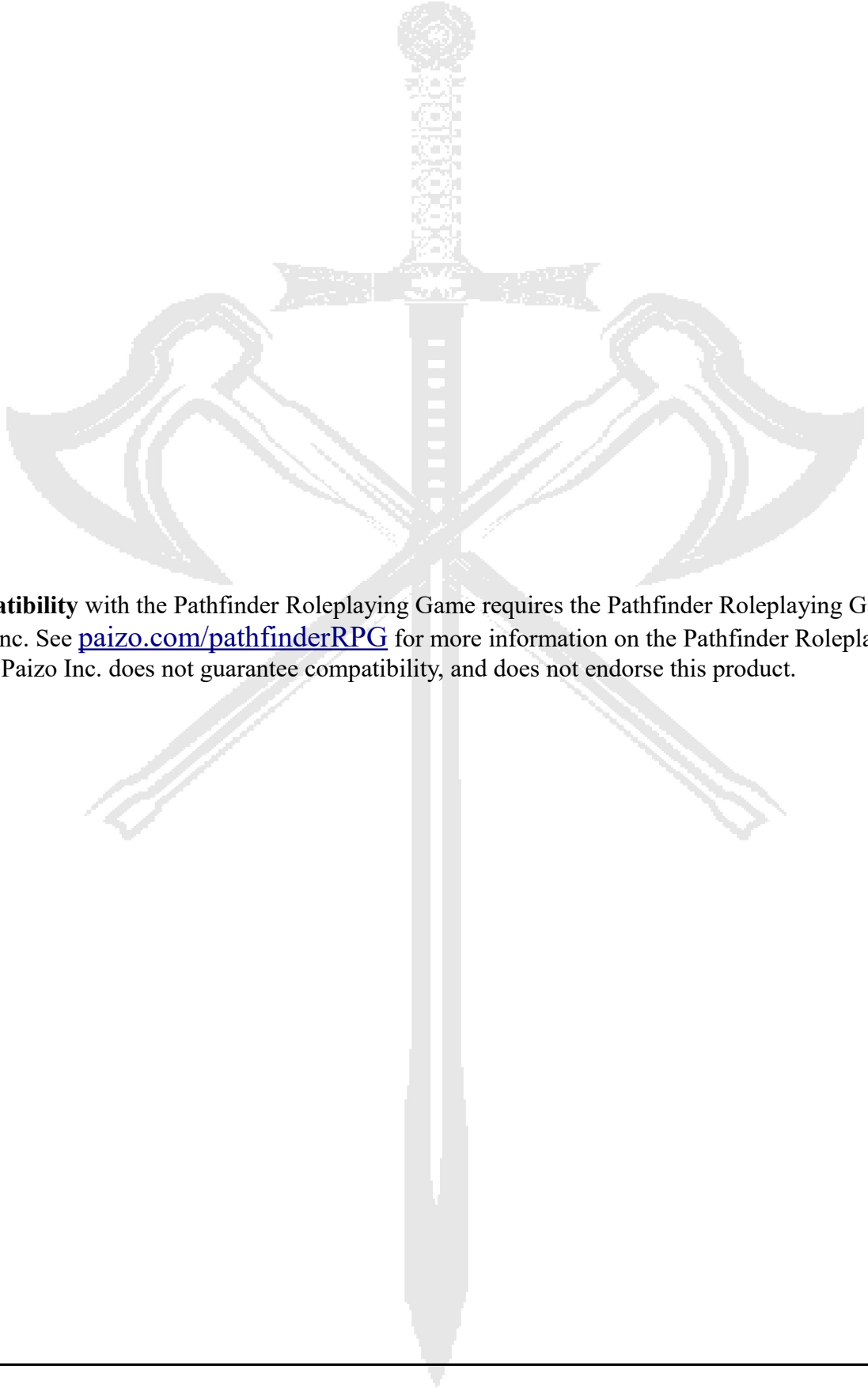


# Forgotten Treasury

## The Sorcerer's Stash





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# **Forgotten Treasury**

The Sorcerer's Stash

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# Forgotten Treasury

## The Sorcerer's Stash

This volume of Forgotten Treasury introduces a number of new items that are made to benefit an arcane caster. As the title would suggest, while most of the rules, and some of the items below are made with a sorcerer in mind, these items would make a valuable addition to any arcane caster's armory.

### New Feats

#### **Innate Prodigy**

**Prerequisites:** 13+ Cha; Ability to Spontaneously Cast Arcane Spells

**Bonus:** Pick a School of Magic. You receive a +2 bonus to any spellcraft checks made to identify spells of that school. In addition, you gain additional spells known from this school. You may choose to add either three first level spells from the chosen school to your spells known list, one second-level spell with one first-level spell from the chosen school to your spells known list, or one third-level spell from the chosen school to your spells known list.

#### **Practiced Innate Caster**

**Prerequisites:** 15+ Cha; Innate Prodigy

**Bonus:** This character receives a +1 bonus to the difficulty class for all spells cast from the school chosen for Innate Prodigy. In addition, choose up to two spells that were gained from the Innate Prodigy feat. This character's caster level is treated as 1 higher for all variable, numeric effects of those spells.

