

# Purple Duck Storeroom Magic Pants!



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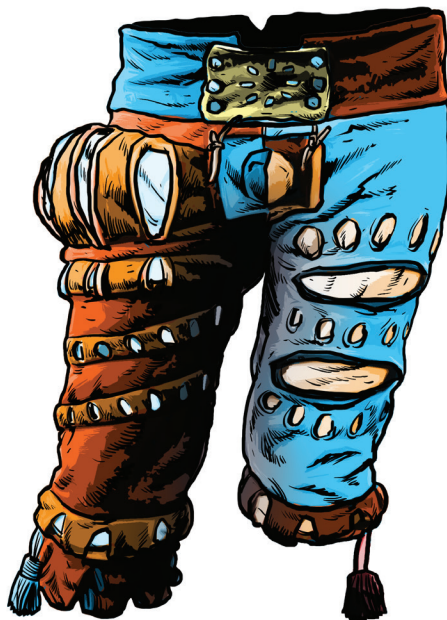
## Pants by Author

**Perry Fehr** - Traveling Pants of the Sacred Sisterhood

**Mark Gedak** - Brown Pants, Clam Diggers of Harvest, Codpiece of the Goblin King, Fabulous Leggings, Fancy Pants, Grown-Up Shorts, Healer's Cargo Pants, Humanoid Pants (Specific), Jodhpurs of the Mounted Guard, Liar's Pants, Magical Miniskirt, Northland Shorts, Sanguine Strips, Skald's Kilt, Slap Leathers, Swashbuckler's Knickers, Trailblazers, Winterland Pants, Yoga Pants

**Sean O'Connor** - Dropping Trousers, Formic Pants, Kilt of the Tyrant, Parachute Pants

**Jacob Trier** - Fumble-Leg Trousers, Happy Pants, Silly Pants, Sleepy Pants, Tailored Trousers, Wishing Stocking



*“In a nondescript dwelling, down a dusty hallway, past rooms of unclear purpose, there is a door... a door that looks like many others, except for the ancient maroon tint of the aged wood, and, of course, the glowing runes emblazoned on the stones that make up the door-frame. Should you know its purpose, should you know the correct sequence to touch those runes, you might gain entry to a Storeroom of wonders, shelves and bins and racks beyond counting. Place your torch in the rusty sconce, and enter...”*

The Purple Storeroom is an ongoing series of tightly-focused supplements that cover topics that do not fit into our larger offerings. They are the pieces that just don't fit anywhere else or they are the little things we work on to take a break from bigger projects like Purple Mountain, Legendary Treasures, or Lands of Porphyra. They have been stored here for safe keeping.

This product is totally the fault of Owen K. C. Stephens who probably throws away more good ideas in a day than I have in a year. Recently on his facebook timeline he remarked;

*If you are writing magic items for Pathfinder:*

*There are specific slots. Don't just make one up. Look to see if items of your type go into the listed slot.*

*Best to just avoid magic pants.*

One of the greatest things about running your own company and releasing Pathfinder-compatible material is the freedom you have to break rules and blaze new ground. Owen provides tons of great advice on his facebook account about design and although I totally get his point about following the rules when entering a RPG Superstar 2015 contest or freelancing for Paizo or others I am more shocked by the utter lack of magic pants. Let's fix that.

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## MAGIC ITEMS ON THE BODY

Many magic items need to be donned by a character who wants to employ them or benefit from their abilities. It's possible for a creature with a humanoid-shaped body to wear as many as 15 magic items at the same time. However, each of those items must be worn on (or over) a particular part of the body, known as a "slot."

A humanoid-shaped body can be decked out in magic gear consisting of one item from each of the following groups, keyed to which slot on the body the item is worn. Below is a new slot option.

**Legs:** leggings, kilts, pants, skirts, stockings, undergarments

### Clam Diggers of Harvest

**Aura** moderate abjuration; **CL** 7th

**Slot** legs; **Price** 6,400 gp; **Weight** 1-1/2 lbs.

#### Description

These pants grant the wearer the ability to wield any shovel proficiently as if it were a monk's spade. They gain a +2 attack and damage bonus against vermin such as giant clams and shipwrecker crabs. Additionally they treat difficult terrain caused by mud flats or shallow water as normal terrain.

