

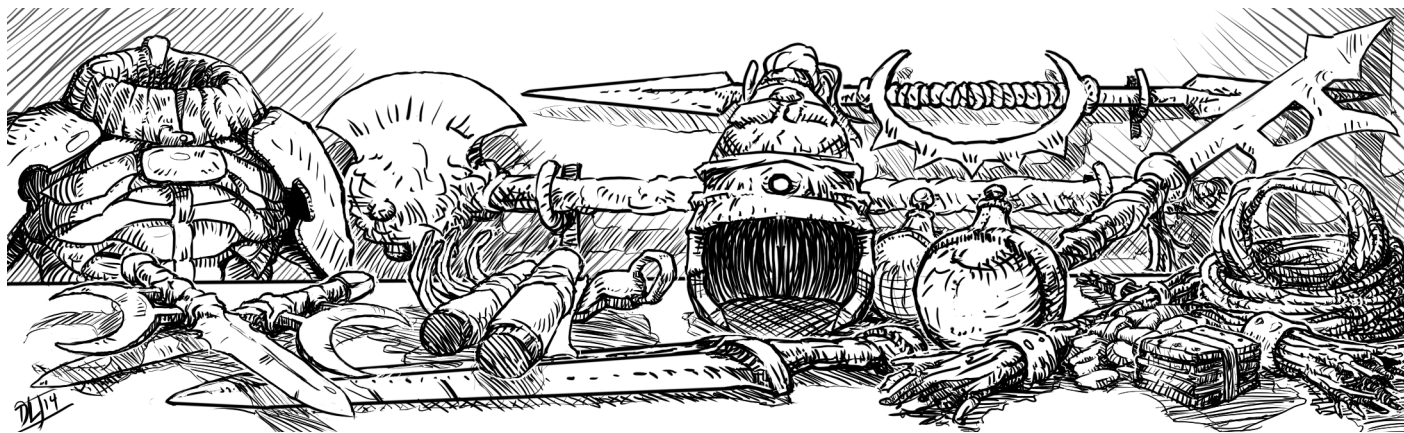
365

Magic Items

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Zenith Games

365 Magic Items



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FROM THE AUTHOR

In late 2016 I challenged myself to a project, one which I was all but certain I'd fail. I decided to create a different magic item every day for a year.

My goal was to produce something new with every entry. I wanted each item to be memorable, unique and useful.

Whether this was the *feather token (wall)* for a fleeing villain, or the sore lack of many magical crowns and helms in the game, I tried to support a variety of playstyles and concepts.

To my own astonishment, one year later I looked back at my work and saw that I was finished: over 400 magical items of all shapes and sizes. I pruned, improved, and cultivated the list, and then submitted it to Zenith Games when it was ready.

To my continuing astonishment, they accepted it.

I'm deeply thankful to Jeff, who chose to publish it, and to Charles for his editing, because they helped forge what I created into something far better.

I hope you enjoy using these items as much as I enjoyed writing them up.

— Benjamin Medrano

FROM THE DEVELOPER

Benjamin is a genius with magic items. He's a published novelist who knows his prose. And his work is of the highest grade.

The items crafted within are among the best I've ever seen.

Inside you'll find weapons and armor, shields and rings, rods, staves, crowns, and wondrous items of all sorts.

You'll find magical sets, such as the celestial crescents and set of the fool. You'll find sets of sin ranging from envy to wrath.

Within are weapons of incredible power, such as *bonedrinker*, *blade of the moon*, and the *elemental wheel*. Alongside them are commoner tools, such as the *coin of good fortune* and *magistrate's gavel*.

Have a character concept? You'll find something for it within. Need a campaign-driving MacGuffin? Try the *pearl of life* or *crown of the necromantic lord* (or dozens more).

Maybe you'd like an *eternity seal* to lock away a cursed treasure? Or an *ephemeral breastplate* for a quick escape? Or a *clone amulet* for the ultimate backup plan?

You'll find all that, and hundreds upon hundreds more, within.

Benjamin has made something incredible here.

Enjoy.

— Jeff Gomez



Weapons

ANNIHILATION BLADE

Aura strong transmutation; **CL** 12th
Slot none; **Price** 36,310 gp; **Weight** 2 lbs.

Description

This +1 *keen short sword* has a uniform, featureless blade. Once per day, on command, the wielder may wreath it in an aura of gray energy. The next successful attack against a creature subjects the target to a *disintegrate* effect (CL 12; Fort DC 20). The aura persists until discharged or for five rounds.

Construction

Requirements Craft Magic Arms and Armor, *disintegrate*; **Cost** 18,310 gp

AXE OF DESTINY

Aura strong divination; **CL** 18th
Slot none; **Price** 98,020 gp; **Weight** 6 lbs.

Description

This +5 *mithral keen greataxe* has an axehead forged from mithral with flowing, delicate curves and an edge that gleams with a rainbow shine. Once per day, as an immediate action, the wielder may automatically confirm a critical threat or gain a +10 insight bonus to the next attack with the weapon before the start of their next turn.

Construction

Requirements Craft Magic Arms and Armor, *foresight*, *keen edge*; **Cost** 52,020 gp

BLADE OF LIGHTNING

Aura moderate conjuration; **CL** 10th
Slot none; **Price** 24,315 gp; **Weight** 2 lbs.

Description

While inactive, this weapon appears to be nothing more than a hilt of electrum set with an amethyst in the pommel. Once activated, a blade of lightning-like energy is created, shedding light as a torch. The *blade of lightning* functions as a +1 *longsword* with the *shock* property (activated when the blade is), except all damage dealt is electricity damage (unless from a different source, such as an added *flaming* or *frost* enchantment). The wielder receives a +3 to attack rolls against targets wearing metal armor or composed primarily of metal. If the wielder loses control of the blade (is disarmed, drops it, tries to throw it, etc) it deactivates.

Construction

Requirements Craft Magic Arms and Armor, *flame blade*, *shocking grasp*, *spiritual weapon*; **Cost** 12,315 gp

BLADE OF STOLEN MOMENTUM

Aura moderate evocation; **CL** 10th
Slot none; **Price** 72,310 gp; **Weight** 2 lbs.

Description

This +3 *keen short sword* has a wickedly-serrated edge and deals 1d4 Dexterity damage on a critical hit or sneak attack. If a target receives any Dexterity damage, the wielder gains a +1 bonus to attack rolls and +10 feet to their base land speed until the end of their next turn. A creature cannot have more than 8 points of Dexterity damage from the weapon at any one time.

Construction

Requirements Craft Magic Arms and Armor, *bestow curse*, *keen edge*; **Cost** 36,310 gp

BLADE OF THE EARTH

Aura strong evocation; **CL** 15th
Slot none; **Price** 101,050 gp; **Weight** 8 lbs.

Description

This +3 *corrosive burst adamantite greatsword* has a faint greenish hue. The damage from its *corrosive* property is 2d6 acid instead of the usual 1d6. If the *blade of earth's* enhancement bonus is increased to +5 or more, the *corrosive* damage increases to 3d6 acid. Once per round on the confirmation of a critical hit, the wielder may force a struck target in contact with the ground to make a DC 15 Reflex save or fall prone and be unable to stand or move until the start of the wielder's next turn, as though affected by a localized earthquake. Affected spellcasters must make a concentration check (DC 20 + spell level) or lose any spell they try to cast during this time.

Construction

Requirements Craft Magic Arms and Armor, *acid arrow*; **Cost** 52,050 gp

BLADE OF THE MOON

Aura strong evocation; **CL** 15th
Slot none; **Price** 100,015 gp; **Weight** 2 lbs.

Description

The *blade of the moon* is an elegant-looking +3 *icy burst mithral scimitar* with a gracefully-curved blade that glows brilliantly in moonlight, shedding light as a torch. When active, the damage from its *frost* property is 2d6 cold damage instead of the normal 1d6. If the *blade of the moon* ever has its enhancement bonus increased to +5 or more, the damage from the *icy burst* property increases to 3d6. Twice per day, as a full-round action while beneath a moon of at least crescent illumination, the wielder may make a single attack roll against up to five different creatures within 30 feet, dealing damage to each target struck as normal for a successful attack.

Construction

Requirements Craft Magic Arms and Armor, *chill metal* or *ice storm*, *elemental form I*; **Cost** 51,015 gp

BLADE OF THE STARS

Aura strong evocation; **CL** 15th
Slot none; **Price** 98,315 gp; **Weight** 4 lbs.

Description

This midnight-blue +3 *shocking burst longsword* has dozens of shimmering points of light, like stars in the night sky, along its length. It sheds light as a candle. The damage from its *shock* property is 2d6 electricity damage instead of the normal 1d6. If the *blade of the stars* ever has its enhancement bonus increased to +5 or more, this damage becomes 3d6 instead. Once per day, as an immediate action, when the wielder would receive 10 or more electricity damage (before applying any resistances), he may instead absorb the energy and gain the benefits of *haste* for one minute. During this time, electricity damage dealt by the *blade of the stars* is doubled.

Construction

Requirements Craft Magic Arms and Armor, *call lightning* or *lightning bolt*, *haste*, *ride the lightning*; **Cost** 49,315 gp

BLADE OF THE SUN

Aura strong evocation; **CL** 15th
Slot none; **Price** 98,335 gp; **Weight** 6 lbs.

Description

This +3 *flaming burst bastard sword* has a blade that glows brilliantly with a golden radiance, shedding normal light in a 30-foot radius and raising the light level within an additional 30 feet by one level, to a maximum of normal. The weapon's *flaming* property deals 2d6 fire damage instead of the normal 1d6. If the *blade of the sun* ever has its enhancement bonus increased to +5 or more, this damage increases to 3d6 instead. Against undead creatures all fire damage dealt by a *blade of the sun* bypasses resistance (but not immunity). Against creatures vulnerable to sunlight, the fire damage increases by 50%.

Construction

Requirements Craft Magic Arms and Armor, *daylight*, *fireball* or *flame strike*; **Cost** 49,335 gp

BONEDRINKER

Aura strong necromancy; **CL** 15th
Slot none; **Price** 50,320 gp; **Weight** 2 lbs.

Description

This +1 *corrosive rapier* is constructed from bone and appears to be ragged and corroded. On a critical hit, *bonedrinker* deals an additional 1d6 Strength damage to its target as it weakens and deteriorates their bones. *Bonedrinker* repairs 2 hit points of damage to itself per Strength damage dealt. A target receiving Strength damage from *bonedrinker* equal to its Strength score dies as its skeleton is destroyed. Creatures lacking a significant skeletal structure are not dealt Strength damage.

Construction

Requirements Craft Magic Arms and Armor, *acid arrow*, *horrid wilting*; **Cost** 25,320 gp

BOW OF SHADOWS, LESSER

Aura moderate necromancy; **CL** 10th
Slot none; **Price** 21,400 gp; **Weight** 3 lbs.

Description

The *lesser bow of shadows* is a +1 *adaptive composite longbow* composed of pure black wood and cool to the touch. Ammunition fired from it deals an additional 1d8 negative energy damage to the target.

Construction

Requirements Craft Magic Arms and Armor, *inflict light wounds*; **Cost** 100,900 gp

BOW OF SHADOWS

Aura strong necromancy; **CL** 15th
Slot none; **Price** 83,400 gp; **Weight** 3 lbs.

Description

Similar to a *lesser bow of shadows*, this weapon is a +3 *adaptive composite longbow* and deals an additional 2d8 negative energy damage on a confirmed critical hit. Additionally, once per day, the wielder may use *enervation*.

Construction

Requirements Craft Magic Arms and Armor, *enervation*, *inflict moderate wounds*; **Cost** 41,900 gp

BOW OF SHADOWS, GREATER

Aura strong necromancy; **CL** 20th
Slot none; **Price** 231,400 gp; **Weight** 3 lbs.

Description

Similar to a *bow of shadows*, this +5 *adaptive composite longbow* also places a temporary negative level on its target after a confirmed critical hit. These negative levels last for 24 hours. Additionally, the wielder may use *enervation* three times per day.

Construction

Requirements Craft Magic Arms and Armor, *enervation*, *inflict serious wounds*; **Cost** 115,900 gp

CONSTRICTING WHIP

Aura moderate transmutation; **CL** 11th
Slot none; **Price** 32,301 gp; **Weight** 2 lbs.

Description

This +1 *deadly whip* is made from the skin of an immensely long snake. Its wielder may attempt to grapple a target within his reach as a standard action with the whip, adding its enhancement bonus to his CMB. If successful, the wielder does not gain the grappled condition. The wielder can only attempt to maintain the grapple with the whip, though on a success it deals 1d6 bludgeoning damage plus its enhancement bonus as well as any other damaging properties it may have active (such as *flaming* or *shock*). If the wielder loses control of the *constricting whip*, it immediately ceases grappling.

Construction

Requirements Craft Magic Arms and Armor, *animate objects*; **Cost** 16,301 gp

CRUSHING FLAIL

Aura moderate transmutation; **CL** 9th
Slot none; **Price** 35,015 gp; **Weight** 15 lbs.

Description

This +1 *impact adamantine heavy flail* has an oversized head for heavier blows. If a creature is struck by the flail twice or more in the same round, the wielder may attempt a free trip maneuver without provoking attacks of opportunity or risk of being tripped in return. The trip attempt has a circumstance bonus equal to the number of times the wielder struck the creature that round. This free maneuver can only be attempted once per round on any individual creature.

Construction

Requirements Craft Magic Arms and Armor, *bull's strength, enlarge person*; **Cost** 19,015 gp

CRUSHING QUARTERSTAFF

Aura moderate transmutation; **CL** 10th
Slot none; **Price** 48,000 gp; **Weight** 6 lbs.

Description

This +1 *impact/+1 impact quarterstaff* is shod in adamantine and heavily-reinforced. In any round when a creature is struck by both ends of the *crushing quarterstaff*, it deals additional damage as though it were a rend attack (1d8 + plus 1-1/2 times Str modifier).

Construction

Requirements Craft Magic Arms and Armor, *lead blades*; **Cost** 27,000 gp

CURSING CLUB

Aura Moderate Necromancy; **CL** 5th
Slot none; **Price** 32,300 gp; **Weight** 3 lbs.

Description

This slightly misshapen +1 *impact club* is carved from black wood. Any time a creature is damaged by the club, they receive a stacking -1 penalty to attack rolls and skill checks against the wielder until the start of the wielder's next turn. This is a curse effect.

Construction

Requirements Craft Magic Arms and Armor, *bane*; **Cost** 16,300 gp

EARTH-SUNDERER

Aura strong evocation; **CL** 17th
Slot none; **Price** 203,015 gp; **Weight** 12 lbs.

Description

This +5 *corrosive impact adamantine lucerne hammer* has deadly-looking runes along the length of its haft. On a confirmed critical following a natural 20, the weapon releases an explosive burst that deals 10d6 magical bludgeoning damage and knocks prone all creatures within 10 feet of the target other than the wielder. Affected creatures may attempt a Fortitude save (DC 15 + wielder's Strength modifier) for half damage and to remain standing. The struck target receives no saving throw.

Construction

Requirements Craft Magic Arms and Armor, *earthquake, meteor swarm*; **Cost** 103,015 gp

EDGE OF LIGHT

Aura moderate evocation; **CL** 10th
Slot none; **Price** 20,015 gp; **Weight** 2 lbs.

Description

This curved +1 *undead bane mithral longsword* glows with a glittering outline along its edge, shedding light as a candle. Against aberrations, oozes, outsiders, or undead with sunlight vulnerability or weaknesses, it deals an additional 2d6 damage.

Construction

Requirements Craft Magic Arms and Armor, *searing light*; **Cost** 11,015 gp

ELECTROCUTION BOW

Aura moderate evocation; **CL** 10th
Slot none; **Price** 32,400 gp; **Weight** 3 lbs.

Description

This +1 *shocking burst composite longbow* is set with amethysts and sparks with electricity when drawn. Additionally, following a confirmed critical resulting from a natural 20, it deals an extra 5d6 electricity damage to the target.

Construction

Requirements Craft Magic Arms and Armor, *lightning bolt, shocking grasp*; **Cost** 16,400 gp

ELEMENTAL WHEEL

Aura moderate evocation; **CL** 10th
Slot none; **Price** 55,024 gp; **Weight** 3 lbs.

Description

This +1 *returning starknife* has blades composed of four different materials: adamantine, mithral, steel, and magically-hardened crystal. An *elemental wheel* bypasses damage reduction as any of those materials (ie. mithral counts as silver) and shimmers with a red, blue, green, and white glow. As a move action, on command, the wielder may wreath the blade in an elemental aura that deals an additional 1d6 acid, cold, electricity, or fire damage on a successful hit (chosen when activated). While active, a confirmed critical hit adds an extra 2d10 energy damage of the chosen type as well. Despite its composite construction, the *elemental wheel* counts as steel for purposes of hardness, hit points, and determining spells and effects that can affect it. This weapon may not be further enhanced with additional properties that add extra acid, cold, electricity, or fire damage.

Construction

Requirements Craft Magic Arms and Armor, *summon monster IV*; **Cost** 30,024 gp

ENERGY LASH

Aura moderate evocation; **CL** 10th
Slot none; **Price** 32,301 gp; **Weight** 2 lbs.

Description

This rune-carved silver handle appears simple enough while not in use. When activated by the wielder, which can be done as a free action while drawing the weapon (standard command word activation otherwise), the handle creates a whip-like emanation of acid, cold, electricity, or fire as the wielder desires (defaults to fire if unspecified). The *energy lash* otherwise attacks and deals damage as a +1 *whip*, though the damage is lethal and of the energy type currently active. The whip can affect targets regardless of their armor bonuses.

Construction

Requirements Craft Magic Arms and Armor, *flame blade*; **Cost** 16,301 gp

FARTOUCH GAUNTLET

Aura moderate transmutation; **CL** 9th
Slot none; **Price** 18,302 gp; **Weight** 1 lb.

Description

This +1 *gauntlet* is detailed with diagrams and runes in gold. The wearer may strike at targets using the gauntlet as though they had an additional reach of 20 feet. This does not increase their threatened space and attacks made using the *fartouch gauntlet's* added reach count as ranged attacks for purposes of provoking attacks of opportunity. The wearer of the gauntlet may also use *mage hand* on objects within 20 feet.

Construction

Requirements Craft Magic Arms and Armor, *telekinesis*; **Cost** 9,302 gp

FLAME EATER

Aura moderate transmutation; **CL** 10th
Slot none; **Price** 32,310 gp; **Weight** 6 lbs.

Description

This +1 *flaming fire outsider bane battleaxe* is forged with flame-like patterns along its blade and haft. Nearby flames seem drawn towards it. A *flame eater* can deal critical and precision damage to creatures of the fire subtype even if their forms normally resist such damage. This only applies to resistance from their forms, not to protections provided by spells, items, or class abilities that would mitigate such damage (ie. *fortification*, or a *gaseous form* spell, though a normally gaseous fire-subtype creature is vulnerable). In addition, any creature struck by the *flame eater* has its fire resistance reduced by 5 until the start of the wielder's next turn. A creature with fire immunity struck by a critical hit from a *flame eater* has its fire immunity suppressed until the beginning of the wielder's next turn.

Construction

Requirements Craft Magic Arms and Armor, *fireball*, *flame blade*, or *flame strike*, *summon monster I*; **Cost** 16,310 gp

FORCE BLADE

Aura strong evocation; **CL** 9th
Slot none; **Price** 24,315 gp; **Weight** 4 lbs.

Description

The blade of this +1 *keen longsword* seems slightly shorter than normal, but, when wielded, is overlaid by an edge of force energy, allowing it to strike and damage incorporeal creatures as though with the *ghost touch* property. If the wielder uses the Arcane Strike feat with this weapon, they may increase the length of the blade, granting it the reach weapon quality until the start of their next turn. Due to the force overlay, a *force blade* gains no benefit from special materials to overcome damage reduction, though it does receive the hit points, hardness, reduced weight, or other properties of the material.

Construction

Requirements Craft Magic Arms and Armor, *flame blade*, *keen edge*, *plane shift*; **Cost** 12,315 gp

FORGOTTEN BLADE

Aura moderate enchantment; **CL** 7th
Slot none; **Price** 32,320 gp; **Weight** 2 lbs.

Description

This +1 *rapier* is otherwise plain and mundane-looking. Viewers directly examining the *forgotten blade* need to succeed at a DC 13 Will save to even note that it is masterwork. Once per round, as a swift action when the wielder makes a successful attack, the wielder may force the target to make a Will save (DC 13 + wielder's Charisma modifier) or forget the wielder's presence. The target is flat-footed against the wielder until the end of its next turn or until the wielder attacks the target, whichever comes first. This effect otherwise functions as *suggestion*.

Construction

Requirements Craft Magic Arms and Armor, *suggestion*; **Cost** 16,320 gp

FREEZING PIERCER

Aura strong transmutation; **CL** 12th
Slot none; **Price** 72,302 gp; **Weight** 1 lb.

Description

This +1 *frost dagger* resembles a thin stiletto with a blade seemingly made of ice. The *freezing piercer* treats all damage reduction other than DR/— as though 5 points lower. Additionally, if the weapon deals cold damage to any creature, that target receives 1 point of Dexterity damage as it freezes their joints. If the Dexterity damage from this weapon would equal or exceed the target's Dexterity score, it must succeed at a DC 19 Fortitude save or be turned to ice, similar to a *flesh to stone* effect. A creature saving against this effect is immune for 24 hours, though not to any other damage or effects of the weapon or from the freezing from a different *freezing piercer*.

Construction

Requirements Craft Magic Arms and Armor, *chill metal* or *ice storm*, *flesh to stone*, *keen edge*; **Cost** 36,302 gp

FROZEN SCYTHE

Aura strong evocation; **CL** 15th
Slot none; **Price** 132,318 gp; **Weight** 10 lbs.

Description

This +3 *fire outsider bane icy burst scythe* has a wooden handle with a cutting edge formed from ice. Both are magically hardened to be as strong as steel, though they still count as wood or ice for spells or effects that might affect them, respectively. When the wielder successfully confirms a critical hit against a living creature, the target must succeed at a DC 20 Fortitude save or be turned to ice, similar to a *flesh to stone* effect. Any effect that can restore a creature from *flesh to stone* can restore the target. The ice can be damaged, broken, or even melted if not kept at a suitable temperature and environment. Creatures immune to cold damage are immune to this effect.

Construction

Requirements Craft Magic Arms and Armor, *flesh to stone*, *polar ray*; **Cost** 66,318 gp

GUTPIERCER

Aura moderate evocation; **CL** 10th
Slot none; **Price** 32,302 gp; **Weight** 1 lb.

Description

This compact +2 *aberration bane dagger* fits easily in its wielder's hand, making it ideal in tight spaces. It deals an extra 2d8 damage whenever its wielder is swallowed whole and cutting their way out. If the blade successfully cuts free, the swallowing creature must succeed at a DC 18 Fortitude save or the cut remains open for one minute (instead of being closed by muscular action as normal). This deals no extra damage, but creatures swallowed during this time need only succeed at a CMB or Escape Artist check, with a +5 bonus, to find the opening and escape rather than cut a new exit themselves.

Construction

Requirements Craft Magic Arms and Armor, *summon monster III*; **Cost** 16,302 gp

HAMMER OF HEAVENLY FLAMES

Aura moderate evocation [good]; **CL** 10th
Slot none; **Price** 32,312 gp; **Weight** 5 lbs.

Description

This silvery-hued +1 *flaming burst warhammer* maintains a constant pristine appearance. Against evil outsiders or undead, this weapon is considered good-aligned for bypassing damage reduction or regeneration and any fire damage from the hammer to these targets is considered both fire and direct divine damage, whichever the wielder prefers.

Construction

Requirements Craft Magic Arms and Armor, *fireball*, *holy smite*; **Cost** 16,312 gp

HUNTER'S BOW

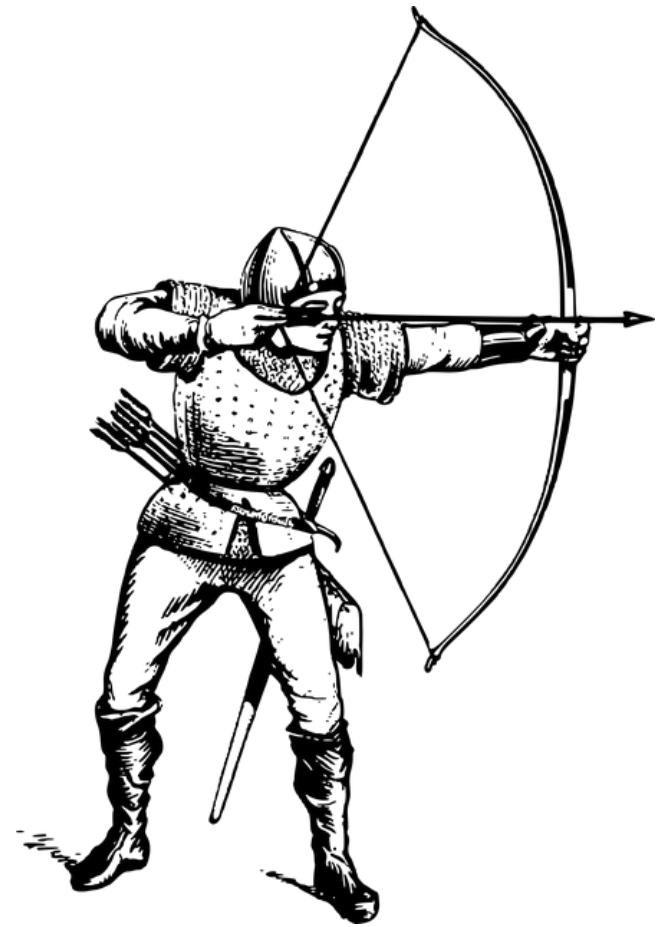
Aura moderate transmutation; **CL** 7th
Slot none; **Price** 10,400 gp; **Weight** 3 lbs.

Description

This carefully-crafted +1 *animal bane composite longbow* is burnished to a soft sheen. When the wielder attempts to shoot from hiding, their subsequent Stealth check has the penalty reduced by 5 to a minimum of 0.

Construction

Requirements Craft Magic Arms and Armor, *silence*, *summon monster I*; **Cost** 5,400 gp



JUSTICAR'S BLADE

Aura moderate enchantment; **CL** 10th
Slot none; **Price** 50,315 gp; **Weight** 4 lbs.

Description

This +1 *keen chaotic outsider bane longsword* is sturdily-constructed and inscribed with sigils of law. When the wielder confirms a critical hit against a chaotic-aligned humanoid or outsider, the target must succeed at a DC 18 Will save or be affected by *hold monster* for 1 round. An outsider with the chaotic subtype has a -4 penalty on this saving throw.

Construction

Requirements Craft Magic Arms and Armor, *hold monster*; **Cost** 25,315 gp

KAMA OF PERFECT DEFENSE

Aura moderate abjuration; **CL** 10th

Slot none; **Price** 32,302 gp; **Weight** 2 lbs.

