

Section Key:

A: armor and shields
W: weapons
C: clothes
T: tools
S: item sets

Attack bonus

Enhancement – T: skin of the hero
Insight – C: true strike gauntlets, T: rod of sure striking
Morale – W: resounding, axe of the sea reavers, spear of retribution
Profane – W: warlock's scepter

Direct damage

Acid – W: acidic burst, corrosive, fountainhead arrow, spider fang, mask of blood, T: harrow rod, strand of acid pearls, S: caustic veil
Area – W: explosive sling, fountainhead arrow, meteoric dagger, C: boots of stomping, gauntlets of the blazing arc, gloves of flame, ring of lightning flashes, robe of the inferno, T: blast disk, blast globes, Ehlonna's seed pouch, exploding spike, harrow rod, rod of frost, strand of acid pearls, strand of lightning, S: helm of wounding sight
Bonus – A: rubicund frenzy, W: arcane might, souldrinking, axe of the sea reavers, spear of retribution, C: brute gauntlets, third eye surge, torc of the titans, T: rhino elixir, S: bands of blood rage
Chaotic – C: chasuble of fell power
Cold – W: bow of the wintermoon, spectral dagger, water whip, C: gloves of the uldra savant, T: rod of frost
Electricity – A: electric eel hide, W: witchlight reservoir, C: gloves of lightning, lightning gauntlets, lightning tunic, ring of lightning flashes, ring of thunderclaps, storm gauntlets, T: electric eel elixir, strand of lightning, S: bracers of lightning, stormfire ring, veil of storms
Energy (any) – A: energy defense, W: energy aura, energy surge, chromatic rod, crystal of energy assault, C: gauntlets of energy transformation
Evil – W: profane, profane burst, unholy surge, chain of obeisance, dagger of denial, skewer-of-gnomes, C: fiendhelm
Fire – W: blazing skylance, explosive sling, hooked hammer of the hearthfire, meteoric knife, water whip, phoenix ash threat, witchlight reservoir, cloak of the salamander, fiery tunic, gauntlets of the blazing arc, gloves of flame, Gwaeron's belt, robe of the inferno, T: bag of flames, blast disk, blast globes, Ehlonna's seed pouch, elixir of flaming fists, exploding spike, skin of fiery response, S: helm of wounding sight, crown of flames, talon scepter, burning veil
Force – W: force, psychokinetic, psychokinetic burst, forceful skylance, rod of whips, T: rod of force, S: gloves of endless javelins, S: gloves of the starry sky
Good – W: blessed, holy surge weapon, heavenly burst, sacred, sacred burst, sword of virtue beyond reproach, C: angelhelm, S: vestments of divinity
Nonlethal – W: rod of freedom, scourge of pain, C: boots of stomping
Lawful – W: cudgel that never forgets, ruby blade
Negative energy – W: consumptive
Positive energy – A: ectoplasmic feedback
Sonic – W: screaming, screaming burst, C: ring of thunderclaps, T: blast globes, chime of harmonic agony, rod of silence

Spell enhancing: cause your spells to do more damage

Spell enhancing – C: hellcat gauntlets, ring of mystic fire, ring of mystic lightning, ring of piercing spells, spellmight bracers, vest of the master evoker, T: dragondoom scepter, S: bands of blood rage, burning veil, caustic veil, veil of storms
Untyped – W: bloodfeeding, bloodstone, collision, desiccating, desiccating burst, vampiric, assassin whip, the fist, lash of sands, quarterstaff of battle, raptor arrow, witchlight reservoir, C: belt of one mighty blow, gloves of agile striking, T: flesheater, hammersphere, skin of the celestial, skin of celestial embrace, skin of the fiend, skin of fiendish embrace, radiant sphere, rod of grievous wounds, S: mantle of the predator

Wounding: cause ongoing damage

Counterstrike: attack enemies when they miss you

Creature specific: hurts particular type of creature

Offensive abilities

Attacks of opportunity – C: bracers of opportunity
Banishing – W: banishing, S: veil of doors
Bleeding – W: implacable
Blinding – W: everbright, heavenly burst, C: gauntlet of Gruumsh, T: orb of blinding, powder of the black veil, S: helm of wounding sight
Breath weapon – C: dragon spirit cincture, T: dragon's draught
Bullrush – A: shield of the severed hand, W: brutal surge, C: helm of battle
Charge – W: charging, C: boots of the battle charger, S: cobra straps
Counterstrike – C: counterstrike bracers
Cover/concealment penetration: – W: ethereal reaver, revealing, rapier of unerring detection, revelation crystal, C: bracers of accuracy, crystal mask of visual insight, gauntlet of infinite blades, goggles of foefinding, T: glitter stone, truelight lantern, S: armor of the watchful master
Coup de grace – C: executioner's hood
Creature specific – A: bane blind, W: aquan, auran, desiccating, desiccating burst, divine wrath, dragondoom, dragonhunter, fiercebane, ghost strike, ignan, profane, profane burst, terran, sacred, sacred burst, bow of the wintermoon, dwarf crusher, rod of celestial might, skewer-of-gnomes, stonereaver, sword of mighty thews, demolition crystal, fiendslayer crystal, truedeath crystal, C: blighter's hex-eye, enemy spirit pouch, githborn talisman, blight stone, T: dragondoom scepter, radiant sphere
Critical hits – W: acidic burst, blessed, bodyfeeder, desiccating burst, doom burst, dragonhunter, enervating, fiercebane, heavenly burst, impact, maiming, paralytic burst, prismatic burst, profane burst, psychokinetic burst, sacred burst, screaming burst, slow burst, souldrinking, stunning, galeb duhr hammer, lash of sands, rapier of desperate measures, demolition crystal, truedeath crystal, C: bracers of great collision, deathstrike bracers, devastation gauntlets, flesh ring of scorn, reciprocal bracers, T: sacred scabbard

Offensive abilities (cont.)

