Rite Publishing Presents

10 Angelic Magic Items



By Steven D. Russell





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Dedication To Sean K. Reynolds for Anger of Angels.

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Compassionate:

A compassionate weapon function as a merciful weapon but 3/day it can paralyze a creature it successfully deals nonlethal damage to as a swift action. A successful Fort save (DC 10 +1/2 the wielder's Base Attack Bonus, + her Charisma modifier) negates the paralysis. This paralysis lasts for 1 minute. If anyone attempts to deal lethal damage or kill the paralyzed creature it breaks the paralysis and if he is an opponent of the wielder he can take his turn immediately (even if he has already taken his turn for the round). Creatures with the good subtype draw power from this act of compassion, so if an opponent fails its save a wielder with the good subtype gains a +2 morale bonus to attack rolls, saving throws, skill checks, and ability checks plus 10 temporary hit points. This effect lasts as long as the paralysis lasts. A creature that makes its save against this effect is immune to the same compassionate weapon's paralysis ability for 24 hours.

Faint necromancy; CL 6th; Craft Magic Arms and Armor; *ghoul touch*; Price +2 bonus.

Celestial Tenses

Aura moderate transmutation; CL 6th Slot eye; Price 2,000 gp; Weight –. Description

These crystal lenses become invisible when placed over the eyes of the wearer.

If wearer is an angelic paragon, she gains the angelic senses providence class feature and she gains 2 additional points to her pool of providence.

If the wear already possesses angelic senses, she can activate its spell-like abilities as swift actions.

If the wearer is not an angelic paragon, she gains the pool of providence with 2 points and the angelic paragon providence ability.

Requirements Craft Wondrous Item, angelic senses providence class feature, creator must be an angelic paragon; **Cost** 1,000 gp.

Sandals of the Celestial Step

Aura strong (transmutation); CL 10th

Slot feet; **Price** 500 gp (lesser), 9,000 gp (standard) 25,000 gp (greater) **Weight** -

Description

These appear to be light white leather sandals with thread of silver stitching.

These sandals allow a character with the good subtype to move more easily and speedily. The wearer, on their turn may, take a single 5 foot step as a free action which does not provoke an attack of opportunity. This 5 foot step is in addition to the 5 foot step allowed each turn during a full round action. This effect cannot be stacked with itself.

Lesser sandals can be used 1/day, standard sandals 3/day, and greater sandals can be used 5/day.

Construction

Requirements Craft Wondrous Item, Dodge, *longstrider*, **Cost** 250 gp (lesser), 4,500 gp (standard) 12,500 gp (greater);

Baldric Empyrean

Aura moderate transmutation; **CL** 10th **Slot** chest; **Price** 10,000 gp; **Weight** 1 lb. **Description**

This ornate sash of embroidered silk stretches across the chest from shoulder to waist.

If the wearer is an angelic paragon, her celestial weapon providence ability is treated as five levels higher, and she gains 2 additional points to her pool of providence.

If the wearer is not an angelic paragon, she gains the pool of providence with 2 points and the celestial weapon providence ability of a 5th-level angelic paragon, but must first attune a melee weapon to the baldric by hanging it from the cloth for 24 hours, and can only use the +1 flaming ability ability with the attuned weapon. Attuning a new weapon to the baldric ends the attunement for the previous weapon.

Construction

Requirements Craft Wondrous Item, celestial weapon providence class feature, creator must be an angelic paragon; **Cost** 5,000 gp.

Bracers of Purity

Aura Moderate (transmutation); CL 5th; Slot wrists; Price 500 gp (lesser), 16,000 gp (standard), 25,000 gp (greater); Weight –

Description

These steel bracers bear designs of a purifying flame made from gold and silver filigree.

If a wearer with the good subtype expends a use of a 1st level or higher spell-like ability or expends a point of providence as a swift action, she gains a saving throw against a single effect currently affecting her, using the

original saving throw DC of the effect. A successful saving throw ends the related effect. If the save is failed, the bracers have no further affect against that singular effect.

