

Purple Duck Storeroom More Magic Pants!



“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.

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

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Bell-Bottoms

Aura moderate evocation; **CL** 7th

Slot legs; **Price** 10,000 gp; **Weight** —

Description

These pants become wider from the knees downward, forming a bell-like shape of the pant leg. These hardened bell shapes grant the wearer a kick attack, as if the wearer had Improved Unarmed Strike and can be used as a secondary attack. On a critical hit with this attack the bell-bottoms act as if they had the thundering weapon property.

Once per day, these bell-shaped pants grant the wearer the ability to re-sound a ring that affects creatures as the *shout* spell.

Construction

Requirements Craft Wondrous Item, *blindness/deafness*, *shout*; **Cost** 5,000 gp

Black Widow Garter

Aura moderate conjuration and necromancy; **CL** 7th

Slot legs; **Price** 4,500 gp; **Weight** 1 lb.

Description

This black lace garter is decorated with tiny garnets. Inside the seam is a small extra-dimensional space that can hold a single dagger or similar light weapon. The extra-dimensional space functions as a wrist sheath, and holds poisoned weapons without risk to the wearer. If a poisoned weapon is placed within the sheath, the poison is enhanced in potency. If a creature fails its save against poison from a weapon that has been drawn from the sheath in the same round as the attack hits, the creature is treated as if it was already affected by poison of this type (Duration is increased by 1/2 and save DC by +2).

Construction

Requirements Craft Wondrous Item, *poison*, *secret chest*; **Cost** 2,250 gp

Boxer Shorts

Aura moderate transmutation; **CL** 9th

Slot legs; **Price** 8,000 gp; **Weight** 1 lb.

Description

These knee length shorts endow the wearer with the skills of a great pugilist. When worn, they grant the wearer a +1 dodge bonus against unarmed attacks. Once per day, the wearer can choose to have the shorts convert all lethal damage taken from unarmed attacks into nonlethal damage for one minute.

Construction

Requirements Craft Wondrous Item, *righteous might*; **Cost** 4,000 gp

Caber Kilt

Aura moderate transmutation; **CL** 5th

Slot legs; **Price** 5,000 gp; **Weight** —

Description

This knee-length skirt pleats at the rear and once secured in place around the waist it allows wearer the use of Throw Anything feat. Once per day it allows an additional +4 bonus to Strength while throwing an object that is considered oversized for the wearer and reduces the penalties of doing so by 4 as well.

Construction

Requirements Craft Wondrous Item, *bull's strength*; **Cost** 2,500 gp

Cargo Pants

Aura moderate abjuration; **CL** 9th

Slot legs; **Price** 48,000 gp; **Weight** 2 lbs.

Description

These loosely cut pants are designed for tough, outdoor activities and are distinguished by one large cargo pocket on each leg. These pockets are in fact, each a *bag of holding type IV* and will hold 60 lbs. or a combined of 120 lbs.

Construction

Requirements Craft Wondrous Item, *secret chest*; **Cost** 24,000 gp

Camo Pants

Aura moderate illusion; **CL** 7th

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

Description

Decorated with irregular colored shapes in shades of brown and green, these pants blend in naturally to the surrounding area. The pants exist in different versions, tied to the rangers favored terrains. If worn in the appropriate terrain, they grant a +2 competence bonus to Stealth checks, and the wearer can take 10 on stealth checks even while under duress or in combat.

Construction

Requirements Craft Wondrous Item, *chameleon stride*^{APG}; **Cost** 750 gp

Daisy Dukes

Aura moderate abjuration; **CL** 7th

Slot legs; **Price** 5,800 gp; **Weight** —

Description

These shorts are cut extremely short and display the wearer's legs. They grant a +4 Diplomacy check towards changing someone's attitude towards friendly. Once per day as a full-round action, they be used in conjunction with Perform (dance) skill check and create the fascinate ability using the pants caster level as equivalent bard level.