- Daze/paralyze/stun – A: ghoul touch armor, W: paralytic burst, paralyzing, stunning, stunning surge, the fist, quarterstaff of battle, stunshot sling, C: fanged mask, ghoulish gauntlets, T: pearl of brain lock, stunning spike
- Disarm – W: disarming weapon, quarterstaff of battle, C: cloak of battle, helm of battle
- Dispelling – W: dispelling, illusion bane, rod of freedom, C: dispelling cord, third eye repudiate, T: canaith mandolin, magic siphon
- DR penetration – W: metalline, transmuted, morningstar of the many, demolition crystal, C: dragonfang gauntlets, gauntlets of weaponry arcane, ring of adamantite touch, ring of brief blessing, symbol of transfiguration, wyrmfang amulet, T: sacred scabbard, S: gauntlets of destruction
- Entangle/impede movement – W: slow burst, assassin whip, the fist, gale duhr hammer, lash of sands, tentacle rod, whip of webs, C: beholder crown, bracers of the entangling blast, bracers of retaliation, gauntlets of lassitude T: bag of endless caltrops, jumping caltrops, skin of the spider, rod of viscid globs, shackles of silence, slashing sand, soul anchor, spider rod, tangle patch, thorn pouch
- Extra attacks/actions – A: speed, kytan armor, W: fleshgrinding, whirling, quarterstaff of battle, rapier of desperate measures, rod of whips, tentacle rod, C: belt of battle, boots of temporal acceleration, bracers of quick strike, skirmisher boots, T: hammersphere, S: bracers of blinding strike
- Fear – A: fearsome, menacing, shield of the resolute, wrapped tower, W: domineering, doom burst, axe of the sea reavers, cudgel that never forgets, C: platinum helm, T: breastplate of terror
- Flanking – C: amulet of teamwork, S: helm of tactics
- Gaze – T: mirror of suggestion, mirror of time hop
- Grapple – A: bearskin armor, W: chain of obeisance, C: brawler's gauntlets, cloak of quills, gloves of the titan's grip, spare hand, T: porcupine elixir
- Flight/higher ground – C: piercer cloak, T: bracers of aerial combat
- Incorporeal – A: ectoplasmic feedback, W: ethereal reaver, incorporeal binding, ghost net, rapier of unerring detection, truedeath crystal, C: ghost shroud, S: gauntlets of ghost fighting
- Larger opponents – C: gauntlets of giantfelling
- Moving opponents – W: dislocator, knockback, C: bracers of repulsion, brute ring, repelling gauntlets, transposer cloak, T: blast globes, rod of sliding
- Magic opposing – A: magic eating, W: illusion theft, impedance, magebane, pick of piercing, spider fang, revelation crystal, C: gloves of spell disruption, shirt of the leech, truelight lantern
- Natural attack granting – A: bearskin armor, tigerskin armor, C: fanged mask, gauntlets of the talon, horned helm, T: skin of the claw, skin of fiendish embrace
- Negative levels – A: wight hide shield, W: enervating, necrotic focus, soulbreaker, souldrinking, stygian
- Overrun – C: helm of battle

Dispelling: generate *dispel magic* effect

Magic opposing: disrupt spells or spellcasting in special ways

Retaliation: hurt those who hit you

Touch attack: deliver damage with a touch

- Penalty imposing – W: cursespeaking, slow burst, weakening, scourge of pain, spectral dagger, tentacle rod, witchlight reservoir, gauntlets of lassitude, gauntlets of mindfire, robe of the inferno, T: blast globes, mirror of time hop, pearl of breath crisis, pipes of frenzied revelry, rod of fumbling, stench stone
- Poison – W: venomous, arrow of biting, rod of the recluse, viperblade, C: toxic gloves, T: spider rod, S: serpent veil
- Ranged – W: ranged, manticores greatsword, meteoric knife, spear of retribution, crystal of return, C: bracers of wind, gauntlets of extended range, gauntlets of throwing, goggles of the ebon hunter, T: bag of boulders, blight stone, S: gloves of endless javelins
- Reach – W: shadowstrike, C: greatreach bracers, reach gauntlets
- Rend – C: rending gauntlets, S: garb of the hunting cat
- Retaliation – A: ectoplasmic feedback, energy defense, retaliation, electric eel hide, W: dawnstar, C: bracers of retaliation, burnoose of 1001 thorns, cloak of the salamander, cloak of thorns, fiery tunic, lightning tunic, retributive amulet, ring of vengeance, ring of force armor, robe of retaliation, T: skin of fiery response, S: robe of thunder, crown of flames
- Save or die – T: aroma of curdled death, S: turquoise veil
- Sleep – T: aroma of dreams, mac-fuirmidh cithern, sleeping spike
- Spell DC – C: veil of allure, vest of the master evoker, S: barbs of retribution
- SR penetration – W: shattermantle, C: third eye penetrate, vest of the archmagi, T: dragondoom scepter, tomebound eye of Boccob
- Sunder – W: sundering, C: eagle claw talisman dragonfang gauntlets, helm of battle
- Touch attack – A: electric eel hide, W: impaling, dawnstar, dwarf crusher, spectral dagger, C: gauntlets of the blood lord, gloves of flame, heartseeking amulet, T: electric eel elixir, rod of force, S: bracers of lightning
- Trap -- T: blast disk, enveloping pit, exploding spike, glyph seal, sleeping spike, stunning spike
- Trip/knockdown – W: chargebreaker, sweeping, the fist, living chain, quarterstaff of battle, C: boots of stomping, helm of battle
- Unarmed strike – C: brawler's gauntlets, dragonfang gauntlets, ring of force armor, wyrmfang amulet, T: elixir of flaming fists, S: cobra straps, scorpion kama
- Weapon size – C: strongarm bracers



