

Magic Items: Changes from the Core Rules

- In general, an effort has been made to eliminate most items that provide a constant bonus to attacks, damage, defenses or ability scores. Such items contribute to the “Christmas tree effect” wherein a PC's magic items become an inherent part of the character. Items that violate this were either eliminated or modified. In contrast, items that are active all the time but only be useful in certain, uncommon circumstances, like armor of energy resistance or a hat of disguise, were left as is.
- Magic weapons with an enhancement bonus to both attack and damage are not in Enlightened Grogard. Instead, “enhanced” was made a property for weapons which grants additional tokens when the wielder rolls initiative. The damage bonus is unchanged.
- Basic enhancements are no longer necessary before applying other magical properties to weapons and armor.
- In the past, some magic items had fixed saving throw DC to resist. In practice, this made the item too powerful at some levels and virtually useless at others. Furthermore, each magic item's DC had to be looked up or calculated separately which only slowed combat. To address this, magic items now always use the Intelligence, Wisdom or Charisma attack modifier of their user (whichever is highest). This does mean that some characters, particularly those with spellcasting classes, will be more capable with offensive magic items than others, which only makes sense.
- The concept of a “caster level” no longer exists in Enlightened Grogard. Character level has been substituted here.
- A price in gold pieces is no longer associated with magic items. Having such a price ultimately cheapens the special-ness of such items and allows PCs to amass fantastic amounts of wealth that can upset the game in other ways.
- The level of a magic item is now used to indicate the level required to create the item. In some cases, these values have been adjusted to better reflect the level when an item should typically be available to PCs.
- Tables for random magic item generation are not included.
- Some specific magic items, particularly weapons and armor, have been converted into magic item properties.
- Breaking a magic item no longer ruins it beyond repair. That was too much of a fun killer.
- In many cases, a magic item function that required a move action or free action to activate now require a swift or immediate action instead.
- The concept of a magic item with charges has been removed. Most of such items now require tokens to activate.
- Staves are more versatile. They no longer require charges but the caster must meet the prerequisites for the spells within it.
- Magical effects with durations like “8 hours” or “2d4 rounds” have been adjusted to “24 hours” or “encounter” where possible to bring them inline with spell durations. Deleterious effects have had their durations removed entirely since such effects are now removed via saving throws.
- I've made several minor tweaks the functionality or creation requirements for magic items to adjust their balance or bring them inline with the design goals of Enlightened Grogard.

Magic Items

An item imbued with magical power is capable of capturing the imagination of even the most grizzled fantasy roleplayer. This chapter contains a collection of sample magic items of various types. However, much like feats and spells, the players and DM are encouraged to invent their own or invent a unique history or quirks for the item.

Magic Item Basics

Magic items are divided into categories: armor, weapons, potions, rings, rods, scrolls, staves, wands, and wondrous items. In addition, some magic items are cursed or intelligent. Finally, a few magic items are of such rarity and power that they are considered to belong to a category of their own: artifacts. Artifacts are classified in turn as minor (extremely rare but not one-of-a-kind items) or major (each one unique and extremely potent).

Category	Description
Armor and shields	Magic armor (including shields) typically offers improved, magical protection to the wearer.
Weapons	Magic weapons are created with a variety of combat powers.
Potions	A potion is an elixir concocted with a spell effect that affects only the drinker.
Rings	A ring is a circular band worn on the finger that has a magical power which is often a constant effect that affects the wearer.
Rods	A rod is a scepter-like item with a special power unlike that of any known spell.
Scrolls	A scroll is a spell magically inscribed onto paper or parchment so that it can be used later.
Staves	A staff grants its caster access to a number of different (but often related) spell effects.
Wands	A wand is a short stick imbued with the power to cast a specific spell.
Wondrous Items	These objects include magic jewelry, tools, books, clothing, and much more.

Using Magic Items

To use a magic item, it must be activated, although sometimes activation simply means putting a ring on your finger. Some items, once donned, function constantly.

By default, activating a magic item requires a standard action unless the item description indicates

otherwise. Magic items that contain spells (usually scrolls, staves and wands) require the same action to cast the spell from the item as would be to cast the spell normally. Some magic items also require that you spend 1 or more tokens when you activate them.

Unless stated otherwise, casting a spell with a magic item requires no verbal, somatic or material components. All other limitations of the spell apply, including range and frequency unless directly contradicted by the magic item description.

Command Words

Some magic items require that their wielder utter a command word to activate it. Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed.

A command word can be a real word, but when this is the case, the holder of the item runs the risk of activating the item accidentally by speaking the word in normal conversation. More often, the command word is some seemingly nonsensical word, or a word or phrase from an ancient language no longer in common use. Unless stated otherwise, activating a command word magic item is a standard action and does not provoke attacks of opportunity.

Sometimes the command word to activate an item is written right on the item. Occasionally, it might be hidden within a pattern or design engraved on, carved into, or built into the item, or the item might bear a clue to the command word.

Use-Activation

This type of item simply has to be used in order to activate it. A character has to drink a potion, swing a sword, interpose a shield to deflect a blow in combat, look through a lens, sprinkle dust, wear a ring, or don a hat. Use activation is generally straightforward and self-explanatory.

Many use-activated items are objects that a character wears. Continually functioning items are practically always items that one wears. A few must simply be in the character's possession (on his person). However, some items made for wearing must still be activated. Although this activation sometimes requires a command word, usually it means mentally willing the activation to happen. The description of an item states whether a command word is needed in such a case.

Unless stated otherwise, activating a use-activated magic item is either a standard action or not an action at all and does not provoke attacks of opportunity, unless the use involves performing an action that provokes an attack of opportunity in itself. If the use of the item takes time before a magical effect occurs, then use activation is a standard action. If the item's activation is subsumed in its use and takes no extra time use activation is not an action at all.

Making Attacks with Magic Item Powers

A creature who is using a magic item to attack a foe, may need to make a successful attack to activate the spell. Unless the item description states otherwise, the magic item uses its wielder's Intelligence-, Wisdom- or Charisma-based attack modifier (whichever is higher).

Magic Items that Replicate Spell Effects

Some magic items grant their owner the ability to cast certain spells, or create effects that are identical

to certain spells. Unless stated otherwise, these effects occur at the lowest (unenhanced) level of the spell. Thus, for example, a *ring of invisibility* operates as if the wearer had cast invisibility as a 4th level spell.

Size And Magic Items

When an article of magic clothing or jewelry is discovered, most of the time size shouldn't be an issue. Many magic garments are made to be easily adjustable, or they adjust themselves magically to the wearer. Size should not keep characters of various kinds from using magic items.

There may be exceptions, especially with armor, weapons and racial specific items.

Magic Items On The Body

Many magic items need to be donned by a character who wants to employ them or benefit from their abilities. It's possible for a creature with a humanoid-shaped body to wear as many as twelve magic items at the same time. However, each of those items must be worn on (or over) a particular part of the body.

A humanoid-shaped body can be decked out in magic gear consisting of one item from each of the following groups, keyed to which place on the body the item is worn.

- One headband, hat, helmet, or phylactery on the head
- One pair of eye lenses or goggles on or over the eyes
- One amulet, brooch, medallion, necklace, periapt, or scarab around the neck
- One vest, vestment, or shirt on the torso
- One robe or suit of armor on the body (over a vest, vestment, or shirt)
- One belt around the waist (over a robe or suit of armor)
- One cloak, cape, or mantle around the shoulders (over a robe or suit of armor)
- One pair of bracers or bracelets on the arms or wrists
- One glove, pair of gloves, or pair of gauntlets on the hands
- One ring on each hand (or two rings on one hand)
- One pair of boots or shoes on the feet

Of course, a character may carry or possess as many items of the same type as he wishes but they have no effect when not worn.

Some items can be worn or carried without taking up space on a character's body. The description of an item indicates when an item has this property.

Body Slot Affinities

Each location on the body, or body slot, has one or more affinities: a word or phrase that describes the general function or nature of magic items designed for that body slot. These affinities are defined in the table below. Body slot affinities are deliberately broad, abstract categorizations, because a hard-and-fast rule can't cover the great variety among wondrous items.

When you design your own magic items, the affinities give you some guidance for what form a

particular item should take.

Body Slot	Affinity
Headband, helmet	Mental improvement, ranged attacks
Hat	Interaction
Phylactery	Morale, alignment
Eye lenses, goggles	Vision
Cloak, cape, mantle	Transformation, protection
Amulet, brooch, medallion, necklace, periapt, scarab	Protection, discernment
Robe	Multiple effects
Shirt	Physical improvement
Vest, vestment	Class ability improvement
Bracers	Combat
Bracelets	Allies
Gloves	Quickness
Gauntlets	Destructive power
Belt	Physical improvement
Boots	Movement

Damaging Magic Items

A magic item doesn't need to make a saving throw unless it is unattended or specifically targeted by an attack. A magic item's defenses (Armor Class, Fortitude, Reflex and Will) are each equal to 12 + its level. If a magic item is attended, it uses the defenses of its possessor if they are higher.

Magical objects are more resilient to damage than their mundane counterparts. In general, add +5 to the hardness of magical objects.

A damaged magic item continues to function, but if it is broken (reduced to 0 hp or less), all its magical power is lost until it can be restored (typically with a *make whole* spell).

An artifact is typically immune to both magical and mundane attacks.

Intelligent Items

Some magic items, particularly weapons, have an intelligence all their own. In general, less than 1% of magic items have intelligence.

Cursed Items

Some items are cursed—incorrectly made, or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature. Randomly generated items are cursed 5% of the time.

Buying and Selling Magic Items

Most magic items charges are effectively priceless. A character will very rarely have enough money to purchase such an item. Open possession of a magic item is inviting thieves and swindlers of all sorts. Furthermore, many common folk fear the magical arts and will view the possessor of a magic item with dread or suspicion.

Single use magic items and magic items with trivial effects are less valuable and thus, affordable by the wealthy. Buying and selling such items is still a somewhat dangerous prospect. Such deals are made privately not publicly.

Magic Item Descriptions

Each general type of magic item gets an overall description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other material. The AC, hardness, hit points, and break DC are given for typical examples of some magic items. The AC assumes that the item is unattended and includes a -5 penalty for the item's effective Dexterity of 0. If a creature holds the item, use the creature's AC instead.

Some individual items, notably those that simply store spells and nothing else, don't get full-blown descriptions. Reference the spell's description for details, modified by the form of the item (potion, scroll, wand, and so on).

Items with full descriptions have their powers detailed, and each of the following topics is covered in notational form at the end of the description.

Level

The next item in a notational entry gives the minimum character level that a crafter must have to create the item, indicating its relative power. The level determines the effective spell level that must be contended with should the item come under the effect of a *dispel magic* spell or similar situation. This information is given in the form "CL x," where "CL" is an abbreviation for character level and "x" is an ordinal number representing the character level itself.

The actual level of an item may be higher depending upon the creator. In some cases, a creator whose

level is lower may be able to create the item of higher level using scrolls or similar spell storing magic items to cast the required spells.

Prerequisites

Certain requirements must be met in order for a character to create a magic item. These include feats, spells, and miscellaneous requirements such as level, alignment subtype, and race or kind. The prerequisites for creation of an item are given immediately following the item's level.

A spell prerequisite may be provided by a character who can cast the spell (either inherently or via another magic item). The creator must cast each prerequisite spell once for each day that passes in the creation process.

It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary.

If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations where the creator's level must be known.

Typically, a list of prerequisites includes one feat and one or more spells (or some other requirement in addition to the feat).

When two spells at the end of a list are separated by "or," one of those spells is required in addition to every other spell mentioned prior to the last two.

Weight

The notational entry for many wondrous items ends with a value for the item's weight. When a weight figure is not given, the item has no weight worth noting (for purposes of determining how much of a load a character can carry).

Creating Magic Items

As a default, PCs should not create magic items unless their creation is a pivotal part of the story that is being told. The ability to create magic items has too strong a potential for unbalancing the game.

To create magic items, spellcasters invest time, money, and valuable material components into a physical object. The effort to create a magic item often pales in comparison to the difficulty in acquiring the materials for its construction. Many items require very rare or precious components as part of their construction.

Note that all items have prerequisites in their descriptions. These prerequisites must be met for the item to be created. Most of the time, they take the form of spells that must be known by the item's creator (although access through another magic item or spellcaster is allowed).

The creator also needs a fairly quiet, comfortable, and well-lit place in which to work. The caster works for 8 hours each day. He cannot rush the process by working longer each day. But the days need not be consecutive, and the caster can use the rest of his time as he sees fit.

The secrets of creating artifacts are long lost.

Magic Armor

In general, magic armor protects the wearer to a greater extent than nonmagical armor.

Armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets.

Usually a character benefits from magic armor and shields in exactly the way a character benefits from nonmagical armor and shields—by wearing them. If armor or a shield has a special ability that the user needs to activate then the user usually needs to utter the command word (a standard action).

Magic Armor and Shield Special Ability Descriptions

This section describes some sample properties that magical armor might possess.

Absorbing

This heavy steel shield is flat black and seems to absorb light. Once per day, on command, it can *disintegrate* an object or creature that it touches, as the spell. Unless the target of the disintegrate is an unattended object, a successful Strength or Dexterity attack is required versus the target's Reflex defense.

CL 17th; *disintegrate*.

Acid Resistance

A suit of armor or a shield with this property normally has a dull gray appearance. The armor absorbs the first 10 points of acid damage per attack that the wearer would normally take (similar to the *resist energy* spell).

CL 4th; *resist energy*.

Acid Resistance, Improved

As acid resistance, except it absorbs the first 20 points of acid damage per attack.

CL 12th; *resist energy*.

Acid Resistance, Greater

As acid resistance, except it absorbs the first 40 points of acid damage per attack.

CL 18th; *resist energy*.

Animated [Shields Only]

When activated the shield floats free of the wielder even if it is strapped to the wielder's arm. It stays within 2 feet of the wielder, protecting her as if she were using it herself but freeing up both her hands. At the beginning of the wielder's next turn, the shield magically returns to her arm and is automatically readied. Otherwise, it drops softly to the ground at her feet.

An animated shield can be activating as a free action with the expense of one speed token. Otherwise, activating it requires a standard action. An animated shield can not be activated if it is not currently readied by its wielder.

An animated shield can protect only one character at a time. While it is active, the character still takes any penalties associated with shield use, such as armor check penalty, arcane spell failure chance, and nonproficiency.

CL 12th; *animate object*.

Arrow Catching

A shield or armor with this ability attracts ranged weapons to it. Whenever a projectile or thrown weapon is used to attack a target with 5 squares of the wearer, the wearer can divert the attack to himself as an immediate action.

CL 8th; *entropic shield*.

Arrow Deflection

A shield or armor with this ability protects the wielder from ranged weapon attacks. Whenever the wearer is hit by a ranged weapon, she can make a Reflex save as an immediate action. On a success, the attack is deflected and does no damage. Some exceptional ranged weapons, such as boulders hurled by giants or ballista bolts, can't be deflected.

CL 5th; *shield*.

Bashing [Shields Only]

A shield with this special ability is designed to perform a shield bash. A bashing shield deals damage as if it were a weapon of two size categories larger (a Medium light shield thus deals 1d6 points of damage and a Medium heavy shield deals 1d8 points of damage). Only light and heavy shields can have this ability.

CL 8th; *bull's strength*.

Blinding

A suit of armor or shield with this ability flashes with a brilliant light up to once per encounter upon command of the wielder. This acts as a Dexterity area-of-effect attack in a cube 9 centered on the wearer. Anyone hit by this attack (except the wearer) is **blinded**.

CL 7th; searing light.

Caster's [Shield Only]

This shield appears normal but has been magically enhanced to feel as if no shield is present on the wearer's arm at all. As a result, the wearer incurs no armor check penalty. This shield also has mount on the back for holding a single scroll in place. The scroll is visible to the wearer who can cast the spell incised upon it without needing a hand free to hold the scroll.

CL 6th; *shield*.

Cold Resistance

A suit of armor or a shield with this property normally has a bluish, icy hue or is adorned with furs and shaggy pelts. The armor absorbs the first 10 points of cold damage per attack that the wearer would normally take (similar to the *resist energy* spell).

CL 3rd; *resist energy*.

Cold Resistance, Improved

As cold resistance, except it absorbs the first 20 points of cold damage per attack.

CL 7th; *resist energy*.

Cold Resistance, Greater

As cold resistance, except it absorbs the first 30 points of cold damage per attack.

CL 11th; *resist energy*.

Commander's

When worn, the armor or shield bestows a dignified and commanding aura upon its owner. The wearer gains a +2 magic bonus on all Charisma skill checks and ability checks (not attacks). The wearer may also take the Cohort feat even if he does not meet the pre-requisites. Common folk (1 hit die) within 360 feet of the user gain a +3 magic bonus on saving throws versus fear-related effects. Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal herself in any way and still have the effect function.

CL 9th; *charm*.

Deep Water [Armor only]

This armor is typically decorated with a wave and fish motif. The armor's armor check penalty is not applied to Athletics and Acrobatics checks. The wearer can breathe underwater and can converse with any creature with a language that breathes water.

CL 10th; *freedom of movement*, *water breathing*, *tongues*.

Electricity Resistance

A suit of armor or a shield with this property normally has a bluish hue and often bears a storm or lightning motif. The armor absorbs the first 10 points of electricity damage per attack that the wearer would normally take (similar to the *resist energy* spell).

CL 3rd; *resist energy*.

Electricity Resistance, Improved

As electricity resistance, except it absorbs the first 20 points of electricity damage per attack.

CL 7th; *resist energy*.

Electricity Resistance, Greater

As electricity resistance, except it absorbs the first 30 points of electricity damage per attack.

CL 11th; *resist energy*.

Etherealness

On command, this ability allows the wearer of the armor to become ethereal (as the ethereal jaunt spell) once per day. The character can remain ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day.

CL 15th; *ethereal jaunt*.

Fire Resistance

A suit of armor with this ability normally has a reddish hue and often is decorated with a draconic motif. The armor absorbs the first 10 points of fire damage per attack that the wearer would normally take (similar to the *resist energy* spell).

CL 3rd; *resist energy*.

Fire Resistance, Improved

As fire resistance, except it absorbs the first 20 points of fire damage per attack.

CL 7th; *resist energy*.

Fire Resistance, Greater

As fire resistance, except it absorbs the first 30 points of fire damage per attack.

CL 11th; *resist energy*.

Fortification

This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, he may roll a Fortitude saving throw as an immediate action. On a success, the critical hit or sneak attack is negated and damage is instead rolled normally.

CL 12th; *repulsion*.

Ghost Touch

This armor or shield seems almost translucent. Unlike other armor, this armor can be worn by incorporeal creature. Incorporeal creatures gain the armor or shield's bonus to AC and Reflex defense, and they can still pass freely through solid objects. Furthermore, unarmed attacks made by incorporeal creatures against the wearer (whether she is corporeal or incorporeal) that normally target her Reflex defense, must target her AC instead.

CL 8th; *blink*.

Glamered

A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamered. Interacting with the armor (such as hitting it with a weapon) reveals that it is unusual.

CL 3rd; *veil*.

Invulnerability

This suit of armor grants the wearer damage reduction of 5/magic.

CL 18th; *stoneskin* and *wish* or *miracle*.

Lion's [Shield only]

This shield is fashioned to appear to be a roaring lion's head. As a swift action, the lion's head can be commanded to attack an adjacent foe, biting with the wielder's Strength attack bonus and dealing 2d6 points of damage plus the wielder's Strength modifier. The enchantment can not be placed upon a buckler.

CL 5th; *summon*.