#### Construction

**Requirements** Craft Wondrous Item, *freedom of movement*, *magic weapon*;

**Cost** 3,200 gp

### Codpiece of the Goblin King

**Aura** moderate enchantment and illusion; **CL** 11th

**Slot** legs; **Price** 25,000 gp; **Weight** 1/2 lb.

#### Description

Since the defeat of the goblin king by a young maiden the *codpiece of the goblin king* has become a true item of legend. When worn it grants a +2 bonus to DC of any enchantment or illusion spells the wearer casts. Additionally, if the wearer possesses levels of sorcerer, their level is considered to be five levels higher for determining what bloodline powers they possess.

#### Construction

**Requirements** Craft Wondrous Item, Spell Focus (enchantment, illusion), creator must be a sorcerer; **Cost** 12,500 gp

### Fabulous Leggings

**Aura** faint illusion; **CL** 4th

**Slot** legs; **Price** 10,200 gp; **Weight** 1 lb.

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### Description

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These leggings draw the eye of any who spy them. In non-combat situations they grant the wearer a +4 competence bonus on Bluff, Diplomacy, Handle Animal, Intimidate, and Perform. The wearer of the *fabulous leggings* is difficult to describe as if under the effects of a constant *disguise self* effect but the leggings can always be described in immaculate detail.

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### Construction

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**Requirements** Craft Wondrous Item, *disguise self*, *eagle's splendor*; **Cost** 5,100 gp

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### Grown-Up Pants

**Aura** moderate transmutation; **CL** 8th

**Slot** legs; **Price** 20,800 gp ; **Weight** 1 lb.

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### Description

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When worn *grown-up pants* provide the wearer with a +4 resistance bonus to save vs. fear effects. Once per day as a swift action, the wearer can grow to double their size gaining all benefits of the *enlarge person* spell for 8 continuous minutes.

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### Construction

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**Requirements** Craft Wondrous Item, *enlarge person*, *remove fear*; **Cost** 10,400 gp

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### Happy Pants

**Aura** moderate enchantment; **CL** 7th

**Slot** legs; **Price** 48,000 gp; **Weight** 1 lb.

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### Description

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These brightly colored pants are so pleasing both to wear and look upon that they lift the wearer's spirits to great heights. Whenever the wearer benefits from a morale bonus, the bonus is increased by 1. In addition, he is immune to any negative effects from spells with the emotion and mind-affecting descriptors.

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### Construction

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**Requirements** Craft Wondrous Item, *good hope*; **Cost** 24,000 gp

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### Healer's Cargo Shorts

**Aura** faint transmutation; **CL** 5th

**Slot** legs; **Price** 5,800 gp; **Weight** 1 lb.

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### Description

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Used extensively in times of war, *healer's cargo shorts* allow the wearer to perform any Heal skill task with a +4 competence bonus without the need of

a healer's kit. Additionally the wearer can use *message* three times per day to communicate with others on the battlefield.

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### Construction

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**Requirements** Craft Wondrous Item, *cure light wounds*, *message*; **Cost** 2,900 gp

### Humanoid Pants (Specific)

**Aura** faint transmutation; **CL** 5th

**Slot** legs; **Price** 4,000 gp; **Weight** 1-1/2 lbs.

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### Description

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These leather pants always contain some of the skin of a specific humanoid type in their design. Once per day as a standard action, the wearer can command the pants to transform them into that humanoid type as per the *alter self* spell for 5 minutes. Wearing *humanoid pants* is seen as a taboo in many cultures and wearers often try to disguise the fact they are wearing them.

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### Construction

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**Requirements** Craft Wondrous Item, *alter self*; **Cost** 2,000 gp

### Jodhpurs of the Mounted Guard

**Aura** moderate divination and transmutation; **CL** 7th

**Slot** legs; **Price** 7,500 gp; **Weight** 1-1/2 lbs.

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### Description

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Often made of white or black fabric the wearer of these jodhpurs gains a +5 competence bonus to all Ride checks. Additionally, they gain the benefits of the Mounted Combat and Spirited Charge feats while mounted. Any mount they ride is considered to be combat-trained.

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### Construction

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**Requirements** Craft Wondrous Item, Mounted Combat, *mount*; **Cost** 3,750 gp

### Kilt of the Tyrant

**Aura** faint conjuration and transmutation; **CL** 5th

**Slot** legs; **Price** 59,000 gp; **Weight** 2 lbs.

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### Description

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A magnificent red tartan kilt with black squares and white pinstripes, this manly combat skirt imbues the wearer with the power of a king, legendary for his intimidation, charm, insanity, and storing emergency livestock in pits. While worn, the bearer gains a +4 enhancement bonus to Charisma. In addition, once per day, they can summon an aurochs, as per *nature's ally III*. However, the kilt ceases to function entirely if the wearer is a gnome for some unknown reason.