AC bonus

Armor – C: bracers of retaliation, cloak of battle, impervious vestment, ring of force armor, robe of arcane might, robe of the inferno, vest of the archmagi, war wizard cloak, T: mac-fuirmidh cithern, skin of ectoplasmic armor

Deflection – C: ghost shroud, ring of avoidance, ring of four winds, ring of soulbound protection, shadow veil, T: skin of the hero

Flatfooted – C: necklace of warning

Insight – W: parrying

Natural – C: belt of priestly might, burnoose of 1001 thorns, cloak of thorns, crimson dragonhide bracers, hair shirt of suffering, T: beetle elixir, electric eel elixir, porcupine elixir, skin of the defender, rhino elixir

Saves

Resistance – A: agility, stamina, serpent armor, C: vest of the archmagi, vest of resistance, vestments of ebon silk, T: skin of the hero

Morale – W: axe of the sea reavers, C: tabard of the great crusade, T: noble pennon

Insight – W: parrying, C: crystal mask of mindarmor

Luck – C: cat's-eye brooch

Untyped – S: five virtues, vestments of divinity

Substitution – C: headband of conscious effort, ring of nine lives

Substitution: make a different check, or save automatically

Protection/Defense

Acid – C: necklace of copper dragon scales

Attacks from above – A: overhead shield

Attacks of opportunity – C: armband of elusive action, boots of desperation, S: fleet warrior's array

Bleeding – A: styptic, C: brooch of stability, scarab of stabilization, S: instruments of the blood gift

Blinding – S: phoenix cloak

Breath weapons – A: dragon dodger, W: sword of mighty thews

Bullrush – A: anchoring, C: rock boots, steadfast boots, vanguard treads

Charge – W: chargebreaker, skewer-of-gnomes, C: steadfast boots

Cold – C: enduring amulet, gloves of flame, ring of the icy soul, skin of the fiend

Concealment/cover/miss chance – A: blinking, blurring, displacement, mithralmist shirt, C: shadow veil, torc of displacement, T: censer of the last breath, portable foxhole, S: raiment of the stormwalker

Counterspelling – C: ring of greater counterspells, ring of spell-battle, water cloak, T: rod of reversal

Creature specific -- C: githborn talisman, sepulchral vest, shroud of scales, skull plaque, S: choker of life protection

Critical hits – A: shield of the resolute, C: formless vest, T: talisman of undying fortitude

Death attacks – A: death ward, crystal of lifekeeping, T: talisman of undying fortitude

Defensive fighting – W: defensive surge, C: vest of defense

Disarm – W: disarming, water whip, crystal of security

Bleeding: avoid ongoing damage from wounding effects or being at negative hit points

Creature specific: protection from particular type of creatures

Environmental: protection from extreme temperatures, lack of air, planar traits

Invulnerability: protection from everything

Disease – A: crystal of stamina, C: cat's-eye brooch, circlet of solace, T: skin of celestial embrace, talisman of undying fortitude

DR – A: axeblock, hammerblock, spearblock, exoskeleton, vampire hide armor, zombie hide, iron ward diamond, C: deathguardian bracers, shirt of angels, shirt of bone, shirt of chains, shirt of demonskin, shirt of the fey, shirt of the inevitable, shirt of ironskin, shirt of the moon, shirt of resilience, shirt of slaadskin, shirt of the treant, shroud of scales, tabard of the great crusade, T: cornucopia of the needful, diamondskin decanter, skin of the celestial, skin of celestial embrace, skin of the fiend, skin of fiendish embrace, S: breastplate of terror, horn of resilience

Electricity – C: storm gauntlets, S: raiment of the stormwalker

Enchantment/mind affecting – A: mindarmor, crystal of mind cloaking, W: dagger of defiance, rod of freedom, sword of virtue beyond reproach, C: mask of mental armor, mindvault

Energy – A: energy immunity, radiant, dragonrider armor, clasp of energy protection, C: angelhelm, cloak of elemental protection, dragonscale cloak, fiendhelm, ring of divergence, ring of universal energy resistance, T: conduit rod, skin of the celestial, skin of celestial embrace, skin of fiendish embrace, S: raiment of the four, seven veils

Energy drain/negative energy – A: death ward, crystal of lifekeeping C: bone ring, ring of negative protection, S: phylactery of virtue, choker of life protection

Environmental – A: crystal of adaptation, C: burnoose of 1001 thorns, enduring amulet, mask of sweet air, war wizard cloak, T: magic bedroll, orb of environmental adaptation, talisman of undying fortitude, S: periapt of the sullen sea

Falling – A: landing, dragonrider armor, C: boots of landing, phoenix helm, ring of four winds, safewing emblem, war wizard cloak, T: life ring, S: array of the manticore

Fear – A: rubicund frenzy, resounding, W: dagger of defiance, sword of mighty thews, C: belt of the champion, circlet of solace, helm of the purple plume, platinum helm, shroud of scales, T: banner of the storm's eye, S: standard of valor, badge of valor

Fire – C: crimson dragonhide bracers, enduring amulet, fiery tunic, fireflower amulet, greater piwafwi, robe of the inferno, water cloak, T: bag of flames, skin of the fiend, S: regalia of the phoenix

Flanking – C: eyes of expanded vision

Gaze attacks – A: crystal of bent sight, C: blindfold of true darkness, blindhelm, helm of gazes

Grapple – A: acidic, crystal of glancing blows

Incorporeal – A: ghost ward, crystal of screening

Invulnerability – A: time buttress, C: scarab of invulnerability

Light – C: goggles of day

Overrun – A: anchoring, C: steadfast boots

Protection/Defense (cont.)

