Rite Publishing Presents

101 Malevolent Magic Items



By Jonathan McAnulty



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101 Malevolent Magic Items

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Dedication: To Dark Mistress, who asked for it.

Special Thanks to my wife and kids for providing several good ideas.

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Magic is dangerous. By which we do not mean to say that magic is a good way to hurt people, though it is that. What we are referring to is the fact that magic represents a tampering with reality, an overriding of the natural laws to produce a desired effect. As any good science fiction movie-buff can tell you, tampering with nature is a dangerous business. Not that you would know this by the way many roleplayers treat magic. Most adventurers in fantasy roleplaying games take magic for granted, similar to a way in which we take our computers, cars and telephones for granted. They chug potions with no thought toward what they are putting into their bodies. They cast spells which mess with their basic genetic codes with nary a worry about the consequences. They expect magic to work when they beckon. But magic is dangerous. It is not a push button vending machine, which, when the power goes out, simply ceases to function. When magic goes havwire, things go very, very wrong. Hence this book.

Overview

This is not just a book of cursed objects; meaning those magical items which, through a mishap of the crafting process, have adopted properties which are detrimental to the user. Failures in the creation process are an unfortunate happenstance and do result in curses and a good many of the items in this book are of that sort. However, such items share the pages of this tome with a second group: items which are intentionally designed to harm the user. There exist, among the magical community, as elsewhere, certain individuals who delight in causing misfortune. Within these pages, cursed items and malevolent items exist side by side, differentiated only by the style of their stat block. Malevolent items are made exactly like any other normal magical item, and are thus presented as a regular magical item; whereas cursed items, which are created accidentally, are presented in a style similar to cursed items in the Pathfinder® Roleplaying Game Core Rulebook™. Despite this mechanical difference, for the poor fool who finds and uses either, the end result is the same: misfortune of one sort or another.

The statblocks for each item have a few other things we might mention. For one thing, there is no market price given for any of these, regardless of how they were created (though intentionally created items note the cost of their creation). While buyers interested in any one of the items in this book might exist, cursed and malevolent objects are not the sorts of things reputable businessmen are going to deal in. Trying to sell, or buy, any of these objects should be an arduous task more focused on making the right connection than on the price. As well, each statblock ends with a "Cure." Some of these items can be discarded as normal once their flaw is realized. Most of the time getting rid of a cursed item is not so simple. Specific steps must be taken before the user is free of the curse. Each item has a suggested cure,



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though of course GMs are free to be creative in the matter of remedies.

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The last set of cursed and malevolent items in the book is described as legendary. These are items with a unique history and a unique set of powers, all of which might be known to bards or lore-masters. The difficulty for knowing this history should be 10 less than the difficulty to properly identify the item using magic. The histories provided with the items are specific to the world of Questhaven, though the stories themselves should be easily adapted to any game world. Similar to artifacts, each of these legendary cursed items has a specific way in which they must be destroyed, assuming the PCs are interested in destroying them. Again, GMs should feel free to alter both the histories and the methods of destruction if doing so would benefit their game and the stories they themselves are trying to tell.

Why Use Cursed Items?

1

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There was a time when it was assumed every dungeon would have at least one or two cursed items in it. The use of these items has in recent times fallen a bit out of fashion. Many were afraid that cursed items detracted from the enjoyment of the game. While cursed items should be used sparingly, we must recognize that they do serve a purpose other than simply allowing cruel GMs a moment of levity. They actually have at least two legitimate uses.

The existence of cursed items makes players more cautious. And this is a good thing. If every vial of

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glowing liquid is a potion of cure light wounds, then players will just chug every vial on the belt of their fallen foes after a battle. If one in four is actually a vial of deadly poison, the players will, after the first or second time, start taking the time to test the potions. Likewise, if one in ten magical items is cursed, while daring players might simply slap on every magical hat, cloak and belt they find, smart players will take the time to identify each before use. There is a different feel to the game when the world contains cursed objects and players are less likely to treat a dungeon romp as a buffet of treasures and more likely to approach it as the continuous series of tests, traps and dangers you want it to be. Moreover, cursed items make magic just a little less friendly. It reminds the players that their characters are putting strange, potentially harmful toxins into their bodies, enchanting their physiques in unnatural ways and tampering with their very minds. Magic becomes a little less like a vending machine and a little more like an untested, unlicensed nuclear accelerator right after you've flipped it on for the first time.

Beyond keeping players on their toes, cursed and malevolent objects, used right, make for a good story. What is the *Lord of the Rings*, if not a quest to get rid of a dangerous cursed object? How many horror stories are built around a single, malevolent object? Many, if not all, of the items in this book have the makings of a good macguffin, or a memorable encounter. Conflicts and challenges are what create the tensions which result in captivating narratives. Cursed items are thus useful in providing the basis for an entertaining tale.

Using Cursed Items

When placing cursed items in a hoard, do not count the items toward the total value of the treasure. Likewise, used cursed items in moderation. A few such finds keeps players on their toes; too many and people won't want to play with you anymore. Likewise, PCs should, ideally, be given an opportunity to fight the curse. No-win situations are seldom fun. Nevertheless, if the players refuse to investigate cures or refuse to employ care in their use of magic, sometimes it is the burnt hand that teaches best.

The difficulty to identify a regular magical item is 15 + CL. The difficulty to properly identify a cursed item is 25 + CL. If the person identifying the cursed item has enough success to identify a regular magical item, but not enough to identify they curse, he or she mistakenly believes the cursed item to be of a benevolent nature. The DCs for any saving throw related to any of the following object is either $10 + \frac{1}{2}$ CL (rounded down) or $15 + \frac{1}{2}$ CL (rounded down), depending on the object. The DC to remove any of the curses or conditions imposed by the following items using *remove curse* is 10 + CL.

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Whenever possible, GMs should create a reason, in-game, for the cursed item to be where it is. Perhaps it is the reason for bad things to be happening to good people (or to bad people, as the case may be). Perhaps the party requires it to specifically set their own trap for some foe or other. Perhaps it is kept by the villain as an interesting conversation piece. Perhaps the PCs find a magical staff clutched in the hands of an ornate statue, not realizing it is the curse of the staff which created the statue. However you end up using these items, I hope they enliven your game and inspire you to find new ways to make your players suffer (even if only a little).


2

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Armors and Shields (11 total)

ARMOR OF ILL-FATE

Aura moderate transmutation; CL 13th; Identify DC 38

Slot armor; Weight variable DESCRIPTION

This armor appears to be standard +1 armor but its true nature is often revealed in combat. All critical threats against the wearer are automatically confirmed for maximum damage.

CREATION

Magic Items armor of fortification CURE

This armor may be removed as normal.

ARMOR OF THE KLEPTOMANIAC

Aura faint enchantment; CL 5th; Identify DC 30 Slot armor; Weight 10 lbs.

DESCRIPTION

This armor functions as +1 leather armor, but when worn it compels the wearer to steal. Once an hour, the wearer of the armor must succeed at a DC 17 Will save to resist the armor's compulsion. Failure results in the wearer attempting to steal something from another, utilizing a Sleight of Hand skill check. The wearer has no knowledge of his theft, whether successful or not, it is entirely a subconscious activity. Once worn, the user will not voluntarily part with the armor and will use it in preference to all others.

CREATION

Magic Items +1 leather armor CURE

Remove curse (DC 15), or a similar spell, is necessary to free the wearer of the armor's hold.

ARMOR OF THE ROOSTER

Aura moderate enchantment; CL 9th; Identify DC 34 Slot armor; Weight variable DESCRIPTION

This armor appears to be standard +1 armor of *fearlessness* but though its wearer is immune to fear, he is also filled with an overwhelming sense of selfconfidence which compels him to act in a provocative fashion. When facing a recognized foe or group of foes, or an obvious authority figure (a king, town guard, etc.), the wearer must make a DC 19 Will save each round to

New Armor Special Ability:

Fearlessness: A suit of armor with this special ability renders its wearer immune to all fear effects, regardless of the source. Moderate enchantment; CL 9th; Craft Magic Arms and Armor, remove fear; price +2 bonus.



avoid shouting out a boastful and insulting threat. Once affected by this compulsion, the wearer will not voluntarily surrender the armor but feels compelled to use it to the exclusion of all other armors. CREATION

Magic Items any armor of fearlessness CURE

Remove curse (DC 19), or a similar spell, is necessary to free the wearer of the armor's hold.

ARMOR OF THE STONY SKIN

Aura strong transmutation; CL 18th; Identify DC 43 Slot armor; Weight variable DESCRIPTION

This armor appears to be *armor of invulnerability*. When worn, the skin of the wearer becomes hardened and rock-like, granting the wearer DR 5/magic or blunt. Any blunt weapons used against the wearer crack the wearer's stony skin doing double damage and 1d2 bleed damage. Moreover, as a consequence of this cracking of the skin, whenever the wearer is reduced to 0 hp, he suffers 4 points of Constitution damage. This damage cannot be healed so long as the armor is worn. Once used in battle, the wearer will not voluntarily surrender the armor but feels compelled to use it to the exclusion of all other armors.

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CREATION

Magic Items any armor of invulnerability CURE

Remove curse (DC 28), or a similar spell, is necessary to remove the compulsion to wear the armor. Only after the armor loses its hold on the wearer can the physical damage to the body be fully remedied. Regeneration and restoration are both necessary to heal any Constitution damage.

ARMOR OF THE SWARM

Aura strong conjuration; CL 9th; Identify DC 34 Slot armor; Weight 50 lbs. **DESCRIPTION**

Purposefully crafted as a cruel death-trap, this armor appears to be +2 full plate until it is worn, at which point the armor locks up, reducing the effective Dexterity of the wearer to o. A round later, the interior of the armor fills with wasps, which attack the wearer as a swarm (Bestiary 275). Dispel magic or repel vermin suppress the swarm attack for 1d4 rounds; otherwise the wasp swarm attacks until the wearer is dead.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Summon Swarm Cost 36,000 gp CURE

Dispel magic and repel vermin suppress. Remove

curse (dc 19), limited wish and wish immediately remove the armor from the victim. Mage's disjunction can be used to destroy the armor. Other spells may work at the GM's discretion.

ARMOR OF THE UNLUCKY SOLDIER

Aura faint enchantment; CL 12th; Identify DC 37 Slot armor; Weight 35 lbs.

DESCRIPTION

This armor appears to be banded mail of luck, but not only does it function as -3 banded mail, but anytime the armor wearer takes a 5-foot step in combat, all foes able to attack him receive an attack of opportunity. Once worn in combat, the user will not voluntarily surrender the armor but feels compelled to use it to the exclusion of all other armors.

CREATION

Magic Items banded mail of luck CURE

Remove curse (DC 27), or a similar spell, is necessary to free the wearer of the armor's hold.

COWARD'S ARMOR

Aura faint enchantment; CL 5th; Identify DC 30 Slot armor; Weight 15 lbs.

DESCRIPTION

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This armor functions as +1 studded leather armor, but when worn it weakens the resolve and courage of the wearer. The armor-wearer suffers a -4 penalty to saves against any fear-inducing effect. Additionally, on a failed save which would normally result in the armor's wearer being shaken, frightened, or panicked, the wearer is fully panicked and the duration of the



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effect is doubled. Once worn in combat, the user will not voluntarily surrender the armor but feels compelled to use it to the exclusion of all other armors.

CREATION

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Magic Items +1 studded leather armor CURE

Remove curse (DC 15), or a similar spell, is necessary to free the wearer of the armor's hold.

INSUBSTANTIAL ARMOR

Aura strong transmutation; CL 13th; Identify DC 38 **Slot** armor; **Weight** varies DESCRIPTION

This armor appears to be armor of etherealness but it is worse than useless. When the armor is activated, the user does not become ethereal but most of the armor becomes insubstantial. The armor can be seen, has weight and enough substance to prevent the user from wearing any other armor, but it provides no AC

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CREATION

Magic Items any armor of etherealness CURE

The armor, once activated, cannot be removed until its effect has been suppressed through the use of dispel magic (DC 24), or a similar spell.

LEADEN SHIELD

Aura faint enchantment; CL 6th; Identify DC 31 Slot shield; Weight 30 lbs. DESCRIPTION

This shield appears to be a +2 heavy steel shield but it is twice as heavy as it should be. The nature of the shield, however, is such that a character must succeed at a DC 18 Will save to notice this weight. Any character carrying the shield is considered heavily laden and his speed is reduced accordingly. In combat, the shield imposes a -2 shield bonus to AC. Additionally, the weight of the shield eliminates any

dodge or Dexterity bonuses the character may enjoy. The shield, once used, will not be voluntarily surrendered by the user and will be used to the exclusion of all other shields.

