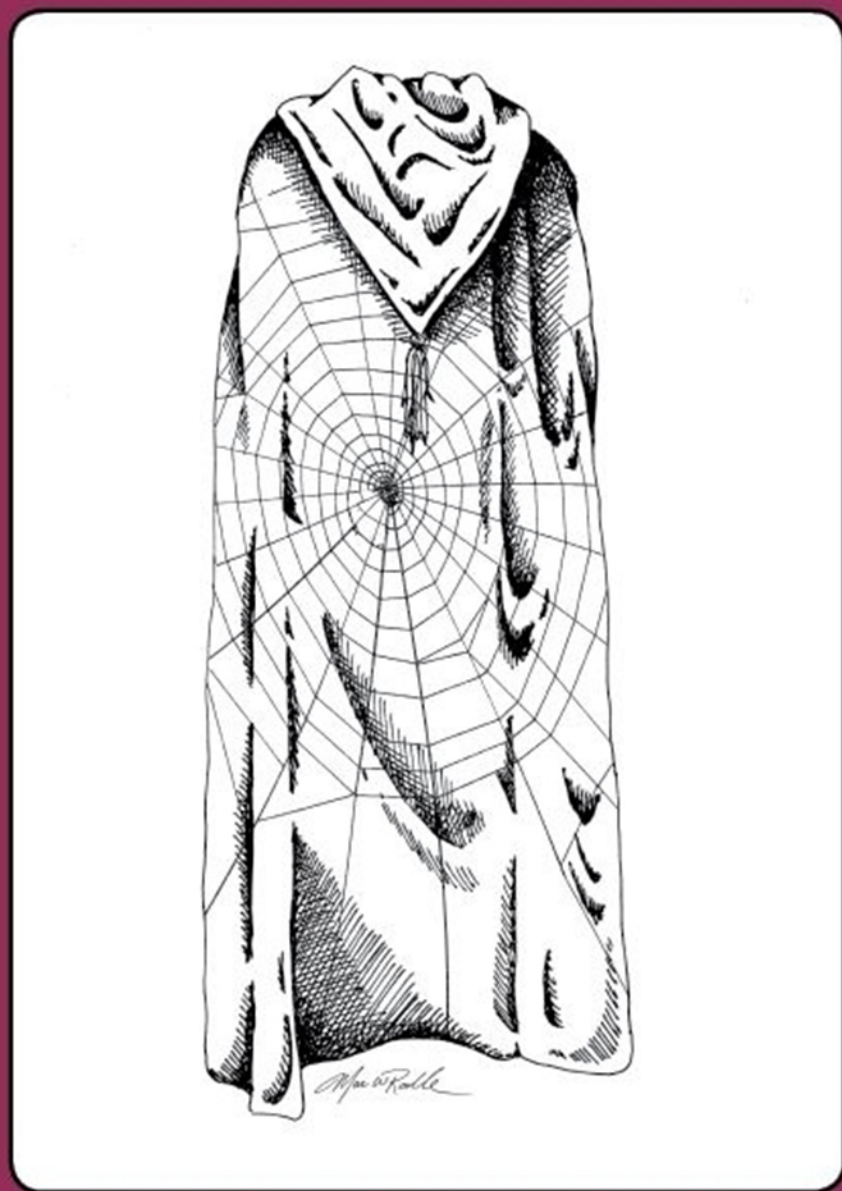


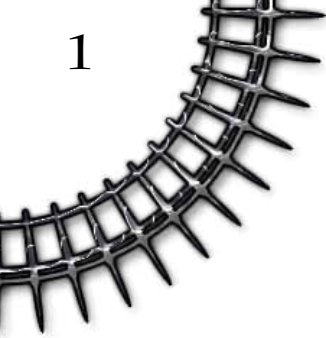
Legendary III

Legendary Items



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LEGENDARY ITEMS

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About Purple Duck Games

Purple Duck Games is the vanity press company created by hobbylancer, Mark Gedak and freelancer, Stefen Styrsky. Purple Duck Games strives to bring you the consumer, tightly focused releases for your favourite open game license game. If you have any comments, suggestions or a list of abuses I've made toward the English language please don't hesitate to email me at publisher@purpleduckgames.com.



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INTRODUCTION

Throughout countless tales of adventure, young heroes discover simple magic items to aid them in their quest. Inevitably, some of these items reveal hidden powers and grow along with the character along their heroic journey. *Legendary Items* is designed to mimic this trope of fantasy literature for the Pathfinder Roleplaying Game. Within these pages you will find 13 legendary items; variations of common magic items that are designed to grow with the character as they gain levels of experience. The advancement of the legendary item follows below.

Advancement

- All legendary items have a base legendary item level that is equivalent to the common magic item.
- The legendary item has listed requirements required to attune them to the owner.
- If by 5th level, the owner of the legendary item has met the requirements to attune the item, it increases in power to the 2nd item level.
- For every five levels of experience the owner gains while possessing an attuned legendary item, the item's power level will increase by one level.
- Any spell-like abilities gained through the use of the legendary item are based on the owner's highest mental characteristic (Int, Wis, or Cha).
- The caster level required for any effects of the legendary item are based on the owner's total Hit Dice.
- Only one owner can be attuned to a legendary item at any one time. If the owner dies or loses the item for more than a year and one day, the item is free to become attuned to another.

ALEOWINE'S BROOCH

Surviving childhood as a servant of one of the great drow houses is an astounding feat for any drow to accomplish. However, to rise through the ranks and eventually be called a numbered sister by a matron of the house is practically unheard of. Aleowine Zaroc was a low born drow destined to a life of servitude and premature death. Struggling to survive the dark markets of the Underdeep, Aleowine relied on cons and theft in order to eke out a living.

It was in the bazaars that she first encountered the witchwyrd. This extradimensional creature was a common sight in the dark markets as it traded information and magical items with anyone able to meet its price. Amongst the witchwyrd's trinkets was a brooch of unimaginable beauty. Aleowine reasoned it could be worth a goodly sum if she could snatch and resell it.

She was caught by the witchwyrd in her brazen theft. The being grabbed Aleowine's head and lifted the young thief from the ground. After muttering a few arcane phrases, the witchwyrd leeched magical power from the young drow. He tossed her to the ground and threw the brooch at her.

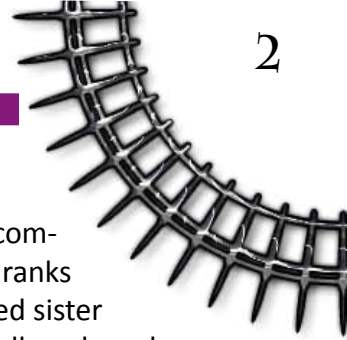
"Deal accepted," it said.

In the weeks that followed, Aleowine found that she could harness none of the spells natural to the drow nor did the magic of others harmlessly turn away. Her inborn magic stolen from her, she grew to resent the brooch she stole. Feeling that she must have angered her demonic patron, she petitioned one of the minor noble houses to work as a servant.

The work was hard and she was beaten and whipped many times over the years. After a time she found that others were quick to believe her lies and she could mimic the forms of others so perfectly that it was easy to frame the other servants for her misdeeds. Aleowine eventually gained the rank of slave master and was accepted as a member of the house.

Her powers recognized, Aleowine was rewarded with the opportunity to spy on the false elves of the day-lit world. For many years, Aleowine lived on the surface and sabotaged the affairs of the false elves. It was her inherent cruelty and not a failure in the item's magic that led to Aleowine's discovery as spy.

Since her death, the surface elves and the drow exchange this brooch along with a host of spies and assassins in their eternally silent war.





Requirements

To unlock the true potential of Aleowine's Brooch the wearer must fulfill the following criteria:

Feats: Deceitful, Defensive Combat Training

Skills: Bluff 5 ranks

Character Level	Item Level	Item Properties
----	1 st	<i>Brooch of shielding, improved</i>
5 th	2 nd	Agent of style
10 th	3 rd	False negative
15 th	4 th	Disguise self (at-will)
20 th	5 th	Deflection

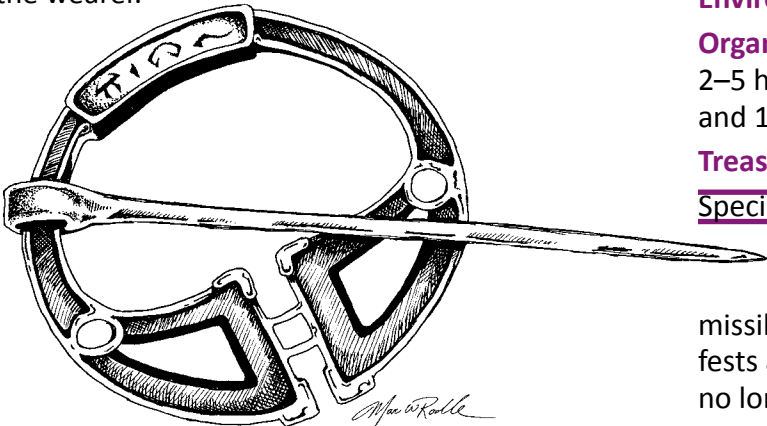
Improved Brooch of Shielding: This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb *magic missiles* of the sort generated by the spell or spell-like ability. A brooch can absorb up to 30 points of damage from *magic missile* per day.

Agent of Style (Ex): While wearing Aleowine's brooch, the wearer gains a bonus to all Bluff and Diplomacy checks equal to twice the item's level.

False Negative (Su): The wearer of Aleowine's brooch is shield from all forms of alignment detection, they do not detect as good, evil, lawful or chaotic. The wearer may suppress this power if they wish.

Disguise Self (Sp): At will, the wearer of Aleowine's brooch can cloak themselves in illusion as if under the effects of a *disguise self* spell.

Deflection (Su): Aleowine's brooch contains powerful abjuration magic that has a 50% chance of harmlessly deflecting any cone, line, ray or magic missile aimed at the wearer.



WITCHWYRD CR 6 (XP 2,400)

LN Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft., *detect magic*; Perception +8

Defense

AC 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +3 natural)

hp 68 (8d10+24)

Fort +7, **Ref** +8, **Will** +9

Defensive Abilities absorb force; **DR** 5/magic

Offense

Speed 30 ft.

