



7 MAGIC ITEMS



Come on, then,” Seltyiel called, arms spread. “Let’s see what you’ve got.” Seoni lifted her staff high and sent a blaze of light stabbing outward to illuminate the surrounding pack.

“Must you always provoke them?” she asked, but then the swirling wave of shadow surged and flowed forward to attack. Slashing canine forms manifested and disappeared faster than either of them could move, and it was all the pair could do to stand back to back and let the staff’s magical radiance shield them.

“Next time you want to examine a relic,” Seltyiel offered, “perhaps you could consider just paying the admission...”

MAGIC ITEMS

Beyond well-known magic items, from ubiquitous *potions of cure light wounds* to prized relics like *holy avengers*, stretch troves of legendary treasures, rare masterworks discovered in the depths of the deadliest dungeons or groundbreaking discoveries crafted by geniuses and madmen. This chapter reaches past the familiar items of the *Pathfinder RPG Core Rulebook*, revealing a wealth of magical masterpieces, some long renowned, others entirely new. GMs who wish to incorporate these new magical items should feel free to make these treasures just as pervasive and fundamental elements of their campaigns as those in the *Core Rulebook*.

With the exception of potions, scrolls, and wands, all the various types of magic items are presented in this chapter. The new spells presented in Chapter 5 are just as likely to be found brewed into potions, written upon scrolls, or empowering wands as those in the *Core Rulebook*, and might be discovered as such items following the same rules detailed in Chapter 15 of that book.

MAGIC ITEM DESCRIPTIONS

The following 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 Dexterity modifier in place of the -5 penalty.

Each of the following topics is covered in notational form as part of an item's description.

Aura: Most of the time, a *detect magic* spell reveals the school of magic associated with the magic item and the strength of the aura that the item emits. See the *detect magic* spell description for details.

Caster Level (CL): An item's caster level indicates its relative power. It also determines the item's saving throw bonus, as well as range or other level-dependent aspects of the item's powers (if variable). It also determines the level that must be contended with should the item come under the effect of a *dispel magic* spell or similar situation.

The creator's caster level must be as high as the item's caster level (and additional requirements may effectively put a higher minimum on the creator's level).

Slot: Most magic items can only be utilized if worn or wielded in their proper slots. If the item is stowed or placed elsewhere, it does not function. If the slot is listed as "none," the item functions while in the character's possession.

Price: This amount is the cost, in gold pieces, to purchase the item, if it is available for sale. Generally speaking, magic items can be sold by PCs for half this value.

Weight: This figure is the weight of the item. 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).

Description: This section of a magic item describes the item's powers and abilities.

Construction: With the exception of artifacts, most magic items can be built by a spellcaster with the appropriate feats and prerequisites. This section describes the requirements for and cost of creating a magic item.

Requirements: Certain requirements must be met in order for a character to create a magic item. These include feats, spells, and miscellaneous prerequisites such as level, alignment, and race or kind.

A required spell may be provided by a character who has prepared the spell (or who knows the spell, in the case of a spontaneous caster), or through the use of a spell completion or spell trigger magic item or a spell-like ability that produces the desired spell effect. For each day that passes in the creation process, the creator must expend one spell completion item or one charge from a spell trigger item if either of those objects is used to supply a requirement.

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 requirements. 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.

Cost: This figure is the cost in gold pieces to create the item. Generally this cost is equal to half the price of an item, but additional material components might increase this number. The cost to create the item includes the costs derived from the base cost plus the costs of the components.

NEW MAGIC ITEMS IN A CAMPAIGN

How pervasive a GM chooses to make the magic items in this chapter is entirely a matter of personal preference. There's no reason these new items need to be any rarer than those found in the *Core Rulebook*, and they can be integrated into a campaign just as easily. Alternatively, GMs interested in adding an unexpected element to their next encounter or treasure hoard might easily incorporate the properties and specific treasures presented here. As players tend to leaf through the magic item chapter of the *Core Rulebook* when outfitting their characters, many become quite familiar with the treasures and effects therein. Thus, incorporating any of the following items—especially those that draw upon features first presented elsewhere in this book, like new metamagic rods—allows a GM to surprise and intrigue even the most experienced players.

ARMOR

The following armor and shield properties add to those presented in the *Pathfinder RPG Core Rulebook*.

MAGIC ARMOR AND SHIELD ABILITY DESCRIPTIONS

A shield or suit of armor with a special ability must have at least a +1 enhancement bonus.

Champion: This armor property only works for good creatures with the challenge ability (such as cavaliers) or the smite evil ability (such as paladins, half-celestials, and creatures with the celestial creature template). When worn by such a creature that uses a challenge or smite ability, the wearer gains a +2 sacred bonus to AC against attacks from the chosen opponent.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *protection from evil* or *protection from good*; Price +1 bonus.

Dastard: This armor property only works for evil creatures with the challenge ability (such as cavaliers) or the smite good ability (such as antipaladins, half-fiends, and creatures with the fiendish creature template). When worn by such a creature that uses a challenge or smite ability, the wearer gains a +2 profane bonus to AC against attacks from the chosen opponent.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *protection from evil* or *protection from good*; Price +1 bonus.

Determination: A shield or armor with this property provides the ability to fight on against seemingly impossible odds. Once per day, when the owner reaches 0 or fewer hit points, the item automatically provides a *breath of life* spell.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *breath of life*; Price +30,000 gp.

Jousting: This suit of armor helps its wearer remain mounted and in control of his mount. The wearer gains a +5 competence bonus on Ride skill checks.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, creator must have 5 ranks in the Ride skill; Price +3,750 gp.

Righteous: Armor with this property is often engraved or enameled with religious symbols. On command once per day, the wearer can invoke an effect, as per the spell *righteous might*, lasting for 10 rounds. Righteous armor is always aligned toward good (positive energy), for the effects of *righteous might*. Righteous armor bestows one permanent negative level on any evil creature attempting to wear it. The negative level remains as long as the armor is worn and disappears when it is removed. This negative level cannot be overcome in any way (including by *restoration* spells) while the armor is worn.

TABLE 7-1: ARMOR SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Base Price Modifier
01–40	01–35	01–19	<i>Champion</i>	+1 bonus ¹
41–80	36–66	20–37	<i>Dastard</i>	+1 bonus ¹
81–99	67–70	38–39	<i>Jousting</i>	+3,750 gp
—	71–83	40–61	<i>Righteous</i>	+27,000 gp
—	84–96	62–80	<i>Unrighteous</i>	+27,000 gp
—	97–99	81–90	Determination	+30,000 gp
100	100	91–100	Roll again twice ²	—

¹ Add to enhancement bonus on Table 15–3 in the *Pathfinder RPG Core Rulebook* to determine total market price.

² If you roll a special ability twice, only one counts.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *righteous might*; Cost +27,000 gp.

Unrighteous: This armor is often sculpted with unholy symbols. On command once per day, the wearer can invoke an effect, as per the spell *righteous might*, lasting for 10 rounds. *Unrighteous* armor is always aligned toward evil (negative energy), for the effects of *righteous might*. *Unrighteous* armor bestows one permanent negative level on any good creature attempting to wear it. The negative level remains as long as the armor is worn and disappears when it is removed. This negative level cannot be overcome in any way (including by *restoration* spells) while the armor is worn.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *righteous might*; Cost +27,000 gp.

SPECIFIC ARMORS

ARMOR OF INSULTS

Aura moderate enchantment; CL 7th

Slot armor; **Price** 16,175 gp; **Weight** 20 lbs.

DESCRIPTION

Each metal bit of this suit of +1 *studded leather* looks more like a tiny sneering face than a simple stud. Once per day the wearer of the armor may command the mouths to unleash a torrent of verbal abuse directed against every hostile creature within 60 feet who can see and hear the wearer. Each such creature must make a DC 16 Will saving throw to avoid suffering an overwhelming compulsion to attack the wearer for the next 7 rounds. If the creature is unable to attack the wearer on its next turn, or attacking the wearer would put the creature at risk (moving through a threatened square, charging into a pit, and so on) it can act normally that turn. This is a mind-affecting sonic effect, and has no effect on creatures that do not use a spoken language.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *confusion*;
Cost 7,675 gp

TABLE 7-2: SPECIFIC ARMORS

Medium	Major	Specific Armor	Market Price
01–20	01–02	Mistmail	2,250 gp
21–35	03–05	Soothsayer's raiment	10,300 gp
36–50	06	Boneless leather	12,160 gp
51–65	07	Murderer's blackcloth	12,405 gp
66–90	08–12	Folding plate	12,650 gp
91–100	13–27	Armor of insults	16,175 gp
—	28–42	Buccaneer's breastplate	23,850 gp
—	43–49	Forsaken banded mail	25,400 gp
—	50–61	Giant-hide armor (ogre)	39,165 gp
—	62–71	Giant-hide armor (hill giant)	46,665 gp
—	72–81	Giant-hide armor (stone giant)	54,165 gp
—	82–86	Giant-hide armor (fire giant)	54,165 gp
—	87–91	Giant-hide armor (frost giant)	54,165 gp
—	92–96	Giant-hide armor (troll)	59,165 gp
—	97	Giant-hide armor (cloud giant)	69,165 gp
—	98	Giant-hide armor (storm giant)	76,665 gp
—	99–100	Daystar half-plate	81,250 gp

BONELESS LEATHER

Aura faint transmutation; **CL** 3rd
Slot armor; **Price** 12,160 gp; **Weight** 15 lbs.

DESCRIPTION

This suit of +1 *leather* gives its wearer the ability to twist and contort his body in virtually any direction. He gains a +5 bonus on Escape Artist checks, a +5 bonus on Acrobatics checks to reduce damage from falls, a +5 bonus to CMD, and DR 5/piercing or slashing.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *alter self*, creator must have 5 ranks in the Acrobatics and Escape Artist skills;
Cost 6,160 gp

BUCCANEER'S BREASTPLATE

Aura moderate transmutation; **CL** 9th
Slot armor; **Price** 23,850 gp; **Weight** 30 lbs.

DESCRIPTION

This +1 *breastplate* is made of bluish metal and decorated with wave motifs. It allows the wearer to continually utilize the effects of the spell *water walk*. If a creature puts on the armor while underwater, the wearer is borne toward the surface at a rate of 60 feet per round.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *water walk*;
Cost 12,100 gp

DAYSTAR HALF-PLATE

Aura strong evocation; **CL** 15th
Slot armor; **Price** 81,250 gp; **Weight** 50 lbs.

DESCRIPTION

The silvery sheen of this +1 *half-plate* causes it to sparkle in

even the faintest light. At will, the wearer can command it to shine with a *daylight* spell for 10 minutes. Once per day, the wearer can command it to shine as per the *sunburst* spell.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *daylight*, *sunburst*;
Cost 41,000 gp

FOLDING PLATE

Aura moderate conjuration (summoning); **CL** 10th
Slot neck (brooch) or armor (unfolded); **Price** 12,650 gp;
Weight — (brooch), 50 lbs. (armor)

DESCRIPTION

This item normally looks like a heavy steel brooch or cloak clasp, often depicting a heavy helm or sturdy shield. On command, the brooch transforms in a clatter of metallic plates and panels to instantly cover the wearer in a complete suit of +1 *full plate*, with the design of the brooch displayed on the armor's breastplate. The same command word causes the armor to transform into the brooch. The brooch only transforms if the wearer's armor slot is unoccupied, thus it won't work if the wearer is already armored.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *instant summons*;
Cost 7,650 gp

FORSAKEN BANDED MAIL

Aura moderate evocation; **CL** 11th
Slot armor; **Price** 25,400 gp; **Weight** 35 lbs.

DESCRIPTION

Every inch of this suit of +1 *banded mail* bears a defaced holy symbol or a design equally offensive to one or more gods and their servants. The wearer of the armor cannot cast divine spells or use any spell-like supernatural ability gained from a connection to a deity. The wearer gains SR 19 against any divine-origin spell, spell-like ability, or supernatural ability (such as a domain granted power or ability from an outsider serving a deity), and treats the armor's enhancement bonus as +2 higher against creatures with these abilities.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, creator cannot be a divine spellcaster; **Cost** 12,900 gp

GIANT-HIDE ARMOR

Aura strong transmutation; **CL** 15th
Slot armor; **Price** 39,165 gp (ogre), 46,665 gp (hill giant), 59,165 gp (troll), 54,165 gp (stone, fire, or frost giant), 69,165 gp (cloud giant), 76,665 gp (storm giant); **Weight** 25 lbs.

DESCRIPTION

This drooping, many-folded suit of +3 *hide armor* is made from the tanned skin of an actual giant. Once per day on command, the wearer can grow to match the size of the appropriate giant, as if using *giant form I* (ogre, troll, hill giant, stone giant, fire giant, or frost giant) or *giant form II* (cloud giant or storm



DAYSTAR HALF-PLATE



FORSAKEN BANDED MAIL



GIANT-HIDE MAIL



SOOTHSAYER'S RAIMENT



ARMOR OF INSULTS



MISTMAIL



FORTRESS SHIELD



BUCCANEER'S BREASTPLATE

giant). This transformation lasts up to 15 minutes, and ends when the wearer commands. Most good folk consider wearing the skins of intelligent creatures to be abhorrent. Giants gain a +2 morale bonus on attack and damage rolls against the wearer, or +4 if the wearer's armor is made from the same kind of giant as the attacker.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *giant form I* (ogre, troll, hill giant, stone giant, fire giant, or frost giant) or *giant form II* (cloud giant or storm giant); **Cost** 19,660 gp (ogre), 23,415 gp (hill giant), 29,665 gp (troll), 27,165 gp (stone, fire, or frost giant), 34,665 gp (cloud giant), 38,415 gp (storm giant)

MISTMAIL

Aura faint conjuration; **CL** 3rd
Slot armor; **Price** 2,250 gp; **Weight** 25 lbs.

DESCRIPTION

The fine links of this +1 *chain shirt* form a pattern of roiling clouds. On command once per day, the wearer can transform it into thick fog that fills his space and provides concealment (20% miss chance). This mist moves with the character. Effects

that disperse the mist or destroy it cause the armor to reform into its solid shape on the character's body, as does speaking the command word or entering a place where the fog-magic doesn't function (such as underwater). If the character tries to don another suit of armor while the *mistmail* is in fog form, it reforms at the character's feet.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *obscuring mist*;
Cost 1,250 gp

MURDERER'S BLACKCLOTH

Aura moderate necromancy; **CL** 9th
Slot armor; **Price** 12,405 gp; **Weight** 10 lbs.

DESCRIPTION

This silk +1 *shadow padded armor* is as dark as night and stitched with thread the color of dried blood. When worn by a rogue with the bleed talent, it increases the bleed damage of the rogue's sneak attacks by +1.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bleed*, *invisibility*, *silence*; **Cost** 6,280 gp

SOOTHSAYER'S RAIMENT

Aura faint divination; **CL** 5th
Slot armor; **Price** 10,300 gp; **Weight** 40 lbs.

DESCRIPTION

This +1 *chainmail* is attuned to a particular oracular mystery and contains a revelation associated with that mystery (see the oracle class description). While wearing the armor, an oracle has access to that revelation and may use it as if she had it as a normal class feature. The oracle must have the appropriate mystery to use the armor; for example, a *soothsayer's raiment (battlecry)* is only usable by an oracle of battle. If the wearer already has that revelation and the revelation gives an ability with a limited number of uses per day, the oracle can use that ability one additional time per day. This ability has no effect if worn by a non-oracle.

For divination spells with a percentage-based chance of success (such as *augury* and *divination*), the wearer's chance increases by +5.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *augury*, creator must be an oracle with the desired revelation; **Cost** 5,300 gp

SPECIFIC SHIELDS

TABLE 7-3: SPECIFIC SHIELDS

Major	Specific Armor	Market Price
01-50	<i>Battlement shield</i>	16,180 gp
51-100	<i>Fortress shield</i>	19,180 gp

BATTELEMENT SHIELD

Aura moderate conjuration; **CL** 9th
Slot shield; **Price** 16,180 gp; **Weight** 45 lbs.

DESCRIPTION

Once per day on command, this +2 *tower shield* can transform into a solid, 10-foot by 10-foot by 1-foot wall of masonry with a battlement on top and an arrow slit in each 5-foot length. The wall acts as cover just like any physical wall. The wielder can touch the wall with one hand and command it to revert to a tower shield either resting on the ground and balanced against his hand or strapped to his arm in the normal fashion. The wall has all the characteristics of any other foot-thick wall of masonry (hardness 8, 90 hit points, break DC of 35). Attacks sufficient to destroy the wall cause it to immediately transform back into a shield, which loses half its hit points and gains the broken condition. The shield remains in wall form until destroyed or commanded to return to shield form. The wall cannot appear in a space too small to accommodate it.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *wall of stone*; **Cost** 8,180 gp

FORTRESS SHIELD

Aura moderate conjuration; **CL** 11th
Slot shield; **Price** 19,180 gp; **Weight** 45 lbs.

DESCRIPTION

The wearer of this +1 *tower shield* may, as a full-round action, transform the shield into a 1-inch thick cube of iron that springs into being around him, completely enclosing his space. The cube has hardness 10 and 30 hit points per side. This cube grants the wearer total cover against everything outside the cube, including (as it is perfectly sealed) swarms and gas attacks. The inside of the cube is dark, and air cannot get in or out so the wearer must hold his breath starting on the third round after activating the cube. Attacks sufficient to destroy one side of the cube cause it to immediately transform back into a shield, which loses half its hit points and gains the broken condition. Otherwise, the cube reverts to shield form upon command, if the wearer moves from his current space, or the wearer falls unconscious or dies.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *wall of iron*; **Cost** 9,680 gp

WEAPONS

The following armor and shield properties add to those presented in the *Pathfinder RPG Core Rulebook*.

MAGIC WEAPON SPECIAL ABILITY DESCRIPTIONS

A weapon with a special ability must have at least a +1 enhancement bonus.