- Poison – *A*: crystal of stamina, *C*: amulet of toxin delay, circlet of solace, mask of sweet air, ring of antivenom, snakeblood tooth, unicorn pendant, white cloak of the spider, *T*: cornucopia of the needful, skin of celestial embrace, skin of fiendish embrace, talisman of undying fortitude
- Positive energy – *C*: ring of positive protection
- Rust – *A*: blueshine, *W*: everbright
- Ranged – *A*: roaring, crystal of arrow deflection, quarterstaff of battle, *C*: bracers of wind, chronocharm of the grand master, gauntlet of arrow reflection, ring of entropic deflection, vambraces of warding, war wizard cloak, *T*: dust of dispersion, *S*: medallion of aerial defense
- Shape changing – *C*: amulet of inviolate form, lenses of true form, ruby cincture of immutability
- Sleep/fatigue – *T*: sphere of awakening, talisman of undying fortitude
- Sonic – *T*: rod of silence, *S*: robe of thunder
- Spells– *W*: spellstrike, quarterstaff of battle, *C*: ring of mystic defiance, scry shroud, spellsink scarab, third eye dampening, *T*: skin of the celestial, skin of celestial embrace, skin of the fiend, skin of power damping, rod of reversal, salve of minor spell resistance
- Stun – *C*: third eye clarity, *T*: banner of the storm's eye, talisman of undying fortitude
- Turn resistance – *C*: cloak of turn resistance
- Trip/prone – *A*: anchoring, *C*: rock boots, steadfast boots, *S*: medal of steadfast honor

Other abilities

- Aiding allies – *A*: commander, *W*: resounding, axe of the sea reavers, *C*: amulet of teamwork, torc of heroic sacrifice, *T*: rod of sure striking, *S*: standard of valor, five virtues, bands of blood rage, regalia of the hero
- Arcane spell failure – *A*: twilight, *C*: bracers of arcane freedom
- Blindsight/blindsense -- *W*: blindsighted, *C*: blindfold of true darkness, blindhelm, dragon's-eye amulet, gem of the glitterdepth, goggles of draconic vision, goggles of the ebon hunter, platinum helm
- Carrying/travel – *A*: easy travel, *C*: belt of hidden pouches, *T*: drums of marching, enveloping pit, map of unseen lands, spool of endless rope, survival pouch, talisman of the disk, trollgut rope, *S*: belt of the wide earth
- Caster level – *C*: arcanist's gloves, boots of big stepping, ring of arcane might, ring of mystic fire, ring of mystic healing, ring of mystic lightning, robe of arcane might, *T*: tome of the stilled tongue
- Communication – *A*: linked, *C*: contact medallion, farspeaking amulet, ring of communication, war wizard cloak, *T*: sending stones
- Darkvision/low-light vision – *A*: wight armor, *W*: rod of cats, *C*: badge of the svirfneblin, cannith goggles, goggles of draconic vision, moonstone mask, phoenix helm, ring of the darkhidden, scout's headband, *T*: beetle elixir, skin of the celestial, skin of celestial embrace, skin of the fiend, skin of fiendish embrace, *S*: helm of the hunter, mask of the tiger

Carrying/travel: hold your gear carry more weight

Equipping/wearing: exchanging/equipping items quickly, and sleeping in armor

Hardness: increase hardness of your items

Hit-point powered: sacrifice hp to activate

Injury activated: activates when you get hurt

- Divination – *C*: gloves of object reading, third eye sense, *T*: scrying beacon, scrying shard, *S*: lenses of revelation
- Equipping/wearing – *A*: calling, restful crystal, *W*: eager, quickloading, crystal of return, *C*: casting glove, cloak of weaponry, gauntlet of infinite blades, ring of arming, shiftweave, spare hand, wand bracelet, *T*: infinite scrollcase, *S*: gloves of endless javelins
- Extra spells – *C*: circlet of mages, vest of the archmagi, *T*: incense of concentration, memento magica, *S*: blood claw choker
- Fast healing – *A*: millennial chainmail, *T*: dove's harp, skin of the troll, *S*: shield of vigor,
- Flight – *A*: hawkfeather, *C*: dragonscale cloak, reins of ascension, *T*: skin of celestial embrace, skin of fiendish embrace, *S*: winged vest, cloudwater anklets, phoenix cloak
- Food/shelter – *C*: goodberry bracelet, symbol of transfiguration, *T*: Daern's instant tent, Ehlonna's seed pouch, everfull mug, everlasting feedbag, field provisions box, personal oasis, replenishing skin, survival pouch
- Hardness – *A*: crystal of adamant armor, *W*: crystal of adamant weaponry
- Healing – *A*: healing, magic eating, *W*: bloodstone, vampiric, crystal of life drinking, *C*: amulet of emergency healing, amulet of retributive healing, armband of maximized healing, belt of theft-healing, caduceus bracers, cloak of predatory vigor, collar of healing, goodberry bracelet, hair shirt of suffering, healing belt, helm of glorious recovery, rags of restraint, ring of mystic healing, ring of nine lives, scarab of stabilization, shadow maniple, shirt of the leech, tabard of the great crusade, unicorn pendant, vampire torc, vest of the archmagi, *T*: anstruth harp, blessed bandage, canaith mandolin, cornucopia of the needful, healing salve, mac-fuirmidh cithern, *T*: magic bedroll, *S*: instruments of the blood gift, regalia of the phoenix
- Heal ability damage – *T*: orb of mental renewal, rod of bodily restoration, *S*: wraith's woe
- Hit-point powered – *S*: bands of blood rage, barbs of retribution, blood claw choker
- Illumination -- *A*: daylight, radiant, *W*: illuminating, crystal of illumination, *C*: bracers of dawn, lenses of bright vision, watch lamp, *T*: crystal anchor of alertness, daylight pellet, radiant sphere, shard of the sun, truelight lantern, *S*: helm of wounding sight, gloves of the starry sky
- Incarnum – *A*: soulbound, *W*: soulbound, *C*: amulet of incarnum shielding, cloak of soulbound resistance, essential helm, gloves of incarnum theft, incarnum focus, ring of essential, ring of soulbound protection, soulmite gauntlets, soulstone, essential jewel, soul void orb
- Initiative – *A*: roaring, *W*: eager, warning, *C*: belt of battle, *S*: armor of the watchful master, bracers of blinding strike
- Injury activated – *A*: healing, rubicund frenzy, *W*: cudgel that never forgets, rapier of desperate measures, *C*: boots of desperation, desperation chain, reciprocal bracers, ring of nine lives, scarab of stabilization, *S*: regalia of the phoenix

