

Treasure Tables

(Version 1.21,11/07/2022, by Talivar)

Table 84 : Treasure Types

LAIR TREASURES

Treasure Type	Copper	Silver	Gold	Platinum or Electrum*	Gems	Art Objects	Magical Item
A	1,000-3,000 25%	200-2,000 30%	1,000-6,000 40%	300-1,800 35%	10-40 60%	2-12 50%	Any 3 30%
B	1,000-6,000 50%	1,000-3,000 25%	200-2,000 25%	100-1,000 25%	1-8 30%	1-4 20%	Armor Weapon 10%
C	1,000-10,000 20%	1,000-6,000 30%	— —	100-600 10%	1-6 25%	1-3 20%	Any 2 10%
D	1,000-6,000 10%	1,000-10,000 15%	1,000-3,000 50%	100-600 15%	1-10 30%	1-6 25%	Any 2 + 1 potion 15%
E	1,000-6,000 5%	1,000-10,000 25%	1,000-4,000 25%	300-1,800 25%	1-12 15%	1-6 10%	Any 3 + 1 scroll 25%
F	— —	3,000-18,000 10%	1,000-6,000 40%	1,000-4,000 15%	2-20 20%	1-8 10%	Any 5 except weapons 30%
G	— —	— —	2,000-20,000 50%	1,000-10,000 50%	3-18 30%	1-6 25%	Any 5 35%
H	3,000-18,000 25%	2,000-20,000 40%	2,000-20,000 55%	1,000-8,000 40%	3-30 50%	2-20 50%	Any 6 15%
I	— —	— —	— —	100-600 30%	2-12 55%	2-8 50%	Any 1 15%

INDIVIDUAL AND SMALL LAIR TREASURES

J	3-24	—	—	—	—	—	—
K	—	3-18	—	—	—	—	—
L	—	—	—	2-12	—	—	—
M	—	—	2-8	—	—	—	—
N	—	—	—	1-6	—	—	—
O	10-40	10-30	—	—	—	—	—
P	—	10-60	—	1-20	—	—	—
Q	—	—	—	—	1-4	—	—
R	—	—	2-20	10-60	2-8	1-3	—
S	—	—	—	—	—	—	1-8 potions
T	—	—	—	—	—	—	1-4 scrolls
U	—	—	—	—	2-16 90%	1-6 80%	Any 1 70%
V	—	—	—	—	—	—	Any 2
W	—	—	5-30	1-8	2-16 60%	1-8 50%	Any 2 60%
X	—	—	—	—	—	—	Any 2 potions
Y	—	—	200-1,200	—	—	—	—
Z	100-300 —	100-400 —	100-600 —	100-400 —	1-6 55%	2-12 50%	Any 3 50%

* DM's choice

To use Table 84, first find the letter given under the monster listing. On that row each column then lists the percentage chance of a particular type of treasure appearing and the size range for that particular type. Treasures with no percentage listed are automatically present. Either choose to have that particular treasure present (and the amount) or roll randomly to determine the result.

The first part of the table (letters A-I) lists treasures that are found in lairs only. These are sizeable treasures accumulated by social creatures (humans, orcs, hobgoblins, etc.) or by those creatures

notorious for the size of their treasure hoards (especially dragons).

The second part of the table lists treasures likely to be owned by intelligent individuals or to be found in the lairs of animal intelligence or less monsters. These treasures are small. Intelligent creatures seldom carry large amounts of cash, while unintelligent ones seldom make the effort to collect it. When an individual or lair treasure warrants being larger than normal, several smaller entries can be listed to create an overall larger hoard.

Coins

When treasure is found in the form of coins, it will normally be bagged or kept in chests unless it has been gathered by unintelligent monsters. Coins (regardless of metal) normally weigh in at 50 to the pound.

Gem Types

When gems are found, determine the value of each gem (or each group of gems if there are many present) on Table 85. This table lists the base value for each gem and the general class of each stone for purposes of description. Uncut stones, if found, have their base value reduced to 10% of the amount listed.

Table 85: Gem Table

D100 Roll	Base Value	Class
01-25	10 gp	Ornamental
26-50	50 gp	Semiprecious
51-70	100 gp	Fancy
71-90	500 gp	Precious
91-99	1,000 gp	Gems
00	5,000 gp	Jewels

Below, in subtables 85.1.-85.6, you 'll find a way to determine the kind of gems found in a treasury. These tables are optional and not part of the official game rules. First the official table 86 from the DMG is listed, with Gem Variations, afterwards the new subtables 85.1-85.6 are presented.

In addition, there is a 10% chance that any given stone will be above or below its normal value. (Assume 10% of the stones present in a large horde are automatically unusual.) These gems can be modified according to Table 86.

Table 86: Gem Variations

D6 Roll	Result
1	Stone increases to the next higher base value. Roll again, ignoring all results but 1.*
2	Stone is double base value
3	Stone is 10-60% above the base value
4	Stone is 10-40% below the base value
5	Stone is half base value
6	Stone decreased to next lower base value. Roll again, ignoring all results but 6.**

* Above 5,000 gp, the base value of the stone doubles each time. No stone can be greater than 100,000 gp.

** Below 10 gp, values decrease to 5 gp, 1 gp, 5 sp, 1 sp. No stone can be worth less than 1 sp and no stone can decrease more than five places from its initial value. Although you can choose to describe gems solely by their values ("You found a 50 gp gem"), more flavor is gained by described stones by name and color. The lists below present stones of different categories and their descriptions.

Table 85.1 (new): Ornamental (base value 10 gp)

D100 Roll	Gem type	Description
01-08	Azurite	Opaque, mottled deep blue
09-16	Banded Agate	Brown, blue, red, and white stripes
17-24	Blue Quartz	Transparent pale blue
25-32	Eye Agate	Gray, white, brown, blue, and green circles
33-40	Hematite	Gray-black
41-48	Lapis Lazuli	Light or dark blue with yellow flecks
49-56	Malachite	Striated light and dark green
57-64	Moss Agate	Pink, yellow-white with gray-green moss-like markings
65-72	Obsidian	Jet black
73-80	Rhodochrosite	Light pink
81-88	Tiger Eye Agate	Rich golden brown with dark striping
89-96	Turquoise	Aqua with darker mottling
97-100	DM's Choice	

Table 85.2 (new): Semiprecious (base value 50 gp)

D100 Roll	Gem type	Description
01-07	Bloodstone	Dark gray with red flecks
08-14	Carnelian	Orange to red-brown
15-21	Chalcedony	White
22-28	Chrysoprase	Translucent apple to emerald green
29-35	Citrine	Pale yellow brown
36-42	Jasper	Blue, black to brown
43-49	Moonstone	White with pale blue hue
50-56	Onyx	Black, white, or bands of both
57-63	Rock Crystal	Clear, transparent
64-70	Sardonyx	Bands of red and white
71-77	Smoky Quartz	light gray, yellow, brown or blue
78-84	Star Rose Quartz	Smoky rose with white star center
85-92	Zircon	Clear pale aqua
93-100	DM's Choice	

Table 85.3 (new): Fancy (base 100 gp)

D100 Roll	Gem type	Description
01-09	Amber	Transparent golden
10-18	Alexandrite	Dark green
19-27	Amethyst	Purple crystal
28-36	Chrysoberyl	green or yellow green
37-45	Coral	Pink to crimson
46-54	Garnet	Deep red to violet crystal
55-63	Jade	Light to dark green or white
64-72	Jet	Deep black
73-81	Pearl	Pure white, rose, to black
82-90	Spinel	Red, red-brown, green, or deep blue
91-99	Tourmaline	Pale green, blue, brown, or red
100	DM's Choice	

* some gems also appear in table 85.4 because of variable values and costs (100-500gp)

Table 85.4 (new): Precious (base 500 gp)

D100 Roll	Gem type	Description
01-16	Aquamarine	Pale blue green
17-32	Garnet*	Deep red to violet crystal
33-48	Pearl*	Pure white, rose, to black
49-64	Peridot	Olive green
65-80	Spinel*	Red, red-brown, green, or deep blue
81-96	Topaz	Golden yellow
97-100	DM's Choice	

* some gems also appear in table 85.3 because of variable values and costs (100-500gp)

Table 85.5 (new): Gems (base 1,000 gp)

D100 Roll	Gem type	Description
01-16	Black Opal	Dark green with black mottling and golden flecks
17-32	Fire Opal	Fiery red
33-48	Opal	Pale blue with green and gold mottling
49-64	Oriental Amethyst	Deep purple
65-80	Oriental Topaz	Fiery yellow
81-96	Sapphire	Clear to medium blue
97-100	DM's Choice	

Table 85.6 (new): Jewels (base 5,000 gp)

D100 Roll	Gem type	Description
01-12	Black Sapphire	Rich black with highlights
13-24	Diamond	Clear blue-white, rich blue, yellow, or pink
25-36	Emerald	Brilliant green
37-48	Jacinth	Fiery orange
49-60	Oriental Emerald	Bright green
61-72	Ruby	Clear to deep crimson red
73-84	Star Ruby	Translucent ruby with white star highlights
85-96	Star Sapphire	Translucent blue with white star highlights
97-100	DM's Choice	

Objects of Art

This category includes jewelry, ornamental drinking vessels, elaborate snuff boxes, fine crystal and glass, statuary, carvings, and all the other small embellishments that make life more pleasant and easy to bear. The value of each should be determined on Table 87.

