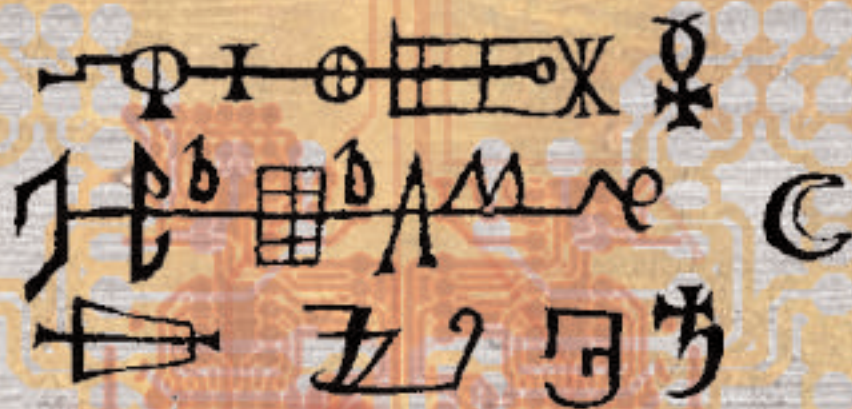


MODERN THAUMATECH MAGIC ITEMS



CSD 08



SCOTTLYNCH



"Any sufficiently advanced technology is indistinguishable from magic." Sir Arthur C. Clarke

THAUMATECH:

200 MODERN MAGIC ITEMS

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Thank you for checking out **Thaumatech**, a fairly straightforward collection of 200 magic items intended for use with the d20 Modern system. That total includes 100 rings and 100 miscellaneous wondrous items. Each of the two item categories is also provided with two tables (one in which the items are listed alphabetically, and another in which they're listed by purchase DC), each of which can be used with "percentile dice" (a pair of d10s) to randomly select an item to outfit a treasure or an NPC.

Additionally, at the end of this book, there's a larger table organizing all 200 items presented in this book, sorted by purchase DC from lowest to highest. Items can be randomly generated from this table by rolling three d10s, using the first as the "hundreds" column, the second as the "tens" column, and the third as the "singles" column.

Written and Designed by: **Scott Lynch**

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TABLE 1: RINGS, ALPHABETICALLY LISTED

Roll	Ring	Purchase DC	Roll	Ring	Purchase DC
01	Ring of Arcane Comprehension	27	51	Ring of Machine Activation	29
02	Ring of Adrenaline	31	52	Ring of the Magehunter (I)	35
03	Ring of Animal Capture	28	53	Ring of the Magehunter (II)	38
04	Ring of Animal Pacification	28	54	Ring of the Magehunter (III)	41
05	Assassin's Engagement Ring	30	55	Ring of Minor Wizardry (I)	30
06	Ring of Athleticism	28	56	Ring of Minor Wizardry (II)	32
07	Ring of Beguiling Behavior	27	57	Ring of Minor Wizardry (III)	34
08	Body Double Ring, Greater	31	58	Ring of the Nightmaster	31
09	Body Double Ring, Lesser	30	59	Oppenheimer's Ring	28
10	Ring of Cantrip Immunity (Arcane)	26	60	Phreaker's Ring	28
11	Ring of Cantrip Immunity (Divine)	26	61	Ring of Portal Cutting	30
12	Ring of Cantrips (Arcane)	28	62	Ring of Protection From Recklessness	32
13	Ring of Cantrips (Divine)	28	63	Ring of the Ram	34
14	Ring of Clear Thinking	28	64	Ring of the Red Cross	27
15	Conjurer's Ring	27	65	Ring of Resistance	29
16	Ring of the Convenient Corpse	28	66	Ring of Responsibility	27
17	Ring of Countercharm	29	67	Ring of Righteousness	28
18	Ring of Defense (+1)	28	68	Ring of the Rose	31
19	Ring of Defense (+2)	31	69	Ring of Running Away	30
20	Ring of Defense (+3)	34	70	Ring of Sacrificial Spellcasting	31
21	Ring of Desperate Action	29	71	Ring of Sacrificial Striking	31
22	Energy Glove Ring	29	72	Ring of Secure Searching	30
23	Ring of Energy Resistance (5)	26	73	Ring of the Shadeform	30
24	Ring of Energy Resistance (10)	28	74	Rings of Skill Exchange	30
25	Ring of Energy Resistance (15)	30	75	Ring of Soft Passage	29
26	Ring of the Faceless Crowd	28	76	Ring of Spell Enhancement, Greater	35
27	Ring of Fantastic Luck (+1)	28	77	Ring of Spell Enhancement, Lesser	30
28	Ring of Fantastic Luck (+2)	31	78	Ring of Spell Replication, Greater	37
29	Ring of Fantastic Luck (+3)	34	79	Ring of Spell Replication, Lesser	32
30	Ring of Fantastic Luck (+4)	37	80	Ring of Steadiness	30
31	Ring of Fantastic Luck (+5)	40	81	Sucker Punch Ring	27
32	Ring of Fatigue Banishment	28	82	Ring of the Sunfist	30
33	Ring of Feather Falling	26	83	Ring of Swimming	30
34	Ring of Firestarting	27	84	Ring of Throwing, Greater	30
35	Ring of the Fish	33	85	Ring of Throwing, Lesser	28
36	Ring of Glass Dissolving	26	86	Ring of Truth or Consequences	30
37	Ring of Gremlinism	28	87	Ring of Unrighteousness	28
38	Ring of Gunfighting, Greater	33	88	Ring of the Vagrant	31
39	Ring of Gunfighting, Lesser	30	89	Ring of Variable Energy Resistance	29
40	Ring of High-Energy Protection	31	90	Ring of Variable Luck	30
41	Ring of the Hotshot	28	91	Vari-Spell Ring, Greater	32
42	Houdini's Ring	27	92	Vari-Spell Ring, Lesser	30
43	Ring of Illusionary Allies	29	93	Ring of Venom	31
44	Ring of Impossible Movement	35	94	Ring of Vermin Repulsion	29
45	Ring of Interface, Greater	32	95	Watchman's Ring	30
46	Ring of Interface, Lesser	28	96	Ring of Water Walking	34
47	Ring of Invisibility	28	97	Ring of White Noise	28
48	Ring of Jumping	26	98	Ring of Winter	32
49	Ring of Keys	26	99	Ring of X-Ray Deflection	30
50	Ring of Light and Shadow	29	00	Ring of the Zombie Master	32



INGS

RING OF ARCAN COMPREHENSION

[*Ring (magic)*; *Caster Level 2nd*; *Purchase DC 27*]

This is a thin copper band set with a piece of malachite. The wearer receives a +2 insight bonus to all checks with the following skills: Decipher Script, Knowledge (Arcane Lore), and Spellcraft. This ring will still grant these abilities to a character incapable of casting arcane spells, but donning it will not automatically grant the ability to cast spells.

RING OF ADRENALINE

[*Ring (magic)*; *Caster Level 3rd*; *Purchase DC 31*]

This is a fairly wide and thick band of white iron, engraved with a curving magical script that occasionally glows a warm orange in the dark. Up to five times per day per day, this ring may be activated to grant a +5 enhancement bonus to the wearer's Strength score for one minute (10 rounds) at a time.

RING OF ANIMAL CAPTURE

[*Ring (magic)*; *Caster Level 3rd*; *Purchase DC 28*]

This ring is forged from brass and is set with a tiny silver crescent-moon sigil. Each day, it may be used to render up to 12 HD worth of animal(s) unconscious, though no animal with more than 5 HD may be affected by it. The ring is useless against magically-conjured animals or creatures shapeshifted into animal form.

As an attack action, the wearer may force as many animals as he wishes (or can possibly affect) within sight and within 90 feet to make a Will Save (DC 13) or fall asleep. Only if an animal is affected by the ring will its HD be deducted from the ring's daily potential.

An animal rendered unconscious by the ring is considered helpless. Injury or slapping (requiring a standard action) will awaken the animal, but ordinary noises and even rough handling will not. An affected animal will remain unconscious for 10 + 3d10 minutes.

RING OF ANIMAL PACIFICATION

[*Ring (magic)*; *Caster Level 3rd*; *Purchase DC 28*]

This ring is forged from steel that has been enameled dark green, and is decorated with a tiny relief sculpture of a human hand shaking an animal's paw. Any non-hostile animal encountered by the wearer will have its reaction adjusted to *friendly*; any hostile animal will have its reaction adjusted to *indifferent*. Even animals that are maddened or panicked will not hurt the wearer; a stampeding herd of horses will part around him, for example. This ring cannot affect animals that are created or controlled by supernatural powers, nor can it affect shapeshifting creatures that happen to be in animal form.

This ring conveys no benefit to companions of the wearer, and its effects will be cancelled immediately for any animal successfully attacked by the wearer.

ASSASSIN'S ENGAGEMENT RING

[*Ring (magic)*; *Caster Level 5th*; *Purchase DC 30*]

This is a beautiful engagement ring shaped from threaded platinum and gold, set with a small diamond. When activated, it silently shape-shifts into a +1 dagger that cannot be knocked or removed from the wielder's hand against the wielder's wishes (this power does not carry over to ring form). If the wielder releases the ring in knife form, it will revert to ring form before it hits the ground.

RING OF ATHLETICISM

[*Ring (magic)*; *Caster Level 3rd*; *Purchase DC 28*]

This ring is a triple band of twisted bronze, usually set with no stone or other decoration. Once attuned to its new wearer (by at least 24 hours of physical contact), it will grant a +2 enhancement bonus to three (3) of the following skills (permanently set at the time of the item's creation and rolled on 1d6 below; reroll any duplications):

- | | |
|------------|-----------|
| 1. Climb | 4. Tumble |
| 2. Balance | 5. Swim |
| 3. Jump | 6. Ride |

RING OF BEGUILING BEHAVIOR

[*Ring (magic)*; *Caster Level 2nd*; *Purchase DC 27*]

This ring is crafted of dozens of tiny interlaced threads of silver and copper. It must be attuned to a wearer (via at least 24 hours of continual contact) before it will grant any benefit. Once attuned to the wearer, it enhances his ability to baffle and mislead others, granting a +5 enhancement bonus to all Bluff checks.

BODY DOUBLE RING, LESSER



[Ring (magic); Caster Level 5th; Purchase DC 30]

This is a band of gold set with a fairly crude steel or iron simulacrum of a human form. Once per day, it may be activated to produce (at any point within 10 feet desired by the wearer) a perfect visual replica of the wearer as he appears at that moment, down to the clothing and equipment he is carrying. This replica is a quasi-physical illusion. While it will appear to be solid if touched gently or casually, it will instantly vanish if dealt 1 or more points of physical damage, and it has no strength to exert for any reason (thus, it cannot open doors or pick things up). The replica has a speed of 30 feet, a Defense score of 10, and cannot speak.

The replica's clothing and equipment may be removed by the ring wearer, but will vanish instantly if this is done. No physical item may be added to or placed upon the replica.

The replica may be controlled by the wearer of the ring (as a free action each round) so long as it is within sight and within 300 feet. If it passes out of sight or out of control range, it will simply stop and stand still until brought under control again. The replica will last up to 10 minutes, and may be instantly banished any time the creator has it under control.

BODY DOUBLE RING, GREATER

[Ring (magic); Caster Level 6th; Purchase DC 31]

The illusionary replica created by this ring is in all ways identical to the one created by a *lesser body double ring* (see above), save that the replica has the physical power of a *mage hand* cantrip— in other words, it can pick up or carry anything weighing five pounds or less, and it can manipulate physical objects that will respond to that level of gentle pressure, such as regular doors. It cannot engage in any activity that requires skill or finesse, such as attempting to pick a lock.

RING OF CANTRIP IMMUNITY

[Ring (magic); Caster Level 1st; Purchase DC 26]

This ring is a solid gold band trimmed in copper. There are two types of *ring of cantrip immunity*; determine which type is at hand (if necessary) by rolling 1d6 when the ring is found:

1-3	Arcane
4-6	Divine

The wearer of the ring becomes totally immune to the negative effects of 0-level spells of the appropriate sort.

RING OF CANTRIPS

[Ring (magic); Caster Level 3rd; Purchase DC 28]

This ring is decorated with an emerald (for divine cantrips) or an amethyst (for arcane cantrips). Randomly determine which of the two types of *ring of cantrips* has been found by rolling 1d6:

1-3	Arcane
4-6	Divine

The wearer of the ring gains the ability to cast two 0-level spells of the selected type each day, as though cast by a 1st-level spellcaster of the appropriate type. This ring may be worn by a spellcasting character. In order to use the ring each day, the wearer must meditate upon it (spellcasters may subsume this ritual into their regular periods of prayer or preparation) for five uninterrupted minutes. During this time, the wearer may choose from which of the spells available to each ring he is going to prepare for casting:

Arcane 0-level Spells Available

Daze	Message
Light	Prestidigitation
Mage Hand	Resistance

Divine 0-level Spells Available

Create Water	Light
Cure Minor Wounds	Resistance
Inflict Minor Wounds	Virtue

RING OF CLEAR THINKING

[Ring (magic); Caster Level 3rd; Purchase DC 28]

This ring is a band of unbreakable glass, set with a single white pearl. It grants the wearer a +1 enhancement bonus to any skill based on the Intelligence ability (provided the character has at least 1 rank in the skill—it clarifies existing ability, and does not offer knowledge from thin air). Although most enhancement bonuses do not stack, that granted by a *ring of clear thinking* is expressly designed to stack with any other enhancement bonuses to the Intelligence ability or to Intelligence-based skills.

CONJURER'S RING

[Ring (magic); Caster Level 2nd; Purchase DC 27]

This is a worn-out band of tarnished copper or bronze that must be attuned to a wearer (via at least 24 hours of continual contact) before it



will grant any benefit. Once attuned to the wearer, it will appear to vanish from his finger (remaining visible only to him), and will grant a +5 enhancement bonus to all Sleight of Hand checks.

RING OF THE CONVENIENT CORPSE

[*Ring (magic); Caster Level 3rd; Purchase DC 28*]

This is a steel band embossed with a tiny skull sigil. Each eye of the skull contains a tiny ruby or fleck of obsidian. When activated, it allows the wearer to feign death with absolute perfection— his skin will become room temperature, he will become perfectly still, and he will appear to cease breathing. No pulse will be detectable, and animals will respond to him as though he were dead (though scavengers and insects will not respond to him as though he were food). Despite all of these outward symptoms, the wearer will remain quite comfortable and healthy, though he may not move under his own power while feigning death.

The effect of this ring is a purely tactile, olfactory, and visual illusion. Magical or psionic means of life detection will be unaffected by it.

RING OF COUNTERCHARM

[*Ring (magic); Caster Level 4th; Purchase DC 29*]

This is an iron band set with a large white pearl beside a smaller black pearl. Whenever the wearer fails a Will Save against a mind-affecting power of any sort, he may immediately make a second Will Save (against the same DC). Failure of the second Will Save will leave him affected by the power as per normal.

RING OF DEFENSE

[*Ring (magic); Caster Level and Purchase DC Variable*]

This ring may take any form desired by the creator, though a great many add a decoration that hints at the ring's function, such as a relief sculpture of a small shield. This ring offers a variable deflection bonus to the wearer's Defense score:

Bonus	Caster Level	Purchase DC
+1	3rd	28
+2	6th	31
+3	9th	34

RING OF DESPERATE ACTION

[*Ring (magic); Caster Level 4th; Purchase DC 29*]

This ring is a slender band of white-enamelled steel set with tiny silver studs at regular intervals outside its entire circumference. When activated,

it grants the wearer the following benefits:

- A base speed increase of 10 feet
- A +2 enhancement bonus to Reflex Saves
- A +2 dodge bonus to Defense
- A +2 enhancement bonus to Strength
- A bonus move or attack action each round

These benefits last for 5 full rounds (30 seconds), beginning on the wearer's action in the round immediately after the one in which he activates the ring. The ring may be activated once per day.

ENERGY GLOVE RING

[*Ring (magic); Caster Level 5th; Purchase DC 29*]

This is a copper band decorated with the silver sigil of a hand enclosed in a slender border of gold. When activated, the ring sheathes the wearer's appropriate hand and arm (up to the elbow) in an invisible field of protective energy. This "energy glove" is entirely impervious to heat, electricity, corrosive substances, and other contact hazards. Do note that it does not offer full-body protection against these hazards. For example, anyone close enough to plunge an energy-gloved hand into a pool of molten magma is probably close enough to burst into flames from the heat.

The protective glove may be evoked at will. Three times per day, when activated, the wearer may also use it (as a free action) to charge an unarmed melee or touch attack with 1d6 bonus electricity damage.

Note that the field generated by this glove is fine enough to allow the unimpeded practice of fine manipulation skills. Two *energy glove rings*, if acquired, may be worn simultaneously to allow both arms to be protected at once.

RING OF ENERGY RESISTANCE

[*Ring (magic); Caster Level and Purchase DC Variable*]

A ring of energy resistance absorbs one type of energy damage (permanently fixed at item creation or rolled randomly when the ring is discovered; roll 1d10 to determine the absorbed energy type):

Roll	Energy Type
1-2	Acid
3-4	Cold
5-6	Electricity
7-8	Fire



9-10 Sonic/Concussion

Each time the wearer takes damage of the specified type, the ring's resistance rating should be subtracted from the damage total. If the total damage is less than the ring's resistance rating, no damage is taken.

Resistance	Caster Level	Purchase DC
5	1st	26
10	3rd	28
15	5th	30

RING OF THE FACELESS CROWD

[*Ring (magic)*; **Caster Level 3rd; Purchase DC 28**]

This ring is forged from silver or platinum and is entirely featureless. Whenever its wearer enters a group of more than 10 people (all within 30 feet of his position), he will vanish from the eyes of those around him (unobtrusively, thanks to a mind-affecting power of the ring) and those watching from outside the crowd, as though he has been affected by an *invisibility* spell. Should the crowd disperse or the wearer leave its confines, he will become visible again. All the usual means of penetrating invisibility may be used to negate the effects of this ring.