Other abilities (cont.)

Invisibility/undetectedability – *A*: bane blind, masking, vanishing, *C*: boots of tracklessness, hat of anonymity, ring of the darkhidden, ring of vanishing, scentblinder, scry shroud, third eye conceal, vanisher cloak, *S*: *S*: garb of the hunting cat

Max Dex/ACP – *A*: nimbleness, millennial chainmail, mithralmist shirt

Morphing – *A*: variable, *W*: changeling, morphing, shielding, sizing, bladed crossbow, bowstaff, rod of surprises, swordbow, *C*: cloak of battle, *T*: rod of force, survival pouch

Mount – *C*: reins of ascension, *T*: battle bridle, everlasting feedback

Planar travel – *C*: tabard of the disembodied

Psionic – *A*: manifester, *W*: manifester, mindcrusher, mindfeeder, power storing, psibane, psychic, *C*: amulet of catapsi, *C*: circlet of wild surging, dreaming blindfold, eyes of power leech, pendant of joy, psionatrix, reach gauntlets, surge crystal, third eye powertheive, torc of power preservation, cognizance crystal, skin of the claw, skin of the psion

Rapid casting – *C*: chronocharm of the uncaring archmage, circlet of rapid casting, desperation chain

Rerolls/redo – *W*: lucky, *C*: amulet of fortune prevailing, amulet of second chances, chronocharms, gloves of fortunate striking, mantle of second chances

Scent – *A*: bearskin armor, foxhide armor, tigerskin armor

Shapechange – *C*: cape of the viper

Speed/movement – *A*: quickness, *C*: acrobat boots, boots of desperation, boots of the mountain king, boots of sidestepping, boots of skating, chronocharm of the horizon walker, quicksilver boots, rock boots, sandals of sprinting, vanguard treads, *T*: skin of the spider, *S*: crystal of alacrity, sandals of the light step, cobra straps, panther mask

Spell powered – *W*: arcane might, bloodstone, *C*: bracers of the blast barrier, bracers of the entangling blast, bracers of retaliation, deathguardian bracers, robe of retaliation, vest of the archmagi, *T*: arcane thieves' tools, glyph seal, radiant sphere, *S*: instruments of the blood gift, barbs of retribution, belt of the wide earth, gloves of the starry sky, cord of favor, phylactery of virtue

Spells known – *T*: runestaff, tome of ancient lore, *S*: seven veils

Summoning – *T*: summoner's totem, *S*: array of the manticore

Teleportation -- *A*: aporter, *W*: vanishing, *C*: anklet of translocation, bolt shirt, boots of big stepping, boots of swift passage, dimension stride boots, transposer cloak, war wizard cloak, *T*: cli lyre, rod of transposition, *S*: fleet warrior's array, belt of the wide earth

Temporary hit points – *A*: heartening, *W*: bodyfeeder, souldrinking, death spike, *C*: amulet of tears, *T*: elixir of adamantine blood

Tremorsense – *A*: earthplate armor, *C*: boots of tremorsense

Underwater – *A*: crystal of aquatic action, deepdweller, *W*: aquatic, *C*: ring of water breathing, *S*: periapt of the sullen sea

Morphing: multiple items in one

Spell powered: sacrifice spells to activate

Rapid casting: cast your spells faster

Rerolls/redo: reroll the dice or take back your turn

Ability scores

Cha – *A*: hawkfeather armor, *C*: helm of the purple plume, *S*: crown of flames

Con – *A*: bearskin armor, *S*: blood claw choker

Dex – *A*: tigerskin armor

Int – *A*: foxhide armor

Str – *C*: belt of the champion, belt of priestly might, dragonfang gauntlets, *S*: gauntlets of destruction

Wis – *C*: gem of the glitterdepth

Skills

Any/All – *W*: axe of the sea reavers, *C*: third eye improvisation, *T*: skill shard

All Dex – *C*: third eye surge

All Str – *C*: armbands of might, *C*: belt of the champion, brute gauntlets, third eye surge, torc of the titans

Appraise – *C*: monocle of perusal

Autohypnosis – *C*: ring of self-sufficiency

Balance – *A*: balance, *C*: belt of ultimate athleticism, chronocharm of the celestial wanderer

Bluff – *C*: amulet of wordtwisting, mask of lies, wink brooch

Climb – *A*: tigerskin armor, *C*: belt of ultimate athleticism, boots of dragonstriding, chronocharm of the celestial wanderer, spare hand, *T*: skin of the spider, rope of climbing (superior)

Concentration – *C*: circlet of mages, headband of conscious effort, third eye concentrate, tunic of steady spellcasting, *T*: infinite scrollcase, *S*: seven veils