CREATION

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Magic Items +2 heavy steel shield CURE

Remove curse (DC 16), or a similar spell, is necessary to free the wearer of the armor's hold.

SLICK FOOTED ARMOR

Aura strong conjuration: CL 4th: Identify DC 29 Slot armor; Weight variable DESCRIPTION

This armor appears to be slick armor, but 1d4 hours after it has been put on, the oil buildup on the armor begins to coat the feet of the wearer. All Balance checks made by the wearer at this point suffer a -10 circumstance penalty and anytime the wearer attempts to move faster than his base speed, he must make a Balance check where the DC is equal to 8x rate of movement (16 at double speed, 24 at triple speed, etc.). CREATION

Magic Items slick armor CURE

The armor may be removed as normal.

SHIELD OF THE MANKILLER

Aura moderate conjuration; CL 10th; Identify DC 35 Slot shield; Weight 15 lbs. DESCRIPTION

This shield appears to be a Lion's Shield and functions as such. Unfortunately, once the user has used the shield in a battle resulting in the death of a foe, the shield develops a taste for blood and violence. This penchant for violence manifests itself in two ways. Firstly, each night, while the user sleeps, the shield will transform into a massive lion with HD equal to that of the user. In this form it will hunt and slay



those near to the user, one a night. Secondly, after a month of hunting in this fashion, the shield will transform and attack the user. If the lion form of the shield is slain, the body disappears and the shield reappears in the location at which it transformed.

CREATION Magic Items lion's shield CURE

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Once the shield is awakened to violence, it remains awakened until either the user is killed or remove curse (DC 20) is successfully cast upon the shield. Remove curse only makes the shield's violent nature dormant until a new battle reawakens it. Mage's disjunction or wish is necessary to ultimately destroy the shield.

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COLDBLOODED WEAPON

Aura moderate evocation; CL 10th; Identify DC 35 Slot none; Weight varies DESCRIPTION

This weapon appears to be an *icy burst weapon*, and functions as such in combat. Unfortunately, the cold energies contained in the weapon are unstable and will eventually cause the death of the user. Whenever the weapon deals an icy burst as the result of a critical hit, the one using the weapon must succeed at a DC 20 Fortitude save. Failure results in the user being afflicted with a progressive condition which culminates in the user being totally frozen. The afflicted individual immediately develops a weakness against fire. Moreover, the owner's body begins to cool and each day suffers 1 point of ability drain damage to both Constitution and Dexterity. Until the condition is removed, restoration fails to heal this ability damage. When either Constitution or Dexterity reaches o, the user's body is frozen solid and the user dies. Continual use of the weapon potentially speeds the affliction as each instance of the weapon's icy burst ability continues to require the user to make Fortitude saves. Each failed save imparts an additional 1 point of ability drain damage to both Constitution and Dexterity.

CREATION

Magic Items any icy burst weapon CURE

The weapon may be discarded as normal though the condition caused by the weapon may only be removed through the use of protection from energy and remove curse (DC 20) cast in conjunction with one another. Once the condition is removed, ability damage may be healed as normal.

DEAFENING WEAPON

Aura faint necromancy; CL 5th; Identify DC 30 Slot none; Weight varies DESCRIPTION

This weapon appears to be a thundering weapon, and functions as such in combat. Unfortunately, the magical safeguards normally built into the weapon are defective and when the weapon creates its cacophonous roar, the user, and all those within 10 feet of the weapon, must succeed at a DC 20 Fortitude save or have their ear-drums shattered. Those afflicted takes 1d2 points of damage and become immediately deaf.

CREATION

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Magic Items any thundering weapon CURE

The weapon may be discarded as normal. Remove *deafness* will heal the resulting deafness as normal.



DEATHBLOW WEAPON

Aura moderate necromancy; CL 6th; Identify DC 31 Slot none; Weight varies DESCRIPTION

This weapon appears to be a +2 weapon, and functions as such in combat. Its true nature only becomes apparent when the user is adjacent to an unconscious individual (including sleepers). Regardless of whether the individual is a foe, an ally or a stranger, the bearer of the weapon, as an action that does not provoke an attack of opportunity, spends a full round performing a coup de grace. The user of the weapon can attempt to resist this compulsion with a DC 18 Will save. Success stays the users hand for one round. Once the weapon has been used to deliver a killing blow to an unconscious victim, the bearer of the weapon is allowed no further saving throws, nor will he willingly part with the weapon, using it in preference to all other weapons. CREATION

Magic Items any +2 weapon CURE

Remove curse (DC 16), or a similar spell, is necessary to free the wearer of the weapon's hold.

EXPLOSIVE WEAPON

Aura moderate evocation; CL 12th; Identify DC 37 Slot none; Weight varies DESCRIPTION

This weapon appears to be a *flaming burst weapon* and functions as such in combat, but the energies of the weapon are unstable. Every time a critical is confirmed, there is a 10% cumulative chance the

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energies in the weapon explode. If the energies do not explode, the weapon deals its flaming burst damage as normal. Any resulting explosion deals fire damage to all within 30 feet. The amount of damage is equal to 1d10 for each critical the weapon has confirmed since its last explosion, including the critical just prior to the explosion (Reflex DC 16 halves but the weapon's user is allowed no save).

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CREATION

Magic Items flaming burst weapon CURE The weapon may be discarded as normal.

GHOSTLY WEAPON

Aura moderate conjuration; CL 9th; Identify DC 34 Slot none; Weight varies

DESCRIPTION

This weapon appears to be a *ghost touch* weapon. However, against corporeal foes, 50% of the time it becomes ethereal and passes through them without doing damage. The wielder must make a DC 14 Perception check to notice the effect. The weapon functions as normal against incorporeal foes. **CREATION**

Magic Items ghost touch weapon CURE

The weapon may be discarded as normal.

NARCOLYPTIC WEAPON

Aura moderate evocation; CL 8th; Identify DC 33 Slot none; Weight varies DESCRIPTION

This weapon appears to be a shock weapon, and functions as such in combat, but the electrical currents it regularly produces have an unfortunate effect upon the user's nervous system. Whenever the weapon strikes a living target, the weapon's wielder must succeed at a DC 19 Fortitude save or fall instantly asleep for 1d4 rounds, or until they take physical damage, whichever comes first. The weapon has a secondary effect in that the electrical sensations which cause the sleep are highly addictive and the user will not willingly part with the weapon and uses it in combat in preference to all others.

CREATION

l cc (order #2401568)

Magic Items any shock weapon CURE

Remove curse (DC 18), or a similar spell, is required to break the weapon's hold over the user.

SWORD OF FUMBLING

Aura moderate enchantment; CL 6th; Identify DC 31 Slot none; Weight varies DESCRIPTION

This weapon appears to be a +1 keen sword but it is impossible to confirm a critical hit with it and, in fact, the user is much the worse for using it. When attacking with the sword, any natural roll of 19 or 20 is considered to be a natural 1. Once the sword's imperfection has been realized, the user nonetheless comes to believe the problem is with himself, not the sword, and will refuse to part with it, using it in preference to all other weapons.



CREATION Magic Items +1 keen sword CURE

Remove curse (DC 16), or a similar spell, is necessary to free the user of the weapon's hold.

SWORD OF THE LIFELESS FOE

Aura moderate necromancy; CL varies; Identify DC 25 + CL

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Slot none; Weight varies DESCRIPTION

This weapon appears to be a magical sword and functions as such. However, it is infused with necromantic energies. Any living foe damaged by the sword prior to death (within an hour) returns 2d4 rounds after death as a zombie with the advanced simple template and HD equal to the amount possessed in life. These zombies vengefully seek out the sword's owner, though they will fight, as necessary, with any that come between them and their target.

CREATION

Magic Items any magical sword CURE

The sword may be discarded as normal.

TRAITOROUS WEAPON

Aura strong divination; CL 12th; Identify DC 37 Slot none; Weight varies DESCRIPTION

This missile weapon appears to be a *seeking weapon*,

and functions as such in combat 75% of the time. The other 25% of the time, the weapon randomly strikes one of the weapon-user's allies. The weapon-user should roll to hit as normal, but the attack is directed at an ally, who is considered flatfooted against the attack. When striking an ally of the weapon-user, the traitorous weapon deals an additional 3d6 points damage. Characters or creatures immune to sneak attacks are immune to this damage. If the user has no allies, the weapon flies out and then returns to attack the user instead.

CREATION

Magic Items any seeking weapon CURE

The weapon may be discarded as normal.

WEAPON OF CONFLAGRATION

Aura moderate evocation; CL 12th; Identify DC 37 Slot none; Weight varies DESCRIPTION

This weapon appears to be a flaming burst weapon and functions as such in combat. However, when a critical is confirmed, in addition to the damage done to the opponent, the wielder bursts into flames, taking 2d6 fire damage each round until the flames are extinguished. The flames may be extinguished by immersing the weapon-user in water, or by taking 2 full-round actions to put out the fire.

CREATION

Magic Items flaming burst weapon

CURE

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The weapon may be discarded as normal.

WEAPON OF INDECISION

Aura faint enchantment; CL 5th; Identify DC 30 Slot none; Weight varies DESCRIPTION

This weapon appears to be a + 1weapon and functions as such in combat. However, the wielder of the weapon is frequently overcome with selfdoubt in the midst of combat and fails to act. When in combat, the owner of the

weapon must make a DC 12 Will save each round. Failure results in the owner doing nothing that round due to hesitation and indecision. Once a single such saving throw is failed, the weapon's owner becomes attached to the weapon so that she will not willingly part with it and uses it in preference to all other weapons.

CREATION Magic Items +1 weapon CURE

Remove curse (DC 15), or a similar spell, is necessary to free the user of both the weapon and their indecision.

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Potions and Oils (7 total)

ODIOUS POTION

Aura faint transmutation; **CL** varies; **Identify** DC 25 + CL

Slot none; Weight -DESCRIPTION

This potion functions as desired, except for one unfortunate side effect. After drinking the potion, the imbiber immediately develops a sickening odor which lasts for 1d6 days. The afflicted suffers a -8 circumstantial penalty to any skill checks modified by Charisma, and any who come within 15 feet of the noisome soul must make a DC 15 Fortitude or become sickened for 2d4 rounds Those who succeed at this save are immune to the effect for 4 hours. Anything tracking the afflicted character using scent receives a +8 circumstantial bonus to their survival skill check. The imbiber is incapable of smelling the odor and immune to its effects.

CREATION

Magic Items any potion CURE

Remove curse (DC 10 + CL), or a similar spell, removes the condition.

OIL OF RUST

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Aura moderate transmutation; CL 3rd; Identify DC 28 Slot none; Weight -

DESCRIPTION

This oil appears to be an *oil of keen blade*, but when applied to a metallic object, such as a weapon, that object immediately corrodes, taking half of its maximum hp in damage and gaining the broken condition. Magical objects are allowed a DC 16 Fortitude save to negate this damage.

CREATION

Magic Items oil of keen blade

Mend, and similar spells, can be used as normal to repair damage.

POTION OF BLINDNESS

Aura faint transmutation; **CL** varies; **Identify** DC 25 + CL

Slot none; Weight -DESCRIPTION

Though a *potion of blindness* can be crafted purposefully, it is also sometimes the result of an alchemical mishap. This potion functions as desired except for one unfortunate side effect. The imbiber, upon ingesting the potion, must succeed at a Fortitude save, where the DC is $15 + \frac{1}{2}$ CL, or be struck permanently blind. If the save is successful, the imbiber is blinded for 2d6 minutes. **CREATION**

Magic Items any potion

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CURE

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Remove curse (DC 10 + CL), *remove blindness*, and similar spells may be used to remove the condition.

POTION OF FUR

Aura faint transmutation; **CL** varies; **Identify** DC 25 + CL

Slot none; Weight -

DESCRIPTION This potion functions as desired except for one unfortunate side effect. The imbiber, upon ingesting the potion must succeed at a Fortitude save, where the DC is $15 + \frac{1}{2}$ CL, or be covered, head to toe, with a permanent coat of thick fur. If the save is successful the imbiber grows fur lasting 1d4 days, after which it falls out. Unless the imbiber was already possessed of fur, the fur imparts a -2 Charisma penalty, a -4 racial penalty to saves against heat and a +4 racial bonus to

saves against cold. **CREATION**

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Magic Items any potion CURE

Remove curse (DC 10 + CL), or a similar spell, removes the condition.

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POTION OF SHRINKING

Aura faint transmutation; CL varies; Identify DC 25 + CL

Slot none; Weight -DESCRIPTION

This potion functions as desired except for one unfortunate side effect. The imbiber, upon ingesting the potion, must succeed at a Fortitude save, where the DC is $10 + \frac{1}{2}$ CL, or be permanently reduced in size by one step (Large becomes Medium, Medium becomes Small, etc.). If the save is successful, the imbiber is reduced in size for 1d4 hours. The equipment and clothing of the imbiber does not shrink with him.