Table 87: Objects of Art

D100 Roll	Value
01-10	10-100 gp
11-25	30-180 gp
26-40	100-600 gp
41-50	100-1,000 gp
51-60	200-1,200 gp
61-70	300-1,800 gp
71-80	400-2,400 gp
81-85	500-3,000 gp

86-90	1,000-4,000 gp
91-95	1,000-6,000 gp
96-99	2,000-8,000 gp
100	2,000-12,000 gp

The DM should name each item found by the player characters, since this helps them picture in their minds just what they have found.

(New) The value of an art object can be determined in table 87. Below, the new table 87.1 is given to help determine the general type of an art object which is found. More details regarding the colour, material and other aspects are up to the DM.

Table 87.1: Suggested art objects (new)

D20 Roll	Art object
1	Figurine (up to 20 inch.) similar to statue (s.b.)
2	Statue (up to life size), small, med, large; clay (pottery) stone, metal, wood
3	Painting, 1d6: 1-2: small, 3-4= medium, 5-6= large; Age 1d6: 1= very old (101-600 years old), 2-4= old (21-100 years old), 5-6= within last 20 years
4	Containment: Chest, Box, Casket, with or w/o lock
5	Carpets, Curtain: D6: 1-4= Floor Carpet, 5= Wall carpet, tapestry (both: small, medium, large), 6= Flokati rug or Curtain
6	Personal Jewelry: D20: 1-6=Ring, 7-10=Necklace, 11-13=Earring, 14-15=Bracer, 16-17=Bracelet, 18=Girdle, 19=Needle, Pin (hair or other) 20= DM's Choice (other or above)
7	Trinkets: D6 : 1-2= cup, 3-4= glass, 5-6= decanter (stone, wood, silver, gold, etc.)
8	Seatings: Stool, chair, table, seat, armchair, desk, throne (wooden, stone, metal, etc.)
9	Ornamental weapons: D8: 1=sword (short, medium, 2-handed, etc.), sabre, 2=dagger, knife, 3= rod, staff, wand, 4= mace, 5=pike, halberd, spear, standards, 6= bows, crossbows, slings, 7= other, 8= DM's Choice
10	Cloaks, Capes, Tabards, Standards, Horse Barding
11	Crystals and glass containments (flasks, jugs , pots, decanters, jars)
12	Jewelry: Amulet, Brooch, Medallion, Necklace, Phylactery, Talisman
13	Personal containments: Bag, Pouch, Sack, Backpack
14	Crown (small, medium, large), Sceptre, Orb
15	Ornamental Armor: Chainmail, Platemail (& other types of Armor), Helmets, Caps, Shields, etc.
16	Ornamented Musical Instruments: different types (harps, pipes, citer, lutes, bells, horns, etc.)
17	Scabbard, Sheath, Weapon case
18	Service: Knife, Fork and Spoon (silver, golden, etc.), jugs, jars, decanters
19	Modern art: painted items (parchments. sticks, stones,), sculpted /smithed objects (pottery or wooden items, metal)
20	DM's choice

2. Magical Item Tables

Magical Item Tables

When possible, the DM should select the magical items he gives out in his campaign. Sometimes, however, the DM has more pressing game matters on his mind. To determine randomly what magical item has been found, roll on Table 88. This table directs you to one of the specific categories in Tables 89-108.

Items followed by a class group name are usable only by characters of that group.

Note: The XP Value is the number of experience points a character gets for making an item.

Table 88 (original): Magical Items

D20 Roll	Category
01-20	Potions and Oils
21-35	Scrolls
36-40	Rings
41	Rods
42	Staves
43-45	Wands
46	Miscellaneous Magic: Books and Tomes
47-48	Miscellaneous Magic: Jewels and Jewelry
49-50	Miscellaneous Magic: Cloaks and Robes
51-52	Miscellaneous Magic: Boots and Gloves
53	Miscellaneous Magic: Girdles and Helms
54-55	Miscellaneous Magic: Bags and Bottles
56	Miscellaneous Magic: Dusts and Stones
57	Miscellaneous Magic: Household Items and Tools
58	Miscellaneous Magic: Musical Instruments
59-60	Miscellaneous Magic: The Weird Stuff
61-75	Armor and Shields
76-100	Weapons

Once the general category is determined, the DM can choose a specific item from the tables below. (Each item on the tables is given a die roll number so that the DM can select items randomly, if he chooses.) Some tables have several subtables. Each subtable has a range of numbers in parentheses at the top. To select the appropriate subtable, check the die listed after the table's title. Roll the listed die and find the result in the number range at the top of one of the subtables. This is the subtable you read to determine which item in the list has been found.

For example, the Potions and Oils table has "(D6)" after the title. That means you roll a 6-sided die to determine which Subtable (A, B, or C) to read. If you roll a 2, for example, you check subtable A (which has "1-2" at the top); if you roll a 6, you read subtable C (which has "5-6" at the top). Roll 1d20 on the appropriate subtable to determine the specific item found. Then turn to the descriptions following the tables to find out what each item does.

New magical items from the Complete Books:

In the following tables all the magic items from the official core books of AD&D have been added. You will find the original tables from the DMG, 2nd Edition AD&D first and, following, the new subtables with items coming from the *Tome of*

Magic and the various other official core books (*Complete Fighter's Handbook*, etc.). Afterwards, the descriptions of the items are given in their original text, with additional comments from the *DMs Option: High level campaign* and all other Complete or Optional books which have errata or additional informations about them.

All new items which are not mentioned in the DMG are listed in separate subtables but within their respective category. E.g. the *Oil of Slickness* from the *Complete Thieves Handbook* will be found in subtable D (7-8) of table 89: Potions and Oils

XP entry: *unknown*

This means that the supplement of the item offered no xp value. It is suggested that the DM calculates a value himself using the xp values of similar powerful items.

DMs Choice:

This entry not only allows a DM to choose an item from the table. Of course, it offers an option to take an item from a campaign or to reroll the result.

Magical Item Tables

Table 89: Potions and Oils (D8)

Subtable A (1-2)

(Source: Original DM's Guide, 2nd Edition)

D20 Roll	Item	XP Value
1	Animal Control	250
2	Clairaudience	250
3	Clairvoyance	300
4	Climbing	300
5-6	Delusion	—
7	Diminution	300
8	Dragon Control	700
9	Elixir of Health	350
10-11	Elixir of Madness	—
12	Elixir of Youth	500
13	ESP	500
14-15	Extra-healing	400
16	Fire Breath	400
17	Fire Resistance	250
18	Flying	500
19	Gaseous Form	300
20	DM's Choice	—

Subtable B (3-4)

(Source: Original DM's Guide)

D20 Roll	Item	XP Value
1	Giant Control	600
2	Giant Strength* (Warrior)	550
3	Growth	250
4-5	Healing	200
6	Heroism (Warrior)	300
7	Human Control	500
8	Invisibility	250
9	Invulnerability (Warrior)	350
10	Levitation	250
11	Longevity	500
12	Oil of Acid Resistance	500
13	Oil of Disenchantment	750
14	Oil of Elemental Invulnerability* (1000*)	
15	Oil of Etherealness	600
16	Oil of Fiery Burning	500
17	Oil of Fumbling	-
18	Oil of Impact	750
19	Oil of Slipperiness	400
20	DM's Choice	-

Subtable C (5-6)

(Source: Original DM's Guide)

D20 Roll	Item	XP Value
1	Oil of Timelessness	500
2	Philter of Glibness	500
3	Philter of Love	200
4	Philter of Persuasiveness	400
5	Philter of Stammering and Stuttering	-
6	Plant Control	250
7-8	Poison	-
9	Polymorph Self	200
10	Rainbow Hues	200
11	Speed	200
12-13	Super-heroism (Warrior)	450
14	Sweet Water	200

15	Treasure Finding	600
16	Undead Control	700
17	Ventriloquism	200
18	Vitality	300
19	Water Breathing	400
20	DM's Choice	-

Subtable D (7-8)

(Source: New (Tome of Magic & Complete Handbooks))

D20 Roll	Item	XP Value
1-2	<i>Aroma of Dreams (ToM)</i>	300
3	Curdled Death (ToM)	750
4	Elasticity (WH)	300
5	Elemental Control (ToM)	600
6	Essence of Darkness (TH)	300
7	Master Thievery (TH)	500
8	Murdock's Insect Ward (ToM)	200
9	Oils of Elemental Plane Invulnerability (ToM)	5000
10	Oil of Preservation (ToM)	750
11	Oil of Slickness (TH)	350
12	Pebble Flesh (BarbH)	1500
13	Perception (TH)	300
14	Plant Health (DH)	400
15	Sap of the Eldest Tree (DH)	500
16	Sleep Breathing (TH)	250
17	Starella's Aphrodisiac (ToM)	250
18	Tempering (PaladinH)	unknown
19	Thievery (TH)	—
20	DM's Choice	—

(Editors Note: The potions and oils come from the TOME of MAGIC, the Complete Barbarian (BarbH), the Complete Thiefs (TH), The Complete Druids (DH) and The Complete Wizards Handbook (WH)

* The type of creature affected can be determined by die roll (see item description for more information). The xp costs are unknown (suggested: 1000), also see Oil of Elemental Plane Invulnerability (ToM)

Table 90: Scrolls (D6)

Subtable A (1-4)

(Source: Original DM's Guide)

D20 Roll	Item*	Level Range	XP Value
1-3	1 spell	1-4	***
4-5	1 spell	1-6	***
6	1 spell	2-9 (2-7**)	***
7	2 spells	1-4	***
8	2 spells	2-9 (2-7**)	***
9	3 spells	1-4	***
10	3 spells	2-9 (2-7**)	***
11	4 spells	1-6	***
12	4 spells	1-8 (1-6**)	***
13	5 spells	1-6	***
14	5 spells	1-8 (1-6**)	***
15	6 spells	1-6	***
16	6 spells	3-8 (3-6**)	***
17	7 spells	1-8	***
18	7 spells	2-9 (2-7**)	***
19	7 spells	4-9 (4-7**)	***
20	DM's Choice	—	***

* See "Scrolls" in Appendix 3 to determine whether a priest scroll or a wizard scroll is found.

