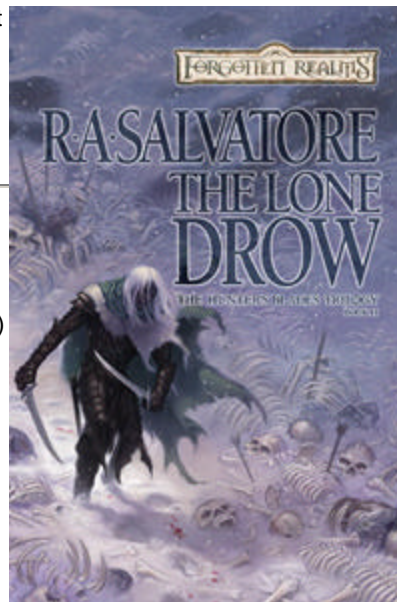


The Lone Drow: Companions of the Hall

By Thomas M. Costa

The Companions of the Hall are some of the **Forgotten Realms'** most celebrated heroes. This article contains statistics for Catti-brie, Regis, and the Bouldersoulder Brothers, Ivan and Pikel. Also below is an updated 3.5 version of Guenhwyvar. Drizzt (as well as Artemis) are in the **Forgotten Realms Campaign Setting**, while Bruenor and Wulfgar are in *Silver Marches*.



Catti-brie: Female human fighter 7; CR 8; Medium humanoid; HD 7d10+14; hp 52; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +7; Grp +8; Atk +10 melee (1d8+3/17-20, +2 *keen adamantite longsword*) or +9 melee (1d4+2/19-20, +1 *distance dagger*) or +8 melee (1d6+1/0, +3 *force keen elven longbow* as "club") or +14 ranged (1d8+2 plus 1d6 *force/19-20/x3*, +3 *force keen elven longbow* with alchemical silver arrows) or +11 ranged (1d4+1/19-20, +1 *distance dagger*); Full Atk +10/+5 melee (1d8+3/17-20, +2 *keen adamantite longsword*) or +9/+4 melee (1d4+2/19-20, +1 *distance dagger*) or +8/+3 melee (1d6+1/0, +3 *force keen elven longbow* as "club") or +14/+9 ranged (1d8+2 plus 1d6 *force/19-20/x3*, +3 *force keen elven longbow* with alchemical silver arrows) or +12/+12/+7 ranged (1d8+2 plus 1d6 *force/19-20/x3*, +3 *force keen elven longbow* with alchemical silver arrows and Rapid Shot) or +11/+6 ranged (1d4+1/19-20, +1 *distance dagger*); AL CG; SV Fort +7, Ref +5, Will +5; Str 12, Dex 17, Con 15, Int 14, Wis 16, Cha 17. Height 5 ft. 4 in. *Skills and Feats:* Climb +6, Handle Animal +4, Hide +6, Jump +6, Knowledge (local -- the North) +3, Listen +4, Move Silently +6, Profession (sailor) +4, Ride +5, Sense Motive +4, Spot +6, Survival +8, Swim +2, Dodge, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Shot On The Run, Weapon Focus (longbow). *Languages:* Chondathan, Common, Dwarven, Illuskan. *Possessions:* +1 *mithral shirt*, *Khazid'hea* (see below), +1 *distance dagger*, *Taulmaril* (a.k.a. Heartseeker; +3 *force keen elven longbow*; see elven bow below), *circlet of starlight sight* (see below), *quiver of Anariel* (alchemical silver arrows; see below).

Khazid'hea, a.k.a. Cutter: +2 *keen adamantite longsword*; AL CN; Int 17, Wis 10, Cha 17; Telepathy (Khazid'hea appears to lack the ability to speak or read); 120 ft. darkvision and hearing; Ego score 17. *Lesser Powers:* Khazid'hea grants its wielder free use of the Cleave, Great Cleave, and Improved Sunder feats.

Special Purpose: Defeat/slay all (other than the item and wielder).