Diplomacy – *A*: commander, *C*: amulet of wordtwisting, medal of gallantry, pendant of joy, ring of dragon friendship, wink brooch

Disable Device – *C*: chronocharm of the laughing rogue, gloves of manual prowess, *T*: arcane thieves' tools

Escape Artist – *A*: electric eel hide, *C*: silkslick belt, spare hand

Gather Information – *C*: third eye gather

Hide – *A*: blueshine, foxhide armor, tigerskin armor, *W*: rod of cats, *C*: badge of the svirfneblin, cloak of stone, greater piwafwi, hat of anonymity, rogue's vest, *T*: camouflage paint, skin of the chameleon, *S*: mantle of the predator

Intimidate – *C*: amulet of wordtwisting, crystal mask of dread, *S*: mask of mastery

Jump – *A*: tigerskin armor, *C*: belt of ultimate athleticism, boots of agile leaping, boots of dragonstriding, boots of jumping, dimension stride boots, reins of ascension, sandals of springing, *T*: rod of escape

Knowledge (various) – *C*: crystal mask of knowledge, lore gem, *T*: map of unseen lands, scrolls of uncertain provenance, tome of ancient lore, tome of worldly memory, *S*: seven veils

Listen – *A*: owlfeather armor, *C*: chronocharm of the celestial wanderer, moonstone mask, *T*: crystal anchor of alertness

Move Silently – *A*: foxhide armor, owlfeather armor, tigerskin armor, *W*: rod of cats, *C*: cloak of stone, rogue's vest, *T*: rod of silence, *S*: mantle of the predator

Open Lock – *C*: gloves of manual prowess, lockpicking ring, *T*: arcane thieves' tools

Perform – *W*: harmonizing, *C*: mithral bells, *T*: anstruth harp, canaith mandolin, cli lyre, doss lute, fochlucan bandore, mac-fuirmidh cithern, ollamh harp, pipes of frenzied revelry

Psicraft – *C*: crystal mask of psicraft

Ride – *A*: dragonrider, *C*: riding boots, *T*: battle bridle

Search – *C*: cannith goggles, crystal mask of detection, crystal mask of insight, dragon's-eye amulet

Skills (cont.)

- Sense Motive – *C*: amulet of wordtwisting, crystal mask of discernment, third eye expose, *S*: cord of favor
- Sleight of Hand – *W*: hideaway, *C*: gloves of manual prowess
- Speak Language – *C*: crystal mask of languages, pearl of speech
- Spellcraft – *C*: spellsight spectacles, *T*: tome of ancient lore, *S*: seven veils
- Spot – *A*: hawkfeather armor, owlfeather armor, cannith goggles, chronocharm of the celestial wanderer, crystal mask of insight, dragon's-eye amulet, eye's of expanded vision, eyes of truth, goggles of draconic vision, lenses of true form, moonstone mask, scout's headband, third eye aware, *T*: crystal anchor of alertness, *S*: armor of the watchful master, helm of the hunter, phoenix cloak
- Survival – *T*: map of unseen lands, *S*: mask of the tiger
- Swim – *A*: buoyant, deepdweller, electric eel hide, crystal of aquatic action, *W*: axe of the sea reavers, *C*: belt of ultimate athleticism, finned gauntlets, ring of floating, *T*: rod of escape
- Tumble – *C*: acrobat boots, *C*: belt of ultimate athleticism, chronocharm of the celestial wanderer, *T*: skin of nimbleness
- Use Magic Device – *C*: spellsight spectacles
- Use Rope – *C*: gloves of manual prowess, *T*: rope of stone

Feats

- Blind-Fight – *C*: corsair's eyepatch
- Combat Expertise – *W*: defensive surge, *C*: vest of defense
- Combat Reflexes – *A*: serpent armor
- Deflect Arrows – *C*: gauntlet of arrow reflection
- Far Shot – *S*: helm of the hunter
- Improved Counterspell – *T*: rod of reversal
- Improved Sunder – *W*: sundering, *C*: dragonfang gauntlets
- Metamagic – *C*: empowered spellshard, gauntlets of the blood lord, mask of silent trickery, ring of silent spells, vest of the master evoker, *T*: metamagic rods
- Mobility – *A*: mobility
- Mounted Combat – *T*: battle bridle
- Power Attack – *C*: armbands of might
- Precise Shot – *W*: precise
- Ride-By Attack – *C*: riding boots, *T*: battle bridle
- Run – *S*: panther mask
- Spirited Charge – *C*: riding boots
- Spring Attack – *S*: claw gloves
- Stunning Fist – *C*: ki straps, *S*: Gharyn's monastic array
- Track – *S*: mask of the tiger
- Two-Weapon Fighting – *C*: gloves of the balanced hand
- Whirlwind Attack – *W*: whirling

Race

- Dwarf – *W*: galeb duhr hammer, stonereaver
- Orc – *C*: amulet of wordtwisting