CREATION

Magic Items any potion

Remove curse (DC 10 + CL), or a similar spell, cast in conjunction with *enlarge person* removes the condition.

POTION OF VOICELESSNESS Aura faint transmutation; CL

varies; Identify DC 25 +CL Slot none; Weight -<u>DESCRIPTION</u>

This potion functions as desired except for one unfortunate side effect. The imbiber, upon ingesting the potion, must succeed at a Fortitude save, where the DC is equal to $15 + \frac{1}{2}$ CL, or permanently lose the ability to speak. If the save is successful the imbiber loses his voice for 1d4 hours.

CREATION

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il cc (order #2401568)

Magic Items any potion CURE

Remove curse (DC 10 + CL), or a similar spell, removes the condition.

POTION OF WEAK BONES Aura faint transmutation; CL

varies; **Identify** DC 25 +CL **Slot** none; **Weight** -<u>**DESCRIPTION**</u>

This potion functions as desired but it has an unfortunate side effect. As it passes through the system of the character, it leeches the calcium from the bones. The imbiber, upon ingesting the potion, must succeed at a Fortitude save, where the DC is equal to $15 + \frac{1}{2}$ CL. Failure results in the character taking 1d3 points of Constitution ability drain. Furthermore, all bludgeoning weapons do double damage against the character for a month. A successful save results in 1 Constitution damage and bludgeoning weapons dealing +1 points of damage for a month. Multiple doses of this potion result in cumulative penalties.

CREATION

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Magic Items any potion CURE

The weakness against bludgeoning weapons can be alleviated through the use of *remove disease*. Constitution damage can be healed through the normal channels.



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RING OF THE ADDLED TONGUE

Aura moderate divination; **CL** varies; **Identify** DC 25 + CL

Slot ring; Weight -DESCRIPTION

This ring appears to be a magical ring of indeterminate properties. When worn it causes the wearer to speak in random languages (no save). Each time the wearer speaks, the language used is determined from the following table using a d20:

1 Abyssal	11 Goblin
2 Akklo	12 Gnoll
3 Aquan	13 Halfling
4 Auran	14 Ignan
5 Celestial	15 Infernal
6 Draconic	16 Orc
7 Dwarven	17 Sylvan
8 Elven	18 Terran
9 Giant	19 Undercommon
10 Gnome	20 Untranslatable Tongue

Once worn, the ring cannot be easily removed. CREATION Magic Items any ring

CURE

Remove curse (DC 10 + CL), or a similar spell, must be used before the user can remove the ring. Amputating the finger will likewise work.

RING OF AGING

Aura strong conjuration and transmutation; CL 15th; Identify DC 40

Slot ring; Weight -

DESCRIPTION

This ring appears to be a *ring of regeneration* and functions as such. Unfortunately, the ring also accelerates the aging process so that the wearer ages 1 year for each day the ring is worn. Once placed on the finger, the ring is not easily removed.

CREATION

Magic Items ring of regeneration CURE

Remove curse (DC 25), or a similar spell, must be used before the user can remove the ring. Amputating the finger will likewise work. The aging cannot be reversed, short of a *wish* or a *miracle*, and even then not always fully.

RING OF THE BESTIAL SOUL

Aura moderate transmutation; CL 3rd; Identify DC 28 Slot ring; Weight -

DESCRIPTION

l cc (order #2401568)

This ring appears to be, and functions as, a *ring of animal friendship*. Unfortunately, each time it is used, the wearer must succeed at a DC 16 Fortitude save. Failure results in the wearer being cursed with lycanthropy (werewolf). <u>CREATION</u>

Magic Items ring of animal friendship CURE

The curse must be cured as lycanthropy (See Pathfinder Bestiary).

RING OF DROWNING

Aura moderate transmutation; CL 9th; Identify DC 34 Slot ring; Weight -

DESCRIPTION

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This ring appears to be, and initially functions as, a *ring of water walking*. Unfortunately, the magical energies within are unstable and dangerous. For each round the user spends walking on water there is a cumulative 10% chance of the ring malfunctioning. This chance resets to 0% once the user is no longer on or in the water. When the ring malfunctions, the user immediately sinks and is unable to effectively swim due to the enchanted nature of his body. Once on the bottom of the water, the user may move up to 5 feet a round. If the user dies, the ring's baneful effect ceases until a new user claims it.

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CREATION

Magic Items ring of water walking CURE

So long as the user is not in or on the water, the ring may be removed as normal. Once the user is underwater, remove curse (DC 19), or a similar spell, must be used before the user can remove the ring. Amputating the finger will likewise work.

RING OF ENERGY WEAKNESS

Aura moderate abjuration; **CL** varies; **Identify** DC 25 + CL

Slot ring; Weight -DESCRIPTION

This ring appears to be, and functions as, a *ring of energy resistance*, but it is badly flawed. Though the wearer is resistant against the energy type specified by the rings creator, they take double damage from all other forms of energy. Once the ring-bearer has been struck with any form of energy, the ring proves difficult to remove.

CREATION

Magic Items any ring of energy resistance <u>CURE</u>

Remove curse (DC 10 + CL), or a similar spell, must be used before the user can remove the ring. Amputating the finger will likewise work.

RING OF INSOMNIA

Aura faint conjuration; CL 5th; Identify DC 30 Slot ring; Weight -

DESCRIPTION

This ring appears to be a *ring of sustenance*. After the ring has been worn for a week, the ring continually provides its wearer with life-sustaining nourishment as expected. However, the ring-wearer finds it impossible to sleep. This lack of sleep not only produces constant fatigue but spellcasters so afflicted cannot prepare their spells each day and no ability damage may be healed naturally. Moreover, after three days without sleep, the wearer suffers 1 point of Wisdom and Charisma damage each day. Restoration will alleviate this loss for eight hours but at the end of eight hours the ability damage returns in full. Once

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the ring has been worn for a full week, it may not be easily removed. CREATION

Magic Items ring of sustenance CURE

The ring can only be removed after sleep and remove curse (DC 15) are used in conjunction on the wearer. Amputation of the finger will likewise work. Once the ring has been removed, sleep comes immediately and any ability damage done begins to heal naturally.

RING OF LIMITED WIZARDRY Aura Strong (no school); CL varies; Identify DC 25 + CL Slot ring; Weight -DESCRIPTION

This ring appears to be a ring of wizardry. When worn, the wearer's arcane spells per day are doubled for one specific spell level, as expected. Unfortunately, the ring also prevents the wearer from preparing or casting spells from any other spell level, including cantrips. Once placed on the finger, the ring is not easily removed.

CREATION Magic Items any ring of wizardry CURE

Remove curse (DC 10 + CL), or a similar spell, must be used before the user can remove the ring. Amputating the finger will likewise work.

RING OF PLUMMETING

Aura faint transmutation; CL 1st; Identify DC 26 Slot ring; Weight -

DESCRIPTION

This ring appears to be a ring of feather falling and it works as such so long as the ring-wearer falls less than 50 feet. Whenever the wearer falls more than 50 feet, the ring's flaw manifests itself as the character's speed increases above what is normal and the character takes double damage from the fall. Once the flaw manifests itself, the ring cannot be easily removed. CREATION

Magic Items ring of feather falling

CURE

l cc (order #2401568)

Remove curse (DC 11), or a similar spell, must be used before the user can remove the ring. Amputating the finger will likewise work.

RING OF SPELL AMPLIFICATION

Aura Strong Abjuration; CL 13rd; Identify DC 38 Slot ring: Weight -

DESCRIPTION

This ring appears to be a ring of spell turning. However, when worn, the user suffers a -10 penalty to any saving throw made to resist a magical effect. Moreover, any numerical spell effect (whether beneficial or harmful) is doubled when applied to the wearer. Once worn the ring cannot be easily removed. CREATION

Magic Items ring of spell turning



CURE

Remove curse (DC 23), or a similar spell, must be used before the user can remove the ring. Amputating the finger will likewise work.

RING OF SUFFOCATION Aura moderate abjuration; CL 5th; Identify DC 30 Slot ring; Weight -DESCRIPTION

This ring appears to be, and functions as, a ring of protection but the longer the ring is worn, the more the magical energies around the wearer thicken, eventually blocking even air from reaching the wearer's lungs. As the air reaching the wearer decreases, activities become more and more

taxing. Each day the ring is worn, the wearer must succeed at a Fortitude save where the difficulty equals 10 + 1 for each day the ring has been worn. Failure results in the wearer suffering 1 point of ability drain damage to each ability score. Moreover the wearer suffers a cumulative -2 competence penalty to all d20 rolls (attacks rolls, saving throws and skill checks) for each failed Fortitude save. This continues until either the wearer dies or the ring is removed, but once worn the ring proves difficult to remove.

CREATION

Magic Items any ring of protection CURE

Remove curse (DC 15), or a similar spell, must be used before the user can remove the ring. Amputating the finger will likewise work.

RING OF VANISHING

Aura moderate illusion; CL 3rd; Identify DC 28 Slot ring; Weight -

DESCRIPTION

This ring appears to be a ring of invisibility. When activated, the user turns invisible, ethereal and becomes paralyzed (no saving throw). This condition lasts until the ring is removed or destroyed; or the user dies. The user does not require food or air while in this condition, though they continue to age naturally. If not rescued, the user eventually dies of old age.

CREATION

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Magic Items ring of invisibility CURE

The victim can be seen with *true seeing* and the ring may be removed by anyone in the ethereal plane. Otherwise, remove curse (DC 13), or a similar spell, suppresses the condition for 1 hour, during which time the ring may be removed as normal. Other spells may work at the GM's discretion.

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Rods (5 Total)

LIGHTNING ROD

Aura moderate evocation; CL 9th; Identify DC 34 Slot none; Weight 5 lbs.

DESCRIPTION

This rod appears to be a *rod of thunder and lightning* and functions as such. Unfortunately, the rod also attracts lightning. Any lightning bolt spell, or similar effect, excepting those caused by the rod, regardless of the intended target, strikes the rod's user, so long as the user is within the range of the spell. If the rod's user is outside in inclement or stormy weather, lightning strikes the user at the rate of 1 bolt per minute for 6d6 points of damage. While equipped with the rod, the user is never allowed a saving throw versus electrical damage. Having used the rod once, the user will not willingly give it up. **CREATION**

Magic Items rod of thunder and lightning CURE

Remove curse (DC 19), or a similar spell, must be used before the user can discard the rod.

ROD OF HUBRIS

Aura strong enchantment, evocation, necromancy and transmutation; CL 19th; Identify DC 44 Slot none; Weight 10 lbs.

DESCRIPTION

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This rod appears to be a rod of lordly might and functions as such. However, when rod is used, its powerful magics begin warping the user's personality and perception of reality. Whenever the rod is used, the user must make a DC 25 Will save or suffer a point of ability drain damage to both Wisdom and Charisma. Additionally, the user suffers a -2 circumstantial penalty to any skill check made using a skill for which either Wisdom or Charisma is the modifier. These effects are cumulative, meaning, each time the user uses the rod and fails a Will save, he suffers additional ability damage and his skill check penalty increases by an additional -2. The user is not aware of these changes to himself, though others begin to perceive him to be both arrogant and proud. Once either Wisdom or Charisma reaches a score of 2, the user is considered permanently insane and unable to function rationally. Once the user has suffered any damage from the rod, he will not voluntarily surrender it, and, even if the rod is removed from his possession, the effects remain.

CREATION

l cc (order #2401568)

Magic Items rod of lordly might CURE

To negate the effect of the rod before insanity sets in, *atonement, remove curse* (DC 29) and *restoration* are all necessary. After insanity has set in, *wish* is necessary to restore sanity.

ROD OF PARANOIA

Aura moderate divination and enchantment; CL 10th; Identify DC 35

Slot none; Weight 5 lbs. DESCRIPTION

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This rod appears to be a rod of enemy detection but it points out friends as well as enemies and causes the user to grow increasingly suspicious of all those around him. When activated, 60% of the time the rod points to the nearest enemy, functioning as desired. The remainder of the time, it points towards a random individual within the range of the rod, regardless of the intent of the chosen subject. The user trusts the rod implicitly, will not part with it, and begins to suspect even allies of betrayal. Each day the rod is in the user's possession, the user must succeed at a Will save where the difficulty is 10 + the number of days the rod has been in the possession of the user. Failure means the user imagines that he has overheard or witnessed some evidence of betrayal on the part of a companion, ally or friend.

CREATION

Magic Items rod of enemy detection CURE

Remove curse (DC 19), or a similar spell, must be used to free the user from the rod's grip.