Allying: An *allying weapon* allows the wielder to transfer some or all of the weapon's enhancement bonus to one weapon being used by an ally of the wielder. The wielder must have line of sight to the intended ally. As a free action, at the start of her turn before using her weapon, the wielder chooses how to allocate her weapon's enhancement bonus. The bonus to the ally's weapon lasts until the *allying weapon's* wielder's next turn. The enhancement bonus from the *allying weapon* does not stack with the enhancement bonus on the ally's weapon (if any).

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *magic weapon*; Price +1 bonus.

Conductive: A conductive weapon is able to channel the energy of a spell-like or supernatural ability that relies on a melee or ranged touch attack to hit its target (such as from a cleric's domain granted power, sorcerer's bloodline power, oracle's mystery revelation, or wizard's arcane school power). When the wielder makes a successful attack of the appropriate type, he may choose to expend two uses of his magical ability to channel it through the weapon to the struck opponent, who takes the effects of the weapon attack and the special ability. (If the wielder has unlimited uses of a special ability, he may channel through the weapon every round.) For



example, a paladin who strikes an undead opponent with her *conductive greatsword* can expend two uses of lay on hands ability (a supernatural melee touch attack) to deal greatsword damage and damage from one use of her lay on hands. This weapon property can only be used once per round, and only works with magical abilities of the same type as the weapon (melee or ranged).

Moderate necromancy; CL 8th; Craft Magic Arms and Armor, *spectral hand*; Price +1 bonus.

Corrosive: Upon command, a *corrosive weapon* becomes slick with acid that deals an extra 1d6 points of acid damage on a successful hit. The acid does not harm the wielder. The effect remains until another command is given.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *acid arrow*; Price +1 bonus.

Corrosive Burst: A corrosive burst weapon functions as a corrosive weapon that explodes with acid upon striking a successful critical hit. The acid does not harm the wielder. In addition to the extra acid damage from the corrosive ability, a *corrosive burst weapon* deals an extra 1d10 points of acid damage on a successful critical hit. If the weapon's critical modifier is $\times 3$, add an extra 2d10

points of acid damage instead, and if the modifier is $\times 4$, add an extra 3d10 points.

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

Moderate evocation; CL 12th; Craft Magic Arms and Armor, *acid arrow*; Price +2 bonus.

Cunning: This special ability allows a weapon to find chinks in a foe's defenses using the wielder's knowledge of the target. Whenever the weapon's attack is a critical threat, the wielder gains a +2 bonus on the confirmation roll if she has 5 or more ranks in the Knowledge skill related to the target's creature type (such as Knowledge [planes] for an outsider opponent).

Moderate divination; CL 6th; Craft Magic Arms and Armor, *true strike*; Price +1 bonus.

Dueling: This ability can only be placed on a melee weapon. A dueling weapon (which must be a weapon that can be used with the Weapon Finesse feat) gives the wielder a +4 enhancement bonus on initiative checks, provided the weapon is drawn and in hand when the Initiative check is made. It provides a +2 bonus on disarm checks and feint checks, a +2 bonus to CMD to resist

TABLE 7-4: MELEE WEAPON SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Base Price Modifier ¹
01-12	01-04	01-03	<i>Allying</i>	+1 bonus
13-24	05-12	04-08	<i>Conductive</i>	+1 bonus
25-36	13-22	09-20	<i>Corrosive</i>	+1 bonus
37-48	23-32	21-29	<i>Cunning</i>	+1 bonus
49-58	33-40	30-38	<i>Furious</i>	+1 bonus
59-70	41-49	39-47	<i>Grayflame</i>	+1 bonus
71-77	50-58	48-56	<i>Huntsman</i>	+1 bonus
78-84	59-67	57-65	<i>Jurist</i>	+1 bonus
85-99	68-74	66-74	<i>Menacing</i>	+1 bonus
—	75-82	75-81	<i>Corrosive burst</i>	+2 bonus
—	83-89	82-85	<i>Dueling</i>	+14,000 gp
—	90-95	86-90	<i>Transformative</i>	+10,000 gp
100	96-100	91-100	Roll again twice ²	—

¹ Add to the enhancement bonus on Table 15-8: Weapons in the *Pathfinder RPG Core Rulebook* to determine total market price.

² Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

TABLE 7-5: RANGED WEAPON SPECIAL ABILITIES

Minor	Medium	Major	Special Ability	Base Price Modifier ¹
01-15	01-14	01-13	<i>Allying</i>	+1 bonus
16-30	15-28	14-26	<i>Conductive</i>	+1 bonus
31-48	29-48	27-42	<i>Corrosive²</i>	+1 bonus
49-60	49-58	43-56	<i>Cunning</i>	+1 bonus
61-72	59-69	57-65	<i>Huntsman</i>	+1 bonus
73-94	70-91	66-87	<i>Jurist</i>	+1 bonus
95-99	92-95	88-90	<i>Corrosive burst</i>	+1 bonus
100	96-100	91-100	Roll again twice ³	—

¹ Add to enhancement bonus on Table 15-8: Weapons in the *Pathfinder RPG Core Rulebook* to determine total market price.

² Bows, crossbows, and slings crafted with this ability bestow this power upon their ammunition.

³ Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

disarm attempts, and a +2 to the DC to perform a feint against the wielder.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *cat's grace*; Price +14,000 gp.

Furious: This ability can only be placed on a melee weapon. A *furious weapon* serves as a focus for its wielder's

anger. When the wielder is raging or under the effect of a *rage* spell, the weapon's enhancement bonus is +2 better than normal. If the wielder has a rage power that gives a skill bonus while raging (such as raging climber, raging leaper, or raging swimmer), the wielder gains an enhancement bonus to that skill whenever the weapon is wielded or held in hand, even when not raging; this bonus is equal to the enhancement bonus of the weapon (including the +2 when the wielder is raging).

Moderate enchantment (compulsion); CL 8th; Craft Magic Arms and Armor, *rage*; Price +1 bonus.

Grayflame: This weapon responds to channeled positive or negative energy. When the wielder spends a swift action to channel energy through the weapon, it ignites with a strange gray flame that sheds light as a torch, increases the weapon's enhancement bonus by +1, and deals +1d6 damage (as the divine power from *flame strike*) to creatures struck by the weapon. This flame lasts for 1 round for every d6 damage or healing the channeling normally provides. When charged with positive energy, the flame is a silvery gray, good creatures are immune to the weapon's extra damage, and the weapon counts as a good and silver weapon for the purpose of bypassing damage reduction. When charged with negative energy, the flame is an ashen gray, evil creatures are immune to the weapon's extra damage, and the weapon counts as an evil and cold iron weapon for the purpose of bypassing damage reduction.

Moderate transmutation; CL 6th; Craft Magic Arms and Armor, Channel Smite, *align weapon*; Price +1 bonus.

Huntsman: A huntsman weapon helps its wielder locate and capture quarry. When the weapon is held in hand, the wielder gains an enhancement bonus on Survival checks made to track any creature the weapon has damaged in the past day. It deals +1d6 damage to creatures the wielder has tracked with Survival in the past day.

Moderate divination; CL 7th; Craft Magic Arms and Armor, *detect animals or plants*; Price +1 bonus.

Jurist: When an inquisitor wielder uses her judgment class ability, this weapon grants her an enhancement bonus on her Perception checks and CMD. The bonus is +1 on the first round of her judgment, and increases by +1 each round, to a maximum of +3 on the third and following rounds.

Moderate transmutation; CL 4th; Craft Magic Arms and Armor, *owl's wisdom*; Price +1 bonus.

Menacing: This ability can only be placed on a melee weapon. This weapon property helps allies deal with flanked foes. When the wielder is adjacent to a creature that is being flanked by an ally, the flanking bonus on attack rolls for all flanking allies increases by +2. This ability works even if the wielder is not one of the characters flanking the creature.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *phantasmal killer*; Price +1 bonus.

Transformative: This ability can only be placed on a melee weapon. A *transformative weapon* alters its shape at its wielder's command, becoming any other melee weapon of the same general shape and handedness; the weapon's categorization as simple, martial, or exotic is irrelevant. For example, a Medium *transformative longsword* can take the shape of any other Medium one-handed melee weapon, such as a scimitar, flail, or trident, but not a Medium light or two-handed melee weapon (such as a Medium short sword or a Medium greatsword). It can even take the shape of comparable weapons of different size categories. For example, a Small greatsword is a two-handed slashing weapon for a Small character, but is a one-handed slashing weapon for a Medium character, which is very similar to a Medium longsword; a Small *transformative greatsword* can become an actual Medium longsword, usable by a Medium creature without the -2 penalty for using a weapon of the wrong size. The weapon retains all of its abilities, including enhancement bonuses and weapon properties, except those prohibited by its current shape. For example, a *keen transformative weapon* functions normally in the form of a piercing or slashing weapon, but cannot use the *keen* property when in the shape of a bludgeoning weapon. When unattended, the weapon reverts to its true shape.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *major creation*; Price +10,000 gp.

SPECIFIC WEAPONS

BEASTSTRIKE CLUB

Aura moderate transmutation; **CL** 6th
Slot none; **Price** 7,300 gp; **Weight** 3 lbs.

DESCRIPTION

This +1 *club* is often decorated with large teeth and carved with stylized images of different animals. As a standard action, the wielder may transform the club into the head or limb of an animal; the weapon's damage does not change but the type of damage changes to suit the shape of the club: bite (piercing), claw (slashing), gore (piercing), slam (bludgeoning), sting (piercing), or talon (slashing). When transformed, the club counts as a natural weapon and a manufactured weapon for the purpose of spells and effects that enhance or improve either manufactured or natural weapons. The club also counts as the natural weapon of its current shape for the purpose of feats and spells that rely on specific natural weapons, such as Weapon Focus (bite) or the *bloody claws* spell (see page 206). If the wielder has the wild shape ability, she can expend one use of wild shape to increase the weapon's damage by one step (see *Pathfinder RPG Core Rulebook* page 145) for the duration of that wild shape as long as the druid

TABLE 7-6: SPECIFIC WEAPONS

Minor	Medium	Major	Specific Weapon	Market Price
01-35	—	—	Dustburst bullet	196 gp
36-70	—	—	Tangle bolt	226 gp
71-80	01-7	—	Searing arrow	1,516 gp
81-90	08-14	—	Sizzling arrow	1,516 gp
91-100	15-26	—	Lance of jousting	4,310 gp
—	27-41	—	Boulderhead mace	6,812 gp
—	42-53	—	Beaststrike club	7,300 gp
—	54-60	01-04	Trident of stability	9,815 gp
—	61-70	05-20	Blade of binding	12,350 gp
—	71-79	21-37	Shieldsplitter lance	18,310 gp
—	80-87	38-62	Ricochet hammer	20,301 gp
—	88-95	63-82	Sparkwake starknife	21,324 gp
—	96-100	83-88	Undercutting axe	23,310 gp
—	—	89-94	Spirit blade	48,502 gp
—	—	95-100	Guarding blade	65,310 gp

remains in contact with the weapon; if the wielder can wild shape at will, the club's damage is always increased in this fashion. If unattended, the club reverts to its normal shape.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *shillelagh*;
Cost 3,800 gp

BLADE OF BINDING

Aura faint conjuration; **CL** 3rd
Slot none; **Price** 12,350 gp; **Weight** 8 lbs.

DESCRIPTION

This +1 *greatsword* is decorated with a chain motif. On a successful hit with the sword against a creature of the wielder's size or smaller creature, the wielder can attempt to start a grapple as a free action that doesn't provoke an attack of opportunity. If the wielder succeeds at the grapple, the sword blade transforms into a metal chain and wraps around the target, giving the wielder a +5 bonus on further grapple checks against the target. If the target escapes the grapple or the wielder decides to release the target from the grapple, the chain reverts to sword form (with the wielder holding the handle).

The wielder can also let go of the chain's handle while grappling or pinning the target; if so, the chain remains in place and the target gains the entangled condition (Escape Artist DC 20 to slip free, break DC 28, hardness 10, 10 hit points, concentration DC 17 to cast spells while entangled). Another creature can grab the chain's handle as a standard action and will it to revert to sword form as a swift action, which releases the bound creature. If the chain is destroyed, it reverts to sword form and the weapon gains the broken condition.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *animate rope*;
Cost 6,350 gp

BOULDERHEAD MACE

Aura moderate transmutation; **CL** 9th
Slot none; **Price** 6,812 gp; **Weight** 8 lbs.

DESCRIPTION

The head of this +1 *heavy mace* is made from a single piece of roughly spherical granite. Once per day the wielder can command the mace to release this head, which grows to the size of a Large boulder and rolls quickly in a direction the wielder specifies. The boulder rolls in a straight line up to 60 feet, trampling everything in its path for 3d8+5 damage (Reflex half DC 19). The boulder collapses into rubble and dust at the end of its path or if it encounters an obstacle it cannot break through or roll over, creating a 10-foot-square area of difficult terrain. A new stone mace-head grows on the weapon's haft over the next 24 hours, and it is unusable as a weapon until the head regrows.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *wall of stone*;
Cost 3,652 gp

DUSTBURST BULLET

Aura faint conjuration; **CL** 5th
Slot none; **Price** 196 gp; **Weight** 1/2 lb.

DESCRIPTION

This gritty and irregular +1 *sling bullet* explodes into a cloud of choking dust when it successfully strikes its target. This fills a 5-foot cube and follows the target for 1d6 rounds before dispersing. Any creature ending its turn in the cloud must make a DC 13 Fortitude save or be sickened and blinded for 1 round.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *stinking cloud*;
Cost 98 gp

GUARDING BLADE

Aura moderate transmutation; **CL** 15th
Slot none; **Price** 65,310 gp; **Weight** 2 lbs.

DESCRIPTION

This +1 *dancing short sword* automatically rises up to defend a fallen or sleeping wielder. To trigger the sword's activation, the wielder must fall unconscious or die while wielding the weapon or holding it in hand. Thereafter, should any creature other than an ally of the wielder attempt to touch or strike him with melee attacks, the sword attacks that creature for up to 4 rounds. After 4 rounds, the weapon drops in the wielder's square. Unless the *guarding blade* is an intelligent item, it lacks the wits to make decisions about which is the best opponent to attack, and when confronted by multiple opponents attacking the wielder it tends to select a random target each round.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *animate objects*, *mage's faithful hound*; **Cost** 32,810 gp

LANCE OF JOUSTING

Aura faint evocation; **CL** 5th
Slot none; **Price** 4,310 gp; **Weight** 10 lbs.

DESCRIPTION

This ornately designed +1 *lance* streams with ribbons and small favors, allowing a wielder to more effectively knock an opponent from his mount. A successful hit with a *lance of jousting* on a mounted opponent forces the target to make a Ride check (DC 10 + damage dealt) to avoid being knocked from the saddle. Although used in combat to remove a mounted foe's advantage, use of a *lance of jousting* in a tournament or similar contest is generally considered a dishonorable form of cheating.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bull's strength*;
Cost 2,105 gp

RICOCHET HAMMER

Aura moderate transmutation; **CL** 7th
Slot none; **Price** 20,301 gp; **Weight** 2 lbs.

DESCRIPTION

This +1 *returning light hammer* can strike multiple foes with a single throw. If the wielder has multiple attacks from a high base attack bonus, he may throw the hammer so it rebounds off the first target to strike at a second target, and so on for each of the wielder's additional attacks. The distance to each target adds to the total range of the weapon, and range penalties apply. For example, a 6th-level dwarf fighter can throw the hammer using his +6 BAB at a target 20 feet away (within one range increment, no range penalty); if it hits, he ricochets it to a second target 40 feet away from the first target (within three range increments for a -4 range penalty). The hammer can only ricochet if it successfully hits a target; if it misses, it stops ricocheting and has no further attacks that round, and returns as normal for a weapon with the *returning* property. Because ricocheting attacks are treated as separate attacks, modifiers that only apply to one attack roll (such as *true strike*) only apply to the first attack and not the others. The ricochet attacks count as the wielder's additional attacks for that round.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *telekinesis*;
Cost 10,301 gp

SHIELDSPLITTER LANCE

Aura moderate evocation; **CL** 10th
Slot none; **Price** 18,310; **Weight** 10 lbs.

DESCRIPTION

This +1 *keen lance* has the ability to penetrate and destroy shields. Whenever its wielder uses it to successfully strike an opponent who carries a shield, the opponent's shield takes the same damage as the opponent. If the wielder uses the lance to make a sunder attack against a shield, it bypasses the shield's hardness.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *keen edge, shatter*;
Cost 9,310 gp

SEARING ARROW

Aura moderate evocation; **CL** 9th
Slot none; **Price** 1,516 gp; **Weight** —

DESCRIPTION

This +1 *flaming arrow* continues to burn its target each round, dealing 1d6 fire damage on the attacker's turn for the next 3 rounds. Removing the arrow requires a DC 10 Heal check and prevents any further damage from the arrow (the DC increases to 15 if the target tries to remove the arrow from himself). Removing the arrow destroys it, and it burns up once the 3 rounds pass.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *flame blade, flame strike, or fireball*; **Cost** 758 gp

SIZZLING ARROW

Aura moderate evocation; **CL** 9th
Slot none; **Price** 1,516 gp; **Weight** —

DESCRIPTION

This +1 *corrosive arrow* continues to leak acid onto its target each round, dealing 1d6 acid damage on the attacker's turn for the next 3 rounds. Removing the arrow is a DC 10 Heal check and prevents any further damage from the arrow (the DC increases to 15 if the target tries to remove the arrow from himself). Removing the arrow destroys it, and it dissolves up once the 3 rounds pass.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *acid arrow*;
Cost 758 gp

SPARKWAKE STARKNIFE

Aura moderate evocation; **CL** 8th
Slot none; **Price** 21,324 gp; **Weight** 3 lbs.