Class abilities

- Animal Companion – *C*: collar of healing
- Arcane Channeling – *W*: crystal of arcane steel
- Artificer Knowledge – *C*: artificer's monocle
- Aura of Courage – *C*: crest of bravery
- Bardic Knowledge – *C*: headband of the lorebinder
- Bardic Music – *W*: harmonizing, bow of songs, *C*: charm of countersong, *T*: chime of harmonic agony, dove's harp, *S*: badge of valor, horn of resilience
- Controlling Undead – *T*: rod of undead mastery
- Domain – *T*: domain draught
- Draconic Aura – *C*: dragon spirit amulet
- Eldritch blast – *W*: warlock's scepter, *C*: chasuble of fell power, gauntlets of eldritch energy, gloves of eldritch admixture
- Familiar – *C*: collar of healing
- Favored Enemy – *W*: hunting, *C*: enemy spirit pouch
- Flurry of Blows – *C*: rapidstrike bracers
- Grant Move Action – *C*: helm of heroes
- Hexblade's Curse – *C*: hexbands
- Infusions – *C*: cannith goggles, ring of master artifice, spare hand
- Ki Power – *C*: rags of restraint
- Knight's Challenge – *C*: surcoat of valor, *T*: noble pennon, *S*: armband of confrontation, medal of steadfast honor, shield of vigor, standard of valor
- Lay On Hands – *C*: unicorn pendant
- Marshal's Aura – *C*: rearguard's cape, *S*: helm of tactics, horn of resilience
- Mind Blade – *C*: adamantine mind blade gauntlets, mind blade gauntlet
- Monk – *C*: gauntlets of the talon, *S*: scorpion kama
- Mysteries – *C*: shadow maniple
- Psychic Warrior – *T*: skin of the claw
- Rage – *W*: berserker, brash, *C*: bear helm, cloak of predatory vigor, mask of blood
- Skirmish – *C*: gloves of agile striking, rogue's vest, skirmisher's boots
- Smite – *A*: shield of mercy, *W*: mighty smiting, *T*: noble pennon, badge of glory
- Sneak Attack – *W*: blurstrike, deadly precision, ghost strike, shadowstrike, demolition crystal, truedeath crystal, *C*: deathstrike bracers, rogue's vest, *S*: mantle of the predator
- Special Mount – *C*: collar of healing
- Spellbook – *C*: lore gem, *T*: tome of the stilled tongue, tomebound eye of Boccob
- Spell Stealing – *C*: belt of theft-healing
- Turn/Rebuke Undead – *W*: divine wrath, mace of the dark children, rod of defiance, ruby blade, *C*: reliquary holy symbol, *T*: radiant sphere, scepter of the netherworld, talisman of undead mastery, *S*: ephod of authority
- Wildshape – *A*: beastskin, armor of the fallen leaves, hawkfeather armor, *T*: wilding clasp, *S*: bracers of lightning, cloudwater anklets, robe of thunder, stormfire ring
- Wild Surge – *C*: circlet of wild surging
- Woodland Stride – *A*: woodwalk

Relics

Bahamut – C: gauntlets of the talon, platinum helm
Boccob – T: rod of reversal, tome of ancient lore
Corellon Larethian – A: millennial chainmail, W: bow of the wintermoon
Ehlonna – W: raptor arrow, T: Ehlonna's seed pouch
Erythnul – W: morningstar of the many, C: executioner's hood
Fharlanghn – W: rapier of unerring detection
Garl Glittergold – W: hooked hammer of the hearthfire, C: gem of the glitterdepth
Gruumsh – A: shield of the severed hand, spear of retribution
Heironous – W: sword of virtue beyond reproach, C: helm of the purple plume
Hextor – W: chain of obeisance, C: gauntlets of the blood lord
Kord – W: sword of mighty thews, C: belt of the champion
Kurtulmak – W: skewer-of-gnomes, T: enveloping pit
Loth – W: rod of the recluse, C: vestments of ebonsilk
Moradin – A: shield of the resolute, W: axe of ancestral virtue
Nerull – C: tabard of the disembodied, T: censer of the last breath
Obad-Hai – A: armor of the fallen leaves, W: staff of the undying oak
Olidammara – W: rapier of desperate measures, T: pipes of frenzied revelry
Pelor – W: dawnstar, T: shard of the sun
St. Cuthbert – W: cudgel that never forgets, C: tabard of the great crusade
Tiamat – W: chromatic rod, C: dragonscale cloak
Vecna – W: dagger of denial, T: tome of the stilled tongue
Wee Jas – W: ruby blade, T: scrolls of uncertain provenance
Yondalla – T: map of unseen lands



Spells and Powers

(varies) – T: eternal wand
acid fog – T: censer of the last breath
air breathing – A: gilled
air walk – S: cloudwater anklets
aversion – A: averter
banishment – W: banishing
barkskin – C: hand of the oak father
bestow curse – W: cursespewing
blade barrier – C: impervious vestment
bless – W: axe of ancestral virtue
bless weapon – T: sacred scabbard
blink – A: blinking, W: rogue blade
blur – A: blurring, C: badge of the svirfneblin
break enchantment – T: cli lyre, cornucopia of the needful
burning hands – W: blazing skylance
call lightning – S: raiment of the stormwalker
calm emotions – W: trident of serenity
changestaff – W: staff of the undying oak, T: Ehlonna's seed pouch
charm monster – C: beholder crown
charm person – C: beholder crown
cloudkill – T: censer of the last breath
command – C: pearl of speech, S: mask of mastery
confusion – T: pipes of frenzied revelry, S: veil of whispers
control water – T: anstruth harp
control weather – T: ollamh harp
cure wounds – W: axe of ancestral virtue, cudgel that never forgets, C: angelhelm, hair shirt of suffering, inquisitor bracers, unicorn pendant, T: canaith mandolin, mac-fuirmidh cithern
cure wounds, mass – T: anstruth harp
darkness – W: rod of cats
daylight – A: daylight, T: daylight pellet
deathknell – C: skull plaque
death pact – T: scrolls of uncertain provenance
death ward – A: death ward, T: cornucopia of the needful, S: phylactery of virtue
deathwatch – C: goggles of lifesight
deep slumber – C: beholder crown
delay poison – T: doss lute
detect magic – W: dagger of denial
detect undead – C: skull plaque, S: wraith's woe
dimension door – A: aporter, W: vanishing, C: war wizard cloak, T: cli lyre, S: fleet warrior's array
dimensional anchor – W: binding
disguise self – C: mask of lies
disintegrate – W: pick of piercing, C: beholder crown
dismissal – S: veil of doors
dispel evil – C: angelhelm
dispel good – C: fiendhelm
dispel magic – W: dispelling, dagger of denial, C: third eye repudiate, T: canaith mandolin
displacement – A: displacement
divine favor – S: cord of favor
divine power – T: cornucopia of the needful
dominate monster – W: chain of obeisance, C: third eye dominate
dominate person – W: chromatic rod
dream – C: dreaming blindfold
enlarge person – C: belt of growth
entangle – C: hand of the oak father, T: tangle patch, thorn pouch