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### Construction

**Requirements** Craft Wondrous Items, *eagle's splendor*, *nature's ally III*, creator cannot be a gnome; **Cost** 29,400 gp

### Magical Miniskirt

**Aura** strong transmutation; **CL** 12th

**Slot** legs; **Price** 130,000 gp; **Weight** 1/2 lb.

### Description

This festooned miniskirt sparkles with bright colours and magical power. As a full-round action, the wearer can call upon the *magical miniskirt* to grant a number of powers for 12 minutes per day (minimum of 1 minute intervals). When calling upon the power of the *magical miniskirt*, the caster's entire wardrobe is transformed to matching festooned garments. While transformed, anyone wearing the *magical miniskirt* treats their arcane caster level as if it were three levels higher. Additionally, the wearer can use wand or staff charges to fuel their own spellcasting, or use their own spell slots to fuel wand or staff uses on a level by level basis.

### Construction

**Requirements** Craft Wondrous Item, Heighten Spell, *disguise self*, creator must possess two arcane discoveries; **Cost** 65,000 gp

### Northland Shorts

**Aura** faint abjuration; **CL** 1st

**Slot** legs; **Price** 1,300 gp; **Weight** 1 lb.

### Description

Designed for the coldest of winters and hottest of summers, these simple tan shorts provide the wearer with a constant *endure elements* effects to resist the effects of environmental heat and cold. Additionally, when worn with sandals (mundane or magical) these shorts prevent the wearer from slipping and falling on icy surfaces nor do they treat sandy surfaces as difficult terrain.

### Construction

**Requirements** Craft Wondrous Item, *endure elements*; **Cost** 650 gp

### Parachute Pants

**Aura** faint transmutation; **CL** 3rd

**Slot** legs; **Price** 7,200 gp; **Weight** 4 lbs.

### Description

Vividly colored trousers with immense folds of excess fabric billowing around the legs, while snugly fit at the ankles and waist, these pants are popular with the energetic dancing styles one can find among the youth of the less reputable



parts of urban areas. They grant the wearer a constant effect as the spell *feather fall*. Additionally, the wearer also gains a +5 competence bonus to Perform (Dance) checks while the pants are worn.

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### Construction

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**Requirements** Craft Wondrous Items, *feather fall*, creator must have at least 5 ranks in Perform (Dance); **Cost:** 3,600 gp

### Sanguine Strips

**Aura** moderate transmutation; **CL** 8th

**Slot** legs; **Price** 64,000 gp; **Weight** 1 lb.

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### Description

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Worn by many high-ranking military soldiers or veteran mercenaries, these black pants are emblazoned with a blood red stripe down the legs. The wearer gains a +4 circumstance bonus on attack rolls to confirm critical hits with any weapon they possess Weapon Focus for. If the wearer does not possess Weapon Focus, they gain access to that feat instead for any weapon they are wielding.

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### Construction

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**Requirements** Craft Wondrous Item, Weapon Focus, *unerring weapon*; **Cost** 32,000 gp

### Skald's Kilt

**Aura** moderate transformation; **CL** 10th

**Slot** legs; **Price** 13,000 gp; **Weight** 1-1/2 lbs.

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### Description

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This kilt is always decorated with the skald's clan tartan that when worn, confers great power in the skald to inspire others to combat greatness. If the wearer has levels in skald, their raging song, spell kenning, and damage reduction is treated as a skald of five levels higher. If the character is not a skald, he gains the raging song of a 5th level skald. The kilt grants no benefit if the wearer is also wearing any undergarments (magical or mundane).

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### Construction

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**Requirements** Craft Wondrous Item, *eagle's splendor*, *rage*; **Cost** 6,500 gp

### Silly Pants

**Aura** faint enchantment; **CL** 1st

**Slot** legs; **Price** 2,400 gp; **Weight** 1 lb.

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### Description

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Several humanoid figures have been embroidered into these multicolored pants. When the pants are worn, the figures animate and perform various



hilarious acts of physical comedy. The wearer receives a +2 competence bonus to Perform (Comedy). Once per day, on command, the wearer can target a creature within 30 feet with *hideous laughter* (DC 11 Will save).