Melee ranseur +11/+6 (2d4+4/x3), 2 slams +6 (1d4+1 plus grab) or 4 slams +11 (1d4+3 plus grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with ranseur)

Special Attacks force bolt

Spell-Like Abilities (CL 8th; concentration +13)

Constant—*detect magic*, *floating disk*, *mage armor*, *resist energy* (one at a time), *unseen servant*

3/day—*dispel magic*, *displacement*, *suggestion* (DC 18)

1/day—*dimension door*, *resilient sphere* (DC 19)

Statistics

Str 16, **Dex** 15, **Con** 17, **Int** 18, **Wis** 13, **Cha** 20

Base Atk +8; **CMB** +11 (+15 grapple); **CMD** 23

Feats Deflect Arrows^B, Great Fortitude, Improved Initiative, Iron Will, Persuasive

Skills Appraise +12, Bluff +13, Diplomacy +11, Intimidate +18, Knowledge (arcana) +12, Knowledge (geography) +12, Knowledge (planes) +12, Perception +8, Sense Motive +5, Use Magic Device +9

Languages Common, Draconic, one or more planar languages; *tongues*

Ecology

Environment any land

Organization solitary, entourage (1 witchwyrd and 2–5 humanoid guards), or enclave (2–5 witchwyrd and 11–20 humanoid guards)

Treasure double

Special Abilities

Absorb Force (Su) Once per round, a witchwyrd can use a free hand to "catch" a magic missile fired at it. This absorbs the missile and manifests as a glowing nimbus around that hand (which is no longer considered free). The energy lasts 6 rounds or until it is used to create a force bolt. To use this

ability, the witchwyrd must be aware of the incoming magic missile and cannot be flat-footed.

Force Bolt (Su) A witchwyrd can “throw” a magic missile (1d4+1 damage) from each free hand as a free action (maximum of two per round). If it has absorbed a magic missile, it can throw an additional force bolt that round, expending the absorbed energy (maximum of two additional bolts per round).

Alien merchants that travel between planets and planes, witchwyrd stand 7 feet tall, weigh 300 pounds, and are covered in hairless blue-gray skin. Witchwyrd new to a market or eager to avoid identification during an important business deal fold their second sets of flexible arms behind their backs and dress in robes, the better to pass as a less infamous humanoid race. Witchwyrd tend to prefer the driest, warmest regions of the areas they visit—perhaps an indicator of their mysterious home world.

BLESSED BOOK OF ARBOGAZ

The mage Arbogaz almost never was. He loved magic in all its forms and decided early in life to dedicate himself to the service of the God of Magic. He entered a monastery and took on the mantle of a cleric, never intending to study the arcane arts. But such a strong talent for things arcane is not meant to be contained. Arbogaz secretly spent his leisure hours taking instruction from a local wizard. At first Arbogaz believed his dual studies conflicted with each other, but a vision from the god assured him he was free of heresy.

Arbogaz’s true crisis came when a clan of ogre mages overran the temple. Though he fought with great skill and strength, Arbogaz couldn’t save the temple and was the only person to escape unharmed. He lost his spell book in the fight and had to spend months cobbling together another tome before he could mount a rescue mission to liberate his imprisoned colleagues. In the meantime, the oni tortured and slew many of his friends. If it hadn’t been for the need to reconstruct his spell book, they might have been saved.

Arbogaz realized the spell book, and the inability to learn spells not written down, was a wizard’s greatest weakness. He vowed such a thing would never happen to him again, and with divine aid constructed his blessed book. Like other versions of its kind, the tome is durable and waterproof. However, it also establish-

es a connection with its owner so the person can benefit from it even if the book is not in their hands.

Requirements

To unlock the full potential of the Blessed Book of Arbogaz a character must fulfill the following criteria:

Skills: Knowledge (arcana) 5 ranks

Spells: Able to cast arcane spells

Character Level	Item Level	Item Properties
----	1 st	<i>Blessed book</i>
5 th	2 nd	Distance learning
10 th	3 rd	Status
15 th	4 th	Enhanced distance learning
20 th	5 th	Universal knowledge

Blessed Book: When first discovered the Blessed Book of Arbogaz acts as a normal *blessed book* with a few exceptions. A wizard can fill the 1,000 pages of a blessed book with spells without paying the material cost.

The book is a well-made tome 12 inches tall, 8 inches wide and 1 inch thick. It is durable, waterproof, bound with iron overlaid with silver, and locked. The facing cover bears Arbogaz’s personal sign -- an eyeball staring out from the palm of an open hand. The insignia rests at the center of an eight-pointed star representing the schools of wizardry, but also the symbol of the God of Magic.

When first discovered the blessed book is unlocked and contains only blank pages. The first person to copy a spell into it becomes the book’s owner and is the only person who can tap its later properties (provided he or she meets the criteria.) The book thereafter only opens for the owner unless forced or the lock is disabled. The DC to open the lock is 25 + current owner’s wizard level + Intelligence modifier. If the owner is killed the book erases all spells on its pages and unlocks itself, ready for another owner.

Distance Learning

(Su): The Blessed Book or Arbogaz can convey its spells from a

bogaz can convey its spells from a distance without the owner having to consult its pages. When the owner

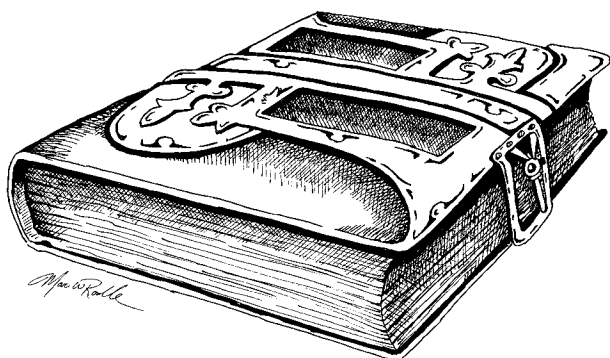
prepares his daily allotment of spells he can

choose a single spell written in the book as one of these spells as long as both are on the same plane. He does not need to read or consult the written version of the spell to prepare it.

Status (Su): When the Blessed Book of Arbogaz reaches 3rd level, the owner can learn of its condition and location as if a *status* spell was cast on the book.

Enhanced Distance Learning (Su): At 4th level, the owner of the Blessed Book of Arbogaz can consult its pages in an instant even from a distance. Once per day as a swift action, the owner may lose a prepared spell and replace it with a spell of equal or lower level written in the book. He cannot add any metamagic feats to this new spell.

Universal Knowledge (Su): When the book reaches 5th level, it can contain magical writings no matter their source. As long as there are a number of sufficient blank pages the owner can add a number of divine spells equal to his Intelligence modifier to the book. If he can not cast divine spells, he must copy these spells from another written source, such as a scroll, and make the appropriate Spellcraft check to successfully cast a spell not usually available to his class. Once the spells are successfully copied he may prepare them as normal and they are added to his spell list.



CARPET OF WORLDS

Tavis Renk always wanted to visit other worlds. His obsession was born out of the stories of great heroes who travelled the inner planes to make deals with genies or steal from their hordes. He studied magic for many years trying to learn the craft well enough to pierce the dimensional barriers between worlds. Ultimately he failed.

Undaunted, Tavis enlisted the aid of treasure hunters from across the globe to find for him a carpet that could fly through the air and pierce dimensional barriers. Most of the hunters grew rich investigating places Tavis had heard described in fairy tales. He was about to give up hope, when one of the treasure hunters returned with the carpet of worlds.

Initially, Tavis was disappointed for he could not pierce the dimensional veil as he hoped though he could fly great distances with ease. Overtime he was able to unlock other powers of the carpet and gain knowledge of many distant worlds and planes. Using his newfound knowledge and the powers of the carpet, Tavis toured the multiverse.

Records indicate that Tavis's final trip was to the prison plane of Mâl. He spent many weeks in the city of Tortuga surrounded by thieves and treasure hunters looking for the lost treasures of the mâlites. It was a trip to the ruins of Myxolitcx that appears to have been Tavis's last expedition. His remains have never been found but the carpet of worlds has shown up in many places over the years. Some say Tavis disappeared because he awakened the denizens of Mâl from their eternal slumber.

Most believe the mâlites now use the carpet as a lure used to drag more victims to their home plane.

Requirements

To unlock the true potential of the carpet of worlds the owner must fulfill the following criteria:

Skills: Knowledge (planes) 4 ranks, Linguistics 4 ranks

Special: Must have travel to at least one outer and one inner plane.

Character Level	Item Level	Item Properties
----	1 st	<i>Carpet of flying</i> (5 ft. by 10 ft.)
5 th	2 nd	Wisdom of many worlds
10 th	3 rd	Planar sense
15 th	4 th	Elemental adaptation
20 th	5 th	Sense portal

Carpet of Flying: This rug is able to fly through the air as if affected by an *overland flight* spell of unlimited duration. Beautifully and intricately made, each carpet has its own command word to activate it—if the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions.

At 1st level, the carpet measures 5 ft. by 10 ft. can travel at 40 ft. a round and carry up to 200 lbs. At each additional level the capacity of the carpet increases by 100 lbs.

Wisdom of Many Worlds (Ex): The owner of the carpet of worlds gains a bonus on all Knowledge checks equal to the item's level, while carrying the carpet.

