Rite Publishing Presents

10 Wizard Magic Items





By Steven D. Russell



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Boots of Jaunting

Aura faint conjuration; **CL** 3rd **Slot** feet; **Price** (lesser) 700 gp, (standard) 2,800 gp (greater) 6,300 gp; **Weight** 1 lbs.

These black leather boots seem to have a pattern of white lights, like distant stars in the night sky that fade in and out of existence over time.

Each day, the wizard wearing these boots gains a pool of 3 mote of movement points. Using a mote of movement does not provoke an attack of opportunity nor does teleporting. The wizard wearing these boots can use these motes to perform a number of effects based on the type of boots she is wearing but you can only expend one mote of movement each round.

- Instant Liberation (Su): As a swift action, the wizard can expend a mote of movement to instantaneously teleport to a standing position from prone position or whisks herself out of a grapple losing the grappled and pinned conditions and is teleported to the nearest unoccupied square the wizard choses.
- Instant Escape (Su): The wizard automatically expends a mote of movement to instantly blink to avoid any confirmed critical hit or any attack that would reduce her to 0 hit points or less, this ability only operates if the rogue chooses to avoid the critical hit. Avoiding the hit requires a successful Ref save (DC 10 + $\frac{1}{2}$ the attack bonus or the DC of the spell/effect) though she adds her Intelligence modifier to this save rather than her Dexterity modifier. In the case of a damaging spell or ability that would reduce the character to 0 hit points or less, this effectively grants the wizard a second saving throw to negate the spell or effect. This ability expends a mote of movement even if the wizard has used one already for this round, however this ability can only function once per round.
- Dimensional Hop (Su): As a move action the wizard can expend a mote of movement to instantaneously teleport to any other spot within 25 ft. + 5 ft./2 wizard class levels If the spot the wizard chooses is within line of sight, the wizard arrives there unerringly. If the destination is not in line of sight, the wizard must be able to visualize the spot or state the direction and distance to it, but the hop has a 25% chance of a mishap and the wizard cannot take any further actions, and is flat-footed until the wizard's next turn. No matter what the wizard's destination, the wizard can transport only herself, her familiar, and a maximum 100 lbs. (or your maximum load, whichever is less) of objects she can carry or touch. She cannot transport any creature except for the wizard's familiar or an animal companion or cohort of up to Tiny size (whose



weight counts against your load limit). If the wizard suffers a mishap or arrives in a place already occupied by a solid body, the wizard and any creatures with her take 1d6 points of damage and are shunted to closest random open space on a suitable surface of the intended location.

A lesser set of boots possess the instant liberation ability, the standard has both the instant liberation and instant escape ability, and the greater set possesses all three abilities

Requirements Craft Wondrous Item, *dimensional hop* (see *1001 Spells* by Rite Publishing) or *dimension door*; **Cost** (lesser) 350 gp, (standard) 1,400 gp (greater) 3,150 gp;

Emerald Familiar

(Figurine of Wondrous Power)

Aura faint conjuration; **CL** 1st **Slot** none; **Price** (lesser) 2,660 gp (greater) 37,000 gp; **Weight** 1 lbs. This appears to be a miniature statuette of a creature from the list of wizard, to a wizard it appears to be an exact duplicate of the PC's familiar made of emerald and is an inch or so high.

When a lesser or greater figurine is tossed down and the correct command word spoken or when the wizard's familiar chooses too, it becomes a living creature of normal size. The creature normally serves its owner as a familiar, if this *figurine of wondrous power* is broken or destroyed in its statuette form, it reforms when the command word is spoken by its linked wizard owner or when the familiar chooses it to appear amongst the attended objects of its wizard. If slain in its familiar form, the figurine simply reverts to a statuette that cannot be used again for one hour.