DESCRIPTION

A faint trail of sparks marks the passage of this +1 *shock starknife* whenever it is thrown. Once per day its wielder may throw it so it transforms into an 8d6 *lightning bolt* (Reflex DC 14 half), returning to its physical form at the end of the bolt's path.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *lightning bolt*;
Cost 10,824 gp

SPIRIT BLADE

Aura moderate abjuration; **CL** 10th
Slot none; **Price** 48,502 gp; **Weight** 1 lbs.

DESCRIPTION

This almost transparently thin weapon is often decorated with strange faces and swirling mist. In addition to being a +3 *ghost touch dagger*, it can cast *dispel magic* once per day.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *dispel magic, plane shift*, creator must be 9th level; **Cost** 24,402 gp

TANGLE BOLT

Aura strong conjuration; **CL** 12th
Slot none; **Price** 226 gp; **Weight** —

DESCRIPTION

Often etched with images of spider webs or swampy vines, this sickly green +1 *seeking bolt* transforms into sticky goo when it hits, entangling its target and becoming tough and resilient upon exposure to air. In addition to the bolt damage, the target is entangled as if it had been hit by a tanglefoot bag.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *true seeing* and *web* or creator must have 5 ranks in Craft (alchemy);
Cost 113 gp

TRIDENT OF STABILITY

Aura faint transmutation; **CL** 3rd
Slot none; **Price** 9,815 gp; **Weight** 4 lbs.

DESCRIPTION

The base of this sturdy but tarnished +1 *trident* has a wide metal bar at the bottom, perfectly situated to serve as a solid footrest or other sort of handle. The bar acts as an *immovable rod*, except instead of an activation button, the immobility power triggers whenever the wielder places one or both feet on the bar, and ends whenever the wielder is no longer touching the bar with at least one foot. If the wielder remains in place and steps on the bar, he gains a +10 bonus to his CMD when trying to resist efforts to move him. The wielder is always considered braced against oncoming charge attacks. If the wielder is falling, he may step on the bar as an immediate action to halt his fall, though the sudden jolt means he takes falling damage for the current distance fallen.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *levitate*;
Cost 5,065 gp

UNDERCUTTING AXE

Aura moderate necromancy; **CL** 9th
Slot none; **Price** 23,310 gp; **Weight** 6 lbs.

DESCRIPTION

This +1 *giant-bane battleaxe* feels unusually heavy, as if it were made from something far heavier than mere wood and steel. Once per day its wearer can, as a swift action after a successful attack roll, invoke a maximized *ray of enfeeblement* on the creature struck (11 point Strength penalty, 7 rounds, Fortitude DC 16 for half).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Maximize Spell, *ray of enfeeblement, summon monster I*; **Cost** 11,810 gp

RINGS

These rings follow the normal rules for magic rings as described in the *Pathfinder RPG Core Rulebook*.

DUNGEON RING

Aura moderate divination; **CL** 8th

Slot ring; Price 16,000 gp (*jailer's ring*), 250 gp (*prisoner's ring*);

Weight —

DESCRIPTION

A *jailer's dungeon ring* is worked gold, set with a carnelian. The ring is magically attuned to one or more iron *prisoner's dungeon rings*. When the wearer of a *jailer's ring* places a *prisoner's ring* on a subject, the prisoner cannot remove the ring without the use of a *remove curse*, *limited wish*, *miracle*, or *wish* spell. The wearer of the *jailer's ring* can also remove a linked *prisoner's ring* at any time.

The jailer is aware of any wearer of a linked *prisoner's ring* like a constant *status* spell. Additionally, all wearers of linked *prisoner's rings* count as familiar to the jailer for purposes of spells such as *scrying* and *teleport*.

CONSTRUCTION

Requirements Forge Ring, *scrying*, *status*; **Cost** 8,000 gp (*jailer's ring*), 125 gp (*prisoner's ring*)

RING OF ARCANE SIGNETS

Aura faint universal; **CL** 1st

Slot ring; Price 1,000 gp; **Weight** —

DESCRIPTION

The amorphous, approximately 1-inch-square chunk of rosy crystal that dominates this otherwise plain copper ring forms itself into a specific rune, sigil, or similar identifying marker each time a person first puts it on. If the wearer expects this to occur, he can cause the crystal to adopt any shape he wishes. If the wearer does not expect this to occur, the crystal instead molds itself into an image that symbolizes the wearer or some dominant facet of his personality. Once the crystal assumes this initial form, it always does so whenever the wearer puts on the ring. The wearer can, as a standard action, embed this image on any object (as if using *arcane mark*) simply by pressing the ring against it. The wearer may choose the color and other cosmetic features of the image each time he uses the ring. The brand is otherwise permanent unless removed by *dispel magic*, *erase*, or a more powerful spell.

CONSTRUCTION

Requirements Forge Ring, *arcane mark*; **Cost** 500 gp

RING OF DELAYED DOOM

Aura moderate conjuration; **CL** 9th

Slot ring; Price 45,000 gp; **Weight** —

DESCRIPTION

This band has nine garnets embedded along its exterior.

Whenever the wearer's mind or body first becomes subject to any harmful effect that allows a saving throw to resist or mitigate it, he may, as an immediate action, choose to delay the onset of that effect for 1 minute, after he fails the saving throw but before its effects occur. This activation causes one of the garnets to turn to powder. When that minute passes, the wearer may continue to delay the onset of this harmful effect an additional minute as an immediate action by willing the ring to do so, which destroys another garnet, thus repeating the cycle for another minute. The delayed harmful effect occurs when the wearer falls unconscious, when the ring is removed, or 1 minute after the last time the ring's power activated; rounds spent delaying the effect do not count toward the effect's duration (for example, a curse that lasts 5 rounds takes effect for a full 5 rounds, even if the wearer delayed its effect several minutes). Effects that protect against or negate the harmful effect work normally while it is delayed, for example, *neutralize poison* cast on the wearer while he delays the effect of a poisonous bite removes the poison effect.

CONSTRUCTION

Requirements Forge Ring, *heal*, *time stop*; **Cost** 22,500 gp

RING OF FORCEFANGS

Aura moderate evocation; **CL** 9th

Slot ring; Price 8,000 gp; **Weight** —

DESCRIPTION

This band negates any force spell or spell-like ability targeted at the wearer. Doing so gives the ring a number of charges equal to the spell level of the incoming force effect. The ring can hold a maximum of nine charges. If an incoming force attack would charge the ring beyond this limit, the ring does not negate the attack or gain charges, and the attack affects the wearer normally. On command, the wearer can use the ring's charges to cast *magic missile*, unleashing one missile (1d4+1 force damage) per charge but no more than five missiles per round.

CONSTRUCTION

Requirements Forge Ring, Heighten Spell, *magic missile*; **Cost** 4,000 gp

RING OF MANIACAL DEVICES

Aura faint transmutation; **CL** 3rd

Slot ring; Price 5,000 gp; **Weight** —

DESCRIPTION

This deceptively precious looking ring grants the wearer a +5 competence bonus on all Craft (traps) and Disable Device checks. Even if he has no ranks in these skills, the wearer may make Craft (traps) and Disable Device checks as if he were trained in them.

CONSTRUCTION

Requirements Forge Ring, *fox's cunning*, creator must have 5 ranks in the relevant skill; **Cost** 2,500 gp

RING OF RETRIBUTION

Aura strong evocation; **CL** 13th

Slot ring; Price 15,000 gp; **Weight** —



**PRISONER'S
DUNGEON RING**



**RING OF
DELAYED DOOM**



**RING OF
RETRIBUTION**



**RING OF
FORCEFANGS**



**JAILER'S
DUNGEON RING**



**RING OF
REVELATION**



**RING OF
MANIACAL DEVICES**



**RING OF
ARCANE SIGNETS**

DESCRIPTION

Once per day, the wearer of this charred bone ring may, as an immediate action, cause it to detonate in a 30-foot-radius burst that deals 10d6 points of fire damage (Reflex DC 14 half). If the wearer is killed by the detonation, all magical equipment he carries must also save or take fire damage, and all nonmagical equipment takes this damage with no saving throw. This explosion never destroys the ring.

CONSTRUCTION

Requirements Forge Ring, Quicken Spell, *fireball*; **Cost** 7,500 gp

RING OF REVELATION

Aura faint or moderate varied; **CL** 5th (lesser), 7th (greater), or 11th (superior)

Slot ring; **Price** 10,000 gp (lesser), 16,000 gp (greater), 24,000 gp (superior); **Weight** —

DESCRIPTION

A *ring of revelation* is a divine item attuned to a particular oracular mystery and containing a revelation associated with that mystery (see the oracle class description). While wearing the ring, an oracle has access to that revelation and may use it as if she had it as a normal class feature. The oracle must have the appropriate mystery to use the ring, and must meet the level requirements (if any) of the revelation itself; for example, a *ring of revelation* (combat healer) is only usable by an oracle of at least 7th level with the battle mystery. If the oracle already has that revelation and the revelation gives an ability with a limited number of uses per day, the oracle can use that ability one additional time per day. The ring has no effect if worn by a non-oracle.

TABLE 7-7: RINGS

Minor	Medium	Major	Ring	Market Price
01–10	—	—	<i>Dungeon ring, prisoner's</i>	250 gp
11–40	—	—	<i>Arcane signets</i>	1,000 gp
41–80	01–25	—	<i>Maniacal Devices</i>	5,000 gp
81–95	26–46	—	<i>Delayed doom</i> (1 stone)	5,000 gp
96–100	47–52	—	<i>Forcefangs</i>	8,000 gp
—	53–59	—	<i>Revelation, lesser</i>	10,000 gp
—	60–70	01–02	<i>Delayed doom</i> (2 stones)	10,000 gp
—	71–80	03–11	<i>Delayed doom</i> (3 stones)	15,000 gp
—	81–85	12–29	<i>Retribution</i>	15,000 gp
—	86–90	30–35	<i>Dungeon ring, jailer's</i>	16,000 gp
—	91–96	36–38	<i>Revelation, greater</i>	16,000 gp
—	97–98	39–68	<i>Delayed doom</i> (4 stones)	20,000 gp
—	99	69	<i>Revelation, superior</i>	24,000 gp
—	100	70–85	<i>Delayed doom</i> (5 stones)	25,000 gp
—	—	86–93	<i>Delayed doom</i> (6 stones)	30,000 gp
—	—	94–97	<i>Delayed doom</i> (7 stones)	35,000 gp
—	—	98–99	<i>Delayed doom</i> (8 stones)	40,000 gp
—	—	100	<i>Delayed doom</i> (9 stones)	45,000 gp

A *lesser ring of revelation* contains a revelation that has no level prerequisite or a prerequisite that is less than 6th level. A *greater ring of revelation* contains a revelation that requires the oracle to be 7th level or higher. A *superior ring of revelation* contains a revelation that requires the oracle to be 11th level or higher.

CONSTRUCTION

Requirements Forge Ring, creator must be an oracle with the desired revelation; **Cost** 5,000 gp (lesser), 8,000 gp (greater), 12,000 gp (superior)

RODS

Rods are scepter-like devices that have unique magical powers and do not usually have charges. Many have unique control over the flow of magic. Anyone can use a rod (though metamagic rods have no effect when used by creatures that cannot cast spells). Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

METAMAGIC, BOUNCING

Aura strong (no school); **CL** 17th

Slot none; **Price** 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater); **Weight** 5 lbs.

DESCRIPTION

The wielder can cast up to three spells per day that bounce as though using the Bouncing Spell feat.

CONSTRUCTION

Requirements Craft Rod, Bouncing Spell; **Cost** 1,500 gp (lesser), 5,500 gp (normal), 12,250 gp (greater)

METAMAGIC, DAZING

Aura strong (no school); **CL** 17th

Slot none; **Price** 14,000 gp (lesser), 54,000 gp (normal), 121,500 gp (greater); **Weight** 5 lbs.

DESCRIPTION

The wielder can cast up to three spells per day that daze affected creatures as though using the Dazing Spell feat.

CONSTRUCTION

Requirements Craft Rod, Dazing Spell; **Cost** 7,000 gp (lesser), 27,000 gp (normal), 60,750 gp (greater)

METAMAGIC, DISRUPTIVE

Aura strong (no school); **CL** 17th

Slot none; **Price** 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater); **Weight** 5 lbs.

DESCRIPTION

The wielder can cast up to three spells per day that are disruptive as though using the Disruptive Spell feat.

CONSTRUCTION

Requirements Craft Rod, Disruptive Spell; **Cost** 1,500 gp (lesser), 5,500 gp (normal), 12,250 gp (greater)

METAMAGIC, ECTOPLASMIC

Aura strong (no school); **CL** 17th

Slot none; **Price** 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater); **Weight** 5 lbs.

DESCRIPTION

The wielder can cast up to three spells per day that have full effect against incorporeal creatures as though using the Ectoplasmic Spell feat.

CONSTRUCTION

Requirements Craft Rod, Ectoplasmic Spell; **Cost** 1,500 gp (lesser), 5,500 gp (normal), 12,250 gp (greater)

METAMAGIC, ELEMENTAL

Aura strong (no school); **CL** 17th

Slot none; **Price** 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater); **Weight** 5 lbs.

DESCRIPTION

Each *elemental metamagic rod* is built with the power to control and transform a specific energy type (acid, cold, electricity, or fire). The wielder can cast up to three spells per day that deal damage of the rod's energy type instead of the spell's normal damage type, as though using the Elemental Spell feat. For example, an *elemental metamagic rod (cold)* always makes spells deal cold damage.

CONSTRUCTION

Requirements Craft Rod, Elemental Spell; **Cost** 1,500 gp (lesser), 5,500 gp (normal), 12,250 gp (greater)

METAMAGIC, FOCUSED

Aura strong (no school); **CL** 17th

Slot none; **Price** 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater); **Weight** 5 lbs.

DESCRIPTION

The wielder can cast up to three spells per day that are focused as though using the Focused Spell feat.

CONSTRUCTION

Requirements Craft Rod, Focused Spell; **Cost** 1,500 gp (lesser), 5,500 gp (normal), 12,250 gp (greater)

METAMAGIC, INTENSIFIED

Aura strong (no school); **CL** 17th

Slot none; **Price** 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater); **Weight** 5 lbs.

DESCRIPTION

The wielder can cast up to three spells per day that are intensified as though using the Intensified Spell feat.

CONSTRUCTION

Requirements Craft Rod, Intensified Spell; **Cost** 1,500 gp (lesser), 5,500 gp (normal), 12,250 gp (greater)

METAMAGIC, LINGERING

Aura strong (no school); **CL** 17th
Slot none; **Price** 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater); **Weight** 5 lbs.

DESCRIPTION

The wielder can cast up to three spells per day that linger for 1 round as though using the Lingering Spell feat.

CONSTRUCTION

Requirements Craft Rod, Lingering Spell; **Cost** 1,500 gp (lesser), 5,500 gp (normal), 12,250 gp (greater)

METAMAGIC, MERCIFUL

Aura strong (no school); **CL** 17th
Slot none; **Price** 1,500 gp (lesser), 5,500 gp (normal), 12,250 gp (greater); **Weight** 5 lbs.

DESCRIPTION

The wielder can cast up to three spells per day that deal nonlethal damage as though using the Merciful Spell feat.

CONSTRUCTION

Requirements Craft Rod, Merciful Spell; **Cost** 750 gp (lesser), 2,750 gp (normal), 6,125 gp (greater)

METAMAGIC, PERSISTENT

Aura strong (no school); **CL** 17th
Slot none; **Price** 9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater); **Weight** 5 lbs.

DESCRIPTION

The wielder can cast up to three spells per day as though using the Persistent Spell feat.

CONSTRUCTION

Requirements Craft Rod, Persistent Spell; **Cost** 4,500 gp (lesser), 16,250 gp (normal), 36,500 gp (greater)

METAMAGIC, REACH

Aura strong (no school); **CL** 17th
Slot none; **Price** 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater); **Weight** 5 lbs.

DESCRIPTION

The wielder can cast up to three spells per day with a one-step increase in their range category (such as from close to medium, or medium to long) as though using the Reach Spell feat.

CONSTRUCTION

Requirements Craft Rod, Reach Spell; **Cost** 1,500 gp (lesser), 5,500 gp (normal), 12,250 gp (greater)

METAMAGIC, SELECTIVE

Aura strong (no school); **CL** 17th
Slot none; **Price** 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater); **Weight** 5 lbs.

DESCRIPTION

The wielder can cast up to three spells per day as though using the Selective Spell feat. For each spell, he can select up to four creatures of his choice within the area that are unaffected.