Lesser bracers can be used 1/day, standard bracers have an unlimited number of uses, but still require the use of the spell-like ability or expenditure of a point of providence as a swift action. Greater bracers grant the



wearer a saving throw against each effect currently affecting the wearer. The wearer can choose not to make a save against an effect.

Construction

Requirements CL 8th;Craft Wondrous Item, Purity Domain, **Cost** 250 gp (lesser), 9,000 gp (standard), 12,500 gp (greater);

Gauntlets of Contrition

Aura strong (enchantment); CL 10th Slot hands; Price 6,000 gp (lesser), 18,000gp (standard) 30,000 gp (greater) Weight 1 lb.

Description

These dark steel gloves display a motif of a guillotine executing a victim.

A wearer with the good subtype can expend a charge from this item as a swift action, pointing at a target and ordering it to repent its sins. This forces a creature that does not have the evil subtype and who fails a Will Save (DC 10 +1/2 the wearer's HD + her Cha modifier) to momentarily reflect on its past actions and be overcome by a need to confess even the smallest of sins and ask for forgiveness. The target immediately drops prone and begins to loudly confess all of its sins and transgressions to the wearer for 1 round per HD of the wearer. The effect immediately ends if the wearer moves out of line of sight or if the target is attacked. Regardless if the save is made or failed, the subject is immune to further effects from the gauntlet for 24-hours.

If a contrite target is affected by charm or compulsion effect it gains a second saving throw with a +2 bonus (at the original DC) at the end of this effect to negate that charm or compulsion. Also if a contrite target has had its alignment magically changed, returns its alignment to its original status.

Lesser gauntlets can be used 1/day, standard gauntlets 3/day, and greater gauntlets can be used an unlimited number of times per day. All gauntlets contain 50 charges upon creation.

Construction

Requirements Craft Wondrous Item, *forced repentance*, **Cost 3**,000 gp (lesser), 9,000 gp (standard) 15,000 gp (greater);

Helm of Heaven's Tre

Aura faint (necromancy); **CL** 5th; **Slot** head; **Price** 15,000 gp; **Weight** 1 lb. **Description**

This bright steel helm bears decretive wings on either side of the helm and a visor of invisible glass-steel covers the face.

A creature with the good subtype can expends a use of a 1st level or higher spell-like ability or expend a point of providence as a swift action, and glare at her opponents. This inflicts a special curse upon a target creature (range 30 feet, Will save DC 10 + 1/2 the wearer's HD + her Cha modifier, negates). For every five HD, the wearer can target an additional creature with this ability (maximum 5 at 20th level). The wearer can choose from any of the following curses:

Babble: The afflicted's ability to speak coherently is compromised. Any time he attempts to communicate (including casting spells with verbal components), he must make a Will save (Same DC) or whatever he says comes out as gibberish.

Barrenness/Infertility: Certain demons/angels, curses and diseases (and of course, old age) cause people to be unable to produce or bear offspring. This is a touchy subject, and the effects of the affliction might be entirely unimportant in some campaigns.

Cataracts: Cataracts are an affliction that permanently degrades one's eyesight (-2 to Search and Spot checks, -4 to attack rolls, and any Dexterity bonus to AC is halved). It can be cured by the spells listed above, or by a combination of the remove disease and cure blindness spells.

Dementia: The afflicted's ability to interact with the real world is compromised. Any time he attempts to take a decisive action, he must make a Wisdom check (DC 10

+ the wearer's Charisma bonus), or act as though under the influence of a *confusion* spell.

Diseased: The afflicted has suffered physical scars from numerous sicknesses, and he perpetually stinks of infection. He suffers a -5 penalty to his Charisma score.

Ecstatic: The afflicted's ability to understand danger is compromised. In any excited or dangerous situations, he must make a Wisdom check check (DC 10 + the wearer's Charisma bonus), or spend the next 1d4 rounds singing and dancing like a drunk. While in ecstasy he is unable to attack or to use any active defenses. At the end of the madness, make another Wisdom check or the ecstasy continues.

