87	<i>silent image</i>	25 gp
88–90	<i>sleep</i>	25 gp
91–93	<i>summon monster I</i>	25 gp
94–96	<i>true strike</i>	25 gp
97–98	<i>unseen servant</i>	25 gp
99–100	<i>ventriloquism</i>	25 gp

**TABLE 5-29: 2ND-LEVEL ARCANES SPELLS**

d%	Spell	Scroll Price
01–02	<i>acid arrow</i>	150 gp
03–04	<i>alter self</i>	150 gp
05–06	<i>bear's endurance</i>	150 gp
07–08	<i>blindness-deafness</i>	150 gp
09–10	<i>blur</i>	150 gp
11–12	<i>bull's strength</i>	150 gp
13–14	<i>cat's grace</i>	150 gp
15–16	<i>command undead</i>	150 gp
17–18	<i>darkness</i>	150 gp
19–20	<i>darkvision</i>	150 gp
21	<i>daze monster</i>	150 gp
22	<i>detect thoughts</i>	150 gp
23–24	<i>eagle's splendor</i>	150 gp
25–26	<i>false life</i>	150 gp
27–28	<i>flaming sphere</i>	150 gp
29–30	<i>fog cloud</i>	150 gp
31–32	<i>fox's cunning</i>	150 gp
33–34	<i>ghoul touch</i>	150 gp
35–37	<i>glitterdust</i>	150 gp
38–39	<i>gust of wind</i>	150 gp
40–41	<i>hideous laughter</i>	150 gp
42–43	<i>hypnotic pattern</i>	150 gp
44–46	<i>invisibility</i>	150 gp
47–49	<i>knock</i>	150 gp
50–52	<i>levitate</i>	150 gp
53	<i>locate object</i>	150 gp
54	<i>make whole</i>	150 gp
55–56	<i>minor image</i>	150 gp
57–59	<i>mirror image</i>	150 gp
60–61	<i>misdirection</i>	150 gp
62	<i>obscure object</i>	150 gp
63	<i>owl's wisdom</i>	150 gp
64–65	<i>protection from arrows</i>	150 gp
66–67	<i>pyrotechnics</i>	150 gp
68–69	<i>resist energy</i>	150 gp
70–72	<i>rope trick</i>	150 gp
73	<i>scare</i>	150 gp
74–76	<i>scorching ray</i>	150 gp
77–79	<i>see invisibility</i>	150 gp
80–81	<i>shatter</i>	150 gp
82	<i>spectral hand</i>	150 gp
83–85	<i>spider climb</i>	150 gp
86–87	<i>summon monster II</i>	150 gp
88–89	<i>summon swarm</i>	150 gp
90–91	<i>touch of idiocy</i>	150 gp
92–93	<i>web</i>	150 gp
94–96	<i>whispering wind</i>	150 gp
97	<i>magic mouth</i>	160 gp
98	<i>arcane lock</i>	175 gp
99	<i>continual flame</i>	200 gp
100	<i>phantom trap</i>	200 gp

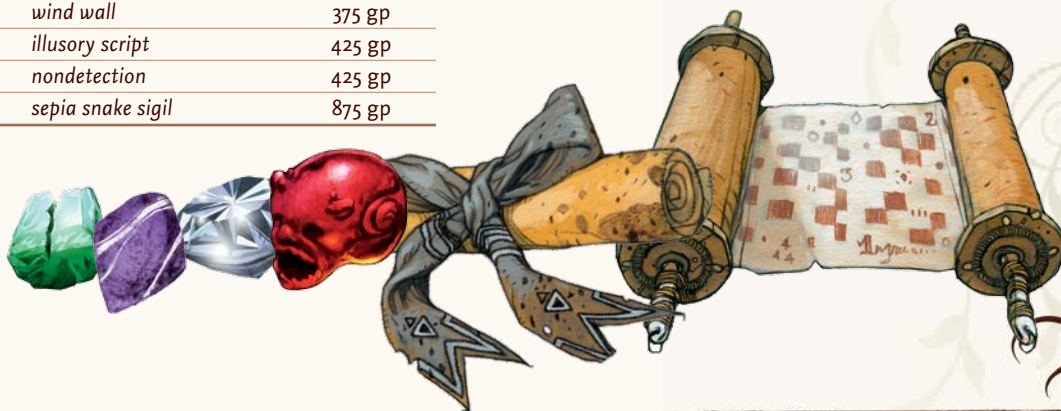


TABLE 5-30: 3RD-LEVEL ARCANESPELLS

d%	Spell	Scroll Price
01–02	arcane sight	375 gp
03	beast shape	375 gp
04–06	blink	375 gp
07	clairaudience/clairvoyance	375 gp
08–09	daylight	375 gp
10–11	deep slumber	375 gp
12–15	dispel magic	375 gp
16	displacement	375 gp
17	explosive runes	375 gp
18–21	fireball	375 gp
22–23	flame arrow	375 gp
24–26	fly	375 gp
27–29	gaseous form	375 gp
30	gentle repose	375 gp
31–32	halt undead	375 gp
33–35	haste	375 gp
36	heroism	375 gp
37–39	hold person	375 gp
40–42	invisibility sphere	375 gp
43	keen edge	375 gp
44–46	lightning bolt	375 gp
47–48	magic circle against chaos	375 gp
49–50	magic circle against evil	375 gp
51–52	magic circle against good	375 gp
53–54	magic circle against law	375 gp
55	magic weapon, greater	375 gp
56–57	major image	375 gp
58–60	phantom steed	375 gp
61–63	protection from energy	375 gp
64	rage	375 gp
65–67	ray of exhaustion	375 gp
68–69	secret page	375 gp
70	shrink item	375 gp
71–72	sleet storm	375 gp
73–75	slow	375 gp
76	stinking cloud	375 gp
77–78	suggestion	375 gp
79–81	summon monster III	375 gp
82–84	tiny hut	375 gp
85–86	tongues	375 gp
87–89	vampiric touch	375 gp
90–91	water breathing	375 gp
92–93	wind wall	375 gp
94–95	illusory script	425 gp
96–97	nondetection	425 gp
98–100	sepia snake sigil	875 gp

TABLE 5-31: 4TH-LEVEL ARCANESPELLS

d%	Spell	Scroll Price
01–02	arcane eye	700 gp
03–04	beast shape I	700 gp
05–07	bestow curse	700 gp
08–09	black tentacles	700 gp
10–12	charm monster	700 gp
13–16	confusion	700 gp
17–18	contagion	700 gp
19–20	crushing despair	700 gp
21	detect scrying	700 gp
22–25	dimension door	700 gp
26–29	dimensional anchor	700 gp
30–31	elemental body I	700 gp
32–34	enervation	700 gp
35–36	enlarge person, mass	700 gp
37–38	fear	700 gp
39–40	fire shield	700 gp
41–43	geas, lesser	700 gp
44–46	globe of invulnerability, lesser	700 gp
47	hallucinatory terrain	700 gp
48–50	ice storm	700 gp
51	illusory wall	700 gp
52–55	invisibility, greater	700 gp
56	locate creature	700 gp
57	minor creation	700 gp
58–59	phantasmal killer	700 gp
60–61	rainbow pattern	700 gp
62–63	reduce person, mass	700 gp
64	remove curse	700 gp
65–66	resilient sphere	700 gp
67–68	scrying	700 gp
69–70	secure shelter	700 gp
71–72	shadow conjuration	700 gp
73–74	shout	700 gp
75–77	solid fog	700 gp
78–79	stone shape	700 gp
80–81	summon monster IV	700 gp
82–84	wall of fire	700 gp
85–87	wall of ice	700 gp
88–91	fire trap	725 gp
92–95	mnemonic enhancer	750 gp
96–97	stoneskin	950 gp
98–100	animate dead	1,050 gp