Description

This +2 *defending kama* is simple but sturdy, with a heavier handle than normal. If at least one enhancement bonus has been transferred to the wielder's defense, the wielder gains the benefit of the Deflect Arrows feat without needing a free hand. If the wielder already possesses Deflect Arrows during this time, they may also deflect magical attacks such as rays while wielding this kama.

Construction

Requirements Craft Magic Arms and Armor, *protection from arrows, resist energy*; **Cost** 16,302 gp

KINETIC BOW

Aura varied evocation; **CL** varies

Slot none; **Price** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5), 72,000 gp (+6), 98,000 gp (+7), 128,000 gp (+8), 162,000 gp (+9), 200,000 gp (+10); **Weight** 4 lbs.

Description

This stylized silver bow is unstrung and inscribed with numerous runes of enhancement along its metal arms. A *kinetic bow* can have the same magical properties as most bows, but instead of arrows, it channels and bestows its enhancements on kinetic blasts made using the extended range or extreme range infusions. When its wielder channels a kinetic blast through a *kinetic bow*, it bypasses spell resistance and gains any enhancement bonuses from the *kinetic bow* save those that do not function with the damage type. A *kinetic bow* requires two hands to wield, but the wielder may use the gather power class feature without penalty with it.

Construction

Requirements Craft Magic Arms and Armor, *flame blade*; **Cost** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8), 81,000 gp (+9), 100,000 gp (+10)

KINETIC HILT

Aura varied evocation; **CL** varies

Slot none; **Price** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5), 72,000 gp (+6), 98,000 gp (+7), 128,000 gp (+8), 162,000 gp (+9), 200,000 gp (+10); **Weight** 3 lbs.

Description

This weapon resembles nothing more than a grip crafted of ivory and silver with a basket hilt. A *kinetic hilt* functions as a melee weapon in all regards for enchantments, except it bestows its enhancements on weapons manifested via the kinetic blade or kinetic whip infusions. When a kinetic blade or kinetic whip is manifested through a *kinetic hilt*, it bypasses spell resistance and gains any enhancement bonuses from the *kinetic hilt* save those that do not function

with the damage type. A *kinetic hilt* requires one hand to wield.

Construction

Requirements Craft Magic Arms and Armor, *flame blade*; **Cost** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8), 81,000 gp (+9), 100,000 gp (+10)

LIGHTNING EDGE

Aura moderate evocation; **CL** 8th

Slot none; **Price** 10,130 gp; **Weight** 8 lbs.

Description

The cutting edge of this +1 *shock dwarven waraxe* is bright blue and the head is engraved with lightning bolts. Once per day, the wielder may unleash a cone of electricity, as *burning hands* except damage dealt is electricity damage (DC 15 Reflex half).

Construction

Requirements Craft Magic Arms and Armor, *burning hands, lightning bolt*; **Cost** 5,230 gp

MAGEBLADE

Aura strong transmutation; **CL** 15th

Slot none; **Price** 18,310 gp; **Weight** 2 lbs.

Description

This +1 *shortsword* has a faint, purple tinge and runes that glow dimly when its wielder casts a spell. Up to three times per day, as a swift action, the wielder may sacrifice a spell or spell slot of 1st level or higher to gain a +1 luck bonus to attack and damage rolls with the weapon until the start of the wielder's next turn. This bonus increases by 1 for every three spell levels of the spell or spell slot sacrificed.

Construction

Requirements Craft Magic Arms and Armor, *divine favor, greater magic weapon*; **Cost** 9,310 gp

MAGMA SPIKE CROSSBOW

Aura strong evocation; **CL** 10th

Slot none; **Price** 72,700 gp; **Weight** 12 lbs.

Description

This +1 *endless ammunition flaming burst heavy repeating crossbow* is crafted of adamantine and darkwood and its conjured bolts glow like smoldering embers. On a successful attack against a creature, its bolts pierce through the target to attack another creature within 30 feet directly behind the initial target using the original attack roll, though with a -4 penalty. Precision damage (such as sneak attack), critical hits, and other effects (like the *flaming burst* property) only apply to the first target. A natural 20 against the first target is not considered an automatic hit on the second target if that attack (with the -4 penalty) would not overcome its AC.

Construction

Requirements Craft Magic Arms and Armor, *fireball, gravity bow*; **Cost** 36,700 gp

METEOR FLAIL

Aura moderate transmutation; **CL** 10th
Slot none; **Price** 58,508 gp; **Weight** 5 lbs.

Description

This +1 *flaming impact adamantine flail* radiates a faint heat and has a burnished darkwood handle. Its spiked adamantine head allows it to deal both bludgeoning and piercing damage. As a swift action, the wielder may lengthen or shorten the chain of the flail, either gaining or losing the reach quality. Once per day, the wielder may use *fireball* with a range of 100 feet, dealing 5d6 fire damage (Reflex DC 14, half).

Construction

Requirements Craft Magic Arms and Armor, *fireball*, *lead blades*; **Cost** 30,758 gp

METEORIC WARHAMMER

Aura moderate evocation; **CL** 12th
Slot none; **Price** 62,312 gp; **Weight** 5 lbs.

Description

This +1 *flaming burst throwing warhammer* is inscribed with crimson runes of velocity and power that double its critical threat range. When thrown, a *meteoric warhammer* deals an additional 2d6 fire damage to its target and the wielder may attempt a free trip maneuver with no chance of being tripped in return.

Construction

Requirements Craft Magic Arms and Armor, *fireball*, *flame blade*, or *flame strike*, *magic stone*; **Cost** 31,312 gp

MOON SLICER

Aura moderate evocation; **CL** 10th
Slot none; **Price** 53,580 gp; **Weight** 3.5 lbs.

Description

This +1 *keen icy burst mithral elven curve blade* is etched with symbols of the moon. Twice per day, as a standard action, the wielder may unleash 40-foot cone of flurrying, icy blades, making a single ranged touch attack against the AC of all creatures in the area. Creatures struck take 6d8 cold damage. This attack only threatens a critical hit on a natural 20 and only the closest creature struck takes the additional damage.

Construction

Requirements Craft Magic Arms and Armor, *cone of cold*; **Cost** 28,580 gp

OBSIDIAN EDGE

Aura faint transmutation; **CL** 5th
Slot none; **Price** 13,302 gp; **Weight** 1 lb.

Description

This +1 *dagger* has a wickedly-sharp obsidian blade that easily slices through unprotected flesh and is alchemically tempered to be as strong as steel. Against creatures with an armor bonus less than 2 or a natural armor bonus less than 3, it deals damage as though one size larger and its critical threat range increases by 1. This increase applies

after any other threat modifier, such as Improved Critical or *keen* effects. Additionally, on a confirmed critical hit against such targets, the dagger causes bleed (as *wounding*) for one minute.

Construction

Requirements Craft Magic Arms and Armor, *bleed*, *keen edge*; **Cost** 6,802 gp

PENETRATING LIGHTNING

Aura faint evocation; **CL** 5th
Slot none; **Price** 900 gp; **Weight** 0.1 lbs.

Description

This copper-headed +1 *shock arrow* glitters with electricity and can be fired normally as part of an attack. As a full-round action, the user may instead fire it from a bow as a line effect with a range equal to the weapon's base range increment. Use of this power destroys the arrow. A single attack roll is made against all creatures in the line (with cover and concealment bonuses as appropriate), dealing damage to each target struck (roll damage individually). If the arrow strikes a solid barrier before the end of the line and deals enough damage to destroy it, the arrow continues on. If the arrow is significantly deflected or diverted, such as through *Deflect Arrows* or *entropic shield*, the attack ends at that point.

Construction

Requirements Craft Magic Arms and Armor, *call lightning* or *lightning bolt*, *magic weapon*; **Cost** 450 gp

PENITENCE FLAIL

Aura moderate enchantment; **CL** 10th
Slot none; **Price** 35,015 gp; **Weight** 10 lbs.

Description

This +1 *impact adamantine heavy flail* has a spiked head, dealing both piercing and bludgeoning damage. On a successful hit, the target's mind is filled with doubt, giving them a -1 penalty to attack rolls, saving throws, and skill checks for 1 round, to a maximum penalty of -4. Additional hits reset the duration. This is a mind-affecting morale and curse effect.

Construction

Requirements Craft Magic Arms and Armor, *bestow curse*; **Cost** 19,015 gp

PETRIFYING DART

Aura moderate transmutation; **CL** 11th
Slot none; **Price** 32,300 gp 5 sp; **Weight** 1/2 lbs.

Description

This +1 *dart* is constructed from stone and can petrify its target on a critical hit, as per *flesh to stone* (Fort DC 19). This effect persists until the dart is removed from the statue as a full round action, at which point the creature returns to normal 1d4 rounds later.

Construction

Requirements Craft Magic Arms and Armor, *flesh to stone*; **Cost** 16,300 gp 5 sp

REAPER'S AXE

Aura moderate evocation; **CL** 6th
Slot none; **Price** 21,020 gp; **Weight** 12 lbs.

Description

This +1 *keen adamantite greataxe* bears wickedly-sharpened edges. On a confirmed critical hit, the blade is sheathed in entropic energy that deals an additional 2d8 slashing damage. This extra damage occurs even against creatures immune to the critical hit itself.

Construction

Requirements Craft Magic Arms and Armor, *keen edge*;
Cost 12,020 gp

REPULSING PIKE

Aura moderate evocation; **CL** 10th
Slot none; **Price** 18,305 gp; **Weight** 9 lbs.

Description

This +1 *longspear* is heavily reinforced near the tip. When the wielder strikes an opponent moving through their threatened area, they may attempt a free bull rush without provoking an attack of opportunity. On a success, the wielder forces the target to end its movement and may expend an immediate action to attempt another bull rush (does not provoke) to push the target back 5 feet and knock them prone.

Construction

Requirements Craft Magic Arms and Armor, *bull's strength*, *gust of wind*; **Cost** 9,305 gp

SHARD-SPRAY DAGGER

Aura moderate conjuration and transmutation; **CL** 10th
Slot none; **Price** 38,782 gp; **Weight** 1 lb.

Description

This +1 *keen sharding dagger* has a serrated edge and, once per day as a full-round action, its wielder may unleash a shower of shards in a 15-foot cone, dealing 10d4 magical piercing damage (Reflex DC 17, half).

Construction

Requirements Craft Magic Arms and Armor, *fabricate*, *magic weapon*; **Cost** 16,302 gp

SHIFTER'S FANG

Aura moderate transmutation; **CL** 7th
Slot none; **Price** 8,302 gp; **Weight** 1 lbs.

Description

This +1 *dagger* is iron and curved like a dragon's tooth. When the wielder of a *shifter's fang* changes forms into a creature with a natural attack or natural attacks (such as through *beast shape*, *form of the dragon*, or *wild shape*) they may choose to imbue the properties of the *shifter's fang* in one natural attack of their choice. If the wearer is wielding multiple *shifter's fangs*, they must choose different natural weapons for the properties of each.

Construction

Requirements Craft Magic Arms and Armor, *beast shape I* or *wild shape*, *magic fang*; **Cost** 4,302 gp

SHRAPNEL SLING

Aura moderate conjuration and evocation; **CL** 6th
Slot none; **Price** 50,300 gp; **Weight** —

Description

This +1 *flaming sling* generates its own ammunition when used, though it can be loaded with other sling ammunition if desired. Created ammunition vanishes if removed from the sling or after an attack. On a critical hit, the bullet also explodes into shrapnel, dealing 2d6 piercing damage to all creatures within 5 feet of the target (Reflex DC 15, half).

Construction

Requirements Craft Magic Arms and Armor, *abundant ammunition*, *fireball*, *magic stone*; **Cost** 25,300 gp

SLAUGHTERING FALCHION

Aura moderate transmutation; **CL** 10th
Slot none; **Price** 18,375 gp; **Weight** 8 lbs.

Description

This +1 *keen falchion* has images of beasts engraved along its edge. Whenever a creature is slain by the *slaughtering falchion*, a stylized image of that creature type appears on the blade and it gains the *bane* quality against that creature type for 10 minutes. Killing additional creatures of the same type resets the duration. If a different creature type is slain by the *slaughtering falchion*, the wielder may choose whether to change to the new type or to retain the current *bane*.

Construction

Requirements Craft Magic Arms and Armor, *keen edge*, *summon monster I*; **Cost** 9,375 gp

SPELLSURGE BLADE

Aura faint evocation; **CL** 3rd
Slot none; **Price** 935 gp; **Weight** 6 lbs.

Description

This masterwork bastard sword is engraved with dark and faded sigils. As a standard action, its wielder may expend a spell or spell slot of 1st level or higher to grant it a +1 enhancement bonus for 1 minute per spell level, causing the runes to light up. If the expended spell had the acid, cold, electricity, or fire descriptors, the weapon also deals 1 point of additional matching energy damage. A spontaneous caster must know a spell with the energy descriptor for the chosen spell level of the expended slot to gain this bonus.

Construction

Requirements Craft Magic Arms and Armor, *magic weapon*; **Cost** 635 gp

SOLAR MORNINGSTAR

Aura moderate evocation; **CL** 10th
Slot none; **Price** 32,308 gp; **Weight** 6 lbs.

Description

This +1 *flaming morningstar* is warm to the touch and sheds light even when its flames are not active. Against creatures vulnerable to sunlight, any fire damage dealt by the weapon is doubled and, once per day as a standard action, the wielder may unleash a burst of light and heat, dealing 10d6 fire damage to creatures within 20 feet that are undead or vulnerable to sunlight (Reflex DC 16 half).

Construction

Requirements Craft Magic Arms and Armor, *sun metal*;
Cost 16,308 gp

STONE GOLEM'S HAMMER

Aura moderate transmutation; **CL** 10th
Slot none; **Price** 50,312 gp; **Weight** 5 lbs.

Description

This +1 *impact warhammer* is made of steel but textured and worked to resemble stone without close inspection. Three times per day, as a swift action, the wielder may designate a creature within 10 feet. If that creature is struck by the *stone hammer* within one round, the target is *slowed* for one round.

Construction

Requirements Craft Magic Arms and Armor, *slow*;
Cost 25,312 gp

STONEBREAKER AXE

Aura moderate transmutation; **CL** 10th
Slot none; **Price** 32,310 gp; **Weight** 6 lbs.

Description

This +2 *earth outsider bane battleaxe* gleams with a deep purple hue. The *stonebreaker axe* ignores hardness less than 10, and deals 2d6 additional damage against creatures or objects made of stone. This does not stack with the extra damage from the *bane* property.

Construction

Requirements Craft Magic Arms and Armor, *soften earth and stone*; **Cost** 16,310 gp

STORM SPEAR

Aura moderate evocation; **CL** 10th
Slot none; **Price** 50,302 gp; **Weight** 6 lbs.

Description

This +2 *shocking burst spear* has a haft engraved with images of lightning bolts and a barbed tip edged in metallic blue that deals damage as though one size category larger. Once per day, as a full-round action while outdoors, the wielder of a *storm spear* may call down lightning, dealing 6d8 electricity damage to all other creatures within 20 feet (Reflex DC 15 half).

Additionally, twice per day as a standard action, the *storm spear* may be thrown in a 50-foot line. The wielder makes a ranged attack roll at their full attack bonus against each

creature in the line, dealing weapon damage to each creature struck plus 2d10 electricity damage. If the spear encounters a solid object that it cannot break through before the end of the line, it stops at that point. The spear must be retrieved after being thrown in this way.

Construction

Requirements Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; **Cost** 25,302 gp

SUBDUING BLADE

Aura moderate transmutation; **CL** 10th
Slot none; **Price** 18,302 gp; **Weight** 1 lb.

Description

This +1 *merciful dagger* looks wickedly-sharp despite its nonlethal qualities. Twice per day, on a successful sneak attack, the wielder may expend an immediate action to stun the target for 1 round (Fort DC 5 + nonlethal damage dealt). Creatures immune to nonlethal damage are immune to this effect.

Construction

Requirements Craft Magic Arms and Armor, *slow*;
Cost 9,302 gp

SUNBRINGER

Aura faint evocation; **CL** 5th
Slot none; **Price** 17,312 gp; **Weight** 8 lbs.

Description

This +1 *heavy mace* has a gold-plated head shaped like the sun and glows brightly, shedding light as a sunrod. As a swift action once per day, the wielder can command *sunbringer* to flare with brilliance for three rounds, increasing the light level within 10 feet by two, up to bright illumination. During this time, the first creature struck by *sunbringer* each round is damaged as though struck by *searing light*.

Construction

Requirements Craft Magic Arms and Armor, *daylight*, *searing light*; **Cost** 8,812 gp

SWORD OF PERFECT FORM

Aura moderate divination; **CL** 7th
Slot none; **Price** 18,315 gp; **Weight** 4 lbs.

Description

This +1 *longsword* has a slight curve but feels well-balanced and almost weightless while used. Any wielder with a Wisdom score of at least 13 is considered proficient with it and can treat it as a monk weapon. As long as the wielder possesses at least 1 ki point, the sword adds a +1 insight bonus to attack and damage rolls and a +1 insight bonus to AC.

Construction

Requirements Craft Magic Arms and Armor, *divination*;
Cost 9,315 gp

SWORD OF WORDS

Aura strong universal; **CL** 15th

Slot none; **Price** 32,315 gp (3 runes), 50,315 gp (4 runes), 72,315 gp (5 runes); **Weight** 4 lbs.

Description

This angular sword is marked with three to five runic words etched into its blade. It functions as a +1 *longsword* until the wielder activates a rune by speaking its name as a free action. Only a single word may be active at a time and only one may be activated per round. A word deactivates immediately if the *sword of words* is not wielded. A *sword of words* with 5 words may have two active at a time, though only one may be activated per round. The DC of any save against the weapon's abilities is equal to 13 + the wielder's Charisma modifier.

While a word is active, a *sword of words* gains additional powers:

- **Air:** The wielder's maneuverability while flying is increased by 1 step to a maximum of perfect, and their fly speed gains a +10 enhancement bonus. This does not grant the wielder the ability to fly. Additionally, the sword deals 2d8 electricity damage on a confirmed critical hit.
- **Death:** On a confirmed critical hit the sword bestows 1 temporary negative level on the target for one minute. When a creature is slain by the sword while this word is active, the wielder may target it with *soul bind* (trapping it within the *sword of words*) by speaking its name (if it is nameless, its species may be used). The soul is released if the sword is destroyed, another soul is trapped, or the next time this rune is activated.
- **Earth:** The sword deals both bludgeoning and slashing damage and repairs 1 hit point per round. On a confirmed critical hit, the target gains 1 burn (as the kineticist class feature).
- **Fire:** The sword gains the *flaming* property (activated when the rune is triggered) and, on a confirmed critical hit, deals an additional 5d6 fire damage and sets the target on fire.
- **Life:** The sword deals 1d6 additional damage against creatures that would be harmed by positive energy. On a confirmed critical hit, the wielder is healed 2d6 hit points. Hit points healed above the wielder's maximum become temporary hit point (max 10) which last for 1 hour. This is a positive energy effect and harms undead wielders instead.
- **Magic:** The sword counts as having an enhancement bonus 2 higher than normal for the purpose of overcoming damage reduction (such as cold iron or silver) and the wielder's spells resolve at +1 caster level. Additionally, if the wielder has the Deflect Arrows feat, they may use the *sword of words* to deflect ranged attacks generated by spells, such as rays.
- **Peace:** All damage the sword deals becomes nonlethal. On a confirmed critical, the target must succeed at a Will save or cower for one minute and

offer to surrender, as *suggestion*. This effect ends when the word is deactivated or if the creature is attacked.

- **Strength:** The sword deals damage as if one size category larger, and the wielder may take 1 burn (as the kineticist class feature) to increase their muscle mass, gaining a +2 size bonus to Strength for 1 minute (though they don't change size categories) or until this word is deactivated.
- **Water:** The wielder is unhindered by water as though with *freedom of movement*. On a confirmed critical hit, the weapon deals an additional 1d8 cold damage.

A *sword of words* is considered a +4, +5, or +6 weapon for the purpose of further enchantments, with each word counting as a +1 bonus. A *sword of words* may not have less than 3 words.

Construction

Requirements Craft Magic Arms and Armor, *limited wish*; **Cost** 16,315 gp (3 words), 25,315 gp (4 words), 36,315 gp (5 words)

THIRSTING BLADE

Aura moderate necromancy; **CL** 10th

Slot none; **Price** 32,315 gp; **Weight** 4 lbs.

Description

This +1 *keen water outsider bane scimitar* seems pitted and worn, as though from moisture damage and rust, but remains sharp and sturdy. Against a target with the water subtype, the *thirsting blade* ignores 5 points of damage reduction and deals an additional 1d6 damage with a 50% chance to ignore immunity to critical hits.

Construction

Requirements Craft Magic Arms and Armor, *horrid wilting, keen edge*; **Cost** 16,315 gp

TORNADO GLAIVE

Aura moderate evocation; **CL** 10th

Slot none; **Price** 18,308 gp; **Weight** 8 lbs.

Description

This +1 *glaive* is lightweight and whistles with a low howling wind when swung. The wielder may substitute a single attack each round with a blast of wind, targeting any creature within 15 feet with a bull rush. The wielder need not move with the target but the target can be moved no more than 15 feet from the wielder. Additionally, during any round when the wielder makes a full-attack action with the glaive, powerful winds surround them, granting a +2 deflection bonus to AC.

Construction

Requirements Craft Magic Arms and Armor, *gust of wind, wind wall*; **Cost** 9,308 gp

TWO-BLADED SWORD OF LIGHT AND DARKNESS

Aura strong evocation; **CL** 15th

Slot none; **Price** 45,100 gp; **Weight** 5 lbs.

Description

This *+1 holy/+1 unholy two-bladed sword* has blades of mithril connected by a darkwood shaft. One blade glows faintly pearl and the other glows ebon with light and darkness respectively, but the two properties are so perfectly balanced that the wielder does not take negative levels for being good or evil. When a creature is struck with both ends of this weapon in a single round, it deals an additional 2d6 untyped damage to that target. Creatures neither good nor evil receive 3d6 instead.

Construction

Requirements Craft Magic Arms and Armor, *consecrate, desecrate*; **Cost** 25,100 gp

VENGEFUL GLAIVE

Aura moderate enchantment; **CL** 10th

Slot none; **Price** 12,308 gp; **Weight** 10 lbs.

Description

This *+1 vicious glaive* is jagged and rough-looking. Up to three times per day as an immediate action, the wielder may declare an oath of vengeance against a creature that damaged them within the past round. For one hour, the *vengeful glaive* is considered to have the *bane* quality against the chosen creature specifically. Additional uses of this ability can add more *bane* targets, though each has its own separate duration.

Construction

Requirements Craft Magic Arms and Armor, *rage*; **Cost** 6,308 gp

WIND PIERCER, LESSER

Aura moderate transmutation; **CL** 10th

Slot none; **Price** 19,110 gp; **Weight** 6 lbs.

Description

A lacquered darkwood shaft flows into the barbed tip of this *+1 mithral ranseur*. As a swift action, the wielder may grant or remove its reach quality. Wielder's may use their Dexterity modifier for attacks and, if they possess Weapon Finesse, may also use their Dexterity modifier in the place of their Strength for damage.

Construction

Requirements Craft Magic Arms and Armor, *enlarge person, gust of wind, reduce person*; **Cost** 11,110 gp

WIND PIERCER

Aura moderate transmutation; **CL** 10th

Slot none; **Price** 51,110 gp; **Weight** 6 lbs.

Description

This *+1 keen mithral ranseur* functions identically to a *lesser wind piercer*. As a standard action, however, the wielder may make a single melee attack against each creature in a 30-foot line, dealing damage normally. If the wielder possesses Lunge, they may double the range of this ability.

Critical hits and additional damage, such as from sneak attacks or poison, apply only against the first target struck.

Construction

Requirements Craft Magic Arms and Armor, *enlarge person, gust of wind, reduce person*; **Cost** 27,110 gp

WINDSONG RAPIER

Aura moderate evocation; **CL** 10th

Slot none; **Price** 73,020 gp; **Weight** 1 lbs.

Description

This *+3 keen thundering mithral rapier* is pierced with tiny holes that radiate soft music when drawn, granting a -5 penalty to Stealth. While the wielder is benefiting from a bardic performance, the *windsong rapier* deals an extra 1d6 sonic damage per hit.

Construction

Requirements Craft Magic Arms and Armor, *shout*; **Cost** 37,020 gp

WOODSMAN'S AXE

Aura faint transmutation; **CL** 3rd

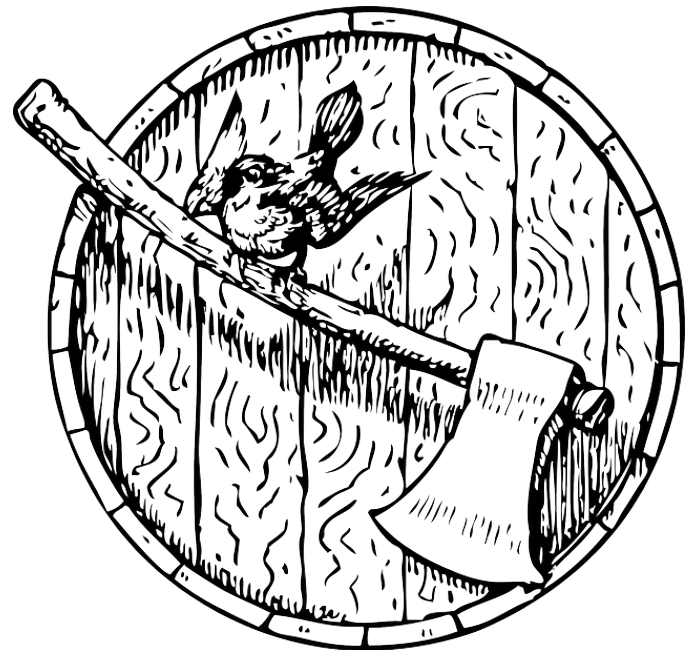
Slot none; **Price** 910 gp; **Weight** 6 lbs.

Description

This incredibly sharp and well-made masterwork battleaxe looks more like a woodsman's tool than a weapon. Against wooden targets, it ignores 5 points of hardness or damage reduction.

Construction

Requirements Craft Magic Arms and Armor, *magic weapon*; **Cost** 610 gp



Armor & Shields

ARMOR OF ELYSIUM

Aura strong transmutation; **CL** 15th

Slot armor; **Price** 40,200 gp; **Weight** 15 lbs.

Description

This elegant +3 *impervious mithral breastplate* gleams with the colors of the rainbow in direct light. When worn by an aasimar or other good-aligned creature of significant celestial blood (i.e. celestial creatures, creatures with the celestial bloodline, and others at GM discretion), the armor sprouts wings allowing the wearer to fly at a speed equal to their base land speed with average maneuverability. If they already possess flight, it instead increases their fly speed by 10 feet and their maneuverability by one step and magically reshapes itself to accommodate existing wings, if any. When worn by an evil creature, it bestows two negative levels that cannot be removed as long as the armor is worn and disappear when it is removed.