Fixation: The afflicted takes on a quest in search of an unattainable goal (e.g. an imaginary object or impossible ideal) that puts him (and allies) into dangerous situations.

Forgetfulness: The afflicted's ability to remember facts is compromised. Any time he must do something that requires accessing his memory (including casting memorized spells), he must make an Intelligence check (DC 10 + the wearer's Charisma bonus).

Impotence: The afflicted's ability to participate in sex and to procreate are compromised. This is another touchy subject, and its effects might be entirely unimportant in some campaigns.

Lameness: The afflicted's speed is halved, and he becomes incapable of running or charging. He also suffers a -10 penalty to Acrobatics and Swim skills.

Mute: The afflicted loses the power of speech. He can still make himself understood through writing, and his hearing is unaffected.

Paranoia: The afflicted's ability to separate friend from foe is compromised. Any time someone confronts him with an unexpected situation, he automatically views the other as an enemy and must make a Wisdom check (DC 10 + the wearer's Charisma bonus), to avoid attacking him.

Phobia: The afflicted develops an irrational fear of a common object, creature, or condition. He believes the object of the phobia poses an immediate threat to him and may even see it where it doesn't exist.

Sickly: The Sickly affliction means that the victim is more likely to contract diseases. A Sickly person always has a low-level cough or fever, and a -4 penalty to saves against disease.

Requirements Craft Wondrous Item, Reach Spell, *bestow curse*, **Cost** 7,500 gp

Ring of Celestial Salvation

Aura moderate abjuration; CL 13th Slot ring; Price 4,550 gp; Weight —

Description

If the wearer has the good subtype, whenever she would be slain or banished to another plane, she can as an immediate action expend all of her spell-like abilities or empty her pool of providence to negate the attack that would slay or banish her. This consumes the ring and it is ruined crumbling into a pile of dust

Construction

Forge Ring, limited wish; Cost 2,275 gp.

Jabard of Angelic Paragons

Aura moderate transmutation; **CL** 10th **Slot** body; **Price** 13,000 gp; **Weight** 1 lb. **Description**

This tabard is made of a strange type of cloth that displays whatever heraldry, holy symbol or sigil the wearer desires.

When worn, this tabard confers great ability to angelic paragons in combat. If the wearer has levels in angelic paragon, her AC and soulfire providance is treated as an angelic paragon of five levels higher. If donned by a angelic paragon it increases the DC of one of her Heavenly Gifts by 2, this gift is chosen when the tabard is first donned an cannot be changed thereafter.

If the wearer is not an angelic paragon, she gains a small pool of providence and the ability to perform a single 1stlevel providence from the pool of providence class feature. At the start of the day, she gains 2 providence points. She can spend these points to perform the 1stlevel providence she chose upon donning the tabard.

Construction

Craft Wondrous Item, *righteous might* or *transformation*; **Cost** 6,500 gp

Legacy Item

They are known by many names, Legendary Weapons, Relics of the Godlings, but in Questhaven they are referred to as Legacy Items, these minor artifacts can increase in power as their wielder does when the proper ritual is performed along with the correct sacrifice. This rouses the legacy item to its true glory. One cannot enchant the items further until it has reached its full potential but once reaching that plateau a wielder is free to enchantment the item adding something of his own experience to its final legacy.

Shawmay-Aphim "Heaven's Wrath"

Aura strong transmutation; CL 20th Slot held; Weight -

Physical Description

This golden warhammer is cut from golden wildwood rather than being forged from traditional metal, though it has the strength and heft of steel. It looks like a massive two-handed hammer it is as light and a wieldy as a normal warhammer. The head of the hammer bears to rune of heaven's wrath and upon its side is a representation of heaven's gates.