Construction

Requirements Craft Wondrous Item, *charm person*; **Cost** 2,900 gp

High-Water Pants

Aura moderate transmutation; **CL** 5th

Slot legs; **Price** 11,000 gp; **Weight** —

Description

With a hem that falls just below the kneecap, these pants grant the wearer the ability to prepare for a flood, by allowing her to use *water walk* as per spell once per day. In addition, they grant the wearer the ability to speak Aquan language, as well as receive a +4 Charisma bonus when dealing with any aquatic creatures.

Construction

Requirements Craft Wondrous Item, *water walk*; **Cost** 5,500 gp

Hot Pants

Aura moderate evocation; **CL** 7th

Slot legs; **Price** 52,000 gp; **Weight** 1 lb.

Description

These tight, bright-red pants are cut to accentuate the rear of the wearer. These pants give off a warm glow and protect the wearer from chill by granting cold 5 resistance. Once per day, they can be activated on command to engulf the wearer in a fiery aura for 10 rounds, these rounds need not be consecutive. Creatures adjacent to the wearer while the aura is activated takes 1d6 points of fire damage at the start of their turn until they move out of the aura or the wearer deactivates it. Anyone striking the wearer with an unarmed strike or natural attack during this time takes 1d6 points of fire damage.

Construction

Requirements Craft Wondrous Item, *fire shield*; **Cost** 26,000 gp

Jogging Pants

Aura faint transmutation; **CL** 5th

Slot legs; **Price** 8,000 gp; **Weight** 1 lb.

Description

These comfortable pants are made from a soft material that allows air to flow through and cool the wearer. While wearing jogging pants, the wearer can hustle as overland movement in two hour intervals before taking non-lethal damage. In addition, the wearer never becomes fatigued as a result of taking non-lethal damage due to extended hustling.

Construction

Requirements Craft Wondrous Item, *bear's endurance*; **Cost** 4,000 gp

Leggings of Coiling Plants

Aura faint transmutation; **CL** 5th

Slot legs; **Price** 8,000 gp; **Weight** 1 lb.

Description

Dark green embroidery resembling plant vines decorate these brown leggings. Three times per day on command, the wearer can cause the vines to animate and spread out over the ground around the wearer in a 20-foot radius, even if the area is normally incapable of sustaining plant growth. For the next five minutes, the area is treated as light undergrowth, and can be affected by spells that target or alter plants, such as *entangle* and *plant growth*. The area remains stationary, even if the wearer moves. After the five minutes are up, the plants wither and crumble to dust.

Construction

Requirements Craft Wondrous Item, *entangle*, *plant growth*; **Cost** 4,000 gp

Loincloth of the Jungle

Aura faint transmutation; **CL** 5th

Slot legs; **Price** 18,000 gp; **Weight** 1 lb.

Description

Made from the skin of a leopard or similar predator, this loincloth enhances the wearer's ability to master forests and jungles.

When moving in and among trees, the wearer gains a +5 circumstance bonus on Acrobatics and Climb checks. If the wearer has the favored terrain class feature and is in his favored terrain, he can also add this bonus on such checks.

Twice per day, the wearer is able to let out a savage howl, as a *hunter's howl*^{APG} spell.

Construction

Requirements Craft Wondrous Item, *forest friend*^{MC}, *hunter's howl*^{APG}; **Cost** 9,000 gp

Long-John Pajama Pants

Aura moderate abjuration; **CL** 5th

Slot legs; **Price** 4,000 gp; **Weight** —

Description

These tight fitting, box-weave fiber pants are worn under normal clothing. They grant the wearer cold resistance 5. While sleeping in these pants, they grant an extra 1 hit point of recovery per level during 8 hours of rest.

Construction

Requirements Craft Wondrous Item, *resist energy*; **Cost** 2,000 gp

Longshanks Leggings

Aura faint transmutation; **CL** 5th

Slot legs; **Price** 2,500 gp; **Weight** 1 lb.

Description

Made from a flexible material, these leggings fit the wearer's legs snugly. Once per day as part of a move action, the wearer can command the leggings to elongate his legs, making them grow 20 ft long. The extension lasts until the end of the wearers turn. The wearer can take a single stride in any direction, over tall obstacles, pits or similar terrain. The stride is as long as his normal movement. He may also grab hold of ledges or similar to haul himself up once his legs return to normal size.

