



AAWBLOG PRESENTS

# ARMORY OF ADVENTURES

A COLLECTION OF 30 CUSTOM MAGIC ITEMS

**PATHEFINDER**  
ROLEPLAYING GAME COMPATIBLE



# AaWBlog Presents: Armory of Adventures

**Creative Director:** Mike Myler

**Art Directors:** Joshua Gullion, Mike Myler

**Authors:** Jonathan Ely, Mike Myler

**Co-Authors:** Brian Wiborg, Jacob Michaels, Joshua Taylor, Eric Madsen

**Editors:** Mike Myler

**Artists:** Jacob E. Blackmon, Storn Cook, Rick Hersey

Rudolf Montemayor, Marc Raddle, Sade, Ryan Sumo

Carlos "Celurian" Torreblanco, Justin Andrew Mason

and the public domain

**Layout:** Justin Andrew Mason

**Cover Design:** Justin Andrew Mason

A collection of 30 custom magic items compatible for use with either the Pathfinder Roleplaying Game or Dungeons and Dragons 3.5! Included are historical accounts and illustrations of each uniquely enchanted good!

This product is compliant with the [Open Game License \(OGL\)](#) and is suitable for use with the Pathfinder Roleplaying Game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the [Open Gaming License version 1.0a](#), Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this AAW GAMES LLC game product are Open Game Content, as defined in the [Open Gaming License version 1.0a](#), Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.



**AAW GAMES LLC**

PO Box #92

Snoqualmie, WA 98065

AAW GAMES LLC. All Rights Reserved.

[www.adventureaweek.com](http://www.adventureaweek.com)





# Table of Contents

<b><u>Weapons</u></b>	<b>3</b>
<u>Ashenbone Axe</u>	3
<u>Axe of the Bloodwolf</u>	3
<u>Biting Gauntlets</u>	4
<u>Bonereaver's Recurve</u>	5
<u>Brashclaw's Chopper</u>	6
<u>Dyrnwyn (sword)</u>	7
<u>Echoing Fury</u>	8
<u>Entangling Whip</u>	8
<u>Igneous Glaive</u>	9
<u>Mischievous Gauntlets</u>	10
<u>Quazzi's Quarterstaff</u>	10
<u>Rhythmic Nunchaku</u>	11
<u>Sharur, Smasher of Thousands</u>	12
<u>Skofnung, Best of All Swords</u>	13
<u>Soulbreaker (mace)</u>	14
<u>Venerable Quarterstaff</u>	15
<b><u>Armors &amp; Rings</u></b>	<b>15</b>
<u>Drekon's Kite Shield</u>	15
<u>Uyutmak's Shield</u>	16
<u>Ring of Exuberance</u>	17
<u>Ring of the Vampire</u>	17
<b><u>Wondrous Items</u></b>	<b>19</b>
<u>Argus Spyglass</u>	19
<u>Charm of Vital Inference</u>	20
<u>Draft of Distilled Magic</u>	20
<u>Gel of the Miraculous Jig</u>	21
<u>Golden Dentures of the Noble</u>	22
<u>Infernal Horn</u>	23
<u>Linen of the Chosen</u>	24
<u>Lute of Friendship</u>	24
<u>Manifest of Seawaleg</u>	25
<u>Shahiri Puzzle Box</u>	26



# WEAPONS



## Ashenbone Axe

**Aura** moderate [enchantment](#); **CL** 7th

**Slot** none; **Price** 8,320 gp; **Weight** 12 lbs.

### DESCRIPTION

*This well-crafted axe appears to be made from the shaped thighbone of a large humanoid and the double-head of the weapon is as unique as the handle; a pair of jagged and razor-sharp steel blades are firmly fixed to the end of the haft, chipped and encrusted with decades of gore. Attached to the pommel of the weapon is a fine chain of metal, a few bone tokens strung along it. Each ornament is marked with a magical rune of power, that gently pulses with energy.*

Occasionally the faint sounds of battle can be heard coming from the finely wrought greataxe, and the magical runes never seem to be exactly the same (in number or type) from one day to the next.

This medium-sized +1 *greataxe* has an eldritch glow that sheds a slowly pulsing amber energy (equivalent to a [light](#) spell: a bright light within a radius of 20 feet and shadowy light out to 40 feet). In the hands of a raging character (whether via a class ability, racial ability or spell effect) this weapon deals an extra 1d8 points of damage. When used by a character that is

not raging (regardless of their capacity to do so) the damage of the weapon is instead reduced by 1d4.

### CONSTRUCTION

**Requirements** [Craft Magic Arms and Armor](#), [rage](#);  
**Cost** 4,320 gp (320 xp)

### HISTORY

A character that makes a [Knowledge](#) (local) or [Knowledge](#) (history) check to learn about the item identifies the following fragments of lore:

**DC 20** *This weapon was reputedly created by the berserker adept Danyathos the Grey nearly four centuries ago. Designed to enhance the damage of his tribe's champion during their frequent and bloody raids on other clans in the region (both human and humanoid), the axe was forged from the best steel that they could acquire whilst the haft and the magical tokens were created from the thighbone of a heavy-set frost giant. Every tribal champion who had the honor of wielding the ashenbone axe added another token to the chain through a bloodsoaked ceremony, gradually granting his own fury to the weapon's savage wrath.*

**DC 25** *The clan, along with Danyathos the Grey, disappeared many decades ago in the cold lands of the north during a conflict with a large tribe of hobgoblins under the leadership of a creature simply known as Il'ixicu'us; a powerful devil of some sort, although speculation remains heated about his exact type.*

**DC 30** *It is said that the two tribes met in battle and fought each other to mutual destruction over three days, the human champion banishing the devil back to the infernal planes of Baator with the last swing of his weapon before succumbing to exhaustion and numerous mortal wounds. The enchanted greataxe was lost to history afterward and has not been seen since.*

[By Jonathan Ely]

## Axe of the Bloodwolf

**Aura** faint [evocation](#); **CL** 3rd

**Slot** none; **Price** 3,106 gp; **Weight** 4 lbs.

### DESCRIPTION

*The haft of this weapon is made of solid brass with the merest hint of tarnish in the many symbols etched into its surface, its heavy steel head polished to a sheen and bearing a sharp blade that never appears to dull. The tip of the haft is set with a perfectly cut topaz that sparkles with a faint eldritch glow that ema-*



nates from the blade.

This +1 *handaxe* is sized for a medium humanoid and sheds a pale blue light (equivalent to a light spell; a bright light radius of 20 feet and shadowy light out to 40 feet). When wielded by a character with levels in the ranger class the axe of the Bloodwolf grants a +2 competence bonus to Perception checks; when hunting a favored enemy, it also grants a +2 competence bonus to Survival checks.

#### CONSTRUCTION

**Requirements** [Craft Magic Arms and Armor](#), *aid*;  
**Cost** 1,553 gp (61 xp)



#### HISTORY

A successful Knowledge (local) or Knowledge (religion) check reveals information and lore about this weapon determined by the DCs below:

**DC 20** This stoutly made handaxe was enchanted by the famed artificer-cleric Arthikus the Silver. A devout worshipper of the god of invention for his entire life, Arthikus enchanted a significant number of weapons in his many years and a great many came to be wielded as blessed weapons of his deity;

they are frequently sought by many martial clerics, wizards and sorcerers.

**DC 25** The axe of the Bloodwolf was carried for many seasons by its original owner, a ranger named Cheslav. He was a famous hunter and trapper of the many wolves that harried folk across the snow-covered northern lands (including the vile winter wolves and the worgs of the goblin-kin). One spring he returned to a major city with so many pelts that it was said that the snows ran red with the blood of wolves that day; the legend of his massive bounty (often told to excited children across the realm) became the source of Cheslav's nickname—Bloodwolf. Eventually he retired, seeking the sunnier climes further south where he passed this axe onto a worthy young ranger in the service of nature. From there it was charted as steadily moving back to the snowy and unexplored lands of the north.

**DC 30** The most recent tales hold that the axe was lost when the novice ranger Argus the Verdant and

his party fell while fighting unknown enemies in the frozen lands; they are believed to have been seeking the lair of the white dragon Zinnath Frostmaw.

**Original Creator:** Arthikus the Silver

[By Jonathan Ely]

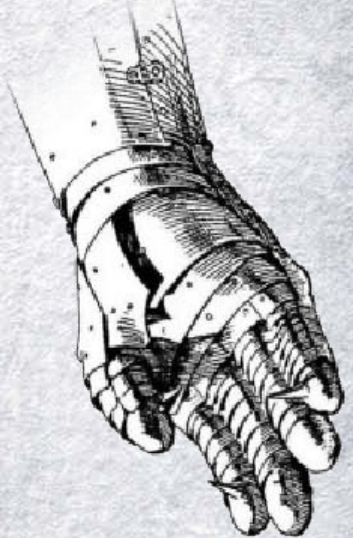
### Biting Gauntlets

**Aura** faint [transmutation](#);  
**CL** 5th

**Slot** wrists; **Price** 7,600 gp; **Weight** —

#### DESCRIPTION

These metal gauntlets snap around the wrists, with multiple plates riveted over one another and allowing the wearer great mobility. The fingers are wrapped in short bands of steel rings, the pointer and pinkie ending in vicious looking spikes.



Once per day the wearer of these +1 *locked gauntlets* may extend their arm and spray a jet of [poison](#) at one target within 20 feet as a standard action. If this ranged touch attack hits, the target must make succeed on a Fortitude save DC 14 to avoid becoming blind for one round; even if they succeed on this check, they must still resist the biting gauntlet's secondary poison.

#### Biting Gauntlet Poison

**Type** poison (injury); **Save** Fortitude DC 14

**Frequency** 1/round for 6 rounds

**Effect** 1d2 Con damage; **Cure** 1 save

#### HISTORY

With a successful Knowledge (history) check, bits of lore relating to the *biting gauntlets* are revealed to the PCs; how much is determined by the following DCs:

**DC 10** The first known appearance of these enchanted bracers was several centuries ago. Knights from the outpost kingdoms are said to have worn these into battle, incapacitating commanders and nearly routing the standing nations before being beaten back to the wilds.

**DC 15** Garithekriss the Slighted championed these



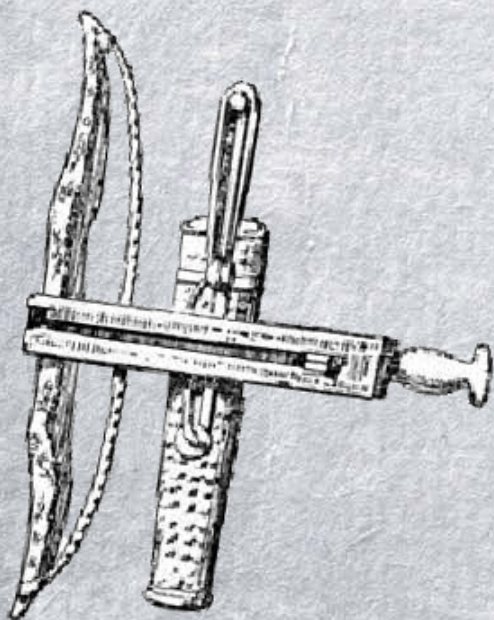
armored gloves, using them in a largely contested duel that saw him ousted by his patron nobles. Bereft of support, he left the civilized lands and was not seen again until warriors bearing biting gauntlets began to encroach on the settlements the knight once defended.