A greater emerald familiar has an additional power can once per day as an immediate action cause the wizard's familiar to increases three size categories. It gains a +12 size bonus to Strength, but suffers a -4 penalty to Dexterity. It loses whatever size bonus it had to attack and AC and gains the modifier of its new size (+0 if now Medium or -1 if now Large). The familiar's natural weapons increase in damage as appropriate to its size change. If it had no natural weapons, it gains a single natural attack (bite if it has a mouth, otherwise slam), which deals damage equal to an appropriately-sized club (1d6 if now Medium, 1d8 if Large). The familiar also gains a +4 enhancement bonus to natural armor and 4 temporary hit points per caster level the wizard possesses (maximum 80). While under the effect of this ability, the familiar cannot be reduced to below 0 hit points. If an attack or damage would reduce it to below 0 hit points, its hit point total goes to 0 and the spell immediately ends. This lasts for one round per wizard class level the owner possesses.

Requirements Craft Wondrous Item, *summon monster I, fearsome familiar* (see *1001 Spells* by Rite Publishing); **Cost** (lesser) 1,330 gp (greater) 18,500 gp;

Emerald of Expectation

Aura strong transmutation; CL 17th

Slot none; **Price** 800 gp (1st), 3,200 gp (2nd), 7,200 gp (3rd), 12,800 gp (4th), 20,000 gp (5th), 28,800 gp (6th), 39,200 gp (7th), 51,200 gp (8th), 64,800 gp (9th), 56,000 gp (two spells); **Weight** —

DESCRIPTION

This seemingly normal emerald of average color, cut, clarity, and carats allows the wizard possessing it upon command as a standard action to swap out any one spell that she has prepared for another spell of equal level from her spell book. The prepared spell must be of a particular level, depending on the emerald. This can be a spell of a lower level modified by metamagic feats to reach the required level. Different emerald's exist for swapping out one spell per day of each level from 1st through 9th and for the swapping out of two spells per day (each of a different level, 6th or lower). CONSTRUCTION

Requirements Craft Wondrous Item, creator must be able to cast spells of the spell level to be recalled; **Cost** 400 gp (1st), 1,600 gp (2nd), 3,600 gp (3rd), 6,400 gp (4th), 10,000 gp (5th), 14,400 gp (6th), 14,600 gp (7th), 25,600 gp (8th), 32,400 gp (9th), 28,000 gp (two spells);

Eyes of the Studious Failure

Aura faint divination; CL 3rd

Slot eye; **Price** (lesser) 1,680 gp, (standard) 5,040 gp (greater) 8,400 gp; **Weight** –

These star sapphires fit over and then meld into the eyes, transforming the wearer's irises into a pool of arcane symbols and marks.

A wizard wearer gains temporary, intuitive insight into the immediate future that assists with her spell casting against a singular opponent. Her next spell that targets a single creature (if it is made before the end of the next round) gains a +1 insight bonus to the save DC. If that creature successfully saves, her next spell that targets that same creature and only that creature (if it is made before the end of the following round) gains a +2 insight bonus to the save DC.

This process continues until her insight bonus reaches its maximum of +5, she fails to cast a spell targeting the same singular creature in each following round, or the target creature fails a saving throw.

A lesser set of eyes grants this effect to a wizard once per day as a swift action, a standard set 3/day, and a greater set triggers anytime a singularly targeted creature successfully saves against one of her wizard spells.

Requirements Craft Wondrous Item, *true casting* (see *1001 Spells* by Rite Publishing) or *augry;* **Cost** (lesser) 840 gp, (standard) 2,520 gp (greater) 4,200 gp;

Gloves of the Ray

Aura faint abjuration; **CL** (lesser) 5th, (standard) 11th, (greater) 17th

Slot hands; **Price** (lesser) 2,000 gp, (standard) 7,000 gp, (greater) 17,000 gp; **Weight** –

Description

These leather gloves were made from the black skin of a manta ray.

An wizard wearing these gloves can alter a spell with a range of touch to increase its range to close as a swift action 3/day as though using the Reach Spell feat. Touch spells modified by this item that require melee touch attacks instead require ranged touch attacks. Normal gloves can be used with spells of 6th level or lower.



In addition 3/day per day if a ray spell or a spell that requires a ranged touch attack targets the wearer she can as an immediate action stretch out her hand and negate the attack as a *dispel magic* counter spell. (Using the wearer's caster level. The level of the spell slot used determines the level of the spell).