Construction

Requirements Craft Wondrous Item, *enlarge person*; **Cost** 1,250 gp

Pantaloon of the Rogue Genius

Aura strong transmutation; **CL** 14th

Slot legs; **Price** 50,000 gp; **Weight** 1 lb.

Description

These bright red pantaloons grant the wearer the ability to enter a state of manic inspiration, heightening his mental faculties and increasing his productivity.

These pantaloons give the ability to call upon inner reserves of inspiration and creativity, granting additional mental prowess. The pantaloons allow this inspiration for a number of rounds per day equal to 4 + the wearer's Intelligence modifier. Temporary increases to Intelligence, such as those

gained from rage and spells or other magic items do not increase the total number of rounds that the pantaloons can be activated per day. The wearer can activate these pants as a free action and the total number of rounds of activations per day are renewed after resting for 8 hours, although these hours do not need to be consecutive.

While activated, these pantaloons grant the wearer a +4 morale bonus to her Intelligence and Charisma, as well as a +2 morale bonus on Will saves. While in this state of pure inspiration, the wearer cannot use any Strength-, Dexterity-, or Constitution-based skills or any ability that requires physical activity, as the wearer falls into a state of contemplation.

The wearer can end this state of thought as a free action and is energized afterwards for a number of rounds equal to 2 times the number of rounds spent in the inspired state. This energized state leaves the wearer affected by a bard's inspire competence +1.

Construction

Requirements Craft Wondrous Item, *eagle's splendor*, *fox's cunning*, *good hope*; **Cost** 25,000 gp

Pants of the Hammer Master

Aura moderate transmutation; **CL** 9th

Slot legs; **Price** 58,000 gp; **Weight** 1 lb.

Description

Usually made from fabric with a metallic shine, these pants are wide around the wearer's upper legs, but fit snugly around the waist and ankles. The wearer gains a +4 bonus to touch AC. Once per day as an immediate action, if the wearer is wielding a hammer, he may command an enemy within his reach to stop (as per the *command* spell, DC 16 Will save) and make an attack against that enemy at his highest attack bonus.

Construction

Requirements Craft Wondrous Item, *command*, *true strike*; **Cost** 29,000 gp

Pants of Uncontainable Fury

Aura faint transmutation; **CL** 5th

Slot legs; **Price** 12,000 gp; **Weight** 1 lb.

Description

These purple pants are frayed and torn at the cuffs and seams. Wearing them amplifies the wearer's feelings of fury, causing them to manifest upon his physical form. If the wearer has the rage class feature, his daily rounds of rage are increased by 5 while the pants are worn. If the wearer does not

have the rage class feature, he can enter rage as per the *rage* spell as a standard action once per day. In either case, while in rage the wearer grows in size as if targeted by an *enlarge person* spell and his skin tone turns green. If the wearer is subject to a confirmed critical hit while raging, he must succeed a DC 15 Will save if he wishes to voluntarily end his rage while the attacker is still fighting.

Construction

Requirements Craft Wondrous Item, *enlarge person*, *rage*; **Cost** 6,000 gp

Petal Pushers

Aura moderate abjuration; **CL** 7th

Slot legs; **Price** 9,000 gp; **Weight** —

Description

These pants have cuffs that end at the calf and grant a +4 CMD bonus versus being tripped. Once per day they allow the wearer to move across difficult terrain unhindered.

Construction

Requirements Craft Wondrous Item, *freedom of movement*; **Cost** 4,500 gp

Rebellious Longstockings

Aura moderate abjuration; **CL** 7th

Slot legs; **Price** 22,000 gp; **Weight** —

Description

Colorful stripes decorate these mismatched stockings that cover the wearer's legs to just above the knees. The stockings grant the wearer a +2 competence bonus to Acrobatics, and if an authority figure attempts to grapple or otherwise restrain her, she is treated as if under the effect of a *freedom of movement* spell. If the wearer has a horse or monkey as an animal companion or mount, the maximum number of tricks the animal can learn is increased by one.