Dedicated Power: Cause *rage* in wielder as wizard spell.

Personality: Taken from Dantrag Baenre, a drow battle master, Khazid'hea has little personality of which to speak. The blade longs for little more than the chaos of battle and the blood of foes, and it constantly eggs its wielder into battle and is jealous of any kill for which it is not responsible. However, the blade makes little distinction between friend and foe and is likely to demand its wielder battle allies when all enemies have fallen. The blade grants its wielder the benefits of rage only if the wielder agrees to kill all "foes" or the blade is dominant. If Khazid'hea is dominated by its wielder, it alter its pommel to better suit the aesthetic tastes of its new master.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *keen edge*; Price 90,315 gp; Cost 46,815 gp + 1,740 XP.

Catti-brie's mother died in childbirth, and her father moved with his daughter from Mirabar to Termalaine, one of the Ten Towns. For three years, he was quite successful -- but then a goblin ended the man's life. All of Termalaine might have fallen to a goblin onslaught but for the dwarves of clan Battlehammer rushing from their valley to turn back the horde. Bruenor himself saved the orphan girl from death. When the smoke cleared, he claimed the orphan as his adopted daughter.

Catti-brie has no memories of the time before Bruenor took her in, but she had a pleasant childhood with the dwarves. During the five years Wulfgar spent in Bruenor's service, she helped him to break the bonds of his barbarian upbringing and bring out the compassion and intelligence that was inside him. The bond between them continued to grow stronger as they adventured together with Bruenor, Regis, and Drizzt. But then

tragedy struck their relationship when drow seeking the death of Drizzt attacked Mithral Hall, and Wulfgar was laid low during one of the battles.

For quite a while Catti-brie mourned the loss of her love, but as time passed she found herself falling in love with Drizzt. When Wulfgar returned from his apparent death, it caused a great deal of mixed emotions in Catti-brie. Wulfgar fled his friends, eventually finding his own way and accepting Catti-brie's burgeoning relationship with Drizzt.

Catti-brie is a beautiful auburn-haired and blue-eyed woman. She is kind, tolerant, and pragmatic. Moreover, Catti-brie has grown into the emotional compass for her adventuring companions, guiding both Drizzt and Wulfgar into wise action with her common sense and clear insight.

In combat, Catti-brie usually supports her friends with Taulmaril and her limitless supply of arrows. She is not hesitant about entering melee, however, and will charge into combat with Khazid'hea at the ready, generally confident in her ability to dominate the blade.

Note: Catti-brie's incredible possessions far exceed the value of an average NPC's gear and consequently increase the amount of XP granted by an encounter involving her by 20%. To be an average NPC of her level, Catti-brie should replace all of the above possessions with the following: masterwork chain mail, +1 longsword, +1 elven longbow (see below), *circlet of starlight vision*, 20 alchemical silver masterwork arrows

Regis: Male lightfoot halfling rogue 7; CR 8; Small humanoid; HD 7d6+14; hp 38; Init +4; Spd 20 ft.; AC 20, touch 15, flat-footed 20; Base Atk +5; Grp +1; Atk +4 melee (1d6+2, +2 *heavy mace*) or +7 melee (1d4/19-20, masterwork dagger) or +11 ranged (1d4/19-20, masterwork dagger); Space/Reach 5 ft./5 ft.; SA sneak attack +4d6; SQ evasion, halfling traits, trap sense +2, trapfinding, uncanny dodge; AL NG; SV Fort +7, Ref +12, Will +7; Str 10, Dex 18, Con 15, Int 13, Wis 15, Cha 15. Height 3 ft. 0 in.