The wearer may consciously suppress the effects of this ring (in case he doesn't wish to lose his friends when walking with them), but may not limit this suppression to chosen individuals; it is an all or nothing effect.

RING OF FANTASTIC LUCK

[*Ring (magic)*; **Caster Level and Purchase DC Variable**]

This is a gold band embossed with a tiny relief sculpture of two six-sided dice, having rolled "boxcars" with two "sixes" up. This ring offers a variable luck bonus to each of four skills (permanently set at the time of the item's creation and rolled on 1d12 below; reroll any duplications):

1. Balance	7. Hide
2. Climb	8. Jump
3. Demolitions	9. Pilot
4. Disable Device	10. Repair
5. Drive	11. Ride
6. Gamble	12. Spot

Bonus	Caster Level	Purchase DC
+1	3rd	28
+2	6th	31
+3	9th	34

+4	12th	37
+5	15th	40

RING OF FATIGUE BANISHMENT

[*Ring (magic)*; **Caster Level 3rd; Purchase DC 28**]

This ring is a band of silver wound with a hair-thin gold or copper strand. The wearer is immune to fatigue, even supernaturally-induced fatigue.

RING OF FEATHER FALLING

[*Ring (magic)*; **Caster Level 1st; Purchase DC 26**]

This ring is a thin silver band typically adorned with the sigil of a bird or a pair of wings. The wearer is continually affected by the *feather fall* spell, and cannot fall any faster than 60 feet per round, which is not fast enough to cause any harm.

RING OF FIRESTARTING

[*Ring (magic)*; **Caster Level 2nd; Purchase DC 27**]

This ring is a band of polished red gold set with a fiery stone such as a ruby or carnelian. At will, the wearer may conjure a spark at the tip of his ring finger, enough to start a fire, light a cigarette, etc. This special ability will not function if the character's ring finger is immersed in water.

Additionally, up to five times per day as a free action, the character may activate the ring to deal 1d4 bonus fire damage with an unarmed melee attack (should the character wish to deal just the fire damage, he may attempt a touch attack). A missed attack wastes that opportunity for the day.

RING OF THE FISH

[*Ring (magic)*; **Caster Level 8th; Purchase DC 33**]

This attractive silver band is decorated with a beaten scale pattern in platinum and gold. The wearer gains a +10 competence bonus to all Swim checks, as well as the ability to breathe freely while immersed in water. Note that the wearer of the ring does not lose the ability to breathe air.

RING OF GLASS DISSOLVING

[*Ring (magic)*; **Caster Level 1st; Purchase DC 26**]

This ring is typically set with a small diamond. Three times per day, the wearer may set the ring against a pane of glass up to 10 feet wide and 10 feet high and cause that glass to instantly dissolve. No sound, smell, heat, or energy is given off when this happens; the glass simply vanishes into thin air. The ring has no trouble dissolving glass up to 1 inch in



thickness; there is only a 50% chance per activation that glass between 1 and 3 inches in thickness may be dissolved. Glass thicker than 3 inches may not be affected by the ring, nor may the ring affect glass which is imbued with any sort of magical protection or enhancement.

RING OF GREMLINISM

[*Ring (magic)*; *Caster Level 3rd*; *Purchase DC 28*]

This copper band is set with a tiny relief sculpture of a grinning creature with a reptilian face. The wearer may (as an attack action) cause any single electronic or mechanical device (including portable equipment, personal firearms, and general-purpose vehicles) within sight and within 30 feet to instantly shut down. A gun will jam, a car will rattle to a halt, a computer will power down and turn off, and so forth. No harm will come to the affected device or its contents.

Only one device may be de-powered via the use of this ring at any given time. If the wearer shuts down a second item, the first will recover power. If the wearer moves out of sight or range of a de-powered device without shutting down another device, the de-powered device will recover power 5 rounds (30 seconds) after the ring wearer moves out of sight or range.

Magically-modified or protected devices are immune to the effects of a *ring of gremlinism*.

RING OF GUNFIGHTING, GREATER

[*Ring (magic)*; *Caster Level 8th*; *Purchase DC 33*]

This ring appears to have been formed (in part) from the spent brass of a handgun shell, and is decorated with a silver sigil in the form of a set of targeting crosshairs. The ring functions as a *lesser ring of gunfighting*, (see below), with one important addition: Once per day, the wearer may activate the ring (as a move action) to cast *true strike* upon himself. This imparts a +20 insight bonus to his next attack with a handgun, provided it comes before the end of the round after he activates the ring. Furthermore, this shot will not be affected by any miss chance ordinarily applied against a concealed target.

RING OF GUNFIGHTING, LESSER

[*Ring (magic)*; *Caster Level 5th*; *Purchase DC 30*]

This ring appears to have been formed (in part) from the spent brass of a handgun shell. When worn, it imparts a +2 luck bonus to damage to any shot fired from a handgun wielded by the wearer.

RING OF HIGH-ENERGY PROTECTION

[*Ring (magic)*; *Caster Level 6th*; *Purchase DC 31*]

This platinum band is embossed with a jagged line, reminiscent of a lightning bolt, around its full circumference. This line will glow with a faint golden radiance in the dark (bright enough to note up close, but not bright enough to provide any illumination or be noticed more than a foot or two away). The wearer gains a resistance of 10 to fire/heat, microwave, ultra-violet, and electricity damage, as well as a +5 enhancement bonus to all Fortitude Saves against radiation poisoning. It is impossible for the wearer of this ring to get a suntan, though this ring cannot protect a vulnerable supernatural being against the mystical effects of sunlight.

RING OF THE HOTSHOT

[*Ring (magic)*; *Caster Level 3rd*; *Purchase DC 28*]

This ring is forged with a pattern reminiscent of tire treads around its exterior circumference. There are three types of *ring of the hotshot* (determined at the ring's creation, or randomly upon its finding). Roll 1d6:

1-2: Drive

3-4: Pilot

5-6: Ride

The ring grants a +5 enhancement bonus to the appropriate skill.

HOUDINI'S RING

[*Ring (magic)*; *Caster Level 2nd*; *Purchase DC 27*]

This is a ring of some creamy white pearl-like substance, cold and hard as metal, decorated with the raised initials 'HH.' It grants no benefits until it has been attuned to its wearer (by at least 24 hours of uninterrupted contact). Once attuned to the ring, the wearer gains a +5 enhancement bonus to all Escape Artist checks.

RING OF ILLUSIONARY ALLIES

[*Ring (magic)*; *Caster Level 4th*; *Purchase DC 29*]

This ring is crafted from faux gold and is decorated with a cubic zirconia. Upon activation, it creates up to four (at the wearer's discretion) visual and aural illusionary projections of large, capable-looking people. These illusions (their races, sexes, and clothing are up to the wearer of the ring) will move as the wearer moves, staying within 10 feet at all times, and will display individual mannerisms (looking around, straightening coats and ties, reaching under coats to check imaginary weapons, etc.) and will closely watch anyone directly approaching the wearer of the ring. These illusions may appear to open doors, climb stairs, ride in vehicles, and take any other measures necessary to keep up with the wearer.

The ring may be activated three times per day. Each time it is activated, the illusions may remain for up to half an hour. If the wearer of the



ring is knocked unconscious or killed, the illusions will vanish.

RING OF IMPOSSIBLE MOVEMENT

[*Ring (magic)*; **Caster Level 10th; Purchase DC 35**]

This is a ring formed from joined bands of copper, silver, gold, and platinum. When activated, it grants the wearer three simultaneous benefits for 5 minutes at a time:

- The wearer may move across any liquid as though it were a firm, hard surface. This includes mud, snow, water, ice, oil, acid, or even molten rock, as the subject's feet will actually hover an inch or two above the substance's surface. Note that if the ring-wearer runs across molten lava, he may still take heat damage, and if he runs across a huge vat of acid he may need to beware fumes in the air, and so forth. Otherwise, the wearer may run, charge, etc. as though moving on ground.
- The wearer may act as though affected by the *spider climb* spell; and
- The wearer may act as though affected by the *jump* spell.

The ring may be activated up to five times each day.

RING OF INTERFACE, LESSER

[*Ring (magic)*; **Caster Level 3rd; Purchase DC 28**]

This silver or platinum band is engraved with an elaborate design resembling a printed circuit board. It offers no benefit until it has been attuned to a new wearer (via 24 hours of physical contact). Once attuned, it offers a +5 enhancement bonus to all Computer Use checks.

RING OF INTERFACE, GREATER

[*Ring (magic)*; **Caster Level 7th; Purchase DC 32**]

This silver or platinum band is engraved with an elaborate design resembling a printed circuit board, and typically has a diamond or a sapphire setting as well. It functions as a *lesser ring of interface* in all respects, save for one additional benefit. When making a Computer Use check, the wearer may roll two twenty-sided dice and select the most favorable outcome.

RING OF INVISIBILITY

[*Ring (magic)*; **Caster Level 3rd; Purchase DC 28**]

This ring is typically an unadorned silver band. When activated, it allows the wearer to become invisible, as per the arcane spell *invisibility*.

RING OF JUMPING

[*Ring (magic)*; **Caster Level 1st; Purchase DC 26**]

This ring continually provides a +30 bonus to the wearer's Jump checks and eliminates the wearer's usual maximum distance limit.

RING OF KEYS

[*Ring (magic)*; **Caster Level 1st; Purchase DC 26**]

This is a plain silver ring with no decorations. A *ring of keys* is a magical security device for the wearer's keys (car keys, apartment keys, etc.). A metal key touched to the ring of keys will be magically subsumed into the ring, with no visible increase in the ring's mass. Up to five (5) keys can be stored inside the ring, and all the wearer needs to do to open a door (or other locked portal) with a key in the ring is touch that door.

If the wearer removes the ring, all the stored keys will appear on it, dangling as though from a mundane key ring. They will vanish again when the ring is donned once more. The wearer may shake his ring finger to release one or more stored keys at will.

RING OF LIGHT AND SHADOW

[*Ring (magic)*; **Caster Level 4th; Purchase DC 29**]

This is a band forged half from gold and half from ebony, joined in the middle by tiny threads of silver. It may be activated a total of five times per day, evoking one of two effects with each activation:

- The ring may summon an unobtrusive patch of darkness to help blur the wearer's outline, granting him a +5 circumstance bonus on Hide checks made in any condition except bright, direct sunlight or similar illumination. Once activated, this power can be summoned as a free action any time in the next five minutes.
- Alternately, the ring may be activated to generate a gentle golden glow that will provide illumination in a 20-foot radius, like a torch. This light will not dissipate (and will in fact be consumed by) magical darkness. This light will last up to ten minutes.

Only one power of the ring may be evoked at once.

RING OF MACHINE ACTIVATION

[*Ring (magic)*; **Caster Level 4th; Purchase DC 29**]

This ring appears to be a band of translucent black fiberglass in which a slender line of glowing amber light becomes visible when viewed from



certain angles. A *ring of machine activation* has 50 charges, and may be used in three different ways:

- One charge may be spent to cast *power device* (as though by 3rd level arcane caster);
- Two charges may be spent to cast *power device* with a duration of 12 hours;
- Three charges may be used to cast *power device* with a duration of 24 hours.

Once all of the ring's charges have been used, it becomes inert and purely decorative.

RING OF THE MAGEHUNTER

[*Ring (magic); Caster Level and Purchase DC Variable*]

There are three varieties of these rare rings, crafted to give their wearers a fighting chance when facing hostile spellcasters.

Type	Caster Level	Purchase DC
I	10th	35
II	13th	38
III	16th	41

Type I: This ring grants its wearer a Spell Resistance rating of 13. The first harmful 1st-level spell cast upon him each day that penetrates his SR is negated without the need for any sort of roll. Whenever a spell is cast upon the wearer, the ring gives off an obvious (but not painful) warmth that will be felt by the wearer.

Type II: This ring grants its wearer a Spell Resistance rating of 14. The first harmful 1st-level spell cast upon him each day that penetrates his SR is negated without the need for any sort of roll, as is the first harmful 2nd-level spell. Whenever a spell is cast upon the wearer, the ring gives off an obvious (but not painful) warmth that will be felt by the wearer.

Type III: This ring grants its wearer a Spell Resistance rating of 15. The first harmful 1st-level spell cast upon him each day that penetrates his SR is negated without the need for any sort of roll, as is the first harmful 2nd-level spell and the first harmful 3rd-level spell. Whenever a spell is cast upon the wearer, the ring gives off an obvious (but not painful) warmth that will be felt by the wearer.

Note that the effects of an area spell will be negated only for the

wearer of a *ring of the magehunter*, not for anyone else caught in the area of effect with him.

RING OF MINOR WIZARDRY

[*Ring (magic); Caster Level and Purchase DC Variable*]

A *ring of minor wizardry* is a band of translucent greenish glass that appears to glow with a strange internal luminescence when viewed from the right angle. Its surface is incised with a flowing series of runes in a curvaceous magical script. The wearer must be able to cast arcane spells in order to receive any benefit from this ring.

There are three types of *ring of minor wizardry* (I, II, and III). Each ring allows the wearer to prepare and cast a single additional arcane spell each day. A type I ring grants an additional 1st-level arcane spell. A type II ring grants an additional 2nd-level arcane spell. A type III ring, unsurprisingly, grants an additional 3rd-level arcane spell.

Type	Caster Level	Purchase DC
I	5th	30
II	7th	32
III	9th	34

RING OF THE NIGHTMASTER

[*Ring (magic); Caster Level 6th; Purchase DC 31*]

This ring is forged from an unknown metal that is glossy black, set with two tiny rubies like red eyes staring balefully out of darkness. It grants no benefits to a new wearer until it has been attuned (by at least 24 hours of continual contact). Once attuned, the wearer receives three benefits:

- The wearer gains *darkvision*, as per the spell or racial power, out to 120 feet;
- The wearer may activate the ring to create a zone of supernatural darkness (30 feet in radius and 10 feet in height, circular in shape) anywhere within his field of vision. This darkness is impenetrable to mundane light and vision (even *darkvision*), and only light-generating arcane or divine spells of 2nd level or higher will be able to negate even a portion of it. This darkness remains in place for 10 minutes after creation, and this function of the ring may be used three times per day.
- Once per day, the wearer may activate the ring to grant *darkvision* out to 120 feet to any living being within 10 feet. That being will retain the power for two hours.



OPPENHEIMER'S RING

[*Ring (magic)*; *Caster Level 3rd*; *Purchase DC 28*]

This is a platinum band with an embossed sigil of a stylized hydrogen atom— one small electron in a perfect circular orbit around a larger proton. The wearer of the ring receives a +10 enhancement bonus to all Fortitude saves made to resist radiation poisoning.

PHREAKER'S RING

[*Ring (magic)*; *Caster Level 3rd*; *Purchase DC 28*]

This is a tin band decorated with a small relief sculpture of a telephone handset. It grants the wearer two benefits:

- The wearer may pick up any phone in any location (pay phone, store service phone, etc.) and dial any number in the world, immediately and toll-free. All the phone requires is a live line to anywhere at all— even if it doesn't reach outside the building.
- The wearer may alter his voice at will when speaking into a telephone. A Perform check must be made to mimic a specific voice, but the voice that is heard on the other end of the line will otherwise be nothing like the speaker's and will even fool electronic voice-pattern analyzers.

RING OF PORTAL CUTTING

[*Ring (magic)*; *Caster Level 5th*; *Purchase DC 30*]

This is a gold band decorated with a raised sigil in the form of a circular buzzsaw. The wearer may activate the ring to instantly dissolve a hole in any natural wall up to one foot (12 inches) thick, be that wall brick, metal, wood, stone, or any other non-magical material substance. All the wearer needs to do is tap this ring against the surface, and a circular hole five feet in diameter will appear without any noise, heat, or energy discharge.

If this ring is used against a wall surface more than one foot thick, each use will excise a circular portion of the wall's material five feet in diameter and one foot thick. Multiple applications of the ring may be used to tunnel through (or at least deeper).

The ring may be used up to three times per day.

RING OF PROTECTION FROM RECKLESSNESS

[*Ring (magic)*; *Caster Level 7th*; *Purchase DC 32*]

This is a copper band set with an amethyst. It offers no benefits until it

has been attuned to a new wearer (via at least 24 hours of continual contact). Once the wearer has been attuned to the ring, he receives magical protection against physical mishaps caused by the hazardous life of a heroic adventurer:

- He may ignore the first 10 feet fallen when calculating damage caused by falling;
- He gains a DR score of 1/-; This DR stacks with DR from any other source;
- He gains a +2 enhancement bonus to all Reflex and Fortitude saves

RING OF THE RAM

[*Ring (magic)*; *Caster Level 9th*; *Purchase DC 34*]

The wearer can command this ring to issue forth a ramlike force. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance. The force of the blow is considerable, and those struck by the ring are subject to a bull rush if within 30 feet of the ring wearer. (The force has Strength 25 and is considered Large.)

The force gains a +1 bonus on the bull rush attempt if 2 charges are expended, or +2 if 3 charges are expended.

In addition to its attack mode, the *ring of the ram* also has the power to open doors as if it were a character with a Strength score of 25. If 2 charges are expended, the effect is equivalent to a character with Strength 27. If 3 charges are expended, the effect is that of a character with Strength 29.

A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

RING OF THE RED CROSS

[*Ring (magic)*; *Caster Level 2nd*; *Purchase DC 27*]

This ring is crafted from snow-white metal and is embossed with the sigil of a scarlet cross. It must be attuned to a wearer (via at least 24 hours of continual contact) before it will grant any benefit. Once attuned to the wearer, it will grant a +5 enhancement bonus to all Treat Injury checks.