Lesser gloves can be used with spells of 3rd level or lower, standard gloves can be used with spells of 6th level or lower, while greater gloves can be used with spells of 9th level or lower.

Construction

Requirements Craft Wondrous Item, Reach Spell, *dispel magic* **Cost** (lesser) 1,000 gp, (standard) 3,500 gp, (greater) 8,500 gp;

Mantle of the Schoolmaster

Aura moderate (transmutation); CL 10th; Slot chest; Price 2,000 gp; Weight 1 lbs.

This elegant cape is trimmed in silver in a pattern resembling the arcane symbols of the wizard's chosen school.

A wizard wearing this doubles the duration of her 8th level arcane school class feature or gains an additional use per day of her 8th level arcane school class feature. Diviner's and Scryers wearers of at least 8th level gain the ability to once per day "lose" any prepared spell to spontaneously cast any divination (scrying) spell of the same spell level or lower.

Requirements Craft Wondrous Item, Extend Spell, creator must be a wizard; **Cost** 1,000 gp.

Robe of the Schooled

Aura moderate (evocation); **CL** 10th; **Slot** body; **Price** 5,000 gp; **Weight** 1 lb. **Description**

These dapper robes change in style and color based on the will of the wearer but always bears an arcane mark that prominently identifies the wearer as a member of a particular wizard's school.

A wizard wearer can use her 1st level arcane school class feature as a swift action. If her 1st level ability is a continuous effect she may instead grant the benefit to one allied creature within 30 ft. once per day as an immediate action (she does not lose the benefit), the effect lasts for 1 round per 2 wizard class levels the wearer possesses.

Requirements Craft Wondrous Item, Quicken Spell-Like Ability, Reach Spell, creator must be a wizard; **Cost** 2,500 gp.

Wizard's Battered Hat

Aura moderate (conjuration); CL 9th; Slot head; Price 1,800 gp; Weight – Description

This beaten up and constantly dirty blue-grey hat has a wide-brimmed pointed conical crown.

A wizard's spellbooks, ink and quill, and only that can be stored in this hat as if it were a *handy haversack*, with the items only appearing when the possessing wizard desires it. If the wizard is wearing the hat, and she witnesses a spell on the wizard's spell list being cast, she can once per day make a Spellcraft check DC 15 + double the spell's level, if successful this spell is inscribed in the Spellbook if pages, ink, and quill are available. Note this will not work for spells from a wizard's oppositional schools, and a failed check means that spell cannot be learned until a new rank is put in Spellcraft.

Requirements Craft Wondrous Item, *secret chest, secret page,* **Cost** 900 gp

Wizard's Journeyman Ring

Aura faint transmutation; CL 1st

Slot ring; **Price** (lesser) 700 gp, (standard) 1,925 gp (greater) 5,600 gp; **Weight** 1 lbs.

This simple silver ring has an arcane mark upon it that matches the wizard wearing it, or that of the wizard looking at it if it is unattended.

Once per day as an immediate action a wizard wearing this ring can reroll specific failed d20 rolls based on the type of ring she is wearing, the greater rings have all the powers of the lesser rings.

Lesser: Reroll a failed Concentration check.

Standard: Reroll a failed Caster Level Check

Greater: Reroll a failed Melee Touch Attack, a Ranged Touch Attack, or a Dispel Check.

Requirements Forge Ring, *timeslip* (see *1001 Spells* by Rite Publishing) or *lucky number*; **Cost** (lesser) 350 gp, (standard) 862 gp (greater) 2,800 gp;

Alymmanthar "The Dire Wand"

(minor artifact)

Aura strong transmutation; **CL** 20th **Slot** held; **Weight** –

Physical Description

This thin wand has been constructed from a rare and unique wood known as violet leaves, with bands of gold and a gold capstone at its tip. The tip offers a glimmer of magic and a small arch of energy when it is about to be used.

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 sound of a smithy shop and heavy iron footfalls along with the smell of a forge.