ROD OF SELF WITHERING

Aura strong necromancy; CL 13th; Identify DC 38 Slot none; Weight 10 lbs. DESCRIPTION

This rod appears to be a *rod of withering,* and normally functions as such, but the more it is used, the greater the danger to the one using it. Each time the rod is used, there is a cumulative 10% of the rod malfunctioning. When the rod malfunctions, instead of withering the foe struck, the rod affects the user, doing ability drain damage to Strength and Constitution. The amount of damage done is equal to 1d4 per 10% chance of the rod malfunctioning (that is if there was a 40% chance of the rod malfunctioning, the rod would drain 4d4 Strength and Constitution.) **CREATION**

Magic Items rod of lordly might CURE

The rod may be discarded as normal and, so long as the user is not dead, *restoration* will affect the user as normal.

VAMPIRIC ROD OF METAMAGIC

Aura strong (school varies); CL 17th; Identify DC 42 Slot none; Weight 5 lbs.

DESCRIPTION

This rod appears to be a standard rod of metamagic but it powers itself through the magics of the user. When used, the rod drains the caster's highest level unused spell slot, as if that spell had been cast. If the caster has no remaining unused spell slots, the rod instead powers itself by inflicting 2 points of damage to Constitution. The user of the rod must succeed at a DC 23 Will save to notice the draining as it occurs. **CREATION**

Magic Items any metamagic rod CURE

The rod may be discarded as normal

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SCROLL OF THE BEAST

Aura moderate transmutation; CL 3rd; Identify DC 28 Slot none; Weight 1 lb.

DESCRIPTION

This scroll appears to be a scroll of bull's strength, but it does not work as it should. When the spell is cast, the recipient feels no immediate effect. Nevertheless, each day thereafter, the recipient's Strength increases by 1 but his Intelligence decreases by 1. When the recipient's Intelligence reaches 2, he is considered an animal and the ability scores cease to change. CREATION

Magic Items scroll of bull's strength **CURE**

Remove curse (DC 13), or a similar spell, followed by either restoration or awaken returns the afflicted to normal.

SCROLL OF DREAMLESS SLEEP

Aura faint enchantment; CL any; Identify DC 25 + CL

Slot none; Weight 1 lb. DESCRIPTION

This scroll appears to be a standard scroll but the energies contained within the scroll are warped. Though the spell contained on the scroll casts as normal, the spell caster is affected by the scroll so as to become dreamless. Each night, as the caster sleeps, he fails to dream and must succeed at a Will save (DC 15 + CL) or suffer 1 point of ability drain damage to Wisdom. This ability drain damage can be suppressed for 12 hours using restoration, but the damage returns in full at the end of that period of time. When his Wisdom reaches 2, the character is considered insane and is incapable of rational thought. CREATION

Magic Items any scroll CURE

Remove curse (DC 10 + CL), or a similar spell, is necessary to remove the condition of dreamlessness. Restoration is effective at fully returning the lost Wisdom only after the curse is lifted.

SCROLL OF MEMORY LOSS

Aura moderate universal; CL any; Identify DC 25 + CL

Slot none; Weight 1 lb. DESCRIPTION

l cc (order #2401568)

This scroll appears to be a standard spell casting scroll but the energies contained in the scroll are warped. When a caster uses the scroll to cast the spell within, the spell occurs as normal but the caster must make a Will save (DC 15 + CL) or permanently lose all

memories. A successful Will save means that the memories are lost for 1d4 hours instead. Amnesiacs function as 1st level characters with no knowledge of their past and no experience points, though they may gain experience as normal while afflicted by the condition.

CREATION

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Magic Items any scroll CURE

Limited wish and similar spells may be used to remove the condition. Additionally, amnesiacs who are killed and then resurrected return to life with full knowledge of themselves. When the condition is removed, all experience gained while afflicted is added to experience possessed before the onset of the condition.

SCROLL OF SIGHTLESSNESS

Aura moderate evocation; CL any; Identify DC 25 + CL

Slot none; Weight 1 lb. DESCRIPTION

This scroll appears to be a standard spell casting scroll but the energies contained in the scroll are improperly restrained. When a caster uses the scroll to cast the spell within, the energies contained in the spell cause a backlash of power in the user's own eyes. The resulting explosion does 1d6 points of damage per spell level and destroys the eyes, rendering the caster permanently blind. If the injured caster succeeds at a caster level check, where the DC is 10 plus damage, the spell from the scroll functions as normal. CREATION

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Magic Items any scroll CURE

Sight may only be restored by the application of regenerate, followed by remove blindness.

SCROLL OF SPELL LOSS

Aura moderate universal; CL varies; Identify DC 25 + CL

Slot none; Weight 1 lb. DESCRIPTION

This scroll appears to be a standard spell casting scroll but the energies contained in the scroll are strangely warped. When a caster uses the scroll to cast the spell within, the spell occurs as normal but the caster becomes unable to cast the same spell again (even to the point of being unable to use a staff, wand, or scroll containing the spell), until such time as the condition is removed.

CREATION

Magic Items any scroll CURE

Remove curse (DC 10 + CL), or a similar spell, removes the condition.

Staves (6 Total)

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JEALOUS STAFF

Aura strong abjuration; CL 13th; Identify DC 38 Slot none; Weight 5 lbs.

DESCRIPTION

This staff functions as a *staff of abjuration*, but its nature is twisted and it has an unfortunate effect on other magical items. Once per day the staff affects 1d4 other magical items, so long as there is, at some point, a magical item within 30 feet of the staff. It tends to pick the closest items the most often, meaning its targets are frequently items belonging to the staff's owner. Magical items affected by the staff function as if they themselves were cursed. Items are affected as follows:

- Armor, shields and weapons function as -2 cursed items.
- Potions function as a potion of blindness.
- Wands function as an *ineffective wand*.
- Scrolls function as a scroll of spell loss.
- Staffs function as a sickening staff.
- Rods, rings and wondrous items behave according to the desires of the GM.

Spellcasters who can properly identify the nature of the temporary cursed items can also identify the source of their affliction. Items that are being worn when the staff affects them are allowed a DC 21 Will save to negate the effect. All items affected by the staff are affected for 24 hours.

CREATION

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Magic Items staff of abjuration CURE

The staff may be discarded as normal.

SICKENING STAFF

Aura faint necromancy and varies; CL varies; Identify DC 25 + CL Slot none; Weight 5 lbs.

DESCRIPTION

This staff functions as desired except for the fact that it is possessed of a warped magical field which affects the stomach of the user. So long as the staff is within five feet of the user, whenever the user casts a spell, whether with the staff or without it, including spells cast from scrolls or wands, the user must succeed at a DC 18 Fortitude save. A successful save means the user is sickened for 1d4 rounds. A failed save means the user is nauseated for 1d4 minutes. An individual affected by the staff may make a Spellcraft skill check, the DC of which is equal to the DC to identify the staff, to determine the source of the affliction.

CREATION

il cc (order #2401568)

Magic Items any staff
<u>CURE</u>
The staff may be disconded as no

The staff may be discarded as normal.



STAFF OF MISCASTING Aura moderate enchantment; **CL** varies; **Identify** DC 25 + CL **Slot** none; **Weight** 5 lbs. **DESCRIPTION**

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CREATION

Magic Items any staff
<u>CURE</u>
The staff may be discorded as norm

The staff may be discarded as normal.

STAFF OF NATURE'S EMBRACE Aura strong varied; CL 13th; Identify DC 38 Slot none; Weight 5 lbs. DESCRIPTION

This staff functions as a *staff of the woodlands* but the forces of nature bound into the staff are wild and seek a blood offering. Each evening, when asleep, the user must make a DC 21 Will save. Failure indicates that during the night, an hour after going to bed, strong vines and branches grow up around the user as a cocoon. These vines send roots into the user's skin, drawing out blood, doing 1 point of Constitution damage per hour. The vines retreat at dawn's light but the afflicted user feels weak and has strange marks on his skin like a pox. Removing the vines while they are active requires a DC 25 Strength check and does 2d4 points of damage to the one in the cocoon.

CREATION

レゴビ ょら デビスユメアウフススロムスス スピメルズスビデスレス しょうちょう

Magic Items staff of the woodlands CURE

To be rid of this staff, a user must receive *atonement* and then burn the staff in a fire made of ash wood and holly.

STAFF OF PETRIFICATION

Aura moderate transmutation; CL 11th; Identify DC 36 Slot none; Weight 5 lbs.

DESCRIPTION

This staff appears to be a staff of earth and stone and functions as such. However, when it is used, the user must succeed at a DC 20 Fortitude save to prevent the beginning of a process of self-petrification. If the save fails, the user's hands turn to stone, with at least one still clutching the staff. This prevents the casting of spells with somatic components. An hour later, and every hour thereafter, the user must again successfully make a Fortitude save or suffer additional petrification. The second failure results in the petrification of the arms (making it impossible to use them), the third in the petrification of the legs (at which point movement is impossible) and the fourth in the petrification of the rest of the body. Users who succeed at the first save are allowed a DC 31 Spellcraft check to recognize the nature of the staff.

CREATION

il cc (order #2401568)

Magic Items staff of earth and stone CURE

Stone to flesh is necessary to undo the petrification. The staff may be discarded as normal.



STAFF OF STUNTED LEARNING Aura varies; CL varies; Identify DC 25 + CL Slot none; Weight 5 lbs. DESCRIPTION

This staff functions as desired but the staff user grows to rely on the staff to such an extent that he can no longer learn new spells or improve himself academically. The user cannot gain any levels in a spell-casting class so long as the staff is in his possession. Once used, the staff-user will not willingly part with the staff.

CREATION

Magic Items any staff CURE

Remove curse (DC 10 + CL), or a similar spell, must be used before the staff user will part with the staff. Discarding the staff in this way costs the user a character level. The level lost must be from a spell casting class and a character's level may not be reduced to less than 1 by this reduction. This lost level cannot be restored, except through either a *wish* or a *miracle*.

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Wands (6 total)

INEFFECTIVE WAND Aura faint varies; CL varies; Identify DC 25 + CL Slot none; Weight 1 lb. DESCRIPTION

This wand appears to be a standard wand, but its magic is weak and ineffectual. Though effects vary from wand to wand, depending on the base spell, the following rules apply as appropriate:

- Those targeted by the wand automatically succeed on any saving throw allowed by the spell.
- A spell requiring a to-hit roll, including the attacks of summoned creatures, always miss.
- Any numerical effects of the spell are calculated as if every die roll was a 1 or, if not requiring a dice roll, are reduced to 1 (i.e. an ineffective bull's strength increases Strength by only 1).
- Any secondary benefit derived from the spell, or item or creature effected by the spell, follows the same rules as above for the duration of the spell (i.e. a blade receiving a keen edge from the wand always misses for the duration of the spell; a group blessed by the wand misses for the duration of the bless, etc.).
- Other spell effects can be weakened as the GM deems appropriate to make the wand ineffective.

Once the wand is used, the user becomes convinced the wand can do better and must succeed at a Will save each round (DC 15 + CL) to not attempt to use the wand. The user will not voluntarily give up the wand and will go to lengths to retrieve it if it's lost.

CREATION Magic Items any wand CURE

Remove curse (DC 10 + CL), or a similar spell, must be used before the user can discard the wand. Once the wand is out of charges, it also ceases to have a hold on the user.

WAND OF THE BESTIAL MIND

Aura faint enchantment and varies; CL varies; Identify DC 25 + CL Slot none; Weight 1 lb. DESCRIPTION

This wand appears to be a standard wand, but it fuels its energies through the mind of the wand user. When the wand is used, the user must make a Will save (DC 15 + CL) or permanently lose 1d4 Intelligence (minimum 1). Anyone failing the save does not notice the Intelligence loss. Intelligence loss interferes with Intelligence-based spell casting as normal, but not with the use of this wand. Once Intelligence is reduced to 2 or less, the wand user is considered a bestial animal and cannot speak, cast spells or reason. **CREATION**

Magic Items any arcane wand



CURE

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The wand may be discarded as normal. Restoration, or a similar spell, may be used to restore lost Intelligence so long as the user has an Intelligence score of 3 or higher. If Intelligence has been reduced to 2 or less, remove curse (DC 10 + CL), awaken, or a similar spell must be cast before restoration for a cure to work.

WAND OF GLEEFUL ABANDON

Aura moderate enchantment and varies; CL varies; Identify DC 25 + CL Slot none; Weight 1 lb.

DESCRIPTION

This wand functions as desired, but it contains a warped enchantment with addictive qualities. Once the user has used the wand once, he finds himself wanting to use it again and again. In any combat or stressful situation, the user must make a Will save where the DC is equal to $15 + \frac{1}{2}$ the wand's CL to resist using the wand that round. The user uses the wand in the most appropriate manner, but if there is no appropriate way to use the wand, the user must target a visible combatant with the wand. The user may not willingly waste the spell produced by the wand. Once the wand has been used, the user will not willingly part with it until it is out of charges and will go to lengths to retrieve it if it is lost.