Construction

Requirements Craft Magic Arms and Armor, *fabricate, fly, make whole*; **Cost** 22,200 gp

BLOODPLATE

Aura moderate necromancy; **CL** 11th

Slot armor; **Price** 35,650 gp; **Weight** 30 lbs.

Description

This blood-red suit of +3 *full plate* is startlingly form-fitting and can draw upon its wearer's vitality in emergencies to increase their health and defense. Once per day as an immediate action, the wearer may gain the benefit of a *heal* spell and increase the *bloodplate's* enhancement bonus by +2 for 30 minutes. The wearer takes 2 points of Constitution damage when this effect is activated and an additional 2 when the effect ends. This damage cannot be recovered by any means for 24 hours.

Construction

Requirements Craft Magic Arms and Armor, *heal, magic vestment*; **Cost** 18,650 gp

BRONZED LEATHERS OF BATTLE

Aura moderate transmutation and abjuration; **CL** 10th

Slot armor; **Price** 25,160 gp; **Weight** 15 lbs.

Description

This +2 *leather armor* has the color and sheen of burnished bronze and grants the wearer DR 5/bronze.

Construction

Requirements Craft Magic Arms and Armor, *stoneskin*; **Cost** 12,660 gp

BULWARK OF THE EARTH

Aura moderate transmutation; **CL** 10th

Slot armor; **Price** 38,500 gp; **Weight** 50 lbs.

Description

This +2 *adamantine full plate* is forged with images of mountains and gleams dully in the light. It grants its wearer a +2 enhancement bonus to Constitution and a +4 bonus against any effects that would move them involuntarily (including teleport effects). If the armor's enhancement bonus is permanently increased, its damage reduction bonus provided by adamantine increases equally.

Construction

Requirements Craft Magic Arms and Armor, *bear's endurance, stoneskin*; **Cost** 27,500 gp

EPHEMERAL BREASTPLATE

Aura moderate illusion; **CL** 10th

Slot armor; **Price** 32,950 gp; **Weight** 15 lbs.

Description

This +2 *shadow mithral breastplate* is incredibly smooth and nearly seamless. Three times per day as a swift action, the wearer may use *invisibility* for one round. During this time, they are considered personally *silenced* and are incapable of producing sound, even intentionally, such as by speaking. This does not affect their ability to hear.

Construction

Requirements Craft Magic Arms and Armor, *cat's grace, invisibility, silence*; **Cost** 18,575 gp

FORCE REFLECTOR

Aura strong abjuration; **CL** 13th

Slot shield; **Price** 4,159 gp; **Weight** 6 lbs.

Description

The surface of this +1 *light steel shield* is burnished with a faint, purple hue. When the wielder is the target of a force effect of 3rd level or lower, they may use an immediate action to reflect it back at its source, as *spell turning*. This ability may be used a number of times per day equal to the *force reflector's* enhancement bonus.

Construction

Requirements Craft Magic Arms and Armor, *spell turning*; **Cost** 2,159 gp

HIDE OF THE WOLF

Aura moderate transmutation; **CL** 7th

Slot armor; **Price** 12,165 gp; **Weight** 25 lbs.

Description

This +1 *hide armor* is crafted from the pelt of a wolf and grants the wearer a +2 enhancement bonus to Strength. Once per day as a standard action, the wearer may take the shape of a medium or large-sized wolf for 7 minutes, as *beast shape II*.

Construction

Requirements Craft Magic Arms and Armor, *beast shape II, bull's strength*; **Cost** 6,165 gp

IMMORTAL AEGIS

Aura strong conjuration; **CL** 17th

Slot shield; **Price** 181,520 gp; **Weight** 7.5 lbs.

Description

This round +5 *ghost touch impervious mirrored mithral heavy shield* is embossed with gold patterns with a single, large diamond at its heart. If the wielder would be slain, they are instead immediately restored to life and health as though the target of a *true resurrection* spell. This causes the diamond set into the shield to be expended, shattering and suppressing the shield's other magical powers for one week or until a new diamond, worth at least 25,000 gp, is placed back into the setting. The *true resurrection* power does not return until the diamond is replaced.

Construction

Requirements Craft Magic Arms and Armor, *contingency, etherealness, fabricate, make whole, spell turning, true resurrection*; **Cost** 104,020 gp

INFERNO'S SKIN

Aura moderate abjuration and evocation; **CL** 7th

Slot armor; **Price** 29,850 gp; **Weight** 20 lbs.

Description

This +1 *fire resistance studded leather* is made from red dragon hide and uses dragon bone for the studding. It feels warm to the touch but inflicts great burns on those who strike the wearer, dealing 1d4+5 fire damage to melee attackers using natural attacks or non-reach weapons. Additionally, it prevents any bleed effects on the wearer, instead dealing 1 point of fire damage that bypasses its energy resistance. If this fire damage would be prevented by another spell or effect, the bleed is not prevented and is taken normally.

Construction

Requirements Craft Magic Arms and Armor, *fire shield, resist energy*; **Cost** 15,100 gp

JUGGERNAUT PLATE

Aura strong transmutation; **CL** 15th

Slot armor; **Price** 66,650 gp; **Weight** 50 lbs.

Description

This imposing +2 *invulnerability full plate* is patterned to resemble an iron golem. Once per day as a standard action, the wearer may grow one size category, as *enlarge*, but gaining a +6 size bonus to Strength as well as DR 5/- and fast healing 2. This transformation lasts 10 minutes.

Construction

Requirements Craft Magic Arms and Armor, *shapechange, transformation*; **Cost** 34,150 gp

LEATHERS OF BLOODY VENGEANCE

Aura moderate enchantment; **CL** 7th

Slot armor; **Price** 10,160 gp; **Weight** 15 lbs.

Description

This +2 *leather armor* is blood-red and allows the wearer to declare an oath of vengeance, once per day as an immediate action, upon a creature that has just damaged them. The wearer gains a +2 morale bonus on attack rolls, weapon damage, and saving throws against the target of their oath for one hour. If the target is killed by the wearer during this time, the wearer heals 5d8 damage.

Construction

Requirements Craft Magic Arms and Armor, *rage*; **Cost** 5,160 gp

PHASE LEATHERS

Aura moderate conjuration; **CL** 7th

Slot armor; **Price** 13,925 gp; **Weight** 20 lbs.

Description

This dark-colored +1 *shadow studded leather* has ribbons of various colors winding among its metal studs. *Phase leathers* grant the wearer a +2 enhancement bonus to Dexterity and, as a move action, allow them to teleport to a location within 30 feet they can see. Using this ability causes the wearer to take 2 burn, as the kineticist class feature.

Construction

Requirements Craft Magic Arms and Armor, *cat's grace, dimension door, invisibility, silence*; **Cost** 7,050 gp

PORCUPINE HIDE

Aura moderate transmutation; **CL** 7th

Slot armor; **Price** 7,215 gp; **Weight** 35 lbs.

Description

This +1 *spiked hide armor* is covered in hundreds of small quills, reminiscent of a porcupine. When the wearer is struck in melee with a natural or unarmed strike, the attacker takes 3 piercing damage, lessened by one per point of natural armor (minimum 0). Additionally, once per day as a full-round action, the wearer may launch all the quills in every direction, dealing 5d6 magical piercing damage to all other creatures within 20 feet (Reflex DC 15, half). Once used, the armor loses its spiked quality and ability to damage attackers until the next morning, when the quills regrow.

Construction

Requirements Craft Magic Arms and Armor, *beast shape I*; **Cost** 3,715 gp

RESOUNDING SHIELD

Aura faint evocation; **CL** 3rd

Slot shield; **Price** 4,159 gp; **Weight** 6 lbs.

Description

This +1 *light steel shield* is commonly embossed with a bell on the front. Once per day as a standard action, the wielder may strike the shield with a free hand or weapon to deal 1d8 sonic damage and stun all other creatures within 10 feet for one round. Affected creatures may attempt a DC 13 Fortitude save for half damage and to negate the stun. If the wielder has ranks in Perform (percussion), they may add their ranks to the damage dealt. A wielder may expend 1 round of bardic performance when activating this ability to increase the DC by their Charisma modifier. This ability may also be activated by expending two rounds of bardic performance as a standard action, which does not count as the once per day use.

Construction

Requirements Craft Magic Arms and Armor, *sound burst*; **Cost** 2,159 gp

ROSE SHIELD

Aura moderate evocation; **CL** 7th

Slot shield; **Price** 25,203 gp; **Weight** 2.5 lbs.

Description

This +2 *darkwood light shield* is crafted to look like a blooming rose. Once per day as an immediate action, the wielder may surround themselves with a bubble of force that takes the form of overlapping rose petals. This bubble has hardness 20 and 50 hit points, and lasts until the beginning of the wielder's next turn.

Construction

Requirements Craft Magic Arms and Armor, *resilient sphere*; **Cost** 12,703 gp

SANDSHIELD

Aura faint evocation; **CL** 5th

Slot shield; **Price** 3,157 gp; **Weight** 10 lbs.

Description

This +1 *heavy wooden shield* is perfectly smooth and cool to the touch, granting its wielder the benefit of *endure elements* while worn. Within the effects of a natural sandstorm, the shield creates a 5-foot bubble around its wielder where the sand cannot enter, effectively preventing any nonlethal damage they would take from it.

Construction

Requirements Craft Magic Arms and Armor, *endure elements*, *gust of wind*; **Cost** 1,657 gp

SCALES OF THE DRAGON, LESSER

Aura faint abjuration; **CL** 5th

Slot armor; **Price** 9,200 gp; **Weight** 30 lbs.

Description

This +1 *scale mail* is forged to resemble the scaled hide of a dragon and is dyed in hues reminiscent of a dragon with

its properties. When created, the maker chooses acid, cold, electricity, or fire. The armor is immune to the chosen energy. The first time each day that the wearer would take damage of the chosen type, the wearer is wreathed in an aura of protective energy for 30 minutes. While protected, they gain energy resistance 10 of the appropriate type and attackers striking them with natural, unarmed, or non-reach weapons take 1d6 associated energy damage.

Construction

Requirements Craft Magic Arms and Armor, *fire shield*, *resist energy*; **Cost** 4,700 gp

SCALES OF THE DRAGON

Aura faint abjuration; **CL** 5th

Slot armor; **Price** 36,200 gp; **Weight** 30 lbs.

Description

As a suit of *lesser scales of the dragon*, this armor functions as +3 *scale mail*, its energy resistance increases to 20 while active, and it deals 1d6+3 energy damage to attackers.

Construction

Requirements Craft Magic Arms and Armor, *fire shield*, *resist energy*; **Cost** 18,200 gp

SHADOW MASTIFF LEATHERS

Aura faint enchantment; **CL** 5th

Slot armor; **Price** 12,910 gp; **Weight** 15 lbs.

Description

Crafted from the hide of a shadow mastiff, this +1 *expeditious shadow leather armor* can panic unaware foes. Three times per day, as an immediate action when the wearer successfully damages an enemy who was unaware of their presence, they may make an Intimidate check to demoralize all enemies within 10 feet of their target that can see them attack. They may add a bonus to the Intimidate check equal to ½ their Hit Dice.

Construction

Requirements Craft Magic Arms and Armor, *cause fear*, *expeditious retreat*, *invisibility*, *silence*; **Cost** 6,535 gp

SHELTERING SHIELD

Aura moderate abjuration; **CL** 6th

Slot shield; **Price** 29,170 gp; **Weight** 15 lbs.

Description

This round +2 *heavy steel shield* feels dense and heavily reinforced. Twice per day on command, the wielder may benefit from the *aid* spell. Additionally, while fighting defensively, using total defense, or using Combat Expertise, the wielder adds the shield's enhancement bonus as a resistance bonus to saving throws and gains evasion if wearing medium or lighter armor or carrying a medium or lighter load.

Construction

Requirements Craft Magic Arms and Armor, *aid*, *haste*, *resistance*; **Cost** 14,670 gp

SHIELD OF DEADLY ASSAULT

Aura moderate enchantment; **CL** 8th
Slot shield; **Price** 16,520 gp; **Weight** 20 lbs.

Description

This +1 *bashing spiked heavy steel shield* is engraved with symbols of valor and combat. The spikes are +1 *keen shield spikes*, dealing 2d6 damage on a successful shield bash (1d8 small). When the wielder successfully damages a foe with the shield, the wielder gains a +1 morale bonus to attack rolls until the end of their next turn.

Construction

Requirements Craft Magic Arms and Armor, *bull's strength*, *heroism*, *keen edge*; **Cost** 8,520 gp

SHIELD OF LAST LIGHT

Aura moderate necromancy; **CL** 9th
Slot shield; **Price** 25,170 gp; **Weight** 15 lbs.

Description

This +1 *mirrored heavy steel shield* is highly-polished and resists tarnish and dirt. Once per day, when the wearer would die from a non-death effect, they may remain conscious (or regain consciousness if they had been unconscious and dying) and may act normally for one round without being staggered, after which they die if not healed to a point above their death threshold (typically negative Constitution). This ability does not trigger if death was caused or would result in the destruction of the body, such as *disintegrate*.

Construction

Requirements Craft Magic Arms and Armor, *animate dead*, *breath of life*; **Cost** 12,670 gp

SHIELD OF PERDITION

Aura moderate evocation; **CL** 8th
Slot shield; **Price** 16,170 gp; **Weight** 15 lbs.

Description

This black-hued +2 *heavy steel shield* is emblazoned with the image of a fallen angel. Up to three times per day, when the wielder is attacked by an outsider with the good subtype or a creature with an aura of good, they may activate the shield as an immediate action to damage their attacker as if using *unholy blight*, though the effects only apply against that attacker and only against good targets. There is no indication from the shield whether the attacker is a valid target or not, the wielder must determine on their own whether to expend the use and risk wasting it. A good-aligned creature merely possessing this shield receives one negative level that may not be overcome by any means until discarded.

Construction

Requirements Craft Magic Arms and Armor, *unholy blight*; **Cost** 8,170 gp

STASIS SHIELD

Aura strong transmutation; **CL** 15th
Slot shield; **Price** 49,170 gp; **Weight** 15 lbs.

Description

This +2 *impervious heavy steel shield* is unmarked and unremarkable in most ways. Once per day as an immediate action, the wielder may activate *temporal stasis* on themselves. This lasts through their next action and ends at the beginning of their turn the round after that.

Construction

Requirements Craft Magic Arms and Armor, *temporal stasis*; **Cost** 24,670 gp

UNDYING ARMOR

Aura strong conjuration and necromancy; **CL** 14th
Slot armor; **Price** 36,250 gp; **Weight** 30 lbs.

Description

This ancient-looking +1 *ghost touch breastplate* appears to be perfectly maintained and radiates an aura of comfort. When the wearer is damaged in melee by an incorporeal undead, the attacker receives 2d8 force damage. Additionally, if subject to a death effect, the wearer may add the armor's enhancement bonus as a resistance bonus to their saving throw. On a successful save against such an effect, they also heal 1d8 hit points per level of the effect or 4d8 if the effect has no level listed. This directly counters any damage that may result from a successful save and may still result in death if the healing is not enough to counter it.

Construction

Requirements Craft Magic Arms and Armor, *death ward*, *etherealness*, *heal*; **Cost** 18,250 gp

WINTERLAND'S BREASTPLATE

Aura moderate transmutation; **CL** 10th
Slot armor; **Price** 5,350 gp; **Weight** 30 lbs.

Description

This +1 *breastplate* has an undercoat of warm padding that includes a fur-lined hood. The wearer is protected from cold environments as *endure elements* and can ignore difficult terrain caused by snow or ice.

Construction

Requirements Craft Magic Arms and Armor, *endure elements*, *resist energy*; **Cost** 2,850 gp



Rings

BAND OF PURITY

Aura faint abjuration and conjuration; **CL** 3rd

Slot ring; **Price** 250 gp; **Weight** —

Description

This simple-looking gold wedding band is inscribed with prayers of health along its interior, providing the wearer a +1 resistance bonus to saves against disease, poison, and natural weather effects.

Construction

Requirements Forge Ring, *resistance*; **Cost** 125 gp

BLOOD RING

Aura moderate necromancy; **CL** 10th

Slot ring; **Price** 10,000 gp; **Weight** —

Description

This blood-red ring is warm to the touch. Once per day upon command, its wearer may charge the ring with power by accepting 4 Constitution damage. While charged, the wearer is immune to hit point and Constitution bleed effects and, as a standard action or automatically if reduced to 0 hit points or lower, they may regain up to 50 hit points immediately. This healing can prevent death in the case of hit point damage, but won't prevent effects that destroy the wearer's body, such as *disintegrate*. Once this healing is activated or triggered, the *blood ring* must be charged once more to function. The ring loses its charge at dawn or if removed.

Construction

Requirements Forge Ring, *cure critical wounds*, *vampiric touch*; **Cost** 5,000 gp

ICICLE RING

Aura faint conjuration; **CL** 5th

Slot ring; **Price** 12,000 gp, 18,000 gp (pair); **Weight** —

Description

These white gold rings appear to be crafted from ice. When created, the ring is attuned to a specific light, one-handed, or thrown weapon. On command, the ring conjures a copy of that weapon of the appropriate size into its wearer's hand. The weapons function as a +1 *frost* weapon which melts within one round if it leaves the wearer's possession or the *icicle ring* is removed. During a full-attack action, an icicle ring that conjures throwing weapons creates as many as the wearer needs for attacks. Paired rings function together to allow the creation of a +1 *icy burst* two-handed weapon chosen at the time of their creation.

Requirements Forge Ring, *icicle dagger*; **Cost** 6,000 gp, 9,000 gp (pair)

IMPERIAL RING

Aura strong abjuration and enchantment; **CL** 20th

Slot ring; **Price** 75,000 gp; **Weight** —

Description

This elaborately-bejeweled ring is set with diamonds and other precious stones. The wearer gains a +8 resistance bonus to Will saves against mind-affecting spells and effects and a +20 competence bonus to Sense Motive checks. Additionally, the wearer's enchantment spells and effects are at +1 DC to resist.

Construction

Requirements Forge Ring, *eagle's splendor*, *mind blank*; **Cost** 37,500 gp

RING OF ELEMENTAL FROST

Aura moderate evocation; **CL** 8th

Slot ring; **Price** 17,000 gp; **Weight** —

Description

These rings are carved from a single, flawless piece of unmelting ice and are always cool to the touch. Their wearer gains cold resistance 10 and, up to three times per day, when they would take 10 or more cold damage (before reduction), the ring gains a charge, to a maximum of 10 charges. As a standard action, the wearer may expend up to 5 charges to make a ranged touch attack at a target within 60 feet, dealing 1d6 cold damage per charge expended.

Construction

Requirements Forge Ring, *cone of cold*, *resist energy*; **Cost** 8,500 gp

RING OF FORCE SWORD

Aura moderate evocation; **CL** 9th

Slot ring; **Price** 16,000 gp; **Weight** —

Description

This simple steel band has a symbol of a sword engraved upon it. As a move action, the wearer may create a weightless +1 *keen longsword* of force. The sword vanishes if it leaves the hand bearing the ring or if the ring is removed, but it may be created any number of times per day. The ring may be upgraded with higher enhancement bonuses as though enchanting a weapon, but may not gain any special abilities. The sword has hardness 30 and 60 hit points. If the force blade is sundered or destroyed (not merely suppressed or *dispelled*), the ring becomes inactive for 24 hours.

Construction

Requirements Craft Magic Arms and Armor, Forge Ring, *wall of force*; **Cost** 8,000 gp

RING OF KINETIC DEFENSE

Aura moderate abjuration; **CL** 10th
Slot ring; **Price** 12,000 gp; **Weight** —

Description

This gold ring is etched with symbols reminiscent of the elemental power it contains. When created, a *ring of kinetic defense* is keyed to one of the elements of a kineticist. The ring then allows the wearer to benefit from the defense wild talent of the element selected as though they were a 2nd level kineticist, save that they may not take burn to enhance the talent. If the creature already possesses the defensive wild talent, they instead increase their effective kineticist level by 4 for the purposes of determining the benefit of the talent.

Construction

Requirements Forge Ring, *resist energy*; **Cost** 6,000 gp

RING OF LUCID DREAMS

Aura moderate illusion; **CL** 11th
Slot ring; **Price** 10,000 gp; **Weight** —

Description

This ring is crafted of intertwined strands of silver wire that shift between the colors of the rainbow. The *ring of lucid dreams* always appears with the wearer when they enter a dreamscape, and it grants a +2 bonus on the Charisma check to prevent arriving at a disadvantage. While in a dreamscape, the wearer may use the *ring of lucid dreams* to reshape the dreamscape. This allows the wearer to use *fabricate*, *move earth*, *plant growth*, and *stone shape* a combined total of three times per day as a standard action while within a dreamscape. Additionally, once per month the wearer may utilize the *ring of lucid dreams* to cast *miracle* within their own dreamscape as a full-round action. Using this ability causes the *ring of lucid dreams* to lose its magical powers for one week. The effects of this power never leave or extend beyond the dreamscape.

Construction

Requirements Forge Ring, *dream*; **Cost** 5,000 gp

RING OF SPELL POWER

Aura strong universal; **CL** 17th
Slot ring; **Price** 5,000 gp (lesser), 13,000 gp (normal), 28,000 gp (greater); **Weight** —

Description

This platinum ring is set with several small gems. To function, a *ring of spell power* must be worn for 24 hours. Up to three times per day as a swift action, the wearer may add a +1 enhancement bonus to the caster level and save DC of a spell they are casting. A lesser ring may affect a spell of up to 3rd level, a normal ring may affect a spell of up to 6th level, and a greater ring a spell of up to 9th level.

Construction

Requirements Forge Ring, *miracle/wish*; **Cost** 2,500 gp (lesser), 6,500 gp (normal), 14,000 gp (greater)

RING OF THE STONE BODY

Aura moderate transmutation; **CL** 11th
Slot ring; **Price** 30,000 gp; **Weight** —

Description

This polished granite band provides a +2 enhancement bonus to the wearer's natural armor. Once per day as a standard action, the wearer may turn their body predominantly to stone for up to one hour. In this state, the wearer's speed is reduced by 10 feet and their weight multiplies by 8. Additionally, they gain two slam attacks which deal 1d8 damage (1d6 small) and DR 5/adamantine which stacks with other DR/adamantine. The wearer also gains a +2 size bonus to Strength and Constitution and a -2 penalty to Dexterity. Removing the ring ends this effect, as does a *stone to flesh* spell. If targeted by *move earth* (casting time of 1 standard action) while in stone form, the wearer takes 1d6 damage per caster level (Fortitude half).

Construction

Requirements Forge Ring, *flesh to stone*; **Cost** 15,000 gp

SUMMONER'S RING

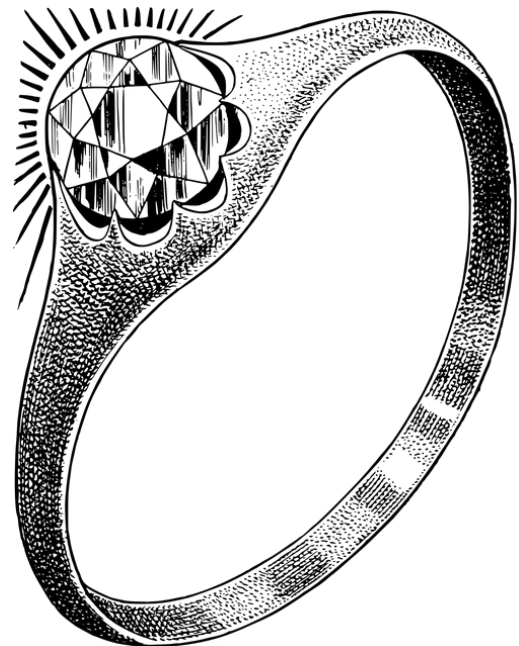
Aura moderate conjuration; **CL** 9th
Slot ring; **Price** 50,000 gp; **Weight** —

Description

This silver ring bears a large diamond and functions as a *ring of spell storing* that can only contain *summon monster* or *summon nature's ally* spells. This is a spell trigger item that uses a standard action to activate despite the spell's normal casting time. Additionally, spells cast from the *summoner's ring* are affected as if by the Extend Spell feat.

Construction

Requirements Forge Ring, Extend Spell, *summon monster V*; **Cost** 25,000 gp



Rods

CORRUPTION ROD

Aura moderate evocation; **CL** 9th
Slot none; **Price** 12,000 gp; **Weight** 5 lbs.

Description

This black iron rod is carved with runes of corruption and death. When its wielder casts a spell which deals negative energy damage, they may deal an additional 1d8 negative energy damage. The rod functions three times per day.

Construction

Requirements Craft Rod, *inflict critical wounds*; **Cost** 6,000 gp

FORBIDDING SCEPTER

Aura strong abjuration; **CL** 15th
Slot none; **Price** 50,000 gp; **Weight** 5 lbs.

Description

This black iron scepter is imposing and deadly to extraplanar creatures. It functions as a +3 *bane heavy mace*, with the bane functioning against any creature with the extraplanar subtype. Once per day as a full-round action, the wielder may plant the scepter in the ground to disrupt planar travel within a 40-foot radius as *dimensional lock*. Any creature with the extraplanar subtype in the area takes 2d6 untyped damage at the beginning of its turn. This effect lasts for 5 minutes or until the scepter is removed from the ground as a standard action. Creatures with the extraplanar subtype cannot remove the scepter, though they can attack or attempt to destroy it.

Construction

Requirements Craft Rod, *dimensional lock*, *forbiddance*; **Cost** 25,000 gp

GUARDIAN ROD

Aura moderate abjuration; **CL** 7th
Slot none; **Price** 15,000 gp; **Weight** 5 lbs.

Description

This silver rod is marked with runes of warding. Once per day as a full-round action, the *guardian rod* may be planted into the ground to provide an *alarm* spell in a 50-foot radius for 8 hours. During this time, it also provides the benefits of *magic circle against evil* except that it functions against extraplanar creatures instead of evil creatures. Uprooting the rod is a full-round action that provokes attacks of opportunity. Alternatively, the rod may be activated as a standard action, transforming it into a silver construct for 10 minutes (use statistics for a wood golem without the special abilities, vulnerability to fire, or spell immunity). If the construct is destroyed, so is the *guardian rod*. The rod loses its magic powers for 1 week after using this ability.

Construction

Requirements Craft Rod, *magic circle against evil* or other variants; **Cost** 7,500 gp

ICICLE ROD

Aura moderate conjuration; **CL** 7th
Slot none; **Price** 15,000 gp; **Weight** 5 lbs.

Description

This silver rod is topped by a small blue gem. Three times per day as a standard action, the wielder may make a ranged attack with a +4 bonus to launch an icicle at a creature within 100 feet. This attack deals 5d6 damage that is half cold, half piercing and has a x3 critical multiplier.