A *ring of the red cross* may only be worn by a being that has an allegiance to good. If worn by any other sort of being, it will continually slip off their finger and never allow itself to be attuned.

RING OF RESISTANCE

[*Ring (magic)*; Caster Level 4th; Purchase DC 29]

This ring is crafted from beautifully mottled steel, reminiscent of Damascus steel. It grants the wearer a +1 resistance bonus to all saving throws.

RING OF RESPONSIBILITY

[*Ring (magic)*; Caster Level 2nd; Purchase DC 27]

This slender ring of beaten brass is usually embossed with a small fleck of amber or a sigil in the form of a wineglass. The wearer of a ring of responsibility is completely immune to the inebriating effects of alcohol and other “recreational” substances such as marijuana or tobacco smoke. The wearer gains a +2 enhancement bonus to all saving throws made against any other deleterious drug that enters his system, including poisons.

RING OF RIGHTEOUSNESS

[*Ring (magic)*; Caster Level 3rd; Purchase DC 28]

This ring is forged from three entwined platinum bands and is usually decorated with a sculpture or embossment of a holy symbol from one of the major world religions. Once per day, the wearer may (as a free action) activate this ring to gain a +5 enhancement bonus to a single melee attack as well as 2d8 bonus damage to the same attack (if successful), provided that the target of the attack has an allegiance to evil.

A *ring of righteousness* may only be used by a being that has an allegiance to good. If worn by any other sort of creature, it will be inert and merely decorative.

RING OF THE ROSE

[*Ring (magic)*; Caster Level 6th; Purchase DC 31]

This ring is crafted of silver and decorated with a stylized gold sigil of a rose blossom. It must be attuned to a wearer (via at least 24 hours of continual contact) before it will grant any benefit. Once attuned to the wearer, it enhances social abilities, granting a +5 enhancement bonus to all Diplomacy checks and Gather Information checks.

RING OF RUNNING AWAY

[*Ring (magic)*; Caster Level 5th; Purchase DC 30]

This ring is crafted of bright yellow gold and is set with the sigil of a winged tennis shoe. It allows the wearer to engage in a fantastic burst of desperate speed, but only under very specific circumstances.

The powers of a *ring of running away* only manifest themselves if the wearer is attempting to *totally escape* a dangerous situation— to flee from danger without further confrontation, to dodge enemy attacks without responding, and to keep running until safety is reached. If these criteria are met, the ring will grant the wearer the following:

- +10 feet to his base speed.
- A +4 dodge bonus to Defense for the duration of his escape attempt.
- The run feat (if the character already possesses the run feat, his running speed multiplier will be increased to x6).

If the wearer temporarily halts his flight to engage in a non-combat action (such as hauling a comrade out of danger), the power of the ring will re-activate the moment he resumes running. If the character halts his flight to deal with an obstacle to his escape (such as a locked door), the power of the ring will not abate while he is doing so.

RING OF SACRIFICIAL SPELLCASTING

[*Ring (magic)*; Caster Level 5th; Purchase DC 30]

This ring is a plain gold band on the outside. Its inner surface, the part that presses against the skin of the wearer's finger, has a number of small metal thorns protruding inward, each just a few millimeters long. When the ring is slid onto the wearer's finger, these thorns penetrate the flesh with a cold and disconcerting (but not particularly painful) sensation that soon goes away. Thereafter, the wearer may activate the ring (as a free action) to increase the saving throw DC of any spell he casts by 1.

Each time the wearer does this, there is a brief sensation of chilling cold from the ring finger, and the wearer takes 1 point of regular damage. No natural or magical Damage Reduction can reduce this loss. The ring may be used once per round, and will not function if the wearer is reduced to 1 or fewer hit points.

RING OF SACRIFICIAL STRIKING

[*Ring (magic)*; Caster Level 6th; Purchase DC 31]

This ring is a plain silver band on the outside. Its inner surface, the part that presses against the skin of the wearer's finger, has a number of small metal thorns protruding inward, each just a few millimeters long. When the ring is slid onto the wearer's finger, these thorns penetrate the

flesh with a cold and disconcerting (but not particularly painful) sensation that soon goes away. Thereafter, the wearer may activate the ring (as a free action) to grant a +1 insight bonus to any attack roll, and a +1 bonus to damage if the attack hits.

Each time the wearer does this, there is a brief sensation of chilling cold from the ring finger, and the wearer takes 1 point of regular damage. No natural or magical Damage Reduction can reduce this loss. The ring may be used once per round, and will not function if the wearer is reduced to 1 or fewer hit points.

RING OF SECURE SEARCHING

[*Ring (magic)*; Caster Level 5th; Purchase DC 30]

This is a silver ring decorated with a tiny relief sculpture of a wide-open eye cupped within a human hand. Whenever the wearer shakes hands with anyone, he will receive a swift catalog (via mental impulse) of any concealed weapons and other items carried by that subject. This information will be useful but not perfectly precise (“semiautomatic pistol” rather than “Beretta M92;” “bag of narcotic powder,” rather than “bag of cocaine,” etc.). The ring cannot detect items stored in an extradimensional or magically-generated space, nor will it note magical enchantments in detected concealed items.

RING OF THE SHADEFORM

[*Ring (magic)*; Caster Level 5th; Purchase DC 30]

This ring is crafted from gold, with a slender onyx band running around its external circumference, set with a single black pearl. When activated, the ring causes the wearer and all of his clothing and equipment to transubstantiate into a wispy, translucent shadow-form.

A creature transmuted to shadow acquires Damage Reduction 10/+1. All of his material armor becomes useless, though size and Dexterity bonuses to Defense remain unchanged. He is unaffected by poison, disease, drowning/suffocation, radiation, or critical hits. He loses the ability to cast arcane or divine spells until he returns to material form. When standing in darkness or shadow, he becomes effectively invisible.

A shadeform character cannot run, but he can fly (with perfect maneuverability) at a speed of 20 feet. He can pass through extremely narrow or tiny openings (cracks under doors, holes in walls, etc.), is unaffected by wind, and may enter water or any other liquid.

A shadeform character takes double damage from any fire-based attack, though his DR score is still applied against most sources of such damage.

This ring may be activated once per day, and the wearer may remain in shadeform for up to 5 minutes.

RINGS OF SKILL EXCHANGE

[*Ring (magic)*; Caster Level 5th; Purchase DC 30]

This is the only ring described in this collection that only functions (and is always found or created) as a linked pair. Each *ring of skill exchange* is a slender hoop of bronze or silver, designed to hook together with its twin to form one large ring for convenient storage or carrying. These twin rings must be split apart and placed on the hands of two individuals who agree to their use.

The wearers of a ring of skill exchange should each have at least two skills in common (ie, ranks are placed in them), and each wearer should be better at one of those skills than the other. For example:

Carlos and Jessica both have the Disable Device and Sleight of Hand skills. Carlos has five ranks in Disable Device (total bonus +7) and three ranks in Sleight of Hand (total bonus +5). Jessica has six ranks in Sleight of Hand (total bonus +8) and two ranks in Disable Device (total bonus +4).

When the two wearers don the rings, they formally agree on the two skills to be exchanged. From that point on, as a free action, each wearer may exchange his lesser ability in one skill for his partner's greater ability. Neither partner may resist a “skill swap.” For example:

After donning his ring, Carlos may choose at any time to swap his lesser Sleight of Hand bonus (+5) for Jessica's better bonus (+8). Likewise, she may at any time swap his greater Disable Device bonus (+7) for her own (+4). While a skill is “swapped,” the partner with the greater bonus temporarily receives his partner's lesser bonus. Skills remain swapped for as long as the swap initiator needs or desires, reverting back as a free action.

Keep in mind that these rings swap *total* bonuses, including skill ranks plus ability, enhancement, and miscellaneous modifiers.

If one partner removes his ring while skills are swapped, the swapped skills will be “frozen” as is and the other partner will be unable to change them back until the first partner re-dons his ring. The two partners may formally end their skill-swapping link by removing the two rings simultaneously (though they can also choose to remove the rings without severing the link). If one partner is knocked unconscious while swapped, the swapped skills will revert to normal. If one partner acquires a total skill

bonus in his swap skill equal to his partner's, the rings will cease to function.

A pair of *rings of skill exchange* can only be re-attuned to a new pair of wearers and/or a new skill combination once per day.

RING OF SOFT PASSAGE

[*Ring (magic)*; **Caster Level 4th**; **Purchase DC 29**]

This is a band formed from twisted copper and silver braids sculpted to look like thorns and brambles. It grants the wearer the ability to tread impossibly lightly on his feet, which has two continual effects:

- The wearer gains a +2 enhancement bonus to all Move Silently checks.
- The DC of any attempt to track the character is raised by 10.

RING OF SPELL ENHANCEMENT, GREATER

[*Ring (magic)*; **Caster Level 10th**; **Purchase DC 35**]

This ring is typically forged from double bands of heavy gold, worked with a series of angular runes and set with a large precious stone such as a ruby or a yellow-tinted diamond. When held against living flesh, it will tingle slightly and feel warm. A *greater ring of spell enhancement* is charged with energy that can be evoked by the wearer to lend strength to a spell as it is cast, and contains 50 charges at creation.

The ring functions just as a *lesser ring of spell enhancement* (see below) does, with one additional power: By spending one of the ring's charges (again, as a free action worked into the casting of a spell as a somatic component), the caster may double the ordinary duration of the spell, if applicable.

Only one charge from the ring may be spent in a round. When all the ring's charges are exhausted, the ring becomes inert and purely decorative.

RING OF SPELL ENHANCEMENT, LESSER

[*Ring (magic)*; **Caster Level 5th**; **Purchase DC 30**]

This ring is typically forged from gold, worked with a series of angular runes and set with a large precious stone such as a ruby or a yellow-tinted diamond. When held against living flesh, it will tingle slightly and feel warm. A *lesser ring of spell enhancement* is charged with energy that can be evoked by the wearer to lend strength to a spell as it is cast. The ring is activated as a free action while casting a spell, and the activation ges-

ture is worked into the spellcasting as a somatic component (thus, the ring hand needs to be free to make use of the ring's power). The ring contains 50 charges at creation.

When activated, one charge is expended and the saving throw DC of the spell just cast is increased by 1. Only one charge may be spent in a round. When all the ring's charges are exhausted, the ring becomes inert and purely decorative.

RING OF SPELL REPLICATION, GREATER

[*Ring (magic)*; **Caster Level 12th**; **Purchase DC 37**]

This ring is formed from two wide platinum bands joined at the center with a dazzling band of gold, inscribed with minute mystical runes. It functions just as a *lesser ring of spell replication* (see below) does, save that it accepts a single 2nd level spell and allows it to be cast once per day, as though by a 3rd level caster of the appropriate type.

RING OF SPELL REPLICATION, LESSER

[*Ring (magic)*; **Caster Level 7th**; **Purchase DC 32**]

This ring is formed from two wide gold bands joined at the center with a dazzling band of jade. A divine or arcane spellcaster may cast a single 1st level spell into the ring; thereafter, until a new spell is cast into it, the wearer of the ring may cast that spell once per day (as though by a 1st level caster of the appropriate type). The spell may be "swapped" at any time, though the ring may not be used for the rest of the day if it has already been used to cast the previously-stored spell.

The wearer of this ring will automatically become aware of the nature of the spell it contains. If no spell is cast from the ring for a month, it will lose its stored spell. When discovered or first created, it will contain no stored spells.

RING OF STEADINESS

[*Ring (magic)*; **Caster Level 5th**; **Purchase DC 30**]

This is a wide copper band with no decorations. It must be attuned to a new wearer (via at least 24 hours of continual contact) before it will grant any benefit. Once attuned to the wearer, it bestows incredible suppleness and confidence upon the wearer's fingers, granting a +2 enhancement bonus to all Disable Device, Forgery, Repair, Sleight of Hand, and Treat Injury checks.

SUCKER PUNCH RING

[*Ring (magic)*; **Caster Level 2nd**; **Purchase DC 27**]

This is a band formed from dozens of twisted bronze and silver threads,

embossed with the sigil of a clenched fist outlined in precious metal, usually platinum. When activated (as a free action), it allows the wearer to deal 1d6 points of bonus nonlethal damage with an unarmed attack. This ring may be activated up to five times per day.

RING OF THE SUNFIST

[*Ring (magic); Caster Level 5th; Purchase DC 30*]

This is a ring forged from entwined threads of highly-polished copper, bronze, and gold, decorated with a sunburst sigil in purest, prettiest gold. A *ring of the sunfist* allows the wearer to strike incorporeal creatures with unarmed attacks, and it allows the wearer to deal 1d6 points of bonus damage to undead creatures (corporeal or incorporeal) with unarmed attacks.

A *ring of the sunfist* may only be worn by a being that has an allegiance to good. If worn by any other sort of creature, it will be inert and merely decorative. If an undead creature attempts to put it on, that creature will automatically take 2d6 points of damage and will drop the ring.

RING OF SWIMMING

[*Ring (magic); Caster Level 5th; Purchase DC 30*]

This attractive silver band features an enameled blue wave pattern along its exterior circumference. The wearer gains a +10 competence bonus to all Swim checks.

RING OF THROWING, GREATER

[*Ring (magic); Caster Level 5th; Purchase DC 30*]

This is a gold ring decorated with a raised silver sigil in the form of a tiny baseball. The wearer gains a +1 competence bonus to all attacks with throwing weapons (including grenadelike weapons) and a +1 bonus to all damage rolls with non-grenadelike throwing weapons. Furthermore, the base range increment of each throwing weapon he uses is increased by 10 feet.

RING OF THROWING, LESSER

[*Ring (magic); Caster Level 3rd; Purchase DC 28*]

This is a silver ring decorated with a raised silver sigil in the form of a tiny baseball. The wearer gains a +1 competence bonus to all attacks with throwing weapons (including grenadelike weapons), and the base range increment of each throwing weapon he uses is increased by 5 feet.

RING OF TRUTH OR CONSEQUENCES

[*Ring (magic); Caster Level 5th; Purchase DC 30*]

This is a slender band formed from multiple ivory rings joined at the seams with silver hoops. Three times per day, it allows the wearer to silently (as a free action) determine whether something just said in his vicinity is truthful or a lie. The ring will turn warm to the touch if the statement was truthful, and cold to the touch if the statement was a lie. There is, however, one catch to the use of this ring.

If the wearer should *himself* tell a lie at any time while wearing it, the ring will become useless for the next 24 hours.

RING OF UNRIGHTEOUSNESS

[*Ring (magic); Caster Level 3rd; Purchase DC 28*]

This ring is forged from three entwined gold bands and is usually decorated with a sculpture or embossment of a black skull. Once per day, the wearer may (as a free action) activate this ring to gain a +5 enhancement bonus to a single melee attack as well as 2d8 bonus damage to the same attack (if successful), provided that the target of the attack has an allegiance to good.

A *ring of unrighteousness* may only be used by a being that has an allegiance to evil. If worn by any other sort of creature, it will be inert and merely decorative.

RING OF THE VAGRANT

[*Ring (magic); Caster Level 6th; Purchase DC 31*]

This useful magic ring has the outward appearance of a worthless piece of dime-store junk, or sometimes of a hand-made decoration snipped from a tin or aluminum can. When acclimated to its wearer (after at least twenty-four hours of continual contact), it offers three benefits:

- The wearer gains the ability to eat dirt and garbage without discomfort or any danger of illness; anything disgusting put into his mouth will have a pleasant nutty flavor and be infused with nutritious value; about three handfuls of mud will sustain an adult human being for a day. Likewise, he can drink from mud puddles, rain gutters, and the like without fear; the water from those unappealing sources will taste fresh and cool on his lips. Note that this ring does not provide any protection against deliberately poisoned substances or against *extremely* polluted soil and refuse.

- The wearer is protected from cold as though he were wearing a complete cold-weather outfit, regardless of what he's actually wearing.

- The wearer gains a +2 enhancement bonus to all Survival checks.

RING OF VARIABLE ENERGY RESISTANCE

[*Ring (magic)*; **Caster Level 4th**; **Purchase DC 29**]

A *ring of variable energy resistance* absorbs one type of energy damage, which changes and is rolled randomly each day; roll 1d10 to determine the current absorbed energy type):

Roll	Energy Type
1-2	Acid
3-4	Cold
5-6	Electricity
7-8	Fire
9-10	Sonic/Concussion

Each time the wearer takes damage of the specified type, the ring's resistance rating of 10 should be subtracted from the damage total. If the total damage is less than the ring's resistance rating, no damage is taken.

RING OF VARIABLE LUCK

[*Ring (magic)*; **Caster Level 5th**; **Purchase DC 30**]

This garish-looking gewgaw appears to be a transparent plastic ring with a small six-sided die embedded in its surface as a decoration. It must be attuned to a new wearer (via at least 24 hours of continual contact) before it will grant any benefit. Once attuned to the wearer, it offers one random benefit from the table below each day. At the beginning of each day, roll 1d6 on the table below to discover what the ring is doing:

1. +2 luck bonus to Reflex Saves
2. +2 luck bonus to Fortitude Saves
3. +1 luck bonus to attack rolls
4. +2 luck bonus to damage rolls
5. +2 luck bonus to Defense
6. +1 luck bonus to all three saving throws

VARI-SPELL RING, GREATER

[*Ring (magic)*; **Caster Level 7th**; **Purchase DC 32**]

This ring is in every way identical to a *lesser vari-spell ring* save that it allows the casting of one 2nd-level spell (as though by a 5th level arcane spellcaster), randomly rolled using 1d8 on the table below:

- | | |
|--------------------|-----------------|
| 1. Blur | 5. Knock |
| 2. Darkvision | 6. Levitate |
| 3. Enhance Ability | 7. Spider Climb |
| 4. Invisibility | 8. Web |

To be clear, this table is rolled on every day, so that the available spell changes day by day. The wearer of the ring becomes aware of the nature of the spell at his disposal.