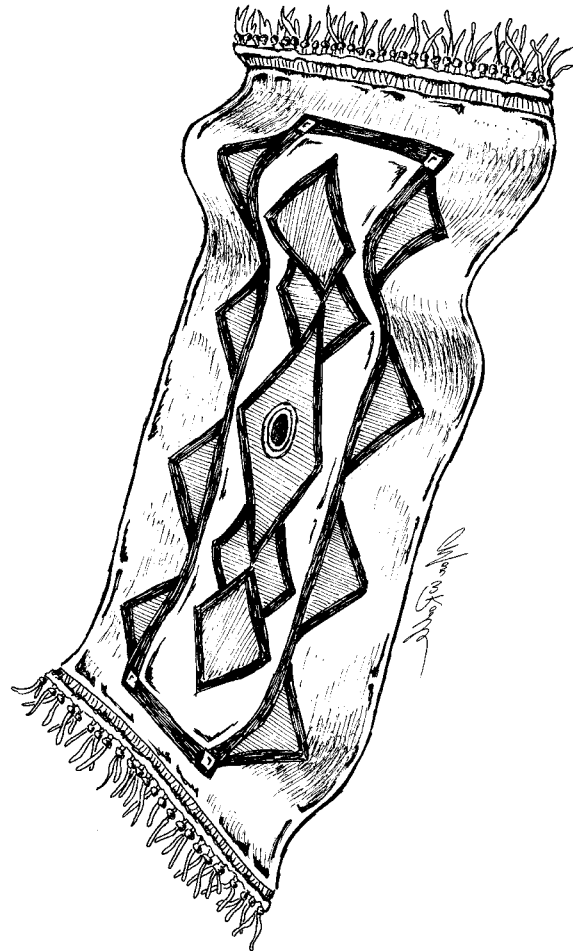
Elemental Adaptation (Su): Once per day, the owner of the carpet of worlds may gain a 10 point resistance to one energy type for 24 hours. Each day this energy type may be changed.

Planar Sense (Su): The owner of the carpet of worlds gains an intuitive sense of the flow of energy, arrangement, and the pathways between the planes. With a successful Survival check (DC 20), as a standard action he can determine the destination of any gate or portal that he encounters.

In addition, when entering a new plane he may make a Survival check (DC 20) to attune himself to its energies, gaining insight into its traits and tendencies. With a successful check, he learns the general strength and effects of its planar traits. Furthermore, at the DM's option, he learns of its general history and reputation among planar travelers. This information could include creatures commonly encountered, the beings that control it, the gods worshipped on the plane, and so forth.

Sense Portals (Su): The carpet of worlds' preternatural ability to chart and watch the flow of planar energies gives him the ability to easily find gateways to other worlds. He need only concentrate on the direction and speed of the cosmic bindings around him to

find a door between the planes. By concentrating for 10 minutes, the tender can discover the destination and general location of all portals within 5 miles of his current location. The tender learns where each portal goes and its direction and distance from his spot.



MALITE WARRIOR CR 2 (XP 600)

CE Medium humanoid (extraplanar)

Init +1; **Senses** Perception +5

Aura disruptive aura (15 ft.)

Defense

AC 15, touch 12, flat-footed 13 (+1 Dex, +1 dodge, +3 resin armor)

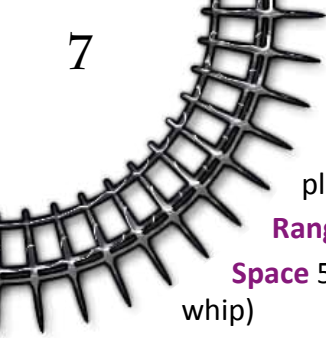
hp 16 (3d8+3)

Fort +2, **Ref** +2, **Will** +5

Defensive Abilities bladed spine; **Immune** acid, death effects

Offense

Speed 30 ft., climb 30 ft.



Melee resin blade +5 (2d6+3 plus sickening) or resin whip +5 (1d8+2 plus sickening)

Ranged acid jet +3 (2d4 acid, 60 ft.)

Space 5 ft.; **Reach** 5 ft. (15 ft. with resin whip)

Special Attacks sickening (DC 12, 1 round)

Statistics

Str 14, **Dex** 12, **Con** 12, **Int** 12, **Wis** 14, **Cha** 12

Base Atk +2; **CMB** +4, **CMD** 16

Feats Dodge, Weapon Focus (resin blade)

Skills Acrobatics +7, Climb +10, Perception +5, Stealth +7

Languages Mâlite; telepathy 100 ft.

Ecology

Environment any (Mâl)

Organization solitary or hunting party (2-6)

Treasure standard

Special Abilities

Bladed Spine (Ex) Mâlite warriors have a shifting, twisting, bladed spine. Any creature that grapples a mâlite warrior suffers 1d4 points of slashing damage per round.

Prisoners (Su) Mâlites have been trapped in the plane of Mâl from before recorded history. They cannot leave the plane under their own power but can be summoned or called from the plane as well as use others' magical items that allow planar travel.

Resin Blade (Ex) As a free action, a mâlite warrior can extrude a resin weapon which hardens instantly. The resin blade can act as a whip with 15-ft. reach (dealing 1d8 points of damage) or as a greatsword (dealing 2d6 points of damage). Any creature struck by the resin blade may be sickened (see below).

Sickening Blow (Su) The touch of a resinblade weakens and disorients opponents. Any creature struck by the resin blade must succeed a Will save DC 12 or be sickened for one round. The save DC is Charisma-based.

Mâlites have little need for self-preservation, making them fearless warriors. They are cruel and cunning and have come to understand the importance others place on the life of the weak, so a Mâlite warrior will often target children, familiars and other non-combatants to demoralize his foes. Possessing an eternal soul, the mâlites have no regard for the sanctity of life and delight in the execution of other species.

Mâlites warriors seek to reshape the planar cosmos into a form with which they are more familiar. Fortunately for the multiverse, they are trapped in Mâl. For centuries, if not eons, the plane of Mâl was lost; a figment, a tale to frighten planar travelers but that has changed. A chronicler of all things planar breached the seals that held Mâl outside of the multiverse and foolish adventurers have been stumbling into Mâl ever since. With all the traffic going in, it will not be long before the mâlites leave to travel outward.

COPPLE TORG'S PHYLACTERY

The various ways demons and devils go about deceiving the faithful are as varied and numerous as the stars in the sky. Priests and paladins must ever watch for the schemes and traps laid before them by these evil creatures.

Copple Torg was one such cleric, a dedicated but gullible disciple of the Father-God. Though none questioned his devotion, many questioned his wits. He was not, as the saying goes, the keenest edge. The ways in which imps and lemures forever deceived him into committing some sin or violating his tenets grew with each passing day. Torg's superiors forgave his transgressions but after a while even their heavenly patience ran short. They threatened Torg with excommunication if he didn't learn some way to avoid violating his religious vows.

Torg despaired, for he knew he wasn't smart. He knew, even if he locked himself away in the temple, eventually he'd fall into some demon's clever ruse. In a brilliant flash of insight, perhaps inspired by the Father-God himself, Torg decided to construct his own phylactery of faithfulness. It not only kept him on the true path, but also made him more perceptive in general. Copple Torg never again violated the code to which he dedicated his every thought, deed, and word.

Requirements

To unlock the full potential of the Copple Torg's Phylactery a character must fulfill the following criteria:

Skills: Knowledge (religion) 5, Sense Motive 3 ranks

Character Level	Item Level	Item Properties
----	1 st	<i>Phylactery of faithfulness</i>
5 th	2 nd	Perceptive
10 th	3 rd	Protection from Temptation
15 th	4 th	Dispensation
20 th	5 th	True Seeing

Phylactery of Faithfulness: When first discovered, Copple Torg's Phylactery works just like a normal *phylactery of faithfulness*. The wearer of a *phylactery of faithfulness* is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects. He acquires this information prior to performing such an action or becoming associated with such an item if he takes a moment to contemplate the act.

Perceptive (Ex): Copple Torg's Phylactery makes the wearer better able to spot lies and false fronts. He gains a +4 to Sense Motive checks. When the item reaches 3rd level the bonus increases to +8.

Protection from Temptation (Su): Not only does Copple Torg's Phylactery warn the wearer when she may violate her alignment, it also guards such instances where the wearer might be forced to do so through enchantments or compulsions. The phylactery grants the wearer a +2 bonus to saves against enchantment spells and effects. If the wearer still falls under such an effect any action she takes that might violate her alignment or standing with her deity as result of the enchantment grants the wearer another save against the effect with the same bonus.

Dispensation (Su): Since Copple Torg was earnest but gullible his phylactery also grants the wearer forgiveness for violating her alignment. Once per day the wearer of Copple Torg's Phylactery may cast a spell with a descriptor that is opposed to her alignment without suffering any ill effects to her class abilities or angering her deity.

True Seeing (Su): The phylactery's wearer gains the ability to see all things as they actually are as if under the effect of a true seeing spell with a caster level equal to his character level.

DALE WIND'S HARP

Dale Wind, troubadour and poet, could make even the stones dance, or so it was said. A legend in his own time, his appearance was heralded wherever he traveled. People flocked to his performances, eager to hear the greatest singer and harp player in the world, to hear music so beautiful demons wept and the dead walked. Dale Wind poured his soul into each performance. So genuine and heartfelt, nothing could resist his music.

Dale Wind's music resulted from a great sadness. He lived in the memory of his one true love -- a priestess of the moon goddess who could not return his feelings, for the moon goddess's servants must never love another. He built a harp that could fully channel his powerful emotions, and it was said nothing could resist the sound of the instrument when he played it.

Unfortunately, for Dale Wind, an even greater tragedy than unrequited love struck him. His priestess died. He mourned for years. He gave up singing and playing. In his stupor he had a revelation. Dale Wind realized his powers of song were so strong he might even be able to bring back the dead. For months he labored to make his harp that potent. Some say he returned his priestess to life, no longer beholden to the dictates of her faith, and the two lived blissfully ever after. Others say his beloved came back to him a shriveled, walking corpse and that Dale Wind went mad at the sight of her.

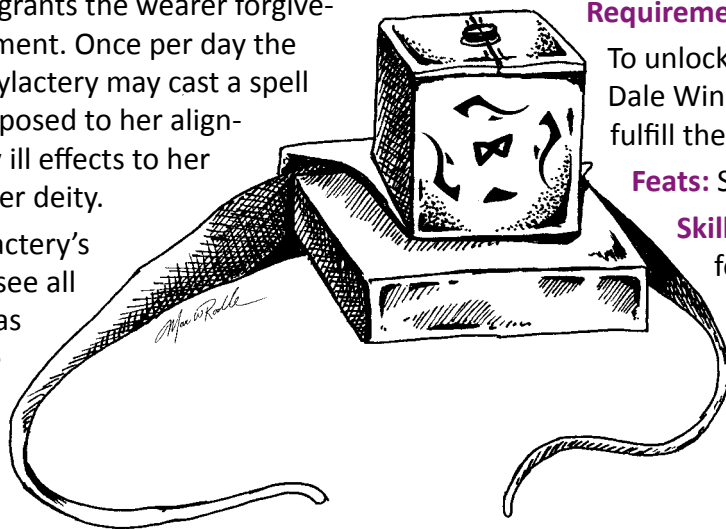
In any case, his harp truly exists. A few reach the same pinnacle he did, but those who do can make anything dance to their tune, even the dead.