entropic deflection – C: ring of entropic deflection
eyebite – T: ollamh harp
faerie fire – W: revealing, S: stormfire ring
fear – C: beholder crown
feather fall – C: phoenix helm, ring of four winds, safewing emblem, war wizard cloak, T: life ring, S: array of the manticore
find the path – W: chromatic rod
finger of death – C: beholder crown
fire shield – C: fiery tunic, S: crown of flames
flare – T: fochlucan bandore
flesh to stone – C: beholder crown
freedom of movement – A: freedom, C: third eye freedom, vestments of ebonsilk, S: vest of free movement, periapt of the sullen sea
gaseous form – A: armor of the fallen leaves
ghoul touch – A: ghoulish armor
glyph of warding – T: glyph seal
goodberry – C: hand of the oak father
haste – A: speed
heal – C: tabard of the great crusade, T: cornucopia of the needful, S: regalia of the phoenix
heroes' feast – T: cornucopia of the needful, horn of plenty
hide from undead – A: wight armor, S: shirt of wraith stalking
hold person – C: white cloak of the spider, T: doss lute
holy smite – W: rod of celestial might
ice storm – T: icy strand of the north
incendiary cloud – T: censer of the last breath
identify – C: artificer's monocle, monocle of perusal
inflict wounds – W: rod of enervating strike, C: beholder crown, fiendhelm
insect plague – W: chromatic rod
invisibility – A: bane blind, vanishing, C: boots of tracklessness, ring of the darkhidden, ring of vanishing, scry shroud, S: garb of the hunting cat
iron body – T: skin of iron
jump – T: rod of escape
knock – C: lockpicking ring, T: rod of escape
light – W: illuminating, T: fochlucan bandore
lightning bolt – C: storm gauntlets
mage armor – C: war wizard cloak, T: mac-fuirmidh cithern
magic missile – W: forceful skylance, S: gloves of the starry sky
magic mouth – W: rod of surprises
meld into stone – C: cloak of stone
mending – T: fochlucan bandore
message – T: fochlucan bandore
mind fog – T: anstruth harp
mirror image – T: doss lute
neutralize poison – C: unicorn pendant, T: cornucopia of the needful
nightmare – C: dreaming blindfold
nondetection – A: masking, vanishing armor, C: hat of anonymity
obscuring mist – A: mithralmist shirt, S: raiment of the stormwalker
pass without trace – A: foxhide armor, C: boots of tracklessness, Gwaeron's boots, S: sandals of the light step
plant growth – C: hand of the oak father
purify food and drink – C: symbol of transfiguration
prismatic spray – W: prismatic burst
produce flame – T: bag of flames
protection from arrows – C: war wizard cloak
ray of frost – C: gloves of the uldra savant
renewal pact – T: scrolls of uncertain provenance
repulsion – T: ollamh harp
resist energy – C: angelhelm, fiendhelm, phoenix helm
sanctuary – C: medal of gallantry
searing light – C: bracers of dawn, T: shard of the sun
see invisibility – W: ethereal reaver, C: corsair's eyepatch, dragon mask, scout's headband
sending – C: war wizard cloak, T: sending stones
silence – C: ring of silent spells, T: shackles of silence
shocking grasp – C: storm gauntlets
shout – C: ring of thunderclaps, T: cli lyre
sleet storm – T: icy strand of the north
sleep – T: mac-fuirmidh cithern
slow – W: slow burst, tentacle rod, C: beholder crown, gauntlets of lassitude
solid fog – T: censer of the last breath
sound burst – C: mithral bells
speak with animals – C: phoenix helm
speak with plants – C: hand of the oak father
spell turning – C: ring of divergence
spider climb – W: rod of cats, C: vestments of ebonsilk, white cloak of the spider
spike growth – T: thorn pouch
spike stones – T: slashing sand
spiritual weapon – T: hammersphere
status – W: ruby blade
stoneskin – A: earthplate, C: boots of the mountain king (greater)
suggestion – C: ring of dragon friendship, T: mirror of suggestion
summon monster – W: rod of celestial might, C: robe of mysterious conjuration, T: aberrant sphere, canaith mandolin
summon nature's ally – C: amber amulet of vermin, T: bag of flames
sunbeam – T: lens of the desert
sunburst – T: globe of sunlight
telekinesis – C: beholder crown
telepathic bond – A: linked, C: contact medallion
teleport – S: belt of the wide earth
timeless body – A: time buttress
time stop – C: boots of temporal acceleration
tongues – C: amulet of wordtwisting
tree shape – C: hand of the oak father
true resurrection – T: scrolls of uncertain provenance
true seeing – C: eyes of truth, scout's headband, T: truelight lantern
undetected alignment – C: mask of lies
vampiric touch – W: bloodstone
veil – W: chromatic rod
wall of ectoplasm – A: ectoplasmic wall
wall of force – A: barricade buckler, overhead shield, ring of the forcewall, T: rod of force
wall of ice – W: chromatic rod
wall of thorns – C: Ehlonna's seed pouch, T: thorn pouch
water breathing – A: deepdweller, C: amulet of aquatic salvation, ring of water breathing
water walk – S: sandals of the light step
wind walk – C: Gwaeron's belt