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10 Wight Magic Items







By Aaron Phelps



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Bone Breaker Club

Aura faint necromancy; **CL** 6th **Slot** held; **Price** 5,312 gp; **Weight** 4 lbs.

DESCRIPTION

This large metal flanged mace never loses its gleam. The handle is wrapped in old, cracked leather strips from which dangle bones and small withered limbs.

A bone breaker club is a +1 heavy mace designed to serve guardian wights against encroaching undead and tomb robbers. Bone breaker clubs inflict +50% more damage to skeletons and any creatures with exoskeletons or brittle construction.

Upon successfully dealing damage, 5 times per day the wielder of a *bone breaker club* can attempt to shatter a bone in the victim's body. The victim must attempt a DC 16 Fortitude save. A failure results in a 1d2 roll to determine the location of damage. On a 1, the victim's arm is injured, causing a -4 to hit on all melee and ranged attacks. On a 2, the victim's leg is injured causing their movement rate to be cut in half. These effects last for 5 rounds. This ability does not affect creatures with no discernable anatomy.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor; *boneshatter*, **Cost** 2,656 gp

Cowl of Compassion

Aura faint enchantment; CL 1st Slot head; Price 3,200 gp; Weight –

DESCRIPTION

This wide hood is made from fine cotton. It fits loosely and slightly obscures the wearer's face.

Accoul of compassion grants undead wearers a +4 bonus to Diplomacy checks against living humanoid creatures. In addition, twice a day they may reroll a Diplomacy check with a living humanoid creature and take the better of the two roles.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, adoration, Cost 1600 gp

Crown of The Barrow Wight King

Aura moderate enchantment; **CL** 9th; **Slot** head; **Price** 10,200; Weight 1 lbs.

DESCRIPTION

This large crown is made from gleaming white bone etched with depictions of flames.

Once per day, the wearer may cast the spell control undead. The wearer gains a +4 to Diplomacy and Intimidate checks when dealing with intelligent undead. These bonuses stack with the True Wight's Control the Weak ability.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, control undead, Cost 5,100

Cryptwalker Boots

Aura moderate conjuration; CL 9th; Slot Feet; Price 49,000 gp; Weight 2 lbs.

DESCRIPTION

These boots appear worn and tattered, and the dark soil that stains them can never wash clean.

Three times per day, as a standard action, the wearer of a pair of *cryptwalker boots* can teleport to an area associated with death and burial that they can currently see or have previously visited. Examples include crypts, graveyards, and battlefields. The user can bring along carried items as long as the weight doesn't exceed their maximum load. They may also bring one



additional medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A large creature counts as two medium creatures, a huge creature counts as four medium creatures.

Living creatures that are teleported this way must make a Fortitude save, DC 16 + the wearer's Wisdom modifier, or become staggered for 1 hour.

Unwilling targets of the teleport effect receive a Will save, DC 15 + the wearer's Wisdom modifier.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, teleport, Cost 24,500 gp

Gray Heart

Aura strong necromancy; CL 9th Slot none; Price 90,000 gp; Weight 1 lbs.

DESCRIPTION

This icy cold, dark heart pulled from a corpse beats softly and swiftly.

A n undead creature who utilizes a gray heart effectively gets to cheat death once again. Upon creation, the heart contains a magical reservoir of hit points equal to the wielder's charisma score. When the undead creature reaches zero hit points, instead of dying, they instantly receive the amount of hit points stored in the gray heart.

The gray heart remains empty until refilled. Any spell or spell-like ability that drains hit points and heals a target creature (such as a wight's Urge ability) can instead be designated to apply those hit points to a drained gray heart.

The installation of a gray heart causes 15 hit points of damage and the creature becomes staggered for 24 hours.

CONSTRUCTION REQUIREMENTS

Craft wondrous item; raise dead, Cost 45,000

Negative Charm

Aura faint abjuration; CL 1st; Slot none; Price 1,000 gp; Weight –

DESCRIPTION

This crude, leather charm has been tooled to resemble the grotesque face of a man.

Negative charms absorb positive energy directed at the wearer. Each charm can absorb up to 30 points of positive energy before

they crumble to dust. The wearer of the charm does not make a Will save for half damage from channeled positive energy.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, channel negative energy ability, **Cost** 500 gp.

Packmaster's Hunting Cloak

Aura moderate enchantment; **CL** 1st **Slot** shoulders; **Price** 11,800; **Weight** 2 lbs.

DESCRIPTION

This simple looking cloak bears a polished bone clasp.

A Hollowed wearing a *packmaster's hunting cloak* grants a +1 bonus to attack and a +3 inspiration bonus to Acrobatics and Stealth checks for themselves and up to 4 companions in their hunting pack that stay within 30 feet of the wearer.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, bless, cat's grace, Cost 5,900

Restorative Funeral Board

Aura moderate necromancy; CL 5th Slot none; Price 5,000 gp; Weight 8 lbs.

DESCRIPTION

This polished hard wood board used to display the dead has runes burned along the entire perimeter.

A restorative funeral board provides undead who rest atop of it for 8 hours the ability to restore hit points and ability score damage, as if they were alive. A restorative funeral board can be incorporated into a normal bed to disguise its existence.

Living creatures, or those undead whom can be healed with positive energy, do not regain their daily allotment of hit points or ability points and suffer from the fatigued condition for 24 hours.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, inflict light wounds, Cost 2,500

Thrall Pendant

Aura moderate divination and transmutation; CL 3^{rd;}

Slot Neck; Price 2,000 gp Weight 0.5 lbs.

DESCRIPTION

Swinging from this chain is a black leather disc inscribed with the symbol of an eye.

T hrall pendants are a way for a master to keep tabs on undead creatures under their control. For a thrall pendant to function it must be attuned to another *thrall pendant* that has been designated as the master pendent. Multiple *thrall pendants* can be attuned to the same master pendant. It takes 24 hours for a master-designated thrall pendant to attune to the wearer.

A *thrall pendant* provides two functions: First, the wearer of the master pendant always knows the location of the undead creature wearing an attuned *thrall pendant* and they share an empathic link similar to that of one shared with a familiar, except the range is increased to 10 miles. Secondly, as a swift action, the wearer of the master pendant can designate one creature wearing a *thrall pendant* to receive a burst of energy which increases their Strength by +4 and provides 1d6 in temporary hit points for up to 2 rounds. At the end of the 2nd round, the undead creature dies from the overload.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *bull's strength, detect undead*, **Cost** 1,000 gp.

Vambraces of Control

Aura moderate enchantment; **CL** 3rd; **Slot** Wrists; **Price** 2,000 gp; **Weight** 2 lbs.

DESCRIPTION

These dark chains inscribed with mantras of restraint wrap tightly around the forearm.

Wearing *vambraces of control* allow Hollowed and True Wights the ability to control when they undergo a Frenzy. As a free action, they can access the power of the Urge to Frenzy for one round per day against a target of their choice. If the wearer already possesses the ability to control the Urge then they receive two additional uses of the ability a day and add an additional 2 hit points healed each time they deal damage while under a Frenzy.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, True Wight Paragon, **Cost** 1,000 gp



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By Wendall Roy