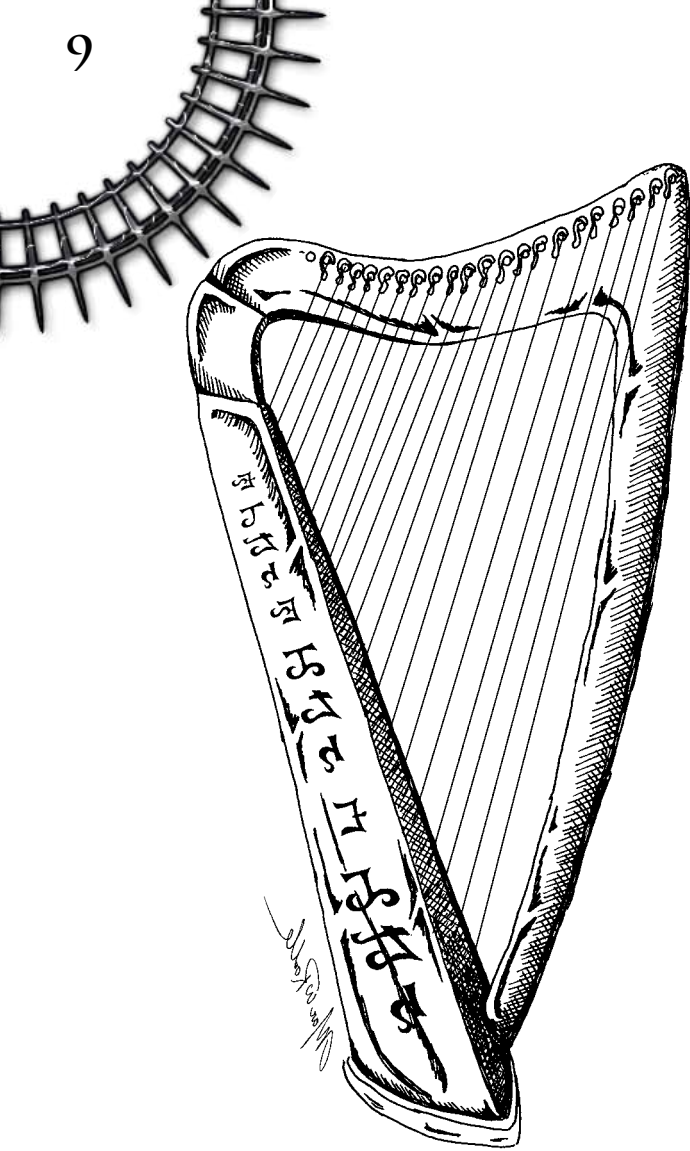
Requirements

To unlock the full potential of the Dale Wind's Harp a character must fulfill the following criteria:

Feats: Skill Focus (Perform [string])

Skills: Diplomacy 5 ranks, Perform (string) 5 ranks





Charm Even the Coldest Heart (Su): The music Dale Wind's Harp produces pierces even the stoniest heart and touches even the merest hint of a soul inside a creature. Three times per day the wielder of the harp can play the instrument and cast an enchantment spell at the same time. This enchantment spell gains the ability to affect creatures normally immune to mind-affecting effects such as constructs, undead and vermin.

Irresistible Dance (Sp): Three times per day the wielder of Dale Wind's Harp can play the instrument to cast *irresistible dance* as a spell-like ability.

Even the World Spins (Su): Dale Wind's Harp can move even the stones to dance. At 4th level the wielder of the harp can play the harp to cast *animate objects* once per day with a caster level equal to his character level. Starting this ability is a standard action but the harp's wielder need not play for the rest of the spell's duration. At the end of the effect's duration he can maintain the effect for 1 additional round by playing the harp as a move action. This lasts for as long as the bard plays and remains within range of the object.

Wake the Dead (Su): Once per day the wielder of Dale Wind's Harp can play the harp as a standard action to return a dead creature back to life as if he had cast *raise dead* with a caster level equal to his character level. The slain creature must be within 30 feet of the performer and otherwise meet the conditions of the *raise dead* spell. In addition, the affect heals the creature of 5d8 points of damage +1 point per caster level (maximum +25).

Character Level	Item Level	Item Properties
----	1 st	<i>Harp of charming</i>
5 th	2 nd	Charm even the coldest heart
10 th	3 rd	<i>Irresistible dance</i> (3/day)
15 th	4 th	Even the world spins
20 th	5 th	Wake the dead

Harp of Charming: When first discovered, Dale Wind's Harp acts as a normal *harp of charming*, except the DC for harp's *suggestion* ability is based on wielder's character level and highest mental characteristic score rather than having a set DC 14 to resist. Notable for its size and elaborate decoration, the instrument is slightly larger than a normal harp and made of stouter wood. Elven sigils decorate the soundbox of the harp and thin branch-like designs in silver trace upon the column and harmonic curve.



GOF'S HAT

The mage known as Gof excelled at transmutation, especially of his own form. He could change shape and size and appearance. What no one knew is that Gof's powers stemmed from a magical hat. Years ago he constructed a hat of disguise but felt it was only a minor item, not really useful. What it needed was a bit more oomph, a little more magic, something that pushed its shapechanging ability to the maximum. And everyone knew the best shapechangers in the world were doppelgangers.

Gof spent a long time thinking about how he could infuse his hat with a doppelganger's ability. In the end he decided the best way would be to trap a doppelganger's soul in the hat and manipulate it that way. Unfortunately, Gof wasn't familiar with necromantic magic, having devoted his study to transmutation. He lured a doppelganger into his trap, but somehow failed to properly cast his spells. When he next donned the hat it was much more powerful but it was also under the control of the doppelganger.

Gof and the creature fought for many days. Eventually, the war destroyed both, but the hat survived. It took on the properties of both Gof and his victim, granting the ability to change shapes, but also more substantive versions of transmutation. Those who don Gof's Hat claim they sometimes still hear the screams of Gof and the doppelganger as their souls claw and bite at each other. A war that will never end until the hat is destroyed.

Requirements

To unlock the full potential of Gof's Hat a character must fulfill

the following criteria:

Skills: Bluff 5 ranks, Disguise 5 ranks

Feats: Deceitful

Character Level	Item Level	Item Properties
----	1 st	<i>Hat of disguise</i>
5 th	2 nd	<i>Detect thoughts</i> (3/day)
10 th	3 rd	Transmuter
15 th	4 th	Selective Mimicry
20 th	5 th	One Shape, Many Forms

Hat of Disguise: When discovered Gof's Hat appears to be a simple cap with a large brim that hangs over the wearer's eyes and droops down the back of his neck. It otherwise acts and works as a normal *hat of disguise*.

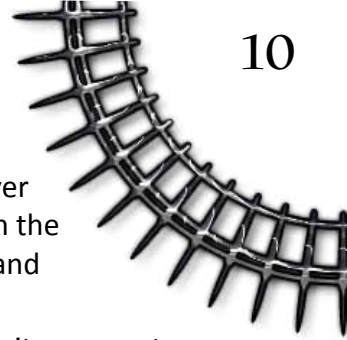
This apparently normal hat allows its wearer to alter her appearance as with a *disguise self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on.

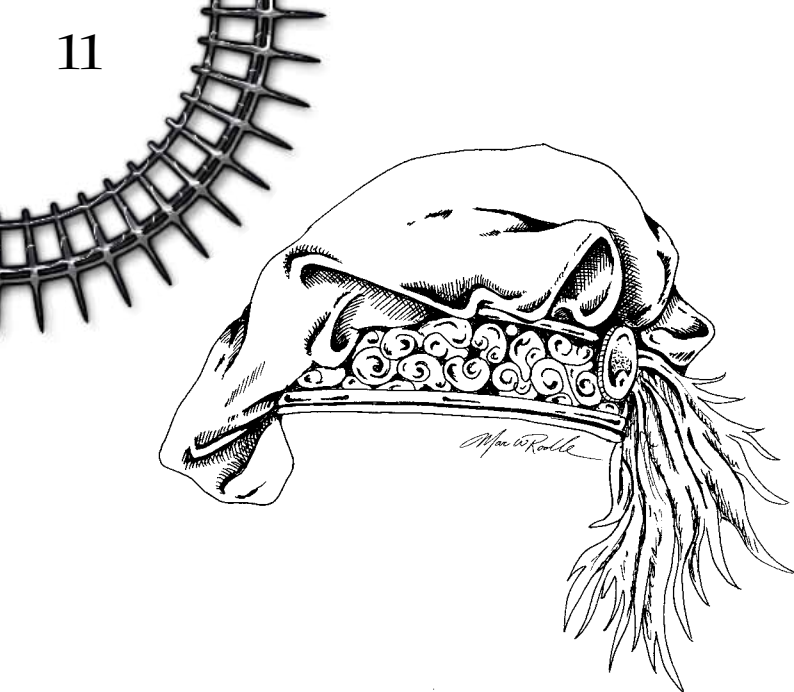
Detect Thoughts (Sp): The wearer of Gof's Hat can use *detect thoughts* as a spell-like ability three times per day with a caster level equal to his character level.

Transmuter (Ex): Gof's Hat grants the wielder greater control of transmutation magic and effects. The wearer casts all polymorph spells as if he were one level higher than his actual caster level. In addition, the wielder gains a +2 bonus to saves to resist spells and effects (such as *baleful polymorph* or the gaze of a medusa) that change his body into something else.