**DC 20** When Garithekriss fled his former home, he took with him a bound mage and a horde of gold. The warriors that followed the fleeing knight into the wilds died nearly to the man, said to have been attacked by countless serpents in the woods whenever they neared the disgraced chevalier's position.

**DC 25** In truth, the captive wizard was the true culprit. Srenyth the mage engineered the downfall of his 'abductor' knight and their considerable theft. It was his allies in the badlands that protected the duo and supported their aggressive efforts against the standing nation. Were it not for a nosy, lowly servant girl discovering the wizard's duplicity after his otherwise celebrated return, the warriors bearing the biting gauntlets may well have sacked the civilized lands; instead, a proper magical deterrent was designed, the traitorous Srenyth exposed and hung in the public square

#### CONSTRUCTION

**Requirements** [Craft Wondrous Item](#), Spit Venom (3.5), [spit venom](#) (PF); **Cost** 3,800 gp (152 xp)



## Bonereaver's Recurve

**Aura** moderate [necromancy](#); **CL** 8th

**Slot** —; **Price** 32,335 gp; **Weight** 3 lbs.

#### DESCRIPTION

*The prod of this hideous weapon has been formed from layers of bone and horn glued and bound with layers of sinew before being rubbed smooth. The surfaces of both the prod and the stock have been bleached pure white, decorated with tainted symbols sacred to the foulest gods of darkness and undeath.*

This +2 bane (good outsider) light crossbow is sized for a medium humanoid, and glows with a sickly red-dish-brown eldritch light that acts as a [light](#) spell (bright light radius of 20 ft. and shadowy light out to 40 ft.). Against opponents of the good outsider subtype, this weapon has an effective +3 enhancement bonus and deals an extra 2d6 points of damage against that target on a successful hit.

If carried by an arcane caster *bonereaver's recurve* becomes a powerful focus for dark magic and all [necromancy](#) spells are cast at an improved caster level dependent on the wielder's alignment.

If Lawful Good, Neutral Good or Chaotic Good, there is no additional bonus for the wielder.

If Lawful Neutral or Neutral, the wielder's caster level for spells of the [necromancy](#) school is +1.

If Lawful Neutral, Neutral or Chaotic Neutral, the wielder's caster level for [necromancy](#) magic is +1.

If Lawful Evil or Neutral Evil, the caster level for spells of the [necromancy](#) school is +2.

A Chaotic Evil wielder has a +3 caster level for spells of the [necromancy](#) school.

However, wielding this weapon is not without risk to non-evil characters – every month that it is wielded in combat (even once), dark dreams and whispering voices subtly force a progressively increasing Will save to alter the bearer's alignment to Chaotic Evil. The Will save begins at DC 12. A month later, the DC rises to 13, and so on. At the first failure, the PC's alignment permanently shifts one step from good to neutral, or neutral to evil. The Will save then returns to its original DC 12 and begins rising every month, until the bearer fails again. Once the owner is evil (or if they were originally), the bow begins shifting the character from lawful to neutral, then from neutral to chaotic.



Finally, its last act is to force the bearer to become a worshiper of the god of undeath. All changes can only be undone through the use of an atonement spell, and much time spent repenting for any evil actions that may have been committed.

#### CONSTRUCTION

**Requirements** [Craft Magic Arms and Armor](#), [dese-  
crate](#); **Cost** 16,000 gp

#### HISTORY

A successful [Knowledge](#) (religion) or [Knowledge](#) (history) check reveals some fragments of this weapon's past:

**DC 25** *First created by the ancient lich Abijah the Decayed over a millennium ago, this foul crossbow is being used by his apprentice – the dark sorcerer Rual, Stealer of Hope – to help him hunt down and destroy extra-planar creatures spawned from the heavens that occasionally interfere with his plans.*

**DC 30** *Abijah was destroyed during an conflict ages ago when Rual was inspired by the god of undeath (for reasons unknown) to rise up against his master and break the lich's power before he reached his ultimate aim of arch-lichdom. Shattering both the lich's body and his phylactery in an epic battle, Rual has since continued to travel the lands to hunt down and slay all good-aligned outsiders – native or summoned – at the behest of his dark god.*

**DC 35** *The player characters receive word of 1d2+1 recent sightings of an individual that matches Rual's description, along with associated rumors to various slayings which he may have been implicated in.*

[By Jonathan Ely]

### Brashclaw's Chopper

**Aura** moderate [evocation](#); **CL** 9<sup>th</sup>

**Slot** — ; **Price** 20,350 gp; **Weight** 13 lbs.

#### DESCRIPTION

*This masterfully crafted is brutal in design, clearly made with intimidation in mind. Nearly five feet in length, the blade of this terrible greatsword is forged from the purest steel while the long handle and crossguards are wrought from a second piece of metal that has been dyed black and reinforced with bands of solid brass. The blade has magical runes etched into it, each brutally etched out in electrum. These*

*runes continually sparkle, hinting at the raw power of the weapon even when protected in its scabbard (formed from the scaly hide of an immense crocodile).*

In the hands of any regular warrior this unsophisticated weapon acts as nothing more than a +3 *greatsword*. In the hands of a ranger proficient in wielding this weapon that has swamp as one of their favoured terrains, Brashclaw's Chopper allows the bearer to breathe underwater for up to fifteen minutes per day.

#### CONSTRUCTION

**Requirements** [Craft Magic Arms and Armor](#), [water  
breathing](#); **Cost** 10,350 gp (800 xp)

#### HISTORY

A successful [Knowledge](#) (local) or [Knowledge](#) (arcana) check identifies fragments of knowledge about this weapon, determined by the DCs below:



**DC 25** *This brutal weapon was originally received as part of a tribute to the black wyrm Romadnavoratrelundar (who was better known as the Putrid Lord) over a thousand years ago. The black dragon laid claim to the Swamp Lands of the South, and unified many of the lizardman tribes living therein. These tribes came to revere the Putrid Lord as a living god, and provided this rudimentary weapon (among numerous other gifts) and manpower to further the foul drake's aims.*

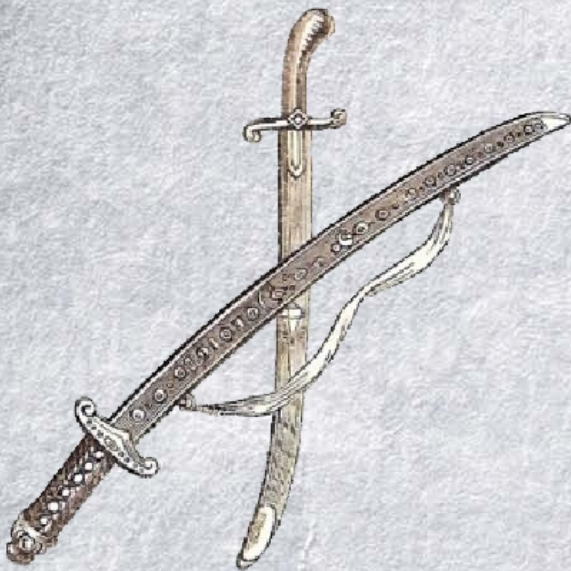
**DC 30** *In the dragon's long life he selected many lizardman champions for their cunning and brutality; one such champion was the great hunter Brashclaw,*



whose prodigious size and penchant for destruction pleased his master enough for a gift from his own hoard. The Putrid Lord selected the greatsword and enchanted it through his own arcane skill before presenting it to Brashclaw; he immediately vowed loyalty to Romanadvoratrelundar over his own tribe. The black wyrm died of unknown causes several decades after the sword was empowered and the previously united tribes fell apart into a series of bloody internecine wars (the fate of Brashclaw and his mighty sword is not recorded).

**DC 35** The player characters receive 1d3 reasonable rumours to the location of the long-forgotten lair of the Putrid Lord (likely found in a swamp).

[By Jonathan Ely]



## Dyrnwyn

**Aura** moderate [necromancy](#); **CL** 9th

**Slot** none; **Price** 34,315 gp; **Weight** 5 lbs.

### DESCRIPTION

This four-foot full-bladed longsword is forged from the finest steel, with a broad S-style crossguard that holds a matched pair of opals. The hilt is wrapped in the finest ivory, polished white from decades of use, and the hilt is capped with a heavy gold pommel studded with black pearls. The broad blade is both weighty and razor sharp as it narrows to an elongated point. The weapon is curiously free of any magical script or visible aura, but the heavy leather scabbard is formed from the thick hide of a black bear studded with fine silver rivets, each marked with an individual arcane rune.

This +3 [vicious](#) longsword is a finely crafted weapon that has obviously seen several decades of combat in hands of numerous masters. When drawn by a warrior of lawful good or lawful neutral alignment, the blade erupts in blue faerie fire, proving that the bearer is an honest and lawful individual that may be trusted in their future dealings (granting them an alignment aura equivalent to a cleric of their level).

Such a wielder only receives the damage inflicted back upon the wielder of a [vicious weapon](#) 50% of the time. However, such an enchanted bearer is always highlighted when wielding this weapon, taking a –20 penalty on all [Stealth](#) checks. The outlined weapon does not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical [darkness](#) effect functions normally), blur, displacement, [invisibility](#), or similar effects placed upon it or its bearer. The light is too dim to have any special effect on undead or dark-dwelling creatures [vulnerable](#) to light.

### HISTORY

A character that makes a [Knowledge](#) (nobility) or [Knowledge](#) (local) check to learn about the item identifies the following fragments of lore:

**DC 20** Dyrnwyn (“White-Hilt”) was said to be a powerful sword belonging to Rhydderch Hael, one of the three lords mentioned in the Western Sagas. When drawn by a worthy or well-born man, the entire blade would blaze with fire.

**DC 25** Rhydderch was never reluctant to hand the weapon to anyone, hence his nickname Hael “the Generous”, but the recipients, as soon as they had learned of its peculiar properties, always rejected the sword and returned it back to him.

**DC 30** The weapon was eventually lost when Rhydderch fought a powerful necromancer. His foe was eventually vanquished, but the demands of the weapon were too great and the great warrior was lost along with his famous blade. However, rumors have recently abounded that Rhydderch walks again as a powerful shade...