VARI-SPELL RING, LESSER

[*Ring (magic)*; **Caster Level 5th**; **Purchase DC 30**]

This is a shimmering band of some unknown metal, sometimes appearing the warm color of brass and other times appearing to be cool silver. Each day, it allows the wearer to cast a single 1st level spell (as though cast by a 3rd level arcane spellcaster), randomly rolled using 1d10 on the table below:

- | | |
|------------------|------------------|
| 1. Burning Hands | 6. Magic Missile |
| 2. Change Self | 7. Power Device |
| 3. Feather Fall | 8. Shield |
| 4. Hold Portal | 9. Sleep |
| 5. Jump | 10. True Strike |

To be clear, this table is rolled on every day, so that the available spell changes day by day. The wearer of the ring becomes aware of the nature of the spell at his disposal.

RING OF VENOM

[*Ring (magic)*; **Caster Level 6th**; **Purchase DC 31**]

This is a sinister-looking silver ring decorated with a large blood-red carnelian. It must be activated when held over a drinking vessel or when an edged melee weapon or arrow is held in the ring hand. A tasteless, colorless fluid will trickle from the ring upon activation, either dropping into the drinking vessel or running down to coat the weapon. The poisoned drink or weapon will be ready for use in the round after activation.

The poison has a Fortitude Save DC of 14. Primary and secondary damage are each 1d6 of the physical ability of the ring-bearer's choice: Strength, Dexterity, or Constitution. Once applied, the poison will retain its potency for 1 full hour.

This ring may be activated once per day.

RING OF VERMIN REPULSION

[*Ring (magic)*; **Caster Level 4th**; **Purchase DC 29**]

This is a silver ring gilded or electroplated with gold. A series of tiny embossed silhouettes of spiders are running around its circumference. Vermin (magical and nonmagical alike) of 3 HD or less may not come within 10 feet of the wearer. Vermin of 4-6 HD must succeed in a Will

Save (DC 13) in order to approach and/or attack; failure on such a save means it may not be attempted again for a full minute. Vermin of 7 or more HD are unaffected by the ring.

WATCHMAN'S RING

[*Ring (magic); Caster Level 5th; Purchase DC 30*]

This ring is a wide silver band set with the embossed sigil of a wide-open eye. Once the ring has become acclimated to its wearer (after 24 hours of contact), the wearer will gain the *alertness* feat and a +5 enhancement bonus to all Spot checks.

RING OF WATER WALKING

[*Ring (magic); Caster Level 9th; Purchase DC 34*]

This ring is a wide silver band decorated with an aquamarine motif of crashing waves all around its circumference. The wearer may move across any liquid as though it were a firm, hard surface. This includes mud, snow, water, ice, oil, acid, or even molten rock, as the subject's feet will actually hover an inch or two above the substance's surface. Note that if the ring-wearer runs across molten lava, he may still take heat damage, and if he runs across a huge vat of acid he may need to beware fumes in the air, and so forth. Otherwise, the wearer may run, charge, etc. as though moving on firm ground.

RING OF WHITE NOISE

[*Ring (magic); Caster Level 3rd; Purchase DC 28*]

This is a ring formed from fused bands of white gold and platinum. Its wearer's voice cannot be picked up or recorded by any audio recording device, including but not limited to microphones of all types and even laser microphones. Conversations in which the wearer participates may still be recorded in their entirety, but only silence will be heard or recorded at the times during which he spoke.

RING OF WINTER

[*Ring (magic); Caster Level 7th; Purchase DC 32*]

This is a silver ring set with a cold blue sapphire and three small white pearls. It grants the wearer two benefits:

- The wearer receives a cold resistance score of 5 at all times.
- Once per day, the wearer may activate the ring to cast forth a cone of freezing air 20 feet long and 20 feet wide at its large end. Anyone caught in this cone receives 4d4 cold damage, with a Reflex Save (DC 13) allowed for half damage.

RING OF X-RAY DEFLECTION

[*Ring (magic); Caster Level 5th; Purchase DC 30*]

This is a handsome ring formed from what appears to be solid, translucent white crystal. When worn, it causes any X-ray images made of the wearer to omit *any* piece(s) of carried equipment that the wearer does not wish to reveal; this includes weapons, totally regardless of their metallic content. An ordinary physical search will still reveal the concealed objects, but they will be entirely invisible to X-ray detection.

As a side effect of its power to magically dampen ionizing radiation, this ring grants its wearer a +2 circumstance bonus to all Fortitude Saves against radiation poisoning.

RING OF THE ZOMBIE MASTER

[*Ring (magic); Caster Level 7th; Purchase DC 32*]

This ring is a forged from a curious midnight black metal, set with a tiny ivory sigil of a grinning skull. It has three effects, depending on who's wearing it:

- If worn by a divine spellcaster with an allegiance to evil, it allows that spellcaster to rebuke undead one additional time per day, and to rebuke undead as though his caster level were 1 level higher than it really is;
- If worn by a divine spellcaster with an allegiance to good, it causes that character to gain one negative level for as long as it is worn, and will not function. Although this negative level will return immediately once the ring is removed, it may not be removed or prevented in any way while the ring is worn.
- If worn by anyone else, that character will gain the ability to turn/rebuke undead once per day as though they were a 1st level divine spellcaster.

TABLE 2: WONDROUS ITEMS, ALPHABETICALLY LISTED

Roll	Wondrous Item	Purchase DC	Roll	Wondrous Item	Purchase DC
01	Air Pills	28	51	Key of Binding	30
02	Anybook	31	52	Lifemaker 1.0	35
03	Arcane Binoculars	35	53	Lockpick Locket	31
04	Arcane Bumper Sticker	28	54	Lucky Rabbit's Foot (I)	36
05	Arcane Credit Card	32	55	Lucky Rabbit's Foot (II)	41
06	Assassin's Deck	33	56	Lucky Rabbit's Foot (III)	44
07	Badass Balaclava	34	57	Lunchbox of Plenty	32
08	Beguiling Lipstick	29	58	Magic Mold	35
09	Black Dragon Belt	35	59	Magic Rope	37
10	Blinding Flashlight	30	60	Mechanic's Black Box	31
11	Bottomless Gas Can	33	61	Moneylender Wallet	33
12	Brass Compass	35	62	Mystic-Talkies	33
13	Bum's Coat	37	63	Obsidian Scorpion Lapel Pin	32
14	Cabinet of Total Obscurity	40	64	Omniboard	34
15	Cans of Whup-Ass (6)	32	65	Pack of Smokes	28
16	Cans of Whup-Ass (12)	35	66	Poison Pen	37
17	Car-Case	37	67	Reusable Cat	33
18	Coat of Many Gang Colors	31	68	Samedi's Top Hat	45
19	Coin of Variable Luck	30	69	Shades of Coolness	36
20	Commando Boots	34	70	Shit-Kickin' Boots	30
21	Crash Helmet of Warding	32	71	Shotglass of Waking and Sleeping	32
22	Daredevil Dress Shoes	38	72	Silver Crucifix	40
23	Devilish Board	36	73	Skeleton Card	33
24	Devilish Wallet	33	74	Skeleton Key (I)	33
25	Effigy Candle	31	75	Skeleton Key (II)	33
26	Enchanted Alarm Clock	34	76	Snakeskin Boots	37
27	Envelope of Opportune Windfalls	34	77	Sneaky Sneakers	33
28	e-Spellbook (I)	31	78	Sorcerer's Cuffs (I)	39
29	e-Spellbook (II)	36	79	Sorcerer's Cuffs (II)	43
30	e-Spellbook (III)	41	80	Spectacles of Science	31
31	Fat Rex's Fast Lunch Coupons	31	81	Spellcircle Paint	31
32	Fender Shadowcaster	41	82	Spellkeeping Watch	38
33	Ghost-Hunter's Glasses	37	83	Stiletto Heels	31
34	Ghostly Greatcoat	38	84	Subtle Cycle	39
35	Glasses of Anonymity	31	85	Telepathic Keyboard	31
36	Glasses/Contacts of Disguise	31	86	Tesla Cane	35
37	Glasses of Patternsight	32	87	Thaumatech Computer Processor (I)	31
38	Grip Gloves	34	88	Thaumatech Computer Processor (II)	33
39	Handy Handkerchief	38	89	Thaumatometer	38
40	Hellish Headlights	27	90	Universal Disk Drive	35
41	Hexenrechner	31	91	Universal Map Book	35
42	Highwalkers	34	92	Vigilance Glasses	32
43	Instant Door	34	93	Vigilance Talisman	32
44	Item of Charisma (+2)	36	94	Wondrous Flask	35
45	Item of Constitution (+2)	36	95	Wizard's Car Club	28
46	Item of Dexterity (+2)	36	96	Wizard's Coffee	31
47	Item of Intelligence (+2)	36	97	Wizard's Glue	31
48	Item of Strength (+2)	36	98	Wizard's Lighter	30
49	Item of Wisdom (+2)	36	99	Wizard's Lock (I)	31
50	Jade Wasp Lapel Pin	32	00	Wizard's Lock (II)	36



WONDROUS ITEMS

AIR PILLS

[*Wondrous Item*; *Caster Level 3rd*; *Purchase DC 28*]

This is a small plastic pill bottle with a blue cap, inscribed with the elemental symbol for air. When swallowed, each pleasantly minty *air pill* serves as a source of pure, clean breathing air for up to 1 hour. The swallower will be able to breathe normally in water, in smoke, and in thin or toxic atmospheres. However, he will still be vulnerable to chemical agents with contact effects (such as tear gas or nerve agents). A bottle of *air pills* contains 25 pills at the time of creation.

ANYBOOK

[*Wondrous Item*; *Caster Level 3rd*; *Purchase DC 31*]

This is a lightweight book bound in black leather with the tiny silver sigil of an ouroboros worm on its cover. When newly found or created, the *anybook* is entirely blank. To operate the book, the owner need merely set it atop another book (or magazine, or journal, or bound report, etc.). They *anybook* will instantly copy the full contents of the book beneath it, page for page and word for word. Although it won't appear to change size or mass, the *anybook* will acquire the page count of the book it has just copied, up to a maximum of 2,500 pages. It will retain this copy until it is deliberately set atop another book for copying.

An *anybook* cannot be used to copy a spellbook or a magical scroll.

ARCANE BINOCULARS

[*Wondrous Item*; *Caster Level 7th*; *Purchase DC 35*]

This is a set of binoculars with a nearly-transparent arcane sigil somehow engraved on each lens. The owner may use these binoculars to look at anyone within 200 feet of his position. If he so chooses, he may press a small lever set atop the binoculars while doing so. This will create an invisible magic eye for remote viewing (akin to, but not exactly like, the *arcane eye* spell), focused on the individual that was in view when the lever was pressed. This viewing eye will be placed about five feet behind the subject and just a little bit above him, providing a fairly comprehensive full-color view of where he is and what he's doing. The scene captured by the eye will be played in the binoculars; another press of the lever will return them to normal operation. The *arcane binoculars* have a

maximum effective range of 10 miles. The viewing eye they create cannot be seen by powers capable of detecting invisibility, as it is a substanceless magical force rather than a concealed physical object.

ARCANE BUMPER STICKER

[*Wondrous Item*; *Caster Level 5th*; *Purchase DC 28*]

An *arcane bumper sticker* has been imbued with a potent amount of spell energy. When slapped onto the rear of a general-purpose ground vehicle, the magic in the bumper sticker will be released, and will remain active for as long as the sticker remains in place. The mundane elements (snow, rain, sleet, winds, etc.) cannot remove an *arcane bumper sticker*; it must be deliberately peeled off. Once peeled off, it loses its magic permanently. There are four kinds of *arcane bumper sticker*; roll 1d4 to randomly place one in a treasure trove or on an NPC's vehicle:

1. "YOU CAN'T TOUCH THIS."

The vehicle gains a +1 enhancement bonus to Defense.

2. "I DRIVE CRAZY... BECAUSE I AM CRAZY."

The vehicle suffers a decreased Drive check penalty when moving at street speed, highway speed, or all-out speed. The penalty becomes -0 (street), -1 (highway), and -2 (all-out). This applies only to checks made to control the vehicle, not to attack rolls made by individuals within or on the vehicle.

3. "PRONE TO INSANE STUNTS."

The driver gains a +5 insight bonus to any Drive check made to jump the vehicle over an obstacle of any sort.

4. "SMOKING KILLS."

Once per day, at the driver's mental command (as a free action), the bumper sticker will conjure a volume of dark smoke; this smoke will stream behind the car to fill an area 20 feet wide and 100 feet long. This smoke will dissipate after 5 rounds (30 seconds). Anyone entering the smoke must generally make a Drive check (DC 12-15) or lose control of their vehicle in a panic (entering a spin).

ARCANE CREDIT CARD

[*Wondrous Item*; *Caster Level 7th*; *Purchase DC 32*]

This is a sleek black and silver credit card decorated with an arcane sigil that ordinary people regard with respect and minimal curiosity. When created, the card contains 20 charges. This card is inert and useless until it has been attuned to a new owner (via at least 24 hours of ownership).

Once attuned, the card may be presented as an ordinary credit card when making a purchase, and will grant a bonus of 1d4+1 to the Wealth check involved. Each use of the card will deduct 1 of its charges. When all of its charges are used up, the card becomes nothing more than a decorative piece of plastic.

ASSASSIN'S DECK

[*Wondrous Item; Caster Level 7th; Purchase DC 33*]

In the hands of anyone but the owner, this appears to be nothing more than a standard deck of 52 playing cards. As an attack action, the owner may peel a card from the deck and hurl it as a *mastercraft* (+1 to attack rolls) throwing weapon, base piercing damage 1d6, range increment 15 feet, critical range 19-20, x2. Once a card is used in this fashion, the magic leaves it and it becomes an ordinary playing card—albeit one possibly embedded in a very unusual place. Furthermore, each of the two jokers in the deck will also deal 1d6 bonus fire damage when thrown.

The player of a character with this item may find it rewarding to get an actual deck of playing cards and keep it at hand while playing; simply remove each card as it is used and set it aside to represent the ongoing diminishment of the deck.

BADASS BALACLAVA

[*Wondrous Item; Caster Level 3rd; Purchase DC 34*]

This is a black balaclava of the sort worn by police SWAT teams and counter-terrorist forces. It grants the wearer a +5 equipment bonus to all Intimidate checks. Furthermore, three times per day, the wearer may cast *cause fear* (as though cast by a 1st level arcane spellcaster, save DC 12, duration 1d4 rounds) on anyone within 30 feet as a move or attack action.

BEGUILING LIPSTICK

[*Wondrous Item; Caster Level 3rd; Purchase DC 29*]

This is a small tube of ordinary-looking lipstick with no label. The tube is good for 15 applications. Once applied to a character's lips, it takes 1 round for the magic within the lipstick to come to full potency, which it will retain for up to 1 hour if not used.

When a character wearing the lipstick kisses a subject (anywhere on the subject's skin), the subject must make a Will Save (DC 14) or become enraptured by the wearer of the *beguiling lipstick*. The wearer of the lipstick gains a +5 circumstance bonus to any use of a Charisma-based skill against the affected subject. The affected individual will look upon the lipstick wearer as a charming and fascinating friend, and while he won't

necessarily accept everything the lipstick wearer says, he won't initiate any form of unfriendly action against the lipstick wearer.

Should the lipstick wearer take hostile action against the affected subject, the subject will snap out of his beguilement at the beginning of the next round. The affects of the lipstick last for 1 hour from the time of a kiss. Another dose of the magic lipstick may be applied to keep the subject beguiled; if a beguiled subject is attempting a Will Save against an additional dose of the lipstick, the DC of the save is increased to 16.

BLACK DRAGON BELT

[*Wondrous Item; Caster Level 7th; Purchase DC 35*]

This is a slender black leather belt branded with the stylized sigil of a dragon. Before it can offer any benefit, it must be attuned to a new wearer by at least 24 hours of continual physical contact. Once attuned, the belt grants the wearer impressive hand-to-hand fighting abilities:

- The wearer gains a +1 insight bonus to all unarmed attack rolls.
- The wearer deals 1d4 points of bonus damage with every unarmed attack.
- The wearer gains a +1 insight bonus to Defense against unarmed attacks.

The belt's benefits can only be conferred upon a character wearing light armor or no armor.

BLINDING FLASHLIGHT

[*Wondrous Item; Caster Level 3rd; Purchase DC 30*]

This is a long black flashlight with faint silver runes etched upon its casing. In addition to having an inexhaustible battery, three times per day it may be used to cast forth a cylinder of blinding white light, 60 feet long and 15 feet wide. Anyone caught in this cylinder (and not averting their eyes) must make a Reflex Save (DC 13) or be *blinded* for 2d4 rounds.

BOTTOMLESS GAS CAN

[*Wondrous Item; Caster Level 3rd; Purchase DC 34*]

This is a one-gallon matte black or olive drab "Jerry Can", used to store gasoline. The cap is decorated with an arcane sigil signifying abundance. When opened, the can will pour forth gasoline at a rate of 1 gallon per round, without cease, up to 100 gallons per day. The can is fireproof (fire resistance 15, hardness 5, 25 hit points) and about half-full when the cap is closed.

BRASS COMPASS

[Wondrous Item; Caster Level 3rd; Purchase DC 35]

This is an old-fashioned compass in a brass casing, decorated with a number of arcane engravings. It functions extraordinarily well as an ordinary compass, as its needle is magically attuned to point to true North and cannot be confused by local magnetic forces. In this capacity, it grants a +5 equipment bonus to Navigate checks.

Upon command, it can also be turned into a location-finding device for anyone whose full true name is known to the owner of the compass. If the named individual is within 10 miles of the compass, the compass arrow will point unerringly in the target's direction (horizontal direction, at least). If a roll is required, this power will provide a +5 equipment bonus to any skill check made to track or follow the named individual.

