

The following tables are provided for you to quickly and easily incorporate the magic items from **Mineral Magic** into the existing tables in the Core Rulebook II. To randomly determine an item from the Updated Minor Wondrous Items table roll d% and d20 and add the results together.

Updated Minor Wondrous Items

Roll (d% + d20)	Item Name	Crafted Price (gp)	Harnessed Price (gp)	Roll (d% + d20)	Item Name	Crafted Price (gp)	Harnessed Price (gp)
2-3	Quaal's feather token, anchor	50		62	Chime of opening	3,000	
4	Universal solvent	50		63	Horseshoes of speed	3,000	
5	Elixir of love	150		64	Rope of climbing	3,000	
6	Unguent of timelessness	150		65	Sphere of Magic	3,500	2,250
7	Quaal's feather token, fan	200		66	Dust of disappearance	3,500	
8	Ghost Tip (ammunition)	210	130	67	Lens of detection	3,500	
9	Dust of tracelessness	250		68	Vestment, druid's	3,750	
10	Elixir of hiding	250		69	Figurine of wondrous power, silver raven	3,800	
11	Elixir of sneaking	250		70	Amulet of health +2	4,000	
12	Elixir of swimming	250		71	Bracers of armor +2	4,000	
13	Elixir of vision	250		72	Cloak of Charisma +2	4,000	
14	Silversheen	250		73	Cloak of resistance +2	4,000	
15	Dragon Bone I	275	150	74	Gauntlets of ogre power	4,000	
16	Quaal's feather token, bird	300		75	Gloves of arrow snaring	4,000	
17	Quaal's feather token, tree	400		76	Gloves of Dexterity +2	4,000	
18	Quaal's feather token, swan boat	450		77	Headband of intellect +2	4,000	
19	Elixir of truth	500		78	loun stone, clear spindle	4,000	
20	Quaal's feather token, whip	500		79	Keoghtom's ointment	4,000	
21	Dragon Bone II	550	300	80	Nolzur's marvelous pigments	4,000	
22	Whistle Stone	775	400	81	Pearl of Power, 2nd-level spell	4,000	
23	Hydra Tooth	800	425	82	Periapt of Wisdom +2	4,000	
24	Dragon Bone III	850	475	83	Stone salve	4,000	
25	Dust of dryness	850		84	Dragon Bone VI	4,300	2,650
26	Hand of the mage	900		85	Necklace of fireballs type III	4,350	
27	Bag of tricks, gray	900		86	Circlet of persuasion	4,500	
28	Bracers of Armor +1	1,000		87	Slippers of spider climbing	4,800	
29	Cloak of resistance +1	1,000		88	Incense of meditation	4,900	
30	Pearl of power, 1st-level spell	1,000		89	Bag of holding type II	5,000	
31	Phylactery of faithfulness	1,000		90	Bracers of archery, lesser	5,000	
32	Salve of slipperiness	1,000		91	loun stone, dusty rose prism	5,000	
33	Elixir of fire breath	1,100		92	Image Gem	5,050	2,550
34	Pipes of the sewers	1,150		93	Melt	5,050	2,550
35	Dust of illusion	1,200		94	Helm of comprehend languages and read magic	5,200	
36	Goggles of minute seeing	1,250		95	Vest of escape	5,200	
37	Brooch of shielding	1,500		96	Eversmoking bottle	5,400	
38	Necklace of fireballs, type I	1,650		97	Murlynd's spoon	5,400	
39	Dragon Bone IV	1,750	1,000	98	Necklace of fireballs type IV	5,400	
40	Dust of appearance	1,800		99	Boots of striding and springing	5,500	
41	Hat of disguise	1,800		100	Wind fan	5,500	
42	Pipes of sounding	1,800		101	Dragon Bone VII	6,000	3,750
43	Quiver of Ehlonna	1,800		102	Sphere of Law	6,000	3,500
44	Amulet of natural armor +1	2,000		103	Sphere of Lyzar	6,000	3,500
45	Hewards handy haversack	2,000		104	Sphere of Chaos	6,000	3,500
46	Horn of fog	2,000		105	Sphere of Tare	6,000	3,500
47	Elemental gem	2,250		106	Amulet of might fists +1	6,000	
48	Robe of bones	2,400		107	Horseshoes of a zephyr	6,000	
49	Sovereign glue	2,400		108	Pipes of haunting	6,000	
50	Bag of holding type I	2,500		109	Necklace of fireballs type V	6,150	
51	Boots of elvenking	2,500		110	Gloves of swimming and climbing	6,250	
52	Boots of the winterlands	2,500		111	Bag of tricks, tan	6,300	
53	Candle of truth	2,500		112	Circlet of blasting, minor	6,480	
54	Cloak of elvenkind	2,500		113	Horn of goodness/evil	6,500	
55	Eyes of the eagle	2,500		114	Fire Starter	6,750	3,750
56	Scarab, golembane	2,500		115	Robe of useful items	7,000	
57	Necklace of fireballs, type II	2,700		116	Boat, folding	7,200	
58	Stone of alarm	2,700		117	Cloak of the manta ray	7,200	
59	Dragon Bone V	2,750	1,625	118	Bottle of air	7,250	
60	Bag of tricks, rust	3,000		119	Bag of holding type III	7,400	
61	Bead of force	3,000		120	Periapt of health	7,400	