### CONSTRUCTION

**Requirements** [Craft Magic Arms and Armor](#), [enervation](#), [faerie fire](#), crafter must be lawful good or lawful neutral; **Cost** 17,315 gp 1,373 xp

[By Jonathan Ely]





## Echoing Fury

**Aura** moderate [transmutation](#); **CL** 9th

**Slot** none; **Price** 26,312 gp; **Weight** 15 lbs.

### DESCRIPTION

*This beautifully crafted heavy mace is fully four feet long, with a broad head split by four rows of studded metal spikes that have withstood dozens of encounters with the enemy. The haft of the weapon is forged from finely lacquered wood bound by steel rings, adding weight to the attacks of this already brutal weapon. The head of the haft is capped by a perpendicular metal band, while the grip is wrapped in the finest leather from the hide of a salamander.*

This +2 heavy mace (3.5) / +2 impact heavy mace (Pathfinder) is designed around a the rows of spikes along the head of the weapon. Upon uttering the command word—“shatter”, in the language of the azers—the mace begins to vibrate gently, becoming fully charged as part of the swift action to activate the weapon.

Once charged, a successful strike from *echoing fury* discharges its kinetic jolt for 2d6+2 base damage, rather than the standard 1d8+2 base damage. The weapon then immediately begins recharging for its next overpowered strike (dealing 1d8+2 base damage until the beginning of the wielder's next turn), unless the command word “calm” is spoken (again in the language of the azers).

In the hands of an azer warrior, the weapon bestows [shatter](#) as a spell-like ability usable once per day and does not require any time to recharge between strikes.

**HISTORY** A character that makes a [Knowledge](#) (planes) check to learn about *echoing fury* identifies the following fragments of lore:

**DC 20** *Created by the azer master smith Aleksey Kiriyenko more than a millennia ago, this weapon was forged as a means of striking grievous blows against raiders from the Elemental Plane of Earth. Many raids had struck hard against the forges of the azers on the Elemental Plane of Flame, and attention had turned to the production of weapons that could counter their dense physical forms.*

**DC 25** *Wielded by the azer ranger Nikolai Saidova for more than a century, echoing fury gained great fame for the damage it caused against the rock and crystalline creatures that occasionally flooded through temporary portals and gates. In time, the tide of the conflict turned and Nikolai led a number of successful raids deep into the home of the invaders, shattering opponents within their hearths and garnering great mineral wealth in the process.*

**DC 30** *It is said that Nikolai was lost on his last great raid, crushed under a huge rockfall caused by his opponents. His body and famed weapon are said to remain there still, and the azer community will pay a handsome fortune in rubies for the return of the weapon and his remains.*

### CONSTRUCTION

**Requirements** [Craft Magic Arms and Armor](#), [bull's strength](#), [shatter](#); **Cost** 13, 312 gp 533 xp

[By Jonathan Ely]

## Entangling Whip

**Aura** faint [transmutation](#); **CL** 5th

**Slot** none; **Price** 18,904 gp; **Weight** 2 lbs.

### DESCRIPTION

*The handle and most of this whip appears to be like any other lash of leather. Unique to this weapon, however, is a frayed end made from a dark vine that occupies the core of the if it and snakes from the tip.*

Three times a day a character wielding this +1 whip can (as an immediate action) command the weapon to make a trip attempt after a successful attack roll



(using the wielder's relevant bonuses). This trip attempt does not provoke attacks of opportunity (although the regular attack roll provokes as normal). Should the wielder so choose they may release the weapon and entangle the target of a successful trip initiated by this ability (DC 12 to escape)

This ability does not have to be used against only creatures and more than one adventurer owes their continued existence to creative uses of the weapon, catching themselves when a looming death extends before them. In addition to this enchantment, the wielder of an *entangling whip* may command the weapon to sprout barbs and thorns that protrude from the leather as a free action, changing its damage type to normal slashing damage rather than damage.



#### CONSTRUCTION

**Requirements** [Craft Magic Arms and Armor](#), vines from a sun-deprived bog, [animate rope](#); **Cost** 9,452 gp (378 xp)

#### HISTORY

On a successful Knowledge (nature) check, a PC may learn more about the origins of the *entangling whip*, depending on the result of their check:

**DC 15** *Wicked druids and fey have been known to use these confounding weapons. Talk of wandering blighters with an entangling whip are common in taverns throughout the realm and more than one teller speaks the truth, having seen an ally fall prey to traps and creature swarms after being tripped by the enchanted lash.*

**DC 20** *Magical craftsmen trying to replicate this unique whip have failed time and again, and many theorize that components in its creation are only found in the deepest groves, their properties largely unknown.*

**DC 25** *Only vines grown in the deepest bogs, utterly deprived of sunlight, can be used to craft an entangling whip. Some extremely knowledgeable druids*

*(many consumed by the darker aspects of nature) have ways of replicating the exotic plants, but these heretics rarely give away this secret freely.*

**DC 30** *In the primordial ages it is said that a shaman utterly disgusted by the ways of opposing tribes became obsessed with a 'spirit plant' found deep in the wildest territory. After a weeks long disappearance, he emerged with enough entangling whips for the entire clan. They became a completely uncivilized empire nearly overnight and were it not for the infighting that quickly dissolved the savages, their imprint on history would be far greater than this enchanted weapon.*

### Igneous Glaive

**Aura** strong [conjuration](#); **CL** 15th

**Slot** none; **Price** 108,308 gp; **Weight** 8 lbs.

#### DESCRIPTION

*The head of this glaive is crafted from white hot stone in a flame motif; stone hot enough to shed light equivalent to a torch.*

An *igneous glaive* deals 2d8 points of fire damage in place of the 1d10 slashing damage normally done by a glaive (this does not change the type of attack to touch and they receive Strength bonuses or penalties as normal). The wielder also receives 30 points of fire resistance.

Once per day, this +2 *glaive* can be slashed through the ground as a standard action causing a [wall of lava](#) (CL 15) to erupt in front of the wielder (who can then control the wall as usual); this uses up most of the magic in the blade. As soon as this ability is activated the head cools into obsidian, losing its glow and dealing only normal damage for a +2 glaive (including the +2 enhancement bonus). In addition, the fire resistance is reduced to 10 points until the enchanted weapon's powers are fully returned. 24 hours later the head reignites and the igneous glaive regains its full power.

#### CONSTRUCTION

**Requirements** [Craft Magic Arms and Armor](#), [wall of lava](#); **Cost** 54,154 (2,167 xp)

#### HISTORY

A character that makes a Knowledge (planes) check to learn about the *igneous glaive* identifies the following fragments of lore:

**DC 20** *The half-bronze-dragon Atinale had two*



daughters, one that shared her draconic nature and one that didn't—the latter received this weapon as a gift.

**DC 25** The igneous glaive was crafted for the lesser offspring after the two set out to fight against a rival half-white-dragon to disastrous results.

**DC 30** With this enchanted weapon at hand, the next encounter with their matriarch's nemesis ended in a decisive victory.

**DC 35** Legends claim that the vengeful warrior carried the igneous glaive with her to hunt down an ancient foe of her mother's—an enemy with a truly sizable treasure horde. These tales persist from the territory of the fell drow, however, and none can verify the claim.

[By Joshua Taylor]

## Mischievous Gauntlets

**Aura** faint [enchantment](#) (compulsion); **CL** 3rd

**Slot** none; **Price** 18,994 gp; **Weight** 1 lb.

### DESCRIPTION

Leather fills the interior of these flexible gauntlets, protected on the outside by dozens of small metal scales. A spiked band wraps around the wearer's knuckles and the concentric steel plates thin in size to allow for flexibility of the fingers. When striking an object the armored gloves turn an earthy gray color and make the dull clacking sound of stone striking on stone.

A mischievous gauntlet deals 1d6 weapon damage (1d4 if used by a small sized character) on a successful hit and when striking an object the wielder ignores any [Hardness](#) less than 8. Twice per day the wielder of a mischievous gauntlet may activate the item as a standard action to inflict hideous laughter (Will DC 13) against a target within 30 feet. The duration of this spell effect is 3 rounds.

### CONSTRUCTION

**Requirements** [Craft Magic Arms and Armor](#), tasha's

hideous laughter/[hideous laughter](#), fist of stone/[stone fist](#); **Cost** 9,672 gp (387 xp)

### HISTORY

A [Knowledge](#) (local) check reveals some of the history and lore behind the mischievous gauntlets; refer to the DCs below to determine how much.

**DC 15** Thugs and mercenary henchmen across the realm greatly value these gauntlets; the saying "Why pick a lock when you can break the door?" is duly credited to the armored gloves. Thieves' guild masters consider it a mark of respect (and utility) to keep their bodyguards equipped with mischievous gauntlets and theft of the enchanted items is strictly prohibited.

**DC 19** The first thieves' guild leader to popularize mischievous gauntlets was the celebrated Garjest the Grand. Famous for both his portly stature and the wealth he brought to his allies, Garjest even went so far as to gift several sets of these unique gloves to the bodyguards of his competitors.

**DC 23** Garjest was once a bodyguard himself and was the first person to commission a pair of mischievous gauntlets. A clever man if there ever were one, he waited for the most opportune moments to use the armament's additional enchantment, removing enemies from all sides with an alacrity that stunned the criminal underworld.

## Quazzi's Quarterstaff

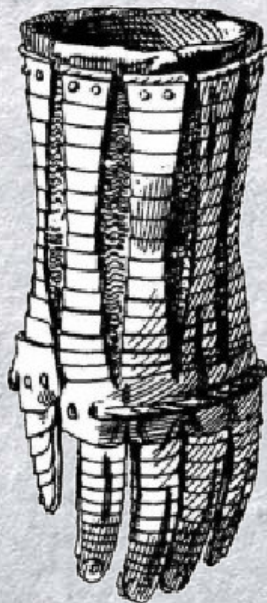
**Aura** faint [transmutation](#); **CL** 3rd

**Slot** none; **Price** 17,300 gp; **Weight** 4 lbs.

### DESCRIPTION

This unassuming wooden staff has one smoothly cut end while the other is worn from years of use into a blunt, rounded knob. Frayed old rope wraps around it near shoulder height, but otherwise there is nothing significant about the gnarled staff that would give away its power. Its balance is uncanny and it smoothly transfers from hand to hand, twirled effortlessly by even the least dextrous wielders.

When taking a total defense action and using this +1 quarterstaff, the wielder may deflect one attack per five points of base attack bonus (minimum one) every turn. While this ability is active (any time the wielder is taking a total defense action) a successful hit triggers the enchantment, forcing





the attacker to make a Reflex save (DC 10 + 1/2 the wielder's hit dice + wielder's dexterity modifier) to negate the magic. On a failed save, the defender makes a free trip attempt that does not provoke any attacks of opportunity (or receive any from a successful trip attempt) or provoke any reciprocal trip attempts. Improved Trip, Greater Trip and other feats or abilities that grant a bonus to trip attempts do not grant any benefit to the wielder of *Quazzi's Quarterstaff* when they are using the weapon's enchantment.

The enchanted weapon enforces a sense of benign enlightenment on the wielder, generally moving their alignment toward Good. Once a week, the user of *Quazzi's Quarterstaff* must make a Will save (DC 13); once they have accrued five failed saves, their alignment shifts one step towards (Chaotic, Neutral or Lawful) Good.