Luck

Ten 100-gp gems adorn this mail. Once per week, the armor allows its wearer to require that an attack roll made against him be rerolled. He must take whatever consequences come from the second roll.

CL 12th; *bles*s.

Reflecting

This shield seems like a mirror. Its surface is completely reflective. Once per day, as an immediate action, it can be called on to reflect a spell back at its caster exactly like the spell turning spell.

CL 13th; *spell turning*.

Rhino

This armor is often made from rhinoceros hide. The wearer deals an additional 2d6 points of damage on any successful charge attack, including a mounted charge.

CL 3rd; *bull's strength*.

Shadow

This armor is jet black and blurs the wearer whenever she tries to hide. Furthermore, it also dampens the sound around it, granting a +5 magic bonus on Stealth checks. (The armor's armor check penalty still applies normally.)

CL 5th; *invisibility* and *silence*.

Shadow, Improved

As shadow, except it grants a +10 magic bonus on Stealth checks.

CL 10th; *invisibility* and *silence*.

Shadow, Greater

As shadow, except it grants a +15 magic bonus on Stealth checks.

CL 15th; *invisibility* and *silence*.

Slick

Slick armor seems coated at all times with a slightly greasy oil. The wearer automatically succeeds on Acrobatics checks to escape a grab, grapple or pin.

CL 5th; *grease*.

Speed

As a swift action, the wearer of this armor or shield can activate it enabling her to act as though affected by a *haste* spell for the remainder of the encounter. Armor with this property does not reduce the wearer's speed.

CL 9th; *haste* (enhanced to 9th level).

Spell Resistance

This property grants the wearer a magic bonus to saving throws while the armor or shield is worn.

CL 15th (+1 bonus), CL 17th (+2 bonus), CL 18th (+3 bonus); *protection from spells*.

Spined

This armor or shield is covered in spines. If it is a shield, it acts as a normal spiked shield. If it is a suit of armor, that armor is considered to have spikes. As a standard action, the shield's wearer can fire one of the shield's spines as a Dexterity attack. A fired spine has a range of 25 squares and deals 1d10 points of damage. Fired spines regenerate each day.

CL 6th; *magic missile*.

Undead Controlling

The wearer of a suit of armor or a shield with this property may take control of one nonintelligent undead creature once per day, as the *command undead* spell. At dawn each day, the wearer loses control of the undead still under his sway. Armor or a shield with this ability appears to be made of bone; this feature is entirely decorative and has no other effect on the armor.

CL 1st; *command undead*.

Winged

This suit of armor or shield is encircled with small feathered wings. Once per day it can be commanded to *fly* (as the spell), carrying the wielder.

CL 6th; *fly*.

Specific Armors

The following specific suits of armor usually are preconstructed with exactly the qualities described here.

Celestial Armor

This bright silver or gold chainmail is so fine and light that it can be worn under normal clothing without betraying its presence. It has an armor check penalty of -2. It is considered light armor, weighs

20 pounds and does not reduce the wearer's speed. It allows the wearer to use *fly* on command (as the spell) once per day. The wearer of this armor is vulnerable to spells or effects that have specific effects on creatures with the Good subtype.

CL 6th; creator must have the Good subtype, *fly*.

Demon Armor

This full plate armor is fashioned to make the wearer appear to be a demon. The helmet is shaped to look like a horned demon head, and its wearer looks out of the open, tooth-filled mouth. This armor allows the wearer to make claw attacks with metal claws that are built into the armor's vambraces and gauntlets. A claw is a martial weapon that deals 1d10 points of slashing damage and scores a critical hit on a natural 20. Whenever the wearer uses a standard action to successfully strike a foe with a claw, the wearer may spend a swift action to affect foe as if it had been hit by a *contagion* spell.

If a creature without the Evil subtype attempts to wear this armor, he becomes unable to use use tokens. This effect persists as long as the armor is worn and disappears when the armor is removed.

CL 13th; *contagion*.

Elven Chainmail

This extremely light chainmail is made of very fine mithral links. It has an armor check penalty of -3. It is considered light armor, weighs 20 pounds and does not reduce the wearer's speed.

This armor is non-magical though it can be imbued with additional enchantments. It can be crafted by any character capable of creating masterwork chainmail who knows the secret of its creation.

Mithral Shirt

This extremely light chain shirt is made of very fine mithral links. The armor has no armor check penalty. It is considered light armor and weighs 10 pounds.

This armor is non-magical though it can be imbued with additional enchantments. It can be crafted by any character capable of creating masterwork chainmail who knows the secret of its creation.

Magic Weapons

Magic weapons have been enhanced to be more effective than their mundane counterparts.

Additional Damage Dice

Some magic weapons deal additional dice of damage. These additional dice are maximized when the attacker scores a critical hit.

Magic Ammunition and Breakage

Magic properties applied to arrows, crossbow bolts, shuriken, sling bullets or other ammunition is only good for a single miss. Whether you hit or missed, the magic is expended.

Activation

Usually a character benefits from a magic weapon in the same way a character benefits from a mundane weapon—by attacking with it. If a weapon has a special ability that the user needs to activate then the user usually needs to utter a command word (a standard action). Unless stated otherwise, a weapon must be in the wielder's hand in order for the magical properties to be used. Some weapons further require that they be the favored weapon of their wielder.

Magic Weapon Special Ability Descriptions

This section describes some sample properties that magical armor might possess.

Anarchic

An anarchic weapon is chaotically aligned and infused with the power of chaos. It makes the weapon chaos-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures with the Lawful subtype. Ranged weapons with this ability bestow the chaotic power upon their ammunition.

Any creature with the Lawful subtype who attempts to wield it is unable to use tokens. This effect persists as long as the weapon is wielded and disappears when the weapon is stowed.

CL 7th; *chaos hammer*; creator must have the Chaotic subtype.

Axiomatic

An axiomatic weapon is lawfully aligned and infused with the power of law. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures with the Chaotic subtype. Ranged weapons with this ability bestow the lawful power upon their ammunition.

Any creature with the Chaotic subtype who attempts to wield it is unable to use tokens. This effect persists as long as the weapon is wielded and disappears when the weapon is stowed.

CL 7th; *order's wrath*; creator must have the Lawful subtype.

Bane

A bane weapon excels at attacking one type or subtype of creature. Whenever a creature with this weapon as its favored weapon rolls initiative within sight of a foe with that subtype, the wielder gains 3 tokens of its choice. The weapon also deals an extra 2d6 points of damage against the foe. Ranged weapons with this property, bestow the extra damage ability upon their ammunition.

Typical subtypes for a bane weapon are:

Aberrations	Halflings	Fey
Gnomes	Fire Outsiders	Orcs
Earth Outsiders	Dragons	Water Outsiders
Animals	Humans	Giants
Humanoids	Good Outsiders	Magical beasts
Goblinoids	Elementals	Plants,
Evil Outsiders	Reptilian Humanoids	Aquatic Humanoids
Constructs,	Lawful Outsiders	Monstrous humanoids

Undead,
Dwarves
Oozes

Vermin
Elves,
Air Outsiders

Gnolls
Chaotic Outsiders

CL 8th; *summon*.

Brilliant Energy

A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light (as the spell). A brilliant energy weapon ignores nonliving matter including armor and shields. As a result, its attacks target a creature's Reflex defense rather than Armor Class defense (unless the AC is lower). Ranged weapons with this ability bestow this power upon their ammunition.

CL 16th; *gaseous form*, *light* (enhanced to 13th level).

Dancing

As a standard action, a dancing weapon can be loosed from its wielder's hand to attack on its own from an adjacent square. It continues to dance until it is destroyed, reclaimed by its owner or its owner is felled. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While dancing, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 10 feet away).

As a swift action, the creature who activated the weapon can command it to move to another space within 6 squares. If the wielder who loosed it has an unoccupied hand, she can reclaim it from an adjacent square as a free action.

CL 7th; animate objects.

Defending

A defending weapon allows the wielder to use it to defend himself. When a creature wielding this weapon is hit by an attack that targets his armor class defense, he can activate the weapon. When the weapon is activated, it creates an invisible field of force that adds a +2 magic bonus to the wielder's armor class (possibly negating the attack). Before the wielder can attack with the weapon again, he must spend a swift action to deactivate the field.

CL 9th; *shield* or *shield of faith*.

Disruption

A weapon of disruption is the bane of all undead. Any undead creature with less hit dice than the wielder that is struck in combat must succeed on a Will save or be destroyed. Undead creatures with equal or more hit dice than the wielder take damage as if the weapon had scored a critical hit.

CL 14th; *heal*.

Distance

This property can only be placed on a ranged weapon. A weapon of distance has double the range of other weapons of its kind.

CL 6th; *clairaudience/clairvoyance*.

Effulgent

This weapon sheds light equivalent to a *light* spell and, therefore, is quite obviously magical. Such a weapon can't be concealed when drawn, nor can its light be shut off.

CL 1st; *light*.

Enhanced

This weapon has been magically enhanced to aid the wielder in combat. Enhanced weapons have an enhancement bonuses ranging from +1 to +5. This is a magic bonus that applies in two ways. First, the bonus applies to the number of tokens that the wielder receives when rolling initiative provided this weapon is her favored weapon. Second, this bonus applies to damage rolls when used in combat.

CL 1st (+1), 4th (+2), 8th (+3), 12th (+4) or 16th (+5); *magic weapon* enhanced to the appropriate level.

Flaming

Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1d6 points of fire damage on a successful hit. Ranged weapons so crafted bestow the fire energy upon their ammunition.

CL 5th; *flame blade, flame strike, or burning hands*.

Flaming Burst

A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the flaming ability (see above), a flaming burst weapon deals an extra 10 points of fire damage on a critical hit. Ranged weapons so crafted bestow the fire energy upon their ammunition.

Even if the flaming ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

CL 12th; *flame blade, flame strike, or burning hands*.

Frost

Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra 1d6 points of cold damage on a successful hit. Ranged weapons so crafted bestow the cold energy upon their ammunition.

CL 8th; *chill metal or ice storm*.

Ghost Touch

A ghost touch weapon works normally against incorporeal creatures. (The wielder need not spend a token to make a successful attack.) The weapon can be picked up and moved by an incorporeal creature at any time. An incorporeal creature can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

CL 9th; *plane shift*.

Holy

A holy weapon is imbued with holy power. This power makes the weapon good-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures with the Evil subtype. Ranged weapons with this ability bestow the good-aligned power upon their ammunition.

Any creature with the Evil subtype who attempts to wield it is unable to use tokens. This effect persists as long as the weapon is wielded and disappears when the weapon is stowed.

CL 7th; *holy smite*, creator must have the Good subtype.

Icy Burst

An icy burst weapon functions as a frost weapon that also explodes with frost upon striking a successful critical hit. The frost does not harm the wielder. In addition to the extra damage from the frost ability, an icy burst weapon deals an extra 10 points of cold damage on a successful critical hit. Ranged weapons so crafted bestow the cold energy upon their ammunition.

Even if the frost ability is not active, the weapon still deals its extra cold damage on a successful critical hit.

CL 10th; *chill metal* or *ice storm*.

Keen

This ability increases the threat range of a weapon as per the *keen edge* spell. Only piercing or slashing weapons can be keen. This benefit doesn't stack with any other effect that expands the threat range of a weapon.

CL 10th; *keen edge*.

Ki Focus

The magic weapon serves as a channel for the wielder's ki, allowing her to use her special ki attacks through the weapon as if they were unarmed attacks. These attacks include Ki Strike and Stunning Fist. Only melee weapons can have the ki focus ability.

CL 8th; Ki Strike feat.

Life-Drinking

Weapons of this type are favored by undead and constructs, who do not suffer its drawback. A life-drinking weapon bestows two negative levels on its target whenever it deals damage, just as if its target had been struck by an undead creature. Each time a life-drinking weapon deals damage to a foe, it also bestows one negative level on the wielder. Any negative level gained by the wielder in this fashion lasts for 1 hour.

CL 13th; *enervation*.

Merciful

The weapon deals an extra 1d6 points of damage but never deals Constitution damage. A creature

bloodied by this weapon does not take Constitution damage. A creature whose hit points drop below 0 as a result of being hit by this weapon, is **disabled** but not **unconscious**. On command, the weapon suppresses all its magical abilities until commanded to resume them. Ranged weapons so crafted bestow the merciful effect upon their ammunition.

CL 5th; *cure light wounds*.

Mighty Cleaving

A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round. If the wielder has the Great Cleave feat, then he may take a five-foot-step before making each Cleave or Great Cleave attack.

CL 8th; *divine power*.

Nine Lives Stealer

This weapon has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. A critical hit must be dealt for the weapon's death-dealing ability to function and the wielder must activate it with a free action. The victim must succeed on a Fortitude save before beginning of the wielder's next turn to avoid death. If a successful save is made, the sword's death-dealing ability does not function, no use of the ability is expended. This sword is evil, and any creature with the Good subtype who attempts to wield it is unable to use tokens. This effect persists as long as the weapon is wielded and disappears when the weapon is stowed.

CL 14th; *finger of death*.

Puncturing

Once per encounter, this weapon allows the wielder to attack the Reflex defense of an adjacent enemy. On a hit, the weapon that deals normal damage plus 1d6 points of Constitution damage by draining blood. This enchantment can only be placed upon a melee weapon that deals piercing damage.

CL 6th; inflict wounds.

Returning

This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a returning weapon when it comes back is a free action. If the character can't catch it, the weapon drops to the ground in the thrower's square.

CL 1st; *telekinesis*.

Seeking

Only ranged weapons can have the seeking ability. The weapon veers toward its target, as a result, the target can not use speed tokens to improve its armor class versus the attack.

CL 12th; *true seeing*.

Shock

Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until another command is given. A shock weapon deals an extra 1d6 points of electricity damage on a successful hit. Ranged weapons so crafted bestow the electricity energy upon their ammunition.

CL 8th; call lightning or lightning bolt.

Shocking Burst

A shocking burst weapon functions as a shock weapon that also explodes with electricity upon striking a successful critical hit. The electricity does not harm the wielder. In addition to the extra electricity damage from the shock ability, a shocking burst weapon deals an extra 10 points of electricity damage on a successful critical hit. Ranged weapons so crafted bestow the electricity energy upon their ammunition.

Even if the shock ability is not active, the weapon still deals its extra electricity damage on a successful critical hit.

CL 10th; call lightning or lightning bolt.

Smiting

If this weapon is the favored weapon of its wielder, it grants 7 tokens when he rolls initiative within sight of a construct or outsider. If the wielder scores a critical hit to a construct, the construct must make a successful Fortitude save or be destroyed. This property can only be placed upon a bludgeoning weapon.

CL 11th; disintegrate.

Spell Storing

A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon once per day. The spell must have a casting time of 1 standard action or 1 swift action. The spell may not be enhanced above 3rd level. When the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a swift action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it.

CL 12th.

Subtle

A weapon with this property is dull gray and nondescript. The weapon adds a +5 magic bonus to damage rolls when it is used to make a sneak attack.

CL 7th; *blur*.

Terrifying

On command, this weapon causes the wielder's clothes and appearance to transform into an illusion of darkest horror. The effect of this transformation is equivalent to a *fear* spell enhanced to 9th level except that the wielder's Strength attack is used for the attack. The wielder may use this ability once

per encounter.

CL 10th; *fear*.

Thundering

A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. A thundering weapon deals an extra 5 points of sonic damage on a successful critical hit. Subjects dealt a critical hit by a thundering weapon are also **deafened** and **distracted**.

CL 5th; *deafness*.

Throwing

This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

CL 5th; *magic stone*.

Unholy

An unholy weapon is imbued with unholy power. This power makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures with the Good subtype. Ranged weapons with this ability bestow the evil-aligned power upon their ammunition.

Any creature with the Good subtype who attempts to wield it is unable to use tokens. This effect persists as long as the weapon is wielded and disappears when the weapon is stowed.

CL 7th; *unholy blight*, creator must be evil.

Vicious

When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 10 points of damage to the opponent and 5 points of damage to the wielder. Only melee weapons can be vicious.

CL 9th; *enervation*.

Vorpal

This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20, the opponent must make a Fortitude save. On a failure, the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a slashing weapon.

CL 18th; *circle of death*, *keen edge*.

Wounding

A wounding weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not increase the Constitution damage.

CL 10th; *mage's sword*.

Specific Weapons

The following specific weapons usually are preconstructed with exactly the qualities described here.

Assassin's Dagger

This wicked-looking, curved dagger prevents the target of a successful death attack by an assassin from using tokens on a Fortitude save to resist the effect.

CL 9th; *slay living*.

Dagger of Venom

This black dagger has a serrated edge. It allows the wielder to use a poison effect upon a creature struck by the blade once per day. The wielder can decide to use the power after he has struck. Doing so is a swift action, but the poison effect must be invoked in the same round that the dagger strikes. The dagger can be loaded with any injury poison that the wielder wishes.

CL 3rd; *death knell*.

Dwarven Thrower

This weapon commonly functions as a warhammer with the returning special ability. It can be hurled with a range of 6 squares. When hurled, it deals an extra 2d8 points of damage against giants or an extra 1d8 points of damage against any other target.

CL 10th; creator must be a dwarf of at least 10th level.

Flame Tongue

This is a flaming burst longsword. Once per day, the sword can blast forth a fiery ray at any target within 6 squares as a Dexterity attack. The ray deals 4d6 points of fire damage on a successful hit.

CL 6th; *scorching ray*.

Frost Brand

This frost greatsword sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire; the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise take.

A frost brand extinguishes all nonmagical fires in its area. As a standard action, it can also dispel fire spells (as dispel magic) of up to 10th level.

CL 8th; *ice storm, dispel magic, resist energy*.

Holy Avenger

This weapon behaves as a mundane cold iron longsword except when it is the favored weapon of a paladin. When so wielded, it provides several benefits. First, it gains the same alignment subtypes as

its wielder and, thus, might pierce damage reduction of those types. Second, it provides the wielder with a magic bonus to saving throws equal to one-fifth the wielder's level in the paladin class (minimum: 1). Third, it enables the wielder to cast *dispel magic* with a spell level equal to her paladin level.

CL 18th; *cloak of chaos, holy aura, shield of law or unholy aura.*

Javelin of Lightning

This javelin becomes a lightning bolt when thrown. The spell uses the wielder's Dexterity attack for its area-of-effect attack. The spell is automatically enhanced to the highest level that is less than the wielder's level. The javelin is consumed in the attack.

CL 6th; *lightning bolt.*

Luck Blade

This short sword gives its possessor a +1 luck bonus on all saving throws provided the luck blade is the wielder's favored weapon. Its possessor also gains the power of good fortune, usable once per day. This extraordinary ability allows its possessor to reroll one roll that she just made. She must take the result of the reroll, even if it's worse than the original roll. In addition, a luck blade may contain up to three wishes. When the last wish is used, the sword still grants the +1 luck bonus, and still grants its reroll power.

CL 14th; *limited wish.* (0 wishes)

CL 18th; *wish or miracle.*

Oathbow

Of elven make, this white composite longbow whispers "Swift defeat to my enemies" in Elven when nocked and pulled. Once per day, if the firer swears aloud to slay her target (a free action), the bow's whisper becomes the low shout "Swift death to those who have wronged me." The wielder immediately gains 7 tokens and arrows from the bow deal an additional 2d6 points of damage. However, the magical power of the bow can not be invoked again until the sworn enemy is slain or destroyed by the wielder.

CL 12th; creator must be an elf.

Screaming Bolt

If a swift action is used to activate the bolt just before it is fired, it emits a hideous piercing noise that is an Intelligence-, Wisdom- or Charisma-based area-of-effect attack against all foes who can hear it. On a hit, a target becomes shaken. This is a mind-affecting fear effect. The bolt is expended by its use.