Construction

Requirements Craft Wondrous Item, *cat's grace*, *freedom of movement*; **Cost** 11,000 gp

Reversible Pants

Aura moderate abjuration; **CL** 11th

Slot legs; **Price** 18,000 gp; **Weight** 1 lb.

Description

One side of these thin, stretchy pants is a rich swirl of blues and shades of

white that form patterns of snow crystals near the cuffed bottoms. Pulling the pants inside out, the color scheme is drastically different and is a mixture of fiery reds, oranges and streaks of yellow emblazoned rising from the bottom to the top with tips of flames licking at the waistline.

These reversible pants grant the wearer a different energy resistance depending on which side is worn on the outside. When the blue and white side is worn that pants grant cold resistance 10, and when the orange, red and yellow side is facing outwards they grant fire resistance 10. The pants must be worn a full round before the energy resistance takes effect. Two full-round actions are needed to doff, reverse and don the opposite side energy resistance.

Construction

Requirements Craft Wondrous Item, *resist energy*; **Cost** 9,000 gp

Roadrunner Pants

Aura moderate transmutation; **CL** 7th

Slot legs; **Price** 46,000 gp; **Weight** 1 lb.

Description

When worn, these faded orange pants seem to make the wearer's legs vibrate slightly with barely contained energy. Once per day, the wearer can take the run action and move up to twice the normal distance. During this movement, the wearer's legs are a whirling blur of motion and he can run over open air as if under the effect of an *air walk* spell. However, if the wearer has not reached solid ground at the end of the movement, he is affected normally by gravity.

Construction

Requirements Craft Wondrous Item, *air walk*, *expeditious retreat*; **Cost** 23,000 gp

Skinny Jeans

Aura faint transmutation; **CL** 5th

Slot legs; **Price** 8,000 gp; **Weight** 1 lb.

Description

These tight fitting pants are so snug, the wearer constantly feels the urge to readjust themselves. These pants grant the wearer the ability to squeeze into one size category smaller space without penalties.

Construction

Requirements Craft Wondrous Item, *reduce person*; **Cost** 4,000 gp

Smelly Pants

Aura moderate conjuration; **CL** 5th

Slot legs; **Price** 6,000 gp; **Weight** 1 lb.

Description

These pants are made from a dark, heavy fabric and feel a bit grimy to touch. A constant malignant odor surrounds them and no means, magical or mundane, can mask it completely. The odor lingers on the wearer while the pants are worn and for 24 hours after the pants have been removed, and gives the wearer a –2 penalty to Diplomacy checks in civilized areas. Once the pants have been worn for 24 without being removed, the wearer gains a +2 bonus to fortitude saves against olfactory effects (such as a troglodyte's stench or a stinking cloud spell).

Once per day, he can release a *stinking cloud* spell centered on himself. The wearer is not immune to the effects of the spell, but gain an additional +2 to his save against it.

Construction

Requirements Craft Wondrous Item, *stinking cloud*; **Cost** 3,000 gp

Sparkle Pants

Aura faint conjuration; **CL** 5th

Slot legs; **Price** 4,000 gp; **Weight** 1 lb.

Description

A multitude of tiny metallic discs cover these pants, reflecting light and giving them a sparkling appearance in bright light. Whenever the pants are worn in bright light, the wearer may make a Perform (dance) check to attempt to dazzle all enemies within 30 ft. All enemies must make a Will save with the result of the Perform check as the DC. If the save fails, the enemies are dazzled for one round plus one round for every 5 their save was under the DC.

Once per day, the wearer can stop her feet to cast *glitterdust* centered on herself. The wearer is not included in the effect.

Construction

Requirements Craft Wondrous Item, *glitterdust*; **Cost** 2,000 gp

Stir-Up Pants

Aura strong abjuration and transmutation; **CL** 15th

Slot legs; **Price** 45,500 gp; **Weight** 1 lb.