Construction

Requirements Craft Rod, *cone of cold*; **Cost** 7,500 gp

NECROMANCER'S CANE

Aura moderate necromancy; **CL** 9th
Slot none; **Price** 25,000 gp; **Weight** 8 lbs.

Description

This ebony cane is capped with a glittering golden skull. When wielded by a creature capable of channeling negative energy, the cane grants the Command Undead feat. If the wielder already possesses the Command Undead feat, the cane instead doubles the number of undead they can control via the feat. If the creature loses possession of the cane for more than 12 hours, including if it is placed in an extradimensional space, they lose control of all undead controlled via Command Undead. A creature may only benefit from a single *necromancer's cane* at a time.

Construction

Requirements Craft Rod, *command undead*; **Cost** 12,500 gp

ROD OF ENERGY CHANNELING

Aura moderate evocation; **CL** 11th
Slot none; **Price** 8,000 gp; **Weight** 5 lbs.

Description

This metal rod is covered in runes dedicated to a chosen energy. When the rod is created, choose acid, cold, electricity, or fire. Up to three times per day, the bearer may channel a spell between 1st and 5th level into the rod to create a 60-foot ray of the chosen energy. The ray requires a ranged touch attack and deals 2d6 energy damage per spell level expended.

Construction

Requirements Craft Rod, *limited wish*; **Cost** 4,000 gp



ROD OF FIRE AND ICE

Aura strong evocation and transmutation; **CL** 15th
Slot none; **Price** 50,000 gp; **Weight** 1 lb.

Description

Constructed of an adamantine-mithral alloy, this rod functions as an arcane focus worth 500 gp for any spell with the cold or fire descriptors and the wielder may switch the damage of either type of spell they cast to the other type. Three times per day, the wielder may add their caster level to the cold or fire damage dealt by a spell they cast. This extra damage only applies once, even if a spell produces multiple missiles, rays, or does damage over time. Holding the rod does not interfere with somatic components.

Construction

Requirements Craft Rod, Craft Wondrous Item, Elemental Spell, *delayed blast fireball*, *polar ray*; **Cost** 25,000 gp

ROD OF FLENSING

Aura moderate necromancy; **CL** 9th
Slot none; **Price** 75,000 gp; **Weight** 5 lbs.

Description

This skull-topped rod, made of scarred and cracked bone, functions as a +1 *light mace* and is designed to inflict grievous wounds on its targets. Up to three times per day as a free action, the *rod of flensing* may be activated to deal an additional 50% damage on attacks with the rod until the end of the user's turn. Extra damage is not increased.

Construction

Requirements Craft Rod, *inflict critical wounds*; **Cost** 37,500 gp

ROD OF PURE FROST

Aura faint evocation; **CL** 3rd
Slot none; **Price** 1,500 gp; **Weight** 3 lbs.

Description

This sapphire-tipped birch rod holds up to ten charges, regaining five charges at dawn. As a standard action, the wielder may expend a charge to fire a ray dealing 1d4 cold damage. This is a ranged touch attack with a range of 30 feet. Additionally, when wielded while casting a spell or using a spell-like or supernatural ability that creates a ray dealing cold damage, the wielder may expend one charge as a free action to add an additional 1d4 cold damage to the attack.

Construction

Requirements Craft Rod, *ray of frost*; **Cost** 750 gp

ROD OF RESONANCE

Aura faint evocation; **CL** 5th
Slot none; **Price** 7,500 gp; **Weight** 5 lbs.

Description

This hollow rod has numerous holes along its length. Three times per day as a standard action, a wielder with the bardic performance ability may expend up to 5 rounds of performance (to a maximum of their ranks in Perform) to target a creature within 50 feet with a sonic attack. This attack deals 1d6 sonic damage per round of performance expended (DC 15 Fort; half).

Construction

Requirements Craft Rod, *sound burst*; **Cost** 3,750 gp

ROD OF SPELL-FLAME

Aura moderate evocation; **CL** 5th
Slot none; **Price** 6,000 gp (lesser), 26,400 gp (normal), 61,200 (greater); **Weight** 5 lbs.

Description

This brass rod has a tip shaped like the head of a dragon clutching a crimson jewel in its mouth. As a standard action, the wielder may expend a spell or spell slot (minimum 1st) to unleash a 30-foot line of fire, dealing 1d6 fire damage per spell level plus the wielder's caster level (Reflex DC as a spell of equal level, half damage). If a prepared spell with the fire descriptor is expended, the attack receives a +4 bonus to bypass spell resistance. A rod may be used up to three times per day. A lesser rod can convert spells and spell slots up to 3rd level, a normal rod can convert up to 6th, and a greater rod up to 9th.

Construction

Requirements Craft Rod, *fireball*; **Cost** 3,000 gp (lesser), 13,200 gp (normal), 30,600 (greater)

ROD OF UNITY

Aura moderate abjuration; **CL** 9th
Slot none; **Price** 30,000 gp; **Weight** 5 lbs.

Description

This iron rod is made from multiple wires woven into a whole. Once per day, up to ten creatures may meditate around the rod for ten minutes to become attuned to the *rod of unity* for 24 hours. Whenever an attuned creature within 20 feet of the rod takes damage equal or greater than the number of attuned creatures within the rod's range, the damage is split evenly between those creatures. Any remainder damage is dealt to the original target or targets. The rod must be wielded for this power to function, though the wielder need not be one of the attuned creatures.

Construction

Requirements Craft Rod, *shield other*; **Cost** 15,000 gp

Staves

ICICLE STAVE

Aura moderate evocation; **CL** 8th
Slot none; **Price** 27,000 gp; **Weight** 5 lbs.

Description

This silver staff is topped by a large, clear piece of quartz. As a standard action, the wielder of the *icicle stave* may expend up to three charges to generate a bladed tip of ice from the end for 1 minute. During this time, the *icicle stave* may be used as a spear, dealing damage as though one size category larger than normal. The spear is treated as a weapon with an enhancement bonus equal to the charges spent to activate it, and the *frost* special ability. Users proficient with a quarterstaff may wield it equally well in either form.

The *icicle stave* also allows the use of the following spells:

- *Scorching ray* (cold damage instead of fire damage) (1 charge)
- *Lightning bolt* (cold damage instead of electricity damage) (2 charge)
- *Ice storm* (deals piercing instead of bludgeoning damage) (3 charges)

Construction

Requirements Craft Staff, Elemental Spell (cold), *ice storm*, *icicle dagger*, *lightning bolt*, *scorching ray*; **Cost** 13,500 gp

STAFF OF CHANNЕLED LIGHTNING

Aura faint evocation; **CL** 5th
Slot none; **Price** 11,250 gp; **Weight** 5 lbs.

Description

This copper staff has a large topaz at the tip that flickers with electricity, shedding light like a torch.

The staff allows the use of the following spells:

- *Shocking grasp* (1 charge)
- *Scorching ray* (does lightning damage instead, 2 charges)
- *Lightning bolt* (3 charges)

The wielder may expend a spell slot of equal level instead of the charges when using one of the staff's powers. They must have the chosen spell on their class spell list to do so.

Construction

Requirements Craft Staff, *lightning bolt*, *scorching ray*, *shocking grasp*; **Cost** 5,625 gp

STAFF OF HOLY LIGHT

Aura moderate evocation; **CL** 9th
Slot none; **Price** 44,000 gp; **Weight** 5 lbs.

Description

This silver staff is inset with runes of fire and light. A faint white flame burns within a crystal set into the top of the staff, shedding light as a torch on command. This staff allows the use of the following spells, all of which are considered to be on the cleric spell list and count as divine magic when used:

- *Scorching ray* (half of the damage results from divine power) (1 charge)
- *Searing light* (1 charge)
- *Holy smite* (2 charges)
- *Flame strike* (3 charges)

Construction

Requirements Craft Staff, *flame strike*, *holy smite*, *searing light*; **Cost** 22,000 gp

STAFF OF PURE FLAME

Aura strong evocation; **CL** 13th
Slot none; **Price** 50,000 gp; **Weight** 5 lbs.

Description

This white ash staff is lacquered and inset with flames forged of gold. A brilliant ruby is set atop it, glowing brightly from within. This staff sheds normal light in a 30-foot radius, and raises the light level by one step for 30 feet beyond that (maximum of normal). All spells or spell-like abilities with the fire descriptor that the wielder casts are resolved at +1 caster level, including those from this staff. Whenever using an ability of any type that produces fire damage, the wielder may expend one charge from the staff as a free action to cause half of the damage to be the result of divine power and not subject to fire resistance or immunity. If it already possesses this ability (such as *flame strike*), the damage is instead fully divine though any penalties the target has against fire still apply (such as vulnerability). This ability may be used on the spells from this stave. Additionally, if this staff is wielded by a kineticist, any fire blasts they use gain a +1 enhancement bonus to hit and +2 enhancement bonus to damage rolls. The *staff of pure flame* allows use of the following spells:

- *Scorching ray* (1 charge)
- *Fireball* (2 charges)
- *Cone of cold* (does fire damage and gains the fire descriptor, 3 charges)

Construction

Requirements Craft Staff, *cone of cold*, *daylight*, *fireball*, *scorching ray*; **Cost** 25,000 gp

Wondrous Items

BELT SLOT

BELT OF THE LONG MARCH

Aura faint transmutation; **CL** 3rd

Slot belt; **Price** 300 gp; **Weight** 1 lb.

Description

This belt is rugged and built to last, granting its wearer a +2 bonus on Constitution checks to perform a forced march.

Construction

Requirements Craft Wondrous Item, *bear's endurance*;
Cost 150 gp

BERSERKER BELT

Aura moderate transmutation; **CL** 8th

Slot belt; **Price** 15,000 gp (+2), 45,000 gp (+4), 95,000 gp (+6); **Weight** 1 lbs.

Description

This boar-hide belt has a brass buckle with the image of a badger on it. A *berserker belt* grants a +2 to +6 enhancement bonus to Strength and Constitution. Treat this as a temporary ability bonus for the first 24 hours worn. Additionally, as a swift action, the wearer may gain a +4 morale bonus to Strength for 1 minute. At the end of this period, they take 1 burn (as the kineticist class feature). A wearer with the rage ability may activate the belt as part of activating rage and its benefits stack with those of rage. In this case, the burn occurs at the end of the rage or after 1 minute, whichever occurs first.

Construction

Requirements Craft Wondrous Item, *bear's endurance*, *bull's strength*, *rage*; **Cost** 7,500 gp (+2), 22,500 gp (+4), 47,500 gp (+6)

ENCHANTING CORD

Aura moderate enchantment; **CL** 7th

Slot belt; **Price** 10,000 gp; **Weight** 1 lb.

Description

This golden-colored cord belt looks simple but draws the eye. When the belt is visible, the wearer gains a +5 competence bonus to Perform checks and a +2 enhancement to the DC of bardic performances made to fascinate creatures. Additionally, wearers with bardic performance gain 4 additional rounds of use per day. These additional rounds are used last and the wearer may not benefit from multiple copies of this item.

Construction

Requirements Craft Wondrous Item, *eagle's splendor*, *fascinate*; **Cost** 5,000 gp

IMMUTABLE BELT

Aura strong conjuration; **CL** 13th

Slot belt; **Price** 64,000 gp (+4), 84,000 (+6); **Weight** 2 lbs.

Description

This elegant girdle is crafted of strange, flowing silver and functions as a *belt of giant's strength* with a +4 or +6 bonus. When its wearer is targeted by a polymorph effect, they may expend an immediate action to negate the effect and heal 1d8 hit points per spell level of the effect, or 4d8 if the effect has no equivalent level. This ability may be used three times per day.

Construction

Requirements Craft Wondrous Item, *bull's strength*, *regenerate*; **Cost** 32,000 gp (+4), 42,000 (+6)

BODY SLOT

APPRENTICE'S ROBE

Aura faint abjuration; **CL** 3rd

Slot body; **Price** 250 gp; **Weight** 3 lbs.

Description

This simple robe is typically brown and constructed of sturdy fabric. Once per day as a standard action, the wearer may activate the robe to extinguish a nonmagical fire of no more than small size, such as a standard campfire. This has no effect on fire creatures. Additionally, if the wearer is on fire, they may activate the robe as part of an action to gain a +5 bonus to Reflex saves made to extinguish themselves.

Construction

Requirements Craft Wondrous Item, *pyrotechnics*; **Cost** 125 gp

CLOTHES OF IRON LAW

Aura moderate abjuration; **CL** 8th

Slot body; **Price** 10,000 gp; **Weight** 5 lbs.

Description

This dark gray outfit is embroidered in silver with symbols of law. The cloth is magically strengthened, granting its wearer a +1 armor bonus and DR 2/chaotic. Once per day as a standard action, the wearer may gain regeneration 1/chaotic for 1 minute. A chaotic-aligned creature donning this outfit receives 1 negative level for as long as it's worn. This negative level cannot be overcome by any means so long as the item is worn. This outfit may be further enchanted as magical armor.

Construction

Requirements Craft Magic Arms and Armor, Craft Wondrous Item, *masterwork transformation*, *protection from chaos*; **Cost** 5,000 gp

EVOKER'S ROBE

Aura faint abjuration and evocation; **CL** 3rd

Slot body; **Price** 4,500 gp; **Weight** 4 lbs.

Description

This crimson robe is lined with runes of resistance and empowerment. The wearer gains fire resistance 5, and up to twice per day as a swift action, the wearer may increase their effective caster level by 1 for the next evocation spell they cast before the end of their turn.

Construction

Requirements Craft Wondrous Item, *resist energy*, *scorching ray*; **Cost** 2,250 gp

FIENDBLOOD GARMENTS

Aura moderate transmutation; **CL** 9th

Slot body; **Price** 8,000 gp; **Weight** 4 lbs.

Description

This crimson leather outfit is made from the ruddy hide of a fiend. When donned, the garments adjust to become skin tight on the wearer and amplify the effects of any fiendish blood or lineage. Any racial acid, electricity, or fire resistance possessed by the wearer increases by 5. Additionally, if the wearer has the Abyssal or Infernal bloodline, or is a tiefling, half-fiend or similar creature descended of the lower planes, they gain a +2 profane bonus to Constitution. Finally, the wearer gains the evil aura of a cleric with a level equal to their Hit Dice and counts as an outsider with the evil subtype for the purposes of spells and effects in addition to their normal type. This item cannot be fooled by the Use Magic Device skill.

Construction

Requirements Craft Wondrous Item, *polymorph*; **Cost** 4,000 gp

MATRIARCH'S ROBE

Aura strong abjuration; **CL** 15th

Slot body; **Price** 25,000 gp; **Weight** 5 lbs.

Description

This spider-silk robe is sheer and form-fitting, and is primarily black, crimson, or indigo in color. A *matriarch's robe* grants the wearer DR 5/good and a +1 profane bonus on saving throws. A good-aligned creature donning the robe receives 1 negative level for as long as it's worn. This negative level but cannot be overcome by any means so long as the item is worn.

Construction

Requirements Craft Wondrous Item, *protection from good*; **Cost** 12,500 gp

ROBE OF THE DARK TRAVELER

Aura faint evocation; **CL** 3rd

Slot body; **Price** 600 gp; **Weight** 2 lbs.

Description

This black, hooded robe always shrouds the wearer in darkness. When the hood is up, the wearer's voice

becomes deep and foreboding (granting a +1 circumstance bonus to Intimidate checks), and their face is hidden by shadow. Even direct sunlight does not reveal it. A light spell of 2nd level or higher targeted on the robe suppresses this shrouding effect for the spell's duration or 1 hour, whichever is shorter. No saving throw is allowed, but the spell produces no other light-based effects when used this way.

Construction

Requirements Craft Wondrous Item, *darkness*, *ghost sound*; **Cost** 300 gp

ROBES OF FROST

Aura moderate abjuration, evocation, and transmutation; **CL** 10th

Slot body; **Price** 35,000 gp; **Weight** 4 lbs.

Description

These robes, crafted of silver and blue dyed wool, keep their wearer warm while allowing a large range of movement. The robes grant their wearer cold resistance 20 and the icewalking ability, similar to a white dragon. Additionally, spells or spell-like abilities with the cold descriptor cast by the wearer have their effective caster level increased by 1.

Construction

Requirements Craft Wondrous Item, *cone of cold*, *energy resistance*, *spider climb*; **Cost** 17,500 gp

SHADOW GARMENTS

Aura moderate transmutation; **CL** 7th

Slot body; **Price** 25,000 gp; **Weight** 4 lbs.

Description

This comfortable black outfit is close-fitting but unrestrictive, granting a +5 competence bonus to Stealth checks. The wearer may attempt Stealth checks in dim lighting even while observed and they retain their Stealth bonus against creatures with tremorsense, requiring creatures using such methods to make Perception checks to notice their presence.

Construction

Requirements Craft Wondrous Item, *blend*, *cat's grace*; **Cost** 12,500 gp

SUNSHIELD CLOTHING

Aura faint abjuration; **CL** 3rd

Slot body; **Price** 1,000 gp; **Weight** 4 lbs.

Description

This desert outfit consists of robes woven from the finest of white linen. It is both exquisite and strong, functioning as a hot weather outfit and granting the wearer the benefits of *endure elements* for hot environments.

Construction

Requirements Craft Wondrous Item, *endure elements*; **Cost** 500 gp

CHEST SLOT

CONTAGION WARD SHIRT

Aura moderate conjuration; **CL** 5th

Slot chest; **Price** 1,500 gp; **Weight** 1 lb.

Description

This white shirt easily washes clean of blood, stains, and other discoloration with minimal effort. The wearer gains a +2 bonus to saving throws against disease and, once per week, when making the daily Fortitude saving throw against a disease that the wearer has contracted, the wearer may roll twice and take the better result. Additionally, if the wearer fails their initial save to contract a disease, the shirt turns crimson and the onset time is delayed by 3 days. This effect can only occur once every 7 days. When the wearer is no longer afflicted with a disease, the shirt turns white once more.

Construction

Requirements Craft Wondrous Item, *delay poison, remove disease*; **Cost** 750 gp

DIPLOMAT'S VEST

Aura faint enchantment; **CL** 3rd

Slot chest; **Price** 200 gp; **Weight** 1 lb.

Description

This fine linen vest is embroidered and quite fashionable, granting the wearer a +1 competence bonus to Bluff and Diplomacy.

Construction

Requirements Craft Wondrous Item, *eagle's splendor*; **Cost** 100 gp

HERO'S TABARD

Aura moderate enchantment; **CL** 7th

Slot chest; **Price** 6,000 gp; **Weight** 2 lbs.

Description

This blue tunic typically bears an emblem symbolizing heroism or bravery. While worn, the wearer and any allies of equal or lower Hit Dice within 10 feet gain a +1 morale bonus to attack rolls and saving throws and a +2 sacred bonus on saving throws against fear. Against evil dragons, outsiders, or undead, the morale bonus also applies to damage rolls. This item functions only for wearers with the aura of good or the aura class feature and a good alignment.

Construction

Requirements Craft Wondrous Item, *heroism*; **Cost** 3,000 gp

HUNTER'S VEST

Aura faint transmutation; **CL** 4th

Slot chest; **Price** 2,000 gp; **Weight** 1 lb.

Description

This pale green vest always seems clean and its wearer is likewise resistant to dirt and grime. It also conceals their

odor, making them undetectable by scent. This effect also negates any scent-based special abilities the wearer may possess, such as a troglodyte's Stench ability. The wearer gains a +4 circumstance bonus on Fortitude saves against scent-based effects.

Construction

Requirements Craft Wondrous Item, *negate aroma, prestidigitation*; **Cost** 1,000 gp

IMMORTAL'S CORSET

Price 5,000 gp; **Slot** chest; **CL** 6th; **Weight** 3 lbs.

Aura moderate necromancy; **Scaling** wonder

Description

This seductive black leather corset is reinforced with mithral ribbing and fits the wearer tightly and protectively, granting a +2 bonus to saving throws against death, petrification, and polymorph effects. Wearers also do not appear to age as long as the corset is worn. This is only cosmetic, as they still accrue penalties and benefits unless otherwise prevented (see below), though it is not illusory or detectable by *true seeing* or other effects.

Additionally, the *immortal's corset* offers increasing benefits to wearer's based on their Hit Dice:

8th level: Wearer reduces age penalties by one category (minimum young adult).

10th level: Wearer gains DR 5/magic.

12th level: Wearer reduces age penalties by two categories (minimum young adult).

14th level: The damage reduction gained from the corset can only be overcome by magic attacks that also have an alignment directly opposed to the wearer's. A true neutral wearer's DR can be overcome by any alignment-based attacks.

16th level: Wearer has no penalties for age, though they still die at the end of their natural life span.

18th level: The saving throw bonuses against death, petrification, and polymorph increase to +4. Additionally, by performing a 1-hour ritual and taking 2 Constitution drain, the wearer may create a clone of themselves, as the *clone* spell. They may only possess one clone at a time in this fashion and the Constitution drain may not be restored by any means short of a *wish* or *miracle* while the clone exists. On the wearer's death, the *immortal's corset* vanishes from the wearer and appears on their clone. This ability cannot be used for one month after a clone becomes active.

20th level: DR granted by the corset becomes DR 5/-. Additionally, the wearer no longer ages or dies of old age while wearing the corset. If the corset is removed, destroyed, or disenchanting for more than 1 minute, the wearer dies immediately if beyond their maximum age.

Construction

Requirements Craft Wondrous Item, *age resistance, clone*; **Cost** 132,000 gp

INNOCUOUS VEST

Aura faint illusion; **CL** 3rd

Slot chest; **Price** 1,000 gp; **Weight** 2 lbs.

Description

This mundane-seeming vest looks perfectly ordinary. When commanded to activate, this vest makes its wearer appear to be a nondescript member of their race. Scars, birthmarks, or tattoos go unnoticed and characteristics like hair color and style are noticeable only in the most generic sense; bald, brown, etc. This does not alter or conceal speech, scents, or noteworthy clothing and items.

Construction

Requirements Craft Wondrous Item, *disguise self*; **Cost** 500 gp

MAGISTER'S VEST

Aura moderate transmutation; **CL** 9th

Slot chest; **Price** 13,000 gp; **Weight** 2 lbs.

Description

This silk vest, embroidered with arcane runes in gold or silver, allows its wearer to direct magic attacks more easily. The wearer of a *magister's vest* gains a +1 enhancement bonus to attack and hit point damage rolls with ray spells they cast. Additionally, the vest possesses three charges per day. When casting a spell, the wearer may expend any number of these charges as part of the casting to provide one or more of the following effects:

- (1 charge) Increase caster level of a spell cast by 1 (maximum +3).
- (2 charges) Increase the save DC of a spell cast by 1.
- (3 charges) Retain the spell or spell slot of a 3rd level or lower spell after casting.

Construction

Requirements Craft Wondrous Item, *mnemonic enhancer*; **Cost** 6,500 gp

SASH OF THE CAVALRY SCOUT

Aura faint transmutation; **CL** 3rd

Slot chest; **Price** 500 gp; **Weight** 1 lb.

Description

This leather sash is formed from multiple braided strands and typically has horsehair woven throughout its length. Armor check penalties from the wearer's armor (not shields) are halved for any Ride checks. Benefits from armor training and similar abilities apply after this reduction.

Construction

Requirements Craft Wondrous Item, *cat's grace*; **Cost** 250 gp

STAUNCHING VEST

Aura faint conjuration; **CL** 3rd

Slot vest; **Price** 400 gp; **Weight** 2 lbs.

Description

This crimson vest is slightly thicker than normal. The first time each day the wearer is reduced below 0 hit points, they automatically stabilize and any bleed effects end.

Construction

Requirements Craft Wondrous Item, *stabilize*; **Cost** 200 gp

VEST OF INNER HEALTH

Aura faint necromancy; **CL** 5th

Slot chest; **Price** 7,500 gp; **Weight** 2 lbs.

Description

This deep maroon vest has golden buttons and is always clean. Each day at dawn the vest bestows 10 temporary hit points on the wearer. These temporary hit points are removed if the vest is removed. Additionally, the vest grants its wearer a +2 circumstance bonus to Charisma-based checks when uninjured, and a +2 enhancement bonus to saving throws against disease or poison.

Construction

Requirements Craft Wondrous Item, *false life*, *resistance*; **Cost** 3,750 gp

VEST OF THE DRAKE

Aura moderate abjuration and transmutation; **CL** 11th

Slot chest; **Price** 7,500 gp; **Weight** 3 lbs.

Description

This vest is crafted of leather inset with drake scales. A *vest of the drake* grants energy resistance 5 against acid, cold, electricity, or fire, chosen when the vest is created, and a +1 natural armor bonus to AC. In addition, as a swift action, the wearer may move up to their fly, land, or swim speed as though using a move action. Using this ability causes the wearer to take 1 burn, as the kineticist class feature.

Construction

Requirements Craft Wondrous Item, *form of the dragon I*; **Cost** 3,750 gp

VEST OF UNCANNY ESCAPE

Aura moderate transmutation; **CL** 9th

Slot chest; **Price** 10,000 gp; **Weight** 1 lb.

Description

This vest, made of crimson velvet with gold embroidery, can be used to change its wearer's appearance into that of another creature of its race, as *alter self*, twice per day as a standard action. Additionally, once per day as a full-round action, the wearer may transmute themselves into a Tiny innocuous painting or statue that weighs 10 lbs. for up to 10 minutes. The user may choose to have themselves affixed to a wall or placed upon a surface within 10 feet when the ability is activated (reappearing in the nearest unoccupied space when it ends). During this time, magic

auras on the wielder are suppressed, as if by *magic aura*. The wearer retains use of his senses during this time and may transform back into his normal form as a standard action, but may otherwise take no actions.

Construction

Requirements Craft Wondrous Item, *alter self*, *magic aura*; **Cost** 5,000 gp

WINDWALKER'S VEST

Aura faint transmutation; **CL** 3rd

Slot chest; **Price** 1,000 gp; **Weight** 2 lbs.

Description

This silk vest is light blue with silver buttons in the shape of feathers. The wearer gains a +2 competence bonus on Fly checks and falling damage is reduced as though the fall were 20 feet shorter.

Construction

Requirements Craft Wondrous Item, *feather fall*; **Cost** 500 gp

EYE SLOT

LENSES OF CRISIS

Aura moderate necromancy; **CL** 6th

Slot eyes; **Price** 15,000 gp; **Weight** —

Description

These simple, easy-to-wear spectacles have light, nearly imperceptible frames and grant their wearer a +2 enhancement bonus on Initiative checks. Additionally, they deal an extra 1d6 damage on precision attacks that would qualify for sneak attack and bonuses to attack rolls from flanking increase by 50% (maximum of an additional +2).

Construction

Requirements Craft Wondrous Item, *deathwatch*, *keen edge*; **Cost** 7,500 gp

SEER'S SPECTACLES

Aura major divination; **CL** 15th

Slot eyes; **Price** 10,000 gp; **Weight** —

Description

These simple silver spectacles sharpen their wearer's vision incredibly, granting a +5 competence bonus to Perception checks. Once per month, the spectacles may be activated as a standard action to peer into the near future. This increases the Perception bonus to +10, grants a +2 insight bonus to attack rolls, armor class, and saving throws, and bestows the benefit of *true seeing* for 24 hours (as long as the spectacles are worn). Activating this effect drains the wearer's life away, bestowing 1 negative level and aging them one year.