Omen:

Legacy items have a heritage and only certain individuals favored by fate, bloodlines, or simple good fortune (individuals chosen by the GM) can gain their benefits. These individuals cause an effect known as an anointing showing the legacy item and the creature share a heritage and hence can awaken the item. A sign of Ill-omen is always a feeling of "wrongness" and bestows one permanent negative level on any creature attempting to attend the item; those attempting to wield it gain two negative levels. The negative levels remain as long as the creature attends the item and disappear when it is no longer attended. These negative levels cannot be overcome in any way (including by *restoration* spells) while the item is attended. Unlike normal negative levels if a creature's negative levels bestowed by a legacy items omen equal or exceed its total Hit Dice, it does not die.

If the proper creature (determined by the GM) attends this legacy item, it is anointed; feeling a sense of "righteousness" a choir of angels echoing in its ears along with the smell of fresh crisp clean air.

Lore:

Knowledge (Religion) DC 15:

The Demons of Damnation refer to this as Nyogtha "Ruin of the Damaned" the dark fey of the Solstice Court call it Balsylald "Fiend's Foe", the ironborn name it "Titanbreaker", but its celestial name Shawmay-Aphim "Heaven's Wrath" is by far its most well-known epithet. The Empyreal Lord Dharmaphim of The Great Church of the Pantheon, the foremost celestial in the hierarchy of heaven known to the folk of Questhaven and its Protectorate, forged this hammer in forge of Our Grand Wright in Heaven. Dharmaphim forged the blade at the request of a Zuriel, an astral deva who was later banished to the mortal planes, and was slain during the insurrection of adventure when Cynmark the Dread Lich opened Damnation's Doorway in the middle of the Questor's Society secret base in the Adamantine Mines of Kilwich. It is said Zuriel held to gate, allowing the Questor's to escape and at the end it took the combined power of Kauriel the Enabler, and Sivan the Court Fool of Orcus to slay him. No one knows what happened to his famous hammer.

Abilities:

When first encountered in its unawakened state this +1 golden wildwood warhammer grants a +4 competence bonus to critical confirmation roles when fighting creatures with the evil subtype.

When the wielder reaches or exceeds a certain level, he learns of a specific ritual, he can perform along with what materials are required to perform it. Each ritual requires 1 hour to perform, after this ritual is performed that special quality is awakened with the item gaining that ability.

Level	Special Ability	Component Cost
3 rd	guided	2,000 gp
6th	hindering	6,000 gp
8 th	+2 spellreaving	24,000 gp
10th	+3 anchoring	66,000 gp
12 th	+4 witchbreaker	66,000 gp
15 th	+5 heaven's wrath	72,000 gp

Guided: At 3rd level, the wielder learns the ritual that awakens this ability; this ritual requires consumable components worth 2,000 gp. You increase your chance to hit any target that has the benefit of a miss chance by 20% though you must still know what square to attack if the miss chance is granted by concealment.

Hindering: At 6th level, the wielder learns the ritual that awakens this ability this ritual requires consumable components worth 6,000 gp. 5/day but never more than once per round if you damage on opponent with natural attacks with this weapon you may attempt a special combat maneuver check as a swift action with a +2 bonus that does not provoke an attack of opportunity. If successful your opponent suffers a -4 circumstance penalty to one natural attack chosen by you until the damage dealt by the attack is healed or a successful Constitution check is made (as a move action, DC 10+ your Strength modifier). You can choose instead to have this affect a part of your opponent's anatomy (target CMD has a +4 bonus due to specific targeting) that is obviously the source of, or provides the power behind, a supernatural or extraordinary ability, such as a creature's mouth (for a breath weapon) or its eyes (for a gaze attack). You cannot target a spell-like ability unless the DM judges that the creature generates it through the use of a specific organ or body part. If your combat maneuver succeeds, the creature loses the benefit of the targeted ability until the damage dealt by the attack is healed or until it makes a successful ability check (standard action, using the ability that modifies the lost special ability, DC 10 + your Strength modifier).

Golden Wildwood

Planeswalkers harvest this golden-colored wood from a good-aligned plane of nature and animals associated with the deity known as *Our Golden Huntress*. It is extremely deadly to constructs.