** Level Range lists the range of spell levels on the scroll. Ranges marked with double asterisks (**) are used to determine priest spells.
 *** 100 xp per spell level

Subtable B (5-6)

(Source: Original DM's Guide)

D20		
Roll	Item	XP Value
1	Map	—
2	Protection—Acid	2,500
3	Protection—Cold	2,000
4	Protection—Dragon Breath	2,000
5	Protection—Electricity	1,500
6-7	Protection—Elementals	1,500
8	Protection—Fire	2,000
9	Protection—Gas	2,000
10-11	Protection—Lycanthropes	1,000
12	Protection—Magic	1,500
13	Protection—Petrification	2,000
14	Protection—Plants	1,000
15	Protection—Poison	1,000
16	Protection—Possession	2,000
17	Protection—Undead	1,500
18	Protection—Water	1,500
19	Curse	—
20	DM's Choice	—

The XP Value (experience point value) for spell scrolls is equal to the total spell levels contained on the scroll x100.

Table 91: Rings (D10)

Subtable A (1-6)

(Source: Original DM's Guide)

D20		
Roll	Item	XP Value
1	Animal Friendship	1,000
2	Blinking	1,000
3	Chameleon Power	1,000
4	Clumsiness	—
5	Contrariness	—
6-7	Delusion	—
8	Djinni Summoning	3,000
9	Elemental Command	5,000
10	Feather Falling	1,000
11	Fire Resistance	1,000
12	Free Action	1,000
13	Human Influence	2,000
14	Invisibility	1,500
15-16	Jumping	1,000
17	Mammal Control	1,000
18	Mind Shielding	500
19	Protection	1,000*
20	DM's Choice	—

* per +1 of protection

Subtable B (7-9)

(Source: Original DM's Guide)

D20		
Roll	Item	XP Value
1-2	Protection	1,000**
3	Ram, Ring of the*	750
4	Regeneration	5,000
5	Shocking Grasp	1,000

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6	Shooting Stars	3,000
7	Spell Storing	2,500
8	Sustenance	500
10	Swimming	1,000
11	Telekinesis	2,000
12	Truth	1,000
13	Warmth	1,000
14	Water Walking	1,000
15	Weakness	—
16	Wishes, Multiple*	5,000
17	Wishes, Three*	3,000
18	Wizardry* (Wizard)	4,000
19	X-Ray Vision	4,000
20	DM's Choice	—

* The power of these rings is limited by the number of charges.

** per +1 of protection

Subtable C (10)

(Source: New (Tome of Magic & Complete Handbooks))

D20		
Roll	Item	XP Value
1-3	Affliction (ToM)	--
4-5	Armoring (W)	2,000
6-7	Bureaucratic Wizardry (W)	--
8-9	Elemental Metamorphosis (ToM)	3,000
10-11	Fortitude (ToM)	1,000
12	Hierophant (DH)	4,000
13-14	Randomness (P)	--
15	Readiness (FH)	unknown
16-17	Resistance (W)	1,000
18-19	Resistance to Breath Weapons (WH)	5,000
20	DM's Choice	—

Table 92: Rods

(Source: New (Original DMG & Tome of Magic))

D20		
Roll	Item	XP Value
1-2	Absorption (Priest, Wizard)	7,500
3-4	Alertness	7,000
5	Beguiling (Priest, Wizard, Rogue)	5,000
6	Cancellation	10,000
7	Distortion (Tome of Magic)	5,000
8	Flailing	2,000
9	Lordly Might (Warrior)	6,000
10	Passage	5,000
11	Resurrection (Priest)	10,000
12	Rulership	8,000
13-14	Security	3,000
15-16	Smiting (Priest, Wizard)	4,000
17	Splendor	2,500
18-19	Terror	3,000
20	DM's Choice	—

Table 93: Staves

(Source: New (Original DM's Guide & Tome of Magic))

D20		
Roll	Item	XP Value
1-2	Mace	1,500
3	Command (Priest, Wizard)	5,000
4-5	Curing (Priest)	6,000
6	Of the Elements (Wizard) (Tome of Magic)	10,000
7	Magi (Wizard)	15,000
8	Power (Wizard)	12,000
9	Serpent (Priest)	7,000
10-11	Slinging (Priest)	2,000
12	Spear	1,000*
13-14	Striking (Priest, Wizard)	6,000
15	Swarming Insects (Priest, Wizard)	100**
16	Thunder & Lightning	8,000
17-18	Withering	8,000
19	Woodlands (Druid)	8,000
20	DM's Choice	—

* per +1 of power

** per charge

Table 94: Wands**Subtable A (1-4)**

(Source: Original DM's Guide)

D20		
Roll	Item	XP Value
1	Conjuration (Wizard)	7,000
2	Earth and Stone	1,000
3	Enemy Detection	2,000
4	Fear (Priest, Wizard)	3,000
5	Fire (Wizard)	4,500
6	Flame Extinguishing	1,500
7	Frost (Wizard)	6,000
8	Illumination	2,000
9	Illusion (Wizard)	3,000
10	Lightning (Wizard)	4,000
11	Magic Detection	2,500
12	Magic Missiles	4,000
13	Negation	3,500
15	Paralyzation (Wizard)	3,500
16	Polymorphing (Wizard)	3,500
17	Secret Door and Trap Location	5,000
18	Size Alteration	3,000
19	Wonder	6,000
20	DM's Choice	—

Subtable B (5-6)

(Source: New (Tome of Magic & Complete Handbooks))

D20		
Roll	Item	XP Value
1-3	Wand of Corridors	4,000
4-6	Wand of Element Transmogrification	2,000
7-10	Wand of Misplaced Objects	2,000
11-13	Wand of Prime Material Pocket	5,000
14-16	Wand of Shape Binding (DH)	800
17-19	Wanderer's Staff (DH)	2,000
20	DM's Choice	—

Table 95 : Miscellaneous Magic: Books, Librams, Manuals, Tomes (D6)**Subtable A (1-5)**

(Source: Original DM's Guide)

D20		
Roll	Item	XP Value
1-3	Boccob's Blessed Book (Wizard)	4,500
4	Book of Exalted Deeds (Priest)	8,000
5	Book of Infinite Spells	9,000
6	Book of Vile Darkness (Priest)	8,000
7	Libram of Gainful Conjuration	8,000
8	Libram of Ineffable Damnation (Wizard)	8,000
9	Libram of Silver Magic (Wizard)	8,000
10	Manual of Bodily Health	5,000
11	Manual of Gainful Exercise	5,000
12	Manual of Golems (Priest, Wizard)	3,000
13	Manual of Puissant Skill at Arms (Warrior)	8,000
14	Manual of Quickness in Action	5,000
15	Manual of Stealthy Pilfering (Rogue)	8,000
16	Tome of Clear Thought	8,000
17	Tome of Leadership and Influence	7,500
18	Tome of Understanding	8,000
19	Vacuous Grimoire	—
20	DM's Choice	—

Subtable B (6)

(Source: New (Tome of Magic & Complete Handbooks))

D20		
Roll	Item	XP Value
1-2	Collapsing Spell Book (Wizards Handbook)	1,500
3-5	Manual of Dogmatic Methods	--
6-7	Parchment of Monster Holding (Wizards Handbook)	150
8-16	Tome of Mystical Equations (P)	1,000
17-19	Trimia's Catalogue of Outer Plane Artifacts (W)	12,000
20	DM's Choice	—

Table 96: Miscellaneous Magic: Jewels, Jewelry, Phylacteries (D10)**Subtable A (1-4)**

(Source: Original DM's Guide)

D20		
Roll	Item	XP Value
1	Amulet of Inescapable Location	—
2	Amulet of Life Protection	5,000
3	Amulet of the Planes	6,000
4	Amulet of Proof Against Detection and Location	4,000
5	Amulet Versus Undead	200*
6	Beads of Force	200 ea.
7	Brooch of Shielding	1,000
8	Gem of Brightness	2,000
9	Gem of Insight	3,000
10	Gem of Seeing	2,000
11	Jewel of Attacks	—
12	Jewel of Flawlessness	—
13	Medallion of ESP	2,000
14	Medallion of Thought Projection	—

15	Necklace of Adaptation	1,000
16-17	Necklace of Missiles	100**
18	Necklace of Prayer Beads (Priest)	500***
19	Necklace of Strangulation	—
20	DM's Choice	—

Subtable B (5-8)

(Source: Original DM's Guide)

D20	Roll	Item	XP Value
	1	Pearl of Power (Wizard)	200*
	2	Pearl of the Sirines	900
	3	Pearl of Wisdom (Priest)	500
	4	Periapt of Foul Rotting	—
	5	Periapt of Health	1,000
	6	Periapt of Proof Against Poison	1,500
	7	Periapt of Wound Closure	1,000
	8	Phylactery of Faithfulness (Priest)	1,000
	9	Phylactery of Long Years (Priest)	3,000
	10	Phylactery of Monstrous Attention (Priest)	—
	11	Scarab of Death	—
	12	Scarab of Enraging Enemies	1,000
	13	Scarab of Insanity	1,500
	14	Scarab of Protection	2,500
	15	Scarab Versus Golems	****
	16	Talisman of Pure Good (Priest)	3,500
	17	Talisman of the Sphere (Wizard)	100
	18	Talisman of Ultimate Evil (Priest)	3,500
	19	Talisman of Zagy	1,000
	20	DM's Choice	—

* Per level

** Per die of damage

*** Per special bead

**** See item description

Subtable C (9-10)

(Source: New (Tome of Magic & Complete Handbooks))

D20	Roll	Item	XP Value
	1	Amulet of Extension (W)	1,000
	2	Amulet of Dramatic Death* (Thiefs Handbook)	unique(6) & unknown
	3	Amulet of Far Reaching (W)	1,000
	4	Amulet of Leadership	5,000
	5	Amulet of Magic Resistance	5,000
	6	Amulet of Metaspell Influence (W)	3,000
	7	Amulet of Perpetual Youth	2,000
	8	Bracelet of Charms (Fighters Handbook)	unknown
	9	Bracelet of Scaly Command (Wizards Handbook)	2,500
	10	Brooch of Number Numbing	4,000
	11	Gem of Retaliation	2,000
	12	Medallion of Spell Exchange (W)	3,000
	13	Medallion of Steadiness (Wizards Handbook)	1,000
	14	Necklace of Beast Speech (Druids Handbook)	0
	15	Necklace of Memory Enhancement	1,000
	16	Scarab of Uncertainty	1,000
	17	Species Enemy Medallion	750
	18	Swarm Queen's Crown (Druids Handbook)	4,000
	19	Talisman of Memorization (W)	1,000
	20	DM's Choice	—

* Only 6 amulets are known to exist. They were made by unknown means.