#### **Masterful Innate Caster**

**Prerequisites:** 17+ Cha; Practiced Innate Caster

**Bonus:** This character receives a +1 bonus to the difficulty class for all spells cast from the school chosen for Innate Prodigy. In addition, any spells cast from the chosen school have their range, duration increased by half, and any damage done is increased by +1 per dice rolled. Lastly, choose a single spell that was gained from the Innate Prodigy Feat, this character's caster level is treated as 2 higher for all variable, numeric effects of that spell. This ability stacks with the caster level bonus gained from Practiced Innate Caster for a potential of a 3 Caster Level increase.

## New Traits

### Individual Study

**Benefit:** Pick a 1<sup>st</sup> Level Spell from the Sor/Wiz list. Add it to your list of Spells known.

### Ancestral Sorcery

**Benefit:** Pick a Sorcerer Bloodline. You may use the chosen Bloodline's first level power once per day. If you could already use this power, you may use it an additional time per day.

## New Items

### Ring of the Fiery Spirit

**Aura** *Faint Evocation*      **CL** 3<sup>rd</sup>      **Slot** *Ring*  
**Price** *1400 Gold Pieces*      **Weight** -

This ring is a band made of polished iron with a brilliant agate set into it. It grants it's bearer Fire Resistance 5, and a +2 bonus to Fortitude Saves against cold weather. In addition, any spell cast by characters wearing this ring, that deals fire damage does one additional point of fire damage per die rolled.

#### Creation Requirements

Craft Wondrous Item, *Flaming Hands*  
Cost 700 Gold Pieces

### Ring of the Cool Heart

**Aura** *Faint Evocation*      **CL** 3<sup>rd</sup>      **Slot** *Ring*  
**Price** *1400 Gold Pieces*      **Weight** -

This ring is a band made of fine silver with a small sapphire set into it. It grants it's bearer Cold Resistance 5, and a +2 bonus to Fortitude Saves against warm weather. In addition, any spell cast by characters wearing this ring that deals cold damage does one additional point of cold damage per die rolled.

#### Creation Requirements

Craft Wondrous Item, *Ray of Frost*  
Cost 700 Gold Pieces

## Hands of the Sorcerer

**Aura** Moderate Conjuration

**CL** 1<sup>st</sup>

**Slot** Ring

**Price** 800 Gold Pieces

**Weight** -

When worn, this ring creates two invisible hands made of force and energy. These hands float effortlessly through the air, and are made of force. They cannot pass through solid objects and displace gasses and liquids normally. They can lift, move, and manipulate up to 10 pounds of force. The hands grant you a slam attack that uses your Base Attack Bonus and Dexterity Modifier for the roll to hit, and deals D4+1 points of damage. This is an additional attack that you can use as a standard action, or as part of a full attack action (still allowing you to make another attack).

The ring can also be used to hold one more object readied, such as a scroll, potion, rod, or other device. This allows you to utilize your main hands for spell-casting (or vice-versa if you want to avoid having your casting detected; see below.)

Probably one of the best features of this ring, is that it allows you to use the invisible hands to fulfill the somatic component in spell-casting. However, since the hands are invisible, it adds +20 to any spellcraft DC made to identify what you are casting.

### Creation Requirements

Craft Wondrous Item, *Mage Hand*

Cost 400 Gold Pieces

## Rod Holster

**Aura** Moderate Abjuration **CL** 1<sup>st</sup>

**Slot** Ring

**Price** 400 Gold Pieces

**Weight** -

This special leather fixture fits to the thigh, and allows easy and accessible storage of two rods or wands. Retrieving a rod or wand from the holster requires only a move action, which can be combined with movement. In addition, once a rod or wand is placed into the holster, those items are attuned to the holster. When dropped, those items are drawn, as if by magnetic force, to the holster.

### Creation Requirements

Craft Wondrous Item, *Mage Hand*

Cost 200 Gold Pieces

## Spellcrown

**Aura** *Moderate Universal* **CL** 1<sup>st</sup> **Slot** *Ring*

**Price** 5300 GP (*Lesser*), 35700 (*Standard*), 127300 (*Greater*) **Weight** -

A spellcrown is a magical item created by a dynasty of Sorcerer Kings that granted them extra capabilities and the power to maintain their demesne. As a result, while the Crowns aren't as rare as artifacts, they are still incredibly uncommon, and require special materials and plans to create.

A spellcrown has two primary functions. Firstly, it adds a number of spells to the wearer's spells known list. The spells are determined by the character creating the spell crown, and must be on their list. The total number of spells that are on a spellcrown is limited. Each spell costs a number of spell entries equal to it's level, and each type of crown(Lesser, Regular, and Greater) will list the total number of spell entries available to that crown. For example, a spell crown with three spell entries could hold three first-level spells, one third-level spell, or one first-level and one second-level spell. Any arcane caster can benefit from this ability.

Just as important, each spellcrown has a second function where it adds a number of additional spell slots. These are rather straight forward, and will be given in the descriptions below. This ability of a spellcrown only modifies spontaneous arcane casting.

A Lesser spellcrown has three spell entries, and allows it's wearer to cast one additional first level spell, and one additional second level spell. A standard spellcrown has seven spell entries, and allows it's wearer to cast two additional first and second level spells, and one additional third and fourth level spells. A greater spellcrown has thirteen spell entries and allows it's wearer to cast three additional first and second level spells, two additional third and fourth level spells, and one additional fifth and sixth level spells.

### Creation Requirements

Craft Wondrous Item, Craft Scroll, Access to Spellcrown Schematics; Spells Added to Spellcrown must be on the Creator's Known Spell List

Cost 2650 (Lesser), 17850 (Standard), 63450 (Greater)