#### CONSTRUCTION

**Requirements** [Craft Magic Arms and Armor](#), *mighty throw* (3.5), [kinetic reverberation](#) (Pathfinder); **Cost** 8,650 gp (346 xp)

#### HISTORY

With a successful Knowledge (history) check, bits of lore relating to *Quazzi's Quarterstaff* are revealed to the PCs; how much is determined by the following DCs:

**DC 10** *Legends tell of a hermit that wandered the disparate villages of the land, felling thugs and miscreants along the way and refusing to accept thanks afterward.*

**DC 15** *His appearances seem to defy time; stories of the hermit's arrival to settlements in the wilderness indicate that the mysterious wielder of Quazzi's Quarterstaff must be hundreds if not thousands of years old.*

**DC 20** *Across the centuries, countless men and women have used this enchanted weapon to the same effect; all gravitate toward defending the disenfranchised and downtrodden, seemingly without exception.*

**DC 25** *Quazzi himself was a shrewd old wizard that disliked the animosity he often found in groups of adventurers he once dispatched to sort out the acquisition of components. He began gifting copies of this weapon to the most rambunctious and difficult of his charges and eventually, each become an exemplary member of society.*



### Rhythmic Nunchaku

**Aura** moderate [enchantment](#); **CL** 7th

**Slot** none; **Price** 25,152 gp; **Weight** 2 lbs.

#### DESCRIPTION

*This nunchaku is made from two ornate, beautifully wrought metal bars connected by a simple steel chain.*

Three times per day as a free action, a monk making a flurry of blows with this +2 *nunchaku* gains a bonus to hit an opponent based on the number of times it has already successfully hit that opponent. Each time the wielder successfully strikes an opponent with a melee attack during a flurry of blows, they gain a cumulative +1 morale bonus on attack rolls (maximum +4 bonus) and gains 3 temporary hit points (to a maximum of 20 temporary hit points). If an attack misses, the attack bonus resets to +0, but any accumulated temporary hit points remain. The temporary hit points and morale bonuses on attack rolls disappear 7 rounds after the first flurry of blows is resolved.

#### HISTORY

A character that makes a [Knowledge](#) (history) check to learn about *rhythmic nunchaku* identifies the following fragments of lore:

**DC 15** *The first wielder of rhythmic nunchaku was said to travel the lands far and wide many centuries ago. His prowess in combat was legendary, and it is*



said that he has seen him in unfair battles. fighting on the side of justice. None have ever captured him or claim to have spoken to the mysterious warrior, but tales of the Rhythmic Pugilist persist.

**DC 20** Each generation has its own Rhythmic Pugilist; the sacred order raises all of their kin to assume the position, and every three years tournaments are held to determine whom will hold the mantle. The finest warriors to rise during this training period receive rhythmic nunchaku, ever ready to take the place of their peer should they fall.

**DC 25** The Rhythmic Pugilist has never been a man. A warrior cult of female monks carry the tradition maternally, avoiding revealing their gender whenever possible. Their nobility is matched only by their staunch secrecy, and some loremasters know that those who learn of the Rhythmic Pugilist's true origins often meet with untimely, quiet ends.

**DC 30** A princess of the realm first wielded the rhythmic nunchaku, taking up the whirling weapon in the name of the oppressed peoples ruled over by her father. She oversaw the fall of his tyranny, and instilled the order of the Rhythmic Pugilist. It has become an honored, clandestine royal organization, its secret known to only a handful of the nobility.

#### CONSTRUCTION

**Requirements** [Craft Wondrous Item](#), heroism (3.5) / [righteous vigor](#) (PF); **Cost** 12,752 gp (511 xp)



## Sharur, Smasher of Thousands

**Aura** strong evocation; **CL** 12<sup>th</sup>

**Slot** none; **Price** 100,808 gp; **Weight** 6 lbs.

#### DESCRIPTION

*This finely crafted hammer has vicious spikes jutting out of the head's underside and the entire black haft of the weapon is scored with runes of violent design. Blue and black impressions cover the two-handed hammer and it glows with a harsh, pulsing cyan light.*

This +4 axiomatic demon bane battlehammer (3.5)/earthbreaker (PF) consists of a long haft the height of a man, ending with a vicious sweeping head with a sharp back end and spikes protruding backwards, directly under it. Sharur provides its wielder with a +5 bonus to [Knowledge](#) (planes) checks when they pertain to information regarding the Abyss. The weapon provides a blue eldritch glow that sheds a slowly pulsing light equivalent to a [light](#) spell (bright light radius of 20 ft. and dim light out to 40 ft.).

#### HISTORY

A character that makes a [Knowledge](#) (history), [Knowledge](#) (planes) or [Knowledge](#) (religion) check to learn about Sharur, Smasher of Thousands identifies the following fragments of lore:

**DC 20** Sharur, which means "smasher of thousands" is the legendary weapon and mythic symbol of the god of war. Ancient sources describe it as an enchanted hammer of prodigious size, bloodied with the remains many opponents and smothered with violent iconography.

**DC 25** In a prominent early legend, Sharur had a leading role in which the god of war loaned it to the hero Girsu to defeat Asag, a monstrous demon, and his vast horde of abyssal followers.

**DC 30** According to this legend, Sharur's role in the battle was not only as a weapon. It provided crucial intelligence to Girsu, acting as an emissary between him and the god of war, relating to him a strategy to defeat the demon and its horde.

#### CONSTRUCTION

**Requirements** [Craft Magic Arms and Armor](#), [order's wrath](#), [summon monster I](#), creator must be lawful; **Cost** 50,558 gp (4,033 xp)

[By Jonathan Ely]





## Skofnung, Best of All Swords

**Aura** strong [evocation](#); **CL** 15th

**Slot** none; **Price** 156,400 gp; **Weight** 6 lbs.

### DESCRIPTION

*This beautiful mithral sword is fully four feet long with a long double-edged grooved blade that tapers down to a needle sharp point at the tip while a small cross guard protects the hilt. A pattern picked out in gold runs down the blade and the ornate runes occasionally flare with intense raw magical power. The polished horn grip is wrapped in the bleached leather of ancient unknown beast while a flawless scarlet jacinth of appreciable size adorns the handle. The weapon is carried in a leather scabbard stitched with golden thread, worn over the shoulder in the traditional style of the wild warriors of the frozen north.*

This +5 keen wounding mithral longsword is a heavy sword with a tight grip designed for single-handed use to be combined with a shield. It's double-edged blade is around three and half feet long, suggesting that it is a thrusting weapon almost as much as it is a slashing weapon.

*Skofnung* was enchanted by unknown beings using powerful rituals and has long been recognized as a weapon for true royalty. In the hands of a bearer that possesses any noble rank, its wounds are exceptionally deadly; any bleed damage caused by the weapon can only be healed by bandages that have been impregnated with amber that has been blessed by a cleric of a good god or after receiving a healing spell at CL 15th or above. Otherwise, the injuries continue to bleed until treated or the unfortunate subject dies.

Additionally, whenever *Skofnung* falls into another set of hands, the gemstone changes – currently it is a ja-

cinth, but it has been recorded as having been a flawless diamond, an emerald and a blue star sapphire.

### HISTORY

A character that makes a [Knowledge](#) (local) or [Knowledge](#) (Royalty & Nobility) check to learn about the item identifies the following fragments of lore:

**DC 20** *Skofnung* was the sword of legendary northern king Hrólf Kraki. “The best of all swords that have been carried in northern lands”, it was renowned for supernatural sharpness and hardness as well as for being imbued with the spirits of the king’s twelve faithful berserker bodyguards.

**DC 25** The legendary blade was stolen from the King’s burial mound after he died, by the famed fighter-thief Skeggi the Strong (who was chosen by lot to break into the gravemound and retrieve it). The sword was handed down from Skeggi to his kinsman Thorkel Eyjólfsson, lent to him in order to kill the outlaw lord Grim, who had killed Skeggi’s son. Thorkel fought Grim, but the two became firm friends and Thorkel never returned the sword to Skeggi.

**DC 30** *Skofnung* was briefly lost when Thorkel’s ship capsized on a long journey and all of those on it were drowned. The sword became stuck fast in some of the timbers of the vessel and washed ashore. It was recovered Thorkel’s son Gellir, as it is mentioned that he carried it with him later in other adventures. Gellir died returning from a series of adventures far to the south, and was eventually buried at Thaskilde castle, his family home. It seems *Skofnung* was not buried with him because the few available records note that Gellir did not have the blade with him, “as it had been retrieved by the gods on their final journey home”.

**DC 35** According to the ancient saga of Hrólf Kraki, the sword is not to be drawn in the presence of women and that the sun must never shine on the sword’s hilt. It is also told by the followers of Skeggi the Strong that any wound made by *Skofnung* will not heal unless dressed with bandages dipped in blessed amber.

### CONSTRUCTION

**Requirements** [Craft Magic Arms and Armor](#), [bleed](#), [keen edge](#); **Cost** 78,200 gp (3,128 xp)

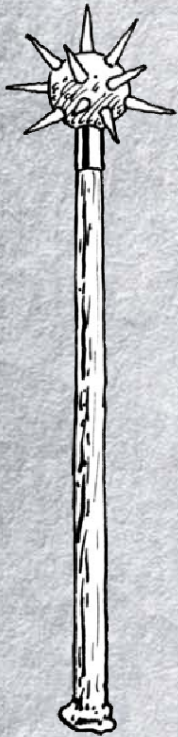
[By Jonathan Ely]



## Soulbreaker

**Aura** moderate [necromancy](#); **CL** 5th

**Slot** none; **Price**: 36,358 gp; **Weight**: 7 lbs.



### DESCRIPTION

*This nondescript morningstar has been forged from darkly tinted steel, its head a large ball of heavy dark steel festooned with vicious spikes. The handle is straight and smooth, without apparent inscription or embellishment, yet the quality of this weapon is obvious to those who behold it. The mace's contoured handle completes this brutal yet simple weapon.*

This +3 morningstar is a delightfully simple weapon that bears little ornamentation and sheds no sign of obvious magical aura to those seeking such a weapon (although it is obviously enchanted to anyone looking at it with detect magic). Tinted at the time of its creation, this weapon's head is the dull color of coal and its simplicity has caused many an opponent to underestimate its power. While most can wield

this weapon effectively in combat, in the hands of a rogue this truly comes into its own.

Twice per day on a successful sneak attack a wave of dark energy envelops their target and saps them of energy. The target must make a Fortitude save (DC 18) or suffer from exhaustion for five minutes, while success means that the target is only fatigued for five minutes. This effect is subject to spell resistance; the wielder receives a +6 bonus on the check to overcome it. On a failed check to overcome spell resistance, the dark energy reflects back on the wielder and subjects them to the spell effect instead.

### CONSTRUCTION

**Requirements** [Craft Magic Arms and Armor](#), [ray of exhaustion](#); **Cost** 18,000 gp

### HISTORY

A successful [Knowledge](#) (local) check identifies fragments of lore about this weapon, determined by the DCs below.