Table 97: Miscellaneous Magic: Cloaks and Robes (d6)

Subtable A (1-4)

(Source: Original DM's Guide)

D20	Roll	Item	XP Value
	1	Cloak of Arachnida	3,000
	2	Cloak of Displacement	3,000
	3-4	Cloak of Elvenkind	1,000
	5	Cloak of Poisonousness	—
	6-8	Cloak of Protection	1,000*
	9	Cloak of the Bat	1,500
	10	Cloak of the Manta Ray	2,000
	11	Robe of the Archmagi (Wizard)	6,000
	12	Robe of Blending	3,500
	13	Robe of Eyes (Wizard)	4,500
	14	Robe of Powerlessness (Wizard)	—
	15	Robe of Scintillating Colors (Priest, Wizard)	2,750
	16	Robe of Stars (Wizard)	4,000
	17-18	Robe of Useful Items (Wizard)	1,500
	19	Robe of Vermin (Wizard)	—
	20	DM's Choice	—

* Per plus

Subtable B (5-6)

(Source: New (Tome of Magic & Complete Handbooks))

D20	Roll	Item	XP Value
	1-5	Chameleon Cloak (Ranger Handbook)	750-900
	6-9	Cloak of the Beasts (Druids Handbook)	1,000
	10-12	Mantle of the mundane	1,500
	13-16	Robe of Repetition (Priest, Wizard)	6,000
	17	Robe of Vanishing	2,000
	18-19	Shadowcloak	3,000
	20	DM's Choice	—

Table 98: Miscellaneous Magic: Boots, Bracers, Gloves (D6)

Subtable A (1-4)

(Source: Original DM's Guide)

D20	Roll	Item	XP Value
	1	Boots of Dancing	—
	2	Boots of Elvenkind	1,000
	3	Boots of Levitation	2,000
	4	Boots of Speed	2,500
	5	Boots of Striding and Springing	2,500
	6	Boots of the North	1,500
	7	Boots of Varied Tracks	1,500
	8	Boots, Winged	2,000
	9	Bracers of Archery (Warrior)	1,000
	10	Bracers of Brachiation	1,000
	11-12	Bracers of Defense	500*
	13	Bracers of Defenselessness	—
	14	Gauntlets of Dexterity	1,000
	15	Gauntlets of Fumbling	—
	16	Gauntlets of Ogre Power (Priest, Rogue, Warrior)	1,000
	17	Gauntlets of Swimming and Climbing (Priest, Rogue, Warrior)	1,000
	18	Gloves of Missile Snaring	1,500

19	Slippers of Spider Climbing	1,000
20	DM's Choice	—

* Per AC of protection less than 10

Subtable B (5-6)

(Source: New (Tome of Magic & Complete Handbooks))

D20	Roll	Item	XP Value
	1-2	Boots of Balance (Thief*)	1,000
	3-6	Bracers of Brandishing (ToM)	3,000
	7	Dragon Slippers (WH)	3,000
	8-10	Fur of Warmth (ToM)	5,000
	11-12	Gloves of Evasion (Thief*)	1,000
	13-16	Reglar's Gloves of Freedom (ToM)	3,000
	17-19	School Cap (Wizard)	2,000
	20	DM's Choice	—

Table 99: Miscellaneous Magic: Girdles, Hats, Helms – Original DMs Guide

(Source: Original DM's Guide)

D20	Roll	Item	XP Value
	1-3	Girdle of Dwarvenkind	3,500
	4	Girdle of Femininity/Masculinity (Priest, Rogue, Warrior)	—
	5-6	Girdle of Giant Strength (Priest, Rogue Warrior)	2,000
	7-9	Girdle of Many Pouches	1,000
	10	Hat of Disguise	1,000
	11	Hat of Stupidity	—
	12	Helm of Brilliance	2,500
	13-14	Helm of Comprehending Languages and Reading Magic	1,000
	15	Helm of Opposite Alignment	—
	16	Helm of Telepathy	3,000
	17	Helm of Teleportation	2,500
	18-19	Helm of Underwater Action	1,000
	20	DM's Choice	—

Table 100: Miscellaneous Magic: Bags, Bottles, Pouches, Containers (D6)

Subtable A (1-4)

(Source: Original DM's Guide)

D20	Roll	Item	XP Value
	1	Alchemy Jug	3,000
	2	Bag of Beans	1,000
	3	Bag of Devouring	—
	4-7	Bag of Holding	5,000
	8	Bag of Transmuting	—
	9	Bag of Tricks	2,500
	10	Beaker of Plentiful Potions	1,500
	11	Bucknard's Everfull Purse	*
	12	Decanter of Endless Water	1,000
	13	Efreeti Bottle	9,000
	14	Eversmoking Bottle	500
	15	Flask of Curses	—
	16	Heward's Handy Haversack	3,000
	17	Iron Flask	—

18	Portable Hole	5,000
19	Pouch of Accessibility	1,500
20	DM's Choice	—

* See item description

Subtable B (5-6)

(Source: New (Tome of Magic & Complete Handbooks))

D20	Roll	Item	XP Value
	1-2	Bag of Bones (Priest)	3,000
	3	Bag of Vanishing (TH)	5,000
	4	Boxes of Delightful Transport (TH)	2,500
	5	Cage of Shelter (FH)	unknown
	6-7	Flatbox	5,000
	8	Herbmasters Pouch (DH)	500
	9	Ice Box (RangersH)	800
	10-11	Jar of Preserving	500
	12-13	Nefradina's Identifier (W)	1,000
	14	Portable Shadow	1,000
	15	Pouch of Protection (BarbH)	300-600
	16	String Cage (RangersH)	500
	17	Tenser's Portmanteau of Frugality (Wizard)	6,000
	16-18	Thought Bottle	1,000
	19	Tithing bag (PaladinH)	unknown
	20	DM's Choice	—

Table 101: Miscellaneous Magic: Candles, Dust, Ointments, Incense and Stones (D6)

Subtable A (1-4)

(Source: Original DM's Guide)

D20	Roll	Item	XP Value
	1	Candle of Invocation (Priest)	1,000
	2	Dust of Appearance	1,000
	3	Dust of Disappearance	2,000
	4	Dust of Dryness	1,000
	5	Dust of Illusion	1,000
	6	Dust of Tracelessness	500
	7	Dust of Sneezing and Choking	—
	8	Incense of Meditation (Priest)	500
	9	Incense of Obsession (Priest)	—
	10	Ioun Stones	300*
	11	Keoghtom's Ointment	500
	12	Nolzur's Marvelous Pigments	500**
	13	Philosopher's Stone	1,000
	14	Smoke Powder***	—
	15	Sovereign Glue	1,000
	16	Stone of Controlling Earth Elementals	1,500
	17	Stone of Good Luck (Luckstone)	3,000
	18	Stone of Weight (Loadstone)	—
	19	Universal Solvent	1,000
	20	DM's Choice	—

* Per stone or pot of pigment

** See item description

*** This item is optional and should not be given unless the arquebus is allowed in the campaign.

Subtable B (5-6)

(Source: New (Tome of Magic & Complete Handbooks))

D20	Roll	Item	XP Value
	1	Candle of Everburning (Wizards Handbook)	300
	2-3	Candle of Propitiousness	750
	4-5	Dust of Mind Dulling	1,000
	6	Dust of Trail Dispersion (Thief*) (Thiefs Handbook)	500
	7	Fish Dust (Barbarian Handbook)	200
	8	Powder of the Black Veil	1,000
	9	Powder of Coagulation	500
	10	Powder of the Hero's Heart	750
	12-13	Powder of Magic Detection	1,000
	14	Puchezma's Powder of Edible Objects	1,000
	15-16	Salves of Far Seeing	1,000
	17	Stone of Lost Ways	0
	18	Warp Marble	5,000
	19	War Paint (Barbarian Handbook)	1,500-7,000
	20	DM's Choice	—

Table 102: Miscellaneous Magic: Household Items and Tools (D6)

Subtale A (1-3)

(Source: Original DM's Guide)