Selective Mimicry (Ex): The wearer of Gof's Hat can imitate the characteristic of another creature or being, gaining the ability to use items and weapons that creature can use. After a week of practice the wearer can become proficient in one weapon, armor or shield. The wearer may also instead choose to become able to use one spell trigger or spell completion item as if the item possessed a spell on his spell list. He may do this even if he cannot cast spells at all. This choice can be altered after a week of practice. During that time, the wearer of Gof's Hat loses the ability to use the item previously chosen through selective mimicry.

One Shape, Many Forms (Su): As a swift action the wearer of the hat may alter his creature type without changing his appearance. He gains the following traits of that creature type: senses, resistances, and immunities. The wearer is also considered his creature type and the type he has assumed with this ability for spells and effects targeting either creature type. This effect lasts for 1 minute per character level. Uses of this ability do not need to be consecutive, but must be used in 1 minute increments.





HORN OF DISCORDANCE

The biggest question is: Why don't we ever see it coming? Philosophers say that's because pride blinds us to everything. In the case of the gnome named Eagan Tollytoes this is the truth.

Eagan prided himself on one thing – his ability to play the horn. His short stature seemed the very opposite of his outsized ego. Eagan traveled the countryside, challenging others to contests to determine the best performer. Eagan always won.

However, victory was not enough. Instead of merely besting rivals, Eagan used his talent and fame to ruin them. Many a defeated musician took up some other trade after an encounter with Eagan and his supporters. He considered himself the most talented bard in the world and made sure everyone knew it.

Such hubris always attracts the attention of the gods, especially those who delight in laying low the mighty. The goddess of trickery appeared before Eagan as a wandering minstrel with a horn carved of ivory and inlaid with gold and silver. She challenged Eagan to a contest with her horn as the prize. The outcome was as always, Eagan won and claimed the horn.

At first the instrument performed beyond Eagan's hopes. It played so well it seemed to almost play itself. Eagan won more contests and more acclaim. Then one day when Eagan played for a crowd the horn let out such a horrible scream two audience members were killed. Shrugging it off as a freak accident, Eagan played for other groups. Each time the horn seemed to come alive and emit such a terrible

noise those watching were deafened or sent flying through the air as if smote with a giant hand.

Eagan's final performance came on the night he played for the duke. At first things went well, but then the horn shrieked, killing the duke and reducing his throne to splinters. When the duke's men attacked, Eagan used the horn to slay them. He ran from the palace, raving and insane, unable to believe his music, which was the best in the world, had turned so horrible.

The gnome was never seen again, but his horn still exists. Though it never turns on its wielders the way it did Eagan, it still possesses formidable powers the wielder can use it to damage and slay opponents.

Requirements

To unlock the full potential of the horn of discordance a character must fulfill the following criteria:

Skills: Perform (wind) 5 ranks

Special: Must possess the bardic performance class ability or the song domain

Character Level	Item Level	Item Properties
----	1 st	<i>Horn of blasting</i>
5 th	2 nd	Inspired performnace
10 th	3 rd	<i>Sound burst</i> (3/day)
15 th	4 th	<i>Discordant blast</i> (3/day)
20 th	5 th	<i>Greater horn of blasting</i>

Horn of Blasting: When first discovered the horn of discordance works as a normal *horn of blasting*. The instrument is carved from a single ivory horn, perhaps taken from a mastodon or ocean-dwelling beast. Designs etched in gold and silver cover the surface with geometric shapes. Despite its imposing appearance the horn is capable of producing quiet tones as well as loud blasts.

It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 5d6 points of sonic damage to creatures within a 40-foot cone and causes them to be deafened for 2d6 rounds (a DC 16 Fortitude save reduces the damage by half and negates the deafening). Crystalline objects and creatures take 7d6 points of sonic damage, with no save unless they're held, worn,

or carried by creatures (Fortitude DC 16 negates).

If a *horn of blasting* is used magically more than once in a given day, there is a 20% cumulative chance with each extra use that it explodes and deals 10d6 points of sonic damage to the person sounding it.

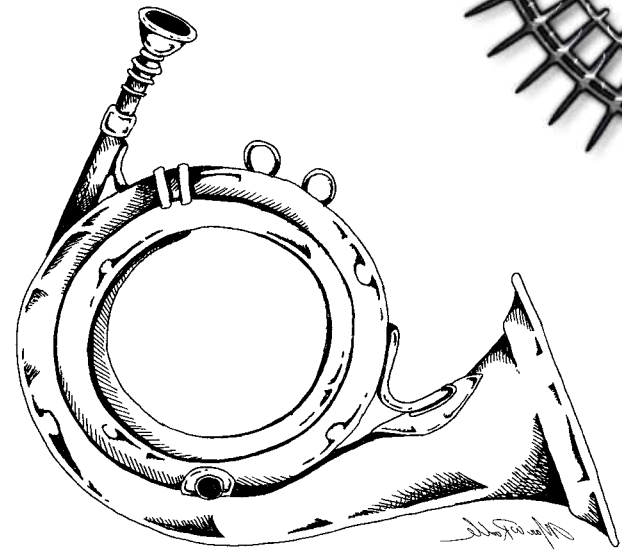
Inspired Performance (Ex): At 2nd level the horn adds a bonus to the user's Perform (wind) check when played equal to twice the item's level.

Sound Burst (Sp): The wielder can use *sound burst* three times per day as a spell-like ability.

Discordant Blast (Sp): At 4th item level the horn's owner can use *discordant burst* three times per day.

Greater Horn of Blasting (Su): When the horn of discordance reaches 5th level a wielder who meets the item's requirements can use it as a *greater horn of blasting*.

Now the horn functions as a *horn of blasting*, except that it deals 10d6 points of sonic damage, stuns creatures for 1 round, and deafens them for 4d6 rounds (a DC 19 Fortitude reduces the damage by half and negates the stunning and deafening). Crystalline objects take 16d6 points of sonic damage as described for the *horn of blasting*. A *greater horn of blasting* also has a 20% cumulative chance of exploding for each usage beyond the first each day.



SONG DOMAIN

Granted Powers: Your voice carries the melody of the heavens, inspiring allies and charming foes.

Song of Courage (Su): Your singing grants your allies a +1 bonus to saving throws against charm and fear effects and on attack and damage rolls. You can sing the song of courage a number of times per day equal to 1 + your Charisma bonus. This power is otherwise similar to a bard's inspire courage ability.

Song of Suggestion (Sp): At 8th level, once per day you can sing a powerful song and make a suggestion (as per the spell) to a number of creatures equal to your Charisma bonus. A Will save (DC 10 + ½ your cleric level + your Charisma modifier) negates the effects. This power is otherwise similar to a bard's suggestion ability.

Domain Spells: 1st – *silver tongue*, 2nd – *song of rapture*, 3rd – *sculpt sound*, 4th – *song of discord*, 5th – *music of the spheres*, 6th – *sympathetic vibration*, 7th – *irresistible dance*, 8th – *holy aura*, 9th – *wail of the banshee*.

MUSIC OF THE SPHERES

School transmutation; **Level** cleric 5

Casting Time 1 standard action

Components V, S

Range personal

DISCORDANT BLAST

School evocation [sonic]; **Level** bard 4

Casting Time 1 standard action

Components V, S

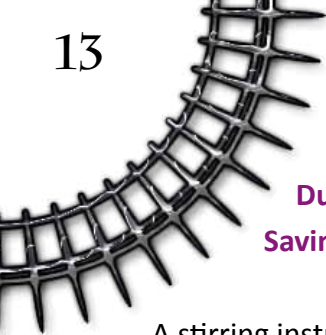
Range 10 ft. or 30 ft.

Area see text

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You create a wave of thunder and force, either in a 10-foot-radius burst centered on you or in 30-foot cone-shaped burst. Creatures in the area take 3d6 points of sonic damage and are pushed away as if bull rushed. Make a combat maneuver check and apply its results to each creature in the area. Your CMB for this bull rush is equal to your caster level plus your Charisma modifier. This bull rush does not provoke an attack of opportunity. A discordant blast cannot penetrate a silence spell (or any similar magical silence effect).



Area 30-ft. radius area centered on you

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

A stirring instrumental song fills the air, inspiring your colleagues and quickening their movements. For the spell's duration, every time you or an ally of yours within 30 feet of you makes a move action of at least 5 feet, all other allies in the same area are allowed one free 5-foot step, even if they have already taken their turn in the round. No one is required to take the free step if they do not wish to.

SILVER TONGUE

School transmutation; **Level** cleric 1, paladin 1

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

With the casting of this spell, you know exactly the right thing to say. You gain a +2 bonus to all Diplomacy checks made through the spell's duration. The bonus increases by 1 per 3 caster levels, to a maximum of +5.

SONG OF RAPTURE

School transmutation [mind-affecting]; **Level** cleric 2, paladin 2

Casting Time 1 standard action

Components V, S, DF

Range 20 ft.

Target you and all other followers of your god within a 20-ft. burst, centered on you

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes (harmless)

All followers of your deity within the spell's area of effect are infused with a sense of ecstatic well-being and extreme joy. All the affected creatures receive a +2 divine bonus to attack rolls, saving throws, skill checks and ability checks for the spell's duration.

PHASE SPIDER CLOAK

For as long as the xill have recorded their conquests, one of their favored races to victimize was the phase spiders that share the ethereal plane. During the last conjunction of the Astral and Ethereal planes, a juvenile phase spider was captured that displayed remarkable powers of stealth. The xill's tortured the creature to break its will and make it a more receptive host for the incubation of their offspring.

Many of the xill females tried to use this aberrant phase spider as an incubator but their young always failed to come to term. The master fleshshapers were called in to modify the phase spider so that it could become a more productive asset to the xill. Many techniques were tried but ultimately any xill eggs laid within the phase spider's paralyzed form failed to reach term.

Angered beyond reason, the master fleshshaper refashioned the creature into a living cloak; a souled magic item that could continue to serve the xill by granting the wearer a portion of its power. How the xill came to lose this item is unknown. The only hint to this cloak's origin is that while worn within the Ethereal plane, the cloak emits a quiet cry of unending agony. The work of the fleshshaper cannot be undone; the phase spider will suffer eternally, like the xill females who lost their young.