Jore:

Knowledge (arcana, planar, or local) DC 15:

The wyrd of Questhaven refer to this as the First Pillar of the Eldritch Vessels, the fey of the Solstice Court call it *Smol Mir Nuachta* "Artificer'sBane, the ironborn name it "Wand of the Archwizard", but its draconic name *Alymmanthar* "The Dire Wand" is by far its most wellknown epithet. The exemplar human male, and horrifically overpowered imperious sorcerer Counciler Armen "The Immortal" Kompier, the most gifted spellcaster in all of Questhaven and its Protectorate, crafted this wand with the assistance of Kahrvass Fleymbrow, Smith of Burning Desire, while within the Tarnished Souk on the plane of dreams for his wizardess wife shortly before her death. She bequeathed it as a prize to be hidden away in some fell dungeon so that the Questor's Soceity might grow in strength

Abilities:

When first encountered in its unawakened state the wizard can cast a spell equal to half her wizard caster level into the wand (must be 4th level or below), it then gains the benefits of that wand using the wizard's caster level and possess 50 charges (even if that caster level later increases). Any spell cast from this wand by the anointed wizard uses her Intelligence bonus to modify its DC along with any applicable feats (such as spell penetration or spell focus).

Violet Jeaves

From a durable, slender tree, violet leaves are immediately identifiable by their light purple color. Violet leaves wood is a good and strong wood, similar to pine in utility, but has a unique affinity for the casting of spells.

Hit Points/Inch: 10 Hardness: 5

Cost: wand +4,000 gp

Cost (Longer Wording): If used to make a wand, this wood reduces the level increase of a metamagic feat by 1 spell level.

Level	Special Ability	Component
		Cost
1 st	Bonding	1,000 gp
3 rd	Assimilation	3,000 gp
7 th	Dampen Magic Item	5,250 gp
9 th	Dominate Magic Item	9,000 gp
11 th	Golem Pilot	13,200 gp
15 th	Malediction of Eldritch	44,200 gp
	Vessels	

At a certain level, she learns of a specific ritual, she 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.

Bonding: At 1st level, the wielder learns the ritual that awakens this ability this ritual requires consumable components worth 1,000 gp. If a wizard possesser has a bonded object she can make it this time as a full-round action and suffer no penalties. In addition she also gains an additional use per day of her bonded object.

If she instead has a familiar the bond can be shifted to the wand as a full-round action if the familiar dies or if the wizard releases the familiar.

Finally, when the proper command word is spoken (a swift action) this wand appears instantly in the anointed wizard's hand, even if it is attended by another creature or on another plane.

Assimilation: At 3rd level, the wielder learns the ritual that awakens this ability; this ritual requires consumable components worth 3,000 gp.

You learn a special ceremony that allows you to sacrifice magic items and enhance The Dire Wand. If a special ceremony is preformed, (requiring 8 hours) the wand can absorb half the total gold piece value of any magical item that is part of this ceremony to its creation pool. If it has enough total value to enchant the wand (per the magic item creation cost rules), you can then enchant the Dire Wand with one new ability as part of a second special ceremony (require 8 hours to perform).

For example if you had absorbed a +1 shield, a +1 weapon and a +3 weapon, you could make this a wand of quickened *magic missile* (Due to the violet leaves special material this would be a 4^{th} level spell x and a minimum caster level of 7th x 750 gp divided by 2 for construction cost of 10,500 gp).

Dampen Magic Item: At 7th level, the wielder learns the ritual that awakens this ability this ritual requires consumable components worth 5,250 gp. Once per day as a swift action the anointed wizard can activate this wand and suppresses all the magical abilities of one magic item (similarly to how dispel magic would, but

for a far greater duration) within medium range (100 ft. + 10 ft./level) for 1 day/level. *Dampen magic item*

The anointed wizard makes a caster level check (maximum +15) against the caster level of the magic item. For 1 min/level, the item has no magical power (although a magic sword is still a sword and can be used as such). The wand only expends a use per day of this ability if the subject is successfully suppressed, a subject that is not successfully suppressed is immune to this effect for 24 hours. Artifacts are immune to this spell effect.