CL 1st; *doom.*

Shifter's Sorrow

This two-bladed sword has blades of alchemical silver and has the Bane property versus shapeshifting foes. When a shapechanger or a creature in an alternate form (such as a druid using wild shape) is struck by the weapon, the wielder can use a swift action to make a secondary attack against the shifter's Will defense. On a hit, the target returns immediately to its natural form.

CL 15th; *baleful polymorph.*

Slaying Arrow

This arrow is keyed to a particular type or subtype of creature. If it strikes such a creature, the target must make a successful Fortitude save before the beginning of the wielder's next turn or die (or, in the case of unliving targets, be destroyed) instantly. When keyed to a living creature, this is a death effect (and thus *death ward* can protect a target). See the Bane weapon property for a list of possible types or subtypes.

CL 13th; *finger of death*.

Greater Slaying Arrow

This arrow functions just like a normal slaying arrow, but the victim suffers a -3 penalty to the DC of any saving throws it makes to avoid the death effect.

CL 18th; *finger of death*.

Sleep Arrow

This arrow is painted white and has white fletching. If it strikes a foe so that it would normally deal damage, it instead bursts into magical energy creating an effect identical to the effects of a sleep spell.

CL 3rd; *sleep*.

Sun Blade

This glowing golden blade is the size of a bastard sword. However, a sun blade is wielded as if it were a short sword with respect to weight and ease of use. (In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword.) Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a sun blade.

If a creature uses this weapon as its favored weapon it grants additional benefits. First, the sword deals maximum damage to creatures of the Negative Energy Plane, including undead. Second, the blade has a special sunlight power. Once per day, the wielder can swing the blade vigorously above her head while speaking a command word. The sunblade then sheds a bright yellow radiance that is like full daylight.

All sun blades are of good alignment, and any creature with the Evil subtype who attempts to wield it is unable to use tokens. This effect persists as long as the weapon is wielded and disappears when the weapon is stowed.

CL 10th; daylight, creator must be good.

Sword of the Planes

This longsword has the enhancement property, however, the amount of enhancement changes depending upon where it is used and who it is used against. At a minimum, the sword has a +1 enhancement. If the wielder rolls initiative on any Elemental Plane or within sight of an elemental, the enhancement increases to +2. If the wielder is on the Astral Plane or the Ethereal Plane or when used against opponents native to either of those planes the enhancement increases to +3. On any other plane, or against any outsider from these planes, the weapon's enhancement is +4.

CL 15th; *magic weapon, plane shift*.

Sylvan Scimitar

This ironwood scimitar grants its wielder 2 additional tokens when he rolls initiative while outdoors in a natural environment. If the scimitar is the favored weapon of a druid, it grants its wielder access to the Power Attack area of mastery and deals an extra 1d6 points of damage.

CL 4th; *divine power* or creator must be a 4th-level druid.

Trident of Fish Command

This trident has multiple powers. First, it enables its wielder to use an effect identical to the *charm animal* spell (enhanced to 7th level) on command. However, it only works on aquatic animals. If the *charm animal* ability is used and fails, the target(s) still will not approach within 10 feet of the trident. Second, the wielder can also communicate with aquatic animals as if using a *speak with animals* spell. Third, this weapon enables its wielder to determine the location, depth, kind, and number of aquatic predators within 1000 feet. The trident must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a hemisphere with a radius of 1000 feet.

CL 7th; *speak with animals, charm animal*.

Potions and Oils

A potion is a magic liquid that produces its effect when imbibed. Magic oils are similar to potions, except that oils are applied externally rather than imbibed. A potion or oil can be used only once. It can duplicate the effect of a spell of up to 5th level that has a casting time of 1 standard action or less.

Potions are like spells cast upon the imbiber. The character taking the potion doesn't get to make any decisions about the effect—the caster who brewed the potion has already done so. The drinker of a potion is both the effective target and the caster of the effect (though the potion's level determines the effective spell level of the effect).

The person applying an oil is the effective caster, but the object is the target.

Physical Description

A typical potion or oil consists of liquid held in a ceramic or glass vial fitted with a tight stopper. A typical vial has AC 13, 1 hit point, hardness 1, and a break DC of 12. Vials hold 1 ounce of liquid.

Identifying Potions

In addition to the standard methods of identification, PCs can sample from each container they find to attempt to determine the nature of the liquid inside. An experienced character learns to identify potions by memory—for example, the last time she tasted a liquid that reminded her of almonds, it turned out to be a potion of *cure wounds*.

Activation

Drinking a potion or applying an oil requires no special skill. The user merely removes the stopper and swallows the potion or smears on the oil. The following rules govern potion and oil use.

Drinking a potion or using an oil on an item of gear requires just as much time as it would to cast the

spell. For potions that have a casting time of ritual, drinking the potion is a standard action but the imbiber must remain relatively still for several minutes while the magic is taking effect. Spending a standard action to drink a potion or oil provokes attacks of opportunity. A potion that requires a swift action to drink does not draw opportunity attacks. An enemy may direct an attack of opportunity against the potion or oil container rather than against the character. A successful attack of this sort can destroy the container.

A creature must be able to swallow a potion or smear on an oil. Because of this, incorporeal creatures cannot use potions or oils.

Any corporeal creature can imbibe a potion. The potion must be swallowed. Any corporeal creature can use an oil.

A character can administer a potion to an unconscious creature using the same action that would be required to imbibe it himself.

Magic Rings

Rings bestow magical powers upon their wearers. Anyone can use a ring.

A character can only effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings.

Physical Description

Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal—usually precious metals such as gold, silver, and platinum. A typical ring has AC 13, 2 hit points, hardness 10, and a break DC of 25.

Activation

Usually, a ring's ability is activated by a command word (a standard action that does not provoke attacks of opportunity) or it works continually. Some rings have exceptional activation methods, according to their descriptions.

Ring Descriptions

Standard rings are described below.

Animal Friendship

On command, this ring affects an animal as if the wearer had cast *charm animal*.

CL 3rd; *charm animal*.

Athlete's

This ring is actually a magic leather cord that ties around a finger. It continually grants the wearer a magic bonus on Athletics checks.

CL 5th; creator must have 5 ranks in the Athletics skill (+3 bonus).

CL 5th; creator must have 10 ranks in the Athletics skill (+6 bonus).

Blinking

On command, a swift action, this ring makes the wearer blink, as with the *blink* spell enhanced to 5th level.

CL 5th; blink.

Chameleon Power

As a free action, the wearer of this ring can gain the ability to magically blend in with the surroundings which provides **concealment**. As a standard action, she can also command the ring to utilize the spell *veil* as often as she wants.

CL 3rd; veil, invisibility.

Counterspells

This ring might seem to be a ring of spell storing upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed in it again.

CL 8th; *imbue with spell ability*.

Djinni Calling

One of the many rings of fable, this "genie" ring is most useful indeed. It serves as a special gate by means of which a specific djinni can be called from the Elemental Plane of Air. When the ring is rubbed (a standard action), the call goes out, and the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes nonmagical and worthless.

CL 17th; *gate*.

Elemental Command

All four kinds of elemental command rings are very powerful. Each appears to be nothing more than a lesser magic ring until fully activated (by meeting a special condition, such as single-handedly slaying an elemental of the appropriate type or exposure to a sacred material of the appropriate element), but each has certain other powers as well as the following common properties.

Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to charm the elemental by making a Charisma-based attack versus the creature's Will defense as a standard action. If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made.

Creatures from the plane to which the ring is attuned who attack the wearer can not spend tokens to

enhance their attack rolls. The ring wearer may tokens retroactively on a 1-for-1 basis versus the creature's attacks. Any token-based bonus on attack rolls against such creatures is doubled. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of a ring of elemental command may not spend tokens to improve a saving throw versus an effect that uses an opposing element. For example, a Ring of Elemental Command (Air) prevents the wearer from spending tokens to resist earth-based effects.

In addition to the powers described above, each specific ring gives its wearer the ability to cast the following spells according to its kind.

Ring of Elemental Command (Air)

- Feather fall (unlimited use, wearer only)
- Resist energy (electricity) (unlimited use, wearer only)
- Gust of wind (once per encounter)
- Wind wall (unlimited use)
- Air walk (once per day, wearer only)
- Chain lightning (once per week)

The ring appears to be a *ring of feather falling* until a certain condition is met to activate its full potential. It must be reactivated each time a new wearer acquires it.

Ring of Elemental Command (Earth)

- Meld into stone (unlimited use, wearer only)
- Transmute rock to mud (unlimited use)
- Stone shape (twice per day)
- Stoneskin (once per week, wearer only)
- Passwall (once per day)
- Wall of stone (once per day)

The ring appears to be a *ring of meld into stone* until the established condition is met.

Ring of Elemental Command (Fire)

- Resist energy (fire) (as a *major ring of energy resistance* [fire])
- Burning hands (unlimited use)
- Flaming sphere (once per encounter)

- Pyrotechnics (once per encounter)
- Wall of fire (once per day)
- Flame strike (twice per week)

The ring appears to be the most powerful variety of a *ring of energy resistance (fire)* until the established condition is met.

Ring of Elemental Command (Water)

- Water walk (unlimited use)
- Create water (unlimited use)
- Water breathing (unlimited use)
- Wall of ice (once per day)
- Ice storm (twice per week)
- Control water (twice per week)

The ring appears to be a *ring of water walking* until the established condition is met.

CL 15th; *summon* (enhanced to 15th level) and all spells associated with the ring.

Energy Resistance

This reddish iron ring continually protects the wearer from damage from one type of energy—acid, cold, electricity or fire (chosen by the creator of the item). Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt.

A minor ring of energy resistance grants 10 points of resistance. A major ring of energy resistance grants 20 points of resistance. A greater ring of energy resistance grants 40 points of resistance.

CL 4th (minor), 12th (major), or 18th (greater); *resist energy*.

Evasion

This ring continually grants the wearer the ability to avoid damage as if she had the Evasion feat.

CL 7th; *jump*.

Feather Falling

This ring is crafted with a feather pattern all around its edge. Its bearer is continually under the effects of a feather fall spell.

CL 1st; *feather fall*.

Force Shield

An iron band, this simple ring generates a shield-sized (and shield-shaped) wall of force that stays with the ring and can be wielded by the wearer as if it were a shield. The effect is identical to that of a shield spell. It can be activated and deactivated at will as a free action.

CL 2nd; *shield*

CL 10th; *shield* (enhanced to 10th level).

Freedom of Movement

This gold ring allows the wearer to act as if continually under the effect of a *freedom of movement* spell.

CL 14th; *freedom of movement*.

Friend Shield

These curious rings always come in pairs. A friend shield ring without its mate is useless. Either wearer of one of a pair of the rings can, at any time, command his or her ring to cast a *shield other* spell with the wearer of the mated ring as the recipient. Unlike the spell, this effect has no range limitation.

CL 4th; *shield other*.

Invisibility

By activating this simple silver ring, a swift action, the wearer can benefit from invisibility as the spell as long as he concentrates.

CL 4th; *invisibility*.

Meld into Stone

This ring allows the wearer to use the spell *meld into stone*, as the spell, on command.

CL 3rd; *meld into stone*.

Mind Shielding

This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to *detect thoughts* and similar effect. The ring also blocks any abilities that allow others to detect her alignment subtype (if any).

CL 3rd; *nondetection*.

Protection

Once per day, the wearer of this ring can spend a free action to gain a retroactive magic bonus to one defense versus an attack that would otherwise hit him. The level of the ring determines the bonus.

CL 1st (+2), CL 6th (+3), CL 12th (+4), CL 18th (+5); *shield of faith*.

Ram

The ring of the ram is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram as its device.

One per encounter, the wearer can command the ring to give forth a ramlike force, manifested as a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage. Treat this as a ranged attack with a range of 10 squares. The force of the blow is considerable, and those struck by the ring are subject to a bull rush.

Once per day, the bearer can deal 3d6 points of damage and resolve the bull rush as if it were part of a charge. When this daily power of the ring is used, the ring becomes dormant and inoperative for 24 hours.

In addition to its attack mode, the ring of the ram also has the power to open doors, knock over pillars, crush furniture, etc.

For the purposes of resolving its effects, the ring's Athletics modifier is equal to the character's level + 8 and is treated as a creature of Large size.

CL 4th; *bull's strength, telekinesis*.

Regeneration

This white gold ring continually allows a living wearer to heal 1 point of Constitution per hour rather than every day. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring regenerates it as the spell. In either case, only damage taken while wearing the ring is regenerated. If the wearer is killed, the ring immediately restores the victim to life with 1 hit point and Constitution damage equal to its Constitution score.

CL 13th; *breath of life, regenerate*.

Shooting Stars

This ring has two modes of operation, one for dim light and a second one for complete darkness.

Under dim lighting conditions, the ring of shooting stars can perform the following functions on command:

- Dancing lights (once per hour)
- Light (twice per night)
- Ball lightning (special, once per day)
- Shooting stars (special, three per week)

The first special function, ball lightning, releases one to four balls of lightning (ring wearer's choice). These glowing globes resemble dancing lights, and the ring wearer controls them in the same fashion (see the *dancing lights* spell description). The spheres have a 20 square range and last until the end of the encounter if they do not dissipate sooner. They can be moved to any location within range. Each sphere is about 3 feet in diameter, and any creature who comes within 5 feet of one causes its charge to

dissipate, taking electricity damage in the process according to the number of balls created.

Number of Balls	Damage per Ball
4 lightning balls	1d6 points of damage each
3 lightning balls	2d6 points of damage each
2 lightning balls	3d6 points of damage each
1 lightning ball	4d6 points of damage

Once the ball lightning function is activated, the balls can be released at any time. Multiple balls can be released in the same round. The balls dissipate immediately if the dim lighting conditions cease.

The second special function produces three shooting stars that can be released from the ring each week, simultaneously or one at a time. They travel up to 20 squares and explode as soon as they enter a square occupied by a small-sized or larger creature or obstacle. This explosion takes the form of a cube 3 area-of effect centered on the target. The wearer must make Dexterity-based area-of-effect attack versus the Reflex defense of all creatures in the area. On a hit, a creature takes 24 points of fire damage. On a miss, the target still takes half damage.

In areas of complete darkness, the ring of shooting stars has the following properties.

- Faerie fire (twice per day)
- Spark shower (special, once per day)

The spark shower is a flying cloud of sizzling purple sparks that fan out from the ring filling a cube 5 area adjacent to the wearer. Creatures within this area take 3d8 points of electricity damage.

CL 6th; *light, faerie fire, fireball, lightning bolt.*

Spell Storing, Minor

A minor ring of spell storing contains spells that the wearer can cast as if he were a spellcaster. The user need not provide any verbal, somatic or material components or focus. The activation time for the ring is same as the casting time for the relevant spell.

A given ring can contains maximum number of levels of spells. For example, a ring that contain up to 3 levels of spells could hold one 3rd level spell or three 1st level spells. A spellcaster can cast any spells into the ring, so long as the total spell levels do not exceed the limit. Enhanced versions of spells are considered to be of their enhanced level for this purpose. A spellcaster can use a scroll to put a spell into the minor ring of spell storing.

The number of spell levels that a *ring of spell storing* can contain depends upon the character level of the ring's creator. Specifically, this value is equal to the creator's level divided-by 2. Thus, a 6th level caster can create a ring that contains up to 3 levels of spells.

CL 4th (or higher); *imbue with spell ability*.

Spell Turning

Each day, this simple platinum band automatically can reflect one spell cast at the wearer, exactly as if *spell turning* had been cast upon the wearer. As with the spell, this ring has no effect on spells with a range of touch. Once a ring has reflected a spell, it ceases to function for 24 hours before it becomes active again.

CL 13th; *spell turning*.

Sustenance

This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to re-attune it to himself.

CL 5th; *create food and water*.

Swimming

This silver ring has a wave pattern etched into the band. It continually grants the wearer a swim speed equal to half her movement rate.

CL 3rd; creator must have a swim speed or 10 ranks in the Swim skill.

Telekinesis

This ring grants the wearer the ability to use telekinesis exactly as the spell.

CL 1st; *telekinesis*.

Three Wishes

This ring is set with three rubies. Each ruby stores a *wish* spell, activated by the ring. When a wish is used, that ruby disappears. When all the wishes are used, the ring becomes a nonmagical item.

CL 18th; *wish* or *miracle*.

Water Walking

This ring, set with an opal, allows the wearer to continually utilize the effects of the spell *water walk*.

CL 4th; *water walk*.

Wizardry

This special ring comes in four kinds (ring of wizardry I, ring of wizardry II, ring of wizardry III, and

ring of wizardry IV), all of them useful only to arcane spellcasters. The wearer gains the ability to cast certain spells with a frequency of encounter twice as often (up to twice in the same encounter). A ring of wizardry doubles the frequency of 1st-level encounter spells, a ring of wizardry II doubles the frequency of 2nd-level encounter spells, a ring of wizardry III doubles the frequency of 3rd-level encounter spells, and a ring of wizardry IV doubles the frequency of 4th-level encounter spells.

CL 11th (I), 13th (II), 15th (III), 18th (IV); *limited wish*.

X-Ray Vision

On command, this ring gives its possessor the ability to see into and through solid matter. Vision range is 20 feet (4 squares), with the viewer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision.

Using the ring is physically exhausting, causing the wearer 1 point of Constitution damage per minute after the first 10 minutes of use in a single day.

CL 12th; *true seeing*.

Rods

Rods are scepter-like devices that have unique magical powers. Anyone can use a rod.

Physical Description

Rods typically range from 2 feet to 3 feet long and weigh approximately 5 pounds. They are usually made of iron or some other metal. (Many, as noted in their descriptions, can function as light maces or clubs due to their sturdy construction.) A typical rod has AC 9, 10 hit points, hardness 10, and a break DC of 27.

Activation

Rods are usually activated via a command word, but details vary from item to item.

Rod Descriptions

Although all rods are generally scepterlike, their configurations and abilities run the magical gamut. Standard rods are described below.

Absorption

This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell directed at either the character possessing the rod or her gear. The rod makes no distinction between spells cast by friend or foe. The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells of her own. She can instantly detect a spell's level as the rod absorbs that spell's energy. Absorption requires no action on the part of the user. The rod only functions if wielded by the owner.

A running total of absorbed (and used) spell levels should be kept. The wielder of the rod can use captured spell energy to cast any spell she has prepared, without expending the spell. So, for example, spells with a frequency of Encounter or 24 hours would be immediately available to cast again. The only restrictions are:

- that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast
- that any material components required for the spell be present. Somatic and verbal components are unnecessary.
- that the rod be in hand when casting.

A newly created rod of absorption absorbs a maximum of fifty spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

CL 18th; *wish*.

Alertness

This rod is indistinguishable from a +1 light mace. It has eight flanges on its macelike head. If the rod is its owner's favored weapon, it bestows a +1 insight bonus on initiative checks. If grasped firmly, the rod enables the holder to cast discern lies, light, or invisibility purge.

If the head of a rod of alertness is planted in the ground, and the possessor wills it to alertness (a standard action), the rod senses any creature within 120 feet who intends to harm the possessor. At the same time, the rod creates the effect of a *bless* spell (enhanced to 4th level) upon all creatures friendly to the possessor who are in the same area. Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature or creatures within the 120-foot radius. Last, the rod animates any eleven (or fewer) nearby Small objects that behave as if *animate object* had been cast upon them. Objects remain animated for the duration of the encounter. The rod can perform this function once per day.

CL 11th; trapsense, discern lies, light, invisibility purge, prayer, summon.