The following tables are provided for you to quickly and easily incorporate the magic items from **Mineral Magic** into the existing tables in the Core Rulebook II. To randomly determine an item from the Updated Medium Wondrous Items table roll d% and d20 and add the results together.

Updated Medium Wondrous Items

Roll (d% + d20)	Item Name	Crafted Price (gp)	Harnessed Price (gp)	Roll (d% + d20)	Item Name	Crafted Price (gp)	Harnessed Price (gp)
2-3	Boots of levitation	7,500		63	Bracers of armor +4	16,000	
4-5	Harp of charming	7,500		64	Cloak of Charisma +4	16,000	
6	Amulet of natural armor +2	8,000		65	Cloak of resistance +4	16,000	
7	Golem manual, flesh	8,000		66	Gloves of Dexterity +4	16,000	
8	Hand of glory	8,000		67	Headband of intellect +4	16,000	
9	Ioun stone, deep red sphere	8,000		68	Pearl of power, 4th-level spell	16,000	
10	Ioun stone, incandescent blue sphere	8,000		69	Periapt of Wisdom +4	16,000	
11	Ioun stone, pale blue rhomboid	8,000		70	Scabbard of keen edges	16,000	
12	Ioun stone, pink and green sphere	8,000		71	Skull of Strength	16,500	8,500
13	Ioun stone, pink rhomboid	8,000		72	Skull of Calming	16,500	8,500
14	Ioun stone, scarlet and blue sphere	8,000		73	Figurine of wondrous power, golden lions	16,500	
15	Ghost tip (spear)	8,050	4,050	74	Chime of interruption	16,800	
16	Deck of illusions	8,100		75	Chain of Knowledge	17,000	9,000
17	Necklace of fireballs type VI	8,100		76	Broom of flying	17,000	
18	Candle of invocation	8,400		77	Figurine of wondrous power, marble elephant	17,000	
19	Dragon Bone VIII	8,500	5,500	78	Amulet of natural armor +3	18,000	
20	Heaven's Fury	9,000	5,000	79	Ioun stone, iridescent spindle	18,000	
21	Bracers of armor +3	9,000		80	Bracelet of friends	19,000	
22	Cloak of resistance +3	9,000		81	Barbarian Blood Stone	20,000	11,000
23	Decanter of endless water	9,000		82	Carpet of flying, 5 ft. by 5 ft.	20,000	
24	Necklace of adaptation	9,000		83	Horn of blasting	20,000	
25	Pearl of power, 3rd-level spell	9,000		84	Ioun stone, pale lavender ellipsoid	20,000	
26	Talisman of the sphere	9,000		85	Ioun stone, pearly white spindle	20,000	
27	Figurine of wondrous power, serpentine owl	9,100		86	Portable hole	20,000	
28	Necklace of fireballs type VII	9,150		87	Stone of good luck (luckstone)	20,000	
29	Strand of prayer beads, lesser	9,600		88	Gem of Energy (Fire) Slight	20,500	10,500
30	Bag of holding type IV	10,000		89	Gem of Energy (Electricity) Slight	20,500	10,500
31	Figurine of wondrous power, bronze griffon	10,000		90	Gem of Energy (Cold) Slight	20,500	10,500
32	Figurine of wondrous power, ebony fly	10,000		91	Gem of Energy (Acid) Slight	20,500	10,500
33	Glove of storing	10,000		92	Gem of Energy (Sonic) Slight	20,500	10,500
34	Ioun stone, dark blue rhomboid	10,000		93	Figurine of wondrous power, ivory goats	21,000	
35	Stone horse, courser	10,000		94	Rope of entanglement	21,000	
36	Cape of the mountebank	10,080		95	Golem manual, stone	22,000	
37	Death Bloom	10,500	5,500	96	Mask of the skull	22,000	
38	Skull of Healing	10,500	5,500	97	Mattock of the titans	23,348	
39	Dragon Bone IX	11,000	7,000	98	Circlet of blasting, major	23,760	
40	Phylactery of undead turning	11,000		99	Amulet of mighty fists +2	24,000	
41	Gauntlets of rust	11,500		100	Cloak of displacement, minor	24,000	
42	Boots of speed	12,000		101	Helm of underwater action	24,000	
43	Goggles of night	12,000		102	Bracers of archery, greater	25,000	
44	Golem manual, clay	12,000		103	Bracers of armor +5	25,000	
45	Medallion of thoughts	12,000		104	Cloak of resistance +5	25,000	
46	Pipes of pain	12,000		105	Eyes of doom	25,000	
47	Boccob's blessed book	12,500		106	Pearl of power, 5th-level spell	25,000	
48	Rogue Stone	13,000	70,000	107	Maul of the titans	25,305	
49	Belt, monk's	13,000		108	Strand of prayer beads, lesser	25,800	
50	Gem of brightness	13,000		109	Cloak of the bat	26,000	
51	Lyre of building	13,000		110	Iron bands of Bilarro	26,000	
52	Cloak of arachnida	14,000		111	Cube of frost resistance	27,000	
53	Stone horse, destrier	14,800		112	Helm of telepathy	27,000	
54	Belt of dwarvenkind	14,900		113	Periapt of proof against poison	27,000	
55	Periapt of wound closure	15,000		114	Robe of scintillating colors	27,000	
56	Horn of the tritons	15,100		115	Manual of bodily health +1	27,500	
57	Pearl of the sirines	15,300		116	Manual of gainful exercise +1	27,500	
58	Fear Charm	15,500	8,000	117	Manual of quickness in action +1	27,500	
59	Figurine of wondrous power, onyx dog	15,500		118	Tome of clear thought +1	27,500	
60	Amulet of health +4	16,000		119	Tome of leadership and influence +1	27,500	
61	Belt of giant strength +4	16,000		120	Tome of understanding +1	27,500	
62	Boots, winged	16,000					