Dominate Magic Item: At 9th level, the wielder learns the ritual that awakens this ability this ritual requires consumable components worth 9,000 gp. Once per day as a swift action the anointed wizard can activate this wand and gain control the actions of any magic item (including constructs) within medium range (100 ft. + 10 ft./level) for 1 day/level. A successful Will Save (DC 10 + 1/2 the wizard's class level + her Intelligence modifier) negates this effect, however the wand only expends a use per day of this ability if the subject fails its save, a subject that makes its save however is immune to this effect for 24 hours. Through this effect the wizard establishes a mental link with the item, forcing the item to perform as she desires, within the limits of its abilities. If she doesn't know what the magic item can do, she can communicate only basic commands, such as "come here," "go there," "fight", "staystill," etc. She receives no direct sensory input from it. Attended and Intelligent subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Attended and Intelligent subjects do not carry out obviously selfdestructive orders.

Once the anointed wizard establishes control, there is no limit to the range at which you can exercise it, as long as she and the subject are on the same plane. She need not see the subject to control it. *Magic circle against evil* or a similar spells can prevent her from exercising control or using the link while the subject remains so warded, but it does not prevent the establishment of *dominate magic item* or dispel it. Golems still gain the benefit of their magic immunity special defense against this spell effect, as do those items attended by creatures with spell resistance.

Golem Pilot: At 11th level, the wielder learns the ritual that awakens this ability this ritual requires consumable components worth 13,200 gp. Once per day as a swift action if the anointed wizard knows the name of the spell, subschool or descriptor that bypasses the golem's magic immunity that she touches with this wand, this spell effect takes on that spell's name, subschool, and/or descriptor and uses that opening to transform the body of a golem so that the anointed wizard merges with and gains control of the golem for 10 mins/level. A successful Will Save (DC 10 + $\frac{1}{2}$ the wizard's class level + her Intelligence modifier) negates this effect, however the wand only expends a use per day of this ability if the subject fails its save, a subject that makes its save however is immune to this effect for 24 hours. For example, if used on a stone golem it would be considered a stone to flesh spell for purposes of bypassing its magic immunity. If the anointed wizard doesn't know what bypasses the creature's magic immunity, the spell effect fails as if it failed to overcome the creature's spell resistance. The wizard loses all special abilities and benefits of magic items except this wand but can share all of its feats and skills with the construct. The controller is immune to all attack forms except for mind-affecting, negative energy, and death effects, although the subject gains the benefits of the magic immunity the golem possesses.

All other attack forms affect the golem first, and any effect left over after the golem is destroyed is then applied to the controller with all appropriate saves and resistances applied.

The anointed wizard must be one size category smaller than the golem in order to be affected by this spell. If a golem has the swallow whole ability then the ability loses available space equal to the size category of the controller; creatures swallowed cannot attack the merged creature. A golem always resists this spell, and when the spell ends, the creature merged with the golem is expelled.

Malediction of Eldritch Vessels: At 15th level, the wielder learns the ritual that awakens this ability this ritual requires consumable components worth 44,200

gp. Once per day as a swift action the anointed wizard can activate this wand and place an especially powerful permanent curse on one creature within close range (25 ft. + 5 ft./2 level), causing all the magic items in the target's possession (now or at a later time) to become nonmagical as if they were within an *antimagic field*. A successful Will Save (DC 10 + $\frac{1}{2}$ the wizard's class level + her Intelligence modifier) negates this effect, however the wand only expends a use per day of this ability if the

subject fails its save, a subject that makes its save however is immune to this effect for 24 hours.

The curse bestowed by this wand cannot be dispelled but can be removed by a *miracle* or *wish* spell.

Destruction

Alymmanthar "The Dire Wand" can be broken, but it can only be ruined if an adamantine golem that the wand once affected sunders it.



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LOSTR DREAM

Matt Banach

Dream

a surreal realm where delusions roam free and nightmares hold court.

A man called Rube is on a perilous quest, searching this unhinged land for something more precious than life or sanity – his own lost child. Captive on a black ship crewed by the dreaded Men of Leng, he finds himself crossing the Slumbering Sea in chains, brought face-to-face with a mischievous blue monster who might just be his salvation – or his doom. Struggling to reunite father and daughter, their odyssey past the edge of reality reveals ancient evils, fiendish plots, and a trans-planar scheme which threatens the very foundation of Dream.

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