Cancellation

This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. To do so, the wielder must first touch the rod to the target item. If the item is unattended, this is unnecessary. If the target item is being held by a creature, contact is made by making a Dexterity-based attack versus the creature's Reflex defense (a standard action). Once the rod has made contact with the target item, the rod's wielder must make a successful Intelligence-, Wisdom- or Charisma-based attack versus the item's Will defense. If a creature is holding it at the time, then the item can use the holder's Will defense in place of its own if the holder's is better.

Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by *wish* or *miracle*. (If a *sphere of annihilation* and a *rod of cancellation* negate each other,

nothing can restore either of them.)

CL 17th; *mage's disjunction*.

Enemy Detection

This device pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer of the device (nearest ones first). These creatures can be invisible, ethereal, hidden, disguised, or in plain sight. Detection range is 60 feet (12 squares). As long as the bearer of the rod concentrates, the rod pinpoints the location of the nearest enemy and indicates how many enemies are within range. The rod can be used up to three times each day. Activating the rod is a standard action.

CL 10th; true seeing.

Flailing

Upon the command of its possessor the rod changes from a normal-seeming rod to a dire flail. The dire flail is a double weapon, which means that each of the weapon's heads can be used to attack. The wielder can gain an extra attack (with the second head) as if she had the Two-Weapon Fighting feat.

Once per encounter, the wielder can use an immediate action to cause the rod to grant her a +4 magic bonus to all defenses versus a single attack. This bonus can be applied retroactively to negate an attack that would otherwise hit. The rod need not be in weapon form to grant this benefit.

Transforming it into a weapon or back into a rod is a swift action.

CL 9th; *resistance*.

Flame Extinguishing

This rod can extinguish Medium or smaller nonmagical fires with simply a touch (a standard action). For the rod to be effective against other sorts of fires, the wielder must expend 1 or more insight tokens.

Extinguishing a Large or larger nonmagical fire, or a magic fire of Medium or smaller (such as that of a *flaming weapon* or a *burning hands* spell), requires 1 insight token. Continual magic flames, such as those of a weapon or a fire creature, are suppressed until the end of the encounter (or about 5 minutes) and flare up again after that time. To extinguish an instantaneous fire spell, the rod must be within or adjacent to the area of the effect, effectively countering the entire spell.

When applied to Large or larger magic fires, such as those caused by *fireball*, *flame strike*, or *wall of fire*, extinguishing the flames requires that its wielder spend 2 insight tokens.

If the device is used upon a fire creature (a melee attack versus the creature's Reflex defense), it deals 6d6 points of damage to the creature. This use requires 3 insight tokens.

CL 8th; *pyrotechnics*.

Immovable Rod

This rod is a flat iron bar with a small button on one end. When the button is pushed (a swift action), the rod does not move from where it is, even if staying in place defies gravity. Thus, the owner can lift or place the rod wherever he wishes, push the button, and let go. Several immovable rods can even

make a ladder when used together (although only two are needed). An immovable rod can support up to 8,000 pounds before falling to the ground. If a creature pushes against an immovable rod, it must make a DC 40 Athletics check to move the rod up to 10 feet in a single round.

CL 10th; *levitate*.

Lordly Might

This rod has functions that are spell-like, and it can also be used as a magical weapon of various sorts. It also has several more mundane uses. The rod of lordly might is metal, thicker than other rods, with a flanged ball at one end and six studlike buttons along its length. (Pushing any of the rod's buttons is equivalent to drawing a weapon and thus can be a swift or free action depending upon whether its owner considers it a favored weapon.) It weighs 10 pounds.

The following spell-like functions of the rod can each be used once per day.

- Cast *hold person* as the spell. Unlike the spell, the wielder must succeed on a Strength- or Dexterity-based attack with the rod against the target. If the attack fails, the effect is spent.
- Cast a *fear* spell upon all enemies viewing it as an area-of-effect attack. Invoking this power is a standard action.
- Deal 2d6+10 hit points of damage to an opponent by spending a standard action to make a successful Strength- or Dexterity- based attack. The wielder is cured a like amount of hit point damage. The wielder must choose to use this power before attacking, as with *hold person*.

The following weapon functions of the rod have no limit on the number of times they can be employed.

In its normal form, the rod can be used as a light mace with a +2 enhancement.

- When button 1 is pushed, the rod becomes a flaming longsword. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 4 feet.
- When button 2 is pushed, the rod becomes a mighty cleaving battleaxe. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.
- When button 3 is pushed, the rod becomes a shortspear or longspear with the returning property. The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet. At its 15-foot length, the rod is suitable for use as a lance.

The following other functions of the rod also have no limit on the number of times they can be employed.

- Climbing pole/ladder. When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the

pole by pushing button 5.

- The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has an Athletics modifier of +12.
- When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.

CL 9th; *vampiric touch, bull's strength, flame blade, hold person, fear.*

Metal and Mineral Detection

This rod pulses in the wielder's hand and points to the largest mass of metal within 30 feet. However, the wielder can concentrate on a specific metal or mineral. If the specific mineral is within 30 feet, the rod points to any places it is located, and the rod wielder knows the approximate quantity as well. If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first. Operating the rod requires concentration.

CL 9th; *locate object.*

Metamagic Rods

Metamagic rods hold the essence of a one particular feat that requires the metamagic area of mastery. For example, a *Metamagic Rod of Empower Spell* allows its owner to cast a spell as if the Empower Spell feat had been applied to it. All the rods described here are use-activated and must be in the caster's hand while she casts the spell. Any given rod may be used only once per day.

A metamagic can only be used with spells of a level that its creator was able to cast and is subject to the same restrictions as its creator, except that the rod is not limited to a single spell. For example, if an 8th level spellcaster creates a *Metamagic Rod of Quicken Spell*, then any spell of 8th level or less with unlimited frequency can be quickened.

CL 6th; crafter must have the metamagic feat that the rod enables.

Negation

This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, a Dexterity attack. The ray functions as a *dispel magic* spell, except it only affects magic items. The rod's wielder is not required to make a Spellcraft check to identify the item and the effect lasts until the end of the encounter. The dispel check uses the rod's level to determine the highest level spell it can negate. The rod can't negate artifacts (even minor artifacts). The rod can function three times per day.

CL 2nd; *dispel magic.*

Python

This rod is longer than normal rods. It is about 4 feet long and weighs 10 pounds. It strikes as a quarterstaff with a +1 enhancement at each end. If the user throws the rod to the ground (a standard action), it becomes a giant constrictor snake. The python obeys all commands of the owner as if the

owner had the Animal Companion feat. The serpent returns to rod form when commanded to by its wielder (a swift action) or whenever it moves farther than 100 feet from the owner. If the snake form is slain, it returns to rod form and cannot be activated again for three days.

CL 8th; polymorph.

Rulership

This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when she activates the device (a standard action). Creatures totaling 300 Hit Dice can be ruled, but creatures with a Will defense of 12 or higher are immune to the effect. Ruled creatures obey the wielder as if she were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 500 total minutes before crumbling to dust. This duration need not be continuous.

CL 18th; *charm*.

Security

This item creates a non-dimensional space, a pocket paradise. There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, up to 200 days divided by the number of creatures affected. All fractions are rounded down.

In this pocket paradise, creatures don't age, and natural healing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved.

Activating the rod (a standard action) causes the wielder and all creatures touching the rod to be transported instantaneously to the paradise. Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures in a circle or a chain to be affected by the rod. Unwilling creatures are not affected.

When the rod's effect expires or is dispelled, all the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for reentry. The rod's possessor can dismiss the effect whenever he wishes before the maximum time period expires, but the rod can only be activated once per week.

CL 18th; *gate*.

Splendor

Once per day, the rod creates and garbs its possessor in clothing of the finest fabrics, plus adornments of furs and jewels.

Apparel created by the magic of the rod remains in existence for 24 hours. However, if the possessor attempts to sell or give away any part of it, to use it for a spell component, or the like, all the apparel immediately disappears. The same applies if any of it is forcibly taken from her.

The value of noble garb created by the rod ranges from 7,000 to 10,000 gp (1d4+6 × 1,000 gp)—1,000

gp for the fabric alone, 5,000 gp for the furs, and the rest for the jewel trim (maximum of twenty gems, maximum value 200 gp each).

In addition, the rod has a second special power, usable once per week. Upon command, it creates a palatial tent—a huge pavilion of silk 60 feet across. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and sufficient to entertain as many as one hundred persons. The tent and its trappings last for one day. At the end of that time, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.

CL 9th; *eagle's splendor, fabricate*.

Thunder and Lightning

Constructed of iron set with silver rivets, this rod has the properties of a light mace. Its other magical powers are as follows.

- **Thunder:** Once per day, the wielder can make a second attack (a swift action) against an opponent he has just struck with the rod on his current turn. This attack is a swift action and target's the opponent's Fortitude defense. On a hit, the target is stunned from the noise of the rod's impact. On a miss, the creature is dazed instead.
- **Lightning:** Once per day, when the wielder can spend a swift action to deal 2d6 points of electricity damage to an adjacent creature.
- **Thunderclap:** Once per day as a standard action, the wielder can cause the rod to give out a deafening noise, just as a *shout* spell except the wielder uses a Strength or Dexterity attack (bearer's choice) against creatures in the area-of-effect.
- **Lightning Stroke:** Once per day as a standard action, the wielder can cause the rod to shoot out a *lightning bolt* as per the spell of the same name. The spell is automatically enhanced to the bearer's level and uses the bearer's Strength or Dexterity attack (bearer's choice) against creatures in the area-of-effect.
- **Thunder and Lightning:** Once per week as a standard action, the wielder of the rod can combine the thunderclap described above with the lightning stroke as a single standard action. This ability expends the daily use of both those effects.

CL 9th; *lightning bolt, shout*.

Viper

This rod strikes as a heavy mace. Once per day, as a swift action, the head of the rod becomes that of an actual serpent for the rest of the encounter. During this period, any successful strike with the rod deals its usual damage and also allows the wielder to inject poison into the target as a swift action. The poison deals 1d10 points of Constitution damage.

CL 10th; *poison*.

Withering

A rod of withering acts as a light mace that deals no hit point damage. Instead, the wielder deals 1d4 points of Strength damage and 1d4 points of Constitution damage to any creature she hits with the rod.

If she scores a critical hit, the damage from that hit is maximized.

CL 13th; *contagion*.

Wonder

A rod of wonder is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. Activating the rod is a standard action and the wielder makes a Wisdom, Intelligence or Charisma-based attack (whichever is higher) against a particular target. If the rod's effect creates an effect that has an area-of-effect, then the target must be the primary target of the effect. Despite the designation of the target, the rod does not always effect the target. Typical powers of the rod include the following.

d%	Targets Defense	Wondrous Effect
01-05	Will	Target becomes slowed until the end of the encounter (no save).
06-10	None	<i>Faerie fire</i> , as the spell, surrounds the target.
11-15	None	Creates the illusion that the rod functions as indicated by a second die roll.
16-20	Fortitude	Gust of wind, but at windstorm force.
21-25	None	Wielder learns target's surface thoughts (as with a <i>detect thoughts</i> spell).
26-30	Fortitude	A <i>stinking cloud</i> (as the spell) appears centered on the target.
31-33	None	Heavy rain falls for 1 round in 60-ft. radius centered on rod wielder.
34-36	None	Summon an animal—a rhino (01-25 on d%), elephant (26-50), or mouse (51-100) as per the <i>summon</i> spell.
37-46	Reflex	<i>Lightning bolt</i> , as the spell enhanced to the wielder's level.
47-49	Reflex	Stream of 600 large butterflies pours forth and flutters around, blinding everyone in a Cube 11 centered on the wielder. On a miss, a target is distracted instead of blinded.
50-53	Fortitude	<i>Enlarge</i> as the spell
54-58	None	<i>Darkness</i> , as the spell, centered on the target
59-62	None	Grass grows in 160-sq.-ft. area before the rod, or grass

		existing there grows to ten times normal size. Creatures in the area gain total concealment .
63-65	None	The target becomes ethereal (save ends).
66-69	None	Reduce wielder to 1/12 height (save ends).
70-79	Reflex	<i>Fireball</i> , as the spell enhanced to the wielder's level and centered on the target.
80-84	None	The rod wielder becomes invisible until the end of the encounter.
85-87	None	Leaves grow from target. These last 24 hours and can not be removed with a saving throw or via the Heal skill.
88-90	None	10-40 gems, value 1 gp each, shoot forth. Each gem deals 1 point of damage to the target as well as any creature in the path between the wielder and the target.
91-95	Fortitude	Shimmering colors dance and play over a Cube 7 centered on the target. Creatures therein are blinded .
96-97	None	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple. This effect can be removed with <i>remove curse</i> (enhanced to 14 th level or higher), <i>limited wish</i> , <i>wish</i> , <i>mage's disjunction</i> or <i>miracle</i> .
98-100	Fortitude	<i>Flesh to stone</i> (or <i>stone to flesh</i> if target is stone already) as the spell.

CL 10th; *confusion*, creator must have the Chaos subtype.

Scrolls

A scroll is a spell that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell.

Physical Description

A typical scroll is a heavy sheet of fine vellum or high-quality paper. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. Such a scroll has AC 9, 1 hit point, hardness 0, and a break DC of 5.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder.

(This also helps the user unroll the scroll quickly.) The scroll is placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols which often identify the owner or the spells stored on the scrolls inside. The symbols often hide magic traps.

Of course, a scroll need not be written on paper at all. Scrolls can take many forms as long as it results in writings that can “read” by another. Atypical scroll forms include carved sticks, stamped metal plates and tattoos. A scroll need not even be a visual medium. For example, a scroll could be contained in whispering sound heard within a seashell or the pattern of knots in a cord.

Activation

To activate a scroll, a spellcaster must read the spell written on it. Doing so involves several steps and conditions.

Decipher the Writing

The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a *read magic* spell or a successful Spellcraft check (DC 20 + spell level).

Deciphering a scroll to determine its contents does not activate its magic unless it is a specially prepared cursed scroll. A character can decipher the writing on a scroll in advance so that he or she can proceed directly to the next step when the time comes to use the scroll.

Possess the Proper Area of Mastery

To have any chance of casting spell from a scroll, the user must have the appropriate greater area of mastery to cast the spell. The user need not have any required lesser areas of mastery. Also, the Magical Knack feat can be used to circumvent this requirement.

Activate the Spell

Casting the spell inscribed upon a scroll requires reading the spell from the scroll. The character must be able to see and read aloud the writing on the scroll. Note that some spells are effective only when cast on an item or items. In such a case, the scroll user must provide the item when activating the spell.

Spellcraft Check

Casting the spell requires a Spellcraft check whose DC is equal to the 10 plus the level of the spell. The user may take 10 on this check. On a failure, there is a mishap (see below).

Determine Effect

A spell successfully activated from a scroll works exactly like a spell prepared and cast the normal way. Once the spell is cast, the writing disappears from the scroll.

Scroll Mishaps

When a mishap occurs, the spell on the scroll has a reversed or harmful effect. Possible mishaps are given below. The DM is encouraged to invent others.

- A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.
- Spell strikes the scroll user or an ally instead of the intended target, or a random target nearby if the scroll user was the intended recipient.

- Spell takes effect at some random location within spell range.
- Spell's effect on the target is contrary to the spell's normal effect.
- The scroll user suffers some minor but bizarre effect related to the spell in some way. Most such effects should last only as long as the original spell's duration, or until the end of the encounter for instantaneous spells.
- Some innocuous item or items appear in the spell's area.
- Spell has delayed effect. Sometime within the next 24 hours, the spell activates. If the scroll user was the intended recipient, the spell takes effect normally. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

Staffs

A staff is a long shaft of wood that grants its bearer the knowledge of one or more spells. Typically, the spells in a staff adhere to a particular theme.

Physical Description

A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staffs are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staffs often have a gem or some device at their tip or are shod in metal at one or both ends. Staffs are often decorated with carvings or runes. A typical staff is like a walking stick, quarterstaff, or cudgel. It has AC 7, 10 hit points, hardness 5, and a break DC of 24.

Activation

A staff contains the knowledge of one or more spells. While holding the staff, a character gains this knowledge. To use the spell, the caster must have all the prerequisites for selecting the spell, including all the necessary areas of mastery.

Staffs are use activated. To cast a spell granted by a staff, a character must hold it in at least one hand. Furthermore, the user is bound by all the same spellcasting requirements for the spell, including components. If a staff-granted spell has a material and/or somatic component, the user must hold the staff with one hand and have the other hand free to provide that component.

Unless otherwise noted, the effects of a spell cast from a staff are determined as if the wielder had cast the spell herself.

A spell can contained the base or enhanced version of a given spell depending upon what the creator chose to place within it. If an enhanced version is in the staff, the wielder can cast that version or any version of a lower level.

Staff Descriptions

This section describes some sample staffs.

Abjuration

Usually carved from the heartwood of an ancient oak or other large tree, this staff allows use of the following spells:

- Shield
- Resist energy
- Dispel magic
- Globe of invulnerability
- Banishment
- Repulsion

Charming

Made of twisting wood ornately shaped and carved, this staff allows use of the *charm* spell.

Conjuration

This staff is usually made of ash or walnut and bears ornate carvings of many different kinds of creatures. It allows use of the following spells:

- Unseen servant
- Summon swarm
- Stinking cloud
- Fabricate
- Cloudkill
- Summon

Defense

The staff of defense is a simple-looking staff that throbs with power when held defensively. It allows use of the following spells:

- Shield
- Shield of faith
- Shield other
- Shield of law

Divination

Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells:

- Locate object
- Tongues
- Locate creature
- Prying eyes
- True seeing

Earth and Stone

This staff is topped with a fist-sized emerald that gleams with smoldering power. It allows the use of the following spells:

- Passwall
- Move earth

Enchantment

Often made from applewood and topped with a clear crystal, this staff allows use of the following spells:

- Sleep
- Hideous laughter
- Suggestion
- Crushing despair
- Mind fog

Evocation

Usually very smooth and carved from hickory, willow, or yew, this staff allows use of the following spells:

- Magic missile
- Shatter
- Fireball
- Ice storm
- Wall of force
- Chain lightning

Fire

Crafted from bronzedwood with brass bindings, this staff allows use of the following spells:

- Burning hands
- Fireball
- Wall of fire

Frost

Tipped on either end with a glistening diamond, this rune-covered staff allows use of the following spells:

- Ice storm
- Wall of ice
- Cone of cold

Healing

This white ash staff, with inlaid silver runes, allows use of the following spells:

- Restoration
- Cure serious wounds
- Remove blindness/deafness
- Remove disease

Illusion

This staff is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape. It allows use of the following spells:

- Veil
- Mirror image
- Image
- Hypnotic pattern
- Mislead

Illumination

This staff is usually sheathed in silver and decorated with sunbursts. It allows use of the following spells:

- Dancing lights
- Flare
- Light

Life

Made of thick oak shod in gold, this staff allows use of the following spells:

- Heal
- Resurrection

Necromancy

This staff is made from ebony or other dark wood and carved with the images of bones and skulls. It allows use of the following spells:

- Fear
- Ghoul touch
- Halt undead
- Energy drain
- Fatigue
- Circle of death

Passage

This potent item allows use of the following spells:

- Dimension door
- Passwall
- Phase door
- Teleport
- Astral projection

Power

The staff of power is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers:

- Magic missile
- Energy Drain
- Continual flame
- Levitate
- Lightning bolt
- Fireball
- Cone of cold

- Hold monster
- Wall of force
- Globe of invulnerability

A creature holding a staff of power gains 2 speed tokens instead of 1 when using the Refocus action. The staff can also be used as a quarterstaff with a +2 enhancement.