TABLE 7-8: RODS

Medium	Major	Rod	Market Price
01-03	—	Metamagic, merciful, lesser	1,500 gp
04-06	—	Metamagic, bouncing, lesser	3,000 gp
07-11	—	Metamagic, disruptive, lesser	3,000 gp
12-21	—	Metamagic, ectoplasmic, lesser	3,000 gp
22-27	—	Metamagic, elemental, lesser	3,000 gp
28-33	—	Metamagic, focused, lesser	3,000 gp
34-36	—	Metamagic, intensified, lesser	3,000 gp
37-39	—	Metamagic, lingering, lesser	3,000 gp
40-43	—	Metamagic, reach, lesser	3,000 gp
44-53	—	Metamagic, selective, lesser	3,000 gp
54-55	—	Metamagic, merciful	5,500 gp
56-58	—	Metamagic, persistent, lesser	9,000 gp
59-62	—	Metamagic, sickening, lesser	9,000 gp
63-66	—	Metamagic, thundering, lesser	9,000 gp
67-70	01-03	Metamagic, bouncing	11,000 gp
71-74	04-09	Metamagic, disruptive	11,000 gp
75-80	10-20	Metamagic, ectoplasmic	11,000 gp
81-83	21-28	Metamagic, elemental	11,000 gp
84-86	29-36	Metamagic, focused	11,000 gp
87-88	37-39	Metamagic, intensified	11,000 gp
89-90	40-43	Metamagic, lingering	11,000 gp
91-93	44-46	Metamagic, reach	11,000 gp
94-97	47-54	Metamagic, selective	11,000 gp
98	55-56	Metamagic, merciful, greater	12,250 gp
99-100	57-58	Metamagic, dazing, lesser	14,000 gp
—	59-60	Metamagic, bouncing, greater	24,500 gp
—	61-63	Metamagic, disruptive, greater	24,500 gp
—	64-69	Metamagic, ectoplasmic, greater	24,500 gp
—	70-73	Metamagic, elemental, greater	24,500 gp
—	74-77	Metamagic, focused, greater	24,500 gp
—	78-79	Metamagic, intensified, greater	24,500 gp
—	80	Metamagic, lingering, greater	24,500 gp
—	81-82	Metamagic, reach, greater	24,500 gp
—	83-86	Metamagic, selective, greater	24,500 gp
—	87-89	Metamagic, persistent	32,500 gp
—	90-91	Metamagic, sickening	32,500 gp
—	92-93	Metamagic, thundering	32,500 gp
—	94-95	Metamagic, dazing	54,000 gp
—	96-97	Metamagic, persistent, greater	73,000 gp
—	98	Metamagic, sickening, greater	73,000 gp
—	99	Metamagic, thundering, greater	73,000 gp
—	100	Metamagic, dazing, greater	121,500 gp

**DAZING
METAMAGIC ROD**



**SELECTIVE
METAMAGIC ROD**

**ELEMENTAL
METAMAGIC ROD**



**BOUNCING
METAMAGIC ROD**



**FOCUSED
METAMAGIC ROD**

**MERCIFUL
METAMAGIC ROD**



**THUNDERING
METAMAGIC ROD**



**PERSISTENT
METAMAGIC ROD**



**REACH
METAMAGIC ROD**



**SICKENING
METAMAGIC ROD**



**ECTOPLASMIC
METAMAGIC ROD**



CONSTRUCTION

Requirements Craft Rod, Selective Spell; **Cost** 1,500 gp (lesser), 5,500 gp (normal), 12,250 gp (greater)

METAMAGIC, SICKENING

Aura strong (no school); **CL** 17th
Slot none; **Price** 9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater); **Weight** 5 lbs.

DESCRIPTION

The wielder can cast up to three spells per day that sicken affected creatures as though using the Sickening Spell feat.

CONSTRUCTION

Requirements Craft Rod, Sickening Spell; **Cost** 4,500 gp (lesser), 16,250 gp (normal), 36,500 gp (greater)

METAMAGIC, THUNDERING

Aura strong (no school); **CL** 17th
Slot none; **Price** 9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater); **Weight** 5 lbs.

DESCRIPTION

The wielder can cast up to three spells per day that deafen affected creatures as though using the Thundering Spell feat.

CONSTRUCTION

Requirements Craft Rod, Thundering Spell; **Cost** 4,500 gp (lesser), 16,250 gp (normal), 36,500 gp (greater)

STAVES

The staves in this chapter follow the normal rules for magical staves as described in the *Pathfinder RPG Core Rulebook*.

STAFF OF BOLSTERING

Aura moderate transmutation; **CL** 8th
Slot none; **Price** 20,800 gp; **Weight** 5 lbs.

DESCRIPTION

The top of this rosewood shaft narrows and then expands again, bound by a number of metal rings. It allows use of the following spells:

- *bear's endurance* (1 charge)
- *bull's strength* (1 charge)
- *cat's grace* (1 charge)
- *greater magic weapon* (1 charge)

CONSTRUCTION

Requirements Craft Staff, *bear's endurance*, *bull's strength*, *cat's grace*, *greater magic weapon*; **Cost** 10,400 gp

STAFF OF CACKLING WRATH

Aura moderate varied; **CL** 8th
Slot none; **Price** 23,600 gp; **Weight** 5 lbs.

DESCRIPTION

The thorns embedded in this gnarled length of wood make it rather tricky for the unwary to grasp. It allows use of the following spells:

- *blindness/deafness* (1 charge)
- *charm person* (1 charge)
- *hold person* (1 charge)
- *inflict moderate wounds* (1 charge)
- *baleful polymorph* (2 charges)
- *bestow curse* (2 charges)
- *vampiric touch* (2 charges)

CONSTRUCTION

Requirements Craft Staff, *baleful polymorph*, *bestow curse*, *blindness/deafness*, *charm person*, *hold person*, *inflict moderate wounds*, *vampiric touch*; **Cost** 11,800 gp

STAFF OF HOARDING

Aura moderate varied; **CL** 11th

Slot none; **Price** 30,016 gp; **Weight** 5 lbs.

DESCRIPTION

This gorgeous teak shaft has many gold and silver coins hammered into it. It allows use of the following spells:

- *identify* (1 charge)
- *locate object* (1 charge)
- *magic aura* (1 charge)
- *secret chest* (2 charges)
- *legend lore* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *identify*, *legend lore*, *locate object*, *magic aura*, *secret chest*; **Cost** 15,008 gp

STAFF OF JOURNEYS

Aura moderate varied; **CL** 8th

Slot none; **Price** 13,600 gp; **Weight** 5 lbs.

DESCRIPTION

This walking stick, which still has dark gray bark along its entire length, branches into a decorative fork at its top. It allows use of the following spells:

- *detect snares and pits* (1 charge)
- *endure elements* (1 charge)
- *longstrider* (1 charge)
- *pass without trace* (1 charge)
- *freedom of movement* (2 charges)

CONSTRUCTION

Requirements Craft Staff, *detect snares and pits*, *endure elements*, *freedom of movement*, *longstrider*, *pass without trace*; **Cost** 6,800 gp

STAFF OF MANY RAYS

Aura moderate evocation and necromancy; **CL** 11th

Slot none; **Price** 52,800 gp; **Weight** 5 lbs.

DESCRIPTION

The elaborate swirls and delicate flecks of shining metal

adorning the head of this white wooden shaft makes it seem almost as much a long mace as a staff. It allows use of the following spells:

- *ray of enfeeblement* (1 charge)
- *ray of exhaustion* (1 charge)
- *scorching ray* (1 charge)
- *enervation* (2 charges)
- *disintegrate* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *disintegrate*, *enervation*, *ray of enfeeblement*, *ray of exhaustion*, *scorching ray*; **Cost** 26,400 gp

STAFF OF OBSTACLES

Aura moderate varied; **CL** 9th

Slot none; **Price** 25,800 gp; **Weight** 5 lbs.

DESCRIPTION

Dark and solid, this worn staff looks to be carved of rough stone, yet feels and weighs like light wood. It allows use of the following spells:

- *arcane lock* (1 charge)
- *grease* (1 charge)
- *wind wall* (1 charge)
- *wall of fire* (2 charges)
- *wall of ice* (2 charges)
- *wall of stone* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *arcane lock*, *grease*, *wall of fire*, *wall of ice*, *wall of stone*, *wind wall*; **Cost** 12,900 gp

STAFF OF PERFORMANCE

Aura moderate varied; **CL** 8th

Slot none; **Price** 26,800 gp; **Weight** 5 lbs.

DESCRIPTION

Soon after falling into the hands of a new owner, this piece of finely varnished cedar develops ornamental brass keys, strings, or other decorations that make it look like a stylized version of its owner's favorite type of musical instrument. It allows use of the following spells:

- *calm emotions* (1 charge)
- *glibness* (1 charge)
- *hypnotic pattern* (1 charge)
- *pyrotechnics* (1 charge)
- *enthrall* (2 charges)
- *major image* (2 charges)
- *sculpt sound* (2 charges)

CONSTRUCTION

Requirements Craft Staff, *calm emotions*, *enthrall*, *glibness*, *hypnotic pattern*, *major image*, *pyrotechnics*, *sculpt sound*; **Cost** 13,400 gp

STAFF OF REVELATIONS

Aura moderate divination; **CL** 9th

Slot none; **Price** 20,400 gp; **Weight** 5 lbs.

TABLE 7-9: STAVES

Medium	Major	Staff	Market Price
01-02	01	Toxins	12,600 gp
03-05	02	Journeys	13,600 gp
06-10	03-04	Rigor	13,600 gp
11-18	05-08	Shrieking	14,400 gp
19-25	09-11	Souls	16,400 gp
26-35	12-16	Stealth	18,400 gp
36-42	17-20	Revelations	20,400 gp
43-54	21-26	Bolstering	20,800 gp
55-59	27-28	Traps	21,200 gp
60-69	29-35	Cackling wrath	23,600 gp
70-76	36-44	Obstacles	25,800 gp
77-82	45-54	Performance	26,800 gp
83-86	55-60	Hoarding	30,016 gp
87-92	61-72	Slumber	34,050 gp
93-95	73-83	Vision	41,250 gp
96-98	84-91	Weather	44,200 gp
99-100	92-100	Many rays	52,800 gp

DESCRIPTION

The forked top of this walnut shaft resembles a combination of a dowsing rod and the curled horns of a beast, a delicate gemstone hovering between its enfolding arms. The staff allows use of the following spells:

- *augury* (1 charge)
- *speak with dead* (1 charge)
- *divination* (2 charges)
- *commune* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *augury*, *commune*, *divination*, *speak with dead*; **Cost** 10,200 gp

STAFF OF RIGOR

Aura moderate varied; **CL** 8th

Slot none; **Price** 13,600 gp; **Weight** 5 lbs.

DESCRIPTION

This iron-shod black wood staff allows use of the following spells:

- *bane* (1 charge)
- *cause fear* (1 charge)
- *command* (1 charge)
- *magic weapon* (1 charge)
- *align weapon* (2 charges)

CONSTRUCTION

Requirements Craft Staff, *align weapon*, *bane*, *cause fear*, *command*, *magic weapon*; **Cost** 6,800 gp

STAFF OF SLUMBER

Aura moderate varied; **CL** 9th

Slot none; **Price** 34,050 gp; **Weight** 5 lbs.

DESCRIPTION

Smoky spirals adorn the length of this staff, having an almost

hypnotic effect. The staff allows use of the following spells:

- *deep slumber* (1 charge)
- *ray of exhaustion* (1 charge)
- *dream* (2 charges)
- *nightmare* (2 charges)
- *waves of fatigue* (2 charges)
- *symbol of sleep* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *deep slumber*, *dream*, *nightmare*, *symbol of sleep*, *ray of exhaustion*, *waves of fatigue*; **Cost** 17,025 gp

STAFF OF SHRIEKING

Aura moderate evocation; **CL** 8th

Slot none; **Price** 14,400 gp; **Weight** 5 lbs.

DESCRIPTION

Holes in this metal shaft cause it to emit an eerie moan when swung through the air. It allows use of the following spells:

- *shatter* (1 charge)
- *sound burst* (1 charge)
- *shout* (2 charges)

CONSTRUCTION

Requirements Craft Staff, *shatter*, *shout*, *sound burst*; **Cost** 7,200 gp

STAFF OF SOULS

Aura moderate varied; **CL** 8th

Slot none; **Price** 16,400 gp; **Weight** 5 lbs.

DESCRIPTION

This ominous staff allows use of the following spells:

- *deathwatch* (1 charge)
- *detect undead* (1 charge)
- *gentle repose* (1 charge)
- *speak with dead* (2 charges)
- *death ward* (2 charges)

CONSTRUCTION

Requirements Craft Staff, *death ward*, *deathwatch*, *detect undead*, *gentle repose*, *speak with dead*; **Cost** 8,200 gp

STAFF OF STEALTH

Aura moderate illusion; **CL** 8th

Slot none; **Price** 18,400 gp; **Weight** 5 lbs.

DESCRIPTION

This twisted, dark gray staff allows use of the following spells:

- *disguise self* (1 charge)
- *invisibility* (1 charge)
- *nondetection* (1 charge)
- *greater invisibility* (2 charges)

CONSTRUCTION

Requirements Craft Staff, *disguise self*, *greater invisibility*, *invisibility*, *nondetection*; **Cost** 9,200 gp

STAFF OF TOXINS

Aura moderate varied; **CL** 9th

Slot none; **Price** 12,600 gp; **Weight** 5 lbs.



STAFF OF REVELATIONS

STAFF OF JOURNEYS

STAFF OF OBSTACLES

STAFF OF SOULS

STAFF OF TOXINS

STAFF OF CACKLING WRATH

STAFF OF MANY RAYS

STAFF OF WEATHER

STAFF OF RIGOR

STAFF OF VISION

DESCRIPTION

This length of hemlock-shrouded oak gives off the faintest whiff of rot and corruption. It allows use of the following spells:

- *stinking cloud* (1 charge)
- *cloudkill* (2 charges)

CONSTRUCTION

Requirements Craft Staff, *cloudkill*, *stinking cloud*; **Cost** 6,300 gp

STAFF OF TRAPS

Aura moderate abjuration; **CL** 8th

Slot none; **Price** 21,200 gp; **Weight** 5 lbs.

DESCRIPTION

The tip of this dark wooden shaft holds a piece of hard, chalk-like stone. The staff allows use of the following spells:

- *alarm* (1 charge)
- *magic mouth* (1 charge)
- *phantom trap* (1 charge)
- *explosive runes* (2 charges)
- *fire trap* (2 charges)
- *sepia snake sigil* (2 charges)

CONSTRUCTION

Requirements Craft Staff, *alarm*, *explosive runes*, *fire trap*, *magic mouth*, *phantom trap*, *sepia snake sigil*; **Cost** 10,600 gp.

STAFF OF VISION

Aura moderate divination; **CL** 11th

Slot none; **Price** 41,250 gp; **Weight** 5 lbs.

DESCRIPTION

A clear crystal lens is affixed to the top of this length of brass and scaled skin. The staff allows use of the following spells:

- *arcane eye* (1 charge)
- *arcane sight* (1 charge)
- *see invisibility* (1 charge)
- *prying eyes* (2 charges)
- *scrying* (2 charges)
- *true seeing* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *arcane eye*, *arcane sight*, *prying eyes*, *see invisibility*, *scrying*, *true seeing*; **Cost** 20,625 gp

STAFF OF WEATHER

Aura strong varied; **CL** 13th

Slot none; **Price** 44,200 gp; **Weight** 5 lbs.

DESCRIPTION

The carved surface of this solid oaken beam always depicts a scene with the opposite qualities of the current weather (wet on dry days, dry on wet days, and so on). It allows use of the following spells:

- *fog cloud* (1 charge)
- *gust of wind* (1 charge)
- *wind wall* (1 charge)
- *ice storm* (2 charges)



- *sleet storm* (2 charges)
- *control weather* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *control weather*, *fog cloud*, *gust of wind*, *ice storm*, *sleet storm*, *wind wall*; **Cost** 22,100 gp

WONDROUS ITEMS

Wondrous items is a catchall category for anything that doesn't fall into the other groups of magic items. Any creature can use a wondrous item (unless specified otherwise in the description, such as requiring a particular class feature).

ALL TOOLS VEST

Aura faint conjuration; **CL** 1st

Slot chest; **Price** 1,800 gp; **Weight** 5 lbs.

DESCRIPTION

The stitching along the many pockets of this light leather vest depicts cheerful laborers going about their daily work. Once per day, as a standard action, the wearer can speak its command word and order it to bring forth all the standard tools required to make checks for any one Craft skill. These tools appear in the countless pockets of the vest or, if too heavy, on the floor, on a nearby shelf, on a workbench, or in a toolbox or cupboard that appears nearby. Once summoned, they remain for 24 hours or until another creature touches them, whichever comes first.

CONSTRUCTION

Requirements Craft Wondrous Item, *summon instrument*;

Cost 900 gp

AMULET OF MAGECRAFT

Aura moderate universal; **CL** 9th

Slot neck; **Price** 20,000 gp; **Weight** 2 lbs.

DESCRIPTION

Each silver link that makes up this heavy necklace represents a well-known concept of arcane theory. A universalist wizard who selects the necklace as his bonded object (which counts as an amulet) may choose one school of spells each day when he prepares spells. He then can use the necklace to spontaneously convert any prepared wizard spell of that school into any other wizard spell of that school he knows; the desired spell must be of the same level or lower than the prepared spell. For example, if the wizard chose "evocation" when he prepared his spells that morning, until the next time he prepares spells, he can spontaneously convert a prepared *fireball* into any other evocation wizard spell of 3rd level or lower that he knows.

CONSTRUCTION

Requirements Craft Wondrous Item, *permanency*, creator must be a universalist; **Cost** 10,000 gp

AMULET OF SPELL CUNNING

Aura moderate transmutation; **CL** 7th

Slot neck; **Price** 10,000 gp; **Weight** 1 lb.

DESCRIPTION

This silver locket only has power when used as a wizard's bonded object. It allows a wizard to prepare an additional 3 levels of spells per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *mnemonic enhancer*; **Cost** 5,000 gp

ANNIHILATION SPECTACLES

Aura moderate transmutation; **CL** 11th

Slot eyes; **Price** 25,000 gp; **Weight** 1/4 lb.

DESCRIPTION

Creatures viewed through these darkly tinted glasses sometimes seem, ever so briefly, to flicker in and out of existence. A transmuter can use these spectacles to spontaneously convert any prepared wizard transmutation spell into any other wizard transmutation spell he knows; the desired spell must be of the same level or lower than the prepared spell. Once per day, he may use the spectacles to spontaneously cast *disintegrate* in place of one of his prepared transmutation wizard spells of 6th level or higher, even if he doesn't know that spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *disintegrate*, creator must be a transmuter; **Cost** 12,500 gp

APPLE OF ETERNAL SLEEP

Aura moderate enchantment; **CL** 10th

Slot none; **Price** 2,500 gp; **Weight** —

DESCRIPTION

This beautiful, ripe red apple appears fresh and tempting. Should anyone bite into it (even a small taste), he must make an immediate DC 19 Will saving throw or be stricken by eternal sleep, the same as the witch's hex of that name (see page 69). The victim can only be awakened by a casting of *break enchantment*, *limited wish*, *wish*, or *miracle*, or by a kiss from someone of royal blood.

