# Ooh, Shiny! The Clothes Make the Man



#### **Bradley Crouch**



Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.





# Ancestral Gird

**Aura** moderate divination; **CL** 10th; **Slot** belt; **Price** 13,500 gp; **Weight** 5 lbs.

#### DESCRIPTION

This leather belt is well made, but still quite mundane. Its buckle, on the other hand, is obviously some jeweler's masterwork and is heavily enchanted, to boot! The wearer is highly stable, gaining a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground. \*\*\*Pathfinder translation: The wearer is highly stable, gaining a +4 bonus to CMD when being bull rushed or tripped when standing on the ground.\*\*\*

In addition, the wearer has random flashes of insight that are not quite his. Upon creation of an Ancestral Gird, choose any Knowledge skill. The wearer is granted five ranks in this Knowledge while wearing the Ancestral Gird. These ranks do not stack with any ranks the wearer already has.

# **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *legend lore, speak with dead*; **Cost** 6,750 gp, 540 XP.

# Autogesture Gloves

Aura weak universal; CL 5th; Slot hands; Price 4,000 gp; Weight -

#### DESCRIPTION

These cloth gloves are embroidered with complex geometric patterns that stabilize weaves of arcane magic, granting a +2 competence bonus to Concentration checks on all spells cast without the Still Spell metamagic feat.

# **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *prestidigitation*; **Cost** 2,000 gp, 160 XP.

# <u>Bardic Drape</u>

**Aura** weak universal; **CL** 4th; **Slot** shoulders; **Price** 4,500 gp; **Weight** 2 lbs.

#### DESCRIPTION

This garish cape has sewn together in a patchwork fashion with utter disregard to balance of color. Upon magical inspection, a similar pattern can be seen. The wearer is granted the ability to cast *prestidigitation*, *mage hand*, *resistance*, *dancing lights*, and *light* at will.

# **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *dancing lights, light, mage hand, prestidigitation, resistance;* **Cost** 2,250 gp, 180 XP.



#### **Circlet of Infinite Hues**

Aura strong evocation; CL 17th; Slot head; Price 61,500 gp; Weight 2 lbs.

#### DESCRIPTION

This platinum circlet is set with ten small pearls, four emeralds, four diamonds, a sunburst cut ruby, and a large pearl.

As a standard action, the wearer may tap into the power contained within one of these gemstones, creating the corresponding spell effect. Using a gemstone turns it to dust.

Small pearl – *searing light* 

Emerald – *blindness/deafness*, but only blindness may be chosen (DC 17)

Diamond – prismatic ray (DC 17)

Large pearl – *maximized searing light*, cast upon all desired targets in a 40 ft. radius centered on the wearer

Sunburst ruby – *prismatic sphere* centered on the wearer that moves with the wearer (DC 17)

# **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *blindness/deafness, prismatic ray, prismatic sphere, searing light;* creator must have the maximize spell feat; **Cost** 30,750 gp, 2,460 XP.

# **Clogs of Spontaneous Jigging**

Aura strong enchantment; CL 15th; Slot feet; Price 18,500 gp; Weight 3 lbs.

#### DESCRIPTION

These simple clogs have the power to move you, and everyone around you, as well! Twice per day as a standard action, the wearer may attempt to compel all creatures within 30', including himself, to dance for 5 rounds. This is a mind-affecting ability with a DC 16 Will save to negate. Creatures compelled to dance lose their dodge bonus to AC as they scamper and caper about. Additionally, compelled creatures must make a DC 16 Will save each round or move 1d4x10 ft. in a random direction. Moving in this fashion is a move action.

# **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *irrestistible dance;* **Cost** 9,250 gp, 740 XP.









#### **Crown of the Ageless**

Aura strong necromancy; CL 13th; Slot head; Price 40,500 gp; Weight 2 lbs.

#### DESCRIPTION

Long live the king! The aging process of the wearer of this crown halts the moment it is placed upon his head, though the wearer still dies of old age. Should the wearer ever become separated from the Crown for a period of one month or for more than one month over the course of a year, the aging process will suddenly spring back into being, piling on all of the years the wearer had avoided.

The Crown of the Ageless can only support one creature at a time in this fashion and forms a weak imprint of its owner. As such, should the Crown be stolen or passed around, only the original wearer will receive the benefit. If the Crown is successfully kept away from its wearer such that its benefits are stripped from its wearer, then the Crown is ready to accept a new owner.

In addition to its anti-aging properties, the Crown of the Ageless provides a +2 circumstance bonus to saving throws against poison and disease, doubles the rate at which the wearer regains hit points naturally, and increases the wearer's maximum age by 15%.

# **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *delay poison, gentle repose, limited wish, remove disease*; **Cost** 20,250 gp, 1,620 XP.

# **Everready Gloves**

Aura moderate conjuration; CL 7th; Slot hands; Price 2,500 gp; Weight 5 lbs.

# DESCRIPTION

These unassuming gloves are riddled with minor magical auras. As a move action, or as a free action with the Quick Draw feat, the wielder may pull a grappling hook attached to 50 feet of hemp rope, 50 feet of silk rope, a lit torch, flint and steel, manacles, a tenfoot pole, a set of masterwork thieves' tools, a flask of alchemist's fire, or a healer's kit out of thin air by reaching into the palm of one glove with the other glove and simply pulling it out. Any item conjured in this fashion disappears after one hour. Each item contained within the Everready Gloves can only be conjured once daily.

# **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *minor creation*; **Cost** 1,250 gp, 100 XP.

# **Fighter's Tabard**

Aura weak transmutation; CL 3rd; Slot chest; Price 2,500 gp; Weight 3 lbs.