Skills and Feats: Appraise +8 (+10 scrimshaw), Balance +10, Bluff +11, Climb +6, Craft (scrimshaw carving) +8, Decipher Script +4, Diplomacy +8, Disable Device +10, Escape Artist +8, Forgery +5, Gather Information +8, Hide +17, Intimidate +6, Jump +8, Knowledge (local -- Calimshan) +5, Knowledge (local -- the North) +5, Listen +11, Move Silently +15, Open Lock +13, Profession (fisherman) +5, Search +8, Sense Motive +8, Sleight of Hand +15, Speak Language (Goblin), Spot +9, Swim +4, Tumble +11, Use Rope +10; Deft Hands, Negotiator, Street Smart.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Regis takes no damage with a successful saving throw.

Halfling Traits: Regis has a +2 morale bonus on saving throws against fear, a +1 racial bonus on all saving throws, +1 racial attack bonus with a thrown weapon or sling, and a +2 racial bonus on Climb, Jump, Listen, and Move Silently checks (already figured into the statistics given above).

Trap Sense (Ex): Regis has a +2 bonus on Reflex saves to avoid traps and a +2 dodge bonus to AC against attacks by traps.

Trapfinding: Regis can use the Search skill to find traps with Search DCs higher than 20

Uncanny Dodge (Ex): Regis retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker.

Languages: Alzhedo, Common, Dwarven, Goblin.

Possessions: +1 *mithral shirt*, +2 *small heavy mace*, *ruby pendant of beguiling* (see below), *stone of good luck* +2 (as standard *stone*, but grants +2 bonus), masterwork small dagger, masterwork thieves' tools.

Regis was born in or near Calimport far to the south. His earliest recollections are of a childhood spent on the streets, begging and stealing. Eventually Regis caught the eye of Pasha Pook, master of the city's thieves' and assassins' guilds. Regis did not disappoint his new master, but he eventually became bored. When Regis discovered Pook used a magic ruby pendant in his dealings, Regis stole it and took to the road, hoping to find the ticket to an easier life. Pook proved more determined than Regis anticipated though, and wherever he went, Pook's men soon followed.

Regis' flight finally brought him to the rigid climes of Icewind Dale, where he believed not even Pook's hired thugs could find him. There he befriended Bruenor Battlehammer and Drizzt Do'Urden, often reluctantly joining them in one adventure after another. After a time, the assassin Artemis Entreri tracked Regis down and stole him back to Calimport where Regis' friends had to rescue him. Regis remained in Calimport for a time, but he was eventually driven out and back to his friends by Entreri. After many more adventures, Regis has settled into his life of adventure by his friends' sides and become a chief advisor to King Bruenor Battlehammer.

Regis is barely 3 feet tall and so chubby he's earned the nickname "Rumblebelly." He enjoys nothing so much as comfortable living. He can be quite subtle and equally crafty, though he is by no means cruel in any way. He has also grown wise over the course of his many misadventures and gained an ability to see things his friends often miss. Regis abhors violence and will do his best to avoid it. However, when he must enter battle, he tries to support his allies with sneak attacks against their enemies.

Note: Regis' incredible possessions far exceed the value of an average NPC's gear and consequently increase his challenge rating by +1. To be an average NPC of his level, Regis should replace all of the

above possessions with the following: +1 *mithral shirt*, +1 *Small heavy mace*, *ruby pendant of hypnotism* (continuous *hypnotism*), masterwork Small dagger, masterwork thieves' tools.

Ivan Bouldersoulder: Male shield dwarf Fighter 8; CR 8; Medium humanoid; HD 8d10+32; hp 76; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15; Base Atk +8; Grp +12; Atk +14 melee (1d10+8/x3, masterwork dwarven waraxe) or +13 melee (1d4+4, masterwork horned helmet) or +9 ranged (1d4+4, light hammer) or +9 ranged (1d4/17-20, hand crossbow with *bolts of impact*); Full Atk +14/+9 melee (1d10+8/x3, masterwork dwarven waraxe) or +13/+8 melee (1d4+4, masterwork horned helmet) or +9/+4 ranged (1d4+4, 2 light hammers) or +9/+4 ranged (1d4/17-20, hand crossbow with *bolts of impact*); SQ dwarf traits; AL LG; SV Fort +10, Ref +3, Will +4; Str 18, Dex 13, Con 18, Int 16, Wis 13, Cha 11. Height 5 ft. 0 in.