D20	Roll	Item	XP Value
	1	Brazier Commanding Fire Elementals (Wizard)	4,000
	2	Brazier of Sleep Smoke (Wizard)	—
	3	Broom of Animated Attack	—
	4	Broom of Flying	2,000
	5	Carpet of Flying	7,500
	6	Mattock of the Titans (Warrior)	3,500
	7	Maul of the Titans (Warrior)	4,000
	8	Mirror of Life Trapping (Wizard)	2,500
	9	Mirror of Mental Prowess	5,000
	10	Mirror of Opposition	—
	11	Murlynd's Spoon	750
	12-13	Rope of Climbing	1,000
	14	Rope of Constriction	—
	15	Rope of Entanglement	1,500
	16	Rug of Smothering	—
	17	Rug of Welcome (Wizard)	6,500
	18	Saw of Mighty Cutting (Warrior)	2,000
	19	Spade of Colossal Excavation (Warrior)	1,000
	20	DM's Choice	—

Subtale B (4-5)

(Source: New (Tome of Magic))

D20	Roll	Item	XP Value
	1	Crucible of Melting (W)	1,000
	2-3	Everbountiful Soup Kettle	1,000
	4	Forge of Metal Protection	10,000
	5	Glass of Preserved Words	2,000
	6	Horn of Valor	5,000
	7	Hourglass of Fire and Ice (W)	2,000
	8	Lens of Speed Reading	500
	9-10	Lorloveim's Obsidian Mortar and Pestle	500
	11	Mirror of Retention	1,200
	12	Mirror of Simple Order	--

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13	Mordom's Cauldron of Air	3,000
14	Philosopher's Egg (W)	1,000
15	Pick of Earth Parting	5,000
16-17	Skie's Locks and Bolts	1,000
16-18	Tapestry of Disease Warding	2,000
20	Zwann's Watering Can (P)	1,000

Subtale C (6)

(Source: New (Complete Handbooks))

D20	Roll	Item	XP Value
	1-2	Bountiful Spade (DH)	500
	3-4	Druids Yoke (DH)	2,000
	5-6	Lens of Remote Viewing (T)	1,000
	7-8	Lens of Valuation (T)	1,000
	9-10	Pen of Excellence (WH)	1,200
	11	Seeds of Doom (DH)	0
	12-13	Seeds of the Hedge (DH)	600
	14-15	Seeds of Plenty (DH)	200 per sack
	16	Serpent Seeds (DH)	1,000 per seed
	17	Spoon of Mixing (WH)	1,500
	18-19	Tallin's Tightrope	1,250
	20	DM's Choice	—

Table 103: Miscellaneous Magic: Musical Instruments (D6)

Subtable A (1-4)

(Source: Original DM's Guide)

D20	Roll	Item	XP Value
	1	Chime of Interruption	2,000
	2	Chime of Opening	3,500
	3	Chime of Hunger	—
	4	Drums of Deafening	—
	5	Drums of Panic	6,500
	6	Harp of Charming	5,000
	7	Harp of Discord	—
	8	Horn of Blasting	1,000
	9	Horn of Bubbles	—
	10	Horn of Collapsing	1,500
	11	Horn of Fog	400
	12	Horn of Goodness (Evil)	750
	13	Horn of the Tritons (Priest, Warrior)	2,000
	14	Horn of Valhalla	1,000*
	15	Lyre of Building	5,000
	16	Pipes of Haunting	400
	17	Pipes of Pain	—
	18	Pipes of Sounding	1,000
	19	Pipes of the Sewers	2,000
	20	DM's Choice	—

* Only if used by character of appropriate class.

Subtable B (5-6)

(Source: New (Bards Handbook))

D20	Roll	Item	XP Value
	1-3	Case of Compression	unknown
	4-5	Gourd of Travel	unknown
	6-8	Harp of Healing	unknown
	9-10	Horn of Amplification	unknown
	11	Horn of Animal Calls	unknown
	12	Horn of Baubles	unknown
	13	Lyre of Wounding	unknown

14-15	Periapert of Proof Against Sound	<i>unknown</i>
16	Pick of Strumming	<i>unknown</i>
17	Recorder of Recording	<i>unknown</i>
18	Singing Skull (WH)	2,000
19	Zither of Speed	<i>unknown</i>
20	DM's Choice	—

Table 104: Miscellaneous Magic: The Weird Stuff (d10)

Subtable A (1-3)

(Source: Original DM's Guide)

D20 Roll	Item	XP Value
1	Apparatus of Kwalish	8,000
2-3	Boat, Folding	10,000
4	Bowl Commanding Water Elementals (Wizard)	4,000
5	Bowl of Watery Death (Wizard)	—
6	Censer Controlling Air Elementals (Wizard)	4,000
7	Censer of Summoning Hostile Air Elementals (Wizard)	—
8-9	Crystal Ball (Wizard)	1,000
10	Crystal Hypnosis Ball (Wizard)	—
11	Cube of Force	3,000
12-13	Cube of Frost Resistance	2,000
14	Cubic Gate	5,000
15	Daern's Instant Fortress	7,000
16	Deck of Illusions	1,500
17	Deck of Many Things	—
18	Eyes of Charming (Wizard)	4,000
19	Eyes of Minute Seeing	2,000
20	DM's Choice	—

Subtable B (4-6)

(Source: Original DM's Guide)

D20 Roll	Item	XP Value
1	Eyes of Petrification	—
2	Eyes of the Eagle	3,500
3-4	Figurine of Wondrous Power	100*
5	Horseshoes of a Zephyr	1,500
6-7	Horseshoes of Speed	2,000
8	Iron Bands of Bilarro	750
9	Lens of Detection	250
10	Quaal's Feather Token	1,000
11-12	Quiver of Ehlonna	1,500
13	Sheet of Smallness	1,500
14	Sphere of Annihilation	4,000
15	Stone Horse	2,000
16	Well of Many Worlds	6,000
17-18	Wind Fan	500
19	Wings of Flying	750
20	DM's Choice	—

* Per Hit Die of the figurine.

Subtable C (7-9)

(Source: New (Tome of Magic))

D20 Roll	Item	XP Value
1	Air Spores	500
2	Bell's Palette of Identity	1,000
3	Claw of Magic Stealing (W)	3,500
4	Contracts of Nephthas	1,000

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5	Crystal Parrot	1,500
6	Dimensional Mine	--
7	Disintegration Chamber	5,000
8	Elemental Compass	10,000
9	Globe of Purification (P)	500
10	Globe of Serenity (P)	500
11	Law's Banner (Wr)	5,000
12	Liquid Road	500
13	Mist Tent	2,000
14	Mouse Cart	3,500
15	Portable Canoe	2,000
16	Prism of Light Splitting	1,500
17	Quill of Law	7,000
18	Saddle of Flying	4,000
19	Teleportation Chamber	10,000
20	Time Bomb	1,000

Items followed by a letter in parentheses are usable only by specific classes: P Priest, W Wizard, Wr Warrior.

Subtable D (10)

(Source: New (Complete Handbooks))

D20 Roll	Item	XP Value
1	Airboat (WH)	20,000
2-3	Barding of aerial excellence (Paladin Handbook)	<i>unknown</i>
4-5	Bone Seed (BarbH)	500
6-8	Bridle of calming (Paladin H)	<i>unknown</i>
9-11	Charm of Favour (FH)	<i>unknown</i>
12-13	Mask of Bestliness (BarbH)	500 –2000
14	Monkey Skull (BarbH)	2000
15-17	Saddle of the Spirit-Horse (FH)	<i>unknown</i>
18-19	Treeship (DH)	6,000
20	DM's Choice*	—

* If the DM likes, the following non-official items from table 104 E can be taken on a roll of "20".

Subtable E* (10, "20", see above) (new)

(Source: The Complete Book of Magical Items V1.11)

D20 Roll	Item	XP Value
01-02	Beaker of Plentiful Poisons	1,500
03-11	Boromir's Antidote	350-600
12-14	Figurine of Wondrous Power: Giant Toad	300
15	Libram of Transcendence (Psi)	9,000
16	Manual of Inner Knowledge (Psi)	8,000
17-19	Sword +1,+3 vs. poison using creatures	700
20	Wine-Glass of Delight	100-525

* All these items are optional and come from private campaign settings. If you like, you can use them as a subtable of 104.D. Of course, the table can be also be used as a separate subtable E on a roll of "10. The die rolls for subtable C and subtable D should then be changed to "7-8" and "9". (Also see appendix "New magical items") accordingly.

Armor and Shields

To determine the magical item found, roll for the type of armor on Table 105 and then the magical adjustment on Table 106. If a Special armor is found, roll for the type on Table 107.

Table 105: Armor Type

(Source: Original DM's Guide)

D20 Roll	Item
1	Banded mail
2	Brigandine
3-5	Chain mail
6	Field plate
7	Full plate
8	Leather
9-12	Plate mail
13	Ring mail
14	Scale mail
15-17	Shield
18	Splint mail
19	Studded leather
20	Special

Table 106: Armor Class Adjustment

(Source: Original DM's Guide)

D20 Roll	AC Adj.	XP Value
1-2	-1	—
3-10	+1	500
11-14	+2	1,000
15-17	+3	1,500
18-19	+4	2,000
20	+5	3,000

Table 107: Special Armors – Original DM's Guide (D6)

Subtable A (1-5)

(Source: Original DM's Guide)

D20 Roll	Armor Type	XP Value
1-2	Armor of Command	+1,000
3-4	Armor of Blending	+500
5-6	Armor of Missile Attraction	—*
7-8	Armor of Rage	—*
9-10	Elven Chain Mail	+1,000
11-12	Plate Mail of Etherealness	5,000
13-14	Plate Mail of Fear	4,000
15-16	Plate Mail of Vulnerability	—
17-18	Shield, Large, +1, +4 vs. Missiles	400
19-20	Shield -1, Missile Attractor	—

* No experience points are gained, regardless of the amount of additional AC protection the item provides.