CONSTRUCTION

Requirements Brew Potion, Craft Wondrous Item, eternal sleep hex; **Cost** 1,125 gp

ASSISTING GLOVE

Aura faint transmutation; **CL** 1st

Slot hands; **Price** 180 gp; **Weight** 1 lb.

DESCRIPTION

The wearer of this simple glove can speak a command word to transform it into a glowing disembodied hand. As a swift action, the wearer can have the glove assist him with a task as if using the aid another action; the glove uses the wearer's base attack bonus or skill ranks when making the check to see if aid another is successful (it does not gain the benefit of the wearer's ability scores or other bonuses). The hand remains until it has attempted

one action or until 1 minute passes, whichever comes first, at which time it becomes a nonmagical lambskin glove.

CONSTRUCTION

Requirements Craft Wondrous Item, *mage hand*, *unseen servant*; **Cost** 90 gp

BANDAGES OF RAPID RECOVERY

Aura faint conjuration (healing); **CL** 1st

Slot chest; **Price** 200 gp; **Weight** 1 lb.

DESCRIPTION

These linen bandages have the same color and softness as the feathers of a dove, but their antiseptic smell suggests a less natural origin. Any creature wrapped in these bandages recovers from wounds and ability damage each day as if receiving complete bed rest regardless of activity (*Pathfinder RPG Core Rulebook* 191). A creature actually receiving long-term care (from the Heal skill) or complete bed rest while wearing the bandages gains a +4 bonus to its effective level or Hit Dice when determining how many hit points it recovers each day. The bandages are destroyed once removed or when the wearer recovers all hit points and ability damage, whichever comes first.

CONSTRUCTION

Requirements Craft Wondrous Item, *cure light wounds*, *lesser restoration*, *stabilize*; **Cost** 100 gp

BOOK OF THE LOREMASTER

Aura moderate divination; **CL** 7th

Slot none; **Price** 15,000 gp; **Weight** 2 lbs.

DESCRIPTION

This digest-sized book contains a seemingly random collection of words, phrases, and strange mnemonic aids. Three times each day, a bard can consult it while using the lore master class feature in order to gain a +5 competence bonus when taking 10 or taking 20 on a Knowledge check.

CONSTRUCTION

Requirements Craft Wondrous Item, *clairaudience/clairvoyance*; **Cost** 7,500 gp

BOOTS OF FRIENDLY TERRAIN

Aura faint transmutation; **CL** 5th

Slot feet; **Price** 2,400 gp; **Weight** 1 lb.

DESCRIPTION

Each pair of these supple leather boots corresponds to a specific sort of environment as defined by the ranger's favored terrain class feature (jungle, plains, and so on). A ranger wearing the boots can treat the corresponding environment of the boots as one of his favored terrains, granting him a +2 bonus. If he already has that particular environment as one of his favored terrains, his bonus for that terrain increases by +2.

CONSTRUCTION

Requirements Craft Wondrous Item, *pass without trace*, creator must be a ranger; **Cost** 1,200 gp

TABLE 7-10: MINOR WONDROUS ITEMS

d%	Item	Market Price
01–05	<i>loun torch</i>	75 gp
06–09	<i>War paint of the terrible visage</i>	100 gp
10–12	<i>Assisting glove</i>	180 gp
13–15	<i>Bandages of rapid recovery</i>	200 gp
16–18	<i>Catching cape</i>	200 gp
19–20	<i>Soul soap</i>	200 gp
21–23	<i>Bottle of messages</i>	300 gp
24–27	<i>Key of lock jamming</i>	400 gp
28–29	<i>Campfire bead</i>	720 gp
30–35	<i>Defoliant polish</i>	800 gp
36–39	<i>Dust of emulation</i>	800 gp
40–42	<i>Muleback cords</i>	1,000 gp
43–45	<i>All tools vest</i>	1,800 gp
46–49	<i>Cowardly crouching cloak</i>	1,800 gp
50–56	<i>Scabbard of vigor</i>	1,800 gp
57–58	<i>Clamor box</i>	2,000 gp
59–61	<i>Glowing glove</i>	2,000 gp
62–63	<i>Manacles of cooperation</i>	2,000 gp
64–70	<i>Knight's pennon (honor)</i>	2,200 gp
71–75	<i>Flying ointment</i>	2,250 gp
76–78	<i>Boots of friendly terrain</i>	2,400 gp
79–80	<i>Apple of eternal sleep</i>	2,500 gp
81–83	<i>Cauldron of brewing</i>	3,000 gp
84–85	<i>Philter of love</i>	3,000 gp
86–88	<i>Sash of the war champion</i>	4,000 gp
89–90	<i>Knight's pennon (battle)</i>	4,500 gp
91–92	<i>Knight's pennon (parley)</i>	4,500 gp
93–94	<i>Helm of fearsome mien</i>	5,000 gp
95–96	<i>Horn of the huntmaster</i>	5,000 gp
97–98	<i>Scabbard of staunching</i>	5,000 gp
99–100	<i>Sheath of bladestealth</i>	5,000 gp

BOTTLE OF MESSAGES

Aura faint illusion; **CL** 3rd

Slot none; **Price** 300 gp; **Weight** 1 lb.

DESCRIPTION

This green glass bottle has a tiny winding key on its elongated stem that, if turned, causes a shadowy cork to slowly become substantial over a 1-round period. Anything the owner of the bottle speaks into the bottle during this time (up to 25 words) gets trapped inside it once the cork fully manifests. As soon as the cork is removed or the bottle is smashed, this message is released exactly as if the owner had spoken the words at that moment. Once the bottle releases its message, it shatters.

CONSTRUCTION

Requirements Craft Wondrous Item, *magic mouth*; **Cost** 150 gp

BRACELET OF MERCY

Aura faint conjuration (healing); **CL** 5th

TABLE 7-II: MEDIUM WONDROUS ITEMS

d%	Item	Market Price
01–06	<i>Grapppler's mask</i>	5,000 gp
07–16	<i>Torc of lionheart fury</i>	8,000 gp
17–19	<i>Amulet of spell cunning</i>	10,000 gp
20–23	<i>Construct channel brick</i>	10,000 gp
24–25	<i>Doomharp</i>	10,000 gp
26–27	<i>Ki mat</i>	10,000 gp
28–37	<i>Lord's banner (swiftness)</i>	10,000 gp
38–40	<i>Crystal of healing hands</i>	12,000 gp
41–44	<i>Book of the loremaster</i>	15,000 gp
45–48	<i>Bracelet of mercy</i>	15,000 gp
49–56	<i>Cauldron of plenty</i>	15,000 gp
57–61	<i>Gloves of dueling</i>	15,000 gp
62–64	<i>Necklace of ki serenity</i>	16,000 gp
65–69	<i>Robes of arcane heritage</i>	16,000 gp
70–74	<i>Silver smite bracelet</i>	16,000 gp
75–82	<i>Vest of the cockroach</i>	16,000 gp
83–86	<i>Amulet of magecraft</i>	20,000 gp
87–90	<i>Horn of antagonism</i>	20,000 gp
91–93	<i>Moon circlet</i>	20,000 gp
94–96	<i>Necromancer's athame</i>	20,000 gp
97–98	<i>Sniper goggles</i>	20,000 gp
99–100	<i>Annihilation spectacles</i>	25,000 gp

Slot wrist; **Price** 15,000 gp; **Weight** —

DESCRIPTION

Each gem in this metal bracelet has a tiny inscription from a holy book. If the wearer has the mercy class feature, she gains the diseased mercy. If the wearer already has that mercy, her effective caster level for removing diseases increases by +4.

CONSTRUCTION

Requirements Craft Wondrous Item, *remove disease*; **Cost** 7,500 gp

CAMPFIRE BEAD

Aura faint evocation; **CL** 1st

Slot none; **Price** 720 gp; **Weight** —

DESCRIPTION

This tiny glass bead transforms itself into a small (2-foot-tall) pile of burning logs whenever its command word is spoken. The fire burns for 8 hours or until extinguished, at which point it turns back into a bead. The owner of the item must wait twice as long as the fire burned before he can order the bead to become a campfire again.

CONSTRUCTION

Requirements Craft Wondrous Item, *produce flame*; **Cost** 360 gp

CATCHING CAPE

Aura faint abjuration; **CL** 1st

Slot shoulders; **Price** 200 gp; **Weight** 3 lbs.

DESCRIPTION

This silvery cape furls and ripples like a flag with every step its owner takes. The wearer can, as a swift action, order the cape

to transform into a faint sphere of force that surrounds him on all sides. The field grants the wearer a concealment (20% miss chance) against ranged attacks and lasts for 1 minute or until the wearer is missed by a ranged attack due to the power of the cloak, whichever comes first. When the field ends, all magic is lost from the cloak, leaving only a mundane silvery garment.

CONSTRUCTION

Requirements Craft Wondrous Item, *shield*; **Cost** 100 gp

CAULDRON OF BREWING

Aura faint transmutation; **CL** 5th

Slot none; **Price** 3,000 gp; **Weight** 5 lbs.

DESCRIPTION

A *cauldron of brewing* looks like a fine cooking pot with four stout legs. The cauldron is capable of heating any liquid placed in it to a precise temperature (anywhere from just above room temperature to hot enough to boil salt water) and maintaining it indefinitely while still remaining only slightly warm to the touch on the outside. A *cauldron of brewing* provides a +5 competence bonus on Craft (alchemy) skill checks.

CONSTRUCTION

Requirements Craft Wondrous Item, trained in Craft (Alchemy);

Cost 1,500 gp

CAULDRON OF FLYING

Aura moderate transmutation; **CL** 10th

Slot none; **Price** 40,000 gp; **Weight** 100 lbs.

DESCRIPTION

This iron pot is large enough for two Medium humanoids to stand in comfortably. Upon command, the cauldron and up to 500 pounds of additional weight can fly as if using *overland flight*. The cauldron moves under the direction of the person who spoke the activating command word. It can carry up to double its capacity, but doing so reduces its speed to 30 feet. It can hover in place without the need for a Fly skill check. The cauldron provides partial cover for anyone standing in it. It has a hardness of 10 and 60 hit points.

CONSTRUCTION

Requirements Craft Wondrous Item, *overland flight*;

Cost 20,000 gp

CAULDRON OF PLENTY

Aura strong conjuration; **CL** 12th

Slot none; **Price** 15,000 gp; **Weight** 25 lbs.

DESCRIPTION

This enchanted iron pot can produce nourishing, simple fare sufficient to feed up to 36 people per day upon command. Once per week it can also be commanded to create a *heroes' feast* for up to 12 people. The cauldron needs neither fire nor ingredients to produce food; it does so instantly upon command.

CONSTRUCTION

Requirements Craft Wondrous Item, *create food and water*, *heroes' feast*; **Cost** 7,500 gp

CAULDRON OF RESURRECTION**Aura** strong conjuration (healing); **CL** 13th**Slot** none; **Price** 33,000 gp; **Weight** 35 lbs.**DESCRIPTION**

The mouth of this heavy, dark iron cauldron is shaped like a monstrous maw and is large enough to accommodate a single Medium creature. When the cauldron is filled with pure water and certain rare and sacred herbs, and a deceased creature is placed inside it, the cauldron can restore the creature to life as if from a *raise dead* or *resurrection* spell. The spell effect depends on the components used: *raise dead* costs 5,000 gp worth of materials, while *resurrection* costs 10,000 gp worth of materials. The cauldron can function once per day.

CONSTRUCTION**Requirements** Craft Wondrous Item, *resurrection*; **Cost** 16,500 gp**CAULDRON OF SEEING****Aura** moderate divination; **CL** 10th**Slot** none; **Price** 42,000 gp; **Weight** 5 lbs.**DESCRIPTION**

When filled with liquid, this small cauldron allows the user to see over virtually any distance as if using the *scrying* spell. It may have additional powers like those of a *crystal ball* for the same prices given on page 508 of the *Pathfinder RPG Core Rulebook*.

CONSTRUCTION**Requirements** Craft Wondrous Item, *scrying*; **Cost** 21,000 gp**CAULDRON OF THE DEAD****Aura** moderate necromancy; **CL** 9th**Slot** none; **Price** 30,000 gp; **Weight** 35 lbs.**DESCRIPTION**

This cauldron of dark iron is large enough to accommodate a single Medium creature. When filled with a mixture of water and rare herbs, the cauldron transforms any dead body placed in it into a zombie as if animated by an *animate dead* spell. Each corpse animated uses up 25 gp in materials per Hit Die, and the cauldron can animate one corpse per round. The user of the cauldron commands the undead so created—up to 12 HD, unless the user can cast the *animate dead* spell, in which case that spell's limit is used; animating more beyond this limit causes earlier specimens to become uncontrolled.

CONSTRUCTION**Requirements** Craft Wondrous Item, *animate dead*; **Cost** 15,000 gp**CLAMOR BOX****Aura** moderate illusion; **CL** 10th**Slot** none; **Price** 2,000 gp; **Weight** 2 lbs.**DESCRIPTION**

This delicate tin music box can produce a great volume of noise at a specific time determined by its owner. Four command words determine what sorts of sounds it is to play (battle, fire,

TABLE 7-12: MAJOR WONDROUS ITEMS

d%	Item	Market Price
01–08	<i>Cauldron of the dead</i>	30,000 gp
09–20	<i>Mask of giants</i> (lesser)	30,000 gp
21–32	<i>Cauldron of resurrection</i>	33,000 gp
33–48	<i>Cauldron of flying</i>	40,000 gp
49–64	<i>Cauldron of seeing</i>	42,000 gp
65–76	<i>Lord's banner</i> (terror)	56,000 gp
77–88	<i>Lord's banner</i> (victory)	75,000 gp
89–96	<i>Mask of giants</i> (greater)	90,000 gp
97–100	<i>Lord's banner</i> (crusades)	100,000 gp

massacre, or riot), and a fifth determines the delay (anywhere from 1 round to 20 minutes) until the box begins to produce the desired sound. The noise from the box is as loud as 40 people. The sound persists for 2d6 rounds.

CONSTRUCTION**Requirements** Craft Wondrous Item, *ghost sound*; **Cost** 1,000 gp**CONSTRUCT CHANNEL BRICK****Aura** moderate transmutation; **CL** 7th**Slot** none; **Price** 10,000 gp; **Weight** 1 lb.**DESCRIPTION**

This solid red brick changes its shape to match its bearer's holy symbol. If the bearer has the channel energy class feature, she can focus her power on the brick, allowing her to repair damaged constructs and objects as if they were living creatures. The item works whether the bearer channels positive or negative energy. If the bearer has the artifice domain, she adds +2d6 points of damage to her channel energy result when repairing constructs and objects.

CONSTRUCTION**Requirements** Craft Wondrous Item, *make whole*; **Cost** 5,000 gp**COWARDLY CROUCHING CLOAK****Aura** faint abjuration; **CL** 1st**Slot** shoulders; **Price** 1,800 gp; **Weight** 4 lbs.**DESCRIPTION**

This nondescript gray cloak has a hood that can fit over the wearer's entire face. The wearer can, as a move action, cover his face and drop to a huddling crouch. Any creature seeking to directly attack him while he does this must make a DC 11 Will save to do so (as the *sanctuary* spell). The wearer cannot see or take any actions while crouching. This makes him effectively blind, with all the normal penalties, but not helpless. The wearer can end his crouch simply by standing up or moving.

CONSTRUCTION**Requirements** Craft Wondrous Item, *sanctuary*; **Cost** 900 gp**CRYSTAL OF HEALING HANDS****Aura** moderate conjuration (healing); **CL** 10th**Slot** neck; **Price** 12,000 gp; **Weight** 1 lb.



AMULET OF MAGECRAFT



CLAMOR BOX



CAULDRON OF PLENTY



BOOK OF THE LOREMASTER



BOOTS OF FRIENDLY TERRAIN



GLOVES OF DUELING



DUST OF EMULATION



BRACELET OF MERCY

DESCRIPTION

A simple cotton cord holds this glittering prism in place. A person with the lay on hands class feature can direct one use of this energy into the crystal, which stores it until the wearer speaks a command word to release it. Releasing the energy targets the wearer with the stored lay on hands effect, as if touched by the person who infused the crystal with its power. The crystal can contain a single use of the lay on hands class feature. When filled with this magic, it begins to glow with a pearly white light. The wearer of the crystal can order it to release its energy as a standard action. This acts identically to receiving the lay on hands directly from the person who channeled it into the crystal, including any mercies they had at the time.

CONSTRUCTION

Requirements Craft Wondrous Item, *cure light wounds*, creator must be a paladin; **Cost** 6,000 gp

DEFOLIANT POLISH

Aura faint transmutation; **CL** 5th
Slot none; **Price** 800 gp; **Weight** —

DESCRIPTION

This container of sickly gray paste can coat the armor of one Medium or two Small creatures. Affected objects produce dark gray fumes for the next 24 hours. These fumes cause natural plants to wilt and diminish as soon as they come into

contact with the affected armor. This allows the wearer to move through terrain made difficult due to the presence of vegetation as if it were normal terrain, though the creature leaves a clear path of ruined vegetation. In addition, creatures belonging to the plant type that target someone protected by *defoliant polish* with a natural attack or grapple take 1 point of damage with each successful attack.

CONSTRUCTION

Requirements Craft Wondrous Item, *diminish plants*; **Cost** 400 gp

DOOMHARP

Aura faint necromancy; **CL** 4th
Slot none; **Price** 10,000 gp; **Weight** 5 lbs.

DESCRIPTION

Made from bone and sun-dried sinew, this masterwork harp produces a vague sense of unease in anyone near it. If the owner of this item has the bardic performance class feature he can use it to perform a dirge of doom even if he is not of sufficient level to normally have access to that ability. A bard who can use dirge of doom and who plays the harp as part of his performance increases the effective radius to 60 feet.