Skills and Feats: Appraise +3 (+5 with stone items, metal items, traps, or weapons), Climb +5, Craft (blacksmithing) +14, Craft (metalworking) +5, Craft (stoneworking) +5, Craft (trapmaking) +12 (+14 with stone or metal traps), Craft (weaponsmithing) +12 (+14 for stone or metal weapons), Intimidate +4, Jump +5, Knowledge (architecture and engineering) +5, Profession (cook) +3, Profession (siege engineer) +3, Search +5, Use Rope +3; Bullheaded, Cleave, Endurance, Exotic Weapon Proficiency (hand crossbow), Great Cleave, Improved Bull Rush, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

Dwarf Traits: Ivan has stability (+4 on ability checks to avoid being bull rushed or tripped when standing on the ground), weapon familiarity (dwarven waraxe and dwarven urgrosh are martial weapons), and stonecunning (+2 racial bonus on checks to notice unusual stonework; can make a check for unusual stonework as though actively searching when within 10 ft. and can use the Search skill to find stonework traps as a rogue can; intuition depth). He also has a +1 racial bonus on attack rolls against orcs and goblinoids; a +2 racial bonus on saves against spells and spell-like abilities; a +2 racial bonus on Fortitude saves against all poisons and a +4 dodge bonus against giants. In addition, Ivan has a +2 racial bonus on Appraise checks and Craft or Profession checks related to stone or metal (already figured into the statistics above).

Languages: Chondathan, Common, Dwarven, 2 others (Giant or Goblin).

Possessions: 6 *bolts of impact*, masterwork chainmail, masterwork horned helmet (see *Races of Faerûn*), masterwork dwarven waraxe, 2 light hammers ("dwarven bows"), hand crossbow.

Ivan was a cook in the Edificant Library prior to its destruction. He resumed his fighting career during the course of the priest Cadderly's adventures. Ivan and his brother stuck with Cadderly through his trials and helped him see through the building of the Spirit Soaring temple to Deneir. Recently, they traveled to Mithral Hall as Cadderly's ambassadors to attend the inauguration of King Bruenor Battlehammer.

Ivan is a squat, square-shouldered shield dwarf with yellow beard and hair. In battle, Ivan prefers to use his dwarven waraxe, but he has been known to use a "dwarven bow" (a hammer balanced for throwing), his specially crafted hand crossbow, his heavy boots, his antlered-helmet, a frying pan, some contraption or trap of his devising, or even his teeth. In addition to his fighting abilities, Ivan is an accomplished engineer and blacksmith. In Cadderly's earlier days, Ivan built complex devices for the young priest. Ivan will always try to figure a way around a problem. In the fight with the vampire Kierkan Rufo, for example, Ivan used the bellows from his forge to capture the vampire's gaseous form.

Pikel Bouldersoulder: Male shield dwarf Fighter 3/Druid 5; CR 8; Medium humanoid; HD 3d10+12 plus 5d8+20; hp 70; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15; Base Attack +6; Grp +9; Atk +11 melee (1d10+4, masterwork greatclub); Full Atk +11/+6 melee (1d10+4, masterwork greatclub); SQ animal companion, dwarf traits, nature sense, resist nature's lure, trackless step, wild shape (Small or Medium animal 1/day), woodland stride; AL NG; SV Fort +11, Ref +3, Will +8; Str 17, Dex 12, Con 18, Int 11, Wis 16, Cha 15. Height 5 ft. 0 in.

Skills and Feats: Climb +5, Concentration +8, Craft (metalworking) +2, Craft (stoneworking) +2, Handle Animal +8, Heal +7, Jump +5, Knowledge (nature) +4, Profession (cook) +5, Ride +3, Survival +7; Cleave, Endurance, Great Cleave, Power Attack, Weapon Focus (greatclub).