A staff of power can be used for a retributive strike, requiring it to be broken by its wielder. (If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a standard action that does not require the wielder to make an Athletics check.) The strike is an area of effect Reflex attack affecting all creatures within a cube 11 centered on the wielder. The staff's wielder must be the primary target of the attack though he may not be injured by it (see below). All those hit by the attack take 128 points of damage on a hit and half damage on a miss.

The character breaking the staff has a 50% chance of traveling to another plane of existence, taking no damage. If he does not, the explosive release of spell energy destroys him. Only certain items, including the staff of the magi and the staff of power, are capable of being used for a retributive strike.

Size Alteration

Stout and sturdy, this staff of dark wood allows use of the following spells:

- Enlarge person
- Reduce person
- Shrink item

Swarming Insects

Made of twisted dark wood with dark spots resembling crawling insects which occasionally seem to move, this staff allows use of the following spells:

- Repel vermin
- Summon swarm

Transmutation

This staff is generally carved from or decorated with petrified wood and allows use of the following spells:

- Expeditious retreat
- Alter form
- Blink
- Polymorph
- Disintegrate

Woodlands

Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells:

- Charm animal
- Speak with animals
- Barkskin
- Wall of thorns
- Summon
- Animate plants
- Pass without trace

The staff can also be used as a quarterstaff with a +2 enhancement.

Wands

A wand is a thin baton that contains a single spell. Most wands contain a spell of 8th level or lower. Higher levels spells are exceptionally rare. Using a wand requires the expense of insight tokens.

Physical Description

A typical wand is 6 inches to 12 inches long and about ¼ inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has AC 7, 5 hit points, hardness 5, and a break DC of 16.

Activation

Activating a wand involves several steps and conditions.

Determine the Proper Action

Most wands are activated by a command word but some simply require a proper gesture or thought. Before a wand can be used, its owner must know what is required. In many cases, the command word is inscribed directly onto the wand. In others, it can be revealed with a Spellcraft check or proper research.

Possess the Proper Area of Mastery

To have any chance of casting spell from a wand, the user must have the appropriate greater area of mastery to cast the spell. The user need not have any required lesser areas of mastery. Also, the Magical Knack feat can be used to circumvent this requirement.

Activate the Spell

Casting a spell from a wand requires the same action (usually a swift or standard action) as normally

would be needed to cast the spell. To activate a wand, a character must hold it in hand (or whatever passes for a hand, for nonhumanoid creatures), point it in the general direction of the target or area and spend 1 or more insight tokens. The number of tokens required is equal to the spell's level divided-by two (minimum: 1). For example, casting a seventh level spell requires 3 insight tokens.

Determine Effect

A spell successfully activated from a wand works exactly like a spell prepared and cast the normal way.

Wand Descriptions

All wands are simply storage devices for spells and thus have no special descriptions. Refer to the spell descriptions for all pertinent details.

Wondrous Items

This is a catch-all category for anything that doesn't fall into the other groups. Anyone can use a wondrous item (unless specified otherwise in the description).

Physical Description

Varies.

Activation

Usually use-activated or command word, but details vary from item to item.

Wondrous Item Descriptions

Standard wondrous items are described below.

Amulet of Mighty Fists

This amulet grants a magical enhancement of +1 to +5 when using unarmed attacks and natural weapons as if these natural weapons had the enhancement property applied to them.

CL 3rd; *magic fang*, creator's level must be at least three times the amulet's bonus.

Amulet of Natural Armor

This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, granting the effects of a permanent *barkskin* spell. The number of tokens granted by using a swift action to activate the amulet's magic depends upon the level of the amulet's creator.

CL 2nd; *barkskin*.

Amulet of the Planes

This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to cast the *plane shift* spell. However, this is a difficult item to master. The user must make a DC 15 Spellcraft check in order to get the amulet to take her to the plane (and the specific location on that plane) that she wants. If she fails, the amulet transports her and all those traveling with her to a random location on that plane (01-60 on d%) or to a random plane (61-100).

CL 15th; *plane shift*.

Amulet of Proof against Detection and Location

This silver amulet protects the wearer from scrying and magical location just as a *nondetection* spell does.

CL 8th; *nondetection*.

Apparatus of the Crab

This item appears to be a large, sealed iron barrel, but it has a secret catch (Search DC 20 to locate) that opens a hatch in one end. Anyone who crawls inside finds ten unlabeled levers: The device has the following characteristics: hp 200; hardness 15; Spd 4 squares., swim 4 squares.; AC 20; Atk +12 melee (2d8, 2 pincers).

Lever	Lever Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap pincers
6	Move forward/backward
7	Turn left/right
8	Open "eyes" with <i>continual flame</i> inside/close "eyes"
9	Rise/sink in water
10	Open/close hatch

Operating a lever is a swift action. Up to two Medium characters can fit inside. The device can function

in water up to 900 feet deep. It holds enough air for a crew of two to survive 3 hours (twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.

CL 19th; *animate objects, continual flame*.

Bag of Holding

This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into a non-dimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and volume of the bag's contents, depend on the bag's type, as shown on the table below.

Bag	Bag Weight	Contents Weight Limit	Contents Volume Limit	Market Price
Type I	15 lb.	250 lb.	30 cu. ft.	2,500 gp
Type II	25 lb.	500 lb.	70 cu. ft.	5,000 gp
Type III	35 lb.	1,000 lb.	150 cu. ft.	7,400 gp
Type IV	60 lb.	1,500 lb.	250 cu. ft.	10,000 gp

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a bag of holding is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a bag of holding is a swift action.

If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the portable hole and bag of holding in the process.

CL 9th; *secret chest*.

Bag of Tricks

This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If an insight token is expended, the can can be removed and tossed up to 20 feet away (a standard action), where it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. The animal responds to commands as if the bag's owner possessed the Animal Companion feat.

Each of the three kinds of a bag of tricks produces a different set of animals. Animals produced are always random, and only one may exist at a time. Use the following tables to determine what animals can be drawn out of each.

Gray	Rust	Tan
------	------	-----

d%	Animal	d%	Animal	d%	Animal
01-30	Bat	01-30	Wolverine	01-30	Brown Bear
31-61	Rat	31-61	Wolf	31-61	Lion
61-75	Cat	61-85	Boar	61-80	Heavy Warhorse*
76-90	Weasel	86-100	Black Bear	81-90	Tiger
91-100	Badger			91-100	Rhinoceros

*The heavy warhorse appears with harness and tack and accepts the character who drew it from the bag as a rider.

CL 3rd (gray), 5th (rust), or 9th (tan); *summon*.

Bead of Force

This small black sphere appears to be a lusterless pearl. You can throw it up to 12 squares. Upon sharp impact, the bead explodes, creating a cube 3 that deals 5d6 points of force damage to all creatures therein who are hit by a Reflex area-of-effect attack. The explosion completely consumes the bead, making this a one-use item.

If the primary target of the attack takes damage from the bead, it is also trapped within a *resilient sphere* spell, provided the latter is small enough to fit within the diameter of the sphere.

CL 10th; *resilient sphere*.

Belt, Monk's

This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. The wearer gains the Improved Unarmed Strike and Improved Natural Attack feats as long as the belt is worn. Furthermore, the belt grants a +3 armor bonus to armor class provided its wearer is not wearing armor or using a shield.

CL 10th; *righteous might* or *transformation*.

Belt of Dwarvenkind

This belt identifies its wearer as an honorary member of a particular dwarf clan. Such an honor rare and widely respected by all dwarves. The belt knows when it is being worn by someone who has not earned it and refuses to activate any of its other functions when this happens. An imposter wearing such a belt can be identified by other dwarves whose passive Sense Motive is not overcome with a Bluff check after a few minutes of interaction. A legitimate wearer of such a belt is automatically trusted and given hospitable treatment by most dwarves. The bearer is, in turn, expected to relate the tale of how she earned her belt over a few pints of ale or a meal. The belt bestows several magical benefits upon a legitimate wearer. First, the wearer can understand, speak, and read Dwarven. The wearer gains darkvision if he does not have it already. The belt bestows a dwarf's resistance to poison upon the wearer: automatic success on Fortitude saving throws vs. poison. Finally, the best bestows a +1 magic bonus to Will saves.

CL 12th; *tongues*, creator must be a dwarf.

Belt of Giant Strength

This wide belt is made of thick leather and studded with iron. The belt confers a +5 magic bonus to Athletics checks. When the wearer uses the Refocus action, he may choose to gain 1 power token instead of 1 speed token.

CL 5th; *bull's strength*.

Blessed Book

This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked. A wizard who uses this book as his spellbook can locate any spell within it as a swift action.

CL 3rd; *secret page*.

Boat, Folding

A folding boat looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease.

A third word of command causes the boat or ship to fold itself into a box once again.

CL 6th; *fabricate*, creator must have 2 Craft specialties related to shipmaking.

Boots of Elvenkind

These soft boots enable the wearer to move quietly in virtually any surroundings, granting a +5 magic bonus on Stealth checks. If the wearer also wears a *cloak of elvenkind*, the bonus increases to +10.

CL 5th; creator must be an elf.

Boots of Levitation

On command, these leather boots allow the wearer to cast the *levitate* spell upon on herself.

CL 3rd; *levitate*.

Boots of Speed

Once per encounter, the wearer of these boots can click her boot heels together to gain an additional swift action during a single turn.

CL 10th; *haste*.

Boots of Striding and Springing

These boots increase the wearer's base land speed by 2 squares. This striding ability does not stack with other magical effects that increase the wearer's base land speed. In addition to this striding ability, these boots allow the wearer to make great leaps. She can jump with a +5 magic bonus on Athletics checks used to Jump.

CL 3rd; *longstrider*, creator must have 3 ranks in the Athletics skill.

Boots of Teleportation

Any character wearing this footwear may cast the *teleport* spell three times per day.

CL 9th; *teleport*.

Boots of the Winterlands

This footwear bestows many powers upon the wearer. First, he is able to travel across snow at his normal speed, leaving no tracks. The boots also enable him to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, boots of the winterlands warm the wearer, as if he were affected by an *endure elements* spell.

CL 4th; *cat's grace*, *endure elements*, *pass without trace*.

Boots, Winged

These boots appear to be ordinary footwear. On command, the boots sprout wings at the heel and let the wearer fly, as if affected by a *fly* spell. He can fly three times per day for up to 5 minutes per flight.

CL 5th; *fly*.

Bottle of Air

This item appears to be a normal glass bottle with a cork. When taken to any airless environment it retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle to breathe. The bottle can even be shared by multiple characters who pass it around. Breathing out of the bottle is a standard action, but a character so doing can then act for as long as she can hold her breath.

CL 5th; *water breathing*.

Bowl of Commanding Water Elementals

This large container is usually fashioned from blue or green semiprecious stone. It is about 1 foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh water, and certain words are spoken (a standard action), a Large water elemental appears. In all ways the bowl functions as an enhanced *summon* spell. Only one elemental can be called at a time. A new elemental requires the bowl to be filled with new water, which cannot happen until after the first elemental disappears (is

dispelled, dismissed, or slain).

If salt water is used, the elemental is Huge rather than Large as if a more enhanced version of the *summon* spell had been cast.

CL 13th; *summon*.

Bracelet of Friends

This silver charm bracelet has four charms upon it when created. The owner may designate one person known to him to be keyed to one charm. (This designation takes a standard action, but once done it lasts forever or until changed.) When a charm is grasped and the name of the keyed individual is spoken, that person is called to the spot (a standard action) along with his or her gear, as long as the owner and the called person are on the same plane. The keyed individual knows who is calling, and the bracelet of friends only functions on willing travelers. Once a charm is activated, it disappears. Charms separated from the bracelet do not function.

CL 15th; *refuge*.

Bracers of Archery, Greater

These wristbands look like normal protective wear. The bracers empower the wearer to use any bow as if she were proficient in its use. When the wearer uses the Refocus action while wielding a bow, she gains 2 speed tokens instead of 1. Both bracers must be worn for the magic to be effective.

CL 8th.

Bracers of Archery, Lesser

These wristbands function as greater bracers of archery, except that they do not grant additional tokens with the Refocus action.

CL 1st.

Bracers of Armor

These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1 to +8, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. The amount of protection granted by the bracers depends upon their level.

CL 1st; *mage armor*.

Brazier of Commanding Fire Elementals

This device appears to be a normal container for holding burning coals. When a fire is lit in the brazier and certain words are spoken (a standard action), a Large fire elemental appears. In all ways the brazier functions as an enhanced *summon* spell. If brimstone is added, the elemental is Huge instead of Large, as if a more enhanced version of the *summon* spell had been cast. Only one elemental can be called at a time. A new elemental requires a new fire, which cannot be lit until after the first elemental is dispelled, dismissed, or slain.

CL 13th; *summon*.

Brooch of Shielding

This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it absorbs magic missiles of the sort generated by the spell. A brooch absorbs up to 101 points of damage from magic missiles before it melts and becomes useless.

CL 1st; *shield*.

Broom of Flying

This broom is able to fly through the air as if affected by a *fly* spell for up to 9 hours per day (split up as its owner desires). The broom can carry only one passenger. In addition, the broom can travel alone to any destination named by the owner as long as she has a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when she speaks the command word.

CL 9th; *fly*, *permanency*.

Candle of Invocation, Greater

Each of these special tapers is dedicated to one of the nine alignments. Simply burning the candle generates a favorable aura for the individual provided he possesses a matching alignment subtype. Characters of the same alignment gain 2 additional tokens when rolling initiative within sight of the flame.

A cleric whose alignment matches the candle's is granted the ability to cast two additional spells that he does not normally know. These spells must require the Divine area of mastery and can not be more than 2 levels higher than the cleric's level. He retains this ability only so long as the candle continues to burn. Except in special cases (see below), a candle burns for 4 hours.

In addition, burning a candle also allows the owner to cast a *gate* spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process. It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like. Doing this doesn't interfere with its magical properties.

A candle of invocation can be lit a maximum of 16 times.

CL 17th; *gate*, creator must have the same alignment subtype as candle created.

Candle of Invocation, Lesser

This taper functions identically to a greater candle of invocation except that it lacks the ability to cast a *gate* spell.

CL 11th; creator must have the same alignment subtype as candle created.

Candle of Truth

This white tallow candle, when burned, calls into place a *zone of truth* spell centered on the candle. The zone lasts for 1 hour, as the candle burns. If the candle is snuffed before that time, the effect is canceled.

and the candle ruined.

CL 4th; *zone of truth*.

Cape of the Mountebank

On command, this bright red and gold cape allows the wearer to use the magic of the dimension door spell once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination.

CL 9th; *dimension door*.

Carpet of Flying

This rug is able to fly through the air as if affected by a *fly* spell of unlimited duration. The size, carrying capacity, and speed of the different carpets of flying are shown on the table below.

Size	Capacity	Weight
5 ft. by 5 ft.	400 lb.	8 lb.
5 ft. by 10 ft.	800 lb.	10 lb.
10 ft. by 10 ft.	1600 lb.	15 lb.

Beautifully and intricately made, each carpet has its own command word to activate it. If the device is within voice range, the command word activates it, whether the speaker is on the carpet or not. Once activated, the carpet can be commanded to move in any direction as a swift action. Once commanded to move in a particular direction, it continues to move 24 squares per round in that direction until commanded otherwise. Commanding the carpet to stop and deactivate is also a swift action.

While riding a carpet of flying, you must always use one hand to hold on. This means that you can not use a two-handed weapon while riding the carpet. If you fail to hold on, you fall from the carpet unless another rider grabs you as an immediate action. If the carpet's movement draws an opportunity attack, the attacker may choose to target the nearest rider upon the carpet.

CL 10th; *fly*, *permanency*.

Censer of Controlling Air Elementals

This 6-inch-wide, 1-inch-high perforated golden vessel resembles a thurible found in a place of worship. If it is filled with incense and lit, summoning words spoken over it (a standard action) it summons forth a Large air elemental. In all ways the censer functions as an enhanced *summon* spell. If *incense of meditation* is burned within the censer, the air elemental is an elder air elemental instead, as if a more enhanced version of the *summon* spell had been cast. Only one elemental can be summoned at a time. A new elemental requires a new piece of incense, which cannot be lit until after the first elemental is dispelled, dismissed, or slain.

CL 17th; *summon*.

Chaos Diamond

This lustrous gemstone is uncut and about the size of a human fist. The gem grants its possessor the ability to cast following spells:

- Confusion
- Magic circle (as if the wielder had the Chaos subtype)
- Word of chaos
- Cloak of chaos

Each power time a power is used, the user rolls a die. If an even number is rolled, nothing happens but the action required to activate the item is still expended.

A character who possesses a chaos diamond but lacks the Chaos subtype is unable to use tokens as long as she continues to possess it.

CL 18th; *cloak of chaos, magic circle against law, confusion, lesser, word of chaos*, creator must be chaotic.

Chime of Interruption

This instrument can be struck once per encounter and its resonant tone lasts until the end of the encounter.

While the chime is resonating, no spell requiring a verbal component can be cast unless the caster spends an insight token or has a passive Spellcraft skill equal to 10 plus the spell's level.

CL 7th; *shout*.

Chime of Opening

A chime of opening is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A chime of opening also automatically dispels a *hold portal* spell or even an *arcane lock* cast by a spellcaster of lower than 15th level.

The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target opens. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and arcane locked, it takes four uses of a chime of opening to get it open. A *silence* spell negates the power of the device.

CL 11th; knock.

Circlet of Blasting

On command, this simple golden headband projects a blast of *searing light*, as the spell, once per day.

CL 6th, *searing light*.

Circlet of Persuasion

This silver headband grants a +3 magic bonus on the wearer's Charisma checks and Charisma-based skill checks.

CL 5th; eagle's splendor.

Cloak of Arachnida

This black garment, embroidered with a weblike pattern in silk, gives the wearer the ability to climb as if a *spider climb* spell had been placed upon her. In addition, the cloak grants her immunity to entrapment by *web* spells or webs of any sort—she can actually move in webs at half her normal speed. Once per day, the wearer of this cloak can cast *web*. She also gains immunity to spider venom.

CL 6th; *spider climb*, *web*.

Cloak of the Bat

Fashioned of dark brown or black cloth, this cloak bestows a +5 magic bonus on Stealth checks. The wearer gains blindsight and is also able to hang upside down from the ceiling, like a bat. The wearer can rest and even sleep in this position.

By holding the edges of the garment, the wearer is able to *fly* as per the spell. If he desires, the wearer can actually *polymorph* himself (as the spell) into an ordinary bat and fly accordingly. Flying, either with the cloak or in bat form, can be accomplished only in darkness: either under the night sky or in a lightless or near-lightless environment underground.

CL 11th; *fly*, *polymorph*.

Cloak of Displacement

This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves. This displacement works just like the displacement spell. The effect can be activated or deactivated as a swift action.

CL 7th; *displacement*.

Cloak of Elvenkind

This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +5 magic bonus on Hide checks. If the wearer also wears *boots of elvenkind*, the bonus increases to +10.

CL 3rd; *invisibility*, creator must be an elf.

Cloak of Etherealness

This silvery-gray cloak seems to absorb light rather than be illuminated by it. On command, the cloak makes its wearer ethereal (as the *ethereal jaunt* spell). The effect can be dismissed as a swift action. The cloak works for a total of up to 10 minutes per day. This duration need not be continuous.

CL 15th; *ethereal jaunt*.

Cloak of the Manta Ray

This cloak appears to be made of leather until the wearer enters salt water. At that time the cloak of the manta ray adheres to the individual, and he appears nearly identical to a manta ray (as the *polymorph* spell). He gains the ability to breathe underwater and a swim speed of 12 squares, like a real manta ray.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that can be used to strike at adjacent opponents, as a swift action. This is a Reflex attack dealing 1d6 points of damage. The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

CL 9th; *polymorph*, *water breathing*.