BUM'S COAT

[Wondrous Item; Caster Level 3rd; Purchase DC 37]

This is a ratty old tan trenchcoat, covered in food and cigarette stains, with splashes of mud here and there. These stains will not vanish no matter how many times the coat is washed, though the owner should be grateful that it never seems to exude a truly unpleasant smell. The wearer of a bum's coat receives three specific benefits:

- A +5 circumstance bonus to all Hide checks

- A cold resistance rating of 10

- Three times per day, the wearer of a *bum's coat* can magically summon 1d6+1 rats, who will appear to climb out of the coat's pockets. This summoning requires a move action and may be done once per round. The rats will remain entirely under the coat-wearer's control, and will undertake any action he mentally directs, including attacks against other creatures at suicidal odds. These rats will remain under his control for up to 5 minutes from the time of summoning, after which they will simply act like ordinary rats and probably scamper for cover.

CABINET OF TOTAL OBSCURITY

[Wondrous Item; Caster Level 12th; Purchase DC 40]

This is a finely crafted lacquered wood cabinet, about two feet wide, one and a half feet deep, and two feet high, with two doors that swing outward on noiseless brass hinges. The magic of the cabinet activates only when a single item is placed within and the doors are closed; the cabinet does nothing out of the ordinary when the doors are open or when they are closed on two or more items.

If just one item is placed within the cabinet and the doors are closed,

an extremely potent (mind-affecting) magical effect will cause that single object to be effectively forgotten—by *nearly everyone* on earth. There is no saving throw for creatures of 10 HD (or levels) or lower; for creatures of 11 HD (or levels) and higher, a Will Save (DC 25) is allowed once for each item placed in the cabinet. This save, if allowed, is entirely unconscious.

An item in the cabinet is treated by the world at large as though it does not exist. References to it in research journals and the like will be ignored. Anyone previously looking for it or fighting over it will no longer think on the matter. Even the person placing the item in the cabinet will (if susceptible) forget about it the moment the doors click shut. Should an individual who retains knowledge of the item attempt to talk about it to someone who doesn't, the latter individual will simply ignore all references to the item with singleminded nonchalance.

CANS OF WHUP-ASS

[Wondrous Item; Caster Level 7th; Purchase DC Variable]

This is a six-pack or twelve-pack of soft drinks in unmarked matte black cans. When a can is opened and the contents are slammed (drunk with a single full-round action), the drinker gains a +2 morale bonus to all attack rolls, damage rolls, and saving throws for the next 5 minutes. Furthermore, he gains a +5 enhancement bonus to Strength and an extra move action each round for the same period of time.

Number of Cans	Purchase DC
6	32
12	35

CAR-CASE

[Wondrous Item; Caster Level 10th; Purchase DC 37]

This is an ordinary-looking briefcase with silver clasps and an arcane sigil worked into the underside of the carrying handle. Once per day, the owner of the case may set it down next to any general-purpose ground vehicle and open the case in a certain fashion. The vehicle will vanish in a flash of light and the case will snap shut.

Although the case will weigh no more than it normally does, it will contain the substance of the vehicle, magically suspended in a trans-dimensional pocket. When the owner of the case presses the clasps in a certain way and throws the case down on the ground, the vehicle will reappear in a flash of light (the case will appear sitting on the front passenger's seat if the vehicle is enclosed, or simply upon the seat if the vehicle is a bike of some sort). Although the case may store a vehicle for as long as desired, it may only "vanish" one once per day. The case may

not be thrown down in a space with insufficient room for the vehicle to reappear; it will simply refuse to open in those circumstances.

COAT OF MANY GANG COLORS

[*Wondrous Item*; *Caster Level 3rd*; *Purchase DC 31*]

This is a nondescript black leather coat that allows its wearer to successfully feign casual allegiance to any criminal gang or faction, provided he doesn't call too much attention to himself. While he's wearing the coat, gang or faction members will regard him as a known friend or associate, and will avoid bothering him. This coat will function simultaneously for up to three gangs or factions (for example, a character wearing this coat in a nightclub occupied by members of two feuding gangs will be seen as a friend by both sides).

If the character has some obvious physical trait that is out of character for the gang in question (a black woman attempting to infiltrate an all-male white supremacist gang, for example), each gang member seeing the character is allowed a Wisdom check (DC 13) to see through the coat's glamour.

COIN OF VARIABLE LUCK

[*Wondrous Item*; *Caster Level 3rd*; *Purchase DC 30*]

This is a battered gold coin that looks like something out of a pirate treasure. The mustachioed monarch whose face adorns one side is unrecognizable to any historian on this world, as is the script that decorates the coin. The owner of the coin may flip it up to three times per day. Each time he does so, there is a 75% chance of a beneficial outcome and a 25% chance of a negative outcome. In either case, roll 1d10 on the appropriate table below:

Roll	Beneficial Outcome
1-2	+2 luck bonus to Reflex Saves for 1 hour
3-4	+2 luck bonus to Fortitude Saves for 1 hour
5-6	+2 luck bonus to all skill checks for 1 hour
7-8	+1 luck bonus to all attack rolls for 1 hour
9-10	+1 luck bonus to Defense for 1 hour
Roll	Negative Outcome
1-2	-2 bad luck penalty to Reflex Saves for 1 hour
3-4	-2 bad luck penalty to Fortitude Saves for 1 hour
5-6	-2 bad luck penalty to all skill checks for 1 hour
7-8	-1 bad luck penalty to all attack rolls for 1 hour
9-10	-1 bad luck penalty to Defense for 1 hour

Only one effect from the coin may be operative at any given time.

COMMANDO BOOTS

[*Wondrous Item*; *Caster Level 3rd*; *Purchase DC 34*]

This is a pair of fairly battered U.S. Army-issue "jungle boots." Anyone examining their heels will notice that each has a small silver sigil set therein. These boots grant their wearer a +2 enhancement bonus to each of the following skills: Climb, Hide, Jump, Move Silently, and Survival.

CRASH HELMET OF WARDING

[*Wondrous Item*; *Caster Level 5th*; *Purchase DC 32*]

This is a black motorcycle helmet with a black flip-down visor. Once per day, it allows the wearer to ignore *all* damage that would ordinarily be taken in a vehicular crash or accident (including fire/explosion damage)—in effect, the wearer escapes without a scratch (as does the helmet). For the rest of the day, the helmet will function as a mundane crash helmet.

DAREDEVIL DRESS SHOES

[*Wondrous Item*; *Caster Level 3rd*; *Purchase DC 38*]

This is a pair of fine leather dress shoes, perfect for any black tie and tails affair or as an accompaniment to business dress. *Daredevil dress shoes* offer the support and traction of the finest athletic shoes, as well as three specific benefits:

- A 5-foot increase to the wearer's base speed;
- A +10 equipment bonus to all Jump checks
- A +5 equipment bonus to all Climb checks

Additionally, once per day, the wearer may click the heels of his shoes together to cast the spell *spider climb* upon himself; this will last for 10 full rounds (1 minute).

DEVILISH BOARD

[*Wondrous Item*; *Caster Level 3rd*; *Purchase DC 36*]

This is an extremely well-balanced skateboard with an airbrushed decoration of a winking devil. Astute observers will note that each of the board's wheels has a silver hub engraved with an arcane symbol. The board has three exceptional properties:

- The board increases the rider's speed by 20 feet per round; on a downward slope, this increases to 40 feet per round.
- The rider automatically succeeds at any Balance check made to remain on the board.

- Three times per day, the rider can activate the board (as a free action) to conjure a cloud of sulphurous black and gray smoke in a 30-foot radius, 20 feet in height, centered on the board's current position. This cloud of smoke behaves as per the *obscuring mist* spell, and vanishes after 10 rounds (1 minute).

DEVILISH WALLET

[*Wondrous Item; Caster Level 3rd; Purchase DC 33*]

This is an attractive leather billfold, completely normal to all outward appearances. If anyone attempts to remove it from the owner's possession without the owner's explicit permission, the wallet will animate itself and clamp down on the thief's fingers (this causes no damage, but is extremely painful and requires a Strength ability check or Escape Artist check, DC 13, to escape). The owner of the wallet will be notified by mental impulse that someone has just tried to steal his wallet, although the close presence of a screaming individual with a tiny black leather satchel stuck to his fingers is usually enough of a dead giveaway. Should anyone attempt to open the wallet and withdraw its contents without first removing the wallet from the owner's possession, the wallet will automatically bite the tips of their fingers off (1d3-1 damage). Once per week, there is a 5% chance that the wallet may eat a bit of the money put inside it (temporary Wealth penalty of -1), with no hard feelings.

EFFIGY CANDLE

[*Wondrous Item; Caster Level 3rd; Purchase DC 31*]

This is a single large candle of blood-red wax, with a number of strange glittering particles half-visible within its rolled layers. When the candle is lit, it will flare with an eerie green phosphorescence for one full minute, then go out in a puff of smoke, having consumed one-tenth of its full length.

If a sample of hair, flesh, nail trimming, or blood from a living creature is dropped onto the flame by the owner of the candle (and thereby consumed by the flame), a powerful magical effect will be invoked. The subject from which the flesh, hair, trimming, or blood was taken will suffer a -2 penalty to all saving throws made against the next 1d3 spells cast upon him by the owner of the candle. If the subject has any degree of Spell Resistance, it will be lessened by 2 (against the candle owner's spells only) for the same time period.

ENCHANTED ALARM CLOCK

[*Wondrous Item; Caster Level 7th; Purchase DC 34*]

This is an old-fashioned alarm clock, complete with a wind-up alarm on the back and two small bells on top. Once per day, it may be used to

place any living being within 30 feet into a deep sleep via a mind-affecting power. The subject must make a Will Save (DC 16) or immediately fall unconscious. Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise and even rough handling does not. Once the subject has fallen asleep, the owner of the alarm clock may set the alarm for anywhere from 1 minute to 8 hours. At the end of the set period (provided he hasn't already been woken up), the subject will awaken to the sound of a jangling alarm inside his head. The owner of the clock need not leave it beside the sleeping subject.

ENVELOPE OF OPPORTUNE WINDFALLS

[*Wondrous Item; Caster Level 6th; Purchase DC 34*]

This is a heavily reinforced cardboard shipping envelope, 12" by 9" by 2". Once per day, it may be torn open by the owner to reveal any mundane object the owner desires, provided it weighs no more than five pounds, has a purchase DC no higher than 12, and can fit (or be folded to fit) inside the envelope, which does have a bit of flexibility. Anything electronic produced by the envelope will retain power for 8 full hours and then become inert.

After the envelope is torn open and the object inside removed, the envelope will repair and re-seal itself until its next use.

e-SPELLBOOK

[*Wondrous Item; Caster Level and Purchase DC variable*]

This is a device the size and shape of a standard PDA, save that it is self-powering and self-lighting. An *e-spellbook* stores arcane magical writings in thaumaturgical electronic format (which cannot be erased by magnetic phenomena), allowing an arcane spellcaster to study them at his leisure and to "scribe" new spells (using a magnetic stylus, at the usual rate of speed). There are three different types of *e-spellbook*, each capable of storing more levels of arcane spell notes than its predecessor:

Type	Caster Level	Purchase DC	Spell Levels Stored
I	3rd	31	50
II	5th	36	100
III	7th	41	150

FAT REX'S FAST LUNCH COUPONS

[*Wondrous Item; Caster Level 5th; Purchase DC 31*]

This booklet of 50+2d10 small paper coupons appears to be from a restaurant chain called "Fat Rex's." Fat Rex is no restaurateur, rather, he's a legendary Canadian mage with a weakness for fast food. When a coupon is torn from the booklet, it immediately transforms into a generic



fast-food meal of the coupon holder's choice (the booklet can conjure tacos, hamburgers, hot dogs, instant noodles, fried chicken, or cheese pizza, with a side dish or two and a drink). Each coupon meal provides all the nourishment required for an adult human being for one day.

FENDER SHADOWCASTER

[*Wondrous Item; Caster Level 8th; Purchase DC 41*]

A *Fender Shadowcaster* is a thaumatechnically modified electric guitar, with strings that appear to be gold or silver and a number of unusual arcane sigils and connections upon its electronics. Although it can be plugged into ordinary power supplies, effects pedals, speakers, and so forth, a *Shadowcaster* does not actually need any of those things— it is self-powered, and capable of producing music at any time as though it were plugged into an amp of decent size.

A *Shadowcaster* is an instrument of so fine a make as to make a mere mastercraft guitar weep tears of envy. It grants its wielder a +5 equipment bonus to any Perform check made with the guitar, provided that the wielder has at least five (5) ranks in the proper Perform skill already.

Furthermore, there are five known styles of *Shadowcaster*, each distinguished by the guitar's prominent color scheme. Each has a single unique power that may be used when a particular power chord is played (as an attack action), up to three times per day.

Blue: A blue *Fender Shadowcaster* has the ability to cast the *sleep* spell (maximum range 100 feet, saving throw DC 16, duration 8 minutes), causing a comatose slumber to come upon one or more creatures. Roll 2d4 to determine how many total HD of creatures can be affected. All other effects and limitations are as per the *sleep* spell.

Red: A red *Fender Shadowcaster* has the ability to cast the *bane* spell (affecting all enemies within 50 feet, duration 8 minutes, Will Save (DC 16) negates, as though cast by an 8th-level divine spellcaster).

Emerald: An emerald *Fender Shadowcaster* has the ability to *daze* any and all subjects desired by the wielder within range (radius 30 feet, Will Save (DC 16) negates, duration 1d4+1 rounds).

Black: A black *Fender Shadowcaster* has the ability to cast *cause fear* (maximum range 45 feet, saving throw DC 16, duration 2d4+2 rounds, all other effects and limitations as per the *cause fear* spell).

White: A white *Fender Shadowcaster* has the ability to cast *bless* (affecting all allies within 50 feet, duration 8 minutes, as though cast by an 8th-level divine spellcaster).

If a *Shadowcaster* is found as part of a randomly-generated windfall, roll 1d10 to determine its type:

1-2:	Blue
3-4:	Red
5-6:	Emerald
7-8:	Black
9-10:	White

GHOSTLY GREATCOAT

[*Wondrous Item; Caster Level 10th; Purchase DC 38*]

This stylish gray overcoat allows the wearer to walk through wooden, plaster, or stone walls, but not through metal or other harder materials, as though affected by a *passwall* spell. The wearer may move through up to 10 feet of physical material. While inside a wall, the caster must hold his breath and may not see or hear, but may otherwise remain within the wall as long as he is able to.

GLASSES OF ANONYMITY

[*Wondrous Item; Caster Level 3rd; Purchase DC 31*]

These are thick-bodied glasses of black plastic, the sort a stereotypical “nerd” might wear in a film or a television show. When worn, they shroud the owner in an anonymity glamour— while he isn't quite invisible, people around him will act as though he is an absolute nonentity, provided he takes no swift or violent action (which will disrupt the function of the glasses for 1 hour). This is a mind-affecting power, not optical invisibility, so the *see invisible* power will not penetrate it. The character may generally ride buses or subway cars without paying a fee, and may wander through casually restricted areas without trouble. If he attempts to enter a high-security area or comes under extremely close scrutiny (if, for example, he tried to squeeze past two bouncers guarding the only door of an exclusive club), anyone remaining vigilant for such an intrusion would be allowed a Will Save (DC 13) to see him.

GLASSES/CONTACTS OF DISGUISE

[*Wondrous Item; Caster Level 3rd; Purchase DC 31*]

This is a pair of thin spectacles or nondescript contact lenses (GM's discretion if found or generated randomly) that magically changes not only the color of the wearer's eyes, but also his general facial manner. When worn, either of these devices grants a +5 equipment bonus to Disguise checks. Wearers of *glasses of disguise* should be careful, as removing the glasses will restore their natural eye color and facial tics for as long as the glasses are off.

GLASSES OF PATTERNSIGHT

[*Wondrous Item*; *Caster Level 3rd*; *Purchase DC 31*]

This is a pair of relatively heavy archaic engineer's safety glasses. When viewed from the proper angle, the lenses have an odd translucent emerald tint. The wearer may detect live electrical power anywhere in his field of vision— it will appear as cold blue light, enabling him to instantly identify live cables, powered devices, etc. The wearer may also detect hazardous radiation as a faint pink haze, growing redder and darker in areas of increasing danger. Lastly, the wearer may *detect magical auras*, as per the spell, anywhere within sight and within 60 feet. Each of these energies may be detected through non-metal walls up to two feet thick.

These glasses offer a +2 circumstance bonus to any Repair or Craft check related to electrical or electronic devices, as well as any Craft check made to construct a magical item.

GHOST-HUNTER'S GLASSES

[*Wondrous Item*; *Caster Level 3rd*; *Purchase DC 37*]

This is a pair of silver-framed spectacles with lenses that are an odd translucent violet color. They allow the wearer to see in the dark as per the *darkvision* spell or racial ability, out to a range of 120 feet. Furthermore, they allow the wearer to see *invisibility* as per the spell and to see *incorporeal* creatures with no difficulty, regardless of ambient conditions.

GRIP GLOVES

[*Wondrous Item*; *Caster Level 3rd*; *Purchase DC 34*]

These fingerless leather gloves are enchanted in the palms to assist the wearer in maintaining a tight hold on something. They have two primary effects:

- A character wearing *grip gloves* cannot be disarmed against his will.
- A character wearing *grip gloves* receives a +5 equipment bonus to all Climb checks

HANDY HANDKERCHIEF

[*Wondrous Item*; *Caster Level 5th*; *Purchase DC 38*]

This is a plain-looking handkerchief, typically red or black with a paisley pattern. It has several uses:

•Once per day, it may be wrapped around a wound as a bandage. This will cast the spell *cure light wounds* (as though cast by a 1st-level divine spellcaster) upon the injured person, healing 1d8+1 points of

damage. The handkerchief must remain wrapped around the injury for at least ten minutes after being used in this fashion. When removed, it will retain no bloodstains.