**DC 15** Borne by the brutal bounty hunter, slaver and alleged assassin Gyrth Morcar, this weapon was used for over a decade to beat his targets into submission, ready for them to be returned to their accus-

er or sold into slavery. Enamored with the weapon, Gyrth named it Soulbreaker.

**DC 20** As long as Gyrth collected his hefty fee, the heavily-built half-ogre cared not who he struck with this weapon, which he had forcibly taken from a shrine deep within a mountain community early in his career. It is suggested, by those who know such lore that the weapon was forged by duergar.

**DC 25** Thirty-seven years ago, Gyrth succumbed to a poison reputedly administered by one of his retinue of slaves during a visit to a major city. As he lay dying, choking upon the blood swelling within his own lungs, his many valuables were stripped from his body and borne away by the poor of the city – including this fine weapon. His slaves were executed as a matter of course, but Soulbreaker has never been seen since.

[By Jonathan Ely]



## Venerable Quarterstaff

**Aura** faint [necromancy](#); **CL** 5th

**Slot** none; **Price** 17,100 gp; **Weight** 4 lbs.

### DESCRIPTION

*This simple wooden staff does not appear to be very dangerous. The polished wood is well-lacquered and though a bit dull from age, shines with an unmistakable luster. on the top where it is most worn. Dirt covers the lower half, making the bottom of the staff appear to be older.*

Three times per day, the wielder of this +1/+1 quarter-



staff can strike an opponent with a melee touch attack to activate the weapon's additional property (dealing no damage but activating the magic item instead). A creature hit by the wielder's melee touch attack must make a Will save (DC 10 + wielder's HD) or age one category, accruing all the physical penalties for doing so and none of the benefits to mental attributes. Creatures so affected remain this way for 50 minutes or until they are knocked unconscious.

The wielder of the *venerable* quarterstaff may reduce their age category (without losing any benefits to mental attributes granted by their age category) by one step for the duration of any creature's advanced age caused by the weapon. Once a creature has been affected by a *venerable* quarterstaff or succeeded in their save against its effects, they are immune to its aging properties for 24 hours.

#### HISTORY

A character that makes a [Knowledge](#) (arcana) or [Knowledge](#) (history) check to learn more about the *venerable* quarterstaff reveals some of the unique weapon's lore:

**DC 10** Wizards across the land often make one of these weapons and carry it into retirement.

**DC 15** More potent versions of the *venerable* quarterstaff exist, and some (cruel) mages have prolonged their lives for quite some time using the weapon.

**DC 20** The creator of the item was the wizened and powerful Hofsgarth the Bold. He was a pioneering sage in his time, credited with founding numerous arcane academies and complex schools of thought on the subject of magic.

**DC 25** Hofsgarth was in fact a horrible man, hated and despised by the lesser mages he kept in heel for the long age he lived. Some of the tales about the ancient wizard claim that he still walks the lands, sapping the life force from unsuspecting apprentices in an unending quest to sate his insatiable thirst for his youth.

#### CONSTRUCTION

**Requirements** [Craft Magic Arms and Armor](#), rot of ages (3.5) / [sands of time](#) (PF); **Cost** 8,550 gp (208 xp)

## ARMORS & RINGS

### Drekon's Kite Shield

**Aura** strong abjuration; **CL** 13th

**Slot** none; **Price** 5,340 gp; **Weight** 15 lbs.

#### DESCRIPTION

*This long kite shield is obviously designed as part of a heavily armored warrior's garb – its thick frame lends it to warding off momentous blows from the heartiest of opponents. The metal gleams brightly and a beast wrought in scarlet is emblazoned across the front.*



*Drekon's Kite Shield* is a +1 light fortification heavy steel shield that glows with a faint eldritch twinkle (this item has no effect which illuminates its surroundings.) Should the owner of *Drekon's Kite Shield* possess a lawful good alignment and the same divine patron as the holy symbol displayed on the shield (chosen by the GM), the bearer may gain a +1 bonus to their next saving throw, attack roll or skill check that round up to three times per day (activating this ability is a swift action).

#### CONSTRUCTION

**Requirements** [Craft Magic Arms and Armor](#), aid, [limited wish](#) or [miracle](#); **Cost** 2,670 gp (107 xp)

#### HISTORY

A successful [Knowledge](#) (nobility), [Knowledge](#) (religion) or [Knowledge](#) (local) check identifies fragments of knowledge about *Drekon's Kite Shield*, determined by the DCs below;

**DC 15** This enchanted shield was first crafted for the powerful paladin Sir Drekon Galidnus, a gift from his order to aid on his divine crusade against the leader of the foul goblins that continued to swell up and burst out of the nearby mountain range.

**DC 20** Sir Drekon had been found wanting in a protracted conflict against an ancient cult of cannibals known as the Bloodthirsters (themselves led by a vampire). Unable to lay the berserkers low, he was badly wounded in a major confrontation and forced to



withdraw from the combat; seeking solace and atonement in an abbey of his divine patron, the holy knight was provided with his divine mission by the arrival of an angel bearing his patron's own words. Sir Drekon was to enter the mountains and find a powerful blackguard named Sislon Nislan; his duty, to slay the corrupted warrior in single combat.

**DC 25** Aided by his allies (and their powerful magical protections) Sir Drekon spent weeks scouring the mountainside searching for the object of his divine mission, slaying scores of the foul greenskins that called Sislon Nislan 'master'. The paladin and his companions eventually cornered the foul blackguard inside of a massive cave complex where an epic battle ensued. The holy warrior's mission rang true as he struck his opponent a mortal blow, but in the moment of Sir Drekon's triumph over the depraved Nislan a goblin sniper shot the victorious hero in the back with a poisoned arrow, felling the great knight and causing his allies to flee. Neither the paladin's remains or his fine equipment have ever been recovered.

[By Jonathan Ely]

## Uyutmak's Shield

**Aura** moderate  
**enchantment**; **CL**  
6th

**Slot** none; **Price**  
16,170 gp; **Weight**  
15 lbs.

### DESCRIPTION

The rim of this ornate circular heavy steel shield is decorated with thousands of miniature fragments of gem and crystal inlaid in complex gold trim.

The gilded metalwork sweeps inward to the center of the armament like a draining pool of water, each separated by strands of reflective, polished silver. A second rounded plate at its center, worked in a pattern opposite the outer ring, holds a large ornament filled with bits of jewels, with two smaller sister accouterments just off the center of the bulwark.

This +2 heavy steel shield, in addition to being a true



work of art, grants special abilities that may be activated after a successful shield bash. Three times per day after successfully hitting an opponent with a shield bash, the wielder of *Uyutmak's Shield* may take an immediate action to temporarily disorient their opponent, cuffing them lightly and allowing the enchantment to do its work. Instead of dealing damage, the wielder uses [hypnotism](#) (as a spell-like ability that does not provoke attacks of opportunity) against the struck opponent; any creature with two or more hit die than the wielder ignores this effect, but otherwise the target is forced to make a Will save (DC 10 + 1/2 wielder's hit die + wielder's Charisma modifier) or be fascinated, reacting to the wielder with two steps more friendly an attitude, prepared to take one brief, reasonable request. This effect ignores spell resistance and is considered 'out of combat' for purposes of the save to resist it, incurring a -2 penalty to the target's saving throw.

### HISTORY

A character that makes a Knowledge (history) or Knowledge (local) check to learn about this magic item identifies the following fragments of lore:

**DC 15** Stories abound about why and how *Uyutmak's Shield* came into existence, but everyone knows the person responsible: *Uyutmak the dweorg skald*, explorer of the Underworld. Some of the most popular tales claim that the diminutive storyteller used it to escape scores of drow raiding parties, fell subterranean monsters and confound more than one dragon in his time. Naturally, it has long been a popular item for wandering dweorg and skalds alike.

**DC 20** The stories all carry a bit of truth to them, although they've been warped by the passage of time as much as by *Uyutmak* himself. While his enchanted shield certainly had a great deal to do with how he survived so many dangerous encounters in the Underworld, it was rarely ever by attacking his foes; instead, the dweorg often smacked his spellcasting companions, compelling them to do as he bid (resulting in the deaths of many of their allies, and sometimes the mage or cleric themselves).

**DC 25** *Uyutmak* actually led to the downfall of several adventuring groups that otherwise would've been successful; many of his contemporary skalds claimed that the dweorg was cursed, or worse. This rumor was only enforced by the fact that several of said storytellers found that to be the last tale they spun, each suffering the same gruesome fates that met the few of *Uyutmak's* companions that survived to (briefly) retire.



**DC 30** The dweorg Uyutmak was not as he seemed – in truth he was a foul gitwerc, sent to the surface by a drow House deep in the Underworld to do reconnaissance, testing the proficiency and competency of Upperworld's denizens. Eventually he came to a violent end after a collection of skalds took arms against him in a cunning magic assault, forcing the traitorous brigand to impale himself on his own blade.

#### CONSTRUCTION

**Requirements** [Craft Magic Arms and Armor](#), [hypnotism](#); **Cost** 8,085 gp (324 xp)

### Ring of Exuberance

**Aura** faint [transmutation](#); **CL** 3rd

**Slot** ring; **Price** 9,500 gp; **Weight** —



#### DESCRIPTION

*This beautifully crafted ring is actually in two parts – one is onyx black, the other sterling gold. Each miniature circlet is infused with a light cyan energy that entwines the wearer's finger.*

The wearer of a ring of exuberance gains a +2 enhancement bonus to Dexterity, a +10 ft. enhancement bonus to their speed and ignores all penalties of the fatigued condition (note:

the wearer may still become 'fatigued', they simply suffer no penalties for it and receive negative modifiers when they reach the exhausted condition).

#### HISTORY

A character that makes a [Knowledge](#) (history) or [Knowledge](#) (local) check to learn about the ring of exuberance identifies the following fragments of lore:

**DC 10** Halflings are responsible for first creating the ring of exuberance with the aim of winning a grand race between villages. The rivalry was so great that a retired adventurer from one of the settlements crafted the enchanted ring for no purpose other than this race.

**DC 15** The original creator was actually a half-elf. Having grown up with the halflings, the otherwise-outcast actually made the ring of exuberance to assist the burgeoning courier business of a longtime friend.

**DC 20** Katra the half-elven wizard became the defender of the settlement through unlikely means – when attacked, the fleet-footed courier service quickly relayed messages about the guard and their alacrity saved the halfling town time and again.

**DC 25** The magical craftswoman wasn't the only retired adventurer; unbeknownst to the half-elf, her longtime friend Jerry Draggletuck was also a retired adventurer. Having taken to the art of thievery, he soon found that his retirement was constantly disrupted by many individuals he had stolen from or cheated throughout his lucrative career. Reluctantly, he used half of his funds to convince his childhood friend to craft relatively cost-effective rings that would enable the settlement Jerry called home to defend itself effectively.