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### Construction

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**Requirements** Craft Wondrous Item, *hideous laughter*; **Cost** 1,200 gp

### Slap Leathers

**Aura** faint divination; **CL** 3rd

**Slot** legs; **Price** 8,000 gp; **Weight** 10 lbs.

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### Description

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These leather chaps grant the wearer the ability to quick draw any firearm as if they had possessed the feat of the same name. Additionally, if the wearer is tied for initiative count with another opponent or character they always act first or “shoot first” when using firearms.

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### Construction

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**Requirements** Craft Wondrous Item, Quick Draw, *anticipate peril*; **Cost** 4,000 gp

### Sleepy Pants

**Aura** faint necromancy; **CL** 1st

**Slot** legs; **Price** 2,000 gp; **Weight** 1 lb.

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### Description

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These comfortable blue flannel pants are decorated with white moons and stars. If worn through a full night’s sleep, the wearer is affected as if subject to a *restful sleep* spell. The pants do not function if any armor, even light armor or armor with the comfort special ability, is worn during the rest.

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### Construction

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**Requirements** Craft Wondrous Item, *restful sleep*; **Cost** 1,000 gp

### Swashbuckler’s Knickers

**Aura** moderate transformation; **CL** 10th

**Slot** legs; **Price** 13,000 gp; **Weight** 1-1/2 lbs.

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### Description

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These simple black fencing knickers, when worn, confer great ability in sword-play. If the wearer has levels in swashbuckler, his swashbuckler weapon training, nimble, charmed life, and deeds abilities are treated as a swashbuckler of five levels higher. If the character is not a swashbuckler, he gains the swashbuckler weapon training and charmed life of a 5th-level swashbuckler.

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### Construction

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**Requirements** Craft Wondrous Item, *transformation*; **Cost** 6,500 gp

### Tailored Trousers

**Aura** faint divination; **CL** 1st  
**Slot** legs; **Price** 2,000 gp; **Weight** 1 lb.

#### Description

These richly decorated trousers subtly shift their appearance so they always appear to be the height of fashion, regardless of where the wearer finds himself. The trousers grant the wearer a +2 on Diplomacy checks and increases the DCs of any enchantment (charm) spells he casts against civilized targets by +1. The wearer also gain a +2 circumstance bonus on Disguise checks made to pass himself off as a member of a specific cultural group.

#### Construction

**Requirements** Craft Wondrous Item, *cultural adaptation*; **Cost** 1,000 gp

### Trailblazers

**Aura** moderate evocation; **CL** 7th  
**Slot** legs; **Price** 28,000 gp; **Weight** 2 lbs.

#### Description

These green cotton pants have flames embroidered on the legs. When the wearer runs the pants envelop them in a wreath of protective fire as the warm shield of the *fire shield* spell. While running and surrounded by flames, adjacent combustibles such as old wooden building or dry grass field have a 10% chance of catching fire from the trailblazing.

#### Construction

**Requirements** Craft Wondrous Item, *fire shield*; **Cost** 14,000 gp

### Traveling Pants of the Sacred Sisterhood

**Aura** faint enchantment; **CL** 4th  
**Slot** legs; **Price** 30,000 gp; **Weight** 3 lbs.

#### Description

These blue dungarees created by a tight-knit group of female monks are faded but sturdy. They will only fit female humanoids. The wearer of the *traveling pants* gains a +1 luck bonus to AC, saves, skill checks, attacks and damage for a single week. Then the pants must be transferred to another to wear for a week. Failure to pass on the *traveling pants* within two weeks renders them permanently non-magical. Former wearers of the pants will always know where the present wearer of the pants are located as per the *locate object* spell.

#### Construction

**Requirements** Craft Wondrous Item, Craft Magic Arms and Armor, *divine favor*, *locate creature*; **Cost** 15,000 gp

### Wishing Stocking

**Aura** strong universal; **CL** 13th

**Slot** none; **Price** 74,300 gp; **Weight** 1 lb.

#### Description

This single red felt stocking is trimmed with white fur. Once per year, on a date determined when the stocking is created (traditionally a date around winter solstice), a *wishing stocking* can grant a single wish as per *limited wish* to a good creature, provided that creature has not purposefully acted against its alignment throughout the last year. The wish must be written on a piece of paper and placed within the stocking, which must then hang unobserved for an entire night. If all these conditions are fulfilled, the wish is granted at daybreak the following morning.