Construction

Requirements Craft Wondrous Item, *true seeing*, *true strike*; **Cost** 5,000 gp

SPECTACLES OF THE ARCHIVIST

Aura faint divination; **CL** 3rd

Slot eyes; **Price** 80 gp; **Weight** —

Description

These finely-crafted spectacles have slightly tinted lenses. When created, each pair of spectacles is attuned to two languages. When text of the first language is viewed by the wearer, it translates the words into the second language upon its lenses. This is viewable to the wearer only. The wearer must be able to read the second language to gain any appreciable benefit from the translation.

Construction

Requirements Craft Wondrous Item, must know the languages selected (this requirement may not be bypassed), *comprehend languages*; **Cost** 40 gp

SPELLWRIGHT'S SPECTACLES

Aura faint divination; **CL** 5th

Slot eyes; **Price** 6,000 gp; **Weight** —

Description

The lenses of these silver glasses are tinted blue and allow the wearer to more easily identify magic, granting a +5 competence bonus to Spellcraft checks made to identify spells being cast. If the wearer uses *dispel magic* or *greater dispel magic* to attempt to counter a spell identified in this manner, they gain a +2 enhancement bonus to their effective caster level. The wearer may also identify magic items while wearing the *spellwright's spectacles* as though using *detect magic*, with a +5 competence bonus to their Spellcraft check.

Construction

Requirements Craft Wondrous Item, *arcane sight*, *dispel magic*; **Cost** 3,000 gp

VANGUARD'S GOGGLES

Aura moderate abjuration; **CL** 8th

Slot eyes; **Price** 7,500 gp; **Weight** 1 lbs.

Description

These sturdy leather goggles have slightly green-tinted lenses and grant their wearer a +5 competence bonus on Perception checks and a +4 bonus on saving throws against gaze attacks. Once per day as an immediate action, the wearer may negate the effects of a gaze attack on themselves, but they are blinded until the beginning of their next turn. This action may be taken even if the gaze attack would have rendered the wearer dead or unable to take actions (ie. petrified).

Construction

Requirements Craft Wondrous Item, *remove blindness/deafness*; **Cost** 3,750 gp

FEET SLOT

BACKSTAB BOOTS

Aura moderate conjuration; **CL** 7th
Slot feet; **Price** 7,500 gp; **Weight** 5 lbs.

Description

These comfortable black leather boots are accented with steel fittings. Whenever the wearer successfully makes a Reflex save against an area effect, hazard, or trap, they may move 5 feet as an immediate action. If this moves the wearer out of the effect's area, they do not take any other effects for a successful save, such as half damage. Up to three times per day as a move action, the wearer may make a feint attempt against an adjacent opponent and, if successful, teleport to be adjacent to the opposite side of that creature (20 feet maximum). If the wearer possesses Improved Feint, this ability may be activated as a swift action instead. These boots must be worn for 24 hours before their magic takes effect.

Construction

Requirements Craft Wondrous Item, *cat's grace*, *dimension door*; **Cost** 3,750 gp

BOOTS OF SHADOW'S STEP

Aura moderate conjuration; **CL** 7th
Slot feet; **Price** 9,000 gp; **Weight** 3 lbs.

Description

These black leather boots are seamless and blend perfectly into the darkness. They grant their wearer a +10 enhancement bonus to their base land speed and the wearer may shadow jump, as a shadowdancer, up to 50 feet per day. If the wearer already possesses the ability to shadow jump, this increases the total distance the wearer can shadow jump each day by 50 feet.

Construction

Requirements Craft Wondrous Item, *dimension door*, *longstrider*; **Cost** 4,500 gp

BOOTS OF THE SWIFT SOLDIER

Aura faint transmutation; **CL** 3rd
Slot feet; **Price** 500 gp; **Weight** 2 lb.

Description

These boots are made of lightweight but durable leather, granting a +5 foot enhancement bonus to their wearer's base land speed during a charge, run, or withdraw action.

Construction

Requirements Craft Wondrous Item, *expeditious retreat*; **Cost** 250 gp

DERVISH GREAVES

Aura moderate transmutation; **CL** 5th
Slot feet; **Price** 12,500 gp; **Weight** 4 lbs.

Description

These greaves are engraved with images of mountain lions and grant their wearer a +10 enhancement bonus to their base land speed. Additionally, up to twice per day as a swift action when the wearer makes a charge attack, they may forgo any bonuses to attack from the charge and instead make a full attack. The wearer does not benefit from extra attacks from *haste*, *speed* weapons, or similar effects when using this ability. A creature may benefit from only one pair of *dervish greaves* every 24 hours.

Construction

Requirements Craft Wondrous Item, *haste*; **Cost** 6,250 gp

DESERTWALKER'S SANDALS

Aura faint abjuration and transmutation; **CL** 5th
Slot feet; **Price** 3,500 gp; **Weight** 2 lbs.

Description

These simple-looking sandals are fashioned with brass fittings and allow their wearer to move across sand with no penalties to movement, even crossing quicksand with no danger. While in a desert environment, the sandals grant a +10 enhancement bonus to the wearer's base land speed and protect the wearer from extreme heat or cold as *endure elements*.

Construction

Requirements Craft Wondrous Item, *cat's grace*, *endure elements*; **Cost** 1,750 gp

GRAVITIC BOOTS

Aura strong transmutation; **CL** 15th
Slot feet; **Price** 25,000 gp; **Weight** 4 lbs.

Description

These leather boots appear to be simply constructed, but have inlays of iron along the edges of their soles. *Gravitic boots* grant a +5 competence bonus to Acrobatics checks, and the DC of checks made to high jump is reduced by half. In addition, three times per day the boots may be activated as a standard action, allowing the wearer to make a Bull Rush combat maneuver on all creatures within 10 feet with a +5 bonus on the check. The wearer does not provoke attacks of opportunity when using this ability, and does not need to move with a creature to move it more than 5 feet. Additionally, swarms composed of creatures smaller than tiny are removed from the user's space and cannot enter it for 5 rounds.

Construction

Requirements Craft Wondrous Item, *reverse gravity*, *thunderstomp*; **Cost** 12,500 gp

LIGHTNING RIDERS, LESSER

Aura moderate conjuration; **CL** 8th
Slot feet; **Price** 10,000 gp; **Weight** 4 lbs.

Description

These leather boots have copper fittings and embroidery in the shape of lightning bolts along their sides. The wearer gains a +10 enhancement bonus to their base land speed and, once per day as a full-round action, may *dimension door* to any location he can see within 60 feet. If line of effect exists between the two locations, a *lightning bolt* connects the start and end point by the most direct path possible, dealing 4d6 electricity damage to any other creatures caught in its path (Reflex DC 14, half). The user provokes attacks of opportunity at both the beginning and ending points of the teleportation and is dazed for 1 round.

Construction

Requirements Craft Wondrous Item, *dimension door*, *lightning bolt*; **Cost** 5,000 gp

LIGHTNING RIDERS

Aura moderate conjuration; **CL** 8th
Slot feet; **Price** 24,000 gp; **Weight** 4 lbs.

Description

As *lesser lightning riders*, except the wearer may use *dimension door* twice per day to a distance of 100 feet and the *lightning bolt* deals 8d6 electricity damage (DC 15 Reflex; half). Additionally, the movement bonus increases to +30 feet for 3 rounds after using the *dimension door* ability.

Construction

Requirements Craft Wondrous Item, *dimension door*, *haste*, *lightning bolt*; **Cost** 12,000 gp

LUCKY HORSESHOES

Aura moderate divination; **CL** 8th
Slot feet; **Price** 12,000 gp; **Weight** 8 lbs.

Description

These mithral horseshoes are light, durable, and shine like a new silver piece. When the horseshoes are worn by a horse or other hooved creature for 24 hours, they gain the benefits of the Toughness feat and a +1 luck bonus to all saving throws. A mount's rider also gains the bonus to saving throws.

Construction

Requirements Craft Wondrous Item, *prayer*; **Cost** 6,000 gp

PIKEMAN'S BOOTS

Aura faint transmutation; **CL** 5th
Slot feet; **Price** 6,000 gp; **Weight** 4 lbs.

Description

These sturdy, hobnailed boots have exceedingly good traction, granting their wearer a +2 competence bonus on saving throws and skill checks to avoid falling or being knocked prone, as well as to CMD against bull rush, overrun, and trip attempts. Additionally, when their wearer readies an action to set a weapon with the brace quality against a charge, they gain a +2 bonus to the weapon's damage until the beginning of their next turn.

Construction

Requirements Craft Wondrous Item, *bull's strength*; **Cost** 3,000 gp

WOODSMAN'S SANDALS

Aura faint transmutation; **CL** 5th
Slot feet; **Price** 8,000 gp; **Weight** 1 lb.

Description

These simple deerskin sandals wrap halfway up their wearer's calves and, in forest or woodland terrain, grant a +10 enhancement bonus to base land speed and *pass without trace*. Additionally, the wearer may scale inanimate plantlife as though using *spider climb*.

Construction

Requirements Craft Wondrous Item, *pass without trace*, *spider climb*; **Cost** 4,000 gp



HANDS SLOT

ALCHEMIST'S GLOVES

Aura faint transmutation; **CL** 3rd

Slot hands; **Price** 400 gp; **Weight** 1 lb.

Description

These seamless gloves are enchanted to protect their wearer's hands from harmful contact, granting a +1 competence bonus to Craft (alchemy) checks and a +1 circumstance bonus to AC and Reflex saves against attacks that target the hands or traps triggered by a failed Disable Device check. This does not apply to trap effects that are area effects or originate from a location other than the location being disabled, such as a spear trap shooting from a wall when the wearer fails to disable a pressure plate trigger.

Construction

Requirements Craft Wondrous Item, *masterwork transformation*; **Cost** 200 gp

AMPLIFICATION GLOVES

Aura strong universal; **CL** 17th

Slot hands; **Price** 12,000 gp; **Weight** 1 lb.

Description

These black gloves have web-like patterns of tiny, blue crystal runes along their backs. The runes glow faintly when their wearer casts a spell and grant a +2 bonus to spell penetration checks. The wearer may expend a prepared spell or spell slot to charge the gloves for one round as a free action. If the wearer casts a second spell of equal or lower level during this time, the imbued charge is released and the spell being cast gains +1 to its caster level and save DC. If the second spell is 2 or more levels below the imbued spell, it gains +2 instead. Spell-like abilities cannot be used to charge the gloves.

Construction

Requirements Craft Wondrous Item, *miracle* or *wish*; **Cost** 6,000 gp

ANARCHIST'S GLOVES

Aura moderate transmutation; **CL** 7th

Slot hands; **Price** 8,000 gp; **Weight** 1 lb.

Description

These brightly-colored gloves seem to shift patterns slowly when the viewer isn't looking. The wearer may treat attacks made with the gloved hands and weapons held in them as chaotic for purposes of overcoming effects. Once per day, the wearer may attempt a melee touch attack to deal 5d8 damage to a creature with the lawful subtype, stunning them for one round (Fortitude DC 17, half damage and negate stun). Non-chaotic creatures without the lawful subtype take half damage with no stun (quarter damage on a successful save). Chaotic targets are unaffected and the use is wasted. A lawful creature

wearing these gloves gains one negative level that cannot be removed or overcome as long as the gloves are worn.

Construction

Requirements Craft Wondrous Item, *chaos hammer*; **Cost** 4,000 gp

DISTRACTING GLOVES

Aura moderate illusion; **CL** 8th

Slot hands; **Price** 8,000 gp; **Weight** 1 lb.

Description

These brightly-patterned gloves seem to warp and shift while viewed, granting a +2 enhancement bonus to the wearer's Sleight of Hand and CMB checks against targets able to see them. Twice per day as a swift action, the wearer may attempt a feint using Sleight of Hand in place of Bluff to treat a target as flat-footed against their next attack made during that turn. Creatures that cannot see or can pierce illusions, such as with *true seeing*, are unaffected by these gloves.

Construction

Requirements Craft Wondrous Item, *hypnotic pattern*, *true strike*; **Cost** 4,000 gp

FOECRUSHER GAUNTLETS

Aura faint transmutation; **CL** 5th

Slot hands; **Price** 10,604 gp; **Weight** 2 lbs.

Description

These iron +1 *gauntlets* seem a bit too large, no matter who's wearing them. When grappling an opponent, the gauntlets add double their enhancement bonus to the wearer's grapple checks and, if used to deal damage in a grapple, deal an additional 2d6 damage.

Construction

Requirements Craft Magic Arms and Armor, Improved Grapple, *bull's strength*; **Cost** 5,604 gp

GAUNTLETS OF HEROIC MERCY

Aura faint enchantment; **CL** 3rd

Slot hands; **Price** 4,000 gp; **Weight** 2 lbs.

Description

These gauntlets are forged with gold sigils for courage and strength. When the wearer successfully removes a status effect using the mercy class feature, the subject gains a +1 morale bonus on attack rolls, saving throws, and skill checks for 1 round per die of healing the lay on hands granted.

Construction

Requirements Craft Wondrous Item, *heroism*; **Cost** 2,000 gp

GLOVES OF ALCHEMICAL MASTERY

Aura faint transmutation; **CL** 5th
Slot hands; **Price** 4,500 gp; **Weight** 2 lb.

Description

The palms of these sturdy gloves are covered in a thin layer of rubber. The wearer gains a +5 competence bonus to Craft (alchemy) checks, and a +1 competence bonus to attack rolls with thrown weapons. Alchemist's bombs or alchemical items that deal damage thrown while wearing these gloves gain a +1 bonus to damage dealt. This applies to area of effect damage but not to splash damage.

Construction

Requirements Craft Wondrous Item, *cat's grace*; **Cost** 2,250 gp

GLOVES OF FINE MANIPULATION

Aura faint transmutation; **CL** 5th
Slot hands; **Price** 5,000 gp; **Weight** 1 lb.

Description

These simple-looking gloves steady their wearer's hands and improve precision, granting a +5 competence bonus on Disable Device and Craft checks that rely on fine manipulation, such as Craft (jewelry) or Craft (clockwork).

Construction

Requirements Craft Wondrous Item, *cat's grace*; **Cost** 2,500 gp

GLOVES OF OPPORTUNITY

Aura faint divination; **CL** 3rd
Slot hands; **Price** 400 gp; **Weight** 1 lb.

Description

These pliable gloves are easy to wear and allow their wearer to strike suddenly with greater accuracy, granting a +1 enhancement bonus on attacks of opportunity.

Construction

Requirements Craft Wondrous Item, *guidance*; **Cost** 200 gp

GLOVES OF PASSION'S FLAME

Aura moderate evocation; **CL** 7th
Slot hands; **Price** 12,000 gp; **Weight** 1 lb.

Description

These red silk gloves are embroidered in gold runes of passion and fire. As a standard action, the wearer may expend an arcane spell of 1st level or higher to add fire damage equal to their Charisma modifier to all melee weapon attacks until the end of their next turn. The duration of the effect increases by 1 round for each spell level of the expended spell above 1st. Half of this fire damage ignores fire resistance or immunity, unless the creature also possesses immunity to mind-affecting effects. If the wearer possesses the Arcane Strike feat, they may activate this item as part of using the feat.

Construction

Requirements Craft Wondrous Item, *charm person*, *fireball*; **Cost** 6,000 gp

GRAPPLER'S GLOVES

Aura moderate evocation; **CL** 6th
Slot hands; **Price** 8,000 gp; **Weight** 2 lbs.

Description

These leather gloves are studded with bronze rivets along the knuckles. The wearer gains a +2 enhancement bonus to grapple checks and deals an additional 1d6 damage with unarmed attacks used in a grapple. The damage from these attacks counts as magic for overcoming damage reduction and other effects.

Construction

Requirements Craft Wondrous Item, *magic fang*; **Cost** 4,000 gp

HOLY GAUNTLETS

Aura faint conjuration; **CL** 5th
Slot hands; **Price** 3,644 gp; **Weight** 2 lbs.

Description

These masterwork alchemical silver gauntlets are inscribed with symbols of life and, up to three times per day as a swift action, allow their wearer to add 1d8 damage to the next weapon attack they make against an undead creature this round, treating the attack as good-aligned. Additionally, as a full-round action, the wearer may hold one gauntlet in view above their head, causing mindless undead to treat them as though under a *sanctuary* effect for one round (DC 11). The wearer may continue to spend full-round actions to continue the effect, but any creature who succeeds on the save is immune to the effect for 24 hours.

Construction

Requirements Craft Wondrous Item, *align weapon*, *disrupt undead*; **Cost** 2,144 gp

PRECISION GLOVES

Aura faint transmutation; **CL** 3rd
Slot hands; **Price** 5,000 gp; **Weight** 1 lbs.

Description

These silk gloves are so thin as to be almost invisible when worn and grant their wearer a +1 competence bonus on all Dexterity-based skill checks and on attack and damage rolls on attacks with Weapon Finesse or flanking, or attacks against flat-footed enemies.

Construction

Requirements Craft Wondrous Item, *cat's grace*; **Cost** 2,500 gp

SAVAGE GAUNTLETS

Aura moderate divination; **CL** 8th
Slot hands; **Price** 15,000 gp; **Weight** 4 lbs.

Description

These spiked gauntlets are a deep blood-red and look extremely deadly. The wearer of the gauntlets gains a +1 competence bonus on melee attack and damage rolls, and ignores the miss chance for concealment (but not total concealment). Once per day as a swift action, the wearer may automatically confirm a critical threat with a melee attack.

Special: Despite being a weapon, the gauntlets are not a magical weapon, nor are they masterwork. Their bonuses apply to all the wearer's melee attack and damage rolls but do not count as magical for overcoming damage reduction or other effects (unless the wearer is attacking with a magical weapon). They may be enchanted as a weapon if they are somehow made masterwork, such as during creation or through *masterwork transformation*.

Construction

Requirements Craft Wondrous Item, *true strike*; **Cost** 7,500 gp

SCRIVENER'S GLOVES

Aura faint transmutation; **CL** 3rd
Slot hands; **Price** 100 gp; **Weight** 0.5 lbs.

Description

These light-weight gloves are unrestrictive and typically have ink-stained fingers. They halve the time the wearer takes to scribe or write, such as using Linguistics to forge a document, copy a scroll into a spellbook, or draw the diagram around a *magic circle against evil* (something done in preparation for casting the spell). This does not otherwise reduce actual casting times involving drawing, such as a *symbol of death*, or item creation times, such as using Scribe Scroll.

Construction

Requirements Craft Wondrous Item, *cat's grace*; **Cost** 50 gp

SHOCKING GAUNTLETS

Aura faint evocation; **CL** 3rd
Slot hands; **Price** 4,000 gp; **Weight** 2 lbs.

Description

These close-fitting steel gauntlets are inlaid with copper wire, granting their wearer electricity resistance 5 against held or touched objects, as well as adding 1 electricity damage to melee attacks using the gauntlets and predominantly metal melee weapons. In addition, as a standard action, the wearer may charge the gauntlets to add 3d6+3 electricity damage to their next attack with the gauntlets or metal melee weapon. This charge dissipates if not used within 2 rounds.

Construction

Requirements Craft Wondrous Item, *energy resistance*, *shocking grasp*; **Cost** 2,000 gp

SPELLCHARGE GLOVES

Aura moderate transmutation; **CL** 6th
Slot hands; **Price** 6,000 gp; **Weight** 1 lb.

Description

These silver-threaded gloves are inset with a spiral pattern, granting their wearer a +2 enhancement bonus on melee touch attack rolls. Three times per day as a swift action, the wearer may increase the caster level of a spell they are holding the charge of by 1. This benefit may only apply once to a single spell. These gloves must be worn for 24 hours before granting any benefit to the wearer.

Construction

Requirements Craft Wondrous Item, *cat's grace*, *spectral hand*; **Cost** 3,000 gp

SPELLCIPHER GLOVES

Aura faint divination; **CL** 3rd
Slot hands; **Price** 2,500 gp; **Weight** 2 lbs.

Description

These satin gloves are embroidered with silver runes across their palms. As a swift action, a spontaneous caster may expend charges from a wielded spell-trigger item to treat one of its spells as a spell known for one round. The wearer must expend the same number of charges using that spell would normally cost and the spell must be on the caster's spell list. Casting the spell uses up the same spell slots and components normally required.

Construction

Requirements Craft Wondrous Item, *read magic*; **Cost** 1,250 gp

SQUIRE'S GAUNTLETS

Aura moderate abjuration; **CL** 8th
Slot hands; **Price** 3,000 gp; **Weight** 4 lbs.

Description

These engraved silver gauntlets bear symbols of resistance and eternity. When their wearer uses the aid another action to increase an ally's AC, the wearer gains the bonus as well. In addition, the ally gains DR 3/evil until the beginning of the wearer's next turn. Both gauntlets must be worn to have any effect.

Construction

Requirements Craft Wondrous Item, *protection from evil*; **Cost** 1,500 gp

THUNDERBRINGER GLOVES

Price 2,000 gp; **Slot** hands; **CL** 5th; **Weight** 1 lb.

Aura moderate evocation; **Scaling** prize

Description

These copper-riveted gloves spark with electricity, allowing their wearer to deal 1 electricity damage with a touch attack and use *shocking grasp* once per day. Higher-level wearers receive additional benefits:

7th Level: *Lightning bolt* once per day on command, *shocking grasp* 3/day.

11th Level: *Lightning bolt* 3/day, *shocking grasp* 5/day.

15th Level: *Chain Lightning* once per day on command. If also wearing a *stormbringer cloak*, the wearer may also grant the *shocking burst* ability to any ranged weapon they wield. This effect lasts for one hour and works on non-masterwork weapons but cannot allow the modified enhancement bonus of a weapon to exceed +10.

Construction

Requirements Craft Wondrous Item, *chain lightning*; **Cost** 23,500 gp

TIGER GAUNTLETS

Aura moderate transmutation; **CL** 9th

Slot hands; **Price** 12,604 gp; **Weight** 2 lbs.

Description

These open-fingered gauntlets are made of steel and transform their wearer's fingers into claws, granting a claw attack with each hand (1d4 medium, 1d3 small). If the wearer already possesses a claw attack, they increase the damage by one step and the attack is considered magical for purposes of overcoming damage reduction. These gauntlets may also be made of special materials, counting as two separate weapons, and allow their associated claw attack to overcome damage reduction as though of that type.

Construction

Requirements Craft Wondrous Item, *animal growth*, *lead blades*, *magic fang*; **Cost** 6,604 gp

HEAD SLOT

CIRCLET OF COURAGEOUS PANIC

Aura faint enchantment; **CL** 5th

Slot head; **Price** 3,000 gp; **Weight** 1 lb.

Description

This silver circlet is set with a single moonstone. While the wearer is affected by a fear effect of shaken or greater, they gain a +2 morale bonus to weapon damage and, at the start of any turn while frightened or panicked, may attempt a new save against the fear effect to move normally (as opposed to fleeing). If a fear effect does not normally allow a save, the wearer gets one anyway for this purpose as though the effect were a spell of the closest equivalent level. A successful save does not end the effect

and the wearer must directly attack the source of their fear in a physical manner. If they would be unable to do so, the fear effect functions normally. If multiple fear effects would force the wearer to flee, they need only succeed against the most powerful effect. Additionally, while panicked, the wearer does not drop held items unless otherwise forced to (such as being disarmed) and, in fact, cannot voluntarily drop or relinquish held items without taking a full round action to do so. Once the fear effect ends or after one minute (whichever is sooner), the wearer becomes fatigued for 10 minutes.

Construction

Requirements Craft Wondrous Item, *rage*; **Cost** 1,500 gp

CROWN OF COMMAND

Aura moderate enchantment; **CL** 7th

Slot head; **Price** 12,000 gp; **Weight** 5 lbs.

Description

This thin gold circlet is set with small rubies. Whenever the wearer grants a morale bonus to allies, the wearer may choose a single ally and increase the granted bonus by 1. Additionally, up to three times per day as a standard action, the wearer may use *command* (DC of 11 + the wearer's Charisma modifier).

Construction

Requirements Craft Wondrous Item, *command*, *prayer*; **Cost** 6,000 gp

CROWN OF ELEMENTAL POWER

Aura strong transmutation; **CL** 17th

Slot head; **Price** 25,000 gp; **Weight** 3 lbs.

Description

Each of these crowns is set with diamonds, emeralds, rubies, or sapphires and is keyed to air, earth, fire, or water elementals respectively. When the wearer uses a *summon* spell or spell-like ability to summon an elemental of the chosen type, they may expend a swift action to increase the duration to 1 minute per caster level and grant the summoned elemental or elementals 1 bonus hit point per Hit Dice of the wearer.

Construction

Requirements Craft Wondrous Item, *elemental swarm*, *polymorph*; **Cost** 12,500 gp



CROWN OF FLAMES

Aura strong evocation; **CL** 15th
Slot head; **Price** 135,000 gp; **Weight** 4 lbs.

Description

This crimson-hued crown is forged of silver in the shape of flames and set with fire opals. It grants its wearer fire resistance 30 and a +1 caster level to spells with the fire descriptor. Any time the crown prevents 5 fire damage, the wearer is affected as if by *haste* until the end of their next turn. Twice per day on command, the crown protects its wearer with *fire shield* (heat version) for 1 minute. Additionally, once per day on command, the wearer may generate a 30-foot explosive spread centered on themselves, dealing 15d8 fire damage to all other creatures in the area (DC 22 Reflex, half).

Construction

Requirements Craft Wondrous Item, *delayed blast fireball*, *greater planar binding*; **Cost** 67,500 gp

CROWN OF HEROISM

Aura faint enchantment; **CL** 5th
Slot head; **Price** 12,000 gp; **Weight** 3 lbs.

Description

This simple silver crown is set with garnets and grants its wearer a +1 morale bonus to skill checks. Three times per day as a standard action, the wearer may gain 10 temporary hit points and a +2 morale bonus to attack rolls and saving throws for one minute.

Construction

Requirements Craft Wondrous Item, *false life*, *heroism*; **Cost** 6,000 gp

CROWN OF THE NECROMANTIC LORD

Aura strong necromancy; **CL** 20th
Slot head; **Price** 200,000 gp; **Weight** 2 lbs.

Description

This carved ebony crown is set with onyx and grants its wearer a +6 enhancement bonus to Charisma. The wearer is healed by negative energy and harmed by positive energy as though undead. An undead wearer converts the first instance of positive energy damage they take each day to negative energy. Three times per day, the wearer may expend a prepared spell or spell slot as a standard action to release a burst of negative energy in a 30-foot radius dealing 2d6 negative energy damage per spell level sacrificed. Creatures may make a Will Save (DC = 20 + spell level sacrificed) to halve this damage) Good-aligned creatures who wear the crown receive three temporary negative levels which cannot be removed by any means as long as the crown is worn.