Requirements

To unlock the true potential of the phase spider cloak the wearer must fulfill the following criteria:

Skills: Craft (traps) 2 ranks, Knowledge (planes) 5 ranks

Feats: Stealthy

Character Level	Item Level	Item Properties
----	1 st	<i>Cloak of arachnidia</i>
5 th	2 nd	Incredible Stealth
10 th	3 rd	<i>Venomous bolt</i> (3/day)
15 th	4 th	Concealing Strike
20 th	5 th	<i>Beast shape IV</i> (at-will – phase spider only)

Cloak of Arachnidia: This black garment, embroidered with a web-like pattern in silk, gives the wearer the ability to climb as if a *spider climb* spell had been placed upon her. In addition, the cloak grants her immunity to entrapment by *web* spells or webs of any sort; she can move in webs at half her normal speed. Once per day, the wearer of this cloak can cast *web*. She also gains a +2 luck bonus on all Fortitude saves against poison from spiders.

Incredible Stealth (Ex): The wearer of the phase spider cloak gains a bonus to their Stealth checks equal to twice the item's level.

Venomous bolt (Sp): The wearer of the cloak gains the ability to use *venomous bolt* three times per day.

Concealing Strike (Ex): Whenever the wearer of the phase spider cloak confirms a critical hit, they gain the incorporeal defensive ability for a number of rounds equal to cloak's level. During this time, the wearer gains all the benefits of being incorporeal.

Beast Shape IV (Sp) At will, the wearer of the phase spider cloak can take on the shape of a phase spider as if under the effects of the *beast shape IV* spell.

VENOMOUS BOLT

School necromancy; **Level** ranger 3

Casting Time 1 swift action

Components V, S

Range 0 ft.

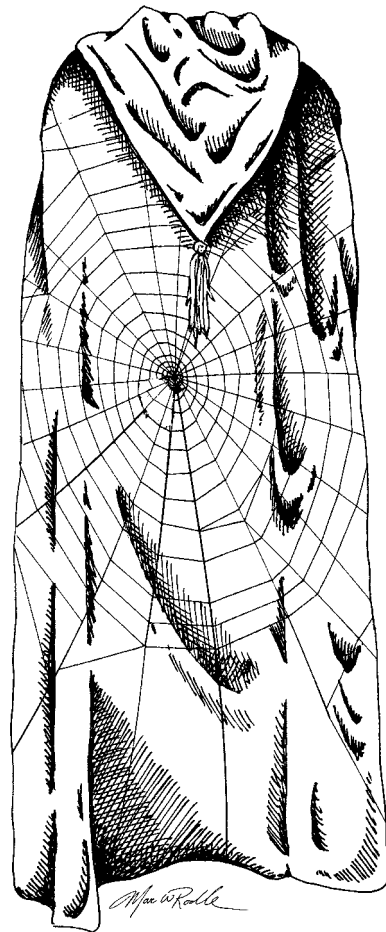
Target one arrow or bolt

Duration instantaneous

Saving Throw Fort negates; see text; **Spell Resistance** yes

You infuse a single arrow or crossbow bolt with natural venom as you fire it. In addition to its normal damage, anyone struck by this arrow or bolt is affected as

if by the *poison* spell. If the arrow is not fired immediately, the spell ends with no effect.



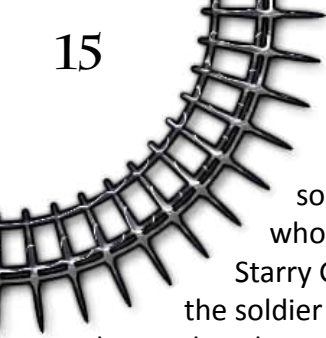
SOLDIER'S BAG

(adapted from the *Soldier and Death*; a Russian folk tale)

There once was a soldier who coming home from war had little or nothing to his name. Among his meagre belongings he had just enough food for the three-day journey home.

On his travels, he met a beggar along the side of the road. The beggar asked for alms in the name of the Goddess of travellers. Now the soldier had no coin but he did possess three travelling biscuits. He gave one to the beggar realizing that if he rationed the other two he would not suffer greatly.

He had not travelled much further down the road when he encountered a second beggar who recited the mysteries of the Goddess of dreams and also sought alms in her name. It would be hardly fair to feed one beggar and let the other starve so the soldier again reached into his bag and gave the beggar



one of his remaining biscuits.

Still further down the road the soldier encountered a third beggar who begged alms in the name of the Starry Goddess. Having one biscuit left, the soldier first thought of splitting it with the beggar but then realized that this man, regardless of his station should not be treated differently than the others. The soldier gave the beggar his final biscuit leaving himself with nothing.

As the soldier turned to leave, the beggar asked, "Is there anything you need?"

"Though I am poor," the soldier began, "I know that you are a poor man yourself and I want for nothing."

The beggar reached into his rags and drew from within his own clothes a leather flour sack. If you have want for anything whether beast or bird, just open the sack and tell them to get into it. They will do as you command and you may close up the sack and do with them what you will."

The soldier took the bag, believing the beggar was mad, and continued on his way. As night began to fall and he grew hungry, he tested the bag at a small lake calling over a couple of geese. The birds quickly swam to the shore and climbed in the bag. The soldier was never hungry again and over time he learned many other tricks of the bag. In fact, some say he even trapped the Goddess of fate and death once when she planned to gather the soul of his king.

Requirements

To unlock the true potential of the soldier's bag a character must fulfill the following criteria:

Alignment: Any good

Skills: Heal 5 ranks, Knowledge (History) 3 ranks

Feats: Quick Draw

Character Level	Item Level	Item Properties
----	1 st	<i>Bag of holding</i> (Type I)
5 th	2 nd	Items of Opportunity
10 th	3 rd	<i>Bag of holding</i> (Type II)
15 th	4 th	Power Item of Opportunity
20 th	5 th	Get in the Bag

Bag of Holding (Type I): This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a nondimensional space: its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs at 15 lbs. but it will hold 250 lbs. or 30 cubic ft. of material.

If the soldier's bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag immediately ruptures and is ruined, and all contents are lost forever. If the soldier's bag is turned inside out, all of its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from the soldier's bag is a move action, unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action. Magic items placed inside the bag do not offer any benefit to the character carrying the bag.

If the soldier's bag is placed within a *portable hole*, a rift to Hell is torn in the space: bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within the soldier's bag, it opens a gate to Hell: the hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and the soldier's bag in the process.

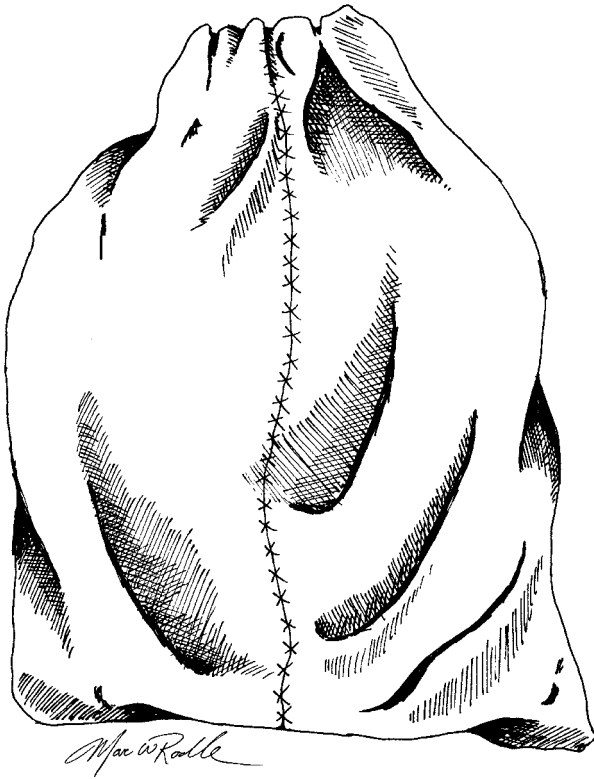
Item of Opportunity (Su): A number of times per day equal to 3 + the item's level, the possessor of the soldier's bag can pull any item he has stored in the bag as a free action. Additionally, the possessor can pull any mundane item worth less and 200 gp from the bag as well even if he had not previously placed the item in the bag.

Bag of Holding (Type II): The soldier's bag now weighs 25 lbs. but can hold 500 lbs. worth of gear or 70 cubic ft. of material.

Power Item of Opportunity (Su): Instead of drawing forth a mundane item as in Item of Opportunity, the possessor of the may withdraw a single use, magic item worth less than 1,500 gp. He may do this three times per day.

Get in the Bag (Su): Once per day, the possessor can command a Large or smaller creature that understands him to get in the bag. The creature must make a saving throw equal to (DC 10 + ½ character level + highest mental characteristic modifier) or immediately be sucked into the bag. The possessor may release the creature at any time, or it may be freed

with a freedom spell. The possessor and the creature can communicate telepathically. A creature sucked into the bag by this ability is able to breathe normally without risk of suffocation.



SUBLIME BOOTS

Depending on how you look at it, the elf Iquil Shant was born under a curse or a boon. His mother delivered him beneath a sacred tree. Unfortunately for Shant, this tree was home to an elven oracle – the Python Lady. She declared Iquil Shant was hers, and that he would grow up to serve the great serpent, the father of future sight, the worm ouroboros.

Iquil Shant had other ideas. He refused to join the pythoness in her tree-top arbor, no matter the honor. Shant spent his young adulthood refusing her entreaties until she warned her patience ran thin. The Python Lady sent snakes to torment him, to curl and writhe around him while he slept, to wriggle through his food, to hunt his every step with ominous hissing and bared, poison fangs.

If Iquil did not become her protégé, he would forever suffer, she told him.

But he had been busy in the intervening years. He studied the old elf ways of cloaks and boots, learning how to construct a set of fine footwear he called the Sublime Boots. Not just a nice pair of shoes, these boots enabled Shant to escape the snakes of

the Python Lady. He could run and jump with ease, balance on the narrowest tree branch and even walk without touching the ground – all useful abilities when escaping snakes. And if that didn't work, the boots worked just as well when stomping on the creatures.

In the end he used to the boots to flee beyond the woman's power. She could not catch him, the boots made him so fast. These days, the sublime boots allow the wearer to keep themselves safe when walking over treacherous landscapes or fleeing dangerous creatures. But they aren't simply defensive. Just in case, the boots can give a good kick too.