**TABLE 5-32: 5TH-LEVEL ARCANESPELLS**

d%	Spell	Scroll Price
01	<i>animal growth</i>	1,125 gp
02–05	<i>baleful polymorph</i>	1,125 gp
06–07	<i>beast shape III</i>	1,125 gp
08	<i>blight</i>	1,125 gp
09–10	<i>break enchantment</i>	1,125 gp
11–14	<i>cloudkill</i>	1,125 gp
15–17	<i>cone of cold</i>	1,125 gp
18–20	<i>contact other plane</i>	1,125 gp
21–22	<i>dismissal</i>	1,125 gp
23–25	<i>dominate person</i>	1,125 gp
26–27	<i>dream</i>	1,125 gp
28	<i>elemental body</i>	1,125 gp
29	<i>fabricate</i>	1,125 gp
30–31	<i>feeblemind</i>	1,125 gp
32–34	<i>hold monster</i>	1,125 gp
35	<i>interposing hand</i>	1,125 gp
36–37	<i>mage's faithful hound</i>	1,125 gp
38–39	<i>mage's private sanctum</i>	1,125 gp
40–42	<i>magic jar</i>	1,125 gp
43	<i>major creation</i>	1,125 gp
44–45	<i>mind fog</i>	1,125 gp
46	<i>mirage arcana</i>	1,125 gp
47–48	<i>nightmare</i>	1,125 gp
49–50	<i>overland flight</i>	1,125 gp
51–52	<i>passwall</i>	1,125 gp
53–54	<i>permanency</i>	1,125 gp
55	<i>persistent image</i>	1,125 gp
56–58	<i>planar binding, lesser</i>	1,125 gp
59	<i>plant shape I</i>	1,125 gp
60–62	<i>polymorph</i>	1,125 gp
63–64	<i>prying eyes</i>	1,125 gp
65	<i>secret chest</i>	1,125 gp
66	<i>seeming</i>	1,125 gp
67–69	<i>sending</i>	1,125 gp
70–72	<i>shadow evocation</i>	1,125 gp
73–75	<i>summon monster V</i>	1,125 gp
76–78	<i>telekinesis</i>	1,125 gp
79	<i>telepathic bond</i>	1,125 gp
80–83	<i>teleport</i>	1,125 gp
84	<i>transmute mud to rock</i>	1,125 gp
85	<i>transmute rock to mud</i>	1,125 gp
86–88	<i>wall of force</i>	1,125 gp
89–90	<i>wall of stone</i>	1,125 gp
91–92	<i>waves of fatigue</i>	1,125 gp
93–94	<i>false vision</i>	1,375 gp
95–97	<i>symbol of pain</i>	2,125 gp
98–100	<i>symbol of sleep</i>	2,125 gp

**TABLE 5-33: 6TH-LEVEL ARCANESPELLS**

d%	Spell	Scroll Price
01–02	<i>acid fog</i>	1,650 gp
03–04	<i>analyze dweomer</i>	1,650 gp
05–07	<i>antimagic field</i>	1,650 gp
08–09	<i>bear's endurance, mass</i>	1,650 gp
10	<i>beast shape IV</i>	1,650 gp
11–12	<i>bull's strength, mass</i>	1,650 gp
13–14	<i>cat's grace, mass</i>	1,650 gp
15–17	<i>chain lightning</i>	1,650 gp
18–19	<i>contingency</i>	1,650 gp
20	<i>control water</i>	1,650 gp
21–24	<i>disintegrate</i>	1,650 gp
25–28	<i>dispel magic, greater</i>	1,650 gp
29–30	<i>eagle's splendor, mass</i>	1,650 gp
31	<i>elemental body III</i>	1,650 gp
32–33	<i>eyebite</i>	1,650 gp
34–36	<i>flesh to stone</i>	1,650 gp
37–38	<i>forceful hand</i>	1,650 gp
39–40	<i>form of the dragon I</i>	1,650 gp
41–42	<i>fox's cunning, mass</i>	1,650 gp
43	<i>freezing sphere</i>	1,650 gp
44–45	<i>geas/quest</i>	1,650 gp
46–48	<i>globe of invulnerability</i>	1,650 gp
49–50	<i>guards and wards</i>	1,650 gp
51–52	<i>heroism, greater</i>	1,650 gp
53–54	<i>mage's lucubration</i>	1,650 gp
55–57	<i>mislead</i>	1,650 gp
58	<i>move earth</i>	1,650 gp
59	<i>owl's wisdom, mass</i>	1,650 gp
60–61	<i>permanent image</i>	1,650 gp
62–64	<i>planar binding</i>	1,650 gp
65	<i>plant shape II</i>	1,650 gp
66–67	<i>repulsion</i>	1,650 gp
68–69	<i>shadow walk</i>	1,650 gp
70–71	<i>stone to flesh</i>	1,650 gp
72–74	<i>suggestion, mass</i>	1,650 gp
75–76	<i>summon monster VI</i>	1,650 gp
77–78	<i>transformation</i>	1,650 gp
79–81	<i>veil</i>	1,650 gp
82–83	<i>programmed image</i>	1,675 gp
84–85	<i>wall of iron</i>	1,700 gp
86–87	<i>create undead</i>	1,750 gp
88–89	<i>legend lore</i>	1,900 gp
90–92	<i>true seeing</i>	1,900 gp
93–95	<i>circle of death</i>	2,150 gp
96	<i>undeath to death</i>	2,150 gp
97–98	<i>symbol of fear</i>	2,650 gp
99–100	<i>symbol of persuasion</i>	6,650 gp