Construction

Requirements Craft Wondrous Item, *create undead*, *eagle's splendor*, *harm*; **Cost** 100,000 gp

CROWN OF THE TITAN

Aura strong transmutation; **CL** 13th
Slot head; **Price** 60,000 gp; **Weight** 8 lbs.

Description

This weighty iron crown looks oversized but magically fits to any wearer, granting a +4 circumstance bonus to Charisma-based checks when speaking to creatures with the giant subtype. Wearers with the giant subtype gain a +2 racial bonus to Strength. The crown also allows its wearer to use *giant form I* once per day and grants its racial bonus to Strength while its wearer is under any *giant form* effect.

Construction

Requirements Craft Wondrous Item, *bull's strength*, *eagle's splendor*, *giant form I*; **Cost** 30,000 gp

CROWN OF TYRANNY

Aura moderate enchantment; **CL** 10th
Slot Head; **Price** 10,000 gp; **Weight** 4 lbs.

Description

This solid and imposing iron crown is set with images of devils, dragons, or skulls and grants its wearer a +5 competence bonus to Intimidate checks. When the wearer uses Intimidate to increase a target's attitude, the duration lasts 1d6 hours instead of 1d6 x 10 minutes. An Intimidate check to demoralize an opponent that exceeds the required DC by 20 or more causes the target to become frightened instead. Wearers with the Leadership feat may use their Strength modifier in place of Charisma for calculating the number of followers they may possess.

Construction

Requirements Craft Wondrous Item, *eagle's splendor*, *fear*; **Cost** 5,000 gp

CROWN OF VICTORY

Aura moderate enchantment; **CL** 9th
Slot head; **Price** 12,000 gp; **Weight** 4 lbs.

Description

This heavily-reinforced iron crown is plated in gold. Whenever its wearer confirms a critical hit or reduces a threatening opponent below 0 hit points, all allies within 30 feet who are able to see the wearer gain a +1 morale bonus to attack rolls, saving throws, and skill checks until the start of the wearer's next turn. This bonus stacks with itself to a maximum of +3.

Construction

Requirements Craft Wondrous Item, *heroism*; **Cost** 6,000 gp

ERINYES HALO

Aura moderate evocation and necromancy; **CL** 10th
Slot head; **Price** 15,000 gp; **Weight** —

Description

This golden circlet erupts into a halo of flame suspended above its wearer's head, shedding light as a sunrod. The flames burn golden during the day and crimson at night, granting the wearer a +1 profane bonus to AC and a +1 sacred bonus to saving throws. Once per day as a standard action, the wearer may use *fear* (DC 13 + wearer's Cha modifier). Chaotic wearers gain one temporary negative level that lasts as long as the halo is worn and cannot be removed or overcome by any means.

Construction

Requirements Craft Wondrous Item, *fear*, *resistance*, *shield of faith*; **Cost** 7,500 gp

HALO OF LIFE

Aura moderate conjuration; **CL** 10th
Slot head; **Price** 25,000 gp; **Weight** 1 lbs.

Description

This thin ring of gold hovers above the wearer's head and glows with an angelic halo, shedding normal light in a 40-foot radius and raising the illumination level one step in a 40-foot area beyond that, to a maximum of normal light. Once per day, as a standard action, the wearer may cause the halo to shine with bright light in a 20-foot radius, which counts as sunlight. Twice per day, the wearer may use *cure moderate wounds* on all creatures in a 10-foot burst. Creatures harmed by positive energy may make a DC 15 Will save for half damage.

Construction

Requirements Craft Wondrous Item, *daylight*, *mass cure light wounds*; **Cost** 12,500 gp

HELM OF CONFIDENCE

Aura faint abjuration; **CL** 3rd
Slot head; **Price** 400 gp; **Weight** 4 lbs.

Description

This highly-polished iron helm resembles a powerful beast, granting its wearer a +2 resistance bonus against fear effects.

Construction

Requirements Craft Wondrous Item, *remove fear*; **Cost** 200 gp

HELM OF MENTAL PROTECTION

Aura faint abjuration; **CL** 5th
Slot head; **Price** 15,000 gp; **Weight** 4 lbs.

Description

This simple-looking helm is heavily reinforced and grants its wearer a +2 bonus on saving throws against enchantment effects. When the wearer fails a save against an enchantment effect, they may make a new save as a swift action at the start of their next turn with an

additional +2 bonus to immediately end the effect. This additional save occurs only once per enchantment effect.

Construction

Requirements Craft Wondrous Item, *protection from chaos/evil/good/law*; **Cost** 7,500 gp

HELM OF TERROR

Aura faint necromancy; **CL** 4th
Slot head; **Price** 3,500 gp; **Weight** 3 lbs.

Description

This iron helm is crafted into the visage of a terrifying creature, granting its wearer a +5 competence bonus to Intimidate checks. The wearer receives a +1 competence bonus on attack rolls against any creature they have made at least shaken with a fear effect, such as demoralize.

Construction

Requirements Craft Wondrous Item, *cause fear*, *eagle's splendor*; **Cost** 1,750 gp

HELM OF THE BULL

Aura moderate transmutation; **CL** 8th
Slot head; **Price** 4,500 gp; **Weight** 4 lbs.

Description

This helm is topped by a pair of bull horns angled forward aggressively. When the wearer makes a charge attack, they gain an additional +2 bonus to their next attack and may choose to make a gore attack (1d6 medium/1d4 small) adding Strength and a half to the damage. Once per day on command, the wearer may gain the benefits of *bull's strength* for 1 minute. If the wearer receives a +4 or greater enhancement bonus from another source, the *helm of the bull* adds +2 to that total instead.

Construction

Requirements Craft Wondrous Item, *bull's strength*; **Cost** 2,250 gp

HELM OF TRUE COURAGE

Aura faint abjuration; **CL** 3rd
Slot head; **Price** 2,500 gp; **Weight** 3 lbs.

Description

This glittering, pearl-inlaid helm grants its wearer a +2 morale bonus on saving throws against fear and, once per day, the wearer may *remove fear* on all targets within 10 feet. A wearer with the aura of courage ability increases this radius to 20 feet.

Construction

Requirements Craft Wondrous Item, *remove fear*; **Cost** 1,250 gp

INQUISITOR'S MASK

Aura moderate enchantment; **CL** 7th
Slot head; **Price** 17,500 gp; **Weight** 4 lbs.

Description

This iron mask bears the visage of a stern, androgynous face and grants its wearer a +5 competence bonus on Intimidate checks. Three times per day, the wearer may make an Intimidate check as if making a request with Diplomacy to compel a creature to answer truthfully unless the answer would result lead to death, ruin, or harm to someone they have an extremely close relationship with. This is a mind-affecting enchantment effect.

Construction

Requirements Craft Wondrous Item, *eagle's splendor*, *zone of truth*; **Cost** 8,750 gp

INVIOLEABLE CROWN

Aura moderate transmutation; **CL** 7th
Slot head; **Price** 30,000 gp; **Weight** 3 lbs.

Description

This mithral crown glows with an internal light and protects its wearer from environmental damage, such as heat, cold, sandstorms, or pressure. The wearer reduces such damage by 3, though this does not stack with other forms of damage reduction. Three times per day on command, the wearer may benefit from *sanctuary* (DC 16) and DR 5/- for one minute. Actions that break the *sanctuary* effect do not end the damage reduction.

Construction

Requirements Craft Wondrous Item, *sanctuary*, *stoneskin*; **Cost** 15,000 gp

MARKSMAN'S HAT

Aura faint divination; **CL** 3rd
Slot head; **Price** 4,500 gp; **Weight** 2 lbs.

Description

This green-hued archer's hat enables its wearer to more easily pinpoint targets, reducing penalties for range by 2 (minimum 0) and reducing the grit cost of the deadeye deed (see gunslinger class) by 1 (minimum 0)

Construction

Requirements Craft Wondrous Item, *true strike*; **Cost** 2,250 gp

MASK OF AURA SHIELDING

Aura faint illusion; **CL** 5th
Slot head; **Price** 4,000 gp; **Weight** 1 lb.

Description

This mask of carved ivory resembles a face bearing a neutral expression. The wearer is protected by *undetectable alignment* and any effects that might detect or reveal information about the wearer give mundane, neutral, or innocuous results.

Construction

Requirements Craft Wondrous Item, *nondetection*, *undetectable alignment*; **Cost** 2,000 gp

MERCENARY'S HELM

Aura faint transmutation; **CL** 3rd
Slot head; **Price** 550 gp; **Weight** 2 lbs.

Description

This rugged leather helm is enchanted to sharpen its wearer's senses, granting a +1 competence bonus to Diplomacy, Intimidate, Perception, and Sense Motive checks.

Construction

Requirements Craft Wondrous Item, *eagle's splendor*, *owl's wisdom*; **Cost** 275 gp

PHOENIX'S REBIRTH

Aura strong conjuration and evocation; **CL** 12th
Slot head; **Price** 28,000 gp; **Weight** 1 lbs.

Description

This delicate gold crown resembles a phoenix with outspread wings curving around the wearer's head and a large ruby in its breast. One round after its wearer dies by means repairable with *raise dead*, this crown bursts into a 10d6 *fireball* (DC 18 Reflex, half) which deals no further damage to its wearer but instead restores them to life and *heals* them for 120 hit points as well as any other benefits of the *heal* spell. Once activated, the crown permanently loses all magical power and crumbles to dust. If the wearer is restored to life before this effect occurs, it does not trigger.

Construction

Requirements Craft Wondrous Item, *breath of life*, *contingency*, *fireball*, *heal*; **Cost** 14,000 gp

UNYIELDING HELM

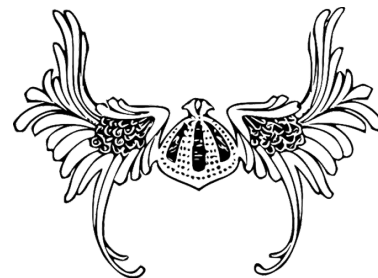
Aura faint abjuration; **CL** 5th
Slot head; **Price** 3,000 gp (+1), 12,000 gp (+2), 27,000 gp (+3), 48,000 gp (+4), 75,000 gp (+5); **Weight** 5 lbs.

Description

This heavily-reinforced silver helm is shaped like a dragon's skull and projects a field of protective force, granting its wearer a deflection bonus of +1 to +5. Once per day as a swift action, the wearer may reroll a Will save against an ongoing effect, adding the helm's deflection bonus to their result, to end the effect.

Construction

Requirements Craft Wondrous Item, *protection from chaos/evil/good/law*, *shield of faith*; **Cost** 1,500 gp (+1), 6,000 gp (+2), 13,500 gp (+3), 24,000 gp (+4), 37,500 gp (+5)



NECK SLOT

AMULET OF CONFIDENT GRACE

Aura moderate abjuration; **CL** 9th

Slot neck; **Price** 25,000 gp; **Weight** 1 lbs.

Description

This shield-shaped amulet is carved from adamantine. Three times per day as an immediate action, its wearer may add their Charisma modifier to a saving throw they are about to attempt. This does not stack with other effects that apply Charisma to saving throws, such as divine grace. The wearer also gains 20 temporary hit points that last until the beginning of their next turn. A creature may not benefit from more than one *amulet of confident grace* per day.

Construction

Requirements Craft Wondrous Item, *false life*, *globe of invulnerability*, *lesser*; **Cost** 12,500 gp

AMULET OF INVULNERABILITY

Aura faint necromancy; **CL** 5th

Slot neck; **Price** 15,000 gp; **Weight** 2 lbs.

Description

This silver amulet is set with a blood-red ruby in its center and absorbs damage taken by its wearer. Three times per day, as an immediate action when about to take damage, the wearer may reduce the damage taken by 10. This ability must be used before the damage is rolled or revealed. The *amulet of invulnerability* must be worn for 24 hours before providing any benefits.

Construction

Requirements Craft Wondrous Item, *false life*; **Cost** 7,500 gp

AMULET OF THE ENCHANTER

Aura faint enchantment; **CL** 3rd

Slot neck; **Price** 8,000 gp; **Weight** 1 lb.

Description

This gold amulet is set with a large, glittering gem that attracts the viewer's eye and increases the wearer's save DCs by +1 when using a mind-affecting enchantment spell or spell-like ability, or the bard's fascinate ability. This is an enhancement bonus.

Construction

Requirements Craft Wondrous Item, *hypnotic pattern*; **Cost** 4,000 gp

ANKH OF THE UNDYING

Aura moderate necromancy; **CL** 10th

Slot neck; **Price** 9,000 gp; **Weight** 1 lb.

Description

This ankh is skillfully carved from a single, large onyx, belying the seemingly simple hemp cord it hangs from. When a living wearer dies in a manner that would leave a reasonably intact corpse, the ankh crumbles to dust on the

next round, restoring them to life and *healing* them to full hit points as well as curing any ailments that the *heal* spell could remove. During this time, the wearer is harmed by further positive energy, as though undead, and gains DR 10/silver or good and immunity to negative energy, negative levels, and death effects. After 10 minutes, the wearer dies, crumbling to dust. This cannot be prevented by any means short of a *wish* or *miracle*. If the wearer is restored to life before the ankh activates (such as through *breath of life*), the ankh's power does not activate.

Construction

Requirements Craft Wondrous Item, *breath of life*, *create undead*, *heal*; **Cost** 4,500 gp

CLONE AMULET

Aura strong necromancy; **CL** 15th

Slot neck; **Price** 50,000 gp; **Weight** 2 lbs.

Description

This antiquated silver locket can be opened and bears a portrait inside resembling its owner. It takes one week to attune to a new owner and, if unworn for 24 hours, must be re-attuned. If an attuned creature dies wearing the amulet, it shatters after 1 minute and a *clone* of the owner appears in its place, though it has no permanent negative levels. If the owner is restored to life before the amulet activates, this effect does not trigger.

Construction

Requirements Craft Wondrous Item, *clone*, *greater restoration*; **Cost** 28,000 gp

CONNECTING COLLAR

Aura faint divination; **CL** 5th

Slot neck; **Price** 6,000 gp (collar), 3,000 gp (ring); **Weight** 2 lbs.

Description

This brass-studded collar always appears to be in pristine condition and is always magically paired with at least one simple brass ring. When the collar is placed on an animal, it functions as a *status* spell, relaying information to the ring wearer. Up to three times per day, if within 100 feet of the collar, a ring-wearer may cast a spell of 3rd level or lower, targeting the collared creature regardless of the spell's normal range or line of effect. Creatures wearing a *connecting collar* count as humanoid in addition to their other types for purposes of such spells. Spells only affect the targeted creature when used in this manner, even if they would normally allow multiple targets. Any number of brass rings can be attuned to an individual *connecting collar* and they do not take up a ring slot, but the collar must be present at the time of the ring's creation and a ring may only be attuned to one collar at a time.

Construction

Requirements Craft Wondrous Item, Reach Spell, *status*; **Cost** 3,000 gp (collar), 1,500 gp (ring)

CREMATION CHARM

Aura moderate transmutation; **CL** 11th
Slot neck; **Price** 1,000 gp; **Weight** 1 lb.

Description

This antique silver pendant is set with a sunstone and protects its wearer from rising as an undead. Within one round of a living wearer dying, its body is engulfed in holy flames and consumed completely. Neither the wearer nor their remains may be reanimated as an undead and any undead or evil-aligned outsiders within 30 feet take 5d6 good divine damage (DC 16 Fort, half) from the flames, which also count as sunlight for that round. The *cremation charm* is destroyed permanently with the body but all other equipment is unaffected.

Construction

Requirements Craft Wondrous Item, *consecrate*, *disintegrate*; **Cost** 500 gp

FAITHLESS TORC

Aura moderate enchantment; **CL** 9th
Slot neck; **Price** 4,500 gp; **Weight** 1 lb.

Description

This crude-looking iron torc grants its wearer a +2 profane bonus to saving throws against spells and abilities used by outsiders with an aligned subtype and creatures with an aligned aura class feature. Once per day, the wearer may direct a blasphemous utterance at one of the above targets within 40 feet, stunning them for 1d3 rounds unless they succeed at a DC 17 Will save. The target must be able to hear the wearer, and the daily use is wasted if attempted on an invalid target. Creatures with aligned subtypes or class features wearing a *faithless torc* gain 1 negative level that cannot be overcome in any way until the torc is removed.

Construction

Requirements Craft Wondrous Item, *protection from law*, *sound burst*; **Cost** 2,250 gp

GHOSTSPEAKER AMULET

Aura strong transmutation; **CL** 15th
Slot neck; **Price** 35,000 gp; **Weight** 1 lb.

Description

This tarnished silver amulet is set with a large, cloudy moonstone. The wearer of this amulet gains the constant benefit of *see invisibility* and can interact with incorporeal creatures as though they were corporeal.

Construction

Requirements Craft Wondrous Item, *etherealness*, *see invisibility*; **Cost** 17,500 gp

GOLEM TORC

Aura strong transmutation; **CL** 15th
Slot neck; **Price** 35,000 gp; **Weight** 2 lbs.

Description

This smooth, polished stone torc allows its wearer to reroll a failed Will save with a +2 bonus against a mind-affecting enchantment as an immediate action up to three times per day. This may not be used with any other item or ability allowing a reroll or multiple dice on a saving throw. Once per day as a standard action, the wearer may transform into a stone-like form for 1 minute. During this time, the wearer has a +4 size bonus to Strength, a +5 enhancement bonus to natural armor, DR 5/adamantine, and a 25% chance to ignore critical hits and precision damage. The torc must be worn for 24 hours before granting any benefits.

Construction

Requirements Craft Wondrous Item, *mind blank*, *polymorph*; **Cost** 17,500 gp

HEART OF MIDNIGHT

Aura moderate abjuration and illusion; **CL** 8th
Slot neck; **Price** 25,000 gp; **Weight** 2 lbs.

Description

This amulet bears a large black gem that seems to swirl and change shape. It grants its wearer cold resistance 10 and a +1 bonus to saving throws to resist illusion effects. Any spells the wearer casts with the shadow descriptor which are at least quasi-real gain a 10% increase to their effectiveness against disbelievers.

Construction

Requirements Craft Wondrous Item, *energy resistance*, *lesser shadow evocation*; **Cost** 12,500 gp

HELLFIRE CRYSTAL

Aura moderate transmutation; **CL** 8th
Slot neck; **Price** 11,000 gp; **Weight** 1 lb.

Description

This fist-sized chunk of obsidian hangs from a cord and flickers with an internal flame. Its wearer gains a +1 enhancement bonus to caster level when casting spells with the fire descriptor. Twice per day, the wearer may infuse a fire spell they are casting with hellfire, converting half of the fire damage dealt to divine damage, as *flame strike*. The amulet must be worn for 24 hours before providing any benefit.

Construction

Requirements Craft Wondrous Item, *flame strike*; **Cost** 5,500 gp

HOLY SYMBOL OF FORTUNE, LESSER

Aura faint divination; **CL** 5th

Slot neck; **Price** 750 gp; **Weight** 1 lb.

Description

This holy (or unholy) symbol is crafted of gold and dedicated to a specific deity. Once per day as an immediate action, a wearer dedicated to the worship of that deity may call upon fortune to re-roll any d20-based check, even after the results have been determined. The new result must be used and the result is obviously due to divine favor (or disapproval). If the wearer fails to pray daily to the deity for at least 10 minutes per day (which can be done while praying to regain spells) or breaks a moral code or tenet, they gain a cumulative -1 penalty to all d20-based checks for 24 hours. This duration resets for each violation. Magically compelled violations do not count and the penalty may be removed with an *atonement* cast by a worshipper of the deity. A *lesser holy symbol of fortune* must be worn on the neck and for 24 hours before providing any benefits, though it can provide penalties for violations during this time.

Construction

Requirements Craft Wondrous Item, *divine favor*, crafter must be a devoted follower of the chosen deity; **Cost** 375 gp

HOLY SYMBOL OF FORTUNE

Aura faint divination; **CL** 5th

Slot neck; **Price** 5,000 gp (+1), 8,000 gp (+2), 13,000 gp (+3), 20,000 gp (+4), 29,000 gp (+5); **Weight** 1 lb.

Description

Functioning as a *lesser holy symbol of fortune*, this symbol allows its wearer to call upon its fortune power up to twice per day and grants a +1 to +5 resistance bonus to saving throws.

Construction

Requirements Craft Wondrous Item, *divine favor*, *resistance*, crafter must be a devoted follower of the chosen deity; **Cost** 2,500 gp (+1), 4,000 gp (+2), 6,500 gp (+3), 10,000 gp (+4), 14,500 gp (+5)

HOLY SYMBOL OF FORTUNE, GREATER

Aura faint divination; **CL** 5th

Slot neck; **Price** 10,000 gp (+1), 13,000 gp (+2), 18,000 gp (+3), 25,000 gp (+4), 34,000 gp (+5); **Weight** 1 lb.

Description

Functioning as a *holy symbol of fortune*, this allows its wearer to call upon its fortune power up to three times per day.

Construction

Requirements Craft Wondrous Item, *divine favor*, *resistance*, crafter must be a devoted follower of the chosen deity; **Cost** 5,000 gp (+1), 6,500 gp (+2), 9,000 gp (+3), 12,500 gp (+4), 17,000 gp (+5)

HOLY SYMBOL OF GUIDANCE

Aura faint divination; **CL** 3rd

Slot neck; **Price** 100 gp; **Weight** 1 lb.

Description

This iron holy (or unholy) symbol is engraved with sigils of foretelling and is dedicated to a specific deity. Once per day, a wearer dedicated to the worship of that deity may whisper a prayer to gain the benefit of *guidance*. A creature may not benefit from more than one *holy symbol of guidance* per day.

Construction

Requirements Craft Wondrous Item, *guidance*; **Cost** 50 gp

HOLY SYMBOL OF VIRTUE

Aura faint transmutation; **CL** 3rd

Slot neck; **Price** 100 gp; **Weight** 1 lb.

Description

Functioning as a *holy symbol of guidance*, this item instead bestows the benefit of *virtue* upon its user.

Construction

Requirements Craft Wondrous Item, *virtue*; **Cost** 50 gp

INNOCUOUS COLLAR

Aura faint illusion; **CL** 4th

Slot neck; **Price** 2,500 gp; **Weight** 1 lb.

Description

This mundane-looking collar makes its wearer appear equally mundane. When placed on an animal, animal companion, or animal familiar, they appear to be an average example of their type, as though with *disguise self*. The effect won't conceal a creature's size but it acts as *undetectable alignment* and conceals all auras a normal creature of that type wouldn't possess (such as magical auras)

Construction

Requirements Craft Wondrous Item, *disguise self*, *undetectable alignment*; **Cost** 1,250 gp

LIFEKEEPING AMULET

Aura strong necromancy; **CL** 15th

Slot neck; **Price** 30,000 gp; **Weight** 1 lb.

Description

This antique silver amulet is set with a large piece of onyx. When its wearer dies, the soul is trapped and held within, as *soul bind*, until the following dawn. Until then, a caster holding the amulet can restore the creature to life at half the normal material component cost. The target reduces any permanent negative levels normally received by one, but has no choice on whether or not to return to life.

Construction

Requirements Craft Wondrous Item, *soul bind*; **Cost** 15,000 gp

PETRIFIED AMULET

Aura moderate transmutation; **CL** 11th
Slot neck; **Price** 40,000 gp; **Weight** 1 lb.

Description

This amulet holds a fragment of petrified wood and grants its wearer immunity to petrification. Once per day, the wearer may make a touch attack to affect a creature with *flesh to stone* (DC 19).

Construction

Requirements Craft Wondrous Item, *flesh to stone*, *stone to flesh*; **Cost** 20,000 gp

REJUVENATING COLLAR

Aura strong transmutation; **CL** 15th
Slot neck; **Price** 10,000 gp (+2), 26,000 gp (+4), 52,000 gp (+6); **Weight** 1 lb.

Description

This spiked leather collar is dyed crimson and functions as a *belt of mighty constitution*. Once per day, a creature other than the wearer may speak a command word to grant the wearer fast healing equal to the collar's Constitution bonus for one minute. The collar must be worn for 24 hours before providing any benefit.

Construction

Requirements Craft Wondrous Item, *bear's endurance*, *regenerate*; **Cost** 5,000 gp (+2), 13,000 gp (+4), 26,000 gp (+6)

RESTFUL AMULET

Aura moderate conjuration; **CL** 10th
Slot neck; **Price** 3,500 gp; **Weight** 1 lb.

Description

This amulet is set with a bloodstone and doubles the wearer's natural healing rate (but not regeneration or fast healing). As a swift action, the wearer may heal a touched creature of up to 35 hit points as a positive energy effect. After using this ability, the amulet permanently loses all magical power.

Construction

Requirements Craft Wondrous Item, *cure serious wounds*; **Cost** 1,750 gp

SHELTERING SYMBOL

Aura moderate abjuration; **CL** 7th
Slot neck; **Price** 12,000 gp; **Weight** 2 lbs.

Description

This holy (or unholy) symbol, made of adamantine and dedicated to a specific deity with the Protection domain, grants its wearer a +1 sacred bonus to AC and saving throws. Once per day, a wearer dedicated to the worship of that deity may channel energy through the symbol to emanate a mobile field of protection in a 20-foot radius. Creatures within this area when it is activated gain the benefit of *sanctuary*, a +2 deflection bonus to AC, and a +2 resistance bonus to saving throws until they leave the field or take an action that would break the *sanctuary*.

Otherwise, the field lasts for 1 round per die of energy channeled.

Construction

Requirements Craft Wondrous Item, *magic circle against chaos/good/evil/law*, *sanctuary*; **Cost** 6,000 gp

SYMBOL OF PEACE

Aura moderate enchantment; **CL** 6th
Slot neck; **Price** 4,500 gp; **Weight** 2 lbs.

Description

This silver holy symbol is dedicated to a good or neutral-aligned deity. A good or neutral wearer dedicated to that deity gains a +5 competence bonus to Diplomacy checks and, once per day, may gain the benefit of *sanctuary* (DC 13) for 1 minute.

Construction

Requirements Craft Wondrous Item, *eagle's splendor*, *sanctuary*; **Cost** 2,250 gp

SYMBOL OF RAPTURE

Aura moderate conjuration and enchantment; **CL** 7th
Slot neck; **Price** 7,000 gp; **Weight** 1 lb.

Description

When the wearer of this gold holy symbol channels positive energy, they treat all turning damage rolls of 1 as 2 instead. Once per day, the wearer may expend a use of positive energy channeling to cast *good hope* on all allies within 20 feet.

Construction

Requirements Craft Wondrous Item, *good hope*; **Cost** 3,500 gp



TEAR OF DAWN

Aura strong evocation; **CL** 15th
Slot neck; **Price** 50,000 gp; **Weight** 1 lbs.

