

Boundless Magic

Wondrous Items I



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Boundless Magic: BM009 – Wondrous Items I

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Special thanks to anyone who has been a part of the PPRPGS, Team Duffle, and The Captain’s Crew

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SLOTLESS ITEMS

Acorn of Apathy

CL: 10th	Weight: --	Price: 2,500 GP
Aura: moderate transmutation		
Slot: none		

This is a normal looking acorn save for a small rune scribed on the side. Anyone hit by an acorn of apathy (a ranged touch attack), must make an immediate DC 19 Will saving throw or be affected by the curse of nonviolence as though by the witch's grand hex of the same name. The curse can only be removed by a casting of break enchantment, wish, or miracle.

Construction Requirements	Cost
Brew Potion, Craft Wondrous Items, creator must be a witch with the curse of nonviolence grand hex	1,250 GP

Agile Anklet

CL: 3 rd	Weight: 1 lb.	Price: 2,000 GP
Aura: faint transmutation		
Slot: none		

This gem-studded piece of silver ankle jewelry grants a +5 foot enhancement bonus to speed and a +2 enhancement bonus to CMD against trip attempts and on saving throws to avoid being tripped. Only one agile anklet can be worn at any one time. It does not occupy a body slot nor does it prevent any magical footwear from functioning.

Construction Requirements	Cost
Craft Wondrous Items, longstrider	1,000 GP

Apparatus of the Wasp

CL: 19th	Weight: 500 lbs.	Price: 90,000 GP
Aura: strong evocation and transmutation		
Slot: none		

An apparatus of the wasp is a metallic magical vehicle and a variation of an apparatus of the crab. When unoccupied, it appears to be a large, sealed copper barrel big enough to hold two Medium creatures. Close examination, and a DC 20 Perception check, reveals a secret catch that opens a hatch at one end. Anyone who crawls inside finds 10 (unlabeled) levers and seating for two Medium or Small occupants. These levers allow those inside to activate and control the apparatus's movements and actions.

Lever (1d10)	Lever Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract wings
5	Strike with stinger
6	Move forward/backward
7	Turn left/right
8	Open/close "eyes" with continual flame inside
9	Ascend/descend in air
10	Open/close hatch

Operating a lever is a full-round action, and no lever may be operated more than once per round. However, since two characters can fit inside, the apparatus can move and attack in the same round. The device can gain an altitude of up to 900 feet. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant).

When active, an apparatus of the wasp has the following characteristics: hp 200; hardness 15; Speed 20 ft., fly 20 ft. (poor); AC 20 (-1 size, +11 natural); Melee 1 stinger +12 (2d8 piercing); CMB +14; CMD 24.

Construction Requirements	Cost
Craft Wondrous Items, animate objects, continual flame, fly, creator must have 8 ranks in Knowledge (engineering);	45,000 GP

Blood Prism

CL: 8th	Weight: --	Price: 5,000 GP
Aura: moderate universal		
Slot: none		

Once per day, a spontaneous arcane spellcaster can use this simple-looking crystal prism to cast two spells at the same time. A blood prism can combine any two spells of 3rd level or lower. However, both spells must be of the same level and the spellcaster must expend three spell slots of that level or higher. A blood prism functions only once per day and a spellcaster can use only a single blood prism each day. Using the blood prism is a full round action and any spell with a casting time greater than one standard action cannot be cast through a blood prism.

Construction Requirements	Cost
Craft Wondrous Items, creator must be able to cast 3rd level arcane spells spontaneously	2,500 GP

Defiant Clasp

CL: 7th	Weight: --	Price: 12,000 GP
Aura: moderate necromancy		
Slot: none		

This simple cloak clasp is decorated with what appears to be a piece of carved and polished ivory but is actually a piece of bone taken from a humanoid and carved into the shape of an owl.

A defiant clasp slowly attunes itself to the soul of its bearer. When carried close to the body of a creature continuously for 1 week, the clasp harmlessly absorbs

a portion of that creature's life essence. If separated from its bearer for at least 1 day, the clasp loses this attunement.

Once the clasp is attuned to the bearer, she can use the clasp to cast either death ward or restoration on herself.

Using the clasp's magic destroys the portion of the soul within a defiant clasp. This does not harm the creature, but requires re-attuning the clasp for another week for it to function again. A creature can only have one defiant clasp attuned to it at a time.

Construction Requirements	Cost
Craft Wondrous Items, death ward, restoration	6,000 GP

Diamond of Distraction

CL: 4th	Weight: 1 lb.	Price: 400 GP
Aura: faint enchantment		
Slot: none		

This enchanted quartz crystal appears to be a sparkling multi-hued diamond of exceptional size. When dropped or thrown, it hovers roughly three feet of the ground and spins slowly. This draws the attention of the nearest hostile creature within 20 feet. The creature must make a DC 13 Will save or be paralyzed as if by hold person as it focuses its undivided attention on the diamond. If the creature makes its save on a later round, it realizes it has been affected by magic and the hunk of crystal is not actually a diamond. While focusing on the diamond of distraction, the target takes a –2 penalty on Perception checks. The magic is consumed upon being dropped or thrown and once the spell is broken the crystal falls to the ground becoming nothing more than a simple quartz crystal worth about 10 gold pieces.