Cloak of Resistance

These garments offer magic protection in the form of a +1 to +3 magic bonus on all saving throws (Fortitude, Reflex, and Will).

CL 5th (+1), CL 10th (+2), CL 15th (+3); resistance.

Crystal Ball

This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with the spell *scrying*.

Certain crystal balls allow their users to cast one or more spells upon the target viewed. Typical spells used for this purpose are *see invisibility*, *detect thoughts*, *telepathy* and *true seeing*.

CL 10th; *scrying* (plus any additional spells put into the item).

Cube of Force

This device is about $\frac{3}{4}$ inch across and can be made of ivory, bone, or any hard mineral. It enables its possessor to put up a special wall of force 10 feet on a side around her person. This cubic screen moves with the character and can be made impervious to the attack forms mentioned on the table below.

Activating these abilities require that the bearer spend insight tokens as a swift action. In all cases, the effect lasts until the beginning of the character's next turn.

Effect	Insight Token Cost
Keeps out gases, wind, etc.	0 tokens
Keeps out nonliving matter	1 token
Keeps out living matter	2 tokens
Keeps out magic	3 tokens
Keeps out all things	4 tokens

When the cube is active, the character is **slowed**. This effect can not be removed with a saving throw.

Certain spells and related magical effects can deactivate the cube unless the bearer immediately spends a certain number of insight tokens to prevent it. These are listed on the table below.

Attack Form	Insight Tokens Required to Resist
Horn of blasting	3
Passwall	1
Disintegrate	2
Phase door	3
Prismatic spray	3

CL 10th; *wall of force*.

Cube of Frost Resistance

This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a 10-round period, the cube is destroyed.

CL 6th; *protection from energy*.

Cubic Gate

This item is fashioned from carnelian. Each of the six sides of the cube is keyed to a plane, one of which is the Material Plane. The character creating the item chooses the planes to which the other five sides are keyed.

If a side of the cubic gate is pressed once, it opens a gate to a random point on the plane keyed to that side. There is a 10% chance per minute that an outsider from that plane (determine randomly) comes through it looking for food, fun, or trouble. Pressing the side a second time closes the gate. It is impossible to open more than one gate at a time.

If a side is pressed twice in quick succession, the character so doing is transported to a random point on the other plane, along with all willing creatures in adjacent squares.

CL 13th; *plane shift*.

Darkskull

This skull, carved from ebony, is wholly evil. Wherever the skull goes, the area around it is treated as though an *unhallow* spell had been cast with the skull as the touched point of origin (except that no additional spell effect is tied or fixed to the darkskull).

CL 9th; *unhallow*, creator must be evil.

Decanter of Endless Water

If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type as well as the volume and velocity.

- "Stream" pours out 1 gallon per round.
- "Fountain" produces a 5-foot-long stream at 5 gallons per round.
- "Geyser" produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round.

The geyser effect causes considerable back pressure, requiring the holder to have a passive Athletics skill of 12 or higher or else be knocked prone. The geyser can be used as a Reflex attack (standard action) against a creature with 4 squares. On a hit, it deals 1d4 points of damage.

The command word must be spoken to stop the decanter.

CL 9th; *control water*.

Deck of Illusions

This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of thirty-four cards. When a card is drawn at random and thrown to the ground, an illusion of a creature is formed. This illusion is as the *image* spell, enhanced to 7th level but lasting until dispelled. The illusory creature cannot move more than 6 squares away from where the card landed, but otherwise moves and acts as if it were real. At all times it obeys the desires of the character who drew the card. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled. The cards in a deck and the illusions they bring forth are summarized on the following table. (Use one of the first two columns to simulate the contents of a full deck using either ordinary playing cards or tarot cards.)

Playing Card	Tarot Card	Creature
Ace of hearts	IV. The Emperor	Red dragon
King of hearts	Knight of swords	Male human fighter and four guards
Queen of hearts	Queen of staves	Female human wizard
Jack of hearts	King of staves	Male human druid
Ten of hearts	VII. The Chariot	Cloud giant
Nine of hearts	Page of staves	Ettin
Eight of hearts	Ace of cups	Bugbear
Two of hearts	Five of staves	Goblin
Ace of diamonds	III. The Empress	Glabrezu (demon)
King of diamonds	Two of cups	Male elf wizard and female apprentice
Queen of diamonds	Queen of swords	Half-elf ranger (female)
Jack of diamonds	XIV. Temperance	Harpy
Ten of diamonds	Seven of staves	Male half-orc barbarian
Nine of diamonds	Four of pentacles	Ogre mage

Eight of diamonds	Ace of pentacles	Gnoll
Two of diamonds	Six of pentacles	Kobold
Ace of spades	II. The High Priestess	Lich
King of spades	Three of staves	Three male human clerics
Queen of spades	Four of cups	Medusa
Jack of spades	Knight of pentacles	Male dwarf paladin
Ten of spades	Seven of swords	Frost giant
Nine of spades	Three of swords	Troll
Eight of spades	Ace of swords	Hobgoblin
Two of spades	Five of cups	Goblin
Ace of clubs	VIII. Strength	Iron golem
King of clubs	Page of pentacles	Three male halfling rogues
Queen of clubs	Ten of cups	Pixies
Jack of clubs	Nine of pentacles	Female half-elf bard
Ten of clubs	Nine of staves	Hill giant
Nine of clubs	King of swords	Ogre
Eight of clubs	Ace of staves	Orc
Two of clubs	Five of cups	Kobold
Joker	Two of pentacles	Illusion of deck's owner
Joker	Two of staves	Illusion of deck's owner (sex reversed)

CL 7th; *image*.

Dimensional Shackles

These shackles have golden runes traced across their cold iron surface. Any creature bound within them is affected as if a dimensional anchor spell were cast upon her. They fit any Small to Large creature. The DC to break (Athletics) or slip out of (Acrobatics) the shackles is 30.

CL 11th; *dimensional anchor*.

Drums of Panic

These drums are kettle drums (hemispheres about 1½ feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures who can see the drums (with the exception of those within a cube 5 safe zone centered on the drums) are affected as by a *fear* spell. Drums of panic can be used once per day.

CL 7th; *fear*.

Dust of Appearance

This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats objects within a 10-foot radius, making them visible even if they are invisible. It

likewise negates the effects of illusions like *blur* and *displacement* that disguise a creature's location. (In this, it works just like the *faerie fire* spell). The dust also reveals figments, mirror images, and projected images for what they are. A creature coated with the dust takes a -30 penalty on its Stealth checks used to hide. The dust's effect lasts until the end of the encounter and can not be removed with a saving throw.

Dust of appearance is typically stored in small silk packets or hollow bone tubes.

CL 5th; *glitterdust*.

Dust of Disappearance

This dust looks just like dust of appearance and is typically stored in the same manner. A creature or object touched by it becomes invisible (as an *invisibility* spell enhanced to 10th level). Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including *see invisibility* or *invisibility purge*. *Dust of appearance*, however, does reveal people and objects made invisible by *dust of disappearance*. A *true seeing* spell also reveals such creatures.

CL 10th; *invisibility*.

Dust of Dryness

This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed to nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled down, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

The dust deals 5d6 damage to creatures with the water subtype (no attack roll necessary). It affects water elementals identically to a *slay living* spell.

CL 11th; control water.

Dust of Illusion

This unremarkable powder resembles chalk dust or powdered graphite. Stare at it, however, and the dust changes color and form. Put dust of illusion on a willing creature, and that creature is affected as if by a *veil* spell, with the individual who sprinkles the dust envisioning the illusion desired.

CL 6th; *veil*.

Dust of Tracelessness

This normal-seeming dust is actually a magic powder that can conceal the passage of its possessor and his companions. Tossing a handful of this dust into the air causes a chamber of up to 100 square feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A handful of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for 250 feet back into the distance. The results of the dust are instantaneous, and no magical aura lingers afterward from this use of the dust. Search checks made to track a quarry

across an area affected by this dust have a DC 20 higher than normal.

CL 3rd; *pass without trace*.

Efficient Quiver

This appears to be a typical arrow container capable of holding about twenty arrows. It has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to sixty objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to eighteen objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can produce any item she wishes, as if from a regular quiver or scabbard. The efficient quiver weighs the same no matter what's placed inside it.

CL 9th; *secret chest*.

Efreeti Bottle

This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly. There is a 10% chance (01-10 on d%) that the efreeti is insane and attacks immediately upon being released. There is also a 10% chance (91-100) that the efreeti of the bottle grants three wishes. In either case, the efreeti afterward disappears forever. The other 80% of the time (11-90), the inhabitant of the bottle loyally serves the character for up to 10 minutes per day (or until the efreeti's death), doing as she commands. Roll each day the bottle is opened for that day's effect.

CL 14th; *summon*.

Elemental Gem

This gem contains a conjuration spell attuned to a specific Elemental Plane (Air, Earth, Fire, or Water).

When the gem is crushed, smashed, or broken (a standard action), a Large elemental appears as if summoned by a *summon* spell. The elemental is under the control of the creature that broke the gem.

The coloration of the gem varies with the type of elemental it summons. Air elemental gems are transparent, earth elemental gems are light brown, fire elemental gems are reddish orange, and water elemental gems are blue-green.

CL 11th; *summon*.

Elixir of Fire Breath

Drinking this elixir is a swift action. This strange elixir bestows upon the drinker the ability to spit a gout of flame as a swift action for the duration of the encounter. Breathing fire is a Reflex attack with a range of 5 squares. On a hit, the attack deals 4d6 points of fire damage.

CL 11th; *scorching ray*.

Elixir of Hiding and Sneaking

A character drinking this liquid gains an intuitive ability to hide and dampens sound around her slightly. This effect grants a +10 magic bonus on Stealth checks for 1 hour.

CL 5th; *invisibility, silence*.

Elixir of Love

This sweet-tasting liquid causes the character drinking it to become charmed with the first creature she sees after consuming the draft (as the *charm* spell). A creature with 5 hit dice or more is entitled to make saving throws to resist the effect. Otherwise, the charm effects wear off in 2d100 minutes.

CL 4th; *charm*.

Elixir of Swimming

This elixir bestows swimming ability. An almost imperceptible magic sheath surrounds the drinker, allowing him to glide through the water easily (+10 magic bonus on Athletics checks used to swim) for 1 hour.

CL 2nd; creator must have 2 ranks in the Athletics skill.

Elixir of Truth

This elixir forces the individual drinking it to say nothing but the truth for 10 minutes. She is compelled to answer any questions put to her in that time, but with each question she is free to make a saving throw to resist the effect. If one of these secondary saves is successful, she doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question (even if it is repeated). No more than one question can be asked each round. This is a mind-affecting compulsion enchantment.

CL 5th; *zone of truth*.

Elixir of Vision

Drinking this elixir grants the imbiber the ability to notice acute details with great accuracy (+10 magic bonus on Search checks for 1 hour).

CL 2nd; creator must have 2 ranks in the Search skill.

Eversmoking Bottle

This metal urn is identical in appearance to an efreeti bottle, except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision in a cube 11 over the course of a single round. If the bottle is left unstoppered, the smoke billows out another 10 feet per round until it has covered a 100-foot radius. This area remains smoke-filled until the eversmoking bottle is stoppered.

The bottle must be resealed by a command word, after which the smoke dissipates normally. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the

smoke in 1 round.

CL 3rd; *pyrotechnics*.

Eyes of Charming

These two crystal lenses fit over the user's eyes. The wearer is able to cast *charm*.

CL 1st; *charm*.

Eyes of Doom

These crystal lenses fit over the user's eyes, enabling him to cast *doom* upon those around him. He also gains the additional power of a continual *deathwatch* effect and can cast *fear* once per week.

CL 1st; *doom*, *deathwatch*, *fear*.

Eyes of the Eagle

These items are made of special crystal and fit over the eyes of the wearer. These lenses grant a +5 magic bonus on Perception checks.

CL 3rd; *clairaudience/clairvoyance*.

Eyes of Petrification

These items are made of special crystal and fit over the eyes of the wearer. They allow her to cast *flesh to stone*.

CL 12th; *flesh to stone*.

Figurines of Wondrous Power

Each of the several kinds of figurines of wondrous power appears to be a miniature statuette of a creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner as if it had been summoned via a *summon* spell.

If a figurine of wondrous power is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Bronze Griffon

When animated, a bronze griffon acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the bronze griffon once again becomes a tiny statuette.

CL 11th; *animate objects*.

Ebony Fly

When animated, an ebony fly is the size of a pony and has all the statistics of a hippogriff but can make no attacks. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the ebony fly again becomes a tiny statuette.

CL 11th; *animate objects*.

Golden Lions

These figurines come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from statuette form for one full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word.

CL 11th; *animate objects*.

Ivory Goats

These figurines come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

The Goat of Traveling: This statuette provides a speedy and enduring mount equal to that of a heavy horse in every way except appearance. The goat can travel for a maximum of one day each week—continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used.

The Goat of Travail: This statuette becomes an enormous creature, larger than a bull, with the statistics of a nightmare except for the addition of a pair of wicked horns of exceptional size (damage 1d8+4 for each horn). If it is charging to attack, it may only use its horns (but add 6 points of damage to each successful attack in that round). It can be called to life just once per month for up to 12 hours at a time.

The Goat of Terror: When called upon with the proper command word, this statuette becomes a destrier-like mount, with the statistics of a light warhorse. However, its rider can employ the goat's horns as weapons (one horn as a lance with a +5 enhancement, the other as a longsword with a +5 enhancement). When ridden in an attack against an opponent, the rider can cast fear as the spell as an area-of-effect attack against all creatures in a cube 5. It can be used once every two weeks for up to 3 hours per use.

CL 11th; *animate objects*.

Marble Elephant

This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a marble elephant grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant. The statuette can be used four times per month for up to 24 hours at a time.

CL 11th; *animate objects*.

Obsidian Steed

This figurine appears to be a small, shapeless lump of black stone. Only careful inspection reveals that

it vaguely resembles some form of quadruped. On command, the near-formless piece of obsidian becomes a fantastic mount. Treat it as a heavy warhorse with the ability to cast the following spells: *fly*, *plane shift*, and *ethereal jaunt*. The steed allows itself to be ridden, but if the rider has the good subtype, the steed is 10% likely per use to carry him to the lower planes and then return to its statuette form. The statuette can be used once per week for one continuous period of up to 24 hours. Note that when an obsidian steed becomes ethereal or plane shifts, its rider and his gear follow suit. Thus, the user can travel to other planes via this means.

CL 15th; *animate objects*, *ethereal jaunt*, *fly*, *plane shift*.

Onyx Dog

When commanded, this statuette changes into a creature with the same properties as a riding dog except that it is endowed with an Intelligence of 8, can communicate in Common, and has exceptional olfactory and visual abilities. (It has the scent ability and adds +4 to its Perception and Search checks.) It has 60-foot darkvision, and it can see invisibility. An onyx dog can be used once per week for up to 6 hours. It obeys only its owner.

CL 11th; *animate objects*, *see invisibility*.

Serpentine Owl

This figurine becomes either a normal-sized horned owl or a giant owl according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl communicates with its owner by telepathic means, informing her of all it sees and hears. (Remember the limitations of its Intelligence.)

CL 11th; *animate objects*.

Silver Raven

This silver figurine turns into a raven on command (but it retains its metallic consistency, which gives it hardness 10). Another command sends it off into the air, bearing a message just like a creature affected by an *animal messenger* spell. If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic abilities. It can maintain its nonfigurine status for only 24 hours per week, but the duration need not be continuous.

CL 6th; *animal messenger*, *animate objects*.

Feather Token

Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once.

Anchor

A token useful to moor a craft in water so as to render it immobile for up to one day.

Bird

A token that can be used to deliver a small written message unerringly to a designated target as would a carrier pigeon. The token lasts as long as it takes to carry the message.

Fan

A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph). This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to 8 hours. It does not function on land.

Swan Boat

A token that forms a swanlike boat capable of moving on water at a speed of 60 feet. It can carry eight horses and gear or thirty-two Medium characters or any equivalent combination. The boat lasts for one day.

Tree

A token that causes a great oak to spring into being (5-foot diameter trunk, 60-foot height, 40-foot top diameter). This is an instantaneous effect.

Whip

A token that forms into a huge leather whip and wields itself against any opponent desired just like a dancing weapon. The weapon makes a free grapple attack if it hits.

CL 12th; fabricate.

Gauntlets of Ogre Power

These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer great strength, adding a +2 magic bonus to Athletics checks. When the wearer uses the Refocus action, he may choose to gain 1 power token instead of 1 speed token.

CL 4th; bull's strength.

Gauntlet of Rust

This single metal gauntlet looks rusted and pitted but is actually quite powerful. Once per day, it can affect an object as with the *rusting grasp* spell. It also completely protects the wearer and her gear from rust (magical or otherwise), including the attack of a rust monster.

CL 7th; *rusting grasp*.

Gem of Brightness

This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits

bright light of one of three sorts.

One command word causes the gem to shed light as a hooded lantern. This use of the gem does not expend any charges.

Another command word causes the gem of brightness to send out a bright ray 1 foot in diameter and 10 squares (50 feet) long. This strikes as a Dexterity attack, and any creature struck by this beam is **blinded** until it makes a Fortitude save.

The third command word causes the gem to flare in a blinding flash of light that fills Cube 5 adjacent to the wielder. Creatures in the area are subject to a Dexterity-based area-of-effect attack. On a hit, a creature becomes **blinded**. This use of them gem requires 2 insight tokens.

CL 6th; *light*.

Gem of Seeing

This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a gem of seeing enables the user to see as though she were affected by the *true seeing* spell. A gem of seeing can be used for as much as 30 minutes a day, divided up into periods of minutes or rounds as the user sees fit.

CL 12th; *true seeing*.

Gloves of Arrow Snaring

Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible. Twice per day, the wearer can act as if he had the Deflect Arrows and Snatch Arrows feat, even if he does not meet the prerequisites for them. Both gloves must be worn for the magic to be effective. At least one hand must be free to take advantage of the magic.

CL 3rd; *shield*.

Gloves of Dexterity

These thin leather gloves are very flexible and allow for delicate manipulation. They add a +3 magic bonus to Dexterity-based skills. Furthermore, the wearer can freely convert power and insight tokens into speed tokens. Both gloves must be worn for the magic to be effective.

CL 8th; *cat's grace*.

Glove of Storing

This device is a simple leather glove. On command, one item held in the hand wearing the glove disappears. The item can weigh no more than 20 pounds and must be able to be held in one hand. While stored, the item has negligible weight. With a snap of the fingers wearing the glove, the item reappears. A glove can only store one item at a time. Storing or retrieving the item is a free action. The item is held in stasis and shrunk down so small within the palm of the glove that it cannot be seen. Spell durations are not suppressed, but continue to expire. If an effect is suppressed or dispelled, the stored item appears instantly.

CL 6th; *shrink item*.

Gloves of Swimming and Climbing

These apparently normal lightweight gloves grant a +5 magic bonus on Athletics checks. Both gloves must be worn for the magic to be effective.

CL 5th; *bull's strength, cat's grace*.

Goggles of Minute Seeing

The lenses of this item are made of special crystal. When placed over the eyes of the wearer, the lenses enable her to see much better than normal at distances of 1 foot or less, granting her a +5 magic bonus on Search checks. Both lenses must be worn for the magic to be effective.

CL 3rd; *true seeing*.