CREATION

Magic Items any wand CURE

Remove curse (DC 10 + CL), or a similar spell, must be cast before the user can discard the wand.

WAND OF THE HELLSPAWN

Aura moderate conjuration; CL varies; Identify DC 25 + CL

Slot none; Weight 1 lb. DESCRIPTION

This wand appears to be a standard wand of summoning but it has a hellish defect. The defect has two effects. First, any creature summoned by the

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l cc (order #2401568)

CREATION

Magic Items any wand of summoning CURE

Unless the curse is lifted, the wand's user cannot willingly discard the wand without succeeding on a Will save where the DC is equal to 15 plus 1/2 CL of the wand. Remove curse (DC 10 + CL), or similar measures, lifts the wand's curse.

WAND OF INSANITY

Aura faint enchantment; CL any; Identify DC 25 + CL Slot none; Weight 1 lb. DESCRIPTION

This wand appears to be a standard wand, but it fuels its energies through the sanity of the wand user. When the wand is used, the user must make a Will save (DC 15 + CL) or permanently lose 1d4 Wisdom (minimum 1). Anyone failing the save does not notice the Wisdom loss. Wisdom loss interferes with Wisdombased spell casting as normal, but not with the use of the wand. Once Wisdom is reduced to 2 or less, the wand user is considered insane and cannot speak, cast spells or reason sanely.

CREATION

Magic Items any divine wand CURE

The wand may be discarded as normal. Restoration, or a similar spell, may be used to restore lost Wisdom so long as the user has a Wisdom score greater than 2. If Wisdom has been reduced to 2 or less, remove curse (DC 10 + CL), or a similar spell must be cast before restoration for a cure to work.

WAND OF LIFE TRANSFERENCE Aura faint necromancy; CL 1st;

Identify DC 26 Slot none; Weight 1 lb. DESCRIPTION

This wand appears to be a wand of cure light wounds. While the wand does cure a target of 1d8+1 points of damage, the user of the wand suffers damage equal to twice the amount of the cure. If

the caster uses the wand on himself, he is both cured and damaged (ultimately taking 1d8+1 points of damage). The one using the wand does not notice the damage unless he succeeds at a DC 16 Will save. Other versions of this wand (based on higher level cure spells) may exist; their DC is equal to 15 + the wand's CL.

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CREATION

FUILTFORE CULLE SCORE DE LES VERTEL

Magic Items wand of cure light wounds CURE

The wand may be discarded as normal.



l cc (order #2401568)

Wondrous Items (29 total)

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AMULET OF SNAKESKIN

Aura faint transmutation; **CL** varies; **Identify** DC 25 + CL

Slot neck; Weight -DESCRIPTION

This amulet appears to be an *amulet of natural armor* and functions as such. However, when worn, it also causes the wearer's skin to gradually scale and harden in an unseemly manner. Each day the amulet's wearer suffers 1 point of Charisma and Dexterity ability damage. So long as the amulet is worn, this damage cannot be healed or repaired. Once placed upon the neck, the amulet is not easily removed.

CREATION

Magic Items any amulet of natural armor CURE

Only *remove curse* (DC 10 + CL), or a similar spell, allows the wearer to remove the amulet. Once the amulet is removed, the condition will gradually heal itself, though natural ability damage healing takes three times as long as normal until the condition is completely gone.

BAG OF TROUBLES

Aura moderate conjuration; **CL** varies; **Identify** DC 25 + CL

Slot none; Weight -DESCRIPTION

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l cc (order #2401568)

This small sack appears to be a *bag of tricks* but it does not work as desired. Anyone reaching into the bag feels a small fuzzy ball. When this fuzzy ball is removed and tossed to the ground it becomes a large, fuzzy, omnivorous rabbit-like creature (statistics as a common cat) which refuses to obey anyone, including the one who pulled it from the bag. The creature is incredibly cute and any humanoid creature feels instinctively attracted to it. Any humanoid creature wishing to harm the creature must succeed at a DC 25 Will save to do so. As well, when the creature begs for food, a humanoid must succeed at a DC 25 Will save to avoid feeding it. Moreover, once the first creature has been pulled from the bag, the bag's owner must succeed at a Will save each hour, the DC of which is equal to $15 + \frac{1}{2}$ CL, to avoid pulling another of the creatures from the sack. The creatures are incredibly voracious and will seek out any available food, beginning with the food possessed by the bag's owner and then moving on to other foods. They prefer prepared and stored foods to all others, but will eat plants and dead creatures in a pinch. They are generally non-aggressive and do not hunt their own food. Each creature can eat one day's worth of rations each hour. The bag's owner resists any suggestion to part with it.



CREATION Magic Items any bag of tricks CURE

Only *remove curse* (DC 10 + CL), or a similar spell, removes the bag's hold over its owner. The creatures themselves, in captivity or a generally safe environment, are fairly long lived, but dogs instinctively attack and kill them.

BED OF BLOODY ROSES

Aura faint enchantment, moderate transmutation; CL 5th; Identify DC 30 Slot armor; Weight 100 lbs. DESCRIPTION

Purposefully crafted as a trap, this mattressed bed appears to be a comfortable four poster bed enchanted to provide a comfortable sleep. Those who do lie down upon it must succeed at a DC 12 Will save or fall into a blissful sleep lasting 1d8 hours. As soon as someone falls asleep atop the bed, thorny rose vines erupt from the bed and engulf the sleeper so that he cannot move even after waking. Such victims gain the pinned condition. The vines may be cut away (hardness 5, hp 10) but when cut, they grow back, regenerating 2 hp a round. Pinned victims can attempt either a Strength check or an Escape Artist check (DC 20 for both) in order to escape. Any such attempts, whether successful or not, inflict 2d4 points of damage to the one making the attempt as the

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Requirements Craft Wondrous Item, *entangle, sleep* **Cost** 10,000 gp

CURE

Remove curse (DC 15), *control plants*, and similar spells, suppress the vines (and any *sleep* effect), allowing the victim to get out of the bed. Other spells may work at the GM's discretion.

BELT OF CONSTRICTION

Aura moderate transmutation; **CL** varies; **Identify** DC 25 + CL

Slot belt; Weight 1 lb.

DESCRIPTION

This belt appears to be a magical belt (any). When the belt is worn, its true nature is revealed as the belt starts to slowly constrict, doing 1d6 points of damage each minute until either the belt is removed or the wearer has the life choked out of him.

CREATION

Magic Items any belt CURE

Remove curse (DC 10 + CL), or a similar spell, must be used before the user can remove the belt.

BOOK OF PUZZLING PUZZLES

Aura moderate enchantment; CL 11th; Identify DC 36 Slot none; Weight 2 lbs.

DESCRIPTION

Purposefully crafted as a kind of mental trap, this book appears to be a *tome of clear thought* but when read, instead of increasing Intelligence, the puzzles and riddles within overwhelm the mind of the reader. When the book is read, the reader must make a DC 16 Will save. Failure means that the reader's mind is trapped and can think of nothing but the puzzles in the book. Success means the reader can put the book down after 1d4 hours but feels compelled the next day to read the book again, though another successful Will save will suppress this desire for 24 hours. Once the mind is overwhelmed, regardless of access to the book, the reader can do nothing but think of the puzzles, even to the point of not eating or sleeping. **CONSTRUCTION**

CONSTRUCTION Description

Requirements Craft Wondrous Item, *feeblemind*; Cost 132,000 gp

CURE

Remove curse (DC 21), and similar spells, removes the condition. *Protection from evil* and *dispel magic* will suppress the curse for 24 hours.

BOOTS OF FATIGUE

Aura moderate transmutation; **CL** varies; **Identify** DC 25 + CL **Slot** feet; **Weight** 1 lb.

DESCRIPTION

These boots appear to be a variety of magical boots (any). The first time they are activated they work as expected, but immediately after, the user gains the fatigued condition and cannot recover from this condition until the boots are removed from the user's feet, which proves a difficult task.

CREATION

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Magic Items any boots CURE

Remove curse (DC 10 + CL), and similar spells, may be used to remove the boots.

BOOTS OF THE RESTLESS SOUL

Aura faint transmutation; CL 3rd; Identify DC 28 Slot feet; Weight 1 lb. DESCRIPTION

These boots function as *boots of striding and springing*, but, unfortunately for the wearer, putting them on the feet also imparts a lasting condition. If the wearer of the boots travels less than 10 miles a day, he suffers 1d4 Wisdom and 1d4 Constitution damage (no save). The damage cannot be healed or restored until the miles have been traveled. For the purposes of the condition, travel cannot be back and forth within the same day. The 10 miles traveled must result in the wearer finishing his journey at least 10 miles from where he started. Though the wearer may remove the boots as normal, the condition will remain until dealt with.

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WAXCONKLING

CREATION

Magic Items boots of striding and springing CURE

Remove curse (DC 13) and similar spells may be used to remove the condition imposed by the boots. However, the condition will return if the boots continue to be used.

BROOCH OF SHOCKING FORCE

Aura faint abjuration; CL 1st; Identify DC 26 Slot neck; Weight -

DESCRIPTION

This brooch appears to be a *brooch of shielding*, but it suffers from a dread and potentially deadly defect. When its user is targeted with a *magic missile*, its true nature is revealed. Instead of absorbing *magic missiles*, the brooch amplifies them, causing each *magic missile* to do 2d4+2 points of damage. Once this happens, the brooch becomes impossible to remove using mundane means.

CREATION

Magic Items brooch of shielding CURE

Remove curse (DC 11), or a similar spell, must be used before the user can remove the brooch.

CANDLE OF DECEPTION

Aura faint enchantment; CL 3rd; Identify DC 28 Slot -; Weight ¹/₂ lb.

DESCRIPTION

This candle appears to be a *candle of truth* but its effect is quite different. Those within 20 feet of the candle, when it is lit, suffer a -20 circumstance penalty to any Sense Motive skill checks. The effect lasts for an hour, so long as the candle continues to burn. Mundane methods of extinguishing flames will not put out the flame, though *dispel magic* and similar arcane methods will

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CREATION Magia Itam

Magic Items candle of truth

A DC 16 Will save negates the effect. *Dispel magic* (DC 14) can extinguish the flames.

CLOAK OF THE GHOST

Aura strong transmutation; CL 15th; Identify DC 40 Slot shoulders; Weight 1 lb.

DESCRIPTION

This cloak appears to be a *cloak of etherealness* but it is too effective. Once it is activated, the user becomes permanently ethereal, making it impossible for the user to interact with the material world. This ethereal condition cannot be undone in any way until the cloak is removed. While ethereal it is impossible for the user to eat and starvation is the normal cause of death for those who use the cloak, though some perish at the hands of ethereal monstrosities. Anyone who dies while wearing the cloak returns in 1d4 days as an insane ghost.

CREATION

Magic Items cloak of etherealness CURE

Remove curse (DC 25), or a similar spell, must be used on the cloak's wearer in order for the cloak to be removed. The one casting *remove curse* must be in the ethereal plane for the spell to be effective.

CLOAK OF ILL LUCK

Aura faint abjuration CL 5th; Identify DC 30 Slot shoulder; Weight 1 lb.

DESCRIPTION

This cursed cloak appears to be, and functions as, a *cloak of resistance*. However, when worn, the DC of any save required by the wearer is doubled.

CREATION

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Magic Items cloak of resistance CURE

The cloak may be removed and discarded as normal.

ELIXIR OF POOR VISION

Aura faint conjuration; CL 2nd; Identify DC 27 Slot -; Weight -

DESCRIPTION

This item appears to be an elixir of vision and functions as such, but when the elixir's effect ends, the user finds his vision to be badly impaired. Seventy percent of the time, the affliction manifests as nearsightedness. The near-sighted individual can see anything within 5 feet clearly, but beyond that things are blurry and anything beyond 30 feet benefits from total concealment from the individual. Near-sighted individuals suffer a -10 competence bonus to Perception checks based on vision and cannot make a vision-based Perception check for anything beyond 30 feet. Those not afflicted with near-sightedness instead suffer far-sightedness. The far-sighted individual can see anything over a hundred feet away quite clearly, but anything closer appears blurry and benefits from partial concealment. The farsighted individual suffers

a -10 competence bonus to all vision-based Perception checks made for things within a hundred feet. The afflicted individual must make a DC 17 Fortitude save. If successful, the affliction last for 2d6 hours. If the save fails, the sight impairment is permanent.

<u>CREATION</u>

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Magic Item elixir of vision CURE

Remove blindness will cure the vision impairment.