Description

This gold amulet houses a brilliantly shining gem that sheds light as a torch and negates darkness effects of less than 8th level in a 20-foot radius. Once per day, the wearer may unleash a 30-foot burst of flame, dealing 15d6 damage to all enemies in the area (Reflex DC 18 + wearer's Wisdom modifier, half). This damage is half fire and half divine and deals double damage to creatures vulnerable to sunlight.

Construction

Requirements Craft Wondrous Item, *flame strike*, *sunburst*; **Cost** 25,000 gp

TORC OF HOLY BLESSINGS

Aura faint enchantment; **CL** 5th
Slot neck; **Price** 4,000 gp; **Weight** 2 lbs.

Description

This golden torc is engraved with holy prayers and grants its wearer the benefits of *bless*. Once per day, the wearer may cast *bless weapon*.

Construction

Requirements Craft Wondrous Item, *bless*, *bless weapon*; **Cost** 2,000 gp

TORC OF THE PAINLESS

Aura moderate enchantment; **CL** 5th
Slot neck; **Price** 10,000 gp; **Weight** 2 lbs.

Description

This adamantine torc is set with bloodstones and grants its wearer the benefit of *delay pain*, delaying pain effects for one hour. Once per day, the wearer may convert half of all damage received for the next 1 minute to nonlethal. The torc must be worn for 24 hours before granting any benefit.

Construction

Requirements Craft Wondrous Item, *delay pain*; **Cost** 5,000 gp

SHOULDER SLOT

ANGELIC MANTLE

Aura strong transmutation; **CL** 17th
Slot shoulders; **Price** 100,000 gp; **Weight** 8 lbs.

Description

This elegant white mantle is woven of gold-trimmed feathers and grants its wearer acid and cold resistance 10 and a +4 racial bonus to saving throws against petrification. Three times per day as a standard action, the mantle can generate a protective aura (as angel subtype) for one minute. Once per day as a full-round action, the wearer may take the form of an angel for 10

minutes. In this form, the wearer gains wings and a fly speed of 80 feet (good maneuverability), acid and cold resistance 30, the angel's protective aura, and their attacks count as good-aligned. An evil creature undergoing this transformation must make a DC 25 Will save or gain two permanent negative levels. An evil creature wearing an *angelic mantle* receives two temporary negative levels that cannot be removed or overcome until it's removed.

Construction

Requirements Craft Wondrous Item, *holy aura*, *shapechange*; **Cost** 50,000 gp

CLOAK OF THE DARK OBSERVER

Aura moderate illusion; **CL** 5th
Slot shoulders; **Price** 18,000 gp; **Weight** 3 lbs.

Description

This dark cloak blends into the shadows, granting its wearer a +10 competence bonus on Stealth checks. In dim or darker conditions, the wearer may use *invisibility* but the effect is broken if they move more than five feet from their starting location or the light level increases above dim.

Construction

Requirements Craft Wondrous Item, *cat's grace*, *invisibility*; **Cost** 9,000 gp

CLOAK OF THE DEEP SEAS

Aura moderate transmutation; **CL** 9th
Slot shoulders; **Price** 24,000 gp; **Weight** 4 lbs.

Description

This deep blue cloak turns transparent when exposed to water. It grants its wearer a swim speed of 40 feet or increases an existing greater swim speed by 10 feet. Additionally, the wearer receives a +1 circumstance bonus to melee attack, damage, and saving throw rolls while underwater.

Construction

Requirements Craft Wondrous Item, *divine favor*, *freedom of movement*; **Cost** 12,000 gp

CLOAK OF LIGHTNING

Aura moderate abjuration; **CL** 9th
Slot shoulders; **Price** 25,000 gp; **Weight** 3 lbs.

Description

This gray cloak is woven with metallic fibers and grants its wearer electricity resistance 10. When the cloak prevents 10 electricity damage from a single attack, its wearer gains a +1 bonus to the caster level of spells they cast with the electricity descriptor, and any successful melee attacks against the wearer deal 1d4+5 electricity damage to the attacker until the beginning of the wearer's next turn.

Construction

Requirements Craft Wondrous Item, *fire shield*, *resist energy*, *lightning bolt*; **Cost** 12,500 gp

DEATH-EATER PAULDRONS

Aura moderate abjuration; **CL** 8th

Slot shoulders; **Price** 20,000 gp; **Weight** 4 lbs.

Description

These silver pauldrons are inscribed with holy etchings, granting their wearer a +4 bonus to resist negative energy and death effects. Once per day, the wearer may benefit from *cure light wounds*. If the wearer would be slain by a death effect, they are instead healed for 5d8 hit points and the effect is redirected back to its source. The pauldrons then crumble to dust, losing all power.

Construction

Requirements Craft Wondrous Item, *contingency*, *cure light wounds*, *death ward*; **Cost** 10,000 gp

GATECRASHER'S PAULDRONS

Aura moderate transmutation; **CL** 5th

Slot shoulders; **Price** 5,000 gp; **Weight** 4 lbs.

Description

These heavily-reinforced pauldrons grant their wearer a +2 competence bonus to weapon damage on a charge. If the wearer moves at least 20 feet, they receive a +5 competence bonus on Strength check to burst barriers on a charge. The pauldrons must be worn for 24 hours before granting any benefits.

Construction

Requirements Craft Wondrous Item, *bull's strength*; **Cost** 2,500 gp

GOLDEN WINGS

Aura moderate transmutation; **CL** 9th

Slot shoulders; **Price** 50,000 gp; **Weight** 8 lbs.

Description

These feathered wings are edged in softly-glowing gold and affix to their wearer's back when a command word is spoken, granting a fly speed of 40 feet (good maneuverability). A second command word detaches the wings. *Golden wings* are unaffected by *dispel magic* effects.

Construction

Requirements Craft Wondrous Item, *alter self*, *overland flight*; **Cost** 25,000 gp

MANTLE OF THREE LIVES

Aura strong abjuration; **CL** 15th

Slot shoulders; **Price** 6,000 gp; **Weight** 5 lbs.

Description

This heavy black mantle is woven through with silver threads and grants its wearer a +1 luck bonus to saving throws. When the wearer fails a saving throw against a death effect or would be reduced below 0 hit points by a critical hit, the mantle negates the effect and damage. After three such interventions, the mantle crumbles to dust and permanently loses all magic.

Construction

Requirements Craft Wondrous Item, *death ward*, *iron body*; **Cost** 3,000 gp

MELDING CLOAK

Aura moderate transmutation; **CL** 5th

Slot shoulders; **Price** 12,750 gp; **Weight** 3 lbs.

Description

This worn, nondescript cloak grants its wearer a +5 competence bonus to Stealth checks in natural environments and, on command while touching a solid, non-magical surface, may meld into it. The wearer chooses a duration of 1 minute, 10 minutes, or 1 hour when this ability is used and, during that duration, are unaware of their surroundings or the passing of time. This otherwise functions as *meld into stone*, save that the effect does not radiate magic.

Construction

Requirements Craft Wondrous Item, *magic aura*, *meld into stone*; **Cost** 6,375 gp

STARLIGHT CLOAK

Aura moderate illusion; **CL** 10th

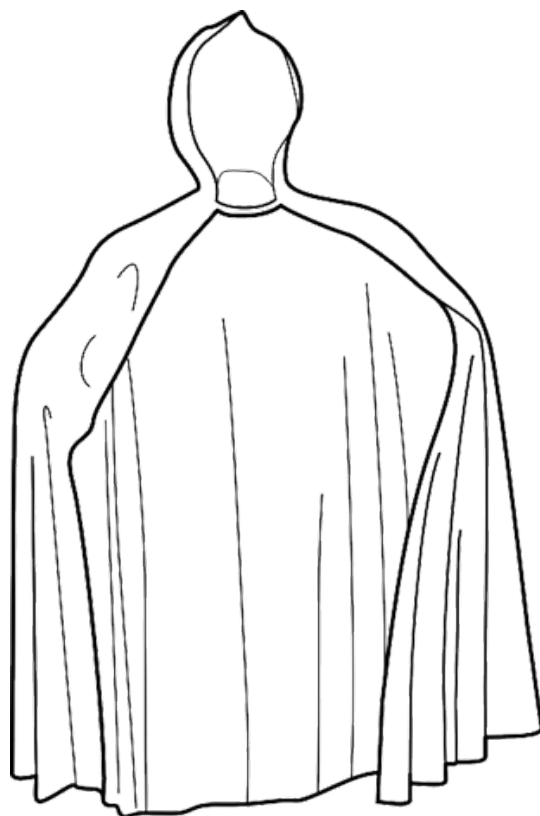
Slot shoulders; **Price** 60,000 gp; **Weight** 3 lbs.

Description

This black cloak sparkles with motes of light across its surface and grants its wearer the benefits of constant *nondetection*. Three times per day, the wearer may use *mirror image*.

Construction

Requirements Craft Wondrous Item, *mirror image*, *nondetection*; **Cost** 30,000 gp



STORMBRINGER CLOAK

Price 8,000 gp; **Slot** shoulders; **CL** 7th; **Weight** 3 lbs.

Aura moderate abjuration; **Scaling** wonder

Description

This billowy gray cloak seems to shift like fog in an unseen wind and grants its wearer electricity resistance 5. Higher level wearers gain additional benefits:

9th Level: Electricity resistance 10.

11th Level: *Fly* (2/day).

13th Level: Electricity Resistance 20.

15th Level: *Fly* or *overland flight* (4/day)

17th Level: Electricity resistance 30. If wearing *thunderbringer's gloves*, may use the cloak's *fly* power continuously.

Construction

Requirements Craft Wondrous Item, *fly*, *resist energy*;
Cost 64,500 gp

THIEF'S CLOAK

Aura faint transmutation; **CL** 3rd

Slot shoulders; **Price** 300 gp; **Weight** 2 lbs.

Description

This warm, wool cloak has several pockets lining its interior and can easily hold a set of thieves' tools, weapons the size of a dagger, or 10 lbs. of other non-bulky items. Equipment hidden in the cloak gains a non-magical +2 circumstance bonus to Sleight of Hand checks made to conceal it from searches. The cloak's magic provides its wearer with a +1 competence bonus to Sleight of Hand and Stealth checks.

Construction

Requirements Craft Wondrous Item, *cat's grace*, *owl's wisdom*; **Cost** 150 gp

WIND-BORNE MANTLE

Aura faint transmutation; **CL** 5th

Slot shoulders; **Price** 17,500 gp; **Weight** 2 lbs.

Description

This cloak of sky-blue silk flutters even when there is no wind. Its wearer gains *feather fall* when they fall 10 feet or more and may glide half their falling distance in one direction. Twice per day as a standard action, they may use the *fly* spell. Additionally, as a swift action twice per day, they may gain the benefits of *haste* for one round.

Construction

Requirements Craft Wondrous Item, *feather fall*, *fly*, *haste*; **Cost** 8,750 gp

WRIST SLOT

ALLY'S BRACELETS

Aura faint abjuration; **CL** 4th

Slot wrists; **Price** 2,000 gp (pair); **Weight** 1 lb.

Description

This pair of silver or gold bracelets are meant to be worn by two separate creatures, granting their wearers a +1 circumstance bonus to saving throws when within 15 feet of each other, and increasing the benefits from aid another attempts from a matching wearer by +1. The bracelets have no benefit when both are worn by a single creature.

Construction

Requirements Craft Wondrous Item, *resistance*; **Cost** 1,000 gp

BRACELET OF THE ELEMENTAL COMPANION

Aura moderate conjuration; **CL** 7th

Slot wrists; **Price** 50,000 gp; **Weight** 1 lbs.

Description

This bracelet is set with a large gemstone that swirls with elemental energy. Upon command, the wearer may call forth a medium elemental of air, earth, fire, or water, chosen when the bracelet is created. A second command word returns the elemental to the bracelet. The elemental serves as a called creature, except when slain it returns to the bracelet and cannot be called for 24 hours. An elemental that is called multiple times retains any damage it had when it was sent away, though it can be healed normally and returns to full health every 24 hours. If the *bracelet of the elemental companion* is destroyed, the elemental is slain and remains so even if the bracelet is later restored, though methods that can resurrect an elemental can be cast on the bracelet to bring it back.

Construction

Requirements Craft Wondrous Item, *lesser planar ally* or *lesser planar binding*; **Cost** 25,000 gp

BRACELET OF THE MAGISTER

Aura strong universal; **CL** 13th

Slot wrists; **Price** 20,000 gp; **Weight** 0.5 lbs.

Description

This gold bracelet is ringed with five small, glimmering diamonds and grants its wearer a +2 enhancement bonus on checks to overcome spell resistance. Five times per day, as part of casting a spell, the wearer may increase the spell's effective caster level by 1. Each time this ability is used, one of the diamonds dims and remains so until the following day.

Construction

Requirements Craft Wondrous Item, creator must have Spell Penetration, *limited wish*; **Cost** 10,000 gp

BRACELETS OF TRANSPOSITION

Aura moderate conjuration and illusion; **CL** 7th
Slot wrists; **Price** 30,000 gp (for pair); **Weight** 1 lb. (each)

Description

These gold bracelets are created in pairs and intended to be worn by different creatures. Twice per day, their wearer may benefit from *mirror image* and, once per day, may teleport to and swap places with the other wearer if within 100 feet. Both wearers receive *disguise self* for 1 round, appearing as each other unless their forms would be beyond that spell's ability to mimic, such as a significant difference in size. A bracelet must be worn for 24 hours before providing any benefit, though an attuned wearer can swap places with an unattuned wearer. A single creature wearing both bracelets can only benefit from the *mirror image* power of one. If a single bracelet is destroyed, a new one can be created for half the cost of a new pair.

Construction

Requirements Craft Wondrous Item, *dimension door*, *disguise self*, *mirror image*; **Cost** 15,000 gp

BRACERS OF AGILE REFLEXES

Aura faint transmutation; **CL** 5th
Slot wrists; **Price** 4,000 gp; **Weight** 2 lbs.

Description

These lightweight bracers grant their wearer a +2 competence bonus on attacks of opportunity and allow one additional attack of opportunity each round.

Construction

Requirements Craft Wondrous Item, *cat's grace*; **Cost** 2,000 gp

BRACERS OF ANGELIC PROTECTION

Aura moderate abjuration; **CL** 5th
Slot wrists; **Price** 5,000 gp; **Weight** 3 lbs.

Description

These silver bracers are etched with a feather pattern and grant a +1 deflection bonus to AC. Once per day, the wearer may surround themselves with an aura that grants acid, cold, and electricity resistance 5 and the benefits of *protection from evil* for 5 minutes.

Construction

Requirements Craft Wondrous Item, *resist energy*, *shield of faith*; **Cost** 2,500 gp

CORROSION SERPENT BRACERS

Aura moderate conjuration; **CL** 7th
Slot wrists; **Price** 9,000 gp; **Weight** 1 lb.

Description

These acid-etched copper bracers bear the images of entwining snakes and grant their wearer acid resistance 5. Once per day, the wearer may have the etchings writhe to life as menacing acid-like serpents for 5 minutes. Once per round as a swift action, the wearer may command them to make a melee touch attack against a creature within 10 feet (independently of their wearer), with a +7 to attack and dealing 1d6+7 acid damage (20/x2). This attack is in addition to any other actions of the wearer.

Construction

Requirements Craft Wondrous Item, *acid arrow*; **Cost** 4,500 gp

DEFLECTING VAMBRACES

Aura faint abjuration; **CL** 3rd
Slot wrists; **Price** 400 gp; **Weight** 2 lbs.

Description

These steel vambraces are inscribed with sigils of warding. When the wearer fights defensively, uses the Combat Expertise feat, or uses the total defense action, these bracers grant a +1 deflection bonus to AC.

Construction

Requirements Craft Wondrous Item, *shield of faith*; **Cost** 200 gp

DERVISH BRACERS

Aura moderate divination; **CL** 7th
Slot wrists; **Price** 3,000 gp; **Weight** 2 lbs.

Description

These engraved bracers grant their wearer a +1 shield bonus to AC while fighting with two weapons or a double weapon. This bonus stacks with Two-Weapon Defense. If the wearer possesses the Deflect Arrows feat, they may use the feat while wielding two weapons or a double weapon.

Construction

Requirements Craft Wondrous Item, *divination*; **Cost** 1,500 gp

ENERGY BRACELETS

Aura moderate abjuration; **CL** 8th
Slot wrists; **Price** 15,000 gp; **Weight** 1 lb.

Description

These sturdy bracelets are made in pairs, one copper and one silver. They grant their wearer energy resistance 10 to acid, cold, electricity, or fire, chosen when they are created. When the bracelets prevent 5 or more damage of the chosen type, they gain 1 charge. As a swift action, the wearer may expend one charge to imbue any melee weapons they are holding with an additional +1d8 energy damage of the chosen type for one round. *Energy bracelets* can hold a maximum of 10 charges.

Construction

Requirements Craft Wondrous Item, *energy aura, resist energy*; **Cost** 7,500 gp

GUARDIAN BRACELETS

Aura moderate conjuration and divination; **CL** 7th
Slot wrists; **Price** 25,000 gp (for a pair); **Weight** 1 lb.

Description

This matched pair of adamantine bracelets are meant to be worn by two separate creatures. Each wearer treats the other as though under a *status* effect and, three times per day, may use *cure light wounds* on the other wearer if within 30 feet. Once per day, the wearer may teleport, swapping places and healing the other wearer as *cure light wounds* if within 200 feet. The daily uses of the *guardian bracelets* are shared between the two wearers. If one bracelet is destroyed, a new one may be created for half the normal cost.

Construction

Requirements Craft Wondrous Item, *cure light wounds, dimension door, shield other, status*; **Cost** 12,500 gp

HEALER'S BRACELETS

Aura faint conjuration; **CL** 5th
Slot wrists; **Price** 10,000 gp; **Weight** 1 lb.

Description

This pair of gold bracelets is set with glittering chips of crystal and allow their wearer to increase the range of *cure* spells to 30 feet. Such targets require a ranged touch attack to hit. Twice per day, the wearer may use *cure moderate wounds*.

Construction

Requirements Craft Wondrous Item, crafter must have Reach Spell, *cure moderate wounds*; **Cost** 5,000 gp

INEVITABLE BRACERS

Aura moderate transmutation; **CL** 6th
Slot wrists; **Price** 12,000 gp; **Weight** 2 lbs.

Description

These elaborate brass bracers have clockwork parts and gears affixed to them and increase their wearer's momentum, granting a +2 competence bonus to CMB and CMD checks while charging. Additionally, when the wearer uses the total defense action, they gain DR 5/chaotic in addition to the normal benefits and may still make attacks of opportunity.

Construction

Requirements Craft Wondrous Item, *bull's strength, order's wrath*; **Cost** 6,000 gp

LUCKY BRACELET

Aura faint abjuration; **CL** 5th
Slot wrists; **Price** 2,250 gp; **Weight** 0.5 lbs.

Description

This simple copper bracelet is created with three charms. Whenever the wearer fails a skill check or saving throw by one, the charms glow brilliantly. As an immediate action when this occurs, the wearer may add a +1 luck bonus to their result, causing one of the charms to crumble to dust. When all three charms are gone, the bracelet loses all magical abilities.

Construction

Requirements Craft Wondrous Item, *resistance*; **Cost** 1,125 gp

PROTECTIVE BRACERS

Aura faint necromancy; **CL** 3rd
Slot wrists; **Price** 7,500 gp; **Weight** 2 lbs.

Description

These sturdy iron bracers always look polished and unmarred by stains or damage. They grant their wearer a +1 shield bonus to AC or count as +1 enhancement bonus to existing shield AC. Up to three times per day while taking a total defense action, the wearer may gain 15 temporary hit points for one minute.

Construction

Requirements Craft Wondrous Item, *false life, magic vestment*; **Cost** 3,750 gp

SHIFTER'S BOON

Aura major abjuration; **CL** 15th
Slot wrists; **Price** 20,000 gp; **Weight** 1 lbs.

Description

This simple copper band conceals the magic aura of any polymorph effects its wearer may be under. Any ability that would show or reveal the creature's true form, such as *true seeing*, fails to reveal it. Effects that would change the wearer's form or force it back to its true form still work.

Construction

Requirements Craft Wondrous Item, *magic aura*, *mind blank*; **Cost** 10,000 gp

SHIFTER'S VAMBRACES

Aura moderate transmutation; **CL** 10th
Slot wrists; **Price** 15,000 gp; **Weight** 4 lbs.

Description

These darkwood vambraces are inset with silver runes. When their wearer uses a polymorph-based effect on themselves, any natural attacks gained by that effect deal damage as though one size category larger.

Construction

Requirements Craft Wondrous Item, *lead blades*; **Cost** 7,500 gp

STRONGMAN'S BRACERS

Aura faint transmutation; **CL** 3rd
Slot wrists; **Price** 900 gp; **Weight** 2 lbs.

Description

These ornate, eye-catching bracers are plated in gold and grant a +1 enhancement bonus to the CMB of bull rush and overrun maneuvers. Once per day, their wearer may gain a +2 enhancement bonus to Strength for 3 minutes. The bracers must be worn for 24 hours before granting any benefit.

Construction

Requirements Craft Wondrous Item, *bull's strength*; **Cost** 450 gp

TITAN'S BRACERS

Aura faint transmutation; **CL** 5th
Slot wrists; **Price** 5,000 gp; **Weight** 2 lbs.

Description

These antique gold bracers are inscribed with runes of strength in ancient Giant and allow their wearer to ignore the attack penalty for using a larger than normal weapon if they wield it with two hands. Once per day, the wearer may gain a +2 size bonus to Strength-based checks and attack and damage rolls based on Strength for 5 minutes. The wearer becomes fatigued at the end of this duration and a creature cannot benefit from more than one set of *titan's bracers* per day.

Construction

Requirements Craft Wondrous Item, *bull's strength*, *enlarge person*; **Cost** 2,500 gp

VAMBRACES OF GOLDEN FIRE

Aura moderate abjuration and evocation; **CL** 7th
Slot wrists; **Price** 10,000 gp; **Weight** 4 lbs.

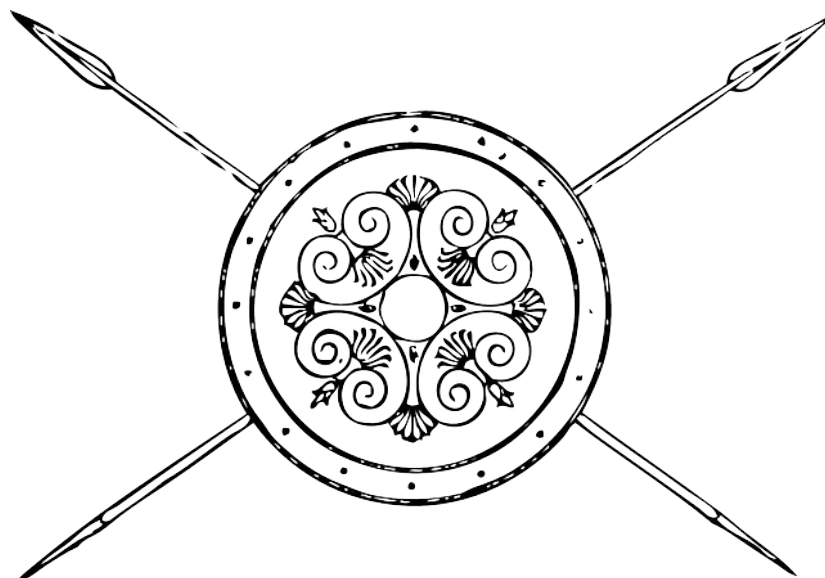
Description

These elaborately-engraved vambraces are brushed with gold and add 1 fire damage to melee attacks with the wearer's hands or handheld weapons. Each dawn, the bracers receive three charges which may be used to generate additional effects.

- Grant wearer fire resistance 20 for 10 minutes or until the vambraces are removed. 1 charge.
- As a swift action, add an additional 1d6+5 fire damage to the wearer's next successful attack this round. 1 charge.
- *Cure moderate wounds*. 2 charges.

Construction

Requirements Craft Wondrous Item, *cure moderate wounds*, *resist energy*, *scorching ray*; **Cost** 5,000 gp



Slotless Wondrous Items

BRAZIER OF CONTEMPLATION

Aura moderate enchantment; **CL** 10th
Slot none; **Price** 12,000 gp; **Weight** 15 lbs.

Description

This well-crafted silver brazier is inlaid with opals along its rim. On command, the brazier ignites and, after one minute, begins emitting a soothing incense. Creatures within 30 feet that fail a DC 15 Will save move towards the brazier and sit down to contemplate it, as though *enthralled*. A creature succeeding on its Will save is immune to the incense until they leave its area, requiring another save if they return. Creatures may attempt a new save every 10 minutes. A creature resting for a full 8 hours within the incense heals twice the amount normally recovered. A second command word extinguishes the brazier.

Construction

Requirements Craft Wondrous Item, *enthral*; **Cost** 6,000 gp

BROOCH OF LIFESAVING

Aura moderate abjuration; **CL** 7th
Slot none; **Price** 6,000 gp; **Weight** 1 lb.

Description

This silver brooch is inset with a sapphire in its center and, upon command, attunes itself to its current wearer, granting 1 temporary negative level for 24 hours, which cannot be overcome or prevented. Thereafter, if the wearer would fail a saving throw against a death effect, the effect is negated and the brooch crumbles to dust instead.

Construction

Requirements Craft Wondrous Item, *death ward*; **Cost** 3,000 gp

CHIME OF MAGIC DISPERSAL

Aura strong abjuration; **CL** 17th
Slot none; **Price** 9,000 gp; **Weight** 1 lb.

Description

When this platinum chime is rung, it crumbles to dust and all ongoing spell and spell-like effects within a 30-foot radius are ended, as though by *mage's disjunction*. Magic items are not affected. Creatures attempting to cast within the area for the next 1d4 rounds require a DC 20 concentration check. The chime has no effect when used in an area of *silence* and treats such effects as *antimagic field* for purposes of dispelling them or effects within them.

Construction

Requirements Craft Wondrous Item, *mage's disjunction*; **Cost** 4,500 gp

CHIME OF SPELL-TWISTING

Aura strong abjuration; **CL** 15th
Slot none; **Price** 20,000 gp; **Weight** 1 lb.

Description

This chime is engraved with symbols of magic. Once per day the chime may be struck as a standard action, affecting all creatures within 60 feet. When struck, all creatures benefiting from bardic performance lose the benefit for 1 round, and bardic performances inside the radius immediately end. Additionally, for 1 round all creatures must make concentration checks (DC = 15 + double spell level) when casting spells or using spell-like abilities or lose them. A creature that is concentrating on a spell must make this concentration check as well or lose their concentration.

Construction

Requirements Craft Wondrous Item, *greater dispel magic*; **Cost** 10,000 gp

COIN OF GOOD FORTUNE

Aura faint divination; **CL** 3rd
Slot none; **Price** 500 gp; **Weight** —

Description

This worn copper coin has symbols of luck on either side. Three times per day, the user may rub the coin as a standard action to receive a +1 luck bonus to the next skill check they begin within the next round. A creature may only benefit from a single *coin of good fortune* per day.