#### Construction

**Requirements** Craft Wondrous Item, *limited wish*; **Cost** 37,150 gp

### Yoga Pants

**Aura** moderate illusion; **CL** 6th

**Slot** legs; **Price** 11,800 gp; **Weight** 1 lb.

#### Description

These black stretchy leggings grant the wearer a +4 competence bonus on Acrobatics checks and a +2 resistance bonus on Reflex saves. Additionally, once per day these sheer leggings grant the ability to use *displacement* as a spell-like ability.

#### Construction

**Requirements** Craft Wondrous Item, *cat's grace*, *displacement*; **Cost** 5,900 gp

## CURSED PANTS

Unfortunately, even magic pant creation is not without peril and sometimes intentionally or unintentionally cursed magical pants are created instead. Here are some common cursed pants.

### Brown Pants

**Aura** moderate transmutation; **CL** 8th

**Slot** legs; **Weight** 1 lb.

#### Description

When worn these pants inflict a -4 resistance bonus to saves vs. fear effects. In addition, any attempts to demoralize the character with Intimidate are automatically successful.

#### Creation

**Magic Items** *grown-up pants*

### Dropping Trousers

**Aura** moderate transmutation; **CL** 11th

**Slot** legs; **Weight** 3 lbs.

#### Description

These trousers function as per their appearance until the user is either in a life-or-death situation, or a social occasion with a person of high social status (at least 1 level of aristocrat or 3 levels of expert). At these times, the curse is activated. Each round, the character must make a Will save (DC 21). If they fail the save, they drop an object in either the right hand or their left and in addition find themselves with their trousers around their ankles. The character is considered entangled until they spend 1 round pulling their trousers up and securing them.

#### Creation

**Magic Items** any magical pants

### Fancy Pants

**Aura** faint illusion; **CL** 4th

**Slot** legs; **Weight** 1-1/2 lbs.

#### Description

When worn these *fancy pants* compel the wearer to tell everyone he meets for the first time how awesome the wearer's *fancy pants* are. If anyone remarks that they have seen fancier pants or that the *fancy pants* are not that special the wearer must make a Will save (DC 15) or immediately attack the speaker.

#### Creation

**Magic Items** *fabulous leggings*

### Formic Pants

**Aura** faint conjuration; **CL** 5th

**Slot** legs; **Weight** 3 lbs.

#### Description

These pants function as per their appearance until the user is in a situation where they must remain still, quiet, and or focused. Whenever the character must make a Diplomacy, Stealth, concentration check, or attempts to rest, the curse activates. The pants become inundated with a swarm of ants, as per the spell *summon swarm*. The character cannot escape the swarm until the spell ends or they successfully make a DC 16 Reflex save to remove the cursed pants.

#### Creation

**Magic Items** any magic pants

### Fumble-Leg Trousers

**Aura** faint necromancy; **CL** 1st

**Slot** legs; **Weight** 1 lb.

#### Description

If the wearer is awoken from sleep to find himself in combat or similar physical danger, the trousers slide down and jumble themselves around his legs as he attempts to stand up, causing him to become entangled. Only a *remove curse* spell enables the wearer to remove the trousers once their true nature is revealed.

#### Creation

**Magic items** *sleepy pants*

### Liar's Pants

**Aura** moderate divination and transmutation or evocation; **CL** 7th

**Slot** legs; **Weight** 2 lbs.

#### Description

This appears like a standard pair of magical pants except that when the wearer tells a lie they immediately burst into flames dealing 1d6 points of fire damage to the wearer. Additionally, the pants prevent the wearer from eating peas with a knife.

#### Creation

**Magic Items** *jodhpurs of the mounted guard* or *trailblazers*

### Winterland Pants

**Aura** faint abjuration; **CL** 1st

**Slot** legs; **Weight** 1 lb.

#### Description

These padded pants provide the wearer with with a constant *endure elements* effects to resist environmental cold. However, they difficult to move in and provide a -4 penalty to Reflex saves and a -8 competence penalty to all Stealth checks when moving as the *winterland pants* produce an audible “whish, whish, whish” sound as the wearer moves.

#### Creation

**Magic Items** *northland shorts*

*“...and so the torch is taken from the sconce, shadows swallow items on shelves not yet explored, and the rune-bordered door is closed; for who knows when an item, a curiosity, an unnamed oddity might be needed, for purposes wholesome or despicable- from the Storeroom...”*

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