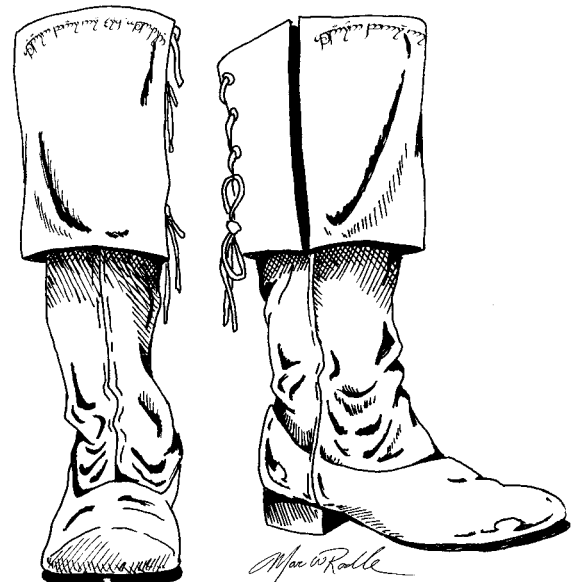
Requirements

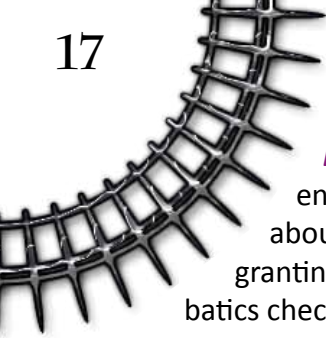
To unlock the true potential of the sublime boots a character must fulfill the following criteria:

Skills: Perform (dance) 2 ranks, Sense Motive 5 ranks

Feats: Fleet, Improved Unarmed Strike

Character Level	Item Level	Item Properties
----	1 st	<i>Boots of elvenkind</i>
5 th	2 nd	<i>Swift expeditious retreat (3/day)</i>
10 th	3 rd	Incredible Balance
15 th	4 th	Air walker
20 th	5 th	Deadly strikes





Boots of Elvenkind: These soft boots enable the wearer to move nimbly about in virtually any surroundings, granting a +5 competence bonus on Acrobatics checks.

Incredible Balance (Ex): When attempting to move across narrow or uneven surfaces, the wearer of the sublime boots suffers no penalty for moving at full speed.

Swift Expeditious Retreat (Sp): As a swift action, the wearer of sublime boots may use the spell *expeditious retreat* as a spell-like ability.

Air Walker (Su): The wearer of sublime boots has the ability to walk on air as if under a permanent *air walk* spell.

Deadly Strikes (Ex): While wearing sublime boots, the wearer can make two kick attacks at their full attack bonus as if they were a 16th level monk with a critical threat of 18-20.

EXPEDITIOUS RETREAT, SWIFT

School transmutation; **Level** alchemist 1, bard 1, inquisitor 1, sorcerer/wizard 1

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

TESSERACT STONE

In the great span of creation, not all intelligent beings are made of flesh and blood. Some are made of steel or composed entirely of vegetable matter. The strangest of all were the beings once known as the Quartz Elders. Through some whim of nature or trick of magic these crystals attained sentience.

In their sessile, almost immortal existence, the Quartz Elders (a name conferred upon them by those

who first learned how to speak with them, a translation of the concept the rock beings used to name themselves) had time to contemplate the mysteries of the universe. They learned to communicate through vibrations and the manipulation of light. Eons of trial and error taught them the ability to focus invisible energies and produce effects other creatures would call magic.

The Quartz Elders evolved into vast intelligences unhampered by many physical needs, avarice or the passage of time. When other creatures learned to speak to them, the Quartz Elders gained respect as sages and oracles.

Some races refused to believe the Quartz Elders possessed intelligence. Those who did not think them sentient harvested the crystals for jewelry and arcane items, breaking up the Elders as so much dull rock.

The Quartz Elders fought back. It was not enough. The immobile creatures could not prevail against aggressive, mobile, weapon-wielding opponents. Near the end of their existence the final few Quartz Elders contacted a sympathetic wizard and instructed that their bodies were to be broken up and scattered to prevent harvesting. These shards would continue on as a remembrance of what they once were. Each retained a bit of the Quartz Elders' power and became known as tesseract stones. Like the Quartz Elders, the tesseract stones only benefit creatures that honor life in all its forms.

Requirements

To unlock the full potential of the tesseract stone a character must fulfill the following criteria:

Skills: Knowledge (arcana) 5 ranks, Knowledge (history) 3 ranks

Character Level	Item Level	Item Properties
----	1 st	Clear spindle powers
5 th	2 nd	Dusty rose prism powers
10 th	3 rd	Amber spindle powers
15 th	4 th	Iridescent spindle powers
20 th	5 th	Pearly white spindle powers

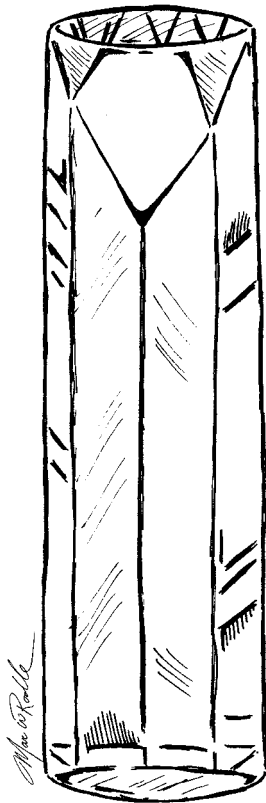
Clear Spindle: When first discovered a tesseract stone acts like a *clear spindle ioun stone* allowing the possessor to be sustained without food or water. As a tesseract stone increases in power it starts shifting shape and color at random, a process that eventually becomes so rapid it is almost impossible to follow. The tesseract stone randomly moves through all shapes and colors available to it and confers the benefits of each of these stones to the owner.

Dusty Rose Prism: At 2nd level the tesseract stone also confers on its owner the benefits of a *dusty rose prism ioun stone*; a +1 insight bonus to AC.

Amber Spindle: At 3rd level the tesseract stone also confers on its owner the benefits of an *amber spindle ioun stone*; a +1 resistance bonus to all saving throws.

Iridescent Spindle: At 4th level the tesseract stone also confers on its owner the benefits of an *iridescent spindle ioun stone*; sustaining the creature without air.

Pearly White Spindle: At 5th level the tesseract stone also confers on its owner the benefits of a *pearly white spindle ioun stone*; regenerating 1 hit point of damage per 10 minutes.



TOOLIK'S EAGLE EYES

The eagle commands respect among the spirit shamans of the southern clans. They wear its totem on necklaces, carve the bird's aspect into their flesh and build great huts shaped like raptors in which to hold their war dances. It symbolizes speed, strength, integrity and hunting prowess.

None of this saved Toolik's people when the prospectors came. He was the shaman of a mountain people that had lived unmolested for a thousand generations. So content and isolated were Toolik and his tribe mates, the appearance of outsiders was a shock. Their shock turned to horror as these new men attacked their village, and slaughtered the old, the young, men and women. Only much later did Toolik learn the men exterminated his people because they desired the mountains for themselves. The range was known for its gold deposits and the men wanted no interference in their mining operation.

While these invaders succeeded in slaying Toolik's people, they did not live for long. Toolik built a pair of eyes of the eagle and worked into it the force and power of the sacred bird. Not only could he spot enemies from a great distance, but his Eagle Eyes made slaying them much easier. For a year he stalked and killed the miners until none were left. Once finished, it is said he transformed into a giant celestial bird and rose into the heavens, leaving behind his Eagle Eyes for another worthy hunter.

Requirements

To unlock the full potential of the Toolik's Eagle Eyes a character must fulfill the following criteria:

Skills: Knowledge (nature) 5 ranks

Feats: Weapon Focus (longbow) or the wildshape class ability

Character Level	Item Level	Item Properties
----	1 st	<i>Eyes of the eagle</i>
5 th	2 nd	Hunter's sight
10 th	3 rd	Cry of the raptor
15 th	4 th	One shot, one kill
20 th	5 th	Bird of prey



Eyes of the Eagle: When first discovered, Toolik's Eagle Eyes resemble and act just like a normal set of *eyes of the eagle*. They are obviously fashioned with remarkable skill and care, but possess a decidedly rustic appearance, as if the creator had no access to high-quality tools.

These lenses grant a +5 competence bonus on Perception checks. Wearing only one of the pair causes a character to become dizzy and stunned for 1 round. Both lenses must be worn for the magic item to take effect.

Hunter's Sight (Su): Toolik's Eagle Eyes imbue the wearer with a raptor's eyesight. This not only means keen vision, but the acute stare of the hunter. The range increment for ranged weapons doubles for the wearer of Toolik's Eagle Eyes.

Cry of the Raptor (Su): The wearer of Toolik's Eagle Eyes gains the ability to screech as a bird of prey. As a standard action he may let loose a hunting cry that frightens all opponents within 30 ft. unless they succeed on a Will save (DC 10 + $\frac{1}{2}$ character level + highest mental characteristic modifier). An affected creature is shaken for 1d6 rounds. Multiple uses of this ability stack. The wearer may use this ability three times per day.