#### CONSTRUCTION

**Requirements** [Craft Wondrous Item](#), [Iron Will](#), [cat's grace](#), [expeditious retreat](#), [lesser restoration](#); **Cost** 4,750 gp (190 xp)

### Ring of the Vampire

**Aura** strong [transmutation](#); **CL** 16th (3.5)/13th (PF)

**Slot** ring; **Price** 418,000 gp; **Weight** —

#### DESCRIPTION

*This jet black ring holds a single, quaint red ruby in a silver fitting at its top. More of the lustrous metal covers its edges and makes up the highly stylized and esoteric runes that encircle the precious metal band.*

This appears to be little more than a ring of chameleon power to anyone that fails to succeed on the Lore checks (see below) to understand its true power (alternatively, a DC 42 [Spellcraft](#) check identifies all of the properties of this item). Anyone that wears the ring of the vampire and kills in bloodlust (while using the rage class ability, rage spell or under a similar effect) or commits murder in cold blood finds their bodies change—their canine teeth grow into fangs as a gray pallor overcomes their skin and their eyes turn jet black, transforming them into a facsimile of a vampire.

In addition to the bonuses granted by a [ring of chameleon power](#) (free action for +10 Hide/Stealth, disguise



self at will), the wearer's type changes to undead and they gain the following abilities while a ring of the vampire is equipped:



**Blood Drain (Su)** The wearer can suck blood from a grappled opponent; if they establish or maintain a pin they drain blood, dealing 1d4 points of Constitution damage. The wearer heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

**Dominate (Su)** The wearer of a *ring of the vampire* can crush a humanoid opponent's will as a standard action. Anyone the wearer targets must succeed on a Will save or fall instantly under their influence, as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet.

**Defensive and Offensive Abilities** Channel Resistance +2, DR 5/silver, Resist Cold and Electricity 10, Fast Healing 2, a slam attack (1d4) and energy drain to all natural attacks (1 level, DC 10 + 1/2 HD + Charisma modifier).

**Gaseous Form (Su)** As a standard action, the wearer of a *ring of the vampire* can assume gaseous form at will (caster level 5th), but can remain gaseous indefinitely and with a fly speed of 20 feet (perfect maneuverability).

**Shadowless (Ex)** The wearer casts no shadows

and shows no reflection in mirrors.

**Spider Climb (Ex)** The wearer of a *ring of the vampire* can climb sheer surfaces as though under the effects of a [spider climb](#) spell.

**Immunity to Aging (Su)** While wearing the *ring of the vampire*, the metabolic operations of its owner stop functioning until it is removed. They accrue attribute bonuses from aging, but none of the penalties associated with them and they cannot die from old age. When removed, the wearer of a ring of the vampire is restored to the same age that they were when they first put on the enchanted band (losing all age-based bonuses to attributes as the clarity of undeath leaves them).

These are not the only things bestowed by a *ring of the vampire*; its wearer suffers the litany of weaknesses vampires bear, as well as a few other detrimental side effects:

—The wearer cannot tolerate the strong odor of garlic and will not enter an area laced with it.

—Similarly, they recoil from mirrors or strongly presented holy symbols.

These things don't harm the wearer of a *ring of the vampire*—they merely keep it at bay. A recoiling wearer must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a wearer of a ring of the vampire at bay takes a standard action. After 1 round, they can overcome their revulsion of the object and function normally each round they make a DC 25 Will save.

—The wearer cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

—The wearer of a *ring of the vampire* is immune to aging effects, but if brought below 0 HP the enchantments granted by the ring immediately end (at which point they suffer all accrued age penalties and likely die).

—Exposing the wearer to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape.

—Each round of immersion in running water inflicts damage on a wearer of the *ring of the vampire* equal to one-third of its maximum hit points.

—Driving a wooden stake through the heart of a help-



less wearer of the *ring of the vampire* instantly slays them (this is a full-round action).

—The wearer of a *ring of the vampire* gains an unnatural aura that disturbs animals and the young; they suffer a -6 penalty to all Charisma-based checks when interacting with animals and creatures that have the young template or who have not yet reached the adulthood age category.

Removing a *ring of the vampire* is no simple task; they must do so at the dawn of a new day, and only if they are of Good alignment. Even then, they must succeed on a DC 30 Will save to do so. Cutting of the finger bearing the ring does not remove it; the ring of the vampire simply appears on another finger and within a few seconds, the fast healing granted by the item has repaired the lost digits.

Alternatively, particularly desperate individuals have cut off their hands to remove the ring; this provides a +15 bonus to the Will save to remove a *ring of the vampire*, but if the dismemberment is done at any other time than dawn, the enchantment persists (and the ring of the vampire appears on their toe until a ring slot is available on the wearer's hands).

If the wearer's feet are also then removed from their body, the *ring of the vampire* appears as an earring, then upon the lip and finally on the wearer's eyebrows as a piercing. If all of these are cut off of the wearer's body (incurring a cumulative permanent -1 Charisma penalty for each piece removed) the ring of the vampire finally removes itself from their person in the last piece of flesh it can cling to (leaving its previous wearer hideously deformed).

**HISTORY** A character that makes a [Knowledge](#) (nobility) or [Knowledge](#) (religion) check to learn more about the *ring of the vampire* identifies important information about how the devious device operates:

**DC 25** These [rings of chameleon power](#) once belonged exclusively to noble houses. Those who return them to the royalty that once owned the precious metal bands are rewarded extremely handsomely.

**DC 30** Rings of this type are spoken of often in legend; it is said that rings of chameleon power that bear a ruby and the strange markings have turned many assassins into vampires, though how exactly none are sure.

**DC 35** A barbarian warlord that plagued the northern lands for centuries wore this ring, and only when he was finally slain by a devout adventuring party was it revealed that somehow, the ring of chameleon power

turned him into a vampire.

**DC 40** The ring of the vampire is the powerful enchanted item you hold in your hands. Activating it requires a bloody, fatal end delivered by a raging blade or duplicitous dagger, but once that has been done, the wearer gains phenomenal powers of the undead. Removing it is another matter entirely, however, and the immortal monsters that created these rings made sure that identifying anyone who has done so is an easily accomplished task.

## CONSTRUCTION

**Requirements** [Forge Ring](#), polymorph any object (3.5) / [greater age resistance](#) and [undead anatomy III](#) (Pathfinder), [dominate person](#), [gaseous form](#), [spider climb](#), the blood of five vampiric supplicants; **Cost** 209,000 gp (8,360 xp)

# WONDROUS ITEMS

## Argus Spyglass

**Aura** strong [divination](#); **CL** 9th

**Slot** none; **Price** 18,000 gp; **Weight** 1 lb.

## DESCRIPTION

*This telescoping spyglass is fashioned from worn brass, the final piece painted a solid red. It is remarkably light and fits over the eye with ease.*

Any areas perceived with an *argus spyglass* are treated as though the wearer has [darkvision](#). Once per week, the red band can be turned counterclockwise, causing a movable field of [x-ray vision](#) to penetrate any target area within 1,000 feet. Correctly manipulating the device requires a DC 15 Dexterity check each round to focus the lenses correctly, allowing the user to see through stone, metal, earth, wood and any material save adamantine. This enchantment lasts for 5 minutes, after which the *argus spyglass* loses all its magical properties for one week.



## HISTORY

A character that makes a [Knowledge](#) (history) check to learn about an *argus spyglass* identifies the follow-



ing fragments of lore:

**DC 10** *These enchanted spyglasses are often found not with sailors, but miners. The dweorg especially have made prodigious use of the item, making detailed surveys that maximize their mining efforts.*

**DC 15** *The first argus spyglass was said to have been forged in the Underworld, but not by dweorg. A mysterious otherworldly people are responsible for its creation, but their identity remains a mystery.*

**DC 20** *All the subterranean races place as great a value on the argus spyglass as Upperworld sailors do. The best equipped armies are also keen to add these items to their arsenal, and any one of these buyers would pay a truly handsome sum for one of them.*

**DC 25** *The sailors of the Forever Deep always have one of these on their ships; without it, they are likely to run afoul of the countless dangers in the subterranean waters, be they monstrous or natural hazards.*

#### CONSTRUCTION

**Requirements** [Craft Wondrous Item](#), [true seeing](#);  
**Cost** 9,000 gp 360 xp

### Charm of Vital Inference

**Aura** faint [transmutation](#); **CL** 3rd

**Slot** miscellaneous; **Price** 7,500 gp; **Weight** —  
**DESCRIPTION**

*Seven shriveled digits are mishapenly fused together to form this blasphemous pendant. They writhe and twitch of their own accord, as if dancing to music only the fingers can hear.*

This grisly collection of mummified fingers is always hidden from sight by its users. The preserved digits are from five different humanoids, all of varying races and ages, and each fingernail seems to contain within an endless abyss. Any creature wearing the *Charm of Vital Inference* has their aura suppressed, making them immune to the detect undead spell.

#### CONSTRUCTION

**Requirements** [Craft Wondrous Item](#), *detect undead*, *hide from undead*, *alter self*; **Cost** 3,750 gp (150 xp)



#### HISTORY

A successful Knowledge (religion) check identifies some facts about the *charm of vital inference*:

**DC 15** *These disgusting ornaments first appeared near the remote logging village of Fenleist. Since then a few have been found across the realm, always in the clutches of intelligent undead.*

**DC 20** *Many blame Harold Gorden (a disheveled and foul smelling merchant) for peddling charms of vital inference but every attempt to capture or end his practices has failed.*

**DC 25** *Harold Gorden is in fact making use of one of the magical amulets. His true name is Krellkar Heinbell, and the hecueva has been on the run from the original creator for some time. To those in the know, a few more are available for anyone that can pay his inflated prices.*

**DC 30** *Tarryndorn the warped devourer is the true mastermind behind the undead-hiding charm of vital inference. Krellkar truly doesn't know whether or not the mad mage still wanders the world, but stays on the run regardless, sending adventurers down to the dungeons beneath Fenleist in case Tarryndorn persists.*

To read more about Krellkar, Tarryndorn and all that troubles Fenleist, check out [The Damned Souls of Fenleist](#)! There's killer art, maps by Todd Gamble, a complex investigation and a folding puzzle!

### Draft of Distilled Magic

**Aura** strong [abjuration](#); **CL** 13th

**Slot** none; **Price** 3,400 gp; **Weight** 1 lb.

#### DESCRIPTION

*This stout clay jar is filled with a heavy, thick liquid. In the sunlight its contents appear to be pinkish syrup, and in the reflection of the moon or torchlight it looks to be a frothy cyan beverage.*

A creature that drinks a *draft of distilled magic* is able absorb a number of spell levels equal to their hit die. After drinking a draft of distilled magic, when the crea-





ture is next targeted by a spell, spell like-ability or supernatural effect, they automatically absorb it so long as they have at least as many hit die as the level of the spell or spell-like ability. The creature is then able to discharge the magical energies as a standard action at one target within 30 feet at any time within the next 24 hours. With a successful ranged touch attack, the discharged magic deals 1d6+1d6 per spell level force damage.

Only the first applicable spell targeting a creature that has imbibed a *draft of distilled magic* is absorbed (any additional un-absorbed levels are lost). For example, a 10th level fighter targeted by a ray of exhaustion absorbs 3 spell levels and can discharge a [4d6 ray of force damage](#); any subsequent spells targeting him are resolved normally.