Goggles of Night

The lenses of this item are made of dark crystal. Even though the lenses are opaque, when placed over the eyes of the wearer they enable him to see normally and also grant him 60-foot darkvision. Both lenses must be worn for the magic to be effective.

CL 3rd; *darkvision*.

Golem Manual

A golem manual contains information, incantations and magical power that help a character to craft a particular type of golem. Each manual also holds the prerequisite spells and knowledge needed to construct a specific golem and imbues these abilities upon the reader solely for that purpose.

Once the golem is finished, the writing in the manual fades and the book is consumed in flames. When the book's ashes are sprinkled upon the golem, it becomes fully animated.

CL 16th; caster must have the knowledge and ability to cast the appropriate spells for crafting the type of golem that the manual instructs.

Hand of Glory

This mummified human hand hangs by a leather cord around a character's neck (taking up space as a magic necklace would). If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it herself, and it does not count against her two-ring limit. The hand can wear only one ring at a time. Even without a ring, the hand itself allows its wearer to use light and see invisibility each once per day.

CL 5th; *animate dead, daylight, see invisibility*.

Hand of the Mage

This mummified elf hand hangs by a golden chain around a character's neck (taking up space as a magic necklace would). It allows the wearer to utilize the spell *telekinesis* at will.

CL 2nd; telekinesis.

Handy Haversack

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a swift action that does not provoke the attacks of opportunity.

CL 9th; *secret chest*.

Harp of Charming

This instrument is a golden, intricately carved harp. If its owner has a Knowledge or Profession specialty that allows him to play a harp, it enables the performer to work one *suggestion* (as the spell) into the music for each 10 minutes of playing if he can succeed on a DC 14 Perform check. If the check fails, the audience cannot be affected by any further performances from the harpist for 24 hours.

CL 5th; *suggestion*.

Hat of Disguise

This apparently normal hat allows its wearer to alter her appearance as with a veil spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on.

CL 1st; *disguise self*.

Helm of Brilliance

This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word. Made of brilliant silver and polished steel, a newly created helm is set with many large magic gems. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crownlike, gem-tipped spikes. The helm allows its wearer to expend insight tokens to cast the following spells:

- Prismatic spray (4 insight tokens)
- Wall of fire, enhanced to level 12 (3 insight tokens)
- Fireball, enhanced to level 10 (2 insight tokens)
- Light, enhanced to level 9 (1 insight token)

A helm of brilliance also has the following magical properties when activated.

- It emanates a bluish light when undead are within 6 squares (30 feet).
- Any weapon that the wearer wields becomes a flaming weapon. This is in addition to whatever abilities the weapon may already have (unless the weapon already is a flaming weapon).
- The helm provides resistance to fire 30. This protection does not stack with similar protection from other sources.

If a creature wearing the helm is damaged by magical fire and fails an additional Will save, the helm overloads and detonates: it releases four prismatic sprays that each randomly target a creature within range (possibly the wearer); it releases four straight-line walls of fire extending outward in a random direction from the helm wearer; it releases four fireballs centered on the helm wearer and shattered remains of the helm emit bright light for 24 hours afterward.

CL 14th; *fireball, flame blade, light, prismatic spray, protection from energy, wall of fire.*

Helm of Comprehend Languages and Read Magic

Appearing as a normal helmet, a *helm of comprehend languages and read magic* grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. The wearer also gains a limited ability to understand messages written in incomplete, archaic, or exotic forms. Note that understanding a magical text does not necessarily imply spell use.

CL 4th; *comprehend languages, read magic.*

Helm of Telepathy

The wearer can use the *detect thoughts* spell. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Once per day, the wearer of the helm can implant a *suggestion* (as the spell) along with his telepathic message.

CL 5th; *detect thoughts, suggestion.*

Helm of Teleportation

A character wearing this device may *teleport* three times per day, exactly as if he had cast the spell of the same name.

CL 9th; *teleport.*

Helm of Underwater Action

The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing her to see five times farther than water and light conditions would allow for normal human vision. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the helm of underwater action creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling her to breathe freely.

CL 5th; *water breathing.*

Horn of Blasting

This horn appears to be a normal trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 5d6 points of sonic damage to creatures within a cube 7 adjacent to the player. This is a Constitution attack vs. Fortitude defense. Creatures hit by the attack are also deafened. On a miss, creatures in the area still take half damage but are not deafened. Crystalline objects and creatures are automatically hit by the attack and take 7d6 points of sonic damage.

If a horn of blasting is used magically more than once in a given day, there is a 20% cumulative chance with each extra use that it explodes and deals 10d6 points of damage to the person sounding it.

CL 7th; *shout*.

Horn of Blasting, Greater

This horn functions as a *horn of blasting*, except that it deals 10d6 points of sonic damage, stuns creatures for 1 round, and deafens them. On a miss, creatures take half damage and are neither stunned nor deafened. Crystalline objects take 16d6 points of sonic damage as described for the horn of blasting. A greater horn of blasting also has a 20% cumulative chance of exploding.

CL 16th; *shout*.

Horn of Fog

This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of a *fog cloud* spell. The fog fills a cube 3 next to the horn blower each round that the user continues to blow the horn; fog clouds travel 15 feet each round in a straight line from the emanation point unless blocked by something substantial such as a wall. The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast. The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

CL 3rd; *fog cloud*.

Horn of Goodness/Evil

This trumpet adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment subtype. If the owner has neither good nor evil subtypes, the horn has no power whatsoever. Blowing the horn has the effect of a *magic circle* cast by the blower. The horn can be blown once per day.

CL 6th; *magic circle*.

Horn of the Tritons

This device is a conch shell that can be blown once per day except by a triton which can sound it three times per day. A horn of the tritons can perform any one of the following functions when blown:

Calm rough waters in a 1-mile radius.

Dispels a summoned water elemental on a successful Constitution attack versus Fortitude.

Attract 5d4 Large sharks (01-30 on d%), 5d6 Medium sharks (31-80), or 1d10 sea cats (81-100) if the character is in a body of water in which such creatures dwell. The creatures are friendly and obey, to the best of their ability, the one who sounded the horn. These creatures can be commanded just like any creature summoned with the *summon* spell. For this purpose, combine them into a single mob (see the Mob subtype in Chapter 8: Adventuring).

Causes aquatic creatures with Intelligence scores of 1 or 2 within 500 feet to become **panicked** as if they had been targeted by an enhanced *fear* spell. This is a Constitution area-of-effect attack versus Will. On a miss, creatures are still **shaken**.

Any sounding of a horn of the tritons can be heard by all tritons within a 3-mile radius.

CL 9th; *fear*, *summon*, *control water*, creator must be a triton or get construction aid from a triton.

Horn of Valhalla

This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human barbarians to fight for the character who summoned them. Each horn can be blown just once every seven days. The horn's type determines what barbarians are summoned and what prerequisite is needed to use the horn. Any character who uses a horn of Valhalla but doesn't have the prerequisite is attacked by the barbarians she herself summoned.

d%	Type of Horn	Barbarians Summoned	Prerequisite
01-40	Silver	2d4+2	None
41-75	Brass	3d4+3	Spellcaster level 1st
76-90	Bronze	4d4+4	Proficiency with all martial weapons or bardic music ability
91-100	Iron	5d4+5	Proficiency with all martial weapons or bardic music ability

Summoned barbarians are constructs, not actual people (though they seem to be); they have the same statistics and equipment as first level human barbarians. They can be commanded just like any creature summoned with the *summon* spell. For this purpose, combine them into a single mob (see the Mob subtype in Chapter 8: Adventuring). They fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

CL 13th; *summon*.

Horseshoes of Speed

These iron shoes come in sets of four like ordinary horseshoes. When affixed to an animal's hooves, they increase the animal's base land speed by 30 feet; this counts as a magic bonus. All four shoes must be worn by the same animal for the magic to be effective.

CL 3rd; *haste*.

Horseshoes of a Zephyr

These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly

horizontal surface. This means that nonsolid or unstable surfaces can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves at its normal base land speed. All four shoes must be worn by the same animal for the magic to be effective.

CL 3rd; *levitate*.

Incense of Meditation

This small rectangular block of sweet smelling incense is visually indistinguishable from nonmagical incense until lit. When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by anyone making a DC 15 Spellcraft check.

When a divine spellcaster lights a block of incense of meditation and then spends 8 hours praying and meditating nearby, the incense enables him to cast all his spells as though affected by the Maximize Spell feat.

Each block of incense burns for 8 hours, and the effects persist for 24 hours.

CL 7th; Maximize Spell, *bless*.

Instant Fortress

This metal cube is small, but when activated by speaking a command word it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a crenellated battlement atop it. The metal walls extend 10 feet into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that opens only at the command of the owner of the fortress.

The adamantine walls of instant fortress have 100 hit points and hardness 20. The fortress cannot be repaired except by a *wish* or a *miracle*, which restores 50 points of damage taken.

The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d10 points of damage.

The fortress is deactivated by speaking a command word (different from the one used to activate it). It cannot be deactivated unless it is empty.

CL 13th; *mage's magnificent mansion*.

Ioun Stones

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC 24, 10 hit points, and hardness 5.

Color	Shape	Effect
Clear	Spindle	Sustains creature without food or water
Dusty rose	Prism	+1 speed token for a move action (not a five-foot step)

Color	Shape	Effect
Deep red	Sphere	+1 speed token when rolling initiative
Pale blue	Rhomboid	+1 power token when rolling initiative
Pink and green	Sphere	+1 insight token when rolling initiative
Incandescent blue	Sphere	Freely convert power and speed tokens to insight tokens
Pink	Rhomboid	Freely convert speed and insight tokens to power tokens
Scarlet and blue	Sphere	Freely convert power and insight tokens to speed tokens
Dark blue	Rhomboid	Creature gains the Skill Focus (Perception) feat.
Vibrant purple	Prism	Stores three levels of spells, as a minor ring of spell storing
Iridescent	Spindle	Sustains creature without air
Pearly white	Spindle	Regenerate 1 point of ability damage per hour as a <i>ring of regeneration</i>
Pale green	Prism	+1 magic bonus to all skill checks and ability checks
Orange	Prism	Owner's spells are considered five levels higher for the purposes of resisting <i>dispel magic</i> and <i>break enchantment</i> .
Pale lavender	Ellipsoid	Can absorb spells of 4th level or lower. Owner must immediately spend 1 insight token per spell level absorbed.
Lavender and green	Ellipsoid	Can absorb spells of 8th level or lower. Owner must immediately spend 1 insight token per spell level absorbed.

CL 12th.

Iron Bands of Binding

When initially discovered, this very potent item appears to be a 3-inch-diameter rusty iron sphere with bandings on the globe.

When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and then contract to bind the target creature on a successful Dexterity attack versus the creature's Reflex defense. A single Large or smaller creature can be captured thus and held immobile until the command word is spoken to bring the bands into spherical form again. The creature can break (and ruin) the bands with a DC 30 Athletics check or escape them with a DC 30 Acrobatics check. Iron bands of binding are usable once per day.

CL 14th; *forceful hand*.

Iron Flask

These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane into the container on a successful Charisma-, Intelligence- or Wisdom-based attack versus the creature's Will defense. The range of this effect is 12 squares (60 feet). Only one creature at a time can be so contained. Loosing the stopper frees the captured creature.

The command word can be given only once per day.

If the individual freeing the captured creature speaks the command word, the creature can be forced to

serve for 1 hour. If freed without the command word, the creature acts according to its natural inclinations. (It usually attacks the user, unless it perceives a good reason not to.)

A newly discovered bottle might contain any of the following:

d%	Contents	d%	Contents
01-50	Empty	89	Glabrezu (demon)
51-54	Large air elemental	90	Succubus (demon)
55-58	Arrowhawk	91	Osyluth (devil)
59-62	Large earth elemental	92	Barbazu (devil)
63-66	Xorn	93	Erinyes (devil)
67-70	Large fire elemental	94	Cornugon (devil)
71-74	Salamander	95	Avoral (celestial)
75-78	Large water elemental	96	Ghaele (celestial)
79-82	Adult tojanida	97	Formian myrmarch
83-84	Chaos Beast	98	Arrowhawk, elder
85-86	Formian taskmaster	99	Rakshasa
87	Vrock (demon)	100	Balor (demon) or pit fiend (devil) —equal chance for either
88	Hezrou (demon)		

CL 20th; *trap the soul*.

Lantern of Revealing

This lantern operates as a normal hooded lantern. While it is lit, it also reveals all invisible creatures and objects within 5 squares of it, just like the spell *invisibility purge*.

CL 5th; *invisibility purge*.

Lens of Detection

This circular prism enables its user to detect minute details, granting a +5 magic bonus on Search checks. The lens is about 6 inches in diameter and set in a frame with a handle.

CL 12th; *true seeing*.

Lyre of Building

If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300 feet. This includes the effects of a *horn of blasting*, a *disintegrate* spell, or an attack from a ram or similar siege weapon. The lyre can be used in this way once per day, with the protection lasting for 30 minutes.

The lyre is also useful with respect to building. Once a week its strings can be strummed so as to

produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 30 minutes of playing is equal to the work of 100 humans laboring for three days. Each hour after the first, a character playing the lyre must make a DC 18 Perform check and have a Knowledge or Profession specialty that allows her to play a lyre. If it fails, she must stop and cannot play the lyre again for this purpose until a week has passed.

CL 6th; *fabricate*.

Mantle of Faith

This holy garment, worn over normal clothing, grants damage reduction 5/evil to the character wearing it.

CL 18th; creator must have the good subtype.

Mantle of Spell Resistance

This garment, worn over normal clothing or armor, grants the wearer a +1 magic bonus to saving throws.

CL 9th.

Manual of Bodily Health

This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Constitution score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CL 17th; *wish* or *miracle*.

Manual of Gainful Exercise

This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of manual) to her Strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CL 17th; *wish* or *miracle*.

Manual of Quickness of Action

This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Dexterity score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CL 17th; *wish* or *miracle*.

Marvelous Pigments

These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image. One pot of marvelous pigments is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface.

Only normal, inanimate objects can be created. Creatures can't be created. You must make an appropriate Craft specialty to fabricate articles requiring a high degree of craftsmanship. The pigments must be applied to a surface. It takes 10 minutes to depict an object with the pigments. Marvelous pigments cannot create magic items. Objects of value depicted by the pigments—precious metals, gems, jewelry, ivory, and so on—appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials. The user can create normal weapons, armor, and any other mundane item (including foodstuffs) whose value does not exceed 2,000 gp.

Items created are not magical; the effect is instantaneous.

CL 9th; *fabricate*.

Mask of the Skull

This ivory mask has been fashioned into the likeness of a human skull. Once per day, after it has been worn for at least 1 hour, the mask can be loosed to fly from the wearer's face. It travels up to 10 squares away from the wearer and attacks a target assigned to it. The grinning skull mask makes a Dexterity attack against the target. The target is affected if by a *finger of death* spell. After attacking (whether successful or not), the mask flies back to its user. The mask has AC 16, 10 hit points, and hardness 6.

CL 14th; *animate objects, finger of death, fly*.

Mattock of the Titans

This digging tool is 10 feet long. Any creature of at least Huge size can use it to loosen or tumble earth or earthen ramparts (a 10-foot cube every 10 minutes). It also smashes rock (a 10-foot cube per hour). If used as a weapon, it is the equivalent of a Gargantuan adamantine warhammer with a +3 enhancement, that deals 4d6 points of base damage.

CL 16th; *move earth*.

Maul of the Titans

This mallet is 8 feet long. If used as a weapon, it is the equivalent of a greatclub with a +3 enhancement that deals triple damage against inanimate objects. However, the wielder must have a Strength of at least 18 to wield it properly.

CL 15th; *forceful hand*.

Medallion of Thoughts

This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze,

copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell *detect thoughts*.

CL 5th; *detect thoughts*.

Mirror of Life Trapping

This crystal device is usually about 4 feet square and framed in metal or wood. It can be hung or placed on a surface and then activated by giving a command word. The same command word deactivates the mirror. A mirror of life trapping has fifteen nonspatial extradimensional compartments within it. Any creature coming within 6 squares (30 feet) of the device must make a Will save or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device always sees its own reflection. The probability of a creature seeing its reflection, and thus needing to make the saving throw, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it.

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs and undead are not trapped, nor are inanimate objects and other nonliving matter. A victim's equipment (including clothing and anything being carried) remains behind. If the mirror's owner knows the right command word, he can call the reflection of any creature trapped within to its surface and engage his powerless prisoner in conversation. Another command word frees the trapped creature. Each pair of command words is specific to each prisoner.

If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is broken, all victims currently trapped in it are freed.

CL 17th; *imprisonment*.

Mirror of Mental Prowess

This mirror resembles an ordinary looking glass 5 feet tall by 2 feet wide. The possessor who knows the proper commands can cause it to perform as follows:

- Read the thoughts of any creature reflected therein, as long as the owner is within 25 feet of the mirror, even if those thoughts are in an unknown language.
- View other places as if with *clairvoyance*, but vision extends even onto other planes if the viewer is sufficiently familiar with them.
- Use it as a portal to visit other places. The user first views the place with the *clairvoyance* function, then steps through the mirror to the place pictured. Others can follow her through the mirror if they like. An invisible portal remains on the other side where she arrives, and she can return through that portal. Once she returns, the portal closes. The portal closes on its own after 24 hours (trapping the user if she's still in the other place), and the user can also close it with a command word. Creatures with a passive Perception of 12 or higher will notice the portal if they are adjacent to it. Any creature who steps through the portal appears in front of the mirror.
- Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface (giving answers similar to those from the *legend lore* spell).

CL 17th; *detect thoughts*, *clairaudience/clairvoyance*, *gate*, *legend lore*.

Mirror of Opposition

This item resembles a normal mirror about 4 feet long and 3 feet wide. It can be hung or placed on a surface and then activated by speaking a command word. The same command word deactivates the mirror. If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and her items disappear completely. The mirror functions up to four times per day.

CL 15th; *clone*.

Necklace of Adaptation

This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as the *cloudkill* and *stinking cloud* spells, as well as inhaled poisons) and allowing him to breathe, even underwater or in a vacuum.

CL 7th; *alter self*.

Necklace of Fireballs

This device appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, all can see the strand as it really is—a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily detach and hurl one of them up to 10 squares (50 feet) as a standard action. When a sphere arrives at the end of its trajectory, it detonates as a *fireball* spell cast by the thrower that uses a Dexterity attack rather than Intelligence or Charisma.

Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage on a hit to those that deal 10d6. Only one sphere can be thrown at a time. However, the necklace's owner can choose to hurl the entire necklace at a target. When doing so, the range of the throw is reduced to 5 squares (25 feet).

Each necklace of fireballs contains a combination of spheres of various strengths. Some traditional combinations, designated types I through VII, are detailed below.

Necklace	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6
Type I	—	—	—	—	—	1	—	2	—
Type II	—	—	—	—	1	—	2	—	2
Type III	—	—	—	1	—	2	—	4	—
Type IV	—	—	1	—	2	—	2	—	4
Type V	—	1	—	2	—	2	—	2	—
Type VI	1	—	2	—	2	—	4	—	—
Type VII	1	2	—	2	—	2	—	2	—

If the necklace is being worn or carried by a character who is hit by a magical fire attack, she must

make a Reflex saving throw. On a failure, all the necklace's remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.

CL 10th; *fireball*.

Orb of Storms

This glass sphere is 8 inches in diameter. The possessor can call forth all manner of weather, even supernaturally destructive storms. Once per day she can call upon the orb to use a *control weather* spell, Once per month, she can conjure a *storm of vengeance*. The possessor of the orb is continually protected by an *endure elements* effect.