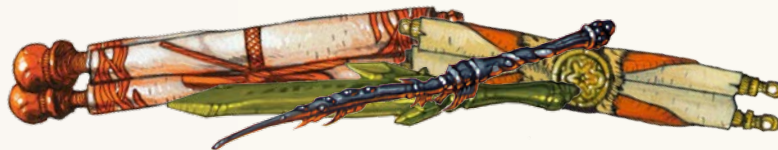


TABLE 5-34: 7TH-LEVEL ARCANES SPELLS

d%	Spell	Scroll Price
01-03	arcane sight, greater	2,275 gp
04-06	banishment	2,275 gp
07-08	control undead	2,275 gp
09-10	control weather	2,275 gp
11-13	delayed blast fireball	2,275 gp
14-15	elemental body IV	2,275 gp
16-18	ethereal jaunt	2,275 gp
19-22	finger of death	2,275 gp
23-24	form of the dragon II	2,275 gp
25-26	giant form I	2,275 gp
27-28	grasping hand	2,275 gp
29-31	hold person, mass	2,275 gp
32-33	insanity	2,275 gp
34-36	invisibility, mass	2,275 gp
37-38	mage's magnificent mansion	2,275 gp
39-40	mage's sword	2,275 gp
41-42	phase door	2,275 gp
43-45	plane shift	2,275 gp
46-47	plant shape III	2,275 gp
48-51	polymorph, greater	2,275 gp
52-53	power word blind	2,275 gp
54-56	prismatic spray	2,275 gp
57-58	reverse gravity	2,275 gp
59-61	scrying, greater	2,275 gp
62-63	sequester	2,275 gp
64-66	shadow conjuration, greater	2,275 gp
67-69	spell turning	2,275 gp
70-71	statue	2,275 gp
72-74	summon monster VII	2,275 gp
75-76	teleport object	2,275 gp
77-80	teleport, greater	2,275 gp
81-83	waves of exhaustion	2,275 gp
84-85	project image	2,280 gp
86-87	vision	2,525 gp
88-90	forcecage	2,775 gp
91-92	instant summons	3,275 gp
93-94	limited wish	3,775 gp
95-96	symbol of stunning	7,775 gp
97-98	symbol of weakness	7,775 gp
99-100	simulacrum	8,775 gp

TABLE 5-35: 8TH-LEVEL ARCANES SPELLS

d%	Spell	Scroll Price
01-02	antipathy	3,000 gp
03-05	charm monster, mass	3,000 gp
06-07	clenched fist	3,000 gp
08-09	clone	3,000 gp
10-12	demand	3,000 gp
13-16	dimensional lock	3,000 gp
17-19	discern location	3,000 gp
20-21	form of the dragon III	3,000 gp
22-23	giant form II	3,000 gp
24-26	horrid wilting	3,000 gp
27-28	incendiary cloud	3,000 gp
29-30	iron body	3,000 gp
31-33	irresistible dance	3,000 gp
34-37	maze	3,000 gp
38-40	mind blank	3,000 gp
41-42	moment of prescience	3,000 gp
43-45	planar binding, greater	3,000 gp
46-48	polar ray	3,000 gp
49-52	polymorph any object	3,000 gp
53-55	power word stun	3,000 gp
56-58	prismatic wall	3,000 gp
59-61	prying eyes, greater	3,000 gp
62-64	scintillating pattern	3,000 gp
65-66	screen	3,000 gp
67-68	shadow evocation, greater	3,000 gp
69-70	shout, greater	3,000 gp
71-73	summon monster VIII	3,000 gp
74-75	sunburst	3,000 gp
76-79	telekinetic sphere	3,000 gp
80-81	create greater undead	3,150 gp
82-84	protection from spells	3,500 gp
85-86	sympathy	4,500 gp
87-89	symbol of death	8,000 gp
90-91	symbol of insanity	8,000 gp
92-95	temporal stasis	8,000 gp
96-97	binding (chaining)	13,000 gp
98-100	trap the soul	23,000 gp

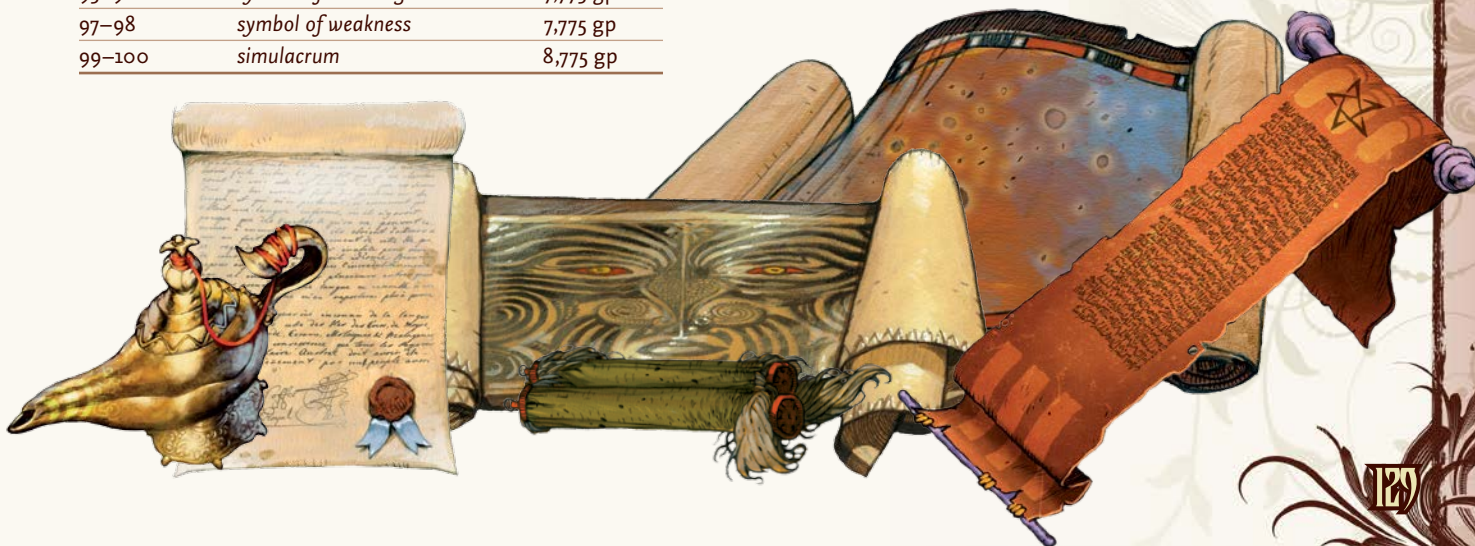




TABLE 5-36: 9TH-LEVEL ARCANES SPELLS

d%	Spell	Scroll Price
1–2	<i>crushing hand</i>	3,825 gp
3–7	<i>dominate monster</i>	3,825 gp
8–12	<i>energy drain</i>	3,825 gp
13–16	<i>etherealness</i>	3,825 gp
17–19	<i>foresight</i>	3,825 gp
20–25	<i>freedom</i>	3,825 gp
26–30	<i>gate</i>	3,825 gp
31–33	<i>hold monster, mass</i>	3,825 gp
34–37	<i>imprisonment</i>	3,825 gp
38–43	<i>mage's disjunction</i>	3,825 gp
44–51	<i>meteor swarm</i>	3,825 gp
52–55	<i>power word kill</i>	3,825 gp
56–58	<i>prismatic sphere</i>	3,825 gp
59–61	<i>shades</i>	3,825 gp
62–65	<i>shapechange</i>	3,825 gp
66–67	<i>soul bind</i> <sup>1</sup>	3,825 gp
68–72	<i>summon monster IX</i>	3,825 gp
73–78	<i>time stop</i>	3,825 gp
79–81	<i>wail of the banshee</i>	3,825 gp
82–85	<i>weird</i>	3,825 gp
86–87	<i>refuge</i>	4,325 gp
88–90	<i>astral projection</i>	4,825 gp
91–94	<i>teleportation circle</i> <sup>2</sup>	4,825 gp
95–100	<i>wish</i> <sup>3</sup>	28,825 gp

