**Ring of Jumping Level 2**

**Faint** **Transmutation** **Slot** ring

**Price** 2,500 gp **Weight** —

DESCRIPTION

This ring continually allows the wearer to leap about, providing a +5 competence bonus on all his Acrobatics checks made to make high or long jumps.

CONSTRUCTION

**Requirements** Forge Ring, creator must have 5 ranks in the Acrobatics skill

**Cost** 1,250 gp

**Pipes of Haunting Level 4**

**Faint Necromancy Slot** —

**Price** 6,000 gp **Weight** 3 lbs.

DESCRIPTION

This magic item appears to be a small set of pan pipes. When played by a person who succeeds on a DC 15 Perform (wind instruments) check, the pipes create an eerie, spellbinding tune. Those within 30 feet who hear the tune must succeed on a DC 13 Will save or become frightened for 4 rounds. Creatures with 6 or more Hit Dice are unaffected. Pipes of haunting can be sounded twice a day.

CONSTRUCTION

**Requirements** Craft Wondrous Item, *scare*

**Cost** 3,000 gp

**Boots of Striding and Sprining Level 3**

**Faint Transmutation** **Slot** feet

**Price** 5,500 gp **Weight** 1 lb.

DESCRIPTION

These boots increase the wearer’s base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. She can jump with a +5 competence bonus on Acrobatics checks.

CONSTRUCTION

**Requirements** Craft Wondrous Item, *longstrider*, creator must have 5 ranks in the Acrobatics skill

**Cost** 2,750 gp

**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

**Price** 750 gp (570 gp) **Charges** 38/50

DESCRIPTION

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

**Price** 11,250 gp (1575 gp) **Charges** 7/50

DESCRIPTION

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.

**Eversmoking Bottle Level 3**

**Faint** **transmutation** **Slot** —

**Price** 5,400 gp **Weight** 1 lb.

DESCRIPTION

This metal urn is identical in appearance to an efreeti bottle, except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a 50-foot spread in 1 round. If the bottle is left unstoppered, the smoke billows out another 10 feet per round until it has covered a 100-foot radius. This area remains smoke-filled until the eversmoking bottle is stoppered.

The bottle must be resealed by a command word, after which the smoke dissipates normally. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round.

CONSTRUCTION

**Requirements** Craft Wondrous Item, *pyrotechnics*

**Cost** 2,700 gp

**Potion of Water Breathing Transmutation**

**Duration** 2 hours/level **Price** 750 gp

DESCRIPTION

The transmuted creatures can breathe water freely.

**Potion of Remove Disease Conjuration (healing)**

**DC** 16 **Price** 750 gp

DESCRIPTION

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + 1/level) 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 Conjuration (healing)**

**DC** 16 **Price** 300 gp

DESCRIPTION

When drinking this potion positive energy cures 2d8 + 1/level 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 Necromancy**

**DC** 18 **Price** 750 gp

DESCRIPTION

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

**Price** 750 gp (645 gp) **Charges** 43/50

DESCRIPTION

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 3**

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

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

**Price** 11,250gp (8,325 gp) **Charges** 37/50

DESCRIPTION

When drinking this potion positive energy cures 3d8 + 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.

**Wand of Remove Disease Level 3**

**Conjuration (healing) DC** 16

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

**Price** 11,250 gp (1,800 gp) **Charges** 8/50

DESCRIPTION

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.

**Wand of Cat’s Grace Level 2**

**Transmutation DC 14**

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

**Duration** 2 min

**Price** 4,500 gp (550 gp) **Charges** 11/50

DESCRIPTION

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

**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

**Potion of Invisibility Illusion (glamer)**

**Duration** 1 min/level **Price** 300 gp

DESCRIPTION

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character’s perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

**Screaming Bolt CL 5**

**Faint enchantment Slot** –

**Price** 267 gp **Weight** 1/10 lb

DESCRIPTION

These +2 bolts scream when fired, forcing all enemies of the wielder within 20 feet of the path of the bolt to succeed on a DC 14 Will save or become shaken. This is a mind-affecting fear effect.

CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *doom*

**Cost** 137 gp

**Unguent Of Timelessness CL 3**

**Faint Transmutation Slot** —

**Price** 150 gp **Weight** —

DESCRIPTION

When applied to any matter that was once alive, such as wood, paper, or a dead body, this ointment allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object gains a +1 resistance bonus on all saving throws. The unguent never wears off, although it can be magically removed (by dispelling the effect, for instance). One flask contains enough material to coat eight Medium or smaller objects. A Large object counts as two Medium objects, and a Huge object counts as four Medium objects.

CONSTRUCTION

**Requirements** Craft Wondrous Item*, gentle repose*

**Cost** 75 gp

**Robe of Bones** **Level 6**

**Moderate Necromancy [evil]** **Slot** body

**Price** 2,400 gp **Weight** 1 lb.

DESCRIPTION

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

* ~~Human skeleton~~
* Wolf skeleton (1)
* ~~Heavy horse skeleton~~
* Fast goblin zombie (1)
* ~~Tough human zombie~~
* ~~Plague ogre zombie~~

CONSTRUCTION

**Requirements** Craft Wondrous Item, *animate dead*

**Cost** 1,200 gp

Death’s Head Coffer Level 5

**Faint Necromancy** **Slot** —

**Price** 1,000 gp **Weight** 5 lbs.

DESCRIPTION

Typically engraved with numerous skulls, these small metal coffers allow the safe transport of infectious substances of up to Tiny size. Closing the lid seals in the contents and holds them in stasis, rendering them immune to aging or any damage. In addition, any infectious material—such as the body of a creature that died of disease—is preserved for as long as the coffer is closed. A *death’s head coffer* can potentially hold several Tiny items, having dimensions of approximately 4 inches by 4 inches by 6 inches.

A *death’s head coffer* can spread infections between items. Any item placed into a coffer with a disease- ridden item (something capable of spreading a disease by contact) becomes infected with the same disease. For 1 week after being removed from the coffer, the newly infected item can spread the same affliction as the disease-ridden item to any creature that touches it. For example, a coin placed into a death’s head coffer with a rat infected with the shakes forces any creature that touches the coin to make a DC 13 Fortitude save or become infected with the shakes as well.

After a *death’s head coffer* is closed and then reopened, its magic dissipates, rendering the box completely mundane.

Some *death’s head coffers* feature complex locking mechanisms, which require DC 20 Open Lock checks to open.

CONSTRUCTION

**Requirements** Craft Wondrous Item, *contagion*, *gentle repose*

**Cost** 500 gp, 40 XP