Description

These close-fitting black pants taper at the ankle with strip of material ex-

tends under the arch of the foot to hold the pant leg in place. The wearer of these pants gain the benefits of Whirlwind Attack feat, even if she does not have the normal prerequisites.

Additionally, once per day the wearer can transform themselves into a whirlwind and remain in that form for up to 4 rounds. In whirlwind form, the pant wearer gains a fly speed equal to their base land speed (average maneuverability). While in this form they gain all the benefits of the UMR whirlwind ability.

Construction

Requirements Craft Wondrous Item, *whirlwind*; **Cost** 22,750 gp

Swimming Shorts

Aura faint transmutation; **CL** 1st

Slot legs; **Price** 11,000 gp; **Weight** 1 lb.

Description

While wearing these deep blue shorts, the wearer is able to swim comfortably in water of any temperature and may take 10 on swim checks even if distracted or endangered.

Once per day on command, the wearer gains a swim speed of 30 feet for one minute.

Construction

Requirements Craft Wondrous Item, *endure elements*, *touch of the sea*^{APG};

Cost 5,500 gp

Workman's Pants

Aura faint transmutation; **CL** 1st

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

Description

These rugged canvas pants are reinforced with leather on the knees and feature several straps and loops for tools. The pants come in several different versions, each keyed to a different profession skill. When worn during practice of the appropriate profession, the pants grant the wearer at +1 competence bonus to the Profession skill check. If the skill check is a natural 20, the amount of gold earned from the work is doubled.

Construction

Requirements Craft Wondrous Item, *bless*; **Cost** 500 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.

Amity Island Trunks

Aura faint transmutation; **CL** 1st

Slot legs; **Weight** 1 lb.

Description

While wearing these striped swimming trunks, the wearer is able to swim comfortably in water of any temperature. However, while they are in the water these magically cursed trunks release minuscule amounts of blood into the water that is sure to attract aquatic predators with keen scent.

Creation

Magic Item swimming shorts

Bossy Pants

Aura faint enchantment; **CL** 4th

Slot legs; **Weight** 1 lbs.

Description

These pants appear in all respects to be a pair of *tailored trousers*, until the wearer fails an attempt to use Diplomacy to gain aid. The pants alter the wearers tone and body language, making him appear hostile and bossy. From this point on, all uses of Diplomacy count as if they had been made with the Intimidate skill instead in respect to determining the targets reaction to the wearer.

Creation

Magic items tailored trousers^{MP}

Crabby Pants

Aura moderate enchantment; **CL** 7th

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

Description

When worn these crabby pants compel the wearer to complain and become angry with any question directed specifically at them. When meeting new individuals or starting on long voyages, the wearer must make a Will save (DC 15) or immediately go on a rant and fly off in a rage, and must roll on the spell confusion table, with the category of “does nothing, but babbles incoherently,” changed to “does nothing, but complains incoherently.”

Creation

Magic Items pants of uncontrollable fury

Leggings of Creeping Plants

Aura faint transmutation; **CL** 5th

Description

This pair of leggings is decorated with images of creeping vines. Whenever the wearer walks into an area of natural vegetation the vines uncoil and attempt to root the character to the ground as per the entangle spell (R-DC 11, avoids).

Construction

Creation *leggings of coiling plants*

Sassy Britches

Aura faint illusion; **CL** 4th

Slot legs; **Weight** 1 lb.

Description

These pants give a swagger to any who wear them. When worn these pants inflict a -4 to all Diplomacy checks. In addition, any attempts to sell or purchase items automatically reduces the vendor's attitude by one category to the negative.

Creation

Magic Items *fabulous leggings*^{MP}

Scaredy Pants

Aura moderate abjuration; **CL** 7th

Slot legs; **Weight** 1 lb.

Description

When worn these pants inflict a deep seeded fear of being in the dark. Any time the wearer is in the dark he automatically becomes panicked. If the wearer is cornered or attacked while still in the dark, he begins cowering.

Construction

Magic items any *magical pants*

"...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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