<sup>1</sup> Requires gem<sup>2</sup> This scroll affects up to 20 HD, but is still only CL 17th.<sup>3</sup> Additional cost

TABLE 5-37: 0-LEVEL DIVINE SPELLS

d%	Spell	Scroll Price
01–05	<i>bleed</i>	12.5 gp
06–13	<i>create water</i>	12.5 gp
14–23	<i>detect magic</i>	12.5 gp
24–32	<i>detect poison</i>	12.5 gp
33–37	<i>flare</i>	12.5 gp
38–44	<i>guidance</i>	12.5 gp
45–49	<i>know direction</i>	12.5 gp
50–58	<i>light</i>	12.5 gp
59–63	<i>mending</i>	12.5 gp
64–71	<i>purify food and drink</i>	12.5 gp
72–81	<i>read magic</i>	12.5 gp
82–86	<i>resistance</i>	12.5 gp
87–94	<i>stabilize</i>	12.5 gp
95–100	<i>virtue</i>	12.5 gp

TABLE 5-38: 1ST-LEVEL DIVINE SPELLS

d%	Spell	Scroll Price
01–02	<i>bane</i>	25 gp
03–05	<i>bless</i>	25 gp
06	<i>calm animals</i>	25 gp
07–10	<i>cause fear</i>	25 gp
11–12	<i>charm animal</i>	25 gp
13–15	<i>command</i>	25 gp
16–18	<i>comprehend languages</i>	25 gp
19–23	<i>cure light wounds</i>	25 gp
24–25	<i>deathwatch</i>	25 gp
26	<i>detect animals or plants</i>	25 gp
27–28	<i>detect chaos</i>	25 gp
29–30	<i>detect evil</i>	25 gp
31–32	<i>detect good</i>	25 gp
33–34	<i>detect law</i>	25 gp
35–36	<i>detect snares and pits</i>	25 gp
37–38	<i>detect undead</i>	25 gp
39–40	<i>divine favor</i>	25 gp
41–43	<i>doom</i>	25 gp
44–45	<i>endure elements</i>	25 gp
46–48	<i>entangle</i>	25 gp
49–50	<i>entropic shield</i>	25 gp
51–52	<i>faerie fire</i>	25 gp
53	<i>goodberry</i>	25 gp
54	<i>hide from animals</i>	25 gp
55–56	<i>hide from undead</i>	25 gp
57–58	<i>inflict light wounds</i>	25 gp
59–60	<i>jump</i>	25 gp
61–62	<i>longstrider</i>	25 gp
63–65	<i>magic fang</i>	25 gp
66–67	<i>magic stone</i>	25 gp
68–70	<i>obscuring mist</i>	25 gp
71–72	<i>pass without trace</i>	25 gp
73–75	<i>produce flame</i>	25 gp
76–77	<i>protection from chaos</i>	25 gp
78–79	<i>protection from evil</i>	25 gp
80–81	<i>protection from good</i>	25 gp
82–83	<i>protection from law</i>	25 gp
84–85	<i>remove fear</i>	25 gp
86–87	<i>sanctuary</i>	25 gp
88–90	<i>shield of faith</i>	25 gp
91	<i>shillelagh</i>	25 gp
92–93	<i>speak with animals</i>	25 gp
94–95	<i>summon monster I</i>	25 gp
96–97	<i>summon nature's ally I</i>	25 gp
98–99	<i>bless water</i>	50 gp
100	<i>curse water</i>	50 gp



TABLE 5-39: 2ND-LEVEL DIVINE SPELLS

d%	Spell	Scroll Price
01–02	<i>aid</i>	150 gp
03–05	<i>align weapon</i>	150 gp
06–08	<i>animal messenger</i>	150 gp
09	<i>animal trance</i>	150 gp
10–13	<i>barkskin</i>	150 gp
14	<i>bear's endurance</i>	150 gp
15	<i>bull's strength</i>	150 gp
16–17	<i>calm emotions</i>	150 gp
18	<i>cat's grace</i>	150 gp
19–21	<i>chill metal</i>	150 gp
22–26	<i>cure moderate wounds</i>	150 gp
27–28	<i>darkness</i>	150 gp
29–30	<i>death knell</i>	150 gp
31–33	<i>delay poison</i>	150 gp
34–35	<i>eagle's splendor</i>	150 gp
36–37	<i>enthrall</i>	150 gp
38–40	<i>find traps</i>	150 gp
41–42	<i>flame blade</i>	150 gp
43–44	<i>flaming sphere</i>	150 gp
45–46	<i>fog cloud</i>	150 gp
47	<i>gentle repose</i>	150 gp
48–49	<i>gust of wind</i>	150 gp
50	<i>heat metal</i>	150 gp
51–52	<i>hold animal</i>	150 gp
53–54	<i>hold person</i>	150 gp
55–57	<i>inflict moderate wounds</i>	150 gp
58	<i>make whole</i>	150 gp
59–60	<i>owl's wisdom</i>	150 gp
61	<i>reduce animal</i>	150 gp
62–63	<i>remove paralysis</i>	150 gp
64–65	<i>resist energy</i>	150 gp
66–68	<i>restoration, lesser</i>	150 gp
69	<i>shatter</i>	150 gp
70–71	<i>shield other</i>	150 gp
72–74	<i>silence</i>	150 gp
75	<i>soften earth and stone</i>	150 gp
76	<i>sound burst</i>	150 gp
77	<i>spider climb</i>	150 gp
78–79	<i>spiritual weapon</i>	150 gp
80	<i>status</i>	150 gp
81–82	<i>summon monster II</i>	150 gp
83–84	<i>summon nature's ally II</i>	150 gp
85–86	<i>summon swarm</i>	150 gp
87	<i>tree shape</i>	150 gp
88	<i>undetectable alignment</i>	150 gp
89	<i>warp wood</i>	150 gp
90	<i>wood shape</i>	150 gp
91–93	<i>zone of truth</i>	150 gp
94	<i>augury</i>	175 gp
95–96	<i>consecrate</i>	175 gp
97–98	<i>desecrate</i>	175 gp
99–100	<i>fire trap</i>	175 gp