**HISTORY** A PC that makes a [Knowledge](#) (arcana) or [Knowledge](#) (history) check to learn more about the *draft of distilled magic* identifies the following fragments of lore:

**DC 15** *Tribal warriors save drafts of distilled magic over generations, using them to fight off the incursion of planar interlopers that have plagued their civilization for centuries.*

**DC 20** *The Maxia tribe was once a great peoples that ruled a tract of hotly contested land against countless other forces. Their high mages developed these potions shortly before incurring disaster in the realm by garnering the attentions of entities far more powerful than themselves.*

**DC 25** *Vysagodrix "the Ventilator" was the last great leader of the Maxia, and brought destruction upon his peoples. Before his death at the hands of the planar invaders, he performed a great ritual that insured his spirit would remain to impart knowledge upon the following generations.*

**DC 30** *Every century a grand mage, tutored by the spirit of Vysagodrix, rises to power in the tribe and leads them in a deadly (and high casualty) combat to beat back the interlopers first summoned by the ghostly wizard.*

#### CONSTRUCTION

**Requirements** [Craft Wondrous Item](#), [spell turning](#);  
**Cost** 1,700 gp (68 xp)

## Gel of the Miraculous Jig

**Aura** strong [enchantment](#); **CL**16th

**Slot** none; **Price** 20,000 gp; **Weight** 1 lb.

#### DESCRIPTION

*This inexplicable gel comes in a nondescript can made of thin metal or capped flask, typically with a small compartment containing a detachable brush (although 30%, found gel of the miraculous jig has no such compartment). The gel is odorless, tasteless, and colorless.*

When a creature makes contact with a surface coated by *gel of the miraculous jig* (the seat of a chair, inside of a helmet, or comparably sized 1 ft. x 1 ft. area), they must make a Will save (DC 21); on a success, the creature is compelled to dance regardless of whether or not there is any music (as though a compliant suggestion was made) provided the setting is appropriate (such as a tavern or mead hall, as opposed to the middle of a battle or somber funeral service), for 2d6 rounds. On a failure, they are subjected to the effects of an irresistible dance spell for 1d4+1 rounds as well. Any creatures making direct contact with the contents of a container with gel of the miraculous jig must similarly make a save to resist its effects.

Any creatures able to perceive a dancer compelled by *gel of the miraculous jig* (by either magical compulsion) must make a Will save (DC 21) or become [fascinated](#). [Fascinated](#) creatures must make a second Will save (DC 21) after watching a compelled dancer for 2 rounds or be affected by the gel of the miraculous jig as if they had touched it themselves.

Containers typically hold 5 coatings worth of *gel of the miraculous jig*.





**HISTORY**

A character that makes a [Knowledge](#) (local) or [Knowledge](#) (planes) check to learn more about *gel of the miraculous jig* identifies the following fragments of lore:

**DC 12** *Fey are blamed for this capricious, expensive prank of a magical item. It is universally banned among regions controlled by nobility, and largely beloved by the wilder lands that take a bit better to the sort of chaos that gel of the miraculous jig can cause in otherwise uninteresting tavern.*

**DC 18** *Rumors persist that nobility bans this curious enchanted substance for more substantial reasons than that; apparently, it has been used to throw royalty into disarray before, though how exactly this occurred remains unknown.*

**DC 24** *Balthazar the Begrudged was the first creature to craft gel of the miraculous jig, though fey love taking credit for it and certainly don't mind using it. A duke had taken umbrage with the sullen bard, and in return he saw to it that the entirety of his hall spent an entire evening cavorting about in a dance that seemed never to end.*

**DC 30** *Not one to take insults at all slightly, Balthazar and his lot stole every single valuable item from the castle of the inflamed duke, finally ending their ruse with the purloining of all the fine silver in the dining room the nobles had danced in the entire evening. Too tired to immediately catch the bard, a bounty remained on the clever minstrel's head until the end of his days, and the descendants of the ruined duke still seek out bards of Balthazar's line to slake their thirst for revenge at those who cast them from the heights of power.*

**CONSTRUCTION**

**Requirements** [Craft Wondrous Item](#), fascinate class ability, [irresistible dance](#), [suggestion](#); **Cost** 10,000 gp (400 xp)

**Golden Dentures of the Noble**

**Aura** moderate divination; **CL** 9th

**Slot** none; **Price** 22,850 gp; **Weight** –

**DESCRIPTION**

*This set of perfect dentures are all that remain of a long-dead noble, the sophisticated craftsmanship rare even among enchanted items. Only the wealthiest would wear such ostentatious golden dentures to*

*show their opulence to friends and rivals alike.*

The owner of a set of *golden dentures of the noble* receives a +9 competence bonus to Knowledge (history) checks, but only for subjects and questions pertaining to the distant past (typically between 500 to 1000 years ago but ultimately determined by your campaign setting). Additionally up to three times per day as a standard action the owner may command the *golden dentures of the noble* to fly towards a target, delivering a charging slam attack to one creature within 30 feet.



The item has an attack bonus of +11 and on a successful hit deals 3d6+9 damage, swiftly returning to the owner after the attack (whether successful or not) to be caught as a free action at the beginning of that character's next turn (in the event that the owner is unable to do so, they return to the square they were thrown from). *Golden dentures of the noble* have an Armor Class of 16, hardness 8 and 15 hit points should they be attacked by a readied opponent or struck by a provoked attack of opportunity (they cannot be disarmed, grappled, sundered or tripped). If shattered by an attack, twenty four hours later the collected pieces reform into the same perfect dental apparatus.

**CONSTRUCTION**

**Requirements** [Craft Wondrous Item](#), [gust of wind](#), [speak with dead](#); **Cost** 11,425 gp (457 xp)

**HISTORY**

A character that makes a [Knowledge](#) (nobility) check to learn about the item identifies the following fragments of lore:

**DC 15** *A thousand years ago the Grand Emir Hakim Al Razhan ordered his most talented artisans to*



create something truly unique to flaunt his wealth and power. They brought him their creations one after another; rings, necklaces, and clothes bedecked with gems, but none of them pleased Hakim. He ordered the craftsmen of the rejected proposals beheaded, their bodies destined to burn. The legends tell of a mighty pyre building as the artisans tried in vain to please their master until finally an apprentice stepped forward and held aloft a set of dentures made of gold; these were truly unique and the Grand Emir was pleased. He put them on display in his throne room, proudly parading his wealth to all. Several other nobles had their own versions made but none of them dared outdo the original design until after Al Razhan's death many years later. It is these copies that occasionally show up in marketplaces throughout the world; the first set of golden dentures of the noble have been lost to time.

**DC 20** In the autumn of Al Razhan's life he suffered the maladies associated with old age and to remedy the loss of his teeth he had the golden dentures magically fused to his jaw. The Grand Emir is often credited for the invention of the expression, "the golden smile of misery," as his subjects did little but suffer in toil under the glittering grin of the immoral noble. His last years were spent researching how to prolong life and after decades of investigations Hakim determined that bargaining was the ticket; he would negotiate with entities from beyond time and space to gain immortality. During the ritual several forbidden texts were read aloud from behind the safety of protective wards (cast by his high circle of court wizards); many names which had been unspoken for countless centuries were uttered again, some for the first time by a human tongue. At the height of the ritual, something went wrong; a mispronounced word, a misaligned rune – no one can be sure. What is known is that the vengeful spirits of the executed artisans from decades ago descended upon Al Razhan and his mages, tearing them to pieces in a display of righteous fury from beyond the grave. When they retreated to their dark realms, nothing of the Grand Emir or his wizards remained but the golden dentures of the noble, which were left laying innocuously at the site of the botched ritual.

**DC 25** The artisan apprentice is not named in any contemporary sources but after Al Razhan's death an anonymous bard composed the *Ballad of the Golden Smile*; it claims that the apprentice was not an artisan, but instead a sorcerer and the brother of an executed craftsman. Lacking the power to avenge his brother,

he instead wove discreet spells into the original golden dentures of the noble and these were the true source of Grand Emir Hakim Al Razhan's doom.

[By Brian Wiborg Monster]



## Infernal Horn

**Aura** strong [conjuration](#); **CL** 13th

**Slot** none; **Price** 50,000 gp; **Weight** 2 lbs.

### DESCRIPTION

This brass horn is engraved with images of cavorting imps torturing small animals, whispering in the ears of human warlords, starting fires and destroying precious artworks.

Once a day when a user blows the horn after speaking its command word, 2d4+1 [imps](#) appear in a burst of brimstone to do his bidding. They remain until the task they are given is finished or until 1 hour elapses, whichever comes first.

Non-evil users can summon more powerful imps at the price of a small piece of their mortal soul. The horn instead calls 2d4+1 [imps](#) advanced by 1 HD (3.5)/advanced imps (PF) to serve the user, who is treated as if he had the evil subtype for the next 24 hours. A user knows he can make this choice when he speaks the command word.

### HISTORY

With a successful [Knowledge](#) (planar) or [Knowledge](#) (religion) check, PCs know some more information about the *infernal horn*—how much is determined by the following DCs:

**DC 15** The infernal horn was created by devil worshiping wizards and clerics, who believed the instrument would let them safely call multiple devils without any need for summoning circles or other forms of protection.

**DC 20** The lords of Hel themselves designed the infernal horn, giving the secrets of its creation to their worshipers in an effort to lure more souls to Hel.

**DC 25** The lords of Hel bound a number of imps to serve the users of an infernal horn without complaint. In return, the imps are promised they will be given the mortal's soul to torment for eternity should it end up in Hel.



## CONSTRUCTION

**Requirements** [Craft Wondrous Item](#), [summon monster VI](#); **Cost** 25,000 gp (1,000 xp)

[By Jacob Michaels]

## Linen of the Chosen

**Aura** strong [transmutation](#); **CL** 16th (3.5)/13th (PF)

**Slot** body; **Price** 318,276 gp; **Weight** 2 lbs.

## DESCRIPTION

*These worn cloths are yellowed from decaying and accumulating dirt over the course of centuries. They smell damp and vaguely of the dead, giving off an almost palpable aura of the unnatural.*

When under the light of a full moon, anyone wearing the *linen of the chosen* finds their skin shrink, their organs constrict and their bodies wither as they transform into a mummy. The user's type changes to undead, they gain darkvision 60 ft., damage reduction 5/—, and light blindness, all of their movement speeds decrease by 10 feet (minimum 5 feet), and they become vulnerable to fire. In addition, they also gain a slam attack as well as two supernatural abilities: mummy rot (Fort DC 10 + 1/2 HD + Charisma modifier) to all their natural attacks and an aura of despair (30 ft., paralyzed for 1d4 rounds, Will DC 10 + 1/2 HD + Charisma modifier).