•The owner may wrap it around his nose and mouth, bandanna fashion, to grant himself a +5 equipment bonus to any Fortitude Save made to resist an airborne irritant or danger such as smoke or poison gas. The handkerchief cannot offer any protection from eye irritants (such as tear gas) or other contact irritants and toxicants.

•The owner may wrap it around his head to grant himself protection from the elements as though he were wearing a complete cold-weather outfit and rain gear, enabling him (and his equipment) to stay warm and dry regardless of his actual clothing.

HELLISH HEADLIGHTS

[*Wondrous Item*; *Caster Level 5th*; *Purchase DC 27*]

This is a pair of automotive headlights, seemingly quite ordinary except for the bizarre magical sigils soldered behind their lenses. This item will not function unless both headlights are properly installed in a car, bus, or truck. Three times per day, the *hellish headlights* may be activated by the driver of the vehicle (as an attack action) to blast forth a 30-foot cone of fire. Anyone or anything caught in this blast takes 5d6 damage (Ref Save, DC 14, allowed for half-damage).

HEXENRECHNER

[*Wondrous Item*; *Caster Level 3rd*; *Purchase DC 31*]

A *hexenrechner* is a scientific calculator that has been augmented with magical processing capabilities. A good half of its mundane keys have been replaced with arcane symbols that would be unrecognizable to non-spellcasters. A *hexenrechner* is an invaluable laboratory tool, granting its owner a +5 equipment bonus on laboratory Spellcraft checks. This equipment bonus *does* stack with all other relevant equipment bonuses.

HIGHWALKERS

[*Wondrous Item*; *Caster Level 5th*; *Purchase DC 34*]

This is a pair of ordinary-looking sneakers. They grant the wearer a +10 equipment bonus to Balance checks made to stay upright while walking on a wire or a rope. Furthermore, they allow the wearer to move along power and telephone lines at full speed, as though he weighed next to nothing. Care must be taken when jumping onto or off of such wires, of course, to avoid becoming grounded.

INSTANT DOOR

[*Wondrous Item*; *Caster Level 7th*; *Purchase DC 37*]

This appears to be nothing more than an ordinary doorknob, removed from a nondescript door. When placed against a wooden, plaster, or stone wall no more than 3 feet thick, this doorknob will instantly conjure a door of ordinary size, just under seven feet tall and three feet wide. This door may be swung open once and held open for up to a minute. When closed (on either side of the wall), the door will instantly vanish and only the doorknob will remain, in the owner's hand. An *instant door* may not be used to pass through metal or other harder materials. It may be used up to three times each day.

ITEM OF CHARISMA ENHANCEMENT (+2)

[*Wondrous Item*; *Caster Level 8th*; *Purchase DC 36*]

This is an item of clothing or a fashion accessory that has been imbued with Charisma-enhancing magic, granting the wearer a +2 enhancement bonus to his Charisma score. To determine the form the item takes, roll 1d10:

1-2	Necktie
3-4	Sunglasses
5-6	Vest
7-8	Pair of Earrings
9-10	Pair of Dress Shoes

If the item is actually a pair of items (such as earrings or shoes), both must be worn to gain the enhancement bonus.

ITEM OF CONSTITUTION ENHANCEMENT (+2)

[*Wondrous Item*; *Caster Level 8th*; *Purchase DC 36*]

This is an item of clothing or a fashion accessory that has been imbued with Constitution-enhancing magic, granting the wearer a +2 enhancement bonus to his Constitution score. To determine the form the item takes, roll 1d10:

1-2	Windbreaker
3-4	Belt
5-6	Muscle Shirt
7-8	Headband
9-10	Fingerless gloves

If the item is actually a pair of items (such as gloves), both must be worn to gain the enhancement bonus.

ITEM OF DEXTERITY ENHANCEMENT (+2)

[*Wondrous Item*; *Caster Level 8th*; *Purchase DC 36*]

This is an item of clothing or a fashion accessory that has been imbued with Dexterity-enhancing magic, granting the wearer a +2 enhancement bonus to his Dexterity score. To determine the form the item takes, roll 1d10:

1-2	Pair of Gloves
3-4	Pair of Earrings
5-6	Belt
7-8	Boots
9-10	Running Shoes

If the item is actually a pair of items (such as gloves), both must be worn to gain the enhancement bonus.

ITEM OF INTELLIGENCE ENHANCEMENT (+2)

[*Wondrous Item*; *Caster Level 8th*; *Purchase DC 36*]

This is an item of clothing or a fashion accessory that has been imbued with Intelligence-enhancing magic, granting the wearer a +2 enhancement bonus to his Intelligence score. To determine the form the item takes, roll 1d10:

1-2	Spectacles
3-4	Sunglasses
5-6	Pair of Earrings
7-8	Necklace
9-10	Vest

If the item is actually a pair of items (such as earrings), both must be worn to gain the enhancement bonus.

ITEM OF STRENGTH ENHANCEMENT (+2)

[*Wondrous Item*; *Caster Level 8th*; *Purchase DC 36*]

This is an item of clothing or a fashion accessory that has been imbued with Strength-enhancing magic, granting the wearer a +2 enhancement bonus to his Intelligence score. To determine the form the item takes, roll 1d10:

1-2	Belt
3-4	Muscle Shirt
5-6	Bracers
7-8	Bracelets
9-10	Headband

If the item is actually a pair of items (such as bracers), both must be worn to gain the enhancement bonus.

ITEM OF WISDOM ENHANCEMENT (+2)

[*Wondrous Item*; Caster Level 8th; Purchase DC 36]

This is an item of clothing or a fashion accessory that has been imbued with Wisdom-enhancing magic, granting the wearer a +2 enhancement bonus to his Wisdom score. To determine the form the item takes, roll 1d10:

1-2	Spectacles
3-4	Sunglasses
5-6	Pair of Earrings
7-8	Necklace
9-10	Vest

If the item is actually a pair of items (such as earrings), both must be worn to gain the enhancement bonus.

JADE WASP LAPEL PIN

[*Wondrous Item*; Caster Level 5th; Purchase DC 32]

This is a handsome, glossy jade lapel pin in the form of a stylized wasp. The wearer gains complete immunity to the venom of any creature classified as *vermin*, be they mundane or magical.

KEY OF BINDING

[*Wondrous Item*; Caster Level 3rd; Purchase DC 30]

This is a long silver skeleton key with a handle carved in the form of a pair of tightly-clasped hands. Up to five times per day, this key may be inserted into a lock to cast the *arcane lock* spell upon it, as though by a 3rd level arcane spellcaster. Sadly, the magic of the key is not permanent, and the spell will remain in effect for only one week once emplaced.

LIFEMAKER 1.0

[*Wondrous Item*; Caster Level 10th; Purchase DC 35]

This is a one-use piece of thaumatech software, stored on an ordinary CD or floppy disk. When popped into a computer with a working 'net connection, *Lifemaker 1.0* calls up a series of forms that require 1d3+1 hours to fill out. These must all be filled out in one sitting in order for the magic to work properly. Simply put, *Lifemaker 1.0* magically updates, modified, or distorts one person's background information in paper files and electronic databases across the world. The person's entire official "paper trail" can be altered in virtually any way the operator of *lifemaker 1.0* sees fit, with just a few guidelines and caveats:

- The individual cannot have his background information altered without his express knowledge and consent;

- The individual's bank accounts and other financial resources cannot be improved;

- The software cannot be used to erase the following four heinous crimes from the individual's records *unless* the individual is totally innocent of the charges: murder, rape, arson, or kidnapping.

- The software only updates information stored in databases and paper records; the character's own diaries would remain unchanged, for example, as would any stories referring to him in individual copies of newspapers and magazines (though the "master copies" in paper or electronic archives would be modified), as would any photographs of him.

Lifemaker 1.0 is best used to create a squeaky-clean paper trail for background and credit checks; generally speaking, the more well-intentioned the changes, and the less complicated they are, the fewer difficulties can possibly arise from the changes. After *Lifemaker 1.0* has been used, it erases itself and the disk it came on vanishes.

LOCKPICK LOCKET

[*Wondrous Item*; Caster Level 3rd; Purchase DC 31]

This is a nondescript silver locket worn around the neck. It must be attuned to a new wearer by 24 hours of physical contact before it can be used. Once attuned, the proper command word will cause the locket to shapeshift into an incredibly fine silver needle that will probe locks with a mind of its own, granting a +5 equipment bonus to any Disable Device check made in an attempt to pick a mechanical or electronic lock.

LUCKY RABBIT'S FOOT

[*Wondrous Item*; Caster Level and Purchase DC Variable]

This is a small vending machine rabbit's foot on a keychain, dyed one of several bright rainbow colors. There are three types of lucky rabbit's foot, with varying caster levels and purchase DCs:

Type	Caster Level	Purchase DC
I	5th	36
II	7th	41
III	7th	44

Type I: A Type I *lucky rabbit's foot* grants its owner a continual +1 luck bonus to Reflex Saves, Fortitude Saves, and skill checks.

Type II: A Type II *lucky rabbit's foot* grants its owner a continual +2 luck bonus to Reflex Saves, Fortitude Saves, and skill checks.

Type III: A Type III *lucky rabbit's foot* grants its owner a continual +2 luck bonus to Reflex Saves, Fortitude Saves, and skill checks, as well as a +1 luck bonus to his Defense score.

LUNCHBOX OF PLENTY

[*Wondrous Item*; *Caster Level 5th*; *Purchase DC 33*]

This is a traditional heavy black metal lunchbox, the sort millions of ordinary men and women have carried to work over the last century. Once per day, when the proper command word is spoken, it can produce a piping hot and satisfying meal for up to three people, providing all of their nutritional needs for one day.

MAGIC MOLD

[*Wondrous Item*; *Caster Level 7th*; *Purchase DC 35*]

This is an archaic steel bullet-mold (small enough to be carried in a jacket pocket), which comes apart into two sections to reveal an unusually large cavity within. Five times per day, the *magic mold* may be filled with any sort of metal (less than one ounce is required) and held in the owner's hands to activate its power. After just one round, the mold will spit out a *mastercraft* bullet or shell (case and propellant included) for the firearm of the owner's choice. For one hour after the time of their crafting, these bullets retain the ability to strike incorporeal targets as though they had the *ghost touch* special ability.

MAGIC ROPE

[*Wondrous Item*; *Caster Level 3rd*; *Purchase DC 37*]

This is a 50-foot length of slender black silk or kevlar line, marked at regular intervals with tiny silver runes. This rope will support one full ton (2,240 pounds) and has a break DC of 40. This rope is also proof against fire, electricity, cold, and acid damage. The owner of the rope may also give it verbal commands (as a free action once per round) that it will obey— to coil itself, uncoil itself, tie itself to a convenient anchor point, untie itself, etc. The rope may move along a horizontal surface at up to 10 feet per round, provided it remains in the owner's sight while doing so. The rope moves too slowly to attack or entangle anything but a helpless creature.

MECHANIC'S BLACK BOX

[*Wondrous Item*; *Caster Level 3rd*; *Purchase DC 31*]

Although no larger than a basic mechanical tool kit, this little black box always seems to have just the right high-quality tool for the job at hand.

It grants the owner a +5 equipment bonus to any Repair check involving a mechanical device.

MONEYLENDER WALLET

[*Wondrous Item*; *Caster Level 7th*; *Purchase DC 33*]

This is a slender black leather billfold. Once per day, it will produce a variable amount of cash in any currency the owner asks for; this will grant a bonus of 1d4 to a single Wealth check.

MYSTIC-TALKIES

[*Wondrous Item*; *Caster Level 5th*; *Purchase DC 33*]

This is a matched pair of ordinary-looking walkie-talkies. However, examination of the circuit boards inside each walkie-talkie would reveal a variety of bizarre connections and arcane sigils.

These function as ordinary walkie-talkies, save that they never run out of power, are unaffected by atmospheric disturbances or mundane jamming, have a range of 1,000 miles, are waterproof, and their signals cannot be intercepted, detected, or eavesdropped by any non-magical means. They also function without difficulty up to 300 feet underground. Lastly, and most interestingly, a character holding one can subvocalize (moving his mouth and lips without making noise) to send ordinary speech to the other mystic-talkie.

OBSIDIAN SCORPION LAPEL PIN

[*Wondrous Item*; *Caster Level 5th*; *Purchase DC 32*]

This is a handsome, glossy black lapel pin in the form of a stylized scorpion. The first time each day that the wearer of the pin is exposed to a poison, the wearer will feel a slight sting (more shocking than painful) right beneath the pin, as a means of warning. The pin will also grant a +10 enhancement bonus to any Fortitude Save made to resist the primary and secondary effects of that poison.

OMNI-BOARD

[*Wondrous Item*; *Caster Level 3rd*; *Purchase DC 34*]

This is an ordinary-looking skateboard with a very unusual ability. The rider may command the board (as a free action once per round) to instantly turn into a *snowboard* or into a short but functional *surfboard*. The board may switch to any configuration from any configuration, and retain any one shape as long as the rider desires.

PACK OF SMOKES

[*Wondrous Item*; *Caster Level 3rd*; *Purchase DC 28*]



This is an ordinary-looking pack of cigarettes containing twenty smokes in two rows of ten apiece. One row contains cigarettes with a red band around their filters, and the other contains cigarettes with a gray band around their filters. To activate a smoke, a character need only light it as per a mundane cigarette. The end of the smoke will glow faintly, and will then activate itself:

- **Gray Smoke:** Lighting a gray smoke will immediately conjure a cloud of sight-obscuring gray mist around the character, in a 30-foot radius and 20 feet in height. This mist obscures all vision, including darkvision, beyond 5 feet and is in all ways identical to that summoned by the *obscuring mist* spell.

- **Red Smoke:** After lighting a red smoke, the character may make a ranged touch attack against any target within 20 feet. If successful, the cigarette will spit a gout of fire, dealing 2d4 damage to the target. If the attack roll is unsuccessful, the cigarette will simply sputter out.

POISON PEN

[*Wondrous Item; Caster Level 8th; Purchase DC 37*]

This is a beautiful old-fashioned reservoir pen trimmed in gold. Three times per day, it may be activated (with an innocuous twist of the fingers) to do one of two things:

- To issue forth a stream of acid. This corrosive liquid will deal 2d4 points of damage the round it hits an object or target, and 1d4 points of damage in each of the next two rounds. The wielder of the pen may attempt a melee touch attack to deliver the acid directly to a living opponent.

- To issue forth a stream of poison (Fort Save DC 15, primary and secondary damage both 1d6 Dex). This odorless, colorless, tasteless substance can simply be dropped into food or drink or, with a successful melee touch attack, it may be sprayed into the target's face as a mist of fine droplets.

REUSABLE CAT

[*Wondrous Item; Caster Level 5th; Purchase DC 33*]

This is a tiny (hand-held) stone figurine of a sleeping cat. Once per day, when the proper command word is spoken, the cat will awaken, acquiring the full size of an ordinary gray or black house cat (owner's choice). This isn't an actual animal, but rather a magical simulacrum entirely under the owner's control. The owner sees and hears anything the cat sees and hears, and the cat obeys any verbal commands given to it by the owner (though the owner cannot communicate with the cat at a dis-

tance, so care must be taken when instructions are given). The cat will remain active for up to 1 hour, at which point it will resume the shape of the stone figurine. This can be inconvenient, to say the least, if it does so while out of the owner's sight.

A *reusable cat* reduced to 0 hit points in cat form reverts to stone form (hardness 15, 15 hit points). If destroyed in stone form, it is destroyed for good.

Reusable Cat: Tiny animal; HD 2d8; hp 9; Mas 10; Init +8; Spd 30 ft; Defense 18, touch 18, flat-footed 16 (+2 size, +2 Dex, +4 magic); BAL +2; Grap -12; Atk +6 melee (1d2 claw); Full Atk +6 melee (1d2, 2 claws +1 melee (1d2, bite)); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision; AL owner; SV Fort +5, Ref +10, Will as per owner; AP 0; Rep +0; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7. Skills: Balance +10, Clim +10, Hide +17 (+21 in tall grass or heavy undergrowth), Jump +10, Listen +6, Move Silently +15, Spot +6. Feats: Improved Initiative, Lightning Reflexes, Weapon Finesse (bite), Weapon Finesse (claw).

SAMEDI'S TOP HAT

[*Wondrous Item; Caster Level 11th; Purchase DC 45*]

This is a somewhat battered black top hat, the sort that will look innocuous if not worn with a suitably outlandish costume or subcultural fashion sense. The black silk hatband contains carved pieces of human bone.

- The wearer gains a +5 enhancement bonus to any saving throw made against a death attack or an instantaneously-lethal supernatural effect.

- The wearer gains the ability to destroy up to 16 HD worth of undead creatures each day, though no single creature so destroyed may have more than 5 HD. To use this power, the wearer must activate the hat as an attack action. Any or all undead creatures within sight and within 6 feet may be affected; a targeted creature must make a Will Save (DC 17) or instantly collapse into dust. Only creatures successfully destroyed will count against the hat's daily HD total.

- Once per week, the wearer of the hat may attempt to restore a single dead individual to life, as per the *raise dead* spell, though somewhat more capricious. The subject to be raised cannot have been dead more than 1 day per character level, and cannot have been turned into an undead creature. To attempt the resurrection, the wearer of the hat must smoke a cigar (the ritual is very specific on this point) and blow the smoke in the corpse's face. The wearer of the hat must then make a Will Save (DC 15) on which he is allowed to use the dead person's Constitution modifier (if positive) as a bonus. If this save is successful,

the dead person will be restored to life. This power restores hit point damage up to a total of 1 hit point per Hit Die. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life.

The subject of the spell loses one level when it is raised, just as if it had lost a level to an energy-draining creature. This level loss cannot be repaired by any spell. If the subject is 1st level, it loses 1 point of Constitution instead. To top things off, there is a flat 35% chance (if the ritual is successful) that both the caster and the raised subject will lose 1 permanent hit point apiece. As was mentioned, this is magic at its most capricious.