Construction Requirements	Cost
Craft Wondrous Items, beguiling gift, hold person	200 GP

Gem of Extension

CL: 17th	Weight: --	Price: 750 gp (lesser), 2,750 gp (standard), 6,126 gp (greater)
Aura: strong varies		
Slot: none		

This piece of colored crystal is inscribed with runes relating to magic of a specific school. It enhances spells of that school. The user may apply the Extend Spell feat to these spells as they are cast. This does not change the spell slot of the altered spell. The gem counts as a metamagic rod for the purpose of combining multiple metamagic effects on a spell. A normal gem of extension can be used with spells of 6th level or lower, while a lesser gem can be used with spells of 3rd level or lower, and a greater gem can be used with spells of 9th level or lower. Each gem is keyed to a particular school of magic and only works when used to enhance a spell of that school. Once the gem is used, it crumbles into dust and is destroyed.

Construction Requirements	Cost
Craft Wondrous Item,	375 gp (lesser)
Extend Spell	1,375 gp (standard)
	3,063 gp (greater)

Giantslayer's Balm

CL: 7th	Weight: --	Price: 7,500 GP
Aura: moderate transmutation		
Slot: none		

When rubbed vigorously into the skin, this greasy green-grey liniment enhances a Medium or smaller creature's ability to make full use of its size and mobility when fighting creatures of Huge size or larger. Applying a dose of liniment is a standard action that provokes an attack of opportunity (similar to applying an oil). A creature under the effects of the liniment no longer provokes attacks of opportunity for moving through threatened squares or for entering a larger creature's square. These effects only apply versus creatures of Huge size or

larger. The balm lasts for 5 minutes before its effects wear off. A newly created bottle of balm holds 3 doses.

Construction Requirements	Cost
Craft Wondrous Items, grace	3,750 GP

Grumpy Bone

CL: 5th	Weight: 1lb	Price: 1,000 GP
Aura: faint necromancy		
Slot: none		

A grumpy bone is fashioned from an arm or leg bone of a humanoid or medium size animal carved with necromantic runes and sigils. By dabbing the bone with a few drops of blood from a living creature (a standard action), the bearer can form a sympathetic link between the bone and the victim. If the chosen victim has spell resistance, the grumpy bone must beat the target's spell resistance to create the link. As a standard action, the bearer can twist, spin, or whirl the bone; this gives the target the sickened condition for one round and deals 1 point of negative energy damage plus 1 point for each die of the bone bearer's sneak attack damage (if any). Each time the target is affected by the bone, it receives a DC 14 Will save to end the link. The bone's holder needs line of effect to the victim, but not line of sight. Once linked to a particular creature, a grumpy bone cannot be linked to another creature, but the bearer can re-establish a broken link by anointing it with more of the target's blood.

Construction Requirements	Cost
Craft Wondrous Items, bestow curse, bleed	500 GP

Lizard Skin Flask

CL: 3rd	Weight: --	Price: 800 GP
Aura: faint abjuration		
Slot: none		

This small opaque flask releases a thick stream of dusty brown and tan colored scales when opened. These scales creep up the user's arm and across her entire body until she is completely covered in tough scales.

While coated with scales she gains fire resistance 5, a +2 natural armor bonus to AC, and a +4 competence bonus on Stealth checks in areas of deserts and badlands. The scales shed from her body after 24 hours, or can be removed early by soaking in alcohol. The flask is expended after one use.

Construction Requirements	Cost
Craft Wondrous Item, barkskin, resist energy	400 GP

Midnight Brand

CL: 5th	Weight: 1 lb.	Price: 750 GP
Aura: faint conjuration		
Slot: none		

This torch is made of deep grey wood and inscribed with holy runes. When lit, it burns as a regular torch, but only lasts for 5 minutes. When held by a good creature, it functions as a divine illumination spell. The magical aura ends if a good creature isn't holding it, and resumes automatically if a good creature picks it back up

Construction Requirements	Cost
Craft Wondrous Items, divine illumination	375 GP

Quintessence Jar

CL: 5th	Weight: --	Price: 7,000 GP
Aura: faint conjuration		
Slot: none		

This jar is crafted from opaque glass. Each quintessence jar is attuned to a specific element; air, earth, fire, or water. When held up close to one's ear,

faint whispers can be heard emanating from the jar. The jar initially has 4 charges. When the hinged lid is opened, the jar summons a medium elemental of the appropriate type to do the bidding of the user, draining 1 charge each round of service. As a standard action, the bearer may dismiss the summoned elemental. If the elemental kills a creature of at least 4 HD, the bottle gains 1 charge. The bottle is automatically restored to 4 charges at sunrise.

Construction Requirements	Cost
Craft Wondrous Item, summon monster IV	3,500 GP

War Wizard Spellbook

CL: 7th	Weight: 1 lb.	Price: 22,500 GP
Aura: moderate abjuration and transmutation		
Slot: none		

This well-made tome is a variation of a standard blessed book. It is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked. Many war wizard spellbooks have a heavy leather shoulder strap attached to their reinforced spines.

Like standard blessed books a wizard, or similar spellcaster, can fill the 1,000 pages of a war wizard spellbook with spells without paying the material cost. This book is never found as randomly generated treasure with spells already inscribed in it.

While carried, a war wizard spellbook grants the user a +2 bonus on concentration checks made to cast defensively. Three times per day, the user can choose to roll a concentration check to cast defensively twice and take the better result

Construction Requirements	Cost
Craft Wondrous Items, Combat Casting, secret page, warding weapon	11,250 GP

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