Animal Companion: Pikel has no animal companion in the normal sense. That function is filled for him by a pantherlike creature named Guenhwyvar, an extraplanar magical beast native to the House of Nature.

Dwarf Traits: Pikel has stability (+4 on ability checks to avoid being bull rushed or tripped when standing on the ground), weapon familiarity (dwarven waraxe and dwarven urgrosh are martial weapons), and stonecunning (+2 racial bonus on checks to notice unusual stonework; can make a check for unusual stonework as though actively searching when within 10 ft. and can use the Search skill to find stonework traps as a rogue can; intuition depth). He also has a +1 racial bonus on attack rolls against orcs and goblinoids; a +2 racial bonus on saves against spells and spell-like abilities; a +2 racial bonus on Fortitude saves against all poisons and a +4 dodge bonus against giants. In addition, Pikel has a +2 racial bonus on Appraise checks and Craft or Profession checks related to stone or metal (already figured into the statistics above).

Nature Sense (Ex): Pikel can identify plants and animals (their species and special traits) with perfect accuracy. He can determine whether water is safe to drink or dangerous.

Resist Nature's Lure (Ex): Pikel has a +4 bonus on saving throws against the spell-like abilities of fey.

Trackless Step (Ex): Pikel leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail

Wild Shape (Su): Once per day, Pikel can turn himself into a Small or Medium animal and back again. His options for new forms include all creatures with the animal type (see the *Monster Manual*). This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per druid level, or until he changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal Pikel is familiar with. Pikel loses his ability to speak while in animal form because he is limited to the sounds that a normal, untrained animal can make, but he can communicate normally with other animals of the same general grouping as his new form.

Woodland Stride (Ex): Pikel can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed without taking any damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect him.

Druid Spells Prepared (5/4/3/2; save DC 13 + spell level): 0 -- *create water*, *cure minor wounds* (2), *detect poison*, *know direction*; 1st -- *cure light wounds*, *shillelagh* (2), *speak with animals*; 2nd -- *animal messenger*, *soften earth and stone*, *tree shape*; 3rd -- *cure moderate wounds*, *stone shape*.

Languages: Common, Dwarven.

Possessions: *Robes of natural armor* +2 (treat as amulet), masterwork hide armor (with cooking pot "helmet"), masterwork greatclub, waterskin with holy water (4 flasks).

Pikel is one of the only shield dwarf druids known in Faerûn. He is about the same size as his brother Ivan, but is more round shouldered. His hair and beard are dyed green, and his beard is parted at the middle and pulled back over his ears and braided. He sports a cooking pot for a helmet. His one weapon is a 4-foot-long polished smooth bark tree limb. At its widest end it is 1 foot in diameter, and leather loops are at the narrow end at various intervals so Pikel can use it in a variety of ways in battle. One of his favorite tactics is to whirl around in a circle to take out numerous enemies, although this often makes him so dizzy that he falls down. For fighting undead, Pikel has a waterskin with a nozzle on it, and he thoroughly enjoys squirting holy water on them.

Pikel is easily excitable and, when happy, bounces around and titters with joy. Unfortunately, Pikel appears to have a language disability. While he understands when others speak and he can read well, Pikel's own ability to express himself appears to be limited to a dozen or so sounds (such as "oo oi," which usually means yes) or mispronounced words (such as "doo-dad," which means druid). To communicate more effectively, Pikel combines these "words" with the inflection of his voice, expression on his face, and gesticulations. The combined effect generally works well, but is often frustrating to both Pikel and those around him. Fortunately, Ivan seems to understand Pikel as if he were speaking in complete sentences and can communicate for him in more complicated situations.