FIGURINE OF SHADOWY HORROR

Aura moderate transmutation; **CL** varies; **Identify** DC 25 + CL

Slot none; Weight -DESCRIPTION

This item appears to be a figurine of wondrous power, but the creature summoned is unstable and ultimately malicious. Each time the figurine's creature is summoned there is a cumulative 5% chance of the creature turning on the user. When this happens, the creature fights until either the user is slain or it is slain. If the figure is slain, it does not revert to its figurine form but instead morphs with the shadow of the user, so that the user's shadow resembles a monstrous form of the creature. Thereafter, once per day, the figure reforms and attacks the user, normally when the user is alone. It will continue to do this, day in, and day out, until the curse is lifted from the user. **CREATION** アベルシュノトシンンとい

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Magic Items any figurine of wondrous power CURE

Daylight, followed by *dismissal,* is necessary to rid the user of the shadowy horror.

GEM OF HORRIFIC TRUTH

Aura strong divination; CL 10th; Identify DC 35 Slot none; Weight -

DESCRIPTION

This item functions as a gem of seeing, though it contains a dreadful power. Each minute that it is used, there is a 5% cumulative chance (5% first minute, 10% second minute, etc.) of the gem working too well: revealing some of the ultimate truths underlying the very fabric of the universe. Those cursed with such a vision must make a DC 20 Will save or be struck permanently blind and driven insane, with their Wisdom reduced to 1. Those who succeed at the save are struck blind for 2d4 weeks and cannot remember anything they saw.

CREATION Magic Items gem of seeing

CURE

Remove curse (DC 20) in conjunction with *remove blindness*, heals the souls of those who fail their save, though afterwards they cannot remember what they have seen. *Wish* likewise works. *Remove blindness* cures the blindness of the one who has made a save. Other spells may work at the GM's discretion.

HANGMAN'S ROPE

Aura strong transmutation; CL 12th; Identify DC 37 Slot none; Weight 5 lbs. DESCRIPTION

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Though this rope appears to be a 60-foot rope of climbing, it is in fact a malevolent death-trap sometimes crafted by necromancers. When a command word is spoken, the rope animates as a rope of climbing. Whenever anyone climbs to a height halfway up the rope, the rope animates, forming itself into a noose and attacking the climber (CMB 10, CMD 24, grab, constrict 1d6+4; AC 22; 22 hp; hardness 10; DR 5/slashing). Anyone climbing the rope is considered to be flat-footed and is denied any Dexterity bonuses so long as they remain on the rope. If the rope successfully grapples the climber, it is considered to have lassoed the target's neck, at which point it begins choking the target to death. Those so constricted may not speak, or cast spells with verbal components. They also cannot breathe and begin to suffocate unless freed. Once the target is dead, the rope ceases to animate until again activated. Anyone killed by the rope returns to life in 1d4 days as a ghoul unless properly blessed.

CONSTRUCTION

Requirements Craft Wondrous Item, animate dead, and either animate rope, animate objects or entangle; Cost 20,000 gp

CURE

Remove curse (DC 22) or a similar spell may be used to remove the rope before it kills its user, rendering it inert until the command word is again spoken. Channeling positive energy suppresses the rope for 1d6 rounds. Victims killed by the rope must be targeted with both bless and remove curse (DC 22) to prevent their animation as ghouls.

HAT OF YODELING

Aura moderate enchantment; CL 11th; Identify DC 36 Slot head; Weight 1 lb.

DESCRIPTION

Purposefully crafted as a cruel practical joke, this broad-brimmed hat appears to be a hat of disguise, but it is nothing of the sort. As soon as it is donned by a humanoid, the wearer must succeed at a DC 15 Will save or be afflicted by the hat's curse. Those that succeed at the save are immune to the hat for a day, but must reroll each day they continue to wear the hat. Those that are afflicted begin yodeling and do not cease until the condition is removed. Even characters that are mute will strive to yodel to the best of their ability. While in this condition, verbal communication, including the casting of spells with a verbal component, is impossible. Worse, the afflicted wearer cannot rest and if not cured begins suffering the effects of fatigue after a full day of wearing the hat. Once the curse is in place, removing the hat does not

remove the condition.

CONSTRUCTION

Requirements Craft Wondrous Item, dominate person Cost 66,000 gp

CURE

Remove curse (DC 21), dispel magic (DC 22), or similar spells remove the condition. Protection from evil suppresses the curse for the length of the spell.

HEADBAND OF MENTAL ANGUISH

Aura moderate or strong transmutation; CL varies; Identify DC 25 + CL Slot none; Weight -DESCRIPTION

This item appears to be, and functions as, a magical headband granting Intelligence, Wisdom or Charisma bonuses. Wearing it comes at a price and the user slowly begins suffering headaches which become worse and worse, at last crippling the wearer, mentally. Headaches first appear three days after the headband is first put on. That day, and each day thereafter, the wearer gains a cumulative -1 circumstance penalty to any d20 rolls (attack rolls, saving throws and skill checks). When the amount of the penalty is equal to the wearer's unaugmented Intelligence, the wearer begins suffering 1 point of ability drain damage per day to both Intelligence and Wisdom. Once the headaches begin, the wearer will not equate the headband with the headaches, nor willingly part with it.

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CREATION

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Magic Items any headband CURE

Remove curse (DC 10 + CL) or a similar spell must be cast before the wearer can part with the headband. The headaches begin lessening after the headband is removed and the penalty decreases naturally by 2 points per day, though *restoration* can also be used to completely eliminate the headaches.

HELLBOUND AMULET

Aura strong conjuration; CL 15th; Identify DC 40 Slot neck; Weight -

DESCRIPTION

Purposefully sent out into the world by arch-devils and diabolists, this amulet appears to be an *amulet of* the planes. When used, it sends its user straight to one of the levels of Hell. If the user attempts to use it while in Hell, it summons 1d6 random devils (1-35% bearded devils, 36-65% boned devils, 66-89% barbed devils, 90-100% horned devils).

CONSTRUCTION

Requirements Craft Wondrous Item, plane shift Cost 60,000 gp CURE

The amulet may be discarded as normal.

HORN OF DEADLY VAPORS

Aura moderate conjuration; CL 3rd; Identify DC 28 Slot -; Weight 1 lb

DESCRIPTION

This item appears to be a horn of fog, and functions as such 75% of the time. The other 25% of the time, the horn conjures forth deadly poison. When the horn malfunctions, it produces a high-pitched screeching sound and belches forth a cloud of green, fog-like vapors in a 20-foot diameter cloud centered on the user. This vapor is a poison affecting all breathing creatures in contact with it. Its slow onset time, however, often means that creatures suffer multiple doses of the poison before realizing their danger. The vapors dissipate after 3 minutes. A moderate wind (11+ mph) disperses the deadly vapors in 4 rounds; a

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Magic Item horn of fog CURE

The horn may be discarded as normal.

INCENSE OF THE OPEN MIND

Aura moderate enchantment; CL 7th; Identify DC 32

Slot none; Weight 1 lb. DESCRIPTION

This item appears to be incense of meditation and functions as such. However, divine spellcasters using the *incense of the open mind* bring a curse upon themselves. So long as the curse is in effect, they cannot prepare divine spells without the aid of *incense* of meditation. Furthermore, those afflicted by the curse suffer a -8 penalty to all Sense Motive checks. **CREATION**

Magic Item incense of meditation CURE

Remove curse (DC 17), or a similar spell, must be used to remove the condition.

LEPER'S MIRROR

Aura moderate necromancy; CL 7th; Identify DC 32 Slot none; Weight 10 lbs.

DESCRIPTION

Purposefully crafted as a malevolent object, this mirror serves to make one beautiful and strong for a time, but those who use the mirror inevitably end up disfigured. Once per day, when a command word is spoken, the mirror imparts a +4 profane bonus to both Constitution and Charisma for 24 hours. At the end of the 24 hours the user suffers 1 point of ability drain damage to both Constitution and Charisma. In addition the user is stricken (no save) with an incurable form of aggressive leprosy (save Fortitude DC 20; frequency 1/day; effect 1 Con damage, 1 Cha damage). The mirror may be used by the same individual more than once, but each time he suffers the harmful effects, thus hastening his own decline and death.

CONSTRUCTION

Requirements Craft Wondrous Item, contagion Cost 15,000 gp

CURE

l cc (order #2401568)

Remove curse (DC 17), followed by remove disease, is necessary to cure one afflicted with the mirror's leprosy. To cure the ability damage, atonement, followed by restoration, is necessary. Ability damage cannot be cured until the disease is removed.

NECKLACE OF IMMOLATION

Aura moderate evocation; CL 10th; Identify DC 35 **Slot** neck (does not take up slot); **Weight** 1 lb. DESCRIPTION

This item appears to be a standard necklace of fireballs, but it contains a dreadful defect. Any time



the necklace is exposed to positive energy (such as a cleric's channeling of positive energy) the beads of the necklace detonate all at once.

CREATION

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Magic Item necklace of fireballs (any) CURE

The necklace may be discarded as normal.

PERIAPT OF CONTAGION

Aura faint conjuration and necromancy; CL 5th; Identify DC 30

Slot neck; Weight -

DESCRIPTION

This item can be crafted purposefully, but it also happens accidentally. The periapt appears to be a periapt of health, and, as regards the user, it functions as such. Unfortunately, the user, while immune to disease, also becomes a virulent plague carrier, infecting everyone he comes in contact with. Those who have physical contact with the user, or who handle anything he has touched within the last 24 hours, is exposed to one of the following diseases, chosen randomly using 1d6:

- 1 Bubonic Plague DC 17
- 2 Leprosy DC 12
- 3 Mindfire DC 12
- Cackle Fever DC 16 4
- 5 Shakes DC 13

6 - Pox type contact; save Fort DC 14; onset 2 days; frequency 1/day; effect 1d2 Con and 1 Cha damage and target is fatigued; *cure* 2 consecutive saves.

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<u>CREATION</u> Magic Item periapt of health CURE

The periapt may be discarded as normal and is not contagious when not worn.

PHILANTHROPIC PURSE

Aura moderate enchantment; CL 11th; Identify DC 36 Slot neck; Weight -

DESCRIPTION

Purposefully crafted by well-meaning souls, this enchanted purse compels its owner into acts of extreme generosity. The purse functions similarly to a bag of holding, though its magic is only effective with coins. The purse measures six inches by eight inches and will hold up to 100 pounds worth of coins. However, once a day, the owner of the purse must succeed at a DC 15 Will save or feel compelled to donate half his earthly wealth to the neediest looking individual he sees. When so compelled, the owner of the purse will give coins from the purse first and other properties second. However, if he has no coins, the owner will give away anything he owns, even to the point of writing out deeds to houses or lands under his control. Moreover, the owner is further compelled to do nothing to rectify this situation so long as the purse is in his possession. Once the owner of the purse has submitted to this affliction once he cannot voluntarily give up the purse until he has no more than 1 gold coin to his name.

CONSTRUCTION

Requirements Craft Wondrous Item, *dominate person* **Cost** 40,000 gp

CURE

Remove curse (DC 21), or a similar spells, may be used to remove the purse from the wearer.

SPOON OF JEALOUS GRUEL

Aura faint conjuration; CL 5th; Identify DC 30 Slot -; Weight -DESCRIPTION

This item functions as a sustaining spoon, but once the gruel it has produced has been consumed by an individual, that individual is cursed with an unfortunate affliction which prevents him from being able to safely consume foods other than those produced by the spoon. When an afflicted individual eats or drinks anything other than the spoon's gruel, including potions, he gains the sickened condition for 1d8 hours. This sickened condition is not a disease, nor can it be removed except through the use of *restoration*. Those who insist, while sickened, on consuming more, increase the penalty imposed by the sickened condition by an additional -2 each time and add an additional 1d8 hours to the length of time they feel ill.

CREATION

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Magic Item sustaining spoon CURE

The spoon's curse may only be broken by *restoration* cast in conjunction with *remove curse* (DC 15).

THE RABBIT'S HAT

Aura faint illusion, strong transmutation; CL 10th; Identify DC 35 Slot -; Weight -

DESCRIPTION

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It seems improbable that an item such as this would happen accidentally and most assume that this item, and its close relative, the toad's hat, were created as cruel practical jokes. This hat appears to be a powerful hat of disguise, one that allows the user to actually transform, as with polymorph, into a humanoid creature of Small or Medium size, three times per day. While transformed, the user's clothes and gear may appear in any form the user chooses and are sized appropriately. Such transformations can last up to six hours and transforming back to one's own shape does not count as one of the uses of the hat. Unfortunately, the hat's cruel nature becomes apparent whenever the wearer enters a stressful situation, such as combat. In such situations the user must make a DC 15 Fortitude save each round. Failure results in the user being permanently transformed into a white rabbit, as with baleful polymorph.

