**Wand of Charm Person Level 1**

**Enchantment (Charm) [mind-affecting] DC 12**

**Range** close (25 ft.) **Target** one humanoid creature

**Duration** 1 hour

**Saving Throw** Will negates **Spell Resistance** yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target’s attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn’t ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person’s language to communicate your commands, or else be good at pantomiming.

**Wand of Remove Disease Level 3**

**Conjuration (healing) DC 16**

**Range** touch **Target** creature

**Saving Throw** Fortitude negates (harmless) **Spell Resistance** yes (harmless)

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + 5) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others.

Since the spell’s duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

**Potion of Remove Disease Level 3**

**Conjuration (healing) DC 16**

**Saving Throw** Fortitude negates (harmless) **Spell Resistance** yes (harmless)

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + 5) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others.

Since the spell’s duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

**Flask of Curses CL 7**

**Moderate** **Conjuration** **Slot** none

**Price** — **Weight** 2 lbs.

DESCRIPTION

This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It may contain a liquid, or it may emit smoke. When the flask is first unstoppered, all within 30 feet must make a DC 17 Will save or be cursed, taking a –2 penalty on attack rolls, saving throws, and skill checks until a remove curse spell is cast upon them.

**Potion of Cure Moderate Wounds Level 3**

**Conjuration (healing)** **DC** 16

**Saving** **Throw** Will half (harmless) **Spell** **Resistance** yes (harmless)

When drinking this potion positive energy cures 2d8 + 3 points of damage. Since undead are powered by negative energy, this potion deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

**Potion of Poison Level 5**

**Necromancy** **DC** 18

**Saving** **Throw** Fort negates **Spell** **Resistance** yes

You are infected with a horrible poison. This poison deals 1d3 Con damage per round for 6 rounds. Poisoned creatures can make a Fort save each round to negate the damage and end the affliction

**Plaguebringer’s Mask CL 5**

**Faint Conjuration** **Slot** head

**Price** 2,000 gp **Weight** 2 lbs.

DESCRIPTION

Resembling the more common nonmagical doctor’s mask, a plaguebringer’s mask grants a +2 resistance bonus on saving throws against nauseating scents and immunity to one specific disease (the disease must be chosen at the time of the mask’s creation). The mask veils the wearer’s alignment, making him register as neutral to alignment-detecting effects.

CONSTRUCTION

**Requirements** Craft Wondrous Item, *misdirection*, *remove disease*

**Cost** 1,000 gp, 80 **XP**

**Wand of Magic Missile CL 3**

**Evocation [force]**

**Range** 130 ft **Targets** 2 creatures

Two missiles of magical energy dart forth from the wand an strike their targets , dealing 1d4+1 points of force damage per missile.

**Wand of Cure Serious Wounds Level 5**

**Conjuration (healing)** **DC** 18

**Range** touch **Target** creature

**Saving** **Throw** Will half (harmless) **Spell** **Resistance** yes (harmless)

When drinking this potion positive energy cures 3d8 + 5 points of damage. Since undead are powered by negative energy, this potion deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

**Incense of Meditation CL 7**

**Moderate Enchantment** **Slot** —

**Price** 4,900 gp **Weight** 1 lb.

DESCRIPTION

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

When a divine spellcaster lights a block of incense of meditation and then spends 8 hours praying and meditating nearby, the incense enables him to prepare all his spells as though affected by the Maximize Spell feat. However, all the spells prepared in this way are at their normal level, not atthree levels higher (as with the regular metamagic feat). Each block of incense burns for 8 hours, and the effects persist for 24 hours.

CONSTRUCTION

**Requirements** Craft Wondrous Item, Maximize Spell, *bless*

**Cost** 2,450 gp