CONSTRUCTION

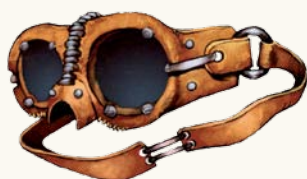
Requirements Craft Wondrous Item, *cause fear*; **Cost** 5,000 gp

DUST OF EMULATION

Aura faint illusion; **CL** 1st



CRYSTAL OF HEALING HANDS



ANNIHILATION SPECTACLES



FLYING OINTMENT



MANACLES OF COOPERATION



LORD'S BANNER



HELM OF FEARSOME MIEN



SOUL SOAP



DEFOLIANT POLISH



MOON CIRCLET

Slot none; Price 800 gp; Weight —

DESCRIPTION

A creature coated with this glittering golden dust can interact with any one item or object as if she had successfully used the Use Magic Device skill to emulate a class feature or race (if the exact result of the check matters, treat the character's result as a 25). If the user of the dust does not mentally select the intended item or object while coating herself with the dust, the magic of the dust applies to the first eligible object she encounters. She can apply the result of this automatic check when dealing with the item or object for 1 hour after exposure to the dust.

CONSTRUCTION

Requirements Craft Wondrous Item, *disguise self*; **Cost** 400 gp

FLYING OINTMENT

Aura moderate transmutation; **CL** 9th

Slot none; **Price** 2,250 gp; **Weight** —

DESCRIPTION

This preparation of herbs includes belladonna, mandrake, and foxglove (also known as "witch's glove") in a base of rendered fats. When rubbed over the skin, the ointment grants the subject the ability to fly (as the *overland flight* spell) for up to 9 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *overland flight*; **Cost** 1,125 gp

GLOVES OF DUELING

Aura faint transmutation; **CL** 5th

Slot hands; **Price** 15,000 gp; **Weight** —

DESCRIPTION

These supple leather gloves grant the wearer gains a +4 bonus to his CMD against disarm attacks, attempts to sunder his wielded weapons, and effects that cause him to lose his grip on his weapons (such as *grease*). The wearer doesn't drop held weapons when panicked or stunned. If the wearer has the weapon training class feature and is using an appropriate weapon, his weapon training bonus increases by +2.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater magic weapon*; **Cost** 7,500 gp

GLOWING GLOVE

Aura faint universal; **CL** 1st

Slot hands; **Price** 2,000 gp; **Weight** —

DESCRIPTION

The wearer of this slender white leather glove may, as a standard action, press it against any surface or object and cause a luminous handprint to appear. This print glows with any color the wearer wishes, sheds light as a candle, and is easily visible from a distance of up to 60 feet. These handprints last for 1 day before fading away. The glowing handprint matches the wearer's hand in terms of size, position of fingers, and so on.

CONSTRUCTION

Requirements Craft Wondrous Item, *arcane mark*; **Cost** 1,000 gp

GRAPPLER'S MASK

Aura faint transmutation; **CL** 1st

Slot head; **Price** 5,000 gp; **Weight** 2 lbs.

DESCRIPTION

This mask, fashioned from dark leather, also covers the back of the wearer's head and neck and drapes over his shoulders and upper arms, leaving only his mouth, nose, and eyes uncovered. The wearer may attempt bull rushes and grapples without provoking attacks of opportunity.

CONSTRUCTION

Requirements Craft Wondrous Item, *bull's strength*, *cat's grace*, *expeditious retreat*; **Cost** 2,500 gp

HELM OF FEARSOME MIEN

Aura faint necromancy; **CL** 1st

Slot head; **Price** 5,000 gp; **Weight** 4 lbs.

DESCRIPTION

This metal helm is made to look like the wearer has horns, tusks, and other features resembling a fearsome predator. If the wearer is a barbarian, she can use the intimidating glare rage power whenever she rages. The helm has no effect if the wearer is not a barbarian (or another class with the rage class feature).

CONSTRUCTION

Requirements Craft Wondrous Item, *cause fear*; **Cost** 2,500 gp

HORN OF ANTAGONISM

Aura faint enchantment; **CL** 3rd

Slot none; **Price** 20,000 gp; **Weight** 4 lbs.

DESCRIPTION

Carved from the bone of some giant beast, this large horn emits an eerie, heart-lurching moan when sounded. A person with the favored enemy class feature may blow the horn as a standard action to daze one type of favored enemy within 90 feet for 1d4 rounds (DC 13 Will save negates). Creatures suffer a penalty on this save equal to the ranger's favored enemy bonus against that type of creature. This is a sonic, mind-affecting effect; creatures that cannot hear the horn are immune to its magic. The horn's magic works once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *daze monster*; **Cost** 10,000 gp

HORN OF THE HUNTMASTER

Aura moderate enchantment; **CL** 11th

Slot none; **Price** 5,000 gp; **Weight** 5 lbs.

DESCRIPTION

This elongated horn curves sharply at the end, almost making it seem more like an enormous pipe than a tool for the hunt. Once each day, a person with the hunter's bond (companions) class feature may blow the horn as a standard action; this grants

his full favored enemy bonus (instead of half) against a single target to all allies within 30 feet who can see and hear him. The effect lasts for 1 minute.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater heroism*; **Cost** 2,500 gp

IOUN TORCH

Aura strong universal; **CL** 12th

Slot none; **Price** 75 gp; **Weight** —

DESCRIPTION

This item is merely a burned out, dull gray *ioun stone* with a *continual flame* spell cast upon it. It retains the ability to float and orbit, and allows the bearer to carry light and still have his hands free. It may be in any crystalline shape common to *ioun stones* (ellipsoid, prism, sphere, and so on).

CONSTRUCTION

Requirements Craft Wondrous Item, *continual flame*, creator must be 12th level; **Cost** 62 gp, 5 sp

KEY OF LOCK JAMMING

Aura faint abjuration; **CL** 1st

Slot none; **Price** 400 gp; **Weight** 1/2 lb.

DESCRIPTION

This ornate brass key automatically reshapes itself to fit any standard keyhole (generally those in doors scaled for use by Small or Medium creatures, not deliberately oversized locks like the main door to a dwarven fortress). Once placed inside a lock, the key merges with the lock and fills up all open spaces within it, creating a solid piece of metal and making it impossible to unlock it, even with magic. While securing the lock, the key strengthens its materials, adding +2 to the lock's hardness, 8 to its hit points, and +5 to its Break DC. Touching the key and speaking the command word causes the key to disintegrate, leaving the lock intact and rendering the mechanism operable again.

CONSTRUCTION

Requirements Craft Wondrous Item, *hold portal*; **Cost** 200 gp

KI MAT

Aura moderate conjuration (healing); **CL** 7th

Slot none; **Price** 10,000 gp; **Weight** 3 lbs.

DESCRIPTION

This humble pad of woven river reeds allows its owner to recover his mental fortitude and *ki* pool by practicing breathing exercises and other forms of meditation. Each hour its owner spends sitting on the mat without taking any other action, he can attempt to center himself by making a Wisdom check with a DC of 10 plus the monk's current number of *ki* points (note that ability checks, like skill checks, do not automatically succeed on a 20). If the check is successful, the monk regains 1 *ki* point.

CONSTRUCTION

Requirements Craft Wondrous Item, *lesser restoration*, creator must be a monk; **Cost** 5,000 gp

KNIGHT'S PENNON

Aura moderate abjuration or transmutation; **CL** 6th
Slot none; **Price** 4,500 gp (battle), 2,200 gp (honor), 4,500 gp (parley); **Weight** 1 lb.

DESCRIPTION

This narrow cloth flag is made to attach to the end a knight's lance, though it can be flown from a spear, polearm, or even a staff. It has no effect if not mounted appropriately. A *knight's pennon* grants different benefits depending on its color and design.

Battle: The red *knight's pennon of battle* allows its bearer to benefit from *heroism* once per day.

Honor: The gold *knight's pennon of honor* bestows *protection from evil* upon the bearer once per day.

Parley: The white *knight's pennon of parley*, when displayed approaching a negotiation, grants the bearer a +4 enhancement bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks for 1 hour, so long as the bearer does not initiate any hostile action.

CONSTRUCTION

Requirements Craft Wondrous Item, *heroism* (battle), *protection from evil* (honor), *eagle's splendor* (parley); **Cost** 2,250 gp (battle), 1,100 gp (honor), 2,250 gp (parley)

LORD'S BANNER

Aura moderate (various schools); **CL** 10th
Slot none; **Price** 100,000 gp (crusades), 10,000 gp (swiftness), 56,000 gp (terror), 75,000 gp (victory); **Weight** 3 lbs.

DESCRIPTION

A *lord's banner* is a cloth flag or standard, typically at least 2 feet wide and 4 feet long (though some are up to twice that size), meant to be carried and displayed on a lance, polearm, frame, or staff. It has no effect when not mounted properly or when laying on the ground. It normally depicts the insignia or heraldic symbol of a particular noble.

A *lord's banner* may be carried (on foot or mounted) or planted. In the latter case, the banner does not need a bearer, but if it is toppled or touched by an enemy, it loses its effectiveness until reclaimed and replanted by allies of its owner.

Crusades: A noble-looking *lord's banner of crusades* emits a *hallow* effect in a 40-foot radius around it, so long as it is borne by one true to the religion of the person whose crest is on the banner (these sorts of banners usually have a holy symbol or other religious insignia worked into the design). The banner displays the faith's holy symbol along with the owner's crest.

Swiftness: A group or army that are traveling under a *lord's banner of swiftness* can make a forced march without needing Constitution checks or suffering any nonlethal damage from doing so, allowing them to cover great distances while still arriving ready to do battle. This ability affects all allied creatures within 1 mile as long as they are able to see the banner at least once a day.

Terror: Enemies of the bearer of a *lord's banner of terror*, while within 30 feet and able to see the banner, must make

a Will saving throw (DC 16) or become panicked, fleeing as quickly as possible for as long as they can see the banner. Those that succeed on the save are shaken. A creature that makes its saving throw cannot be panicked by the banner for 1 day.

Victory: Allies of the owner of a *lord's banner of victory* gain a +2 morale bonus on attack rolls, saves, and skill checks for as long as they can see the banner.

CONSTRUCTION

Requirements Craft Wondrous Item, *hallow* (crusades), *freedom of movement* (swiftness), *fear* (terror), *heroism* (victory); **Cost** 50,000 gp (crusades), 5,000 gp (swiftness), 28,000 gp (terror), 37,500 gp (victory)

MANACLES OF COOPERATION

Aura faint enchantment (charm); **CL** 1st
Slot wrist; **Price** 2,000 gp; **Weight** 2 lbs.

DESCRIPTION

These tight iron cuffs can fit over the wrists of any Large or smaller humanoid. When placed on a helpless humanoid, they make the captive more docile and compliant. The prisoner never attempts to escape of its own volition and agrees to any reasonable request unless it makes a DC 11 Will saving throw.

CONSTRUCTION

Requirements Craft Wondrous Item, *charm person*; **Cost** 1,000 gp

MASK OF GIANTS

Aura moderate transmutation (lesser), strong transmutation (greater); **CL** 6th (lesser), 13th (greater)
Slot head; **Price** 30,000 gp (lesser), 90,000 gp (greater); **Weight** 1 lb.

DESCRIPTION

This wooden mask depicts a leering humanoid with an oversized nose and ears. If the wearer has the wild shape class feature, the mask allows her to use wild shape to take the form of a humanoid with the giant subtype. The forms allowed by a *lesser mask of giants* are ogre, troll, fire giant, frost giant, or stone giant. If the form has any of the following abilities, the wearer gains the listed ability: darkvision 60 feet, low-light vision, scent. In giant form, the wearer gains a +4 size bonus to Strength, a -2 penalty to Dexterity, and a +1 natural armor bonus.

A *greater mask of giants* has all the powers of a lesser mask, plus additional abilities in giant form. If the form has any of the following abilities, the wearer gains the listed ability: rend (2d6 damage), regeneration 5 (acid or fire), rock catching, rock throwing (range 60 feet, 2d6 damage). If the chosen giant form has immunity or resistance to any energy type, the wearer gains resistance 20 to that energy type when in giant form. If the giant form has vulnerability to an energy type, the wearer gains that vulnerability when in giant form. In giant form, the wearer gains a +6 size bonus to Strength, a

–2 penalty to Dexterity, a +4 size bonus to Constitution, and a +4 natural armor bonus.

CONSTRUCTION

Requirements Craft Wondrous Item, *giant form I*; **Cost** 15,000 gp (lesser), 45,000 gp (greater)

MOON CIRCLLET

Aura strong evocation; **CL** 15th
Slot headband; **Price** 20,000 gp; **Weight** —

DESCRIPTION

This fine silver circlet typically has a carved moonstone inset on the front or a crescent moon design. The wearer of a *moon circlet* gains darkvision out to 60 feet (if she does not already possess it). Its other effects only benefit a wearer capable of casting arcane spells.

During the waxing moon, the wearer's caster level is considered one higher for purposes of caster level checks and spell effects; during the three nights of the full moon, this benefit increases to two levels higher than normal. However, this additional power comes with a price. During the waning moon, the wearer's caster level is considered one lower for purposes of caster level checks and spell effects, and during the three nights of the new moon, this penalty increases to two levels lower.

Removing a *moon circlet* imposes 2 negative levels on the wearer until the next full moon (or until the *circlet* is worn again, whichever comes first). These negative levels cannot be restored by any means short of a *limited wish*, *wish*, or *miracle*.

CONSTRUCTION

Requirements Craft Wondrous Item, *darkvision*, *light*; **Cost** 10,000 gp

MULEBACK CORDS

Aura faint transmutation; **CL** 3rd
Slot shoulders; **Price** 1,000 gp; **Weight** 1/4 lb.

DESCRIPTION

These thick leather cords wrap around the wearer's biceps and shoulders; when worn, they make the muscles appear larger than normal. The wearer treats his Strength score as 8 higher than normal when determining his carrying capacity (see *Pathfinder RPG Core Rulebook* page 171). This bonus does not apply to combat, breaking items, or any other Strength-related rolls except the amount of equipment or material the wearer can carry.

CONSTRUCTION

Requirements Craft Wondrous Item, *bull's strength*; **Cost** 500 gp

NECKLACE OF KI SERENITY

Aura moderate enchantment; **CL** 9th
Slot neck; **Price** 16,000 gp; **Weight** —

DESCRIPTION

This simple leather cord is tightly knotted at even intervals and gives its wearer a sense of inner calmness and connection with the larger world. The wearer gains a +4 bonus to his

effective level when determining the size of his *ki* pool and the level-based effects of his *ki* pool ability (such as bypassing damage reduction).

CONSTRUCTION

Requirements Craft Wondrous Item, *calm emotions*, *owl's wisdom*; **Cost** 8,000 gp

NECROMANCER'S ATHAME

Aura strong necromancy; **CL** 11th
Slot none; **Price** 20,000 gp; **Weight** 2 lbs.

DESCRIPTION

This pallid length of sharpened thighbone is carved into the shape of a dagger, but with tiny holes bored into it at equal intervals, almost like a flute. A necromancer who selects the athame as his bonded object can use it to spontaneously convert any prepared wizard necromancy spell into any other wizard necromancy spell he knows; the desired spell must be of the same level or lower than the prepared spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *create undead*, creator must be a necromancer; **Cost** 10,000 gp

PHILTER OF LOVE

Aura strong enchantment; **CL** 15th
Slot none; **Price** 3,000 gp; **Weight** —

DESCRIPTION

This potent preparation causes a creature who drinks it to fall madly in love with the first creature he or she perceives after consuming it. The drinker's attitude toward that creature becomes helpful. If a romantic attraction is possible toward the first person viewed, the drinker falls in love with that person. Otherwise, the drinker's love is a platonic adoration. The effects of the philter are permanent unless removed by a *break enchantment*, *dispel magic*, *limited wish*, *miracle*, *remove curse*, or *wish*.

CONSTRUCTION

Requirements Craft Wondrous Item, *charm monster*, *permanency*; **Cost** 1,500 gp

ROBES OF ARCANE HERITAGE

Aura moderate necromancy; **CL** 9th
Slot body; **Price** 16,000 gp; **Weight** 1 lb.

DESCRIPTION

These elegant, dark purple and royal blue robes are usually decorated with gold stitching depicting a sorcerer bloodline, though some indicate a family tree. The stitching changes to match the sorcerer bloodline of the wearer. The wearer treats her sorcerer level as 4 higher than normal for the purpose of determining what bloodline powers she can use and their effects.

CONSTRUCTION

Requirements Craft Wondrous Item, *speak with dead*, creator must be a sorcerer; **Cost** 8,000 gp

SASH OF THE WAR CHAMPION

Aura moderate abjuration; **CL** 9th
Slot chest; **Price** 4,000 gp; **Weight** 1 lb.

DESCRIPTION

This bright red strip of cloth, stitched with images of a cheering crowd throwing garlands toward a chariot, fits across the wearer's shoulders and then diagonally down his chest to reach his opposite hip. The wearer treats his fighter level as 4 higher than normal for the purpose of the armor training and bravery class features.

CONSTRUCTION

Requirements Craft Wondrous Item, *cat's grace*, *remove fear*;
Cost 2,000 gp

SCABBARD OF STANCHING

Aura faint conjuration (healing); **CL** 5th
Slot belt; **Price** 5,000 gp; **Weight** 2 lbs.

DESCRIPTION

This fine, red leather sheath is decorated with gold filigree. It fits any bladed slashing weapon. While worn, a *scabbard of stanching* protects against bleed damage. Anytime the wearer suffers a bleed effect, the scabbard automatically stanches it. It has no effect on bleed damage from effects that require a DC 16 or higher caster level or Heal check.

CONSTRUCTION

Requirements Craft Wondrous Item, *cure light wounds*;
Cost 2,500 gp

SCABBARD OF VIGOR

Aura faint transmutation; **CL** 5th
Slot belt; **Price** 1,800 gp; **Weight** 3 lbs.

DESCRIPTION

Once per day, as part of the action of drawing forth the weapon held by the scabbard, the wearer can order it to endow the weapon with an enhancement bonus on attack and damage rolls. The duration of the effect depends on the desired enhancement bonus for the weapon.