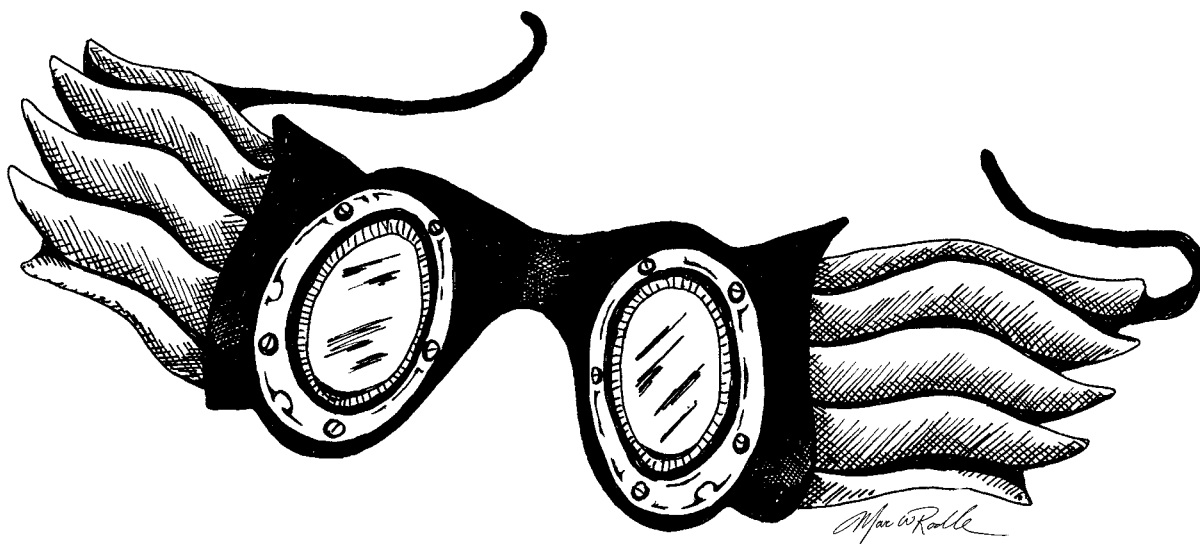
One Shot, One Kill (Ex): The bird of prey must kill with a stroke so it can take wing and not have to fight a struggling victim as it returns to the nest. Toolik's Eagle Eyes allow the wearer to do something similar. As a full-round action the wearer can make a single ranged attack with a bow against a target within 60

ft. If the attack hits and is also a critical hit, the target must make a Fort save as if the attack was a successful *coup de grace*. Otherwise the attack is resolved as normal.

Bird of Prey (Su): The wearer of Toolik's Eagle Eyes can become a hunting bird. As a swift action once per day for a number of minutes equal to his character level the wearer can transform in a giant, celestial eagle (Large magical beast). He gains, darkvision 60 ft., low-light vision, a +6 size bonus to Strength, a -2 penalty to Dexterity, a +2 size bonus to Constitution and +6 natural armor bonus, a fly speed of 120 ft. (good), DR 10/evil, resist acid, cold and electricity 20, SR equal to his HD +5, and the ability to smite evil once per day as a swift action (add the wearer's Cha bonus to attack rolls and damage bonus equal to HD against evil foes; smite evil persists until the target is dead or the wearer rests or changes back to his normal form.) This ability otherwise acts as *beast shape IV*.

Occasionally while we are working on a project like *Legendary Items*, Stefen and I lose track of what each other is working on. Toolik's Eagle Eyes is just that sort of thing. Stefen and I had both created some content for this item independantly. I have decided to leave the Raptor Eyes version as an alternate type of this legendary item on the next page.

- Purple Duck Mark



RAPTOR EYES (ALTERNATE)

Requirements

To unlock the true potential of the raptor eyes, the wearer must fulfill the following criteria:

Skills: Knowledge (nature) 5 ranks, Survival 5 ranks

Feats: Alertness, Improved Initiative

Character Level	Item Level	Item Properties
----	1 st	<i>Eyes of the eagle</i>
5 th	2 nd	<i>Beast shape III</i> (3/day; birds only)
10 th	3 rd	Eagle strike (1d6)
15 th	4 th	<i>Animal shapes</i> (3/day; birds only)
20 th	5 th	Raptorian essence

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. These lenses grant a +5 competence bonus on Perception checks. Wearing only one of the pair causes a character to become dizzy and stunned for 1 round. Both lenses must be worn for the magic item to take effect.

Beast Shape III (Sp): The wearer of the crystal lenses gains the ability to use *beast shape III* three times per day.

Eagle Strike (Ex): Instead of other attacks, the wearer may make two unarmed strikes in a round at the full base attack bonus for 1d6 points of slashing damage plus the wearer's Dexterity modifier.

Animal Shapes (Sp): The wearer of the crystal lenses gains the ability to use *animal shapes* three times per day.

Raptorian essence (Ex): The wearer of the crystal lenses's unarmed strike increases to 1d8, they gain the ability to fly at 80 ft. with average maneuverability and a +4 enhancement bonus to Dexterity.

WINGS OF THE HEAVENS

Not all devils revel in their outcast state. For most of the infernal host, membership among the Damned is nothing to savor. The discontent of one of these creatures led to the creation of the wings of the heavens.

Femerix was an imp assigned to the hellish torture chambers. He oversaw the maintenance of the instruments and tools used to torment the souls confined to the lower planes. Unfortunately, as an imp he was also the test subject used to ensure the devices in-

flicted sufficient pain.

The head torturer, an ice devil of particularly sadistic bent, victimized Femerix as much as his captives. Femerix dreamed of escape from Hell's dungeons, but was bound there for another ten eons per his contract. He feared the pain and suffering would drive him mad before his time was up.

Things changed when an angel was imprisoned in the torture chamber. The ice devil seared the creature's flesh, broke its bones, and flayed its skin. When the creature refused to cry out, the devil took its frustration out on Femerix, leaving him shattered and near death.

After the torturer stomped out, leaving Femerix and the angel alone, the heavenly creature comforted Femerix with his soothing touch, the first act of kindness the devil ever experienced. In that moment, the angel died. Femerix then had an idea. He plucked the angel's feathers and fashioned himself a pair of crude wings of sticks and leather. He strapped them to his back and shot upward, free of Hell's pull. Femerix ascended through the planes towards the higher realms. As he stepped into the empyrean kingdom he sent the wings spinning back to earth. Femerix repented his evil ways and joined the holy host. His wings landed on the Material Plane where they now and again show up in some treasure hoard, ready to bestow their power on another worthy being.

Requirements

To unlock the full potential of the wings of the heavens a character must fulfill the following criteria:

Skills: Knowledge (planes) or Knowledge (religion) 5 ranks

Alignment: Any good

Character Level	Item Level	Item Properties
----	1 st	<i>Wings of flying</i>
5 th	2 nd	<i>Discern lies</i> (3/day)
10 th	3 rd	Angelic resistance
15 th	4 th	Spell resistance
20 th	5 th	Holy strike

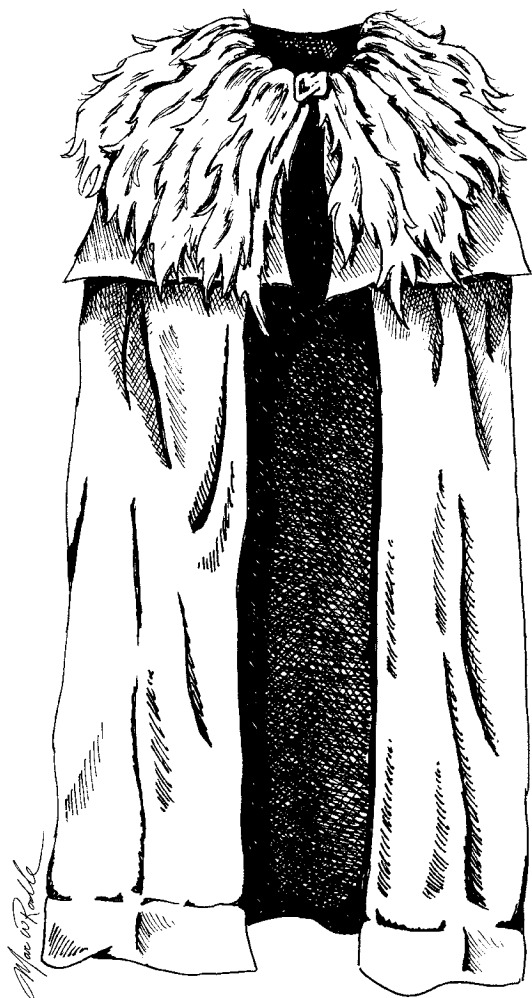
Wings of Flying: When first discovered the wings of the heavens works as a normal pair of wings of flying. The golden feathers are a bit tattered and could use a good cleaning. No amount of care, brushing or soap ever seems to improve their appearance.

When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower her to fly with a speed of 60 feet (average maneuverability), also granting a +5 competence bonus on Fly skill checks.

Discern Lies (Sp): The wearer of the wings of the heavens can *discern lies*, as the spell, three times per day.

Angelic Resistance (Su): The wearer of the wings of the heavens gains the resistances of the empyrean host. He possesses resist electricity 5 and resist fire 5 for as long as he wears the wings.

Spell Resistance (Sp): While worn the wings of the heavens grants the wearer spell resistance equal to 6 + his character level.



Holy Strike (Su): The wings of the heavens infuse the wearer with the holy power of angels. Weapons he wields gain the holy special weapon enhancement. However, the weapon cannot exceed the maximum +10 total enhancement bonus. Any weapon that would do so as a result of this ability does not gain the holy special enhancement.

Special thanks to Axel K. Carlsson for providing feedback to us on this product. If you haven't checked out his free module, *At the Heart of Evil* you should give it a look or better yet pick his awesome *Eldritch Secrets* book from **Headless Hydra Games**.

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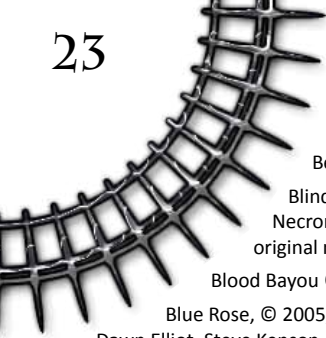
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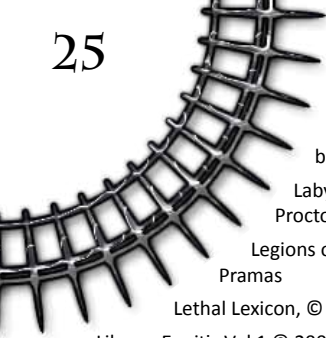
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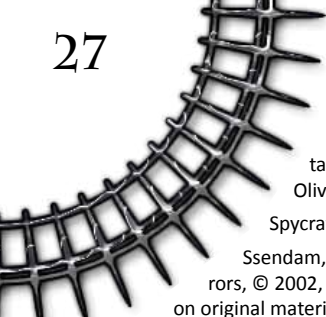
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