Guenhwyvar: Female unique panther; CR 7; Medium magical beast (extraplanar); HD 9d10+36; hp 85; Init +6; Spd 40 ft., climb 20 ft.; AC 24, touch 16, flat-footed 18; Base Atk +9; Grp +13; Atk +15 melee (1d8+4, bite); Full Atk +15 melee (1d8+4, bite) and +13 melee (1d4+2, 2 claws); SA improved grab, magic strike, pounce, rake 1d4+2; SQ darkvision 60 ft., devotion, evasion, low-light vision, plane shift 2/day, scent, share spells, tricks; AL NG; SV Fort +10, Ref +12, Will +5; Str 19, Dex 22, Con 18, Int 5, Wis 15, Cha 9.

Skills and Feats: Balance +14, Climb +12, Hide +12, Jump +12, Listen +8, Move Silently +12, Spot +8; Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw), Multiattack, Weapon Finesse.

Improved Grab (Ex): To use this ability, Guenhwyvar must hit with her bite attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, she establishes a hold and can rake.

Magic Strike (Ex): This ability allows Guenhwyvar to treat her natural weapons as cold iron, silver, magic, and good-aligned.

Pounce (Ex): If Guenhwyvar charges a foe, she can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +15 melee, damage 1d4+2.

Devotion (Ex): Guenhwyvar's devotion to her master is so complete that she gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex): If Guenhwyvar is subjected to an attack that normally allows a Reflex saving throw for half damage, she takes no damage if she makes a successful saving throw.

Plane Shift (Su): Guenhwyvar can plane shift upon command of her master as the spell with up to one other being from The House of Nature to her master and back to the House of Nature every other day for a period of 6 hours. Guenhwyvar cannot heal naturally on the Material Plane but heals at double the rate (18 hp/day) when on The House of Nature. If slain, she reverts to her figurine form and automatically plane shifts back to The House of Nature where she begins to heal as if she were stabilized at -9 hp.

Scent (Ex): Guenhwyvar can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Share Spells (Ex): As a former animal companion, Guenhwyvar retains her ability share the spells her master casts. At her master's option, she may have any spell her master casts upon himself also affect her so long as she is within 5 feet. Additionally, her master may cast a spell with a target of "You" on Guenhwyvar (as a touch range spell) instead of on himself.

Tricks (Ex): Guenhwyvar knows the following ten tricks, as described under the Handle Animal skill in Chapter 4 of the Player's Handbook: attack, come, defend, down, fetch, guard, heel, seek, stay, and track.

Languages: Guenhwyvar understands, but cannot speak, Common and Undercommon

Skills: Guenhwyvar has a +8 racial bonus on Balance and Jump checks, and a +4 racial bonus on Hide and Move Silently checks. She has a +8 racial bonus on climb checks, and she can always choose to take 10 on a Climb check, even if rushed or threatened.

Note: Guenhwyvar is owned by the owner of the figurine.

New Equipment and Magic Items

Elven Bows: During their years of experience, elves have found that often archers are attacked without much chance to defend themselves. They have therefore created the elven shortbow and elven longbow. They are designed to fire with the same rate of fire and accuracy, and yet the elves can use them to fend off attacks until they can protect themselves with a better weapon or spell.

Elven bows are beautiful pieces of work, carved mostly from wood, and highly decorated and polished. All elven bows are masterwork bows. To fulfill their function the elf crafters have also given the bows metal inlays. These enable the bow to be used as a parrying weapon until the elf can draw a more suitable weapon. Meanwhile, the elf's bow has not been damaged by the attack and can be used again.

If used as an offensive weapon, an elven shortbow acts as a one-handed melee weapon that deals 1d4 points of bludgeoning damage and an elven longbow acts as two-handed melee weapon that deals 1d6 points of bludgeoning damage. The wielder does not get any masterwork or enhancement bonuses when using the bow to attack in melee. These bows weigh twice that of their standard counterparts and have a hardness of 8 and 5 hit points each. Elven shortbows cost 360 gp and elven longbows cost 450 gp.