Subtable B (6)

(Source: New (Complete Handbooks))

D20 Roll	Armor Type	XP Value
1-2	Antlered Helm (Druids Handbook)	800
3-4	Crest of Summoning (PaH)	unknown
5-6	Helms of Valor (Elves)	unknown
7-8	Scabbard of Poison (TH)	500
9-11	Sheath of Holding (FH)	unknown
12-13	Sheath of security (PaladinH)	unknown
14-16	Shield of the Medusa (FH)	unknown
17-19	Tunic of comfort	unknown
20	DM's Choice	—

Magical Weapons

To determine the type of magical weapon found, roll once on Table 108 for a weapon type. Then roll on Table 109 to determine the plus (or minus) of the weapon. If a Special result is rolled, roll on Table 110 to determine the exact weapon found. A range of numbers in parentheses is the number of items found.

Table 108: Weapon Type (D6)

(Source: Original DM's Guide)

Subtable A (1-2)		Subtable B (3-6)	
D20 Roll	Weapon	D20 Roll	Weapon
1	Arrow (4d6)	1	Military Pick
2	Arrow (3d6)	2	Morning Star
3	Arrow (2d6)	3	Pole Arm
4-5	Axe	4-5	Scimitar
6	Battle axe	6-8	Spear
7	Bolt (2d10)	9-17	Sword
8	Bolt (2d6)	18	Trident
9	Bullet, Sling (3d4)	19	Warhammer
10-12	Dagger	20	Special (roll on Table 110)
13	Dart (3d4)		
14	Flail		
15	Javelin (1d2)		
16	Knife		
17	Lance		
18-19	Mace		
20	Special (roll on Table 110)		

Table 109: Attack Roll Adjustment

(Source: Original DM's Guide)

D20 Roll	Sword Adj.	XP Value	Other Wpn Adj.	XP Value
1-2	-1	—	-1	—
3-10	+1	400	+1	500
11-14	+2	800	+1	500
15-17	+3	1,400	+2	1,000
18-19	+4	2,000	+2	1,000
20	+5	3,000	+3	2,000

Table 110: Special Weapons (D10)

Subtable A (1-3)

(Source: Original DM's Guide)

D20 Roll	Item	XP Value
1	Arrow of Direction	2,500
2	Arrow of Slaying	250
3	Axe +2, Throwing	750
4	Axe of Hurling	*
5-6	Bow +1	500
7	Crossbow of Accuracy, +3	2,000
8	Crossbow of Distance	1,500
9	Crossbow of Speed	1,500
10-11	Dagger +1, +2 vs. Tiny or Small creatures	300
12-13	Dagger +2,	

	+3 vs. larger than man-sized	300
14	Dagger +2, Longtooth	300
15	Dagger of Throwing	*
16	Dagger of Venom	350
17	Dart of Homing	450
18	Hammer +3, Dwarven Thrower	1,500
19	Hammer of Thunderbolts	2,500
20	DM's Choice	—

* See item description

Subtable B (4-6)

(Source: Original DM's Guide)

D20 Roll	Item	XP Value
1	Hornblade	*
2	Javelin of Lightning	250
3	Javelin of Piercing	250
4-5	Knife, Buckle	150
6-7	Mace of Disruption	2,000
8	Net of Entrapment	1,000
9	Net of Snaring	1,000
10-11	Quarterstaff, Magical	500
12	Scimitar of Speed	*
13-14	Sling of Seeking +2	700
15	Spear, Cursed Backbiter	—
16	Trident of Fish Command	500
17	Trident of Submission	1,500
18	Trident of Warning	1,000
19	Trident of Yearning	—
20	DM's Choice	—

* See item description

Subtable C (7-8)

(Source: Original DM's Guide)

D20 Roll	Sword	XP Value
1	Sun Blade	3,000
2-7	Sword +1, +2 vs. magic-using & enchanted creatures	600
8-10	Sword +1, +3 vs. lycanthropes & shape-changers	700
11-12	Sword +1, +3 vs. regenerating creatures	800
13	Sword +1, +4 vs. reptiles	800
14-15	Sword +1, Cursed	—
16	Sword +1, Flame Tongue	900
17	Sword +1, Luck Blade	1,000
18	Sword +2, Dragon Slayer	900
19	Sword +2, Giant Slayer	900
20	DM's Choice	—

Subtable D (9)

(Source: Original DM's Guide)

D20 Roll	Swords	XP Value
1	Sword +2, Nine Lives Stealer	1,600
2-3	Sword +3, Frost Brand	1,600
4	Sword +4, Defender	3,000
5	Sword +5, Defender	3,600
6	Sword +5, Holy Avenger*	4,000
7-8	Sword -2, Cursed	—
9	Sword of Dancing	4,400
10	Sword of Life Stealing	5,000
11	Sword of Sharpness	7,000
12	Sword of the Planes	2,000
13	Sword of Wounding	4,400
14-16	Sword, Cursed Berserking	—
17-18	Sword, Short, Quickness (+2)	1,000

19	Sword, Vorpal Weapon	10,000
20	DM's Choice	—

* please roll again on subtable D.2 for Holy Avengers below

Subtable D.2 (New): Holy Avengers*

D20 Roll	Swords	XP Value
1-14	Sword +5, Holy Avenger	4,000
15-16	Sword +3, Purifier (Paladin Handbook)	unknown
17	Sword +4, Divine protector (Paladin Handbook)	unknown
18	Sword +4, Invigorator (Paladin Handbook)	unknown
19	Sword +5, Hallowed Redeemer (Paladin Handbook)	unknown
20	DM's Choice	—

* This table comes into use, when a "6" is rolled on table D above.

Subtable E (10)

(Source: New (Tome of Magic & Complete Handbooks))

D20 Roll	Weapon	XP Value
1	Arrow, Spirit (BarbH)	500
2	Arrow of Extended Range (Elves)	unknown
3	Arrow of Seeking (Elves)	unknown
4	Wooden Arrow (Elves)	unknown
5	Crossbow of Angling (TH)	750
6	Dagger of Impaling (TH, Thiefs)	300
7	Dagger of Resource (TH, Thiefs)	500
8	Dagger of Sounding (TH, Thiefs)	300
9-10	Heartwood Cudgel (DH)	500
11	Lunar Sickle (DH)	1,500
12-13	Mistletoe Dart (DH)	50 each
13	Shortsword of Backstabbing (TH, Thiefs*)	700
15	Sickle of the Harvest (DH)	1,300
16-17	Spear of the Eagle (BarbH)	50xp per feather
18-19	Thorn of Sleep (1d8) (Rangers Handbook)	100xp each*
20	DM's Choice	—

- TcBarbH – The complete Barbarian Handbook
- TcBaH - The complete Bard Handbook
- TcDrH - The complete Druid Handbook
- TcFtH – The complete Fighters Handbook
- TcPaH – The complete Paladins Handbook
- TcPsiH – The complete Psionics Handbook
- TcPrH – The complete Priest Handbook
- TcRaH – The complete Ranger Handbook
- TcThiH – The complete Thieves Handbook
- TcWizH – The complete Wizard Handbook
- DwH – The complete Dwarves Handbook
- EH – The complete Elves Handbook
- Gn&HH – The complete Gnomes and Halflings Handbook
- HH – The complete Humanoids Handbook
- DMOHLC – DMs Option – High Level Campaign
- DMO:C&T – DMs Option – Combat & Tactics
- PIO:S&P – Players Option – Skills & Powers
- PIO:S&M – Players Option – Spells & Magic
- TCBoMI 1.11 – The Complete Book of Magical items V 1.11

Wizard Spell List

1st Level

- 1 Affect Normal Fires
- Alarm
- Alter Instrument
- Armor
- 5 Audible Glamer
- Burning Hands
- Cantrip
- Change Self
- Charm Person
- 10 Chill Touch
- Chromatic Orb
- Color Spray
- Comprehend Languages
- Conjure Spell Component
- 15 Copy
- Corpse Visage
- Dancing Lights
- Detect Disease
- Detect Magic
- 20 Detect Phase
- Detect Secr. Passag. & Portals
- Detect Undead
- Dictation
- Divining Rod
- 25 Enlarge
- Erase
- Expeditious Retreat
- Feather Fall
- Find Familiar
- 30 Fire Burst
- Fist of Stone
- Friends
- Gaze Reflection
- Grease
- 35 Hold Portal
- Hornung's Guess*
- Hypnotism
- Identify
- Jump
- 40 Lasting Breath
- Light
- Magic Missile
- Mending
- Message
- 45 Metamorphose Liquids
- Mount
- Murdock's Feath. Flyer
- Nahal's Reckl. Dweomer
- Nystul's Magical Aura
- 50 Patternweave*
- Phantasmal Force
- Protection From Evil
- Prot. from Hunger & Thirst
- Protection from Vermin
- 55 Ray of Fatigue
- Read Magic
- Shield
- Shocking Grasp
- Sleep
- 60 Sound Bubble
- Spider Climb
- Spook
- Taunt
- Tenser's Floating Disc
- 65 Unseen Servant
- Ventriloquism
- Wall of Fog
- Wizard Mark