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CONSTRUCTION

Requirements Craft Wondrous Item, *baleful polymorph*, *disguise self*; **Cost** 30,000 gp **CURE**

The hat may be discarded as normal. The *baleful polymorph* is permanent until *dispelled* (DC 21).

THE ROBE OF ENTANGLEMENT

Aura moderate transmutation; CL 10th; Identify DC 35

Slot body; Weight 2 lbs. DESCRIPTION

Crafted as either a malevolent joke or as a caution against extravagance, this robe is fashioned of bright silk and contains long-flowing sleeves, multiple layers and many ornate flourishes. It appears to be a monk's robe and functions as such for the first round of any combat. After one round of combat, the billowing streams of silk become more and more of a hindrance and the user must make a Reflex save each round where the DC is 15 + 2 for each round of combat. Failure results in the robe's user being entangled in the silk. The afflicted wearer gains the pinned condition and cannot move more than 5 feet in a single round (by rolling and squirming). The entangled condition lasts for four rounds but the subject can free himself from the robe's restrictions using a DC 25 Strength check or a DC 20 Escape Artist roll. The robe cuts easily but cutting it has no effect on its function.

CONSTRUCTION

Requirements Craft Wondrous Item, *entangle*, *righteous might or transformation;* **Cost** 9,000 gp <u>CURE</u>

The robe may be discarded as normal. The robe only ceases to function if burned.

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WIDOW'S CLOAK

Aura strong transmutation; CL 6th; Identify DC 31 Slot shoulders; Weight 1 lb. DESCRIPTION

This cloak appears to be a black *cloak of arachnida* and functions as such but it slowly transforms the user into a hideous spider monster. When the cloak's abilities are used in any fashion, up to once a day, the user must make a DC 18 Fortitude save or suffer an advancement of the curse. Once the user has failed two saves, the cloak may not be removed apart from the death of the user or the removal of the curse. After the fifth failure, the transformation is complete and the user is no longer sane. The five steps of the transformation are as follows:

- *Step 1:* The user develops tougher skin and gains double joints: +2 natural armor, +2 Dex.
- Step 2: The user's hair falls out, his skin continues to thicken and his eyes change: darkvision 60 ft.; natural armor +2; Charisma 2.
- *Step 3:* The user grows two extra limbs, gaining an extra primary attack, and becomes more spidery in appearance: Strength +2, Dexterity +2, Intelligence -2, Charisma -2 (minimum 6).
- *Step 4:* The user grows an additional two limbs and gains a poisonous bite attack (giant spider poison): -2 Intelligence, -2 Charisma (minimum 6).
- *Step 5:* The user appears to be a giant monstrous spider with vaguely humanoid features; while the cloak becomes a part of his body. He loses all Intelligence and is considered verminous. Once every 1d4 rounds, the user can cast *web*.

CREATION

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Magic Items cloak of arachnida CURE

If cast before the final transformation, *remove curse* (DC 16), or a similar spell, reverses and negates the transformation. After the transformation is complete, only *wish*, or a spell of similar power, can undo the curse.

WINGS OF IKAROS

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Aura moderate transmutation; **CL** 10th; **Identify** DC 35 **Slot** shoulders; **Weight** 2 lbs.

DESCRIPTION

FUILTFORE ALLE STREEDE SELEVER LEIVE

This item appears to be standard wings of flying, but it contains a dreadful curse. Any time the *wings of Ikaros* are used outside, in an area open to the sky, the wings seem to develop a will of their own, taking the wearer higher and higher. Finally, some thousand feet above the ground, the magic fails and the wings cease to function, allowing the wearer to plummet to the ground. This fall, if not corrected in some manner, deals maximum falling damage (20d6).

CREATION

Magic Item wings of flying CURE

Feather fall, flight, levitation and similar spells will arrest the victim's fall. Once the wings have begun their flight, only *remove curse* (DC 20), or a similar spell, can be used to stop the activity, suppressing the deadly nature of the wings for 1d6 hours.



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THE STONE BLADE OF ULZ

Aura strong necromancy; CL 20th; Identify DC 45 Slot none; Weight 2 lbs.

LEGEND

Tales are still told of Barklimos Filk, more popularly called the Wilmont Slasher, who, before he was brought to justice, killed thirty seven of the women of Questhaven within three weeks. His chosen weapon was a strange stone dagger with an unbelievably sharp edge and a handle carved to look like a grotesque, tentacled, monkey-thing. No one knew where the obviously magical knife came from, though Filk claimed to have bought it in a shop which did not exist on a street nobody could find. Filk died in prison from a wasting disease two days before he was scheduled to be hanged and the knife was placed in the Questhaven Museum of Oddities. A month later, the night watchman in the museum went on a killing spree using the same knife. The knife has since been identified as the dreaded Stone Blade of Ulz, dimly hinted at in cryptic writings, but unfortunately it has again disappeared from the museum.

DESCRIPTION

This stone blade, featuring a grotesque handle carved in the shape of a tentacled monkey-thing, functions as a +3 keen dagger of wounding. The first time its owner uses it to draw blood, he receives a permanent +4 morale bonus to both Strength and Constitution. However, every day thereafter the owner of the dagger must use the dagger to kill at least one humanoid. If he does not so use the dagger, he loses the morale bonus to Strength and Constitution and suffers -4 ability damage to both Constitution and Strength. This ability damage is cumulative from day to day and cannot be healed with restoration. For each day that goes by without such a death, the number of victims the knife requires increases by a factor of two (one on the first day, two on the second day, four on the third day, and so forth). If the number of deaths is met, the ability damage done to the user is healed and the morale bonus is restored. After the first day without a death, and every subsequent day thereafter, the user must succeed at a DC 20 Will save to resist using the knife to murder any potential victims found. The user will not willingly part with the dagger and should he be separated from it, will begin wasting away as described.

<u>CURE</u>

Atonement and remove curse, used in conjunction, are both necessary to free the user from the dagger's hold. Once freed from the dagger's grip, the user loses the morale bonus to both Constitution and Strength but any ability damage done can be healed normally. **DESTRUCTION**

To destroy the *Stone Blade of Ulz*, it must first be successfully targeted with *mage's disjunction* (3%

chance per caster level of success; otherwise as an artifact), after which a paladin must sunder it using a *holy avenger*. Following this, the pieces must be thrown into molten lava. If the dagger is destroyed in any other way, it reforms in 24 hours.

THE CHAINS OF MARLOK

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Aura strong enchantment; CL 25th; Identify DC 50 Slot none; Weight 30 lbs. LEGEND

When the angel Dailliel stumbled in his fight against the hordes of Hell, he was quickly overwhelmed by a legion of fiends who bound him with a chain of black metal, forged in the soul-fires of Hell by Asmodeus' smith Marlok. They bound Dailliel to the topmost peak of the Fastness of Hrundak where he was tortured continually by a trio of poisonous monsters. Daillel was rescued by a group of heroes, the chief of whom was Lursai, Paladin of Our War Marshall in the Heavens. These heroes slew the three Hell-spawn, pulled the chain from Dailliel and cast it from the mountain-top. They scarce realized the true nature of the chain or doubtlessly they would have sought to destroy it. The Chains of Marlok is considered an unholy relic in the church of Their Dark Lord of Fire, though they do not use it themselves, preferring to send it out into the world to do harm.

DESCRIPTION

This heavy chain is forged of black metal, and along its length, at regular intervals, are manacles. Anyone touching the chain gains an immediate understanding of the chain's use, though they do not discover the chain's harmful effects. When used for the binding of individuals, the chain is always as long as is needed and there is always one more pair of manacles which can be employed along its length. The chain itself is seemingly unbreakable, even resisting adamantine; and the manacles, while easily opened by anyone not bound by the chain, bear no lock and are impossible to open when bound. Furthermore, those bound by the manacles are incapable of using spells or spell-like abilities. Escape from the chains is thus virtually impossible without outside help. The chains have one additional use. Once per day, an individual not bound by the chains may grasp the links and dominate any one individual who is so bound (no save). This domination lasts for 24 hours. Any non-devil who uses this *dominate* power ties his soul to the chains. This soul-bind has two effects. When the dominate power is used, the individual using the power must succeed at a Will save where the DC is 10 + 2 per use of the power (the first save is DC 12, the second time the DC climbs to 14 and so forth). Failure results in the soul of the individual attempting to use the power being ripped from the body and joined to the chain as a new forged link. This removal of the soul does not kill the body but it does send it into a comatose state which can easily lead to physical death as the individual slowly starves. An individual making his save is still bound to the chain and when he dies his soul still is joined to the chain as a new link. Such individuals cannot be brought back from the dead in any way, apart from diabolical intervention. Anyone

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CURE

Anyone who has bound his soul to the chain but has not yet died can remove the binding through the use of *atonement*, followed by a year of non-violent penance. Those who have died may be freed from the chain only through the intervention of a powerful devil.

DESTRUCTION

The *Chains of Marlok* are not easily destroyed. A single link may be cut from the chain using a goodaligned adamantine keen blade which has been immersed for a day in holy water. Such a blade must be immersed for one full day for each individual link cut. When a link of the chain is broken, the soul in that link is freed, but the chain repairs itself and attempts to teleport to a new, random location on the material plane. Only powerful magic can prevent this teleportation and there are over six thousand links in the chain to be cut.

THE FLOWER OF VALL

Aura strong necromancy and divination; **CL** 20th; **Identify** DC 45 **Slot** none; **Weight** 4 lbs.

LEGEND

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Vall was a powerful necromancer and flesh-crafter who sought to use his crafts to bring about a utopian society based on the subjugation of the individual and the elevation of progressive thought over antiquated morality. His followers were literally driven underground where they worked to make Vall's vision a reality. Though Vall disappeared, many of his creations live on in potent magical devices. The *Flower of Vall*, unfortunately, is one of his failures and it brings sickness and death wherever and whenever it appears.

DESCRIPTION

This large platter has four stubby, clawed feet and an ornate, raised, spiral pattern on its surface. Despite being twenty-four inches in diameter, the thick platter and its feet are made of a single piece of seemingly uncarved bone. Upon command, the top of the platter opens like a flower, revealing a thin, blood-filled basin which can be used as crystal ball with both auditory capabilities and true seeing. Moreover, the user can cast any ranged spell through the basin as if she were standing there. The Flower of Vall, when not activated, is harmless, but the blood that appears when the platter is opened is the carrier of a highly contagious and fast-acting necrotic disease. The disease begins with small sores which quickly fester as the victim burns with a fever. Anyone who makes physical contact with a carrier of the disease is considered exposed to it. Those who die because of the disease rise in 1d2 days as zombies. Such zombies are themselves carriers of the fever, and any damaged by their natural attacks are exposed to it. Even those immune to disease, and those who make their saving throw when exposed to the disease, become carriers for the disease for 1d4 days. Vall's Fever disease,

contact; *save* Fortitude DC 15; *onset* 1 day; *frequency* 1/hour; *effect* 1 Constitution, 1 Intelligence, 1 Wisdom; *cure* 3 consecutive saves.

CURE

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Cure disease works to save a single victim from the disease, but channeled positive energy attuned to damaging undead is needed to make a carrier into a non-carrier. Infected undead who are damaged with positive channeled energy are considered to no longer be infected.

DESTRUCTION

The *Flower of Vall* can be destroyed by a paladin who thrusts a *holy avenger* through its opened surface. Any other method of destruction allows it to regenerate in 2d4 days. WYYZZCHAK FINE TAK

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LIBRIDEMOS

Aura moderate conjuration and necromancy; CL 20th; Identify DC 45 Slot none; Weight 5 lbs. LEGEND

The true origin of the Libridemos is unknown. The cursed book first appeared in the library of the vile necromancer Tharm-Zan. After Tharm-Zan went mad, the book was claimed by the wizard Kalmandu, who eventually suffered the same fate as Tharm-Zan. Since that time, the Libridemos has passed through countless hands, often disappearing for decades only to reappear in some obscure library or dungeon. **DESCRIPTION**

This large tome is bound with unadorned black leather and contains a multitude of jumbled essays, theorems and anecdotes, all of a mystical, slightly odd or perverse nature. The more one reads or uses the book, the more the writing within makes sense but such clarity comes at a horrible price. The Libridemos may be used to add a +8 circumstance bonus to a Knowledge (arcana), Knowledge (planes) or Spellcraft skill check, provided the user spends an hour reading the book immediately prior to making the skill check. Additionally, once per day, the book's owner can use the book as a scroll to cast one of the following spells: animate dead, black tentacles, or summon monster IV. Casting a spell in this way does not in any way alter the contents of the book. Anyone who reads the book all the way through will understand how to use the book. Whenever the book is used, whether to cast a spell or to do research, the user must succeed at a

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Will save, the difficulty of which is equal to 10 plus the number of times the book has been used. Failure results in the user being immediately driven insane. When this happens, there is a 70% chance the afflicted reader becomes catatonic. The catatonic's Wisdom becomes 2 and he becomes incapable of rational thought or of taking independent, productive actions. The rest of the time, the reader becomes pathologically homicidal, desiring to kill or destroy anyone and everything. The homicidally insane have their Wisdom and Intelligence increased by +8. Their alignment becomes chaotic evil, and they have an impulse to cause the death of anyone they encounter (DC 25 Will save resists this impulse for 1 hour, otherwise the reader must attack in some manner). Moreover, the reader can now use the book to cast summon monster VI once an hour, and the other three spells at will.