The following tables are provided for you to quickly and easily incorporate the magic items from **Mineral Magic** into the existing tables in the Core Rulebook II. To randomly determine an item from the Updated Major Wondrous Items table roll d% and 3d10 and add the results together.

Updated Major Wondrous Items

Roll (d% + 3d10)	Item Name	Crafted Price (gp)	Harnessed Price (gp)	Roll (d% + 3d10)	Item Name	Crafted Price (gp)	Harnessed Price (gp)
4-5	Dimensional shakles	28,000		72	Sending Gem	56,500	28,500
6-7	Figurine of wondrous power, obsidian steed	28,500		73	Skull of the Ghost	56,500	28,500
8-9	Gem of Energy (Fire) Moderate	29,000	15,000	74	Robe of stars	58,000	
10-11	Gem of Energy (Electricity) Moderate	29,000	15,000	75	Carpet of flying, 10 ft. by 10 ft.	60,000	
12-13	Gem of Energy (Cold) Moderate	29,000	15,000	76	Darkskull	60,000	
14-15	Gem of Energy (Acid) Moderate	29,000	15,000	77	Cube of force	62,000	
16-17	Gem of Energy (Sonic) Moderate	29,000	15,000	78	Bracers of armor +8	64,000	
18-19	Drums of panic	30,000		79	Pearl of power, 8th-level spell	64,000	
20	Ioun stone, orange	30,000		80	Healer's Gem	66,500	33,500
21	Ioun stone, pale green prism	30,000		81	Crystal ball with telepathy	70,000	
22	Lantern of revealing	30,000		82	Horn of blasting, greater	70,000	
23	Robe of blending	30,000		83	Pearl of power, two spells	70,000	
24	Amulet of natural armor +4	32,000		84	Helm of teleportation	73,500	
25	Amulet of proof against detection and location	35,000		85	Gem of seeing	75,000	
26	Carpet of flying, 5 ft. by 10 ft.	35,000		86	Robe of the archmagi	75,000	
27	Golem manual, iron	35,000		87	Mantle of faith	76,000	
28	Amulet of health +6	36,000		88	Crystal ball with true seeing	80,000	
29	Belt of giant Strength +6	36,000		89	Pearl of power, 9th-level spell	81,000	
30	Bracers of armor +6	36,000		90	Well of many worlds	82,000	
31	Cloak of Charisma +6	36,000		91	Manual of bodily health +3	82,500	
32	Gloves of Dexterity +6	36,000		92	Manual of gainful exercise +3	82,500	
33	Headband of intellect +6	36,000		93	Manual of quickness in action +3	82,500	
34	Ioun stone, vibrant purple prism	36,000		94	Tome of clear thought +3	82,500	
35	Pearl of power, 6th-level spell	36,000		95	Tome of leadership and influence +3	82,500	
36	Periapt of Wisdom +6	36,000		96	Tome of understanding +3	82,500	
37	Crystal Ice	37,500	19,500	97	Apparatus of Kwalish	90,000	
38	Scarab of protection	38,000		98	Mantle of spell resistance	90,000	