Bonus	Duration
+4	1 round
+3	3 rounds
+2	5 rounds
+1	10 rounds

CONSTRUCTION

Requirements Craft Wondrous Item, *greater magic weapon*;
Cost 900 gp

SHEATH OF BLADESTEALTH

Aura faint illusion; **CL** 5th
Slot belt; **Price** 5,000 gp; **Weight** 2 lbs.

DESCRIPTION

This mundane-looking but serviceable sheath fits any bladed

slashing weapon, from a dagger to a greatsword. When a weapon is placed into the *sheath of bladestealth*, both it and the weapon become invisible (as the *invisibility* spell) until the weapon is drawn, at which point it and the sheath become visible again. The invisible sheathed weapon can still be detected by touch, but the bearer gains a +5 bonus on Sleight of Hand checks to conceal the weapon, and casual inspection does not reveal it at all. Other effects that detect or reveal invisible things work normally on the sheathed weapon.

CONSTRUCTION

Requirements Craft Wondrous Item, *invisibility*; **Cost** 2,500 gp

SILVER SMITE BRACELET

Aura moderate transmutation; **CL** 9th
Slot wrist; **Price** 16,000 gp; **Weight** 1 lb.

DESCRIPTION

This heavy silver bracelet is etched with icons of purity, fidelity, chastity, and honor, and glows with a soft white light whenever its owner prays. The wearer of this bracelet treats her paladin level as 4 higher than normal for the purpose of her smite evil class feature.

CONSTRUCTION

Requirements Craft Wondrous Item, *align weapon*, creator must be a paladin; **Cost** 8,000 gp

SNIPER GOGGLES

Aura faint divination; **CL** 5th
Slot eyes; **Price** 20,000 gp; **Weight** 1 lb.

DESCRIPTION

The leather strap attached to these bulbous lenses allows their wearer to fit them to his head. The wearer of these goggles can make ranged sneak attacks from any distance instead of the normal 30 feet. When making ranged sneak attacks within 30 feet, the wearer gains a +2 circumstance bonus on each sneak attack damage die.

CONSTRUCTION

Requirements Craft Wondrous Item, *true strike*; **Cost** 10,000 gp

SOUL SOAP

Aura faint abjuration; **CL** 1st
Slot none; **Price** 200 gp; **Weight** 2 lbs.

DESCRIPTION

This small bar of coarse gray soap has tiny pieces of ash, coal, or hard earth embedded in it, making the use of the soap uncomfortable and leaving anyone washed with it as dirty as before. Washing a creature with the soap requires water and takes 1 minute, after which the creature can attempt a new Will saving throw against any hostile ongoing mind-affecting effect currently affecting it. Unwilling creatures must be pinned or otherwise made helpless before they can be washed. The soap is sufficient to wash one creature.

CONSTRUCTION

Requirements Craft Wondrous Item, *resistance*; **Cost** 100 gp

TORC OF LIONHEART FURY

Aura faint abjuration; **CL** 3rd

Slot neck; **Price** 8,000 gp; **Weight** 1 lb.

DESCRIPTION

Each end of this heavy copper neckwear bears the image of a snarling lion. The wearer gains a +2 morale bonus on saving throws against fear. If the wearer is a barbarian of at least 12th level, she gains the fearless rage power. If she already has this power, she also becomes immune to the panicked condition while raging, and any panic-causing attack against her while she rages instead causes her to regain 1 round of rage.

CONSTRUCTION

Requirements Craft Wondrous Item, *remove fear*;

Cost 4,000 gp

VEST OF THE COCKROACH

Aura faint necromancy; **CL** 3rd

Slot chest; **Price** 16,000 gp; **Weight** 2 lbs.

DESCRIPTION

This padded and slightly bulky vest, made from dyed, red-brown cloth, causes its wearer to feel vaguely uncomfortable whenever lying prone. If the wearer is a rogue, she gains the resiliency rogue talent. If she already has this talent, activating the talent grants her 2 hit points per rogue level instead of 1.

CONSTRUCTION

Requirements Craft Wondrous Item, *false life*; **Cost** 8,000 gp

WAR PAINT OF THE TERRIBLE VISAGE

Aura faint necromancy; **CL** 1st

Slot none; **Price** 100 gp; **Weight** —

DESCRIPTION

This thimble-sized clay container of thick, moist face paint has enough material to paint streaks and whorls of any color on one creature's face. Once applied, the wearer can, as a swift action, make the paint rearrange itself into a ghastly mélange of colors, making his appearance momentarily disturbing and hideous. The wearer chooses one creature who can see his painted face within 30 feet to be affected by *cause fear* (DC 11). Once the paint is used in this fashion, it loses all magic and becomes normal face paint. Once applied, the wearer has 24 hours to use the paint's magic; otherwise it fades away.

CONSTRUCTION

Requirements Craft Wondrous Item, *cause fear*; **Cost** 50 gp

CURSED ITEMS

The following are additional cursed items that may arise from faulty item crafting—or in some cases, deliberate construction. Many cannot be discarded unless a successful *remove curse*, *break enchantment*, or similar magic is used on them.

BUFFOON'S SWORD

Aura moderate divination; **CL** 10th

Slot none; **Weight** 2 lbs.

DESCRIPTION

This blade seems and behaves in all ways as a sword of *subtlety* until actually used in combat. Once used in combat, it imposes a –10 penalty on all Stealth checks made by its wielder. It also makes it nearly impossible for the owner to tell a lie or engage in any other sort of subterfuge. Each time he does so, he must make a DC 15 Will saving throw to avoid blurting out the truth or taking some other involuntary action that spoils his attempted ruse. Only curse-ending magic can rid the wielder of the sword once its curse activates.

CREATION

Magic Items sword of *subtlety*

CANNIBAL RING

Aura strong transmutation; **CL** 16th

Slot ring; **Weight** —

DESCRIPTION

This simple and unadorned copper ring appears slightly tarnished, but seemingly wards off the effects of hunger or other sorts of deprivation; all tests reveal it to be a *ring of sustenance*. However, after wearing it for 7 days, its owner instead comes to suffer from almost constant hunger and thirst, which, if not sated, ultimately drives him mad enough to become a cannibal. The wearer must eat and drink a full day's worth of food and water each hour to avoid making a starvation or thirst check. Once the wearer starts to take lethal damage instead of nonlethal damage due to failed checks, he begins to experience ever more powerful cravings for the flesh of intelligent creatures (any living creature with an Intelligence of 3 or higher).

Once the wearer feasts in such a manner, he recovers all nonlethal damage sustained from hunger and thirst, though he continues to suffer lethal damage on failed starvation and thirst checks. The next time he is in a situation in which he could eat part of an intelligent being, he must make a DC 15 Will save or dine on the forbidden meat. If the wearer succumbs to this urge again, he recovers all lethal damage from failed starvation and thirst checks, and realizes cannibalism is the key to avoiding the increased hunger and thirst—on any day he eats at least one meal of flesh from an intelligent creature, he does not have to make hourly starvation and thirst checks, and recovers any accumulated damage from failing these checks. Once its curse activates, the ring cannot be removed until the curse is broken.

CREATION

Magic Items ring of *sustenance*

CLOAK OF IMMOLATION

Aura strong evocation; **CL** 12th

Slot shoulders; **Weight** 1 lb.

DESCRIPTION

This cloak appears to be a finely made normal garment that radiates protective magic. The cloak can be handled or examined without harm, but when it is put on, it immediately bursts into flames that burn continuously but do not harm the cloak, only its wearer. The cloak deals 1d6 points of fire damage each round and cannot be removed unless the curse is broken. Sufficient amounts of water or other smothering materials can douse the flames temporarily, but the cloak reignites when exposed to air again. Spells like *resist energy*, *protection from energy*, and similar effects can protect the wearer against the cloak's flames while they last.

CREATION

Magic Items any cloak

CROWN OF BLINDNESS

Aura moderate illusion; **CL** 10th

Slot headband; **Weight** 1 lb.

DESCRIPTION

This fine silver circlet is often set with a milky moonstone. When a wearer places it on his head, the stone quickly goes dark like the waning moon, and the wearer must make a DC 14 Fortitude saving throw or immediately go blind. The saving throw must be made each round that the crown is worn until the wearer succumbs to the blindness. Removing the circlet requires breaking the curse. The blindness can be cured using *remove blindness/deafness* or any spell normally used to end a curse.

CREATION

Magic Items headband of alluring charisma, headband of inspired wisdom, headband of mental prowess, headband of mental superiority, headband of vast intelligence, moon circlet

GRAVESOUL ARMOR

Aura moderate enchantment; **CL** 10th

Slot armor; **Weight** 20 lbs.

DESCRIPTION

This armor behaves in all ways as if it were +1 *undead controlling studded leather* until its owner actually attempts to use its special property. At that point, the wearer and all living creatures within a 20-foot radius must each make a DC 15 Will saving throw to avoid believing that they are actually some sort of undead creature for the next 24 hours. The GM can either roll randomly (1d6; 1–3 zombies, 4–5 ghouls, 6 vampire) or choose which sorts of undead the affected creatures believe themselves to be, customizing to the personality and abilities of each creature. Creatures affected by the armor behave as normal for the sorts of undead they regard themselves—“zombies” mindlessly attack unassociated creatures near them, vampires attempt to bite victims on the neck, and so on—but gain none of the special abilities of that creature. The affected creatures react negatively to effects that harm “their” type of undead, so

“vampires” avoid garlic, “wraiths” recoil from sunlight, and so on. The creatures otherwise continue to believe they are actually undead and ignore all evidence to the contrary. If attacked, they defend themselves, even if this requires using abilities they have but “their” type of undead normally lacks; for example, a barbarian who thinks she’s a ghoul can still rage. Channel energy and other undead-affecting effects have no effect on creatures affected by *gravesoul armor*.

This is a mind-affecting, compulsion enchantment. The wearer of the armor can use this power up to three times per day, though it can only work on a particular creature once in any 24-hour period. Regardless of the curse, the armor is still +1 *studded leather*, and some characters may find it useful despite its (nonexistent) power over undead. Unlike most cursed items, this one is easily discarded without any magical assistance.

CREATION

Magic Items +1 *undead controlling studded leather*

HAT OF HATREDS

Aura moderate illusion; **CL** 10th

Slot head; **Weight** —

DESCRIPTION

This hat performs in all ways like a *hat of disguise* until its owner attempts to use it to disguise himself in the presence of a hostile creature. Once he does, the hat causes him to assume the guise of the creature or person the hostile creature most wants to harm. The hat never causes the wearer to assume the appearance of someone the viewer wouldn’t harm if he had the opportunity (for example, the greatly feared leader of the local temple).

Once the hat reveals its true abilities, it no longer responds to attempts by its wearer to change his appearance. Instead, it automatically causes him to take on the guise of someone known to and despised by those viewing him, complete with supplementary illusions that make that wearer appear disoriented, injured, or weak. For example, in a goblin lair, the wearer might look like the tribe’s chief, but sleepy and vulnerable. In a human town, the wearer may look like the hated local bully, drunk and staggering. In an evil town, the wearer looks like a confused visitor and appears to be an ideal target to victimize with some crime.

Curse-breaking magic is necessary to remove the hat.

CREATION

Magic Items *hat of disguise*

GIRDLE OF OPPOSITE GENDER

Aura moderate transmutation; **CL** 10th

Slot belt; **Weight** 1 lb.

DESCRIPTION

When this magical belt is put on, the wearer must immediately make a DC 20 Fortitude saving throw or be transformed into a person of the opposite gender. The character’s abilities,

mind, and spirit remain unaffected; only the character's sex changes. If the character's saving throw is a natural 1, the item actually removes all gender from the wearer, giving him an androgynous, neutered appearance. The change is permanent unless undone with curse-removing magic. Once its magic takes effect, the belt can be removed without effort. A creature can only be affected by a particular girdle once, though other girdles of this type can cause another transformation.

CREATION

Magic Items any belt

PLANAR INVASION SHIELD

Aura strong conjuration; **CL** 17th

Slot shield; **Weight** 15 lbs.

DESCRIPTION

This impressive shield seems to be and behaves in all ways as an *absorbing shield* until its owner attempts to use its disintegration power in combat. Once he does, it instead causes one or more monsters to pour forth from the shield and attack the nearest creature each round (including the shield-bearer) for 1d6 rounds before retreating from the battle by the safest possible route. If there is no such path for them to escape, the monsters fight to the death. To determine the nature and number of the monsters, roll 2d4 to determine the level of the summon monster spell and roll 1d3 to determine the number of creatures that appear. Monsters conjured by this shield remain until killed, act as normal for their kind, and are treated as summoned creatures with a permanent duration.

Once its curse activates, the shield calls forth monsters three times per day, approximately every 8 hours. If the monsters cannot emerge directly from the shield and survive (for example, because it's buried or underwater), they instead appear at the nearest safe location within 50 feet. Successful curse-breaking magic cast on the shield restores it to its previous guise as an *absorbing shield* and allows its wearer to abandon it.

CREATION

Magic Items *absorbing shield*

ONE-WAY WINDOW

Aura faint divination; **CL** 5th

Slot none; **Weight** 1 lb. (20 lbs. in larger form)

DESCRIPTION

This small, 6-inch-square glass tablet grows to a 6-foot-by-3-foot window if placed on any sufficiently large vertical surface and returns to its original size if removed. The window melds ever so slightly into the surface, allowing it to ignore minor protrusions, curves, or anything else that would normally make it difficult to simply lay down a pane of glass. On command, the front of this glass displays all activities on the other side of this surface like a window, piercing wood, earth, or stone up to 10 feet deep, but not metal. The window does not reveal its

existence to non-hostile creatures depicted within it, allowing observers to study them at their leisure.

However, once the owner of the window uses it to spy on hostile creatures, its curse activates. From that moment on, the window presents its owner and anyone looking through the window with an artificial image of the other side designed to lull them into a sense of false confidence—enemies appear sleeping or drunk, pits have obvious plank bridges for easy crossing, and so on. While presenting this image to those in front of the mirror, it reveals those viewers to the enemies being observed, creating a two-way window; however, viewed creatures see those using the mirror accurately and can read their thoughts as if using *detect thoughts*. Furthermore, the image shown to those using the mirror does not reveal that the creatures they are watching can see them as well. Once the curse activates, the owner comes to regard using the mirror to spy ahead as his most effective tactic (after all, it has no limit to its duration) and does so whenever possible until curse-breaking magic frees him from its influence (anyone who uses the mirror to spy on hostiles, even if he wasn't the one to activate the mirror, is also subject to this desire to continue using it).

CREATION

Requirements *mirror of life trapping, mirror of opposition*

RING OF TRUTH

Aura moderate enchantment; **CL** 9th

Slot ring; **Weight** —

DESCRIPTION

Deceptively pleasant looking, a *ring of truth* bears images of childlike angels and broadly smiling divine creatures holding onto links of a heavy chain. The wearer of this cursed ring is rendered unable to tell a deliberate lie, in either speech or writing. The wearer may simply omit the truth or choose not to communicate, but even then must succeed on a DC 20 Will saving throw to avoid answering a direct question truthfully. The wearer cannot remove the ring unless the magic of the curse is negated.

CREATION

Magic Items *ring of mind shielding, ring of x-ray vision*

RIOT PIPES

Aura moderate enchantment; **CL** 10th

Slot none; **Weight** 3 lbs.

DESCRIPTION

This simple musical instrument seems and behaves in all ways like any other kind of magical pipes until its owner plays it in an urban setting. Once he does, it requires all people within hearing to make a DC 15 Will saving throw to avoid falling into a murderous fury. Those who fail their saves gain the effects of a *rage* spell for the next 1d6 hours and experience a strong compulsion (Will DC 15 negates) to attack any stranger or disliked person whom they encounter during this time.

If the owner spends more than 3 consecutive days in an urban setting, he must make a DC 15 Will saving throw each day to avoid playing the *riot pipes* at some point during each subsequent day. The pipes remain with the player until the curse is broken.

CREATION

Magic Items *pipes of haunting, pipes of the sewers, pipes of sounding*

ROD OF ARSON

Aura strong evocation; **CL** 12th

Slot none; **Weight** 5 lbs.

DESCRIPTION

All tests indicate that this hollow metal tube is a *rod of flame extinguishing* until its owner uses it to extinguish or suppress a fire in a combat or other sort of dangerous situation. Once he does, he discovers that rather than quenching the flame, the rod causes the flame to enter his body. This flame persists inside of him for the next 24 hours, causing minor discomfort and giving him the sickened condition, but causing no visible injury. However, when the wielder is adjacent to or within a flammable object or structure, he feels inclined to set the object ablaze, using whatever means at his disposal. Each round the wielder resists this urge, he takes 1d6 points of fire damage as the flame within him surges and roils. After 1 minute of this, he must make a DC 15 Will save or succumb to the temptation; if he saves, the urge passes, the internal fire stops harming him, and he can interact normally with the flammable target thereafter.

Once the curse reveals itself, the owner must make a DC 15 Will saving throw to avoid using it to extinguish or suppress any fire he encounters which he himself did not start. He cannot use the rod against fires that he personally started. Successful curse-breaking magic allows the wielder to get rid of the rod and harmlessly dissipates any fire persisting inside him from the action of the rod.

CREATION

Magic Items *rod of flame extinguishing*

MINOR ARTIFACTS

Minor artifacts are not necessarily unique items. Even so, they are magic items that can no longer be created, at least by common mortal means.

BEACON OF TRUE FAITH

Aura strong (all schools); **CL** 20th

Slot none; **Weight** 2 lbs.

DESCRIPTION

The *beacon of true faith* takes the form of an ornate torch made of electrum. The torch holds an undying magical flame that requires no fuel or air, and in the hands of most creatures it simply functions as an everburning torch. When held by a divine spellcaster, an outsider with an alignment subtype, or a creature of especially strong religious faith (GM's discretion, but usually requiring a feat or trait reflecting this devotion), the beacon gains additional powers based on the bearer's alignment. All of these are command-word activated.