Force Weapon Property: On a successful hit, a force weapon emits a powerful jolt of magical force. The magical force does not harm the weapon's wielder. Force weapons deal +1d6 points of force damage on a successful hit. If the weapon successfully hits a target protected by a force effect, such as a *shield* spell or *bracers of armor*, it might dispel the force effect in addition to damaging the target. Make a dispel check (1d20+10) against the effect (DC 11 + caster level). If the check succeeds, the force effect is dispelled (if a spell) or suppressed for 1d4 rounds (if a magic item). Ranged weapons bestow this property on their ammunition. Incorporeal creatures get no miss chance against force weapons.

This property first appeared in the *Arms and Equipment Guide* and has been updated.

Moderate evocation; CL 11th; Craft Magic Arms and Armor, *wall of force*; Price +3 bonus.

Bolts of Impact: These unusual crossbow bolts contain a small vial of magically explosive liquid. The bolts are constructed so the vial is crushed and the liquid explodes when the bolt hits. Each bolt has a +3 attack bonus and explodes for an additional 3d4+3 points of force damage to the target. All those caught within a 5-foot burst radius must make a Reflex save (DC 14) or take half the force damage.

Moderate evocation; CL 9th; Craft Magic Arms and Armor, *forcewave* (see *Magic of Faerûn*) or *spiritual weapon*; Price 72,350 gp for 50 bolts.

Unguent of Force Bursts: *Unguent of force bursts* is used to coat a single melee weapon or up to 10 small projectiles (shuriken, arrows, bolts, and so on). When the weapon strikes an object, the unguent deals an additional +1d6 points of force damage. The unguent's potency wears off after 1 minute. Because the coated weapon must hit a creature to cause the unguent to activate, an incorporeal creature that was missed because of its incorporeal miss chance does not suffer force damage from the unguent. (In other words, the weapon has to successfully hit an incorporeal creature to trigger the oil's effects.) Coating a weapon or 10 small projectiles is a standard action.

Moderate evocation; CL 10th; Craft Wondrous Item, *spiritual weapon*; Price 900 gp.

Circlet of Starlight Sight: This circlet grants the wearer low-light vision, which is the ability to see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

Faint transmutation; CL 1st; Craft Wondrous Item, *low-light vision* (see *Magic of Faerûn*); Price 6,000 gp.

Quiver of Anariel: *Quivers of Anariel* appear to be typical arrow containers capable of holding a score of arrows. However, the quivers automatically replenish themselves with standard or magical arrows, such that they are always full. Some quivers also create arrows made of special materials, such as adamantite, cold iron, or alchemical silver.

Once an arrow is taken from the quiver, it must be used within 1 round or it vanishes.

Moderate conjuration; CL 7th; Craft Wondrous Item, *magic weapon, minor creation*; Price 28,000 gp (standard arrows), 29,000 gp (masterwork arrows), 32,000 gp (+1 arrows), 44,000 gp (+2 arrows), 64,000 gp (+3 arrows), 92,000 gp (+4 arrows), 128,000 gp (+5 arrows); Add an additional +6,000 gp for adamantite arrows, +4,005 gp for cold iron arrows, or +200 gp for alchemical silver arrows; Weight 1 lb.

Ruby Pendant of Beguiling: The ruby creates a *charm monster* (DC 16) effect on any creature within 30 feet that can see the pendant. The effect lasts for as long as the targets can see the pendant plus 10 minutes. The pendant is treated as a gaze attack except as noted below. A creature that fails its save is allowed a new save once the charm effect has ended and upon a new exposure to the pendant. However, once the target makes its save, the creature does not need to make another save against the pendant for the rest of the day.

In addition, as a result of targets being friendly to the wielder, the pendant also grants the wielder a +10 circumstance bonus on all Bluff checks made to convince a charmed creature of the truth of the wielder's words. The creature must be able to understand the wielder for this bonus to apply. (This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.)

Moderate enchantment; CL 7th; Craft Wondrous Item, *charm monster*; Price 70,000 gp.