# DESCRIPTION

Typically an emblem of a nation or unit, enchanted tabards are common amongst the members of elite state regiments. Upon creation, a single combat maneuver is chosen. This tabard grants a +1 bonus to all attempts of that maneuver.

# **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *bull's strength*; **Cost** 1,250 gp, 100 XP.













# V

# Grasp of the Red Dragon

Aura moderate evocation; CL 7th; Slot hands; Price 11,000 gp; Weight 3 lbs.

# DESCRIPTION

These heavy gauntlets grant the user the ability to create a 20' cone of flame as a standard action, dealing 4d6 points of fire damage with a DC 14 Reflex save for half. This ability may be used once per day.

# **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *fireball*; **Cost** 5,500 gp, 440 XP.

# **Obsidian Gauntlets**

Aura strong transmutation; CL 9th; Slot hands; Price 21,000 gp; Weight 3 lbs.

These obsidian gauntlets grant its wearer DR 2 / adamantine or bludgeoning. In addition, twice per day as a readied action, the wearer may make an opposed attack roll against a source of incoming melee physical damage. If this opposed roll is successful, the wearer deflects the incoming weapon and crushes it, dealing 3d10+Str damage to the weapon and avoiding all damage from that attack. If a natural weapon is blocked in this fashion, the damage is instead dealt directly to the creature whose attack was blocked.

# **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *haste, stoneskin*; **Cost** 11,000 gp, 880 XP.

# <u>Shroud of the Martyr</u>

**Aura** strong divination; **CL** 13th; **Slot** shoulders; **Price** 19,000 gp; **Weight** 2 lbs.

# DESCRIPTION

This burial shroud turned cloak still carries the faint outline of a face. Before rolling, the wearer may choose to deliberately fail a saving throw against any nonmagical effect. If she does, an ally within reach gains a +20 insight bonus to his saving throw against the same nonmagical effect.

# **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *shield other, true seeing*; **Cost** 9,500 gp, 760 XP.

# **Stickygrips**

Aura moderate transmutation; CL 7th; Slot hands; Price 7,000 gp; Weight 1 lbs.

# DESCRIPTION

These leather gloves have the ability to secrete a sticky substance that allows the wearer to mimic the *spider climb* spell, but only for walls, not ceilings. The stickiness has further use in combat by treating all weapons wielded by the wearer as if they were held in a locked guantlet, granting a +10 bonus to avoid disarm attempts; however, this very stickiness also forbids the wielder from letting go of the weapon. This stickiness may be called upon or removed as a move action.

# **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *grease, spider climb*; **Cost** 3,500 gp, 280 XP.











# Swindler's Suit

Aura moderate transmutation; CL 6th; Slot chest; Price 12,500 gp; Weight 4 lbs.

#### DESCRIPTION

This three-piece suit magically fits the wearer and appears as though it were tailormade for any individual who wears it. It grants its wearer +2 Charisma and +3 to all Charisma-based skills.

#### **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *eagle's splendor*; **Cost** 6,250 gp, 500 XP.

# Thinking Cap

Aura moderate transmutation; CL 6th; Slot head; Price 6,000 gp; Weight 1 lb.

#### DESCRIPTION

This simple cap grants a +3 competence bonus on the wearer's Intelligence-based skill checks. He instead receives a +5 competence bonus for all Knowledge skill checks.

# **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *fox's cunning*; **Cost** 3,000 gp, 240 XP.

# **Tricorne of the Dread Pirate**

Aura moderate necromancy; CL 9th; Slot head; Price 18,500 gp; Weight 2 lbs.

#### DESCRIPTION

This battered and worn tricorne has spent many a year atop the scurviest of dogs to ever ply the open seas, granting a +5 competence bonus to intimidate and bluff skill checks. Further, the wearer can call forth the spirits of those once commanded by the previous wearers of the tricorne. Once per week as a standard action, the wearer may summon 2d4 human skeletons with scimitars. These minions persist for one hour.

# **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *animate dead, bull's strength, rage*; **Cost** 9,250 gp, 740 XP.

# Valiant Sabatons

**Aura** strong abjuration; **CL** 14th; **Slot** feet; **Price** 33,500 gp; **Weight** 3 lbs.

# DESCRIPTION

The wearer of these perpetually-shining plate boots is constantly under the effects of the *protection from evil* and *remove fear* spells. In addition, any weapon wielded by the wearer is treated as good for the purposes of bypassing damage reduction. If an evil creature touches the sabatons, he takes 3d6 points of damage each round.

# **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *align weapon, know alignment, protection from evil, remove fear;* **Cost** 16,750 gp, 1,320 XP.











# <u>Legal</u>

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, (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; creatures 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 trademark 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, nonexclusive 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 co-adaptability 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. Ooh, Shiny! - 20 Unique Weapons, Copyright 2012 Bradley Arthur Crouch. [End of License]

Notice of Open Game Content: This product contains Open Game Content as defined in the Open Game License, above. Open Game Content may only be used under and in terms of the Open Game License.

Designation of Open Game Content: The statistical information and general descriptions of creatures, abilities, traps, and other related facets of those elements within this document are Open Game Content as described in the Open Game License and may be used as Open Game Content.

Cover art: The Laughing Prince, A Book of Jugoslav Fairy Tales and Folk Tales by Parker Fillmore, 1921

Product Identity is not available for Use or reuse without the express written consent of Bradley Arthur Crouch of Interjection Games.

Designation of Product Identity: Product Identity in this product includes the following terms; Interjection Games, the Interjection Games logo, and Ooh, Shiny!

This document is copyright Bradley Arthur Crouch of Interjection Games, 2012. It is intended for personal use and may not be redistributed or reproduced without express written consent of Bradley Arthur Crouch of Interjection Games.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