Chaotic (violet flame): *Word of chaos* once per day on command.
 Good (white flame): Allies within 30 feet of the beacon gain the benefits of *protection from evil* and *heroism*.

Evil (black flame): Bearer is constantly under the effect of *protection from good* and may use *harm* twice per day.

Lawful (golden flame): *Dictum* once per day on command.

DESTRUCTION

The *beacon of true faith* is destroyed if its bearer turns against the worship of his deity to willingly embrace an opposite alignment.

HAMMER OF THUNDERBOLTS

Aura strong evocation, necromancy, and transmutation; **CL** 20th
Slot none; **Weight** 15 lbs.

DESCRIPTION

This +3 *Large returning warhammer* deals 2d6 points of damage on a successful hit. In the hands of a wielder who wears a *belt of giant strength* and knows the weapon is a *hammer of thunderbolts* (not just the +3 *warhammer* it appears to be), it becomes a +5 *Large giant-bane returning thundering warhammer* with the following two properties. One, when the bearer hits with the hammer as a thrown attack, it emits a powerful clap of thunder, causing all creatures within 90 feet to be stunned for 1 round (DC 15 Fortitude negates); the wielder is not immune to this effect. Two, the hammer's range increment increases to 30 feet.

DESTRUCTION

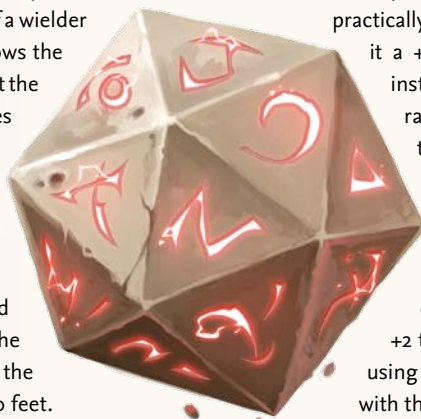
A *hammer of thunderbolts* is destroyed if heated in a fire giant's forge and quenched in the blood of a good-aligned humanoid, which causes the iron of the *hammer* to become so brittle it shatters the next time it is used to strike. Only bathing it in a fire giant's blood can reverse its brittleness; once shattered, nothing can do so.

KNUCKLEBONE OF FICKLE FORTUNE

Aura strong (all schools); **CL** 20th
Slot none; **Weight** —

DESCRIPTION

At first sight, the artifact appears to be nothing more than a piece of bone worn down to a near sphere, but when a creature picks it up, the *knucklebone's* true power and nature becomes apparent. When a creature holding the *knucklebone of fickle fortune* looks upon it, he sees that the bone is actually a perfectly shaped die with 20 sides, each side bearing a glowing red symbol of power. When the creature rolls the die, instead of falling to the floor it rolls upward in mid-air, stopping at the eye level of the creature who rolled it. It then takes its effect, based on the side immediately facing its caster. Roll a 20-sided die to determine the effect (see Table 7–13). For effects that are lost if the die is rolled again



KNUCKLEBONE OF FICKLE FORTUNE

(such as #17) or a specific result is rolled (such as #14), the character is aware of this restriction.

DESTRUCTION

The *knucklebone of fickle fortune* disappears if its Eha-Zah face (a 20 on the die) comes up on 20 consecutive rolls. Some sages believe that this does not destroy the artifact, and it instead reappears at some random spot in the world, but such knowledge is purely conjecture, for it is not known whether anyone has accomplished this improbable task.

PERFECT GOLDEN LUTE

Aura strong transmutation; **CL** 20th
Slot none; **Weight** 3 lbs.

DESCRIPTION

The *perfect golden lute* is said to be a flawless instrument; its tone and clarity are unrivaled. It is an instrument so fine it practically performs itself, granting anyone who plays it a +10 competency bonus on Perform (string instruments) checks with it. A character with ranks in Perform (string instrument) can play the lute to activate countersong, distraction, or fascinate (as the bardic performance abilities) as if he were a 1st-level bard, performing a number of rounds per day equal to his Charisma modifier. If the user of the *perfect golden lute* is a bard, he adds +2 to the DC of all bardic performance abilities using the lute, and can use bardic performance with the lute for an additional 6 rounds per day.

DESTRUCTION

The *perfect golden lute* shatters into splinters if a day passes in which no music is played within 1,000 miles of it, or if its bearer is killed by a bard spell or bardic performance.

SPINDLE OF PERFECT KNOWLEDGE

Aura strong transmutation; **CL** 20th
Slot none; **Weight** —

DESCRIPTION

The *spindle of perfect knowledge* is large, bright, and flawless marquise-cut diamond *ioun stone* the size of a halfling's fist. The gemstone would be a treasure in itself if it lacked magic, but it is also a powerful *ioun stone*. The *spindle of perfect knowledge* functions like a *headband of mental superiority* +4 and grants 5 ranks in two random Knowledge skills. The wearer can communicate and understand languages as if using *comprehend languages*, *tongues*, and telepathy with a range of 100 feet.

DESTRUCTION

The *spindle of perfect knowledge* is destroyed if worn by a mindless creature for an entire year.

TALISMAN OF RELUCTANT WISHES

Aura strong conjuration; **CL** 20th
Slot none; **Weight** 1 lb.

TABLE 7-13: KNUCKLEBONE OF FICKLE FORTUNE

d20	Rune Name	Effect
1	Eya-Doh	The character gains 1 permanent negative level.
2	Bvu	The character is subject to a powerful compulsion never to roll the <i>knucklebone of fickle fortune</i> again. He can shake this compulsion only by succeeding a DC 25 Will saving throw. He can only attempt this saving throw once a day.
3	Eij	The character is affected by a <i>harm</i> spell (caster level 15th).
4	Hor	The character is subject to a powerful compulsion to roll the <i>knucklebone</i> three more times immediately (Will DC 25 negates). All three of these rolls are made with a –5 penalty on the <i>knucklebone's</i> die roll (minimum 1).
5	Veh	The character is blinded as with <i>blindness/deafness</i> (no saving throw).
6	Chu	The character takes 5d10 points of cold damage (DC 25 Fort save for half) and moves at half speed for the next hour (a successful saving throw does not negate the reduced speed).
7	Roh	For the next 24 hours, the character suffers a –2 penalty on all skill and ability checks.
8	Seh	The character is paralyzed for 2d12 hours, as with <i>hold monster</i> , except he cannot attempt new saving throws to overcome the effect.
9	Kog	For the next week, the character emits a horrible smell. He suffers a –4 penalty on Diplomacy and Stealth checks.
10	Vis	Once, during the next 24 hours, the character can reroll a single die roll he has just made and take the second result, as if using the good fortune ability from the Luck domain.
11	Fyeh	The character gains 100 points of fire immunity, as if using <i>protection from energy</i> .
12	Xal	The character gains the benefits of a <i>heroism</i> spell for the next 200 minutes.
13	Yaq	For the next 24 hours, when the character hits a target he is flanking with a melee weapon, the attack does +1d6 points of precision damage.
14	Gib	Once in the next 24 hours, the character can cast <i>faerie fire</i> (caster level equal to his character level). This ability is lost if the character rolls this result again with the <i>knucklebone of fickle fortune</i> before the 24 hours is concluded.
15	Xku	The character is immune to fear for the next 24 hours.
16	Lev	Once in the next 24 hours, the character can cast a <i>lightning bolt</i> (caster level equal to his character level). This ability is lost if the character rolls this result again with the <i>knucklebone of fickle fortune</i> before the 24 hours is concluded.
17	Nhi	For the next 7 days, when the character is the target of healing magic, he heals an additional 2d8 hit points. This effect is lost if the character rolls the <i>knucklebone of fickle fortune</i> again before the 7 days are concluded.
18	Zmi	For the next 24 hours, whenever the character succeeds on a saving throw against a harmful effect that does half damage or partial effect on a failed save, the <i>knucklebone's</i> character takes no damage or suffers no effect.
19	Tem	For the next 24 hours, the character automatically confirms all critical hits.
20	Eha-Zah	The next time the character dies, he comes back from the dead the very next morning as if the subject of a <i>resurrection</i> spell. This effect is negated if the character rolls the <i>knucklebone of fickle fortune</i> again before he dies.

DESCRIPTION

A *talisman of reluctant wishes* appears the same as a *stone of controlling earth elementals*, a rugged rock that seems to pulse with an inner power. Its powers are quite different, however, and are dependent on the Charisma of the holder. Any character touching a *talisman of reluctant wishes* must make a DC 15 Charisma check.

If the check fails, the talisman acts as a *stone of weight* (see page 543 of the *Pathfinder RPG Core Rulebook*). Discarding it results in 5d6 points of damage to the character and the disappearance of the talisman.

If the check succeeds, the talisman remains with the character for 5d6 hours, or until a *wish* is made with it, whichever comes first. It then disappears.

If the check roll is a natural 20, the talisman remains for a number of months equal to the character's Charisma score, resisting any effort to get rid of it by reappearing in the character's possession, in a back pocket, at the bottom of his pack, or the like.

The artifact grants one *wish* for every 6 points of the character's Charisma (round down). It grows warm and throbs whenever its possessor comes within 20 feet of a mechanical or magic trap. (If the talisman is not held, its warning heat and pulses are of no avail.)

Regardless of which reaction results, a *talisman of reluctant wishes* disappears when its time expires, leaving behind a large diamond in its stead, valued at 1,000 gp per point of the character's Charisma.

DESTRUCTION

A *talisman of reluctant wishes* can be destroyed by wishing it so, using either one of the stone's *wishes* or a *wish* spell from another source. The stone then explodes, causing 5d6 points of damage to the holder.

MAJOR ARTIFACTS

Major artifacts are unique items—only one of each such item exists, and the creation of them is beyond all mortal means.

BOTTLE OF THE BOUND

Aura strong abjuration; **CL** 20th

Slot none; **Weight** 4 lbs.

DESCRIPTION

The *Bottle of the Bound* is an ancient brass bottle with a narrow neck and a rounded belly, slightly flattened on the bottom so it stands upright when resting on a table. The bottle's tight-fitting stopper is engraved with sigils of binding and sealed with lead. Legends say a wizard of tremendous power and wisdom enchanted a fiendish army and trapped it within the bottle for all time. The Legion of the Bound may be called forth from the bottle by its wielder and forced to serve, as they were once commanded to build a fantastic ancient city, long since buried beneath the dust of the ages. But the bottle endures, its inhabitants still bound.

A would-be wielder of the *Bottle of the Bound* must know three secret commands: the Word of Opening, to unseal the bottle so the stopper can be removed; the Word of Binding, to call forth and command its denizens; and the Word of Banishment, to return the Bound Ones to the bottle. A holder who knows the words may use the bottle like a *summon monster IX* spell at will, except only creatures of the evil subtype can be summoned. The summoned creatures remain until the sun next rises or sets, and no new creatures can be summoned from the bottle until the initial summoned creatures' destruction or return.

No known force can open the bottle without the Word of Opening. If the bottle is opened without the use of the Word of Binding, its 666 inhabitants are freed, one each minute starting from 1st-level creatures and moving on to higher-level ones, until they all escape. If one of the Bound is called forth and commanded without the Word of Banishment being uttered, it is free after it performs the task for which it was summoned. The Words to use the *Bottle of the Bound* have been lost for uncounted years, although some sages believe they know at least one or two of them.

DESTRUCTION

The *Bottle of the Bound* can only be destroyed if every creature bound within is slain or banished, and the empty container is then smashed with a *holy* weapon.

CLOUD CASTLE OF THE STORM KING

Aura strong (all schools); **CL** 20th

Slot none; **Weight** —

DESCRIPTION

Once the fortress of a legendary tyrant known only as the Storm King, this castle now wanders the known universe, sometimes at the whim of its master, but often as a drifting and aimless haunt of powerful monsters, ignorant of—or unable to tap into—its fantastic power.

This grand and opulent castle is held aloft and propelled by a foundation of storm clouds constantly rumbling with thunder and crackling with electrical storms. Atop the massive storm cloud, the castle is shaped like a square, with 80-foot guard towers at each corner. At its center is a 140-foot tower with seven levels and more than 30 chambers. The central tower is well appointed with many halls, living chambers, suites, privies, kitchens (with pantries that magically replenish food stores every fortnight), and laboratories suitable for arcane and alchemical study. Each guard tower has living chambers and barracks for up to 25 guards, and one tower has an adjoining stable that can hold up to a dozen griffons, hippogriffs, pegasi, or even terrestrial mounts. In all, the tower can comfortably support a population of 300 Medium creatures.

Though created by the legendary Storm King millennia ago, the cloud castle has had several masters since he mysteriously disappeared over a thousand years ago. Many believe the Storm King ascended to godhood, while others believe he was captured and imprisoned by a rival, a demon lord, or even a deity wishing to remove a threat, which may mean that the Storm King will one day return to reclaim his castle.

In order to fully take control of the castle, a creature must be at least 17th level, and must have the Leadership feat and 17 ranks in Knowledge (arcana). If the castle already has a master, that master must be defeated before another can take her place. The castle's movement is controlled by way of a control chamber located at the heart (a central chamber on its 4th floor). There, a font of pure elemental water serves as a scrying device for the castle's master, though it can only view places inside the castle or within 100 feet of it. The master (or a person she designates) can direct the castle's motion from within the chamber. It has a fly speed of 250 feet (clumsy) and uses the Fly skill modifier of the person controlling its motion; the castle can hover without needing to make a Fly check and never risks falling due to a failed check. When not being controlled, the castle moves randomly, sometimes changing direction every minute, sometimes holding the same course for days at a time, but always avoiding the ground or other hazards. It has been known to travel to other planes, though no master other than the Storm King is known to have invoked this power. The master of the castle gains the following spell-like abilities:

- *Call lightning storm* 1/day. The master must be in the control chamber or one of the towers to use this ability.
- *Guards and wards* 1/day on the central tower.

- *Storm of vengeance* 1/day. The master must be in the control chamber to use this ability, and the storm rains down from the castle's cloudy base upon everything within range underneath (2,200 feet).
- *Wind wall* at will. This effect surrounds the entire castle at a range of 100 feet, and can be raised or lowered by the master (or a creature he or she designates) from the control room or any tower as a standard action.

DESTRUCTION

The *Cloud Castle of the Storm King* can only be destroyed if it is dissipated by suitably strong winds; the only winds that can dissipate it are found only in the most turbulent reaches of the Plane of Air (of course, as nobody knows how to make it travel between planes, those wishing to destroy it must find it on the Plane of Air to have any chance to do so). Any other attacks may cause walls to collapse or even side towers to break loose, but the central chamber and the floors beneath it will continue to exist in a ruined form over a smaller storm cloud as long as this destruction condition is not met.

FORK OF THE FORGOTTEN ONE

Aura strong transmutation; **CL** 20th

Slot none; **Weight** 12 lbs.

DESCRIPTION

This *+5 flaming wounding unholy ranseur* was once the weapon of a powerful archdevil who they say controlled an entire layer of Hell. When he attempted to defy the Prince of Darkness, he was overthrown and banished into some cold and remote prison at the edge of the multiverse. Still bearing some infernal vestige of the forgotten fiend's power, the fork grants the bearer a +10 bonus on Diplomacy and Intimidate checks and the power to use *scorching ray* three times per day.

Any nonevil creature who touches the *Fork of the Forgotten One* is given a choice: become lawful evil immediately, or die. Those who choose death are instantly slain (Fortitude DC 30 negates). Those who choose to become lawful evil change alignment immediately (no saving throw) and are subject to a *demand* spell (Will DC 25) requiring that they find the Forgotten One and free him from his icy prison—presumably thereafter he will press them into service for his plans of revenge against those who imprisoned him.

DESTRUCTION

The *Fork of the Forgotten One* is destroyed when a paladin of 19th level or higher touches it and chooses death rather than becoming lawful evil. This sacrifice still kills the paladin, though she can be raised from the dead.

THE MOANING DIAMOND

Aura overwhelming transmutation; **CL** 20th

Slot none; **Weight** 4 lbs.

DESCRIPTION

The *Moaning Diamond* appears to be an uncut diamond the size of a human fist. At all times, it gives forth a baleful moaning, as if wailing in pain. Despite the disturbing noise, the *Moaning Diamond* is not evil. Three times per day, the bearer can call upon its power to reshape earth and stone as if by the spell *stone shape*, affecting 5,000 cubic feet of material. Once per day the *Moaning Diamond* can also summon an elder earth elemental with maximum hit points that serves the caster until it is slain; only one such elemental can be summoned at a time.

DESTRUCTION

The *Moaning Diamond* can be smashed by the combined power of three elemental princes, one each from the Planes of Air, Fire, and Water. Even then, the dust must be cast into a place where it will never fall upon stone.

THE SHIELD OF THE SUN

Aura strong abjuration; **CL** 20th

Slot none; **Weight** 2 lbs.

DESCRIPTION

This *+5 large shield*, emblazoned with the symbol of the sun, allows the wielder to cast spells as if she were a 20th-level paladin with a Charisma of 20. The spells gained are cumulative with any existing spells per day the character might have, even from paladin class levels. The *Shield of the Sun* also grants its wielder spell resistance 15. It absorbs the first 10 points of damage from any energy attack (fire, cold, acid, electricity, or sonic). In return for all this, once per year the shield's owner must undertake a quest at the behest of a lawful good deity (no saving throw to avoid).

A chaotic or evil character gains four negative levels when wielding the *Shield of the Sun*. The negative levels persist as long as the shield is in hand and cannot be overcome in any way (including *restoration* spells). The negative levels disappear when the shield is stowed or leaves the wearer's possession.

DESTRUCTION

The *Shield of the Sun* may be destroyed if a good-aligned character casts it into the Well of Eternal Night, its light fading into the inky depths before it finally disappears. If a nongood character does the deed, the shield is not destroyed, merely lost, and a quest to the Plane of Shadow may recover it.



CLOUD CASTLE OF THE STORM KING