TABLE 5-40: 3RD-LEVEL DIVINE SPELLS

d%	Spell	Scroll Price
01–02	<i>bestow curse</i>	375 gp
03–04	<i>blindness/deafness</i>	375 gp
05–06	<i>call lightning</i>	375 gp
07–08	<i>contagion</i>	375 gp
09–10	<i>create food and water</i>	375 gp
11–14	<i>cure serious wounds</i>	375 gp
15–16	<i>daylight</i>	375 gp
17–18	<i>deeper darkness</i>	375 gp
19	<i>diminish plants</i>	375 gp
20–23	<i>dispel magic</i>	375 gp
24	<i>dominate animal</i>	375 gp
25	<i>helping hand</i>	375 gp
26–28	<i>inflict serious wounds</i>	375 gp
29–31	<i>invisibility purge</i>	375 gp
32–33	<i>locate object</i>	375 gp
34–35	<i>magic circle against chaos</i>	375 gp
36–37	<i>magic circle against evil</i>	375 gp
38–39	<i>magic circle against law</i>	375 gp
40–41	<i>magic fang, greater</i>	375 gp
42–44	<i>magic vestment</i>	375 gp
45	<i>meld into stone</i>	375 gp
46–47	<i>obscure object</i>	375 gp
48–49	<i>plant growth</i>	375 gp
50–51	<i>poison</i>	375 gp
52–54	<i>prayer</i>	375 gp
55–58	<i>protection from energy</i>	375 gp
59	<i>quench</i>	375 gp
60–62	<i>remove blindness/deafness</i>	375 gp
63–65	<i>remove curse</i>	375 gp
66–68	<i>remove disease</i>	375 gp
69–70	<i>searing light</i>	375 gp
71–72	<i>sleet storm</i>	375 gp
73–74	<i>snare</i>	375 gp
75–77	<i>speak with dead</i>	375 gp
78–79	<i>speak with plants</i>	375 gp
80–81	<i>spike growth</i>	375 gp
82–83	<i>stone shape</i>	375 gp
84–85	<i>summon monster III</i>	375 gp
86–87	<i>summon nature's ally III</i>	375 gp
88–89	<i>water breathing</i>	375 gp
90–91	<i>water walk</i>	375 gp
92–93	<i>wind wall</i>	375 gp
94–95	<i>continual flame</i>	425 gp
96–97	<i>glyph of warding</i>	575 gp
98–100	<i>animate dead<sup>1</sup></i>	625 gp

<sup>1</sup> Up to 10 HD worth





**TABLE 5-41: 4TH-LEVEL DIVINE SPELLS**

d%	Spell	Scroll Price
01–02	<i>air walk</i>	700 gp
03–04	<i>antiplant shell</i>	700 gp
05–06	<i>blight</i>	700 gp
07–08	<i>chaos hammer</i>	700 gp
09–10	<i>command plants</i>	700 gp
11–12	<i>control water</i>	700 gp
13–16	<i>cure critical wounds</i>	700 gp
17–19	<i>death ward</i>	700 gp
20–23	<i>dimensional anchor</i>	700 gp
24–26	<i>discern lies</i>	700 gp
27–30	<i>dismissal</i>	700 gp
31–33	<i>divine power</i>	700 gp
34–37	<i>flame strike</i>	700 gp
38–40	<i>freedom of movement</i>	700 gp
41–42	<i>giant vermin</i>	700 gp
43–45	<i>holy smite</i>	700 gp
46–47	<i>ice storm</i>	700 gp
48–49	<i>imbue with spell ability</i>	700 gp
50–52	<i>inflict critical wounds</i>	700 gp
53–56	<i>magic weapon, greater</i>	700 gp
57–58	<i>neutralize poison</i>	700 gp
59–60	<i>order's wrath</i>	700 gp
61–62	<i>poison</i>	700 gp
63–65	<i>reincarnate</i>	700 gp
66–67	<i>repel vermin</i>	700 gp
68–69	<i>rusting grasp</i>	700 gp
70–71	<i>scrying</i>	700 gp
72–73	<i>sending</i>	700 gp
74–77	<i>spell immunity</i>	700 gp
78–79	<i>spike stones</i>	700 gp
80–82	<i>summon monster IV</i>	700 gp
83–85	<i>summon nature's ally IV</i>	700 gp
86–88	<i>tongues</i>	700 gp
89–90	<i>unholy blight</i>	700 gp
91–92	<i>divination</i>	725 gp
93–96	<i>planar ally, lesser</i> <sup>1</sup>	1,225 gp
97–100	<i>restoration</i>	1,700 gp

<sup>1</sup> May have additional costs

**TABLE 5-42: 5TH-LEVEL DIVINE SPELLS**

d%	Spell	Scroll Price
01–02	<i>animal growth</i>	1,125 gp
03–04	<i>atonement</i>	1,125 gp
05–07	<i>baleful polymorph</i>	1,125 gp
08–11	<i>break enchantment</i>	1,125 gp
12–15	<i>breath of life</i>	1,125 gp
16–17	<i>call lightning storm</i>	1,125 gp
18–19	<i>command, greater</i>	1,125 gp
20–21	<i>commune with nature</i>	1,125 gp
22–23	<i>control winds</i>	1,125 gp
24–26	<i>cure light wounds, mass</i>	1,125 gp
27–28	<i>death ward</i>	1,125 gp
29	<i>dispel chaos</i>	1,125 gp
30	<i>dispel evil</i>	1,125 gp
31	<i>dispel good</i>	1,125 gp
32	<i>dispel law</i>	1,125 gp
33–35	<i>disrupting weapon</i>	1,125 gp
36–37	<i>inflict light wounds, mass</i>	1,125 gp
38–39	<i>insect plague</i>	1,125 gp
40–41	<i>mark of justice</i>	1,125 gp
42–44	<i>plane shift</i>	1,125 gp
45–47	<i>righteous might</i>	1,125 gp
48–50	<i>scrying</i>	1,125 gp
51–53	<i>slay living</i>	1,125 gp
54–56	<i>spell resistance</i>	1,125 gp
57–59	<i>summon monster V</i>	1,125 gp
60–61	<i>summon nature's ally V</i>	1,125 gp
62	<i>transmute mud to rock</i>	1,125 gp
63	<i>transmute rock to mud</i>	1,125 gp
64–65	<i>tree stride</i>	1,125 gp
66–67	<i>wall of fire</i>	1,125 gp
68–69	<i>wall of thorns</i>	1,125 gp
70–71	<i>wall of stone</i>	1,125 gp
72–73	<i>stoneskin</i>	1,375 gp
74–77	<i>true seeing</i>	1,375 gp
78–80	<i>commune</i>	1,625 gp
81–82	<i>hallow</i> <sup>1</sup>	2,125 gp
83–85	<i>symbol of pain</i>	2,125 gp
86–88	<i>symbol of sleep</i>	2,125 gp
89–90	<i>unhallow</i> <sup>1</sup>	2,125 gp
91–92	<i>awaken</i>	3,125 gp
93–94	<i>hallow</i>	6,125 gp
95–98	<i>raise dead</i>	6,125 gp
99–100	<i>unhallow</i>	6,125 gp