SHADES OF COOLNESS

[*Wondrous Item; Caster Level 3rd; Purchase DC 36*]

This is a pair of sunglasses with a series of silver runes set on the inside of each earpiece. The wearer receives a +5 enhancement bonus to all Diplomacy and Gather Information checks made in a social setting. Furthermore, once per day, the wearer of the shades may attempt to *charm* a single person within 10 feet by lowering the glasses just enough to wink at the subject over their rims. The subject must succeed at a Will Save (DC 13) or become charmed for 1 hour. The wearer of the sunglasses gains a +5 circumstance bonus to the use of all Charisma-based skills against a charmed individual.

SHIT-KICKIN' BOOTS

[*Wondrous Item; Caster Level 3rd; Purchase DC 30*]

This is a pair of well-maintained black leather "tanker's boots" with silver buckles and unusually thick heels. Three times per day, these boots can be activated to deliver 1d8+1 bonus damage with a successful unarmed melee attack. The use of these boots must be announced before the attack roll is made. A wasted attack roll will waste one use of bonus damage.

SHOTGLASS OF WAKING AND SLEEPING

[*Wondrous Item; Caster Level 3rd; Purchase DC 32*]

This is an ordinary-looking shotglass with an unobtrusive arcane sigil engraved in its bottom. Three times per day, it may be activated (by the owner) to do one of two things:

- To banish fatigue and exhaustion in a person who drinks the contents of the shotglass, or:

- To force the person who drinks the contents of the shotglass to make a Fort Save (DC 13) or fall unconscious 1 round after finishing the drink. Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise and even rough handling does not. The drinker will otherwise remain asleep for 1 hour.

SILVER CRUCIFIX

[*Wondrous Item; Caster Level 6th; Purchase DC 40*]

This is an old and fairly heavy silver crucifix, designed to be held in the hands rather than worn around the neck, decorated at each end with a single large red ruby and an ornately engraved design. A character with an allegiance to evil will not be able to hold the crucifix; it will cause burning pains even through gloves or any other form of hand protection.

- An undead creature must make a Will Save (DC 16) to approach within 10 feet of the silver crucifix; if failed, this save may not be attempted again for 1 full minute. If the wielder of the crucifix moves in on an undead creature that has failed its Will Save, that creature will move back at least 10 feet on its next action.

- The *silver crucifix* may be used to make a melee touch attack against an undead creature as though it were a +1 weapon; if successful, this attack will deal a base of 2d8 points of damage (plus the wielder's Strength bonus). This may be done once per round.

- A character with an allegiance to good wielding the *silver crucifix* receives a +5 bonus to any Will Save made to resist a mind-affecting power used by an undead creature; any such save may be re-rolled once if failed.

SKELETON CARD

[*Wondrous Item; Caster Level 5th; Purchase DC 33*]

This is a glossy black magnetic key card embossed with a silver or ivory sigil of a grinning skull. It functions rather like a *Type I skeleton key* (see below), save that it opens locks protected by magnetic card readers. It grants a +10 equipment bonus to any Disable Device check made to open such a lock.

SKELETON KEY

[*Wondrous Item; Caster Level 5th; Purchase DC 33*]

There are two types of magical skeleton keys, which can be crafted in



any shape (though many artificers find it amusing to design them like something out of a fairy tale, with exaggerated teeth and skull motifs on the handle). The two types of skeleton key are identical in price but slightly different in their intended uses:

Type I: A Type I *skeleton key* grants its owner a +10 equipment bonus to Disable Device checks made to open non-vehicular locks. This check may be attempted even if the owner of the key doesn't have any ranks in the Disable Device skill.

Type II: A Type II *skeleton key* grants its owner a +10 equipment bonus to Disable Device checks made to open vehicular locks. This check may be attempted even if the owner of the key doesn't have any ranks in the Disable Device skill. Once a vehicle has been entered, a Type II *skeleton key* will automatically start the vehicle.

A *skeleton key* may not be used in conjunction with a lockpick or any other mechanical lock-intrusion device, as a *skeleton key* magically reshapes itself to enter the lock in question, leaving no room for anything else within the lock.

SNAKESKIN BOOTS

[**Wondrous Item; Caster Level 7th; Purchase DC 37**]

These are steel-toed cowboy boots crafted from beautiful green and black snakeskin. They grant the wearer a +4 enhancement bonus to Fortitude Saves against poison. Furthermore, each boot has a snake's fang hidden in its heel. Twice per day, with a successful unarmed melee attack (a kick with one of the boots), the wearer of the boots can poison an opponent. The poison has a Fort Save DC of 14. Primary and secondary damage are each 1d6 Con. A failed kick will waste that attempt for the day.

SNEAKY SNEAKERS

[**Wondrous Item; Caster Level 5th; Purchase DC 33**]

These sleek, totally black running shoes have no logo. They grant the wearer a +10 equipment bonus to all Move Silently checks.

SORCERER'S CUFFS

[**Wondrous Item; Caster Level and Purchase DC variable**]

These are heavy-duty steel handcuffs etched with arcane runes and set with strangely archaic locks. Each pair has hardness 10, 15 hit points, a break DC of 35, and requires a Disable Device check (DC 35) or Escape Artist check (DC 40) to remove without the key. These cuffs are specifically designed to constrain arcane spellcasters, and there are two types:

Type	Caster Level	Purchase DC
I	5th	40
II	9th	44

Type I: Any arcane spellcaster wearing these cuffs must attempt a Will Save (DC 21) if he wishes to attempt casting a spell. Failure means that the spell is lost before it is even cast, and the spellcaster will be dazed for 1d6+1 rounds. Furthermore, even if the spellcaster makes the Will Save, there is a flat 40% chance of spell failure.

Type II: Any arcane spellcaster wearing these cuffs must attempt a Will Save (DC 25) if he wishes to attempt casting a spell. Failure means that the spell is lost before it is even cast, and the spellcaster will be knocked unconscious for 1d6+1 minutes. Furthermore, even if the spellcaster makes the Will Save, there is a flat 60% chance of spell failure.

SPECTACLES OF SCIENCE

[**Wondrous Item; Caster Level 5th; Purchase DC 31**]

This is a pair of stylish, lightweight bifocals with a tiny sigil of a coiled serpent faintly and translucently visible in the lower corner of one lens. They grant the wearer a +5 insight bonus to any Craft or Knowledge check related to laboratory science.

SPELLCIRCLE PAINT

[**Wondrous Item; Caster Level 5th; Purchase DC 31**]

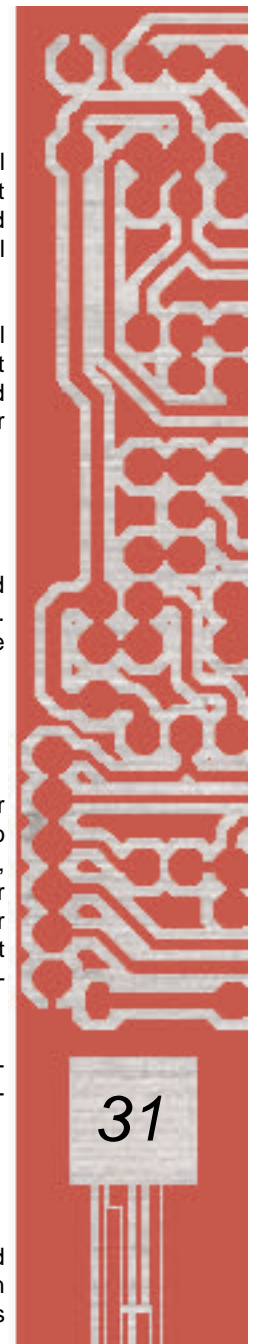
This is an olive green can of chalky white paint, containing enough for 10+1d6 uses in its intended application. The owner must use this paint to create a complete circle around himself (requiring a full-round action), with his fingers or with a brush on a flat, hard surface such as asphalt or concrete. Beginning the instant the circle is completed, the character inside the circle gains a +2 magic bonus to all saving throws against spells cast against him or against the area he stands within. This protection will last for up to 1 hour or until the character leaves the circle.

By using twice as much paint, the owner may create (with three full-round actions) a larger circle, capable of protecting up to four medium-sized creatures.

SPELLKEEPING WATCH

[**Wondrous Item; Caster Level 10th; Purchase DC 38**]

This is an archaic silver pocket watch, the kind that must be kept wound if it is to run properly. When flipped open, it may be seen to have an arcane sigil set on the underside of its cover, and a tiny rune replaces



each numeral on the watch's face. A *spellkeeping watch* contains up to five levels of spells that the owner may cast. Each stored spell has a caster level equal to the minimum necessary to cast the spell.

A spellcaster may cast any spell(s) into the watch, provided that the total spell levels stored do not add up to more than five. Anyone holding the watch will become automatically aware of the nature of the spell(s) contained within, and may cast any contained spell as an attack action, once per round (caster level of each spell equals the minimum required to cast that spell). The owner of the watch need not provide any material components or focus, or pay any XP cost if the spell has one (these things must be taken care of by a spellcaster at the time he casts the spell into the watch). A *spellkeeping watch* will retain a stored spell for a year and a day. When created or discovered, it does not contain any spells.

STILETTO HEELS

[*Wondrous Item; Caster Level 3rd; Purchase DC 31*]

This is a pair of expensive-looking stiletto heels, the perfect accompaniment for a lady's evening wear or a particularly daring business outfit. These shoes are enchanted to provide the comfort, support, and traction of a pair of excellent athletic shoes. Furthermore, the wearer can use them to deliver a melee attack (via kicking) that deals a base of 1d6 damage, critical range 19-20, x2.

STILETTO HEELS

[*Wondrous Item; Caster Level 8th; Purchase DC 39*]

This appears to be nothing more than an ordinary, high-quality mountain bike, though there is an unusual silver crest somewhere on the frame set with a number of bizarre arcane runes. Although it weighs no more than a mountain bike, the *subtle cycle* has the speed and power of a small motorcycle:

Init	Maneuver	Maximum Speed	Defense	Hardness	Hit Points	Size
+1	+2	200 (20)	11	5	20	S

The *subtle cycle* needs no outside power source and may be pushed up to its full speed by the mental command of its rider. Astute observers may note that although the cycle can be pedaled when necessary to preserve the illusion that it is a normal bike, the rider does not need to pedal to set it in motion.

TELEPATHIC KEYBOARD

[*Wondrous Item; Caster Level 3rd; Purchase DC 31*]

This is a standard-configuration keyboard for use with any desktop

computer. Close examination will reveal that it has no input or output ports; the casing is entirely sealed.

A *telepathic keyboard* connects remotely (via magic) to any desktop computer within 5 feet (though it may connect to only one at any given time; changing connections requires 5 rounds (30 seconds) of uninterrupted concentration on the owner's part).

Once a *telepathic keyboard* is connected to a computer, the owner may remotely operate the keyboard by thought alone from anywhere within 30 feet. If the owner works at a regular, casual pace, operating the keyboard is a free action each round. If the owner wishes to use the power of the keyboard to its fullest, he may do so with intense concentration (using an attack action or a move action each round), which will grant a +2 circumstance bonus to any Computer Use check made with the computer in question during this time.

TESLA CANE

[*Wondrous Item; Caster Level 5th; Purchase DC 35*]

This is an elegant gentleman's walking stick made of black lacquered wood and capped with a small globe of milky, translucent glass. It tingles pleasantly when touched to bare skin. In darkness, the globe occasionally flickers with brief sparks of azure and vermillion energy. A *Tesla cane* has three primary powers:

- It harmlessly absorbs the first 25 points of electrical damage dealt to the wielder on any given day;
- It functions as a *mastercraft light mace* (+1 to attack rolls) if wielded in combat;
- It may deal up to 10d6 points of bonus electricity damage on any given day. This power may be evoked as a free action following a successful melee attack with the cane; up to 5d6 can be discharged at once. This damage may be lethal or nonlethal as the wielder of the cane sees fit.

THAUMATECH COMPUTER PROCESSOR

[*Wondrous Item; Caster Level and Purchase DC variable*]

This is a processor for a desktop or notebook computer, heavily modified with all sorts of bizarre soldered links and arcane components. When installed in a computer, it allows for data processing faster than anything currently capable with a mundane technology-based processor. There are two types of *thaumatech computer processor*.

Type	Caster Level	Purchase DC
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I	3rd	31
II	5th	33

Type I: This processor must be installed in a desktop or notebook computer (it will magically adjust itself to fit any casing) with a Computer Use check, DC 15. Failure will not destroy the *thaumatech processor*, but will mean that installation must be delayed for at least 24 hours while the installer comes up with a new plan to hook up the processor's unorthodox connections. Once installed, the computer will grant the user a +2 equipment bonus to all Computer Use checks made with the computer. Also, the computer in which it is installed will be rendered immune to scrambling or shutdown by magnetic pulses.

Type II: This processor must be installed in a desktop or notebook computer (it will magically adjust itself to fit any casing) with a Computer Use check, DC 18. Failure will not destroy the *thaumatech processor*, but will mean that installation must be delayed for at least 24 hours while the installer comes up with a new plan to hook up the processor's unorthodox connections. Once installed, the computer will grant the user a +5 equipment bonus to all Computer Use checks made with the computer. Also, the computer in which it is installed will be rendered immune to scrambling or shutdown by magnetic pulses.

THAUMATOMETER

[*Wondrous Item*; *Caster Level 5th*; *Purchase DC 38*]

A *thaumatometer* is a silver rod about 18 inches in length, with a wound leather or rubber handgrip at one end. A variety of mysterious flanges, spikes, and coils decorate the device's remaining length. An arcane spellcaster holding a *thaumatometer* may cast *detect magical aura* at will, and concentrate on the spell as long as he desires.

Furthermore, an arcane spellcaster may use a *thaumatometer* once per day to conclusively identify all the magic properties of a single object or item. This includes arcane powers, activation requirements, and charges remaining (if any).

Last but not least, a *thaumatometer* is an excellent precision measurement device of magical energy. An arcane spellcaster holding one may (as a free action once per round) automatically identify the level, school, and general function of any spell just cast within his range of vision.

An arcane spellcaster who keeps a *thaumatometer* at hand may receive a +2 circumstance bonus to all laboratory Spellcraft checks and all Craft checks made to create a magic item.

UNIVERSAL DISK DRIVE

[*Wondrous Item*; *Caster Level 7th*; *Purchase DC 35*]

This is a nondescript black box about one foot long, six inches wide, and four inches in height. It has no power cord or other connection, as it is self-powered and connects remotely (via magic) to any computer it is set down next to. The universal disk drive will read any electronic media placed inside it (CDs, DVDs, 3.5" floppies, ZIP Disks, reel-to-reel magnetic tape, etc.), regardless of format or condition (even degraded or physically deteriorated media may be read, provided it has not been totally erased) and render the format readable to the computer it is in contact with. The ease and speed with which a *universal disk drive* works lends a +2 circumstance bonus to any Computer Use check made by the owner while the drive is in operation.

The *universal disk drive* cannot, on its own, decrypt protected information contained on a device it is reading. However, the circumstance bonus it grants can certainly be applied to any attempt by the user to decrypt something for himself.

UNIVERSAL MAP BOOK

[*Wondrous Item*; *Caster Level 7th*; *Purchase DC 35*]

This is a seemingly battered world atlas, about the size and thickness of a standard notebook. The *universal mapbook* is waterproof, smudge-proof, stain-proof, and will not let any of its pages be torn out. All the owner needs to do is speak the name of a city, state, or region, and the *universal mapbook* will open to a highly accurate map of the desired region, with a maximum magnification of 100 yards = 1 inch. A tiny glowing red dot marked "you are here" will give the owner's current position on the map. If one map is kept open while the owner moves, the red dot will move in a corresponding fashion. If a roll is necessary, the book will grant a +10 insight bonus to any Navigate check.

VIGILANCE GLASSES

[*Wondrous Item*; *Caster Level 3rd*; *Purchase DC 32*]

This is a pair of lightweight, chic sunglasses suitable for anyone from a fashion model to a bodyguard. The wearer receives a +2 enhancement bonus to all Search, Sense Motive, and Spot checks. Furthermore, the wearer is immune to blinding effects from extraordinarily bright flashes of light, including lasers and flash-bang grenades.

VIGILANCE TALISMAN

[*Wondrous Item*; *Caster Level 3rd*; *Purchase DC 32*]

This is a small silver amulet carved in the form of an open eyeball, carried on a silver chain and meant to be worn around the neck. The wear-



er receives a +5 enhancement bonus to any saving throw made to resist a sleep-inducing magical effect or a sleep-inducing chemical. Furthermore, once per week, the wearer may activate the talisman to banish the need for sleep for up to 48 hours. The wearer will be able to function at a completely normal and healthy state of alertness for this time.

WIZARD'S CAR CLUB

[*Wondrous Item; Caster Level 5th; Purchase DC 28*]

This is an 18-inch silver rod with each end wrapped in a black leather hand-grip. Although this device can be used as an ordinary light club, its primary purpose is automobile defense. When touched to a steering wheel, the *wizard's car club* animates and threads itself through the wheel. Unless the steering wheel itself is broken off, the club cannot be removed save by a Strength check (DC 30) to break it. If anyone attempts to cut through it, it has hardness 15 and 50 hit points. The vehicle cannot be controlled while the club is in place.

WIZARD'S COFFEE

[*Wondrous Item; Caster Level 5th; Purchase DC 31*]

This is a red foil-sealed bag of ground coffee, containing enough (when brewed) for 20 cups. This coffee smells unusually rich and tasty, and has a flavor to match. Anyone who drinks a dose of *wizard's coffee* will cease to be exhausted, fatigued, shaken, or nauseated. Furthermore, they will gain a +2 enhancement bonus to all Initiative rolls and Reflex saves for 1 hour after finishing the cup.

