

#1 WITH A BULLET POINT
ONE IDEA. ONE PAGE. ONE DOLLAR

4 GHOSTBUSTING ITEMS

Sometimes rules supplements read like the world-setting bible of frustrated novelists. Although solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs, and each one gives the bare bones of a set of related options. It might be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand holding—they just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.

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ROLEPLAYING GAME COMPATIBLE

THE HIGH CONCEPT: Magic items geared for dealing with incorporeal undead in a fantasy campaign setting. “Who you gonna pall?” (As in the cloth you put over coffins? Like pallbearer? Get it?)

OIL OF FORCE

Aura: faint transmutation; **CL:** 5th

Slot: —; **Price:** 500 gp; **Weight:** —

DESCRIPTION

This opalescent liquid can be applied to a weapon (or 20 units of ammo), a suit of armor, or a shield as a standard action. The oil causes the item to be covered in a thin barrier of magical force for 1 minute. The item is considered a magic force effect for this duration, causing it to attack and damage incorporeal creatures normally, or apply its armor or shield bonus to AC to incorporeal attacks normally.

CONSTRUCTION

Requirements: Craft Wondrous Item, *shield*, *spiritual weapon*; **Cost:** 250 gp

POCKET COFFIN

Aura: moderate necromancy; **CL:** 7th

Slot: —; **Price:** 10,000 gp; **Weight:** 2 lbs.

DESCRIPTION

This miniature brass coffin is approximately the size of a wizard’s spellbook, and is covered in arcane runes of warding, repose, and silence. Each pocket coffin has a hook (to allow it to hang easily from a belt or harness) and a 20-foot silken lanyard cord.

When an undead has been destroyed (reduced to 0 hit points), the pocket coffin can be used to absorb its unliving essence, to ensure the malign entity does not return to the mortal world. The coffin must be placed at the location of the undead’s death, and if the undead has a physical corpse or receptacle

for its soul (such as a lich’s phylactery) that must also be present. The miniature brass coffin opens in a flash of light, sucks in the undead’s essence, and slams shut. As long as the pocket coffin is shut, the undead cannot reform or remanifest. Pocket coffins do not have any sort of built-in lock – they cannot be opened by a spirit they contain, but any creature handling it can easily flip the lid open to release the spirit within.

A pocket coffin can hold only one spirit at a time. If an old spirit is released, the pocket coffin can be used to capture a new undead spirit. Legends suggest the spirits trapped in a pocket coffin can be unloaded into an artifact known as the *Cabinet of Spirits*, but if such an artifact ever existed it is long-since lost.

CONSTRUCTION

Requirements: Craft Wondrous Item, *lesser planar ally*, *sanctify corpse*; **Cost:** 5,000 gp

ROD OF HOLY WATER

Aura: moderate conjuration; **CL:** 11th

Slot: none; **Price:** 3,250 gp; **Weight:** 4 lbs.

DESCRIPTION

This rod is a hollow tube of white wood, with a leather-wrapped grip at one end and silver bands etched with the holy symbols of good-aligned gods. Five times per day, the rod can fire a bolt of holy water at a target. This is a ranged touch attack, with a range of 30 feet. Any target struck by the bolt acts as if it has been hit by a vial of holy water. (Holy water damages even incorporeal undead.) The bolt of holy water evaporates one round after being fired, even if placed it in a watertight container.

CONSTRUCTION

Requirements: Craft Rod, *bless water*, *magic missile*; **Cost:** 1,725 gp

SPECTRAL TORCH

Aura: moderate divination; **CL:** 3rd

Slot: none; **Price:** 2,500 gp; **Weight:** 1 lb.

DESCRIPTION

A spectral torch appears to be a burned-out stump of a torch that has been banded in cold iron rings covered in arcane runes. Under normal circumstances a very faint wisp of smoke trails continuously up from the torch, though it never gives off light or heat. However, when the torch is brought near locations where undead are, or have recently been (even incorporeal undead), the amount of smoke produced increases and changes color. By waving the torch about and following where it produces the most smoke, it is possible to find and sometimes even track undead. By learning what colors of smoke are produced by the trail of which undead, a user can sometimes identify what undead created each trail the torch detects.

Efforts to find and track undead are handled by treating anyone holding the torch as if he had the scent special ability, only against undead (and effective against incorporeal undead). A character can also make a Knowledge (religion) check at -10 to identify the undead being tracked by the smoke the torch produces. Each time that character successfully identifies an undead after seeing the torches’ reaction to it (even if this is just by following the torch until the undead is encountered) this penalty is reduced by 1, to a minimum penalty of -2.

CONSTRUCTION

Requirements: Craft Wondrous Item, *dancing lantern*, *detect undead*; **Cost:** 1,250 gp

WE ERR ON THE SIDE OF AWESOME!

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