<sup>1</sup> No additional spell included



TABLE 5-43: 6TH-LEVEL DIVINE SPELLS

d%	Spell	Scroll Price
01–02	animate objects	1,650 gp
03–04	antilife shell	1,650 gp
05–06	banishment	1,650 gp
07–08	bear's endurance, mass	1,650 gp
09–10	blade barrier	1,650 gp
11–12	bull's strength, mass	1,650 gp
13–14	cat's grace, mass	1,650 gp
15–18	cure moderate wounds, mass	1,650 gp
19–22	dispel magic, greater	1,650 gp
23–25	eagle's splendor, mass	1,650 gp
26–29	find the path	1,650 gp
30–31	fire seeds	1,650 gp
32–33	geas/quest	1,650 gp
34–37	harm	1,650 gp
38–42	heal	1,650 gp
43–45	heroes' feast	1,650 gp
46–48	inflict moderate wounds, mass	1,650 gp
49–51	ironwood	1,650 gp
52–54	liveoak	1,650 gp
55–56	move earth	1,650 gp
57–59	owl's wisdom, mass	1,650 gp
60–61	repel wood	1,650 gp
62–64	spellstaff	1,650 gp
65–66	stone tell	1,650 gp
67–69	summon monster VI	1,650 gp
70–71	summon nature's ally VI	1,650 gp
72–73	transport via plants	1,650 gp
74–75	wind walk	1,650 gp
76–77	word of recall	1,650 gp
78–80	create undead	1,750 gp
81–83	glyph of warding, greater	2,050 gp
84–87	undeath to death	2,150 gp
88–90	symbol of fear	2,650 gp
91–94	planar ally <sup>1</sup>	2,900 gp
95–97	forbiddance <sup>2</sup>	4,650 gp
98–100	symbol of persuasion	6,650 gp

<sup>1</sup> May have additional costs

<sup>2</sup> One 60-foot cube



TABLE 5-44: 7TH-LEVEL DIVINE SPELLS

d%	Spell	Scroll Price
01–02	animate plants	2,275 gp
03–07	blasphemy	2,275 gp
08–09	changestaff	2,275 gp
10–12	control weather	2,275 gp
13–15	creeping doom	2,275 gp
16–20	cure serious wounds, mass	2,275 gp
21–24	dictum	2,275 gp
25–29	ethereal jaunt	2,275 gp
30–33	fire storm	2,275 gp
34–38	holy word	2,275 gp
39–41	inflict serious wounds, mass	2,275 gp
42–46	regenerate	2,275 gp
47–50	repulsion	2,275 gp
51–54	scrying, greater	2,275 gp
55–58	summon monster VII	2,275 gp
59–61	summon nature's ally VII	2,275 gp
62–65	sunbeam	2,275 gp
66–67	transmute metal to wood	2,275 gp
68–71	word of chaos	2,275 gp
72–75	destruction	2,775 gp
76–77	refuge	3,775 gp
78–85	restoration, greater	7,275 gp
86–88	symbol of stunning	7,275 gp
89–91	symbol of weakness	7,275 gp
92–100	resurrection	12,275 gp

TABLE 5-45: 8TH-LEVEL DIVINE SPELLS

d%	Spell	Scroll Price
01–03	animal shapes	3,000 gp
04–09	antimagic field	3,000 gp
10–14	cloak of chaos	3,000 gp
15–17	control plants	3,000 gp
18–22	cure critical wounds, mass	3,000 gp
23–28	dimensional lock	3,000 gp
29–30	discern location	3,000 gp
31–34	earthquake	3,000 gp
35–37	finger of death	3,000 gp
38–42	holy aura	3,000 gp
43–45	inflict critical wounds, mass	3,000 gp
46–48	repel metal or stone	3,000 gp
49–51	reverse gravity	3,000 gp
52–53	shield of law	3,000 gp
54–58	spell immunity, greater	3,000 gp
59–61	summon monster VIII	3,000 gp
62–64	summon nature's ally VIII	3,000 gp
65–70	sunburst	3,000 gp
71–75	unholy aura	3,000 gp
76–78	whirlwind	3,000 gp
79–85	create greater undead	3,150 gp
86–92	planar ally, greater	5,500 gp
93–96	symbol of death	8,000 gp
97–100	symbol of insanity	8,000 gp

<sup>1</sup> Additional bargaining cost



**TABLE 5-46: 9TH-LEVEL DIVINE SPELLS**

d%	Spell	Scroll Price
01–03	<i>antipathy</i>	3,825 gp
04–09	<i>elemental swarm</i>	3,825 gp
10–14	<i>energy drain</i>	3,825 gp
15–22	<i>etherealness</i>	3,825 gp
23–25	<i>foresight</i>	3,825 gp
26–35	<i>gate</i>	3,825 gp
36–39	<i>heal, mass</i>	3,825 gp
40–44	<i>implosion</i>	3,825 gp
45–52	<i>miracle</i>	3,825 gp
53–57	<i>shambler</i>	3,825 gp
58–67	<i>shapechange</i>	3,825 gp
68–70	<i>soul bind</i>	3,825 gp
71–74	<i>storm of vengeance</i>	3,825 gp
75–80	<i>summon monster IX</i>	3,825 gp
81–87	<i>summon nature's ally IX</i>	3,825 gp
88–90	<i>astral projection</i>	4,825 gp
91–93	<i>sympathy</i>	5,325 gp
94–100	<i>true resurrection</i>	28,825 gp

**TABLE 5-47: RANDOM WANDS**

Minor	Medium	Major	Spell Level <sup>1</sup>	Caster Level
01–05	—	—	0	1st
06–60	—	—	1st	1st
61–100	01–60	—	2nd	3rd
—	61–100	01–60	3rd	5th
—	—	61–100	4th	7th

<sup>1</sup>Consult Tables 5–48 through 5–52.

**TABLE 5-48: 0-LEVEL WANDS**

d%	Wand	Price
01–04	<i>acid splash</i>	375 gp
05–07	<i>arcane mark</i>	375 gp
08–10	<i>bleed</i>	375 gp
11–14	<i>create water</i>	375 gp
15–18	<i>dancing lights</i>	375 gp
19–22	<i>daze</i>	375 gp
23–26	<i>detect magic</i>	375 gp
27–29	<i>detect poison</i>	375 gp
30–32	<i>disrupt undead</i>	375 gp
33–36	<i>flare</i>	375 gp
37–40	<i>ghost sound</i>	375 gp
41–44	<i>guidance</i>	375 gp
45–47	<i>know direction</i>	375 gp
48–51	<i>light</i>	375 gp
52–54	<i>lullaby</i>	375 gp
55–58	<i>mage hand</i>	375 gp
59–62	<i>mending</i>	375 gp
63–65	<i>message</i>	375 gp

66–69	<i>open/close</i>	375 gp
70–73	<i>prestidigitation</i>	375 gp
74–77	<i>purify food and drink</i>	375 gp
78–81	<i>ray of frost</i>	375 gp
82–85	<i>read magic</i>	375 gp
86–89	<i>resistance</i>	375 gp
90–93	<i>stabilize</i>	375 gp
94–96	<i>touch of fatigue</i>	375 gp
97–100	<i>virtue</i>	375 gp