2nd Level

- Alter Self
- Bind
- Blindness
- Blur
- Camouflage
- Cat's Grace
- Chaos Shield*
- Choke
- Continual Light
- Darkness, 15' Radius
- Deafness
- Death Recall
- Deeppockets
- Detect Evil
- Detect Invisibility
- Detect Life
- Displace Self
- ESP
- Filter
- Flaming Sphere
- Fog Cloud
- Fool's Gld
- Forget
- Ghoul Touch
- Glitterdust
- Hornung's Baneful Deflection*
- Hypnotic Pattern
- Ice Knife
- Improved Phant. Force
- Insatiable Thirst
- Invisibility
- Irritation
- Knock
- Know Alignment
- Leomund's Trap
- Levitate
- Locate Object
- Magic Mouth
- Maximilian's Earthen Grasp
- Melf's Acid Arrow
- Mirror Image
- Misdirection
- Moon Rune
- Nahal's Nonsense Nullifier*
- Past Life
- Protection From Cantrips
- Protection From Paralysis
- Protection from Poison
- Pyrotechnics
- Ray of Enfeeblement
- Ride the Wind
- Rope Trick
- Scare
- Seeking
- Sense Shifting
- Shatter
- Silence 15' Radius
- Spectral Hand
- Stinking Cloud
- Strength
- Summon Swarm
- Tasha's Unc. Hideous Laughter
- Vocalize
- Wall of Gloom
- Web
- Whispering Wind
- Wizard Lock

3rd Level

- Alacrity
- Alamir's Fundament. Breakdown
- Alternate Reality*
- Augmentation I
- Bands of Sirellyn
- Blink
- Bone Club
- Clairaudience
- Clairvoyance
- Delay Death
- Delude
- Dispel Magic
- Explosive Runes
- Far Reaching I
- Feign Death
- Fireball
- Fireflow*
- Flame Arrow
- Fly
- Fool's Speech*
- Gust of Wind
- Haste
- Hold Person
- Hold Undead
- Hovering Skull
- Illusionary Script
- Improved Magic Mouth
- Infravision
- Instant Audience
- Invisible Mail
- Invisibility, 10' Radius
- Iron Mind
- Item
- Lance of Disruption
- Leomund's Tiny Hut
- Lesser Sign of Sealing
- Lightning Bolt
- Lorloveim's Creeping Shadow
- Maximilian's Stony Grasp
- Melf's Minute Meteors
- Minor Malison
- Monster Summoning I
- Nondetection
- Pain Touch
- Phantom Steed
- Protection from Amorphs
- Protection From Evil, 10' R
- Protect. Fr. Norm. Missiles
- Secret Page
- Sepia Snake Sigil
- Slow
- Snapping Teeth
- Solvent of Corrosion
- Spectral Force
- Spirit Armor
- Squaring the Circle
- Suggestion
- Tongues
- Vampiric Touch
- Wall of Sound
- Wall of Water
- Water Breathing
- Watery Double
- Wind Wall
- Wizard Sight
- Wraithform

4th Level

- Charm Monster
- Confusion
- Conjure Cabinet
- Conjure Elemental-Kin
- Contagion
- Detect Scrying
- Dig
- Dilation I
- Dimension Door
- Divination Enhancement
- Duplicate
- Emotion
- Enchanted Weapon
- Energization
- Evard's Black Tentacles
- Extension I
- Far Reaching II
- Fear
- Fire Aura
- Fire Charm
- Fire Shield
- Fire Trap
- Fumble
- Greater Malison
- Hallucinatory Terrain
- Halo of Eyes
- Ice Storm
- Illusionary Wall
- Improved Invisibility
- Improved Strength
- Leomund's Secure Shelter
- Lesser Geas
- Locate Creature
- Magic Mirror
- Mask of Death
- Massmorph
- Minor Creation
- Minor Globe of Invulnerability
- Minor Spell Turning
- Monster Summoning II
- Mordenkainen's Celerity
- Mordenkainen's Force Missiles
- Otiluke's Dispelling Screen
- Otiluke's Resilient Sphere
- Phantasmal Killer
- Plant Growth
- Polymorph Other
- Polymorph Self
- Psychic Protection
- Rainbow Pattern
- Rary's Mnemonic Enhancer
- Remove Curse
- Shadow Monsters
- Shout
- Solid Fog
- Stoneskin
- Summon Lycanthrope
- There/ Not There*
- Thunder Staff
- Turn Pebble to Boulder
- Ultravision
- Unluck*
- Vacancy
- Vitriolic Sphere
- Wall of Fire
- Wall of Ice
- Wind Breath
- Wizard Eye

5th Level

- 1 Advanced Illusion
- Airy Water
- Animal Growth
- Animate Dead
- 5 Avoidance
- Bigby's Interposing Hand
- Chaos
- Cloudkill
- Conduit
- 10 Cone of Cold
- Conjure Elemental
- Contact Other Plane
- Demishadow Monsters
- Dismissal
- 15 Distance Distortion
- Domination
- Dream
- Extension II
- Fabricate
- 20 False Vision
- Far Reaching III
- Feeblemind
- Force Shapechange
- Hold Monster
- 25 Improved Blink
- Invuln. to Norm. Weapons
- Khazid's Procurement
- Know Value
- Leomund's Hidden Lodge
- 30 Leomund's Lament. Belab.
- Leomund's Secret Chest
- Lower Resistance
- Magic Jar
- Magic Staff
- 35 Major Creation
- Mind Fog
- Monster Summoning III
- Mordenk.'s Faithful Hound
- Mordenk. Private Sanctum
- 40 Mummy Rot
- Passwall
- Proofing versus Combustion
- Prying Eyes
- Rary's Telepathic Bond
- 45 Rusting Grasp
- Safeguarding
- Seeming
- Sending
- Shadow Door
- 50 Shadow Magic
- Stone Shape
- Summon Shadow
- Telekinesis
- Teleport
- 55 Tenser's Destruct. Resonance
- Throbbing Bones
- Transmute Rock to Mud
- Vile Venom
- Von Gasik's Refusal
- 60 Vortex*
- Wall of Bones
- Wall of Force
- Wall of Iron
- Wall of Stone
- 65 Waveform*

6th Level

- Antimagic Shell
- Arrow of Bone
- Augmentation II
- Bigby's Forceful Hand
- Blackmantle
- Bloodstone's Spectral Steed
- Chain Lightning
- Claws of the Umber Hulk
- Conjure Animals
- Contingency
- Control Weather
- Curse of Lycanthropy
- Dead Man's Eyes
- Death Fog
- Death Spell
- Demishadow Magic
- Dilation II
- Dimensional Blade
- Disintegrate
- Dragon Scales
- Enchant an Item
- Ensnarement
- Etherealness
- Extension III
- Eyebite
- Forest's Fiery Constrictor
- Geas
- Glasse
- Globe of Invulnerability
- Greater Sign of Sealing
- Guards and Wards
- Invisible Stalker
- Invulner. to Magical Weapons
- Legend Lore
- Lorloveim's Shadowy Transf.
- Lower Water
- Mass Suggestion
- Mirage Arcana
- Mislead
- Monster Summoning IV
- Mordenkainen's Lucubration
- Move Earth
- Otiluke's Freezing Sphere
- Part Water
- Permanent Illusion
- Programmed Illusion
- Project Image
- Reincarnation
- Repulsion
- Shades
- Stone to Flesh
- Superior Magnetism
- Tenser's Transformation
- Tentacles
- Transmute Water to Dust
- Trollish Fortitude
- True Seeing
- Veil
- Wildshield*
- Wildstrike*

7th Level

- Acid Storm
- Banishment
- Bigby's Grasping Hand
- Bloodstone's Frightful Joining
- Charm Plants
- Control Undead
- Create Crypt Thing
- Delayed Blast Fireball
- Descent into Madness
- Drawmij's Instant Summons
- Duo-Dimension
- Finger of Death
- Forcecage
- Hatch the Stone From the Egg
- Hornung's Surge Selector*
- Intensify Summoning
- Limited Wish
- Malec-Keth's Flame Fist
- Mass Invisibility
- Monster Summoning V
- Mordenkain.'s Magnif. Mansion
- Mordenkainen's Sword
- Neutralize Gas
- Persistence
- Phase Door
- Power Word, Stun
- Prismatic Spray
- Reverse Gravity
- Sequester
- Seven-Eyes
- Shadowcat
- Shadow Walk
- Simulacrum
- Spell Shape*
- Spell Turning
- Statue
- Steal Enchantment
- Suffocate
- Teleport Without Error
- Vanish
- Vision
- Zombie Double

9th Level

- 1 Astral Spell
- Bigby's Crushing Hand
- Chain Contingency
- Crystalbrittle
- 5 Elemental Aura
- Energy Drain
- Estate Transference
- Foresight
- Gate
- 10 Glorious Transmutation
- Imprisonment
- Meteor Swarm
- Monster Summoning VII
- Mordenkainen's Disjunction
- 15 Power Word, Kill
- Prismatic Sphere
- Programmed Amnesia
- Shape Change
- Sphere of Ultimate Destruction
- 20 Stabilize*
- Succor
- Temporal Stasis
- Time Stop
- Wail of the Banshee
- 25 Weird
- Wildfire*
- Wildwind*
- Wish

8th Level

- Abi-Dalzim's Horrid Wilting
- Airboat
- Analyze Dweomer
- Antipathy-Sympathy
- Bigby's Clenched Fist
- Binding
- Clone
- Demand
- Defoliante
- Fear Ward
- Glassteel
- Gunther's Kaleidosc. Strike
- Heart of Stone
- Homunculus Shield
- Hornung's Rand.Dispatcher*
- Incendiary Cloud
- Iron Body
- Mass Charm
- Maze
- Mind Blank
- Monster Summoning VI
- Otiluke's Telekinetic Sphere
- Otto's Irresistible Dance
- Permanency
- Polymorph Any Object
- Power Word, Blind
- Prismatic Wall
- Screen
- Serten's Spell Immunity
- Shadow Form
- Sink
- Symbol
- Trap the Soul
- Wildzone*