WIZARD'S GLUE

[*Wondrous Item; Caster Level 5th; Purchase DC 31*]

This is a flexible blue plastic bottle with a tight cap. Under the cap, the bottle is covered with a thin rubber nipple that will allow the translucent substance within to be squeezed out, a single drop at a time. A bottle contains enough *wizard's glue* for fifty drops. One drop may be used to create a bond between two material objects that will require a Strength ability check (DC 38) to break apart. Increase the DC of this check by 3 for every additional drop used, to a maximum of 50. One drop may also be used to affix up to one ton (2,240 pounds) of weight to any other surface; more weight may be held up by the application of multiple drops. Once a drop is placed, the owner of the bottle will have just 2 rounds to ensure that the surfaces to be joined are touching before the glue sets.

WIZARD'S LIGHTER

[*Wondrous Item; Caster Level 3rd; Purchase DC 30*]

This is a finely-crafted cigarette lighter with silver trimmings and arcane

sigils engraved on its sides. It may be used as an ordinary cigarette lighter, and will never run out of fuel. Additionally, three times per day, the owner may activate it (as an attack action) to spray a cone of roaring flame 20 feet wide at its widest edge and 20 feet long. Anyone caught within the cone takes 3d4 points of fire damage, with a Reflex Save (DC 12) allowed for half damage.

WIZARD'S LOCK

[*Wondrous Item; Caster Level and Purchase DC variable*]

A *wizard's lock* is an ordinary combination lock that can be slipped onto just about anything, save that a *wizard's lock* has no keyhole, and opens or closes only at the mental command of its owner (provided the owner is touching it). There are two types of *wizard's lock*:

Type	Caster Level	Purchase DC
I	3rd	31
II	5th	36

Type I: This lock has hardness 15, 20 hit points, and a break DC of 35. As it has no keyhole, the Disable Device skill cannot be used upon it. A single successful *dispel magic* spell cast upon it will cause it to open, but will not destroy it.

Type II: This lock has hardness 20, 25 hit points, and a break DC of 40. As it has no keyhole, the Disable Device skill cannot be used upon it. One successful *dispel magic* spell cast upon it will cause it to open, but will not destroy it. A Type II *wizard's lock* will also alert its owner instantly if anyone attempts to destroy or deactivate it (via a mental impulse that can be received anywhere in the world), though it can offer no information on the nature of the force or person attempting to interfere with it.

A *wizard's lock* must be attuned to a new owner by being held or carried for at least 24 hours while *not* closed around anything.

WONDROUS FLASK

[*Wondrous Item; Caster Level 5th; Purchase DC 35*]

This is a small hip flask, beautifully embossed silver covered with arcane sigils and water-themed designs. As the owner wishes, it can produce an unending stream of cold, lukewarm, or hot water (if tipped upside down, it will produce 1 gallon every 2 rounds). Three times per day, it may also be commanded to pour out up to 5 gallons of one of the following beverages: hot coffee, beer, orange juice, wine, soda, or hard liquor (whisky, bourbon, vodka, rum, etc.).

TABLE 3: RINGS, ORGANIZED BY PURCHASE DC

Roll	Ring	Purchase DC	Roll	Ring	Purchase DC
01	Ring of Cantrip Immunity (Arcane)	26	51	Ring of Gunfighting, Lesser	30
02	Ring of Cantrip Immunity (Divine)	26	52	Ring of Minor Wizardry (I)	30
03	Ring of Energy Resistance (5)	26	53	Ring of Portal Cutting	30
04	Ring of Feather Falling	26	54	Ring of Running Away	30
05	Ring of Glass Dissolving	26	55	Ring of Secure Searching	30
06	Ring of Jumping	26	56	Ring of the Shadeform	30
07	Ring of Keys	26	57	Rings of Skill Exchange	30
08	Ring of Arcane Comprehension	27	58	Ring of Spell Enhancement, Lesser	30
09	Ring of Beguiling Behavior	27	59	Ring of Steadiness	30
10	Conjurer's Ring	27	60	Ring of the Sunfist	30
11	Ring of Firestarting	27	61	Ring of Swimming	30
12	Houdini's Ring	27	62	Ring of Throwing, Greater	30
13	Ring of the Red Cross	27	63	Ring of Truth or Consequences	30
14	Ring of Responsibility	27	64	Ring of Variable Luck	30
15	Sucker Punch Ring	27	65	Vari-Spell Ring, Lesser	30
16	Ring of Animal Capture	28	66	Watchman's Ring	30
17	Ring of Animal Pacification	28	67	Ring of X-Ray Deflection	30
18	Ring of Athleticism	28	68	Ring of Adrenaline	31
19	Ring of Cantrips (Arcane)	28	69	Body Double Ring, Greater	31
20	Ring of Cantrips (Divine)	28	70	Ring of Defense +2	31
21	Ring of Clear Thinking	28	71	Ring of Fantastic Luck +2	31
22	Ring of the Convenient Corpse	28	72	Ring of High-Energy Protection	31
23	Ring of Defense +1	28	73	Ring of the Nightmaster	31
24	Ring of Energy Resistance (10)	28	74	Ring of the Rose	31
25	Ring of the Faceless Crowd	28	75	Ring of Sacrificial Spellcasting	31
26	Ring of Fantastic Luck +1	28	76	Ring of Sacrificial Striking	31
27	Ring of Fatigue Banishment	28	77	Ring of the Vagrant	31
28	Ring of Gremlinism	28	78	Ring of Venom	31
29	Ring of the Hotshot	28	79	Ring of Interface, Greater	32
30	Ring of Interface, Lesser	28	80	Ring of Minor Wizardry (II)	32
31	Ring of Invisibility	28	81	Ring of Protection From Recklessness	32
32	Oppenheimer's Ring	28	82	Ring of Spell Replication, Lesser	32
33	Phreaker's Ring	28	83	Vari-Spell Ring, Greater	32
34	Ring of Righteousness	28	84	Ring of Winter	32
35	Ring of Throwing, Lesser	28	85	Ring of the Zombie Master	32
36	Ring of Unrighteousness	28	86	Ring of the Fish	33
37	Ring of White Noise	28	87	Ring of Gunfighting, Greater	33
38	Ring of Countercharm	29	88	Ring of Defense +3	34
39	Ring of Desperate Action	29	89	Ring of Fantastic Luck +3	34
40	Energy Glove Ring	29	90	Ring of Minor Wizardry (III)	34
41	Ring of Illusionary Allies	29	91	Ring of the Ram	34
42	Ring of Light and Shadow	29	92	Ring of Water Walking	34
43	Ring of Machine Activation	29	93	Ring of Impossible Movement	35
44	Ring of Resistance	29	94	Ring of the Magehunter (I)	35
45	Ring of Soft Passage	29	95	Ring of Spell Enhancement, Greater	35
46	Ring of Variable Energy Resistance	29	96	Ring of Fantastic Luck +4	37
47	Ring of Vermin Repulsion	29	97	Ring of Spell Replication, Greater	37
48	Assassin's Engagement Ring	30	98	Ring of the Magehunter (II)	38
49	Body Double Ring, Lesser	30	99	Ring of Fantastic Luck +5	40
50	Ring of Energy Resistance (15)	30	00	Ring of the Magehunter (III)	41

TABLE 4: WONDROUS ITEMS, ORGANIZED BY PURCHASE DC

Roll	Wondrous Item	Purchase DC	Roll	Wondrous Item	Purchase DC
01	Hellish Headlights	27	51	Badass Balaclava	34
02	Air Pills	28	52	Commando Boots	34
03	Arcane Bumper Sticker	28	53	Enchanted Alarm Clock	34
04	Pack of Smokes	28	54	Envelope of Opportune Windfalls	34
05	Wizard's Car Club	28	55	Grip Gloves	34
06	Beguiling Lipstick	29	56	Highwalkers	34
07	Blinding Flashlight	30	57	Instant Door	34
08	Coin of Variable Luck	30	58	Omniboard	34
09	Key of Binding	30	59	Arcane Binoculars	35
10	Shit-Kickin' Boots	30	60	Black Dragon Belt	35
11	Wizard's Lighter	30	61	Brass Compass	35
12	Anybook	31	62	Cans of Whup-Ass (12)	35
13	Coat of Many gang Colors	31	63	Lifemaker 1.0	35
14	Effigy Candle	31	64	Magic Mold	35
15	e-Spellbook (I)	31	65	Tesla Cane	35
16	Fat Rex's Fast Lunch Coupons	31	66	Universal Disk Drive	35
17	Glasses/Contacts of Disguise	31	67	Universal Map Book	35
18	Hexenrechner	31	68	Wondrous Flask	35
19	Lockpick Locket	31	69	Devilish Board	36
20	Mechanic's Black Box	31	70	e-Spellbook (II)	36
21	Spectacles of Science	31	71	Item of Charisma Enhancement (+2)	36
22	Spellcircle Paint	31	72	Item of Constitution Enhancement (+2)	36
23	Stiletto Heels	31	73	Item of Dexterity Enhancement (+2)	36
24	Telepathic Keyboard	31	74	Item of Intelligence Enhancement (+2)	36
25	Glasses of Anonymity	31	75	Item of Strength Enhancement (+2)	36
26	Wizard's Coffee	31	76	Item of Wisdom Enhancement (+2)	36
27	Wizard's Glue	31	77	Lucky Rabbit's Foot (I)	36
28	Wizard's Lock (I)	31	78	Shades of Coolness	36
29	Thaumatech Computer Processor (I)	31	79	Wizard's Lock (II)	36
30	Arcane Credit Card	32	80	Bum's Coat	37
31	Cans of Whup-Ass (6)	32	81	Car-Case	37
32	Crash helmet of Warding	32	82	Ghost-Hunter's Glasses	37
33	Glasses of Patternsight	32	83	Magic Rope	37
34	Jade Wasp Lapel Pin	32	84	Poison Pen	37
35	Lunchbox of Plenty	32	85	Snakeskin Boots	37
36	Obsidian Scorpion Lapel Pin	32	86	Daredevil Dress Shoes	38
37	Shotglass of Waking and Sleeping	32	87	Ghostly Greatcoat	38
38	Vigilance Glasses	32	88	Handy Handkerchief	38
39	Vigilance Talisman	32	89	Spellkeeping Watch	38
40	Assassin's Deck	33	90	Thaumatometer	38
41	Bottomless Gas Can	33	91	Sorcerer's Cuffs (I)	39
42	Devilish Wallet	33	92	Subtle Cycle	39
43	Moneylender Wallet	33	93	Cabinet of Total Obscurity	40
44	Mystic-Talkies	33	94	Silver Crucifix	40
45	Reusable Cat	33	95	e-Spellbook (III)	41
46	Skeleton Card	33	96	Fender Shadowcaster	41
47	Skeleton Key (I)	33	97	Lucky Rabbit's Foot (II)	41
48	Skeleton Key (II)	33	98	Sorcerer's Cuffs (II)	43
49	Sneaky Sneakers	33	99	Lucky Rabbit's Foot (III)	44
50	Thaumatech Computer Processor (II)	33	00	Samedi's Top Hat	45

TABLE 5: 200 MAGIC ITEMS, ORGANIZED BY PURCHASE DC

Roll	Magic Item	Purchase DC	Roll	Magic Item	Purchase DC
001-005	Ring of Cantrip Immunity (Arcane)	26	251-255	Ring of Soft Passage	29
006-010	Ring of Cantrip Immunity (Divine)	26	256-260	Ring of Variable Energy Resistance	29
011-015	Ring of Energy Resistance (5)	26	261-265	Ring of Vermin Repulsion	29
016-020	Ring of Feather Falling	26	266-270	Assassin's Engagement Ring	30
021-025	Ring of Glass Dissolving	26	271-275	Body Double Ring, Lesser	30
026-030	Ring of Jumping	26	276-280	Blinding Flashlight	30
031-035	Ring of Keys	26	281-285	Coin of Variable Luck	30
036-040	Hellish Headlights	27	286-290	Key of Binding	30
041-045	Ring of Arcane Comprehension	27	291-295	Ring of Energy Resistance (15)	30
046-050	Ring of Beguiling Behavior	27	296-300	Ring of Gunfighting, Lesser	30
051-055	Conjurer's Ring	27	301-305	Ring of Minor Wizardry (I)	30
056-060	Ring of Firestarting	27	306-310	Ring of Portal Cutting	30
061-065	Houdini's Ring	27	311-315	Ring of Running Away	30
066-070	Ring of the Red Cross	27	316-320	Ring of Secure Searching	30
071-075	Ring of Responsibility	27	321-325	Ring of the Shadeform	30
076-080	Sucker Punch Ring	27	326-330	Rings of Skill Exchange	30
081-085	Air Pills	28	331-335	Ring of Spell Enhancement, Lesser	30
086-090	Arcane Bumper Sticker	28	336-340	Ring of Steadiness	30
091-095	Pack of Smokes	28	341-345	Ring of the Sunfist	30
096-100	Ring of Animal Capture	28	346-350	Ring of Swimming	30
101-105	Ring of Animal Pacification	28	351-355	Ring of Throwing, Greater	30
106-110	Ring of Athleticism	28	356-360	Ring of Truth or Consequences	30
111-115	Ring of Cantrips (Arcane)	28	361-365	Ring of Variable Luck	30
116-120	Ring of Cantrips (Divine)	28	366-370	Vari-Spell Ring, Lesser	30
121-125	Ring of Clear Thinking	28	371-375	Watchman's Ring	30
126-130	Ring of the Convenient Corpse	28	376-380	Ring of X-Ray Deflection	30
131-135	Ring of Defense +1	28	381-385	Shit-Kickin' Boots	30
136-140	Ring of Energy Resistance (10)	28	386-390	Wizard's Lighter	30
141-145	Ring of the Faceless Crowd	28	391-395	Anybook	31
146-150	Ring of Fantastic Luck +1	28	396-400	Coat of Many Gang Colors	31
151-155	Ring of Fatigue Banishment	28	401-405	Effigy Candle	31
156-160	Ring of Gremlinism	28	406-410	e-Spellbook (I)	31
161-165	Ring of the Hotshot	28	411-415	Fat Rex's Fast Lunch Coupons	31
166-170	Ring of Interface, Lesser	28	416-420	Glasses of Anonymity	31
171-175	Ring of Invisibility	28	421-425	Glasses/Contacts of Disguise	31
176-180	Oppenheimer's Ring	28	426-430	Hexenrechner	31
181-185	Phreaker's Ring	28	431-435	Lockpick Locket	31
186-190	Ring of Righteousness	28	436-440	Mechanic's Black Box	31
191-195	Ring of Throwing, Lesser	28	441-445	Ring of Adrenaline	31
196-200	Ring of Unrighteousness	28	446-450	Body Double Ring, Greater	31
201-205	Ring of White Noise	28	451-455	Ring of Defense +2	31
206-210	Wizard's Car Club	28	456-460	Ring of Fantastic Luck +2	31
211-215	Beguiling Lipstick	29	461-465	Ring of High-Energy Protection	31
216-220	Ring of Countercharm	29	466-470	Ring of the Nightmaster	31
221-225	Ring of Desperate Action	29	471-475	Ring of the Rose	31
226-230	Energy Glove Ring	29	476-480	Ring of Sacrificial Spellcasting	31
231-235	Ring of Illusionary Allies	29	481-485	Ring of Sacrificial Striking	31
236-240	Ring of Light and Shadow	29	486-490	Ring of the Vagrant	31
241-245	Ring of Machine Activation	29	491-495	Ring of Venom	31
246-250	Ring of Resistance	29	496-500	Spectacles of Science	31

Roll	Magic Item	Purchase DC	Roll	Magic Item	Purchase DC
501-505	Spellcircle Paint	31	751-755	Arcane Binoculars	35
506-510	Stiletto Heels	31	756-760	Black Dragon Belt	35
511-515	Telepathic Keyboard	31	761-765	Brass Compass	35
516-520	Thaumatech Computer Processor (I)	31	766-770	Cans of Whup-Ass (12)	35
521-525	Wizard's Coffee	31	771-775	Lifemaker 1.0	35
526-530	Wizard's Glue	31	776-780	Magic Mold	35
531-535	Wizard's Lock (I)	31	781-785	Ring of Impossible Movement	35
536-540	Arcane Credit Card	32	786-790	Ring of the Magehunter (I)	35
541-545	Cans of Whup-Ass (6)	32	791-795	Ring of Spell Enhancement, Greater	35
546-550	Crash helmet of Warding	32	796-800	Tesla Cane	35
551-555	Glasses of Patternsight	32	801-805	Universal Disk Drive	35
556-560	Jade Wasp Lapel Pin	32	806-810	Universal Map Book	35
561-565	Lunchbox of Plenty	32	811-815	Wondrous Flask	35
566-570	Obsidian Scorpion Lapel Pin	32	816-820	Devilish Board	36
571-575	Ring of Interface, Greater	32	821-825	e-Spellbook (II)	36
576-580	Ring of Minor Wizardry (II)	32	826-830	Item of Charisma Enhancement (+2)	36
581-585	Ring of Protection From Recklessness	32	831-835	Item of Constitution Enhancement (+2)	36
586-590	Ring of Spell Replication, Lesser	32	836-840	Item of Dexterity Enhancement (+2)	36
591-595	Ring of Winter	32	841-845	Item of Intelligence Enhancement (+2)	36
596-600	Ring of the Zombie Master	32	846-850	Item of Strength Enhancement (+2)	36
601-605	Shotglass of Waking and Sleeping	32	851-855	Item of Wisdom Enhancement (+2)	36
606-610	Vari-Spell Ring, Greater	32	856-860	Lucky Rabbit's Foot (I)	36
611-615	Vigilance Glasses	32	861-865	Shades of Coolness	36
616-620	Vigilance Talisman	32	866-870	Wizard's Lock (II)	36
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