**TABLE 5-49: 1ST-LEVEL WANDS**

d%	Wand	Price
01	<i>alarm</i>	750 gp
02–03	<i>animate rope</i>	750 gp
04	<i>bane</i>	750 gp
05	<i>bless</i>	750 gp
06	<i>bless weapon</i>	750 gp
07	<i>burning hands</i>	750 gp
08	<i>calm animals</i>	750 gp
09	<i>cause fear</i>	750 gp
10	<i>charm animal</i>	750 gp
11	<i>charm person</i>	750 gp
12	<i>chill touch</i>	750 gp
13	<i>color spray</i>	750 gp
14	<i>command</i>	750 gp
15	<i>comprehend languages</i>	750 gp
16	<i>confusion, lesser</i>	750 gp
17–21	<i>cure light wounds</i>	750 gp
22	<i>deathwatch</i>	750 gp
23	<i>detect animals or plants</i>	750 gp
24	<i>detect chaos</i>	750 gp
25	<i>detect evil</i>	750 gp
26	<i>detect good</i>	750 gp
27	<i>detect law</i>	750 gp
28	<i>detect secret doors</i>	750 gp
29	<i>detect snares and pits</i>	750 gp
30	<i>detect undead</i>	750 gp
31	<i>disguise self</i>	750 gp
32	<i>divine favor</i>	750 gp
33	<i>doom</i>	750 gp
34–36	<i>endure elements</i>	750 gp
37–39	<i>enlarge person</i>	750 gp
40	<i>entangle</i>	750 gp
41	<i>entropic shield</i>	750 gp
42	<i>erase</i>	750 gp
43	<i>expeditious retreat</i>	750 gp
44	<i>faerie fire</i>	750 gp
45	<i>feather fall</i>	750 gp
46	<i>floating disk</i>	750 gp
47	<i>goodberry</i>	750 gp
48	<i>grease</i>	750 gp
49	<i>hide from animals</i>	750 gp
50	<i>hide from undead</i>	750 gp

51	hideous laughter	750 gp
52	hold portal	750 gp
53	hypnotism	750 gp
54	identify	750 gp
55	inflict light wounds	750 gp
56	jump	750 gp
57	longstrider	750 gp
58	mage armor	750 gp
59	magic aura	750 gp
60	magic fang	750 gp
61–63	magic missile	750 gp
64–66	magic stone	750 gp
67	magic weapon	750 gp
68	mount	750 gp
69	obscure object	750 gp
70	obscuring mist	750 gp
71	pass without trace	750 gp
72–74	produce flame	750 gp
75	protection from chaos	750 gp
76	protection from evil	750 gp
77	protection from good	750 gp
78	protection from law	750 gp
79	ray of enfeeblement	750 gp
80	reduce person	750 gp
81	remove fear	750 gp
82	sanctuary	750 gp
83	shield	750 gp
84	shield of faith	750 gp
85	shillelagh	750 gp
86–88	shocking grasp	750 gp
89	silent image	750 gp
90	sleep	750 gp
91	speak with animals	750 gp
92	summon monster I	750 gp
93	summon nature's ally I	750 gp
94	true strike	750 gp
95	undetectable alignment	750 gp
96	unseen servant	750 gp
97	ventriloquism	750 gp
98	magic mouth	1,250 gp
99	bless water	2,000 gp
100	curse water	2,000 gp

TABLE 5-50: 2ND-LEVEL WANDS

d%	Wand	Price
01	acid arrow	4,500 gp
02	aid	4,500 gp
03	align weapon	4,500 gp
04	alter self	4,500 gp
05	animal messenger	4,500 gp
06	animal trance	4,500 gp
07	barkskin	4,500 gp
08–09	bear's endurance	4,500 gp

10	blindness/deafness	4,500 gp
11	blur	4,500 gp
12–13	bull's strength	4,500 gp
14	calm emotions	4,500 gp
15–16	cat's grace	4,500 gp
17	chill metal	4,500 gp
18	command undead	4,500 gp
19–24	cure moderate wounds	4,500 gp
25	darkness	4,500 gp
26	darkvision	4,500 gp
27	daze monster	4,500 gp
28	death knell	4,500 gp
29	delay poison	4,500 gp
30	detect thoughts	4,500 gp
31–32	eagle's splendor	4,500 gp
33	enthrall	4,500 gp
34	false life	4,500 gp
35–36	find traps	4,500 gp
37	flame blade	4,500 gp
38	flaming sphere	4,500 gp
39	fog cloud	4,500 gp
40	fox's cunning	4,500 gp
41	gentle repose	4,500 gp
42	ghoul touch	4,500 gp
43	glitterdust	4,500 gp
44	gust of wind	4,500 gp
45–46	heat metal	4,500 gp
47	hold animal	4,500 gp
48	hold person	4,500 gp
49	hypnotic pattern	4,500 gp
50	inflict moderate wounds	4,500 gp
51–52	invisibility	4,500 gp
53	knock	4,500 gp
54–55	levitate	4,500 gp
56	locate object	4,500 gp
57	make whole	4,500 gp
58	minor image	4,500 gp
59	mirror image	4,500 gp
60	misdirection	4,500 gp
61–62	owl's wisdom	4,500 gp
63	protection from arrows	4,500 gp
64	pyrotechnics	4,500 gp
65	reduce animal	4,500 gp
66	remove paralysis	4,500 gp
67	resist energy	4,500 gp
68	restoration, lesser	4,500 gp
69	rope trick	4,500 gp
70	scare	4,500 gp
71	scorching ray	4,500 gp
72	see invisibility	4,500 gp
73–74	shatter	4,500 gp
75	shield other	4,500 gp
76	silence	4,500 gp



77	<i>soften earth and stone</i>	4,500 gp
78	<i>sound burst</i>	4,500 gp
79	<i>spectral hand</i>	4,500 gp
80	<i>spider climb</i>	4,500 gp
81	<i>spiritual weapon</i>	4,500 gp
82	<i>status</i>	4,500 gp
83	<i>summon monster II</i>	4,500 gp
84	<i>summon nature's ally II</i>	4,500 gp
85	<i>summon swarm</i>	4,500 gp
86	<i>tongues</i>	4,500 gp
87	<i>touch of idiocy</i>	4,500 gp
88	<i>tree shape</i>	4,500 gp
89	<i>warp wood</i>	4,500 gp
90	<i>web</i>	4,500 gp
91	<i>whispering wind</i>	4,500 gp
92	<i>wood shape</i>	4,500 gp
93	<i>zone of truth</i>	4,500 gp
94	<i>arcane lock</i>	5,750 gp
95	<i>augury</i>	5,750 gp
96	<i>consecrate</i>	5,750 gp
97	<i>desecrate</i>	5,750 gp
98	<i>fire trap</i>	5,750 gp
99	<i>continual flame</i>	7,000 gp
100	<i>phantom trap</i>	7,000 gp