39	Ioun stone, lavender and green ellipsoid	40,000		99	Mirror of opposition	92,000	
40	Ring gates	40,000		100	Strand of prayer beads, greater	95,800	
41	Tiger's Eye	40,500	20,500	101	Amulet of mighty fists +4	96,000	
42	Crystal ball	42,000		102	Eyes of petrification	98,000	
43	Golem manual, greater stone	44,000		103	Bowl of commanding water elementals	100,000	
44	Gem of Energy (Fire) Greater	46,000	24,000	104	Brazier of commanding fire elementals	100,000	
45	Gem of Energy (Electricity) Greater	46,000	24,000	105	Censer of controlling air elementals	100,000	
46	Gem of Energy (Cold) Greater	46,000	24,000	106	Stone of controlling earth elementals	100,000	
47	Gem of Energy (Acid) Greater	46,000	24,000	107	Manual of bodily health +4	110,000	
48	Gem of Energy (Sonic) Greater	46,000	24,000	108	Manual of gainful exercise +4	110,000	
49	Orb of storms	48,000		109	Manual of quickness in action +4	110,000	
50	Anchor Stone	48,050	24,050	110	Tome of clear thought +4	110,000	
51	Boots of teleportation	49,000		111	Tome of leadership and influence +4	110,000	
52	Bracers of armor +7	49,000		112	Tome of understanding +4	110,000	
53	Pearl of power, 7th-level spell	49,000		113	Amulet of the planes	120,000	
54	Amulet of natural health +5	50,000		114	Robe of eyes	120,000	
55	Cloak of displacement, major	50,000		115	Helm of brilliance	125,000	
56	Crystal ball with see invisibility	50,000		116	Manual of bodily health +5	137,500	
57	Horn of Valhalla	50,000		117	Manual of gainful exercise +5	137,500	
58	Crystal ball with detect thoughts	51,000		118	Manual of quickness in action +5	137,500	
59	Finding Gem	53,000	29,000	119	Tome of clear thought +5	137,500	
60	Carpet of flying, 6 ft. x 9 ft.	53,000		120	Tome of leadership and influence +5	137,500	
61	Amulet of mighty fists +3	54,000		121	Tome of understanding +5	137,500	
62	Wings of flying	54,000		122	Efreeti bottle	145,000	
63	Cloak of etherealness	55,000		123	Amulet of mighty fists +5	150,000	
64	Daem's instant fortress	55,000		124	Gem of Prescience	151,000	76,000
65	Manual of bodily health +2	55,000		125	Chaos diamond	160,000	
66	Manual of gainful exercise +2	55,000		126	Cubic gate	164,000	
67	Manual of quickness in action +2	55,000		127	Iron flask	170,000	
68	Tome of clear thought +2	55,000		128	Mirror of mental prowess	175,000	
69	Tome of leadership and influence +2	55,000		129	Troll Stone	184,000	93,000
70	Tome of understanding +2	55,000		130	Mirror of life trapping	200,000	
71	Eyes of charming	56,000					