CL 18th; *control weather, endure elements, storm of vengeance*.

Pearl of Power

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters. Once per day on command, a pearl of power enables its possessor to recall any one spell that she has cast and can not currently cast again due to the spell's frequency. The spell becomes available to cast again, just as if it had not been cast. The maximum level of spell that can be recalled in this manner is equal to the level of the pearl. A caster can not use more than one pearl of power per day.

CL 1st; creator must be able to cast spells of the maximum level to that can be recalled.

Pearl of the Sirines

This normal-seeming pearl is beautiful and worth at least 1,000 gp on that basis alone. If it is clasped firmly in hand or held to the breast while the possessor attempts actions related to the pearl's powers, she understands and is able to employ the item.

The pearl enables its possessor to breathe in water as if she were in clean, fresh air. Her swim speed is 12 squares, and she can cast spells and act underwater without hindrance.

CL 8th; *freedom of movement, water breathing*.

Periapt of Health

The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases.

CL 5th; *remove disease*.

Periapt of Proof Against Poison

This item is a brilliant-cut black gem on a delicate silver chain. The wearer is immune to poison, although poisons still active when the periapt is first donned still run their course.

CL 5th; *neutralize poison*.

Periapt of Wisdom

Although it appears to be a normal pearl on a light chain, a periapt of wisdom adds a +3 magic bonus to

Wisdom-based skills. Furthermore, the wearer can freely convert power and speed tokens into insight tokens.

CL 8th; *owl's wisdom*.

Periapt of Wound Closure

This stone is bright red and dangles on a gold chain. The wearer of this periapt automatically becomes stable if his hit points drop below 0. The periapt also doubles the amount of hit points that the wearer gains from the Catch your Breath action.

CL 10th; *heal*.

Phylactery of Undead Turning

This item is a boon to any character with the Turn Undead feat, allowing him to affect up to four undead creatures without spending insight tokens. Affecting additional creatures requires 1 insight token each as per normal.

CL 10th; creator must have the Turn Undead feat.

Pipes of Haunting

This magic item appears to be a small set of pan pipes. When played by a person who has a Knowledge or Profession specialty that allows him to play the pipes and who succeeds on a DC 15 Perform check, the pipes create an eerie, spellbinding tune. Those within 6 squares (30 feet) who hear the tune are subject to a Charisma-based area-of-effect attack versus Will. On a hit, a target becomes frightened. Creatures with 6 or more Hit Dice are unaffected. Pipes of haunting can be sounded twice a day.

CL 4th; *fear*.

Pipes of Pain

These appear to be like any other standard set of pipes with nothing to reveal their true nature. When played by a person who has a Knowledge or Profession specialty that allows him to play the pipes and who succeeds on a DC 15 Perform check, the pipes create a wondrous melody. All within 6 squares (30 feet) are subject to a Charisma-based area-of-effect attack versus Will. On a hit, a target becomes **fascinated** by the sound. (This is a mind-affecting sonic compulsion.)

As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise. Unless a character is in a totally silent area, she takes 2d6 points of damage. For the remainder of the encounter, damage from sonic attacks is doubled. Thereafter, the least noise causes an affected character to become **shaken** (except when she is in a totally silent area). This hypersensitivity is a curse and therefore hard to remove (see the *bestow curse* spell).

CL 6th; *sound burst*, creator must have 5 ranks in the Perform skill and be able to play pipes.

Pipes of the Sewers

These wooden pipes appear ordinary, but if the possessor learns the proper tune (requiring a Knowledge specialty), he can attract 1d3 rat swarms if rats are within 400 feet. For each 50-foot

distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a DC 10 Perform check. Success means that they obey the piper's telepathic commands so long as he continues to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately. If they are called again within a day, the Perform check DC is 15.

If the rats are under the control of another creature, add the HD of the controller to the Perform check DC. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control.

CL 2nd; *charm animal, summon*.

Pipes of Sounding

When played by a character who has a Knowledge or Profession specialty that allows her to play the pipes, these pipes create a variety of sounds. The figment sounds are the equivalent of *ghost sound* spell.

CL 2nd; *ghost sound*.

Portable Hole

A portable hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium creature or two Small creatures for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each portable hole opens on its own particular nondimensional space. If a bag of holding is placed within a portable hole, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the portable hole and bag of holding being destroyed in the process.

CL 12th; *plane shift*.

Restorative Ointment

A jar of this unguent is 3 inches in diameter and 1 inch deep and contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize poison*). Applied to a diseased area, it removes disease (as *remove disease*). Rubbed on a wound, the ointment cures 1d8+5 points of damage (as *cure wounds*).

CL 5th; *cure light wounds, neutralize poison, remove disease*.

Ring Gates

These always come in pairs—two iron rings, each about 18 inches in diameter. The rings must be on

the same plane of existence and within 100 miles of each other to function. Whatever is put through one ring comes out the other, and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through and then retracted do not count.) This useful device allows for instantaneous transport of items or messages, and even attacks. A character can reach through to grab things near the other ring, or even stab a weapon through if so desired. Alternatively, a character could stick his head through to look around. A spellcaster could even cast a spell through a ring gate. A Small character can make a DC 13 Acrobatics check to slip through. Creatures of Tiny, Diminutive, or Fine size can pass through easily. Each ring has an "entry side" and an "exit side," both marked with appropriate symbols.

CL 17th; *gate*.

Robe of the Archmagi

This normal-appearing garment can be white, black or gray depending upon whether it has the good subtype, evil subtype or neither respectively. Its wearer, if an arcane spellcaster, gains the following powers.

- +8 armor bonus to AC.
- +2 magic bonus to saving throws
- +2 magic bonus to Will defense
- +5 bonus to effective level when using the dispel magic spell.

If a character dons a robe when he does not also possess the corresponding subtype, then he becomes unable to use tokens until he removes the robe. This restriction cannot be overcome in any way.

CL 14th; *mage armor* or *shield of faith*, creator must have the same alignment subtype as the robe.

Robe of Blending

When this robe is put on, the wearer intuitively knows that the garment has very special properties. A robe of blending enables its wearer to appear to be part of his surroundings. This allows him a +10 magic bonus on Stealth checks. The wearer can adopt the appearance of another creature, as with the veil spell, at will. All creatures acquainted with and friendly to the wearer see him normally.

CL 8th; *veil*.

Robe of Bones

This handy item functions much like a *robe of useful items* for the serious necromancer. It appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small embroidered figures representing undead creatures. Only the wearer of the robe can see the embroidery and recognize them for the creatures they become, and detach them. One figure can be detached each round as a standard action. Detaching a figure causes it to become an actual undead creature (see the list below). The skeleton or zombie is not under the control of the wearer of the robe, but may be subjected to control via a *command undead* spell or similar abilities. A newly created robe of bones always has two embroidered figures of each of the following undead:

- Small goblin skeleton

- Medium human commoner skeleton
- Medium wolf skeleton
- Small goblin zombie
- Medium human commoner zombie
- Medium wolf zombie

CL 6th; *animate dead*.

Robe of Eyes

This valuable garment appears to be a normal robe until it is put on. Its wearer is able to see in all directions at the same moment due to scores of visible, magical eyelike patterns that adorn the robe. She also gains darkvision.

The robe of eyes sees all forms of invisible or ethereal things within 120 feet.

The wearer of a robe of eyes gains a +10 magic bonus on Search checks and Perception checks. However, she is not able to avert her eyes or close her eyes when confronted by hazard that relies upon sight.

A light or continual flame spell cast directly on a robe of eyes causes it to be blinded for the duration of the encounter.

CL 11th; *true seeing*.

Robe of Scintillating Colors

Once per day, the robe can be activated as a standard action. This causes the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. This effect lasts until the end of the encounter and grants the wearer concealment (but not full concealment) versus sighted creatures. The effect also illuminates the area as per a *light* spell.

As long as the robe is activated, the wearer can use the robe to make an area-of-effect attack once per round as a swift action. This is a Charisma-, Intelligence- or Wisdom-based attack (wearer's choice) that affects all creatures in cube 7 centered on the wearer. On a hit, a target creature becomes **dazed**. The wearer is immune to this attack.

CL 7th; *blur, hypnotic pattern*.

Robe of Stars

This garment is typically black or dark blue and embroidered with small white or silver stars. The robe has three magical powers.

- It enables its wearer to travel physically to the Astral Plane, along with all that she is wearing or carrying.
- It gives its wearer a +1 luck bonus on all saving throws.
- Its wearer can use up to six of the embroidered stars on the chest portion of the robe as shuriken

with a +5 enhancement bonus. The robe grants its wearer proficiency with such weapons. Each shuriken disappears after it is used.

CL 15th; *magic missile*, *astral projection* or *plane shift*.

Robe of Useful Items

This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created robe of useful items always has two each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)
- Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- Pole (10-foot length)
- Hempen rope (50-foot coil)
- Sack

In addition, the robe has 4d4 other patches. Their nature varies greatly from robe to robe. Some examples of items the robe might contain include:

- Bag of 100 gold pieces
- Coffin, silver (6 in. by 6 in. by 1 ft.), 500 gp value
- Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side—must be placed upright, attaches and hinges itself)
- Gems, 10 (100 gp value each)
- Ladder, wooden (24 ft. long)
- Mule (with saddle bags)
- Pit, open (10 ft. by 10 ft. by 10 ft.)
- Potion of cure wounds (enhanced to 9th level)
- Rowboat (12 ft. long)
- Scroll of one randomly determined spell of 4th level or less
- War dogs, pair (treat as riding dogs)
- Window (2 ft. by 4 ft., up to 2 ft. deep — automatically installs itself into a wall)
- Portable ram

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

CL 9th; *fabricate*.

Robe of Useful Items, Greater

This robe functions identically to a robe of useful items. However, the owner can convert an item back into a patch and replace it on the robe. Items that are converted back into a patch do not recover from any damage incurred: a broken dagger is still broken; oil burnt in the lamp is still spent; a potion is still drunk; etc.

CL 12th; *fabricate* and *permanency*.

Rope of Climbing

A 60-foot-long rope of climbing is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command (a swift action), the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A rope of climbing can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied but lowers the DC of Athletics checks used to climb it by 10. A creature must hold one end of the rope when its magic is invoked.

CL 3rd; *animate rope*.

Rope of Entanglement

A rope of entanglement looks just like any other hempen rope about 30 feet long. Upon command, the rope lashes out to attack the nearest creature within 4 squares. This is a Charisma-, Intelligence-, or Wisdom-based attack against the target's Reflex defense. On a hit, the creature becomes **entangled**. Breaking free from the rope requires a DC 20 Athletics check or a DC 20 Acrobatics check as a move action.

The rope has AC 22, 12 hit points, and hardness 10, and it has damage reduction 5/slashing as well. The rope repairs damage to itself at a rate of 1 point per 5 minutes, but if a rope of entanglement is severed (all 12 hit points lost to damage), it is destroyed.

CL 3rd; *animate rope*, *entangle*.

Salve of Slipperiness

This substance provides a +20 magic bonus on all Acrobatics checks to escape any bonds, cage, entanglement or trap. This bonus also applies to Acrobatics checks to escape a grab, grapple or pin, meaning that it is almost impossible to grapple such a character or to tie or chain him up. In addition, such obstructions as webs (magical or otherwise) do not affect an anointed individual. Magic ropes and the like do not avail against this salve. If it is smeared on a floor or on steps, the area should be treated as a long-lasting *grease* spell. The salve requires 8 hours to wear off normally, or it can be wiped off with an alcohol solution (even wine).

Salve of slipperiness is needed to coat the inside of a container that is meant to hold sovereign glue (see below).

CL 6th; *grease*.

Scabbard of Keen Edges

This scabbard is fashioned from cured leather and fine silver. It can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a greatsword. Once per day on command, the scabbard casts *keen edge* on any blade placed within it.

CL 5th; *keen edge*.

Scarab of Protection

This device appears to be a silver medallion in the shape of a beetle. If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device.

The scarab's possessor gains a +3 magic bonus to saving throws. The scarab can also absorb energy-draining attacks, death effects, and negative energy effects. Upon absorbing twelve such attacks, the scarab turns to powder and is destroyed.

CL 18th; *death ward, resistance*.

Scarab, Golembane

This beetle-shaped pin enables its wearer to detect any golem, construct or animated object within 12 squares (60 feet), although he must concentrate in order for the detection to take place. A scarab enables its possessor to combat golems, constructs and animated objects with weapons, unarmed attacks, or natural weapons as if those golems had no damage reduction.

CL 8th; *detect magic*.

Shrouds of Disintegration

These burial wrappings look to be made of fine, embroidered materials. When a body is placed inside, a command word will turn it to dust. The magic of the shrouds is usable only once, after which the wrappings become ordinary, fine cloth.

CL 12th; *disintegrate*.

Silversheen

This substance can be applied to a weapon as a standard action. It will give the weapon the properties of alchemical silver for 24 hours. One vial will coat a single melee weapon or 20 units of ammunition.

CL 5th;

Slippers of Spider Climbing

When worn, a pair of these slippers enable movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. Her climb speed is 20 squares. Severely slippery surfaces—icy, oiled, or greased surfaces—make these slippers useless. The slippers can be used for 10 minutes per day, split up as the wearer chooses.

CL 4th; *spider climb*.

Sovereign Glue

This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only in a flask whose inside has been coated with 1 ounce of *salve of slipperiness*, and each time any of the bonding agent is poured from the flask, a new application of the salve of slipperiness must be put in the flask within 1 round to prevent the remaining glue from adhering to the side of the container. A flask of sovereign glue, when found, holds anywhere from 1 to 7 ounces of the stuff, with the other ounce of the flask's capacity taken up by the salve of slipperiness. One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes 1 round to set. If the objects are pulled apart (a swift action) before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, then attempting to separate the two bonded objects has no effect, except when universal solvent is applied to the bond. Sovereign glue is dissolved by universal solvent.

CL 18th; *make whole*.

Stone of Alarm

This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).

CL 3rd; *alarm*.

Stone of Controlling Earth Elementals

A stone of this nature is typically an oddly shaped bit of roughly polished rock.

The possessor of such a stone need but utter a few words of summoning (a standard action), and a Huge earth elemental appears adjacent to the summoner. In all ways the stone functions as the *summon* spell. (If sand or rough, unhewn stone is the summoning medium, the elemental that comes is Large instead.) Only one elemental can be summoned at a time. A new elemental requires a new patch of earth or stone, which cannot be accessed until after the first elemental is dispelled, dismissed, or slain.

CL 13th; *summon*.

Stone of Good Luck (Luckstone)

This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a +1 luck bonus on saving throws, ability checks, and skill checks.

CL 5th; *divine favor*.

Stone Horse

Each item of this nature appears to be a full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden and even to attack as if it were a real horse of the appropriate kind. A stone horse can carry 1,000 pounds tirelessly

and never needs to rest or feed.

There are two sorts of stone horses.

Courser

This item has the statistics of a heavy horse as well as having hardness 10.

Destrier

This item has the statistics of a heavy warhorse as well as having hardness 10.

CL 14th; *flesh to stone, animate objects*.

Stone Salve

This ointment has two uses. If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh as the *stone to flesh* spell. If an ounce of it is applied to the flesh of a nonpetrified creature, it protects the creature as a *stoneskin* spell. A full container of stone salve contains 4 ounces.

CL 11th; *flesh to stone, stoneskin*.

Strand of Prayer Beads

A strand of prayer beads always has at least one alignment subtype. It appears to be a normal string of prayer beads unless possessed by someone with the same subtype(s). Once that occurs, the owner instantly knows the powers of the prayer beads and how to activate them. Each strand includes two or more special beads, each with a different magic power.

Special Bead Type	Special Bead Ability
Bead of blessing	Wearer can cast <i>bless</i> .
Bead of healing	Wearer can cast <i>cure wounds</i> (at the highest level of enhancement that is not greater than the owner's level), <i>remove blindness/deafness</i> , or <i>remove disease</i> .
Bead of karma	Wearer's divine spells resist dispel magic and break enchantment as if they were 5 levels higher.
Bead of smiting	Wearer can cast one of the following as appropriate to the strand's alignment subtype: <i>chaos hammer</i> , <i>holy smite</i> , <i>order's wrath</i> , or <i>unholy blight</i> .
Bead of summons	Summons a powerful creature of appropriate alignment from the Outer Planes (an angel, devil, etc.) to aid the wearer for one day. If the wearer uses the bead of summons to summon a deity's emissary frivolously, the deity takes that character's items and places a geas/quest upon him as punishment in the very least.
Bead of wind walking	Wearer can cast <i>wind walk</i> .

A lesser strand of prayer beads has a bead of blessing and a bead of healing. A strand of prayer beads has a bead of healing, a bead of karma, and a bead of smiting. A greater strand of prayer beads has a bead of healing, a bead of karma, a bead of summons, and a bead of wind walking.

Each special bead can be used once per day, except for the bead of summons, which works only once and then becomes nonmagical. The owner need not hold or wear the strand of prayer beads in any specific location, as long as he carries it somewhere on his person. The power of a special bead is lost if it is removed from the strand.

CL 1st (blessing), 5th (healing), 7th (smiting), 9th (karma), 12th (wind walking), 18th (summons); the creator must be able to cast one of the following spells as appropriate to the type of strand: *bless, cure wounds, remove blindness/deafness, remove disease, gate, chaos hammer, holy smite, order's wrath, unholy blight, wind walk.*

Sustaining Spoon

This unremarkable eating utensil is typically fashioned from horn. If the spoon is placed in an empty container the vessel fills with a thick, pasty gruel. Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans.

CL 3rd; *create food and water.*

Tome of Clear Thought

This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to her Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Because the tome of clear thought provides an inherent bonus, the reader will earn extra skill points when she attains a new level.

CL 18th; *miracle or wish.*

Tome of Leadership and Influence

This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his Charisma score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CL 18th; *miracle or wish.*

Tome of Understanding

This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to her Wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CL 18th; *miracle or wish.*

Unguent of Timelessness

When applied to any matter that was once alive this ointment allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The unguent never wears off, although it can be magically removed (by dispelling the effect, for instance). One flask contains enough material to coat eight Medium or smaller objects. A Large object counts as two Medium objects, and a Huge object counts as two Large objects.

CL 3rd.

Universal Solvent

This substance has the unique property of being able to dissolve *sovereign glue* and *tanglefoot bags*. Applying the solvent is a standard action.

CL 18th; *disintegrate*.

Vest of Escape

Hidden within secret pockets of this simple silk vest are lockpicks and tools that provide a +4 competence bonus on Tinker checks. The vest also grants its wearer a +6 magic bonus on Acrobatics checks to escape bonds, cages, traps, entanglements, grabs, grapples and pins.

CL 4th; *knock, grease*.

Vestment, Druid's

This light garment is worn over normal clothing or armor. Most such vestments are green, embroidered with plant or animal motifs. When this item is worn by a character with a wild shape feat, the character can use that ability one additional time per encounter.

CL 8th; *polymorph* or a wild shape ability.

Well of Many Worlds

This strange, interdimensional device looks just like a portable hole. Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane (chosen randomly). If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just as a portable hole can be. Objects from the world the well touches can come through the opening just as easily as from the initiating place. (It is a two-way portal.)

CL 17th; *gate*.

Wind Fan

A wind fan appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. By uttering the command word, its possessor causes the fan to generate air movement duplicating a *gust of wind* spell. The fan can be used once per day with no risk. If it is used more frequently, there is a 20% cumulative chance per usage during that day that the device tears into useless, nonmagical tatters.

CL 5th; *gust of wind*.

Wings of Flying

A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower her to *fly* as the spell.

CL 10th; *fly*.