TABLE 5-51: 3RD-LEVEL WANDS

d%	Wand	Price
01	<i>arcane sight</i>	11,250 gp
02	<i>beast shape I</i>	11,250 gp
03	<i>bestow curse</i>	11,250 gp
04	<i>blink</i>	11,250 gp
05–06	<i>call lightning</i>	11,250 gp
07	<i>clairaudience/clairvoyance</i>	11,250 gp
08	<i>contagion</i>	11,250 gp
09	<i>create food and water</i>	11,250 gp
10–15	<i>cure serious wounds</i>	11,250 gp
16–17	<i>daylight</i>	11,250 gp
18	<i>deep slumber</i>	11,250 gp
19	<i>deeper darkness</i>	11,250 gp
20	<i>diminish plants</i>	11,250 gp
21	<i>dispel magic</i>	11,250 gp
22	<i>displacement</i>	11,250 gp
23	<i>dominate animal</i>	11,250 gp
24	<i>explosive runes</i>	11,250 gp
25–26	<i>fireball</i>	11,250 gp
27–28	<i>flame arrow</i>	11,250 gp
29–30	<i>fly</i>	11,250 gp
31	<i>gaseous form</i>	11,250 gp
32	<i>halt undead</i>	11,250 gp
33	<i>haste</i>	11,250 gp
34	<i>helping hand</i>	11,250 gp
35	<i>heroism</i>	11,250 gp
36	<i>inflict serious wounds</i>	11,250 gp

37	<i>invisibility purge</i>	11,250 gp
38	<i>invisibility sphere</i>	11,250 gp
39	<i>keen edge</i>	11,250 gp
40–41	<i>lightning bolt</i>	11,250 gp
42–43	<i>magic circle against chaos</i>	11,250 gp
44–45	<i>magic circle against evil</i>	11,250 gp
46–47	<i>magic circle against good</i>	11,250 gp
48–49	<i>magic circle against law</i>	11,250 gp
50	<i>magic fang, greater</i>	11,250 gp
51	<i>magic vestment</i>	11,250 gp
52	<i>magic weapon, greater</i>	11,250 gp
53	<i>major image</i>	11,250 gp
54	<i>meld into stone</i>	11,250 gp
55	<i>neutralize poison</i>	11,250 gp
56	<i>phantom steed</i>	11,250 gp
57	<i>plant growth</i>	11,250 gp
58	<i>poison</i>	11,250 gp
59	<i>prayer</i>	11,250 gp
60	<i>protection from energy</i>	11,250 gp
61	<i>quench</i>	11,250 gp
62	<i>rage</i>	11,250 gp
63	<i>ray of exhaustion</i>	11,250 gp
64–66	<i>remove blindness/deafness</i>	11,250 gp
67–69	<i>remove curse</i>	11,250 gp
70–72	<i>remove disease</i>	11,250 gp
73	<i>searing light</i>	11,250 gp
74	<i>secret page</i>	11,250 gp
75	<i>shrink item</i>	11,250 gp
76	<i>sleet storm</i>	11,250 gp
77	<i>slow</i>	11,250 gp
78	<i>snare</i>	11,250 gp
79	<i>speak with dead</i>	11,250 gp
80	<i>speak with plants</i>	11,250 gp
81	<i>spike growth</i>	11,250 gp
82	<i>stinking cloud</i>	11,250 gp
83	<i>stone shape</i>	11,250 gp
84	<i>suggestion</i>	11,250 gp
85	<i>summon monster III</i>	11,250 gp
86	<i>summon nature's ally III</i>	11,250 gp
87	<i>tiny hut</i>	11,250 gp
88	<i>vampiric touch</i>	11,250 gp
89	<i>water breathing</i>	11,250 gp
90	<i>water walk</i>	11,250 gp
91	<i>wind wall</i>	11,250 gp
92	<i>illusory script</i>	13,750 gp
93	<i>nondetection</i>	13,750 gp
94	<i>glibness</i>	15,750 gp
95	<i>good hope</i>	15,750 gp
96	<i>heal mount</i>	15,750 gp
97	<i>sculpt sound</i>	15,750 gp
98	<i>glyph of warding</i>	21,250 gp
99	<i>animate dead<sup>1</sup></i>	23,750 gp
100	<i>sepia snake sigil</i>	36,250 gp

<sup>1</sup> User cannot cast at a higher level than wand's caster level.

TABLE 5-52: 4TH-LEVEL WANDS

d%	Wand	Price
01	air walk	21,000 gp
02	antiplant shell	21,000 gp
03	arcane eye	21,000 gp
04	beast shape II	21,000 gp
05	black tentacles	21,000 gp
06–07	blight	21,000 gp
08	chaos hammer	21,000 gp
09	charm monster	21,000 gp
10	command plants	21,000 gp
11	confusion	21,000 gp
12	control water	21,000 gp
13	crushing despair	21,000 gp
14–18	cure critical wounds	21,000 gp
19	death ward	21,000 gp
20–21	detect scrying	21,000 gp
22–23	dimension door	21,000 gp
24–25	dimensional anchor	21,000 gp
26	discern lies	21,000 gp
27	dismissal	21,000 gp
28	divine power	21,000 gp
29	elemental body I	21,000 gp
30	enervation	21,000 gp
31–32	enlarge person, mass	21,000 gp
33	fear	21,000 gp
34–35	fire shield	21,000 gp
36–37	flame strike	21,000 gp
38	freedom of movement	21,000 gp
39	geas, lesser	21,000 gp
40	giant vermin	21,000 gp
41	globe of invulnerability, lesser	21,000 gp
42	hallucinatory terrain	21,000 gp
43	holy smite	21,000 gp
44	ice storm	21,000 gp
45–46	illusory wall	21,000 gp
47	imbue with spell ability	21,000 gp
48	inflict critical wounds	21,000 gp
49–50	invisibility, greater	21,000 gp
51	locate creature	21,000 gp
52	minor creation	21,000 gp
53	mnemonic enhancer	21,000 gp
54	order's wrath	21,000 gp
55	phantasmal killer	21,000 gp
56	rainbow pattern	21,000 gp
57	reduce person, mass	21,000 gp
58	reincarnate	21,000 gp
59	repel vermin	21,000 gp
60	resilient sphere	21,000 gp
61	rusting grasp	21,000 gp
62	scrying	21,000 gp
63	secure shelter	21,000 gp
64	sending	21,000 gp

65	shadow conjuration	21,000 gp
66	shout	21,000 gp
67	solid fog	21,000 gp
68–69	spell immunity	21,000 gp
70	spike stones	21,000 gp
71	summon monster IV	21,000 gp
72	summon nature's ally IV	21,000 gp
73	unholy blight	21,000 gp
74	wall of fire	21,000 gp
75	wall of ice	21,000 gp
76	divination	22,250 gp
77–79	restoration	26,000 gp
80	animal growth	30,000 gp
81–82	break enchantment	30,000 gp
83	commune with nature	30,000 gp
84–85	dispel chaos	30,000 gp
86–87	dispel evil	30,000 gp
88	dominate person	30,000 gp
89–90	hold monster	30,000 gp
91	holy sword	30,000 gp
92	mark of justice	30,000 gp
93	modify memory	30,000 gp
94	tree stride	30,000 gp
95	zone of silence	30,000 gp
96	legend lore	33,500 gp
97–98	stoneskin	33,500 gp
99	planar ally, lesser <sup>1</sup>	46,000 gp
100	restoration <sup>1</sup>	71,000 gp

<sup>1</sup> Extra cost