These effects are the most apparent of the enchantments granted by *linen of the chosen* - whenever a creature wearing this activated magic item appears in direct sunlight the many cloth strands burst aflame (dealing 1d6 fire damage each round – Reflex DC 15 to put out while inside a shaded area). Moreover, while under the enchantments granted by *linen of the chosen*, the wearer is immune to aging (although any age penalties and bonuses upon transforming into a mummy remain). When removed, the user is restored to the same age they were when they first donned the linen of the chosen. If the wearer is reduced to 0 hit points while under the effects of this magic item, their body turns to dust and the enchanted wrappings fall to the ground. Any attempts to remove the *linen of the chosen* fail unless done under the light of a full moon. Even after they have been removed, however, the former wearer continues to suffer from light blindness until they have received a [regeneration](#) spell (this removes the light blindness for 24 hours).

**HISTORY** A character that makes a [Knowledge](#) (nobility) or [Knowledge](#) (religion) check to learn more about *linen of the chosen* identifies the following fragments of lore:

**DC 15** *Linen of the chosen are often gifted to only the most talented and dedicated viziers or councilors, entombed with their ruler to further assist them in the afterlife (or ensure that their return is unimpeded). Unfortunately, many of these devoted servants grow mad as the centuries pass, prowling their prisons in search of an escape or something to vent their frustrations upon.*

**DC 20** *More than one passing pharaoh has endeavored to extend their rule through the use of linen of the chosen, only to recoil from the almighty sun upon exiting their intended place of rest.*

**DC 25** *These embittered undead reign on regardless, forming empires of shade that quickly turn as dark as the respite they offer to their denizens.*

**DC 30** *The truly devout quickly gather to route these settlements, seeking to curb the affront to the realm and natural order before the next full moon while the truly mad seek them out to gain the linen of the chosen for themselves.*

## CONSTRUCTION

**Requirements** [Craft Wondrous Item](#), [polymorph any object](#) (3.5) / [greater age resistance](#) and [undead anatomy III](#) (Pathfinder), the embalmed organs of a recently mummified corpse; **Cost** 159,138 gp (6,366 xp)

## Lute of Friendship

**Aura** moderate [enchantment](#); **CL** 10th

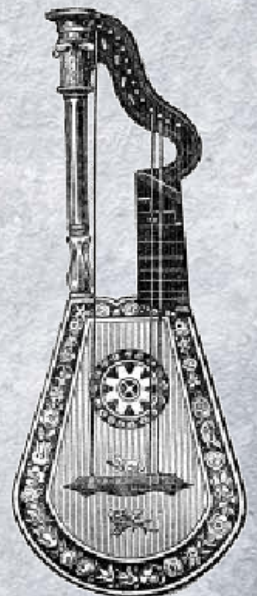
**Slot** none; **Price** 18,000 gp;

**Weight** 4 lbs.

## DESCRIPTION

*This beautifully crafted lute has a stout, polished brass handle parallel to the bridge, and the metal continues around the entire frame of the instrument. Unique designs chase the front of the lacquered wooden drum, marking it unique among its peers.*

Twice per day, the wielder of this weapon (which operates as a +1





*club*) may trigger the instrument's enchantment (Will DC 16) as an immediate action after connecting with a successful attack roll. On a failed save, the victim suddenly forgets everything that happened to them in the past five minutes (the wielder of the *lute of friendship* cannot imbue or modify any memories, or remove any memories more than five minutes old.) Any time that a character wielding this instrument as a weapon rolls a natural 1 on their attack roll, they accidentally activate the enchantment (even if there were no previous charges) against themselves.

#### HISTORY

With a successful [Knowledge](#) (local) check, bits of lore relating to the *lute of friendship* are revealed to the PCs; how much is determined by the following DCs:

**DC 10** *The first appearance of this unique instrument was in the traveling comedic show, Bankwizzle and Zankizzle. One of the two would be continuously humiliated, smacked with the lute of friendship, humiliated again and then smacked with the weaponized lute a second time.*

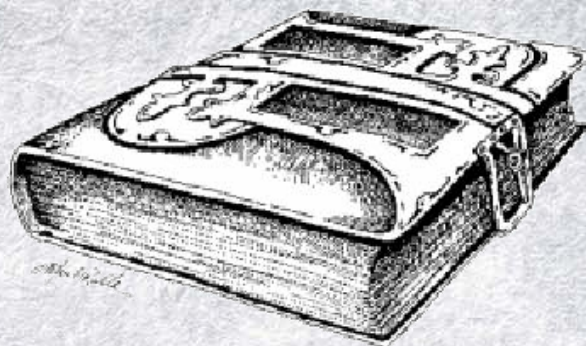
**DC 15** *Whom exactly was going to be the humiliated clown every evening was a point of great contention, and the pair quickly developed a vicious rivalry. While they might have become popular much earlier, neither would part with the designs for the lute of friendship out of spite for the other.*

**DC 20** *The real argument wasn't at all about the act – it was about Lucretia, a halfling of exquisite beauty and grace that charmed both comedians. Enraptured, they eventually parted ways over the notoriously gorgeous woman.*

**DC 25** *The real end of the Bankwizzle and Zankizzle stage act was the discovery that Lucretia was not as she appeared – one night both comedians realized that she was actually a (very ugly) goblin. Neither could deal with being the butt of the joke – they sold the designs to a bard college and “left for pastures less green”.*

#### CONSTRUCTION

**Requirements** [Craft Wondrous Item](#), [modify memory](#);  
**Cost** 9,000 gp (360 xp)



### Manifest of Seawaleg

**Aura** moderate [transmutation](#); **CL** 7th

**Slot** none; **Price** 36,000 gp; **Weight** 1 lb.

#### DESCRIPTION

*This small leather-bound book is filled with blank paper but its worn edges and cracked spine make it look as though it were written in every day.*

The *manifest of Seawaleg* is a writing pad; inscribe where you want to go and the enchantment inside the magical book aids you and your companions when traveling great distances. Knowledge of the region in question is deposited in the writer's mind and they become aware of locally known short-cuts, back doors, passwords and effective places to hide (the exact details of this information are determined by the GM). Using a *manifest of Seawaleg*, it is almost impossible to become lost because the user always has a hunch on where they mean to go (allowing them a DC 22 [Sense Motive](#) check to discern the next direction to head toward).

The out of combat movement rate of yourself and up to five companions is increased by fifty percent. This ability also effects mounts and vehicles. For example, a group would be able to cover a distance that would normally require three hours worth of travel in only two actual hours (4 hours of travel yields an effective distance merited by 6 hours, and so on.)

The paper inside the notebook is made from the webbing of a phase spider and alchemically bound with the elements of air and earth; any writing disappears after the page is full, making it reusable.

The owner of the *manifest of Seawaleg* develops a craving for beer after using it three or four times but aside from the penchant for adventure many of its owner's have become ensconced with, the enchanted



book has no truly ill effects.

## CONSTRUCTION

**Requirements** [Craft Wondrous Item](#), [expeditious retreat](#), [overland flight](#), [touch of the sea](#); **Cost** 18,000 gp

## HISTORY

With a successful [Knowledge](#) (local) check, bits of the *manifest of Seawaleg's* lore are revealed to the PCs; how much is determined by the following DCs:

**DC 20** *This item was originally created by the infamous thief and accomplished wizard Seawaleg. Once a lowly pirate, he built his own fleet of notorious vessels utilizing ships that traveled the sea at impossibly swift speeds.*

**DC 25** *Seawaleg was killed in an explosion at his lab about 150 years ago, and since then the various investigations into his affairs (both illicit and sanctioned) have turned up very little; no one could claim to know what became of his coveted manifest.*

**DC 30** *There were actually a total of eight manifests of Seawaleg made, one each given to his most trusted henchmen to help gather difficult to find spell components, make deliveries, and attend secret meetings.*

**DC 35** *Seawaleg forgot he was carrying one of his signature tomes when he attempted to use a portal to the Outer Planes (to disastrous effect). No person yet has been unfortunate or foolish enough to repeat his error, but the ultimate result certainly isn't promising.*

[By Eric Madsen]

## Shahiri Puzzle Box

**Aura** moderate [conjuration](#); **CL** 9th

**Slot** none; **Price** 16,000 gp; **Weight** 1 lb.

## DESCRIPTION

*Intricate carvings of various symbols (runes, figures, miniature weapons; each one of these items is unique) cover this beautiful multi-colored wooden puzzle box.*

Created to ensure the safety of valuables for a traveling adventure ages ago, this clever contraption has since become a common staple for the anxious explorer. Every *shahiri puzzle box* is specially made for its recipient; the engravings along each one of these items reflect the deeds and demeanor of their original owners.



This magical device is connected directly to an extra-dimensional space (equivalent to a [bag of holding II](#)) accessible only when a character has successfully bypassed its numerous safeguards. Doing so (a full-round action) requires a successful [Use Magic Device](#) check (**DC 30**) but depending on the *shahiri puzzle box* in question the difficulty of this check can change.

If the user shares the same race as the creator, reduce the DC by 5; if they share the same class (highest levels in a class count for multiclassing characters) the DC to activate this item is reduced by 5 and furthermore, should the user know details about the original owner's life (sufficiently garnered with a [Knowledge](#) (history) check **DC 20** or through story development) the check is reduced again by 5 (all of these stack). Once a character has successfully opened a specific *shahiri puzzle box* they no longer require a check to do so.

Should a character lack the [Use Magic Device](#) skill, they may still be able to solve a *shahiri puzzle box*. With a successful series of skill checks (**DC 15**, **DC 20** and **DC 25** – the skill is chosen by the GM for each one of these magic items) using a talent important to (and chosen by) the original owner, a character can successfully open one of these enchanted storage devices.

**Special** Failure by 10 or more on this [Use Magic Device](#) check reveals a false extradimensional pocket in place of the real storage area (equivalent in size to a [handy haversack's](#) central compartment) that con-



sumes any items stored within it when closed (annihilating them entirely). When making any other kind of skill check to open this device a failure on the first check reveals nothing; a failure on the second or third check reveals the false pocket. Should a *shahiri puzzle box* ever be destroyed, all of its contents are sent adrift in the disconnected extradimensional space.

## CONSTRUCTION

**Requirements** [Craft Wondrous Item](#), four kinds of wood (usually cedar, maple, oak and walnut), 8 ranks in [Craft](#) (trap), [secret chest](#); **Cost** 9,000 gp (360 xp)

[By Jesper Andersen]

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creature characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trade-mark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may

only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.



14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

**Open Game License v 1.0a** Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder RPG Core Rulebook** Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**The Book of Experimental Might.** Copyright 2008, Monte J. Cook. All rights reserved.

**Tome of Horrors.** Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger,

and Bill Webb; Based on original content from TSR.

**Pathfinder RPG GameMastery Guide** Copyright 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

**Advanced Player's Guide.** Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

**Pathfinder RPG Bestiary** © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 2,** © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge,

James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg

A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 3,** © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley

Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 4** © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Combat.** © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Magic.** © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game: Ultimate Equipment (OGL)** © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors

**Pathfinder Roleplaying Game Advanced Race Guide** © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.