HP/inch: 10

Hardness: 5

Cost: wooden armor and shield +2,500 gp, ammunition +30 gp per missile, weapon +1,500 gp

Cost (Longer Wording): The strange properties of this material cause it to disrupt constructs. Golden wildwood weapons count as adamantine for the purpose of overcoming the damage reduction and hardness of constructs. Constructs damaged by a golden wildwood weapon must make a Fortitude saving throw (DC 10 +

1/2 the damage dealt) or gain the staggered condition for 4 rounds. Regardless of the success or failure of the save, the same weapon will not affect the same construct creature again for 24 hours. Wooden armor and wooden shields made from golden wildwood have an ability to disrupt the special attack of a construct creature granting a +4 circumstance bonus to saves and CMD against a construct's special attacks. Items not primarily of wood are not meaningfully affected by being partially made of golden wildwood (a quarterstaff can be a golden wildwood weapon, while a longsword cannot). Weapons or armors fashioned from golden wildwood are always masterwork items as well; the masterwork cost is included in the prices given below. The market value of wooden armor or a shield is increased by 2,500 gp, ammunition by 30 gp per missile, and weapons by 1,500 gp. A double weapon with one special material half costs 50% more than normal.

+2 **Spellreaving:** At 8th level, the wielder learns the ritual that awakens this ability this ritual requires consumable components worth 24,000 gp. When a spell caster or a creature with a spell-like ability is struck by this weapon, the victim must make a successful Will save (DC 10 + $\frac{1}{2}$ the weilder's HD + the wielder's Cha modifer) or its highest level spell slot or most powerful remaining spell-like ability is expended for the day. A successful check makes that creature immune to the spellreaving ability for 24 hours.

+3 Anchoring: At 10th level, the wielder learns the ritual that awakens this ability this ritual requires consumable components worth 66,000 gp. This ability functions automatically if this weapon strikes a creature with an extraordinary, supernatural, or spell-like ability,

a known or prepared spell, or possesses a magical item with an extra-dimensional effect. This anchoring ability functions as a *dimensional anchor* and lasts for 15 minutes. The wielder can suppress this automatic function as a standard action.

+4 Witchbreaker: At 12th level, the wielder learns the ritual that awakens this ability this ritual requires consumable components worth 66,000 gp. One of the greatest punishments that can be inflicted upon an arcane spellcaster or mystical creature is to destroy her ability to perform magic. For a witch, the loss of her natural powers can be a fate worse than death.

Once per day as a swift action you force a creature damaged by this weapon to make a Will save (DC 10 + 1/2 your HD + your Cha modifier) or the creature is cursed. It loses the ability to cast any form of arcane magic (spell or spell-like) or use any supernatural ability for as long as the curse remains in effect.

You have the power to restore her abilities at any time; otherwise, she can only regain her mystical abilities as a result of a *break enchantment, limited wish, remove curse, miracle,* or *wish.* If the subject does not fail its save, the use of this ability is not expended.

+5 Heaven's Wrath: At 15^{th} level, the wielder learns the ritual that awakens this ability this ritual requires consumable components worth 72,000 gp. Once per day you can choose to terrorize your foes as a free action as part of any charge or attack; Opponents within 60 feet who witness the action become shaken (if they have the same or more Hit Dice than your caster level) or frightened (if they have fewer Hit Dice than your caster level) for 1d4+1 rounds, a successful Will save (DC 10 +1/2 your HD + your Cha modifier) negates this effect.

If the subject of your attack is hit, he must make a different save (same DC) or he gains a 50 percent hit chance: 50 percent of the attacks targeting the creature that normally would miss it now hit. This curse negates the effect of any other miss chances, whether it comes from incorporeality, concealment, or a similar source. In such a condition, however, the effects of the curse are also negated. The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Destruction

Shawmay-Aphim "Heaven's Wrath" can be broken, but it cannot be ruined unless a fallen angel sunders it with a +5 unholy icy burst greataxe.



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