CURE

Insanity caused by the book can only be cured through the use of *atonement* and *wish* used in conjunction with one another.

DESTRUCTION

The Libridemos can only be destroyed by being cast into a fire on the deepest level of Hell.

THE MACE OF LARTHIOS

Aura strong necromancy; CL 20th; Identify DC 45 Slot none; Weight 4 lbs.

LEGEND

Tales tell of a powerful lich-demon named Larthios. In times long forgotten, this fiend led armies of the undead against elves and men. Finally destroyed by the gold dragon, Tlixothkan, Larthios's legacy continues in the form of the evil mace he wielded in battle.

DESCRIPTION

This ornate heavy mace appears to be and functions as a +3 heavy mace of disruption, yet its cursed nature is such that the essence of any destroyed undead is slowly imparted to the wielder until at last the wielder becomes that which he fights. When the weapon is successfully used to destroy an undead, either by disruption or by bringing the creature to o hit points, the wielder of the mace takes 1 point of permanent Constitution damage. Unless the wielder succeeds at a DC 25 Will save, he does not notice the loss. If the wielder dies, by any means, while afflicted by the mace, he rises in 1d3 nights as a vampire. At this point, the mace ceases to function as a +3 heavy mace of disruption and, until the wielder is destroyed, functions as a +3 unholy mace of terror. The mace does not, at any time, detect as evil, though after the wielder transforms into a vampire, it functions as an evil weapon. The victim of the mace, as a vampire, has a fixation on the mace and, if not in possession of the mace, does anything possible short of suicide to retrieve it. Moreover, as a vampire, the wielder always knows where the mace is located. If the vampiric owner of the mace is destroyed, the mace returns to functioning as a +3 heavy mace of disruption. CURE

Constitution damage received from the mace can only be restored by *atonement* followed by *restoration*. Those transformed into vampires by the mace cannot be saved short of destruction.

DESTRUCTION

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The Mace of Larthios can be destroyed in one of two ways. Casting it into the Plane of Positive Energy will forever undo it. A second method of destruction is to bring it to the Forge of the Celestial Smith, where upon the Eternal Anvil, a blow from a *holy weapon* will destroy it.

THE PANOPLY OF XYRKAZTHAK

Aura strong evocation; CL 20th; Identify DC 45 Slot armor and shield; Weight 4 lbs. LEGEND

When Hrufksa Jaerlson slew the mighty wyrm Xyrkazthak, the red dragon laid down a curse upon the warrior and sealed it with his death. Heedless of the curse, Hrufksa had the dragon-skin made into a shield and a suit of full-plate. A year after the death of the dragon, Hrufksa held a celebration to remember his valiant conquest. In the midst of this feast, while dressed in the armor, an inebriated Hrufksa stumbled into a lit brazier. Immediately the dragon hide burst into flames, inside and out, and the warrior, unable to staunch the raging inferno, died hideously. Since then, the armor has proven impossible to destroy and has claimed many other victims. それ ドラ ハ ヒ か ろ と ない

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DESCRIPTION

This suit of *red dragon hide armor* appears to be a +5 *heavy shield of fire resistance* and +5 *full-plate of improved fire resistance*. The armor and the shield offer full protection in most circumstances but they are indeed cursed. The curse manifests in one of two ways. If the armor-wearer fights any creature with the dragon type, the armor and shield immediately cease to offer any protection, reducing both armor and shield bonuses to 0. Even worse, if, while worn, either suit or armor is struck by an attack which deals fire damage, both burst into raging flames, dealing 6d6 points of fire damage per round to the wearer (no save). When so lit, the armor will only cease to burn if completely submerged in water, or the wearer dies. **CURE**

Once aflame, the armor cannot be removed until the flames are out. Otherwise the armor and shield may be discarded as normal.

DESTRUCTION

The *Panoply of Xyrkazthak* is a manifestation of the slain-dragon's wrath—a form of a haunt. If damaged or destroyed, it reforms itself within 24 hours. Only by appeasing the dead dragon can the curse be ended. Such appeasement requires that the owner of the armor give one of Xyrkazthak's children treasure equaling 500,000 gp (twice what was in Xyrkazthak's hoard) and the suit of armor, at which time the curse will be broken.

THE RAT-KING'S CROWN

Aura strong transmutation and necromancy; CL 25th; Identify DC 50 Slot head; Weight 1 lb.

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When King Bormot refused to give proper homage to our Brother of Wisdom, the god in his wrath cursed the very crown the king wore so that all the food the king touched became loathsome and infectious. Slowly the king became more bestial, until at last, in the depths of the sewers, surrounded by rats (his new subjects) did he honor the dread god of cunning and swear fealty.

DESCRIPTION

This simple gold crown, when placed upon the head, grants the wearer a +4 profane bonus to both Wisdom and Charisma. Additionally, the wearer can cast *command* three times per day. The crown must be worn for 24 hours for these abilities to function, though the wearer understands these properties of the crown as soon as the crown is worn. The crown's benevolence comes with a price, one which begins to function as soon as the bonuses are active. All food the wearer physically touches (including with his tongue or lips) becomes rotten and noisome. Anyone eating this food must make a DC 22 Fortitude save or contract lycanthropy (were-rat). Those who succeed at the save are nauseated for 24 hours. The food, if thrown out, attracts 1d100 rats and 1d6 dire rats over the course of a week. The wearer will not willingly part with the crown, and once it has been worn the wearer will go to great lengths to retrieve it.

CURE

Remove curse and *atonement*, in conjunction with one another, are necessary to free the wearer from the crown's hold. The lycanthropy caused by the crown must be cured as normal. The food, once tainted, must be burnt in order for it not to attract rats.

DESTRUCTION

The crown may only be destroyed by a cleric of the Brother of Wisdom utilizing *miracle*. As the crown is considered a sacred relic of the church, this is not likely to happen.

THE SCROLL OF ONAUZ

Aura strong conjuration; CL 20th; Identify DC 45 Slot none; Weight 1 lb.

LEGEND

Besotted with a young maiden who spurred his advances, Onauz, a painter and a summoner, grew insane with jealousy and bitterness. He conjured forth a host of devilish fiends, made a contract with them, binding them to a scroll and then began, one by one, to use the creatures to kill all those the maiden loved. But, when the last devil was used and the maiden herself was slain, the flaw in Onauz's contract was revealed, for the devils, as one, turned on the summoner, tore him to shreds, and delivered his soul to Hell. The devils are still bound to the scroll, and upon occasion, some mortal or other finds it and uses it to his own destruction.

DESCRIPTION

This large scroll, when unrolled, is revealed to contain a large painting containing six devils. A phrase at the bottom of the painting reads, "I summon you to myself for the cause of Justice." When this phrase is read aloud, the picture disappears from the scroll and

the reader finds himself the bearer of six tattoos: each a copy of one of the devils. Each day thereafter, the reader may summon forth one of the devils to fight for him, or to exact revenge for some wrong, real or imagined. In fact, the scroll-reader feels compelled to do so, and must make a DC 25 Will save to avoid summoning forth one of the devils during the day. If the summoned devil fails in the assigned task, it manifests each day thereafter until the assigned target is slain. When the last devil has been summoned and that devil's work is completed, the six devils wait until the scroll-reader is quite alone; and then, manifesting of their own accord, they attack him as a group. They prefer to do this at night, but are quite intelligent in picking their own time and place. The devils come forth in a particular order, one at a time as follows:

Day One: Xaklos	advanced bearded
_	devil; hp 69
Day Two: Anphroxa	erinyes; hp 94
Day Three: Tokki	bone devil; hp 105
Day Four: Kulna	barbed devil; hp 138
Day Five: Azkodiax	hell drake (fiendish
	young red dragon); hp
	115
Day Six: Minastaus	ice devil; hp 161

<u>CURE</u>

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To remove the tattoos and send them back to the scroll, the following three spells must be used, in order: *dismissal, atonement, remove curse* (DC 30). *Dismissal*, on its own, causes the tattoos to disappear for 24 hours but does nothing ultimately to halt the inevitable progression of the curse.

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DESTRUCTION

The *Scroll of Onauz* can be destroyed by submersing it in holy water for a year and a day.

THE SULTAN'S GEM

Aura strong illusion, transmutation and divination; CL 20th; Identify DC 45 Slot none; Weight -LEGEND

Legends tell of a distant ruler who had many wives. none of whom he loved as he should have. He was far more enamored of his wealth and he spent countless hours counting coins or listening to reports of his holdings. He was especially fond of gems and would stare at a lovely stone for hours, admiring its cut. One of the sultan's wives was, in truth, born of djinn blood and she had mighty magics. At last tired of the Sultan's neglect, she purchased a fabulous emerald, one she knew the sultan would love, and placed a powerful hex upon it. Then gifting it to her husband she allowed events to run their course. Soon the sultan's properties began to fail, his gold began to disappear, and his most precious possessions were either sold to pay debts, or mysteriously, they crumbled to dust. He died a broken, hungry man, still clinging to the one possession he had left in the world, the cursed emerald. As for his wives, they too lost all and were sold as slaves to pay debts: teaching that

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revenge properly belongs to the gods and they are foolish who bring doom upon their own household. **DESCRIPTION**

This green emerald does not detect as magic and only divine divination spells, such as *augury*, will reveal it as such. The emerald bears a powerful curse. Each day the emerald is in a person's possession, that person loses 10% of all his current wealth. This happens in various ways. Debt and tax collectors suddenly decide to call in bills. Valuable properties lose all their value. Gold turns to lead. Swords and armor rust or are stolen. Priceless vases are broken. However it happens, by the end of the day, the owner of the gem is 10% poorer. The gem itself is the only item never affected by this curse and the owner of the gem will never willingly part with it.

CURE

Remove curse (DC 30), or a similar spell, will break the gem's hold over an individual for 24 hours. The gem must then be given away. It cannot be thrown away or else it will return at the end of the 24 hours to the owner's possession.

DESTRUCTION

The *Sultan's Gem* can only be destroyed on the plane of fire by a weapon wielded by an efreeti noble.

THE SWORD OF VARLON

Aura strong necromancy and transmutation; **CL** 20th; **Identify** DC 45

Slot none; Weight 4 lbs. LEGEND

Varlon was a knight known for both his strength of arms and his powerful rage. At a feast given in Varlon's honor, the Grand Commander of the Knights of Our War Marshall in the Heavens insulted Varlon in jest. Varlon lost his temper and after a heated exchange used his sword to remove the Grand Commander's head from his shoulders. Not content with this, he proceeded to kill the nine priests accompanying the Grand Commander. Our War Marshall in the Heavens, enraged at this treatment of his followers and the unchivalrous behavior of Varlon, did strike down the murderer. To Varlon it felt as if whips were striking him, even through his armor. Again and again he was lashed, until at last, a mass of welts and sores, he died. Following Varlon's death, Our War Marshall in the Heavens cursed Varlon's sword so that all who used it would suffer a similar fate.

DESCRIPTION

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This ornate blade has a hilt of gold and finely etched scriptures all along its blade. The etched scriptures promote chivalry and mercy. The sword functions as a +3 vorpal long sword which, three times a day, is capable of affecting the user with *rage*. The sword's curse is activated through continual use. As soon as the sword's owner uses the blade to cut off the heads of ten individuals, he begins to suffer 1d6 points of damage a round. To the one taking the damage it feels as if a whip is striking, and visible welts are raised on the skin with each blow. The blows continue, without stopping, until the curse is lifted or the user dies. **CURE**

Atonement is sufficient to stop the blows, though the sword's user must live for the full hour it takes to cast the spell. The blows begin again, however, if the individual takes another life without making further amends. Following the atonement, a full year must be spent in pious prayer and nonviolence for the curse to be completely lifted.

DESTRUCTION

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The *Sword of Varlon* can only be destroyed by a *miracle* cast by the current Grand Commander of the Knights of Our War Marshall in the Heavens, or by the god himself; but as the sword is considered a sacred relic by the faithful, a permanent object lesson on the need for chivalry and self-control, that is not likely to happen.

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