True Dweomer

- 1 Hurd's Obligation
- Kolin's Undead Legion
- Kreb's Flaming Dragon
- Kreb's Stately Veil
- 5 Nazzar's Nullification
- Neja's Irresistible Plea
- Neja's Toadstool
- Neja's Unfailing Contempt
- Ratecliffe's Deadly Finger
- 10 Tenser's Telling Blow
- Wulf's Erasure
- Wulf's Rectification
- Yunni's Herald

* these spells are wild magics from the Tome of Magic

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Priest Spell List

1st Level

- 1 Allergy Field
- Analyze Balance
- Animal Friendship
- Anti-Vermin Barrier
- 5 Astral Celerity
- Battlefate
- Beastmask
- Bless
- Blessed Watchfulness
- 10 Calculate
- Call Upon Faith
- Calm Animals
- Combine
- Command
- 15 Courage
- Create Water
- Cure Light Wounds
- Detect Evil
- Detect Magic
- 20 Detect Poison
- Detect Snares & Pits
- Dispel Fatigue
- Emotion Read
- Endure Heat/End. Cold
- 25 Entangle
- Faerie Fire
- Firelight
- Invisibility to Animals
- Invisibility to Undead
- 30 Know Age
- Know Direction
- Know Time
- Light
- Locate Anim. or Plants
- 35 Log of Everburning
- Magical Stone
- Mistaken Missive
- Morale
- Orison
- 40 Pass Without Trace
- Personal Reading
- Protection from Chaos
- Protection from Evil
- Puffball
- 45 Purify Food & Drink
- Recover Trail
- Remove Fear
- Revitalize Animal
- Ring of Hands*
- 50 Sacred Guardian
- Sanctuary
- Shillelagh
- Speak with Astral Traveler
- Strength of Stone
- 55 Sunscorch
- Thought Capture
- Weighty Chest
- Whisperward
- Wind Column
- 60
- 65
- 70

2nd Level

- Aid
- Animal Eyes
- Animal Spy
- Astral Awareness
- Augury
- Aura of Comfort
- Barkskin
- Beastspite
- Calm Chaos
- Camouflage
- Chant
- Chaos Ward
- Charm Person or Mammal
- Create Holy Symbol
- Cure Moderate Wounds
- Detect Charm
- Dissension's Feast
- Draw Upon Holy Might
- Dust Devil
- Emotion Perception
- Enthrall
- Ethereal Barrier
- Find Traps
- Fire Trap
- Flame Blade
- Fortifying Stew
- Frisky Chest
- Gift of Speech
- Goodberry
- Heat Metal
- Hesitation
- Hold Person
- Idea
- Iron Vigil
- Know Alignment
- Lighten Load
- Locate Animal Follower
- Messenger
- Mind Read
- Moment
- Music of the Spheres
- Mystic Transfer*
- Nap
- Obscurement
- Produce Flame
- Protection from Poison
- Rally
- Resist Acid and Corrosion
- Resist Fire/Resist Cold
- Restore Strength
- Sanctify*
- Seeking
- Silence, 15' Radius
- Slow Poison
- Snake Charm
- Soften Earth and Stone
- Speak With Animals
- Spiritual Hammer
- Trip
- Wall of Gloom
- Warp Wood
- Watery Fist
- Withdraw
- Wyvern Watch
- Zone of Truth

3rd Level

- Accelerate Healing
- Adaptation
- Animate Dead
- Astral Window
- Call Follower
- Call Lightning
- Caltrops
- Chatterbark
- Choose Future
- Continual Light
- Control Animal
- Create Campsite
- Create Food & Water
- Cure Blindness or Deafness
- Cure Disease
- Detect Spirits
- Dictate
- Dispel Magic
- Efficacious Monster Ward
- Emotion Control
- Extradimensional Detection
- Etherealness
- Feign Death
- Flame Walk
- Fortify
- Glyph of Warding
- Helping Hand
- Hold Animal
- Hold Poison
- Invisibility Purge
- Know Customs
- Line of Protection*
- Locate Object
- Magical Vestment
- Meld Into Stone
- Memory Read
- Miscast Magic
- Moment Reading
- Negative Plane Protection
- Pass Without Trace, 10' R
- Plant Growth
- Prayer
- Protection from Fire
- Pyrotechnics
- Random Causality
- Remove Curse
- Remove Paralysis
- Repair Injury
- Rigid Thinking
- Shape Wood
- Slow Rot
- Snare
- Speak With Dead
- Spike Growth
- Squeaking Floors
- Starshine
- Stone Shape
- Strength of One
- Summon Animal Spirit
- Summon Insects
- Telepathy
- Telethaumaturgy
- Thief's Lament
- Tree
- Unearthly Choir*
- Unfailing Premonition
- Water Breathing
- Water Walk
- Weather Prediction
- Wind Servant
- Zone of Sweet Air

4th Level

- Abjure
- Detect Lie
- Dimensional Anchor
- Dimensional Folding
- Divination
- Earthmaw
- Entrench
- Fire Purge
- Focus
- Fortify
- Free Action
- Genius
- Giant Insect
- Hallucinatory Forest
- Hold Plant
- Hunger
- Imbue With Spell Ability
- Inverted Ethics
- Join With Astral Traveler
- Knurl
- Leadership
- Lower Water
- Mental Domination
- Modify Memory
- Needlestorm
- Neutralize Poison
- Omniscient Eye
- Plant Door
- Polymorph Plant
- Probability Control
- Produce Fire
- Protection from Evil, 10' R
- Protection from Lightning
- Rapport
- Recitation
- Reflecting Pool
- Repel Insects
- Solipsism
- Speak With Plants
- Spell Immunity
- Sticks to Snakes
- Suspended Animation
- Tanglefoot
- Thought Broadcast
- Tongues
- Tree Steed
- Unfailing Endurance
- Uplift
- Weather Stasis
- Windborne

5th Level

- 1 Age Object
- Air Walk
- Animal Growth
- Animal Summoning II
- 5 Animate Flame
- Anti-plant Shell
- Atonement
- Barrier of Retention
- Blessed Abundance
- 10 Champion's Strength
- Chaotic Commands
- Clear Path
- Cloud of Purification
- Cloudscape
- 15 Commune
- Commune With Nature
- Consequence
- Control Winds
- Cure Critical Wounds
- 20 Dimensional Translocation
- Disguise
- Dispel Evil
- Easy March
- Elemental Forbiddance
- 25 Extradim. Manipulation
- Extradimension. Pocket
- Flame Strike
- Grounding
- Illusory Artillery
- 30 Impeding Permission
- Impregnable Mind
- Insect Plague
- Magic Font
- Meld*
- 35 Memory Wrack
- Mindshatter
- Moonbeam
- Nature's Charm
- Othertime
- 40 Pass Plant
- Plane Shift
- Produce Ice
- Quest
- Rainbow
- 45 Raise Dead
- Repeat Action
- Righteous Wrath o.t. Faithful
- Shrieking Walls
- Spike Stones
- 50 Strengthen Stone
- Thornwrack
- Thoughtwave*
- Time Pool
- Transmute Rock to Mud
- 55 True Seeing
- Unceas. Vig.o.t.H.Sent.
- Undead Ward
- Wall of Fire

60

6th Level

- Aerial Servant
- Age Creature
- Animal Summoning III
- Animate Object
- Anti-animal Shell
- Blade Barrier
- Call Phoenix
- Command Monster
- Conjure Animals
- Conjure Fire Elemental
- Crushing Walls
- Disbelief
- Dragonbane
- Earthwrack
- Entropy Shield
- Find the Path
- Fire Seeds
- Forbiddance
- Gravity Variation
- Group Mind
- Heal
- Heroes' Feast
- Ivy Siege
- Land of Stability
- Legal Thoughts
- Liveoak
- Monster Mount
- Part Water
- Physical Mirror
- Reverse Time
- Seclusion
- Skip Day
- Sol's Searing Orb
- Speak With Monsters
- Spiritual Wrath*
- Stone Tell
- The Great Circle *
- Transmute Water to Dust
- Transport Via Plants
- Turn Wood
- Wall of Thorns
- Weather Summoning
- Word of Recall
- Whirlwind

7th Level

- Age Dragon
- Animate Rock
- Antimineral Shell
- Astral Spell
- Breath of Life
- Changestaff
- Chariot of Sustarre
- Confusion
- Conjure Air or Water Elemental
- Conjure Earth Elemental
- Control Weather
- Create Crypt Thing
- Creeping Doom
- Divine Inspiration
- Earthquake
- Exaction
- Fire Storm
- Gate
- Holy Word
- Hovering Road
- Illusory Fortifications
- Impervious Sanctity of Mind
- Mind Tracker
- Regenerate
- Reincarnate
- Restoration
- Resurrection
- Shadow Engines
- Spacewarp
- Spirit of Power*
- Succor
- Sunray
- Symbol
- Tentacle Walls
- Timelessness
- Transmute Metal to Wood
- Tree Spirit
- Tsunami
- Uncontrolled Weather
- Unwilling Wood
- Wind Walk

Quest Spells

- Abundance
- Animal Horde
- Circle of Sunmotes
- Conformance
- Elemental Swarm
- Etherwalk
- Fear Contagion
- Health Blessing
- Highway
- Imago Interrogation
- Implosion / Inversion
- Interdiction
- Mindnet
- Planar Quest
- Preservation
- Revelation
- Reversion
- Robe of Healing
- Siege Wall
- Shooting Stars
- Sphere of Security
- Spiral of Degeneration
- Stalker
- Storm of Vengeance
- Transformation
- Undead Plague
- Warband Quest
- Ward Matrix
- Wolf Spirits

* indicates a cooperative spell