Construction

Requirements Craft Wondrous Item, *augury*; **Cost** 250 gp



DEATHBANE POWDER

Aura moderate transmutation; **CL** 10th
Slot none; **Price** 1,000 gp; **Weight** 5 lbs.

Description

This bag of powdered bone and silver glitters darkly in light. When thrown as a splash weapon, it bursts into *obscuring mist* on impact, dealing 1d8 damage per round to undead in its area. A corporeal undead struck directly takes 3d8 damage instead when the cloud forms, but normal damage afterwards. Incorporeal undead take full damage from the cloud and are treated as though under the effects of *ghostbane dirge* (no save) while within the cloud and for 1 round afterwards. The cloud lasts for one minute but can be dispelled or dispersed by high winds earlier.

Construction

Requirements Craft Wondrous Item, *disrupt undead*, *ghostbane dirge*; **Cost** 500 gp

DRAGONBLOOD SALVE

Aura strong transmutation; **CL** 15th
Slot none; **Price** 5,000 gp; **Weight** 1 lb.

Description

This jar of musky-smelling salve contains five applications that, when rubbed on skin, grant resistance 30 to acid, cold, electricity, or fire (chosen when the item is created) for two hours. As a standard action, the recipient may wreath their hands in the chosen energy for one minute, adding +2d6 energy damage to unarmed and natural attacks with those limbs. This effect may be used for a total of 10 minutes while the salve is effective and does not stack with effects that add additional energy damage of the same type to attacks.

Construction

Requirements Craft Wondrous Item, *elemental aura*, *resist energy*, *shapechange*; **Cost** 2,500 gp

DRAGONBREATH SCABBARD

Aura moderate evocation; **CL** 8th
Slot none; **Price** 35,000 gp; **Weight** 1 lb.

Description

This crimson scabbard is made to resemble a dragon swallowing the sheathed blade. It reshapes and resizes to accommodate any sword-like weapon. Twice per day on command, when drawing the weapon from the scabbard as a standard action, the wearer may send a 60-foot line of flame sweeping away from them, dealing 8d6 fire damage to all creatures in its path (Reflex DC 16, half).

Construction

Requirements Craft Wondrous Item, *fireball*; **Cost** 17,500 gp

DRAUGHT OF REGENERATION

Aura strong conjuration; **CL** 13th
Slot none; **Price** 16,000 gp; **Weight** 1 lbs.

Description

This strawberry-scented liquid is thick and syrupy, requiring a full-round action to consume or two full-round actions to administer to an unconscious creature. The imbiber is immediately stabilized and cured of bleeding. One round after completion, the imbiber is healed of 40 hit points, all ability damage, and 4 points of ability drain to each ability score. Any limbs severed within the past hour may be reattached if placed against the stump at this time. If administered to an unconscious or dying creature, the stabilization occurs at the end of the first full-round action used, but the second full-round action must be completed to receive any further benefits. The draught has no effect on undead or creatures without Constitution scores.

Construction

Requirements Craft Wondrous Item, *heal*, *regenerate*; **Cost** 8,000 gp

DUST BOMB

Aura moderate transmutation; **CL** 9th
Slot none; **Price** 2,000 gp; **Weight** 4 lbs.

Description

This glyph-etched stone sphere bears runes of death and decay. As a standard action, it may be thrown up to 60 feet away to explode, destroying itself and converting all corpses of flesh or bone in a 30-foot area to dust, as *disintegrate*. Any corporeal undead of flesh or bone in the area take 9d6 damage (Fort DC 17, half).

Construction

Requirements Craft Wondrous Item, *flesh to stone*; **Cost** 1,000 gp

DUST OF CLOYING SPICE

Aura moderate evocation and transmutation; **CL** 7th
Slot none; **Price** 1,750 gp; **Weight** 1 lb.

Description

This bag contains powder which smells strongly of pepper and spices. When scattered or thrown, it creates a 20-foot radius burst of magical dust. Creatures with the scent ability caught within the burst lose that ability for 10 minutes, are staggered for one round, and take 1d6 damage per round for 7 rounds. A successful Fortitude save (DC 16) negates the stagger and reduces the damage each round by half. A creature with scent struck directly with the dust must make two saves at a -2 penalty, taking the worse result.

Construction

Requirements Craft Wondrous Item, *boiling blood*, *shout*; **Cost** 875 gp

ENERGY GEM

Aura moderate transmutation; **CL** 7th
Slot none; **Price** 4,000 gp; **Weight** 0.5 lbs.

Description

When created, this glittering jewel is attuned to acid, cold, electricity, or fire. The user may hold the gem in their hand and concentrate to activate one of the following powers as a standard action unless noted otherwise:

- As part of casting a summoning spell, the *summoned* creature(s) are attuned to the associated energy type (and the spell gains that descriptor), granting them immunity to that energy type and an additional 1d6 energy damage to their natural and manufactured weapon attacks.
- Gain energy resistance 20 for 10 minutes.
- Add +2d6 energy damage to natural and manufactured weapon attacks for 10 minutes, as the weapon enhancements *corrosive*, *flaming*, *frost*, or *shock*.
- Make a touch attack against a target with the associated subtype to deal 5d6 untyped damage and stagger them for 1d4 rounds. A successful Fortitude save (DC 15) negates the stagger effect. For purposes of this effect, the earth subtype is associated with acid and the air subtype is associated with electricity.

An *energy gem* may be used a total of five times before losing all power and crumbling to dust.

Construction

Requirements Craft Wondrous Item, *energy resistance*, *summon monster III*; **Cost** 2,000 gp

ETERNITY SEAL

Aura strong abjuration; **CL** 20th
Slot none; **Price** 10,000 gp; **Weight** 2 lbs.

Description

This thick wax seal bears sigils of sealing and eternity. Placed upon a door or object completely blocking a passage or room, the user may speak a command word to seal the barricade with the surrounding walls, melding it tightly and closing seams. The obstacle is considered magically-treated (doubling hardness and hit points) and counts as lead for blocking magical effects. Its hardness is not bypassed by adamantite and other special materials that mitigate hardness. If the area behind the sealed barricade is smaller than a 20-foot cube, the surrounding walls of the chamber gain the same properties as the barricade and the interior is subject to *dimensional lock* and *screen*. These effects are impervious to *antimagic field* (though they can't be erected within one) and persist until the barricade or one of the protected chamber's walls (if they're included) are breached or the effect is dispelled by a *wish* or *miracle*. An *eternity seal* can only be used once.

Construction

Requirements Craft Wondrous Item, *arcane lock*, *dimensional lock*, *permanency*, *screen*; **Cost** 5,000 gp

FEATHER TOKEN (WALL)

Aura strong conjuration; **CL** 6th
Slot none; **Price** 500 gp (standard), 1,000 gp (reinforced), 100 gp (paper), +1,500 gp (magically-treated); **Weight** —

Description

Standard—This feather token transforms into a 1-foot thick, 10-foot by 10-foot masonry wall that melds with surrounding walls, ceilings, and floors. The wall has hardness 8 and 90 hit points and lasts for 10 minutes or until destroyed.

Reinforced—The wall created by this token is reinforced masonry (180 hit points).

Paper—This token creates a masonry wall for one round, after which it becomes a paper wall for the remaining duration (hardness 0, hit points 1). It is indistinguishable from a stone wall unless touched or carefully examined (Perception DC 20, stonemasonry applies).

Magically-treated—This augment doubles the hardness and hit points (or adds 50 hit points, whichever is greater) of the created wall.

Construction

Requirements Craft Wondrous Item, *fabricate*; **Cost** 250 gp (standard), 500 gp (reinforced), 50 gp (paper), +750 gp (magically-treated)

FIERY QUIVER

Aura faint evocation; **CL** 5th
Slot none; **Price** 1,000 gp; **Weight** 2 lbs.

Description

This quiver is gilded with gold in a pattern of flames and can hold up to 20 arrows or bolts (often called a *fiery bolt case*) and imbues such ammunition with magic if placed inside for at least one minute. Ammunition drawn from the quiver and fired before the end of the next round deals 1 additional fire damage and counts as magical. Variant versions of this quiver are known to exist, imbuing their ammunition with other energy types.

Construction

Requirements Craft Wondrous Item, *flame arrow*, *magic weapon*; **Cost** 500 gp

FIGURINE OF WONDROUS POWER, ALABASTER PEGASUS

Aura moderate transmutation; **CL** 11th
Slot none; **Price** 12,000 gp; **Weight** 1 lb.

Description

This alabaster figurine depicts a winged horse curled up to sleep. When activated, it becomes a living pegasus that serves its owner for up to six hours or until commanded to leave, at which time it reverts to statue form. An *alabaster pegasus* may be called up to three times per week.

Construction

Requirements Craft Wondrous Item, *animate objects*; **Cost** 6,000 gp

FLUTE OF THE DESERT WIND

Aura moderate evocation; **CL** 5th
Slot none; **Price** 5,000 gp; **Weight** 2 lbs.

Description

This weathered ivory flute requires two hands to play properly. When played by a creature trained in wind instruments, the user may spend a swift action to create (or maintain) a sonic blade, similar to a *spiritual weapon* with a range of 60 feet. This swift action may even be taken while using bardic performance. The user's ranks in Perform (wind) take the place of caster level and Charisma in place of Wisdom. This does not function within a *silence* effect.

Construction

Requirements Craft Wondrous Item, *spiritual weapon*;
Cost 2,500 gp

FORCEBLADE SHEATH

Aura moderate evocation; **CL** 6th
Slot none; **Price** 7,500 gp; **Weight** 2 lbs.

Description

This elaborate wooden sheath looks like it could hold a blade of almost any type. A *forceblade sheath* resizes to fit any bladed weapon with only a single end. Up to three times per day as a swift action, when the wearer draws a weapon from the *forceblade sheath*, they may project a blade of force at a creature within 100 feet. This is a ranged attack which deals 1d8+2 force damage. Additionally, for 6 rounds after using this ability, the weapon drawn is considered magical and can damage creatures as though it possessed the *ghost touch* property.

Construction

Requirements Craft Wondrous Item, *spiritual weapon*;
Cost 3,750 gp

GETAWAY CHARM

Aura faint conjuration; **CL** 5th
Slot none; **Price** 1,200 gp; **Weight** 0.5 lbs.

Description

This is a simple bone talisman with a green gem at its center. When crushed as a standard action, the individual who crushed it may teleport to a location within 100 feet as if using *dimension door* and gains the benefit of an *invisibility* spell for 5 minutes. If the charm is destroyed in any other way, the magic is wasted.

Construction

Requirements Craft Wondrous Item, *dimension door*, *invisibility*; **Cost** 600 gp

GHOST-TRAP WEB

Aura strong necromancy; **CL** 15th
Slot none; **Price** 7,000 gp; **Weight** 1 lb.

Description

This crystalline stone appears to contain an intricate network of weblike designs inlaid within it. If thrown at an incorporeal target as a ranged touch attack, the stone acts as a *ghost touch* weapon and the struck target must succeed at a DC 35 Will save or be drawn into the crystal and trapped. The creature gains a bonus equal to its Hit Dice on this save. This effect traps the creature for up to 20 days divided by the creature's Hit Dice or until the crystal is destroyed, at which point the crystal crumbles to dust.

Construction

Requirements Craft Wondrous Item, *trap the soul*; **Cost** 3,000 gp and a gem worth at least 1,000 gp.

GRAVEKEEPER'S LANTERN

Aura moderate evocation; **CL** 6th
Slot none; **Price** 12,000 gp; **Weight** 3 lbs.

Description

This lantern is lovingly crafted of silver and crystal and, instead of a wick, has a large mineral prism at its center. Clerics of good-aligned deities may use a *gravekeeper's lantern* as a holy symbol. The lantern may be lit or doused on command, shedding light as a hooded lantern. While lit, all creatures within 10 feet gain the benefit of *hide from undead* (DC 12). When the reservoir is filled with a flask of holy water the lantern can create illumination as a *daylight* spell for 1 minute as a standard action. During this time, all undead or oozes within 30 feet take 1d6 damage each round at the beginning of their turn. Using this ability consumes the holy water.

Construction

Requirements Craft Wondrous Item, *daylight*, *hide from undead*; **Cost** 6,000 gp

HEAVENLY EGG

Aura moderate transmutation; **CL** 9th
Slot none; **Price** 5,000 gp; **Weight** 1 lbs.

Description

This egg is covered in golden patterns. If consumed by a good-aligned creature as a full-round action, it grants the creature the advanced and celestial templates for 30 minutes. An evil creature or creature with an evil aura who consumes the egg is instead subject to a *holy word* spell with a caster level of 15 and save DC of 20. This egg can be cooked without losing its magic, but splitting it into multiple dishes renders its magic inert.

Construction

Requirements Craft Wondrous Item, *angelic visage*;
Cost 2,500 gp

HOLY DIAMOND

Aura strong evocation [good]; **CL** 13th
Slot none; **Price** 3,000 gp; **Weight** —

Description

This diamond glows from within with a golden light. When used as an additional material component while casting a spell, it imbues the spell with potent holy energy. The spell modified is considered to be a good-aligned spell, and evil creatures targeted by or within the area of the spell take +50% damage from the spell. This additional damage is only added to area spells if they would deal damage to a creature and have a duration of instantaneous. A creature takes this additional damage even if it would normally be immune to the other effects or damage of the spell unless it is countered or redirected, such as by spell resistance or *spell turning*. A *holy diamond* has no effect (but is not consumed) when used with evil spells.

Construction

Requirements Craft Wondrous Item, *holy word*; **Cost** 1,500 gp

HOLY FONT

Aura faint transmutation; **CL** 5th
Slot none; **Price** 5,000 gp; **Weight** 50 lbs.

Description

This font is small and carved of marble, and can hold a pint of liquid. Up to twice per day as a full-round action, a creature may fill the font with water and imbue it with magic. The water functions as if it were a *potion of cure light wounds* or as holy water if used within 1 minute of being removed from the font. After one minute of removal, the water becomes normal once more.

Construction

Requirements Craft Wondrous Item, *bless water*, *cure light wounds*; **Cost** 2,500 gp

HOLY SYMBOL OF THE FALSE GOD

Aura moderate illusion; **CL** 10th
Slot none; **Price** 800 gp; **Weight** 2 lbs.

Description

This silver holy or unholy symbol is designed for worshipers of a single deity, chosen when created. As a standard action the wearer may cause the symbol to appear as any other type of holy or unholy symbol. A creature interacting with the holy symbol receives a DC 20 Will save to see through the illusion. While the illusion is active, the symbol is protected by *nondetection* and a *magic aura* effect hides any magical auras of the symbol.

Construction

Requirements Craft Wondrous Item, *magic aura*, *major image*, *nondetection*; **Cost** 400 gp

IGNITION OIL

Aura faint evocation; **CL** 5th
Slot none; **Price** 500 gp; **Weight** 0.1 lbs.

Description

This crystal vial contains an ounce of a brilliant red liquid that glows from within. As a standard action the vial may be shattered on a melee weapon, causing the weapon to deal an additional 1d6 fire damage for 5 minutes. Alternatively, the vial may be inserted into a flask of alchemist's fire as a full-round action. If the flask is thrown within 5 minutes, it deals 5d6 fire damage to a creature struck and all creatures within 10 feet of the point of impact take 3d6 fire damage (Reflex DC 15, half). Creatures struck directly and those that fail their saving throws catch on fire for one minute or until extinguished.

Construction

Requirements Craft Wondrous Item, *pyrotechnics*; **Cost** 250 gp

INFERNO BEAD

Aura faint evocation; **CL** 3rd
Slot none; **Price** 10 gp; **Weight** 0.1 lb.

Description

This crimson glass bead is warm to the touch. When the user speaks the command word and sets the bead on a flammable substance such as wood, two rounds later the bead shatters and the substance catches on fire. This functions even if the substance is soaked or otherwise rendered nearly inflammable, though it does not function within an environment where fire cannot exist.

Construction

Requirements Craft Wondrous Item, *burning hands*; **Cost** 5 gp

INSPIRING TOOLS

Aura faint enchantment; **CL** 5th
Slot none; **Price** 8,000 gp; **Weight** 2 lbs.

Description

These thieves' tools are of fine quality and are inlaid with golden runes. The tools function as a set of masterwork thieves' tools and, when the user successfully disarms a trap with a CR equal to half his HD or greater (rounded up), they gain a +1 morale bonus on attack rolls, ability checks, saving throws, and skill checks for 15 minutes. A user can benefit no more than three times per day from this power and it only works the first time any particular trap is disabled with these tools (for traps that later become reset).

Construction

Requirements Craft Wondrous Item, *heroism*; **Cost** 4,000 gp

INSTANT LODGE

Aura moderate conjuration; **CL** 7th
Slot none; **Price** 30,000 gp; **Weight** 4 lbs.

Description

This miniature model of a hunting lodge rests on a one foot square base. When placed on the ground and the command word is spoken, the model transforms into a building twenty feet on each side. This transformation takes one round. The resulting building has a level wooden floor and shingled roof with a sturdy wooden door, two shuttered windows, and a small fireplace that is constantly lit, but may be extinguished on command. The doors and shutters are secured by *arcane lock* and the chimney is narrow and blocked by an iron grate. The building is furnished with a trestle table, writing desk, eight bunks, and stools. These furnishings vanish if removed from the lodge but reappear the next time it is activated.

The walls of an instant lodge have 120 hit points and hardness 10. The lodge can be repaired by any creature with the Craft Wondrous Item feat at a cost of 1,000 gp worth of materials and a day of work to repair 60 hp of damage.

The lodge fails to activate if used in a space too small to contain it. Otherwise it is oriented with its door facing the user. The door opens and closes instantly at his command. People and creatures within the space (except the user) must be careful not to be caught by the lodge's sudden growth. Anyone so caught takes 5d10 points of damage (Reflex DC 19 half).

The lodge is returned to model size by speaking a second command word but will not shrink unless the building is empty. Objects other than its furnishings left inside appear on the ground.

Construction

Requirements Craft Wondrous Item, *secure shelter*; **Cost** 15,000 gp

IOUN STONE, LUMINESCENT PRISM

Aura faint conjuration; **CL** 5th
Slot none; **Price** 30,000 gp; **Weight** 5 lbs.

Description

This small glimmering crystal emits a faint silver glow as it orbits its user's head. By concentrating as a standard action, the user can increase the radius of the crystal's light, raising the light level within 20 feet by one step, to a maximum of normal illumination for one round. Attacks originating within the light count as good-aligned and undead take 1d6 positive energy damage at the start of their turn while within it. This counts as a 3rd-level light effect for interacting with darkness effects. A *luminescent prism* has AC 24, 10 hit points, and hardness 8. Against attacks by undead, however, its hardness is doubled.

Construction

Requirements Craft Wondrous Item, *align weapon, consecrate*; **Cost** 15,000 gp

IOUN STONE, SILVER SPINDLE

Aura strong necromancy; **CL** 12th
Slot none; **Price** 12,000 gp; **Weight** —

Description

This silver ioun stone is unusually bright for its kind. Each day at dawn, the stone grants the owner 20 temporary hit points which last until the next dawn. These temporary hit points do not stack with those from other ioun stones.

Construction

Requirements Craft Wondrous Item, *false life*; **Cost** 6,000 gp

IOUN STONE, VERMILION SPHERE

Aura moderate conjuration; **CL** 6th
Slot none; **Price** 6,000 gp; **Weight** 1 lb.

Description

This fiery-looking stone is constantly warm. Up to three times per day as a move action, but no more than once per round, its user may direct it to fire a crimson ray as a ranged touch attack at a creature within 30 feet, dealing 1d6+2 fire damage. A *vermilion sphere* requires 24 hours to attune with a new owner before use, though it need not be circling their head the entire time, and an owner may be attuned to no more than one such stone at a time.

Construction

Requirements Craft Wondrous Item, *burning gaze*; **Cost** 3,000 gp

KALEIDOSCOPE GEM

Aura moderate illusion; **CL** 7th
Slot none; **Price** 750 gp; **Weight** 1 lb.

Description

This large piece of quartz emits a rainbow of colors when held in the light. When thrown, it explodes into a 20-foot radius *glitterdust* effect (Fort DC 15). Targets in the area must make a second Fortitude save to avoid being stunned for one round.

Construction

Requirements Craft Wondrous Item, *glitterdust, sound burst*; **Cost** 375 gp

LABORATORY OF QUADRATIC ALCHEMY

Aura moderate transmutation; **CL** 9th
Slot none; **Price** 5,200 gp; **Weight** 40 lbs.

Description

This alchemist's lab provides the same +2 circumstance bonus to skill checks as normal, but also helps focus its user's attention and skill with its tools, granting a +5 competence bonus to Craft (alchemy) checks and multiplying the progress results by 4. The user may craft up to 4 copies of an alchemical item simultaneously, using the same progress result for all of them, assuming their products would all fit upon the lab.

Construction

Requirements Craft Wondrous Item, Craft (alchemy) 5 ranks, *fabricate*; **Cost** 2,700 gp

MAGISTRATE'S GAVEL

Aura faint evocation; **CL** 3rd
Slot none; **Price** 50 gp; **Weight** 2 lbs.

Description

This gavel and matching base create a sound when used together which can be heard clearly within 100 feet unless hindered by magic or intervening barriers at least one foot thick.

Construction

Requirements Craft Wondrous Item, *sound burst*; **Cost** 25 gp

MERCHANT'S DISCERNING SCALES

Aura faint divination; **CL** 3rd
Slot none; **Price** 500 gp; **Weight** 5 lbs.

Description

These brass merchant's scales can hold 10 pounds apiece and can discern metal purity in any coins upon them (Appraise DC 10). Magical items placed on the scale glow visibly with a soft golden aura while items under an illusion effect glow purple. An effect that can fool or prevent *detect magic* also affects the scales.

Construction

Requirements Craft Wondrous Item, *detect magic*; **Cost** 250 gp

MYSTIC BERRY RATIONS

Aura faint conjuration; **CL** 5th
Slot none; **Price** 100 gp; **Weight** 1 lb.

Description

This metal tin contains ten candied berries, each of which can fulfill a single creature's food and water requirements for 24 hours. A berry's magic fades if not consumed within one hour of being removed from the container.

Construction

Requirements Craft Wondrous Item, *create food and water* or *goodberry*; **Cost** 50 gp

PEARL OF LIFE

Aura strong transmutation; **CL** 15th
Slot none; **Price** 100,000 gp; **Weight** —

Description

This ordinary-looking pearl dissolves when placed in the mouth, extending both the length of the user's current age category and their maximum expected age by 100 years. A creature may only gain the benefit of a single *pearl of life* once during each age category.

Construction

Requirements Craft Wondrous Item, Heal 20 ranks*, *temporal stasis*; **Cost** 50,000 gp

*This requirement may be partially bypassed; each unsupplied rank adds an additional +1 to the final DC as well as the normal cost for bypassing a requirement. Count only the highest skill rank among the creator or assistants.

PEARL OF PURIFICATION

Aura faint transmutation; **CL** 3rd
Slot none; **Price** 400 gp; **Weight** 0.1 lbs.

Description

This white pearl is suspended from a thin silver chain, allowing it to be worn as a charm on the wrist or neck, though it does not take up a slot. This placement allows the pearl to be surreptitiously dangled into a beverage or liquid before its user drinks. If placed within a liquid, the pearl purifies it, as *purify food and drink*, at a rate of one gallon per round. If withdrawn before the entire contents of the container are purified, it has no effect.

Construction

Requirements Craft Wondrous Item, *purify food and drink*; **Cost** 200 gp

POTION POUCH

Aura moderate conjuration; **CL** 9th
Slot none; **Price** 1,200 gp; **Weight** 5 lbs.

Description

This broad, fine silk belt pouch can be affixed to a belt or bandolier and holds up to five potions (or flasks, vials, etc.) but also contains an extradimensional space that can hold up to 20 more. A user aware of this space may retrieve any stored potions as a swift action and the contents of the pouch do not count towards encumbrance. If more than one *potion pouch* is worn at one time, both cease functioning, though the wearer can store and retrieve whatever potions are held in the five pockets normally.

Construction

Requirements Craft Wondrous Item, *secret chest*; **Cost** 600 gp

PUMPKIN COTTAGE

Aura strong conjuration and transmutation; **CL** 13th
Slot none; **Price** 12,000 gp; **Weight** 2 lbs.

Description

This small, dried pumpkin gourd has a tiny door set into it. When placed on the ground and the command word spoken, it expands into a 12-foot high, 20-foot diameter giant pumpkin cottage, functioning as *secure shelter*. The interior contains food and space for up to 8 medium-sized creatures and resting within provides twice the normal natural healing. A *pumpkin cottage* functions once per day and lasts 24 hours unless a second command word is spoken earlier, returning it to normal size. Creatures within the cottage when it shrinks are placed safely outside.

Construction

Requirements Craft Wondrous Item, *mage's magnificent mansion*, *secure shelter*; **Cost** 6,000 gp

PURIFYING BUCKET

Aura faint conjuration; **CL** 3rd
Slot none; **Price** 1,500 gp; **Weight** 3 lbs.

Description

This finely-crafted wooden bucket can hold up to two gallons of liquid and, on command, purifies any liquid within as *purify food and drink*. If a dying creature receives a drink from the bucket within one minute of purification, they are *stabilized*. Additionally, it provides a +4 circumstance bonus to Heal checks for providing long-term care if administered to the patients.

Construction

Requirements Craft Wondrous Item, *purify food and drink, stabilize*; **Cost** 750 gp

READJUSTMENT TAPE

Aura faint transmutation; **CL** 3rd
Slot none; **Price** 100 gp; **Weight** 0.1 lbs.

Description

This measuring tape is made of fine leather and capped with silver ends set with runes. Up to three times per day as a full-round action, the user may measure the dimensions of an ill-fitting outfit or armor on themselves or another creature and it perfectly adjusts to fit for one day or until removed. This cannot make an outfit change size categories for creatures of differing sizes nor does it add or remove existing features, such as sleeves, pockets, or slits for wings, though it can adjust their position slightly. Armor that has been donned hastily due to hurry or lack of assistance becomes properly worn.

Construction

Requirements Craft Wondrous Item, *mending*; **Cost** 50 gp

RECALL CRYSTAL

Aura moderate conjuration; **CL** 11th
Slot none; **Price** 1,500 gp; **Weight** 2 lbs.

Description

This fist-sized blue crystal sparkles with internal light and, when held and the command word spoken, transports its user and up to three medium-sized creatures or one large-sized creature to the location of the crystal's creation, as *word of recall*. The creatures must all be in contact and cannot be carrying more than a heavy load or the teleportation fails. The crystal crumbles to dust after being used. If the target destination is not at a ley line node, the crystal is created at double the cost.

Construction

Requirements Craft Wondrous Item, *word of recall*; **Cost** 750 gp

SCRAMBLESTONE

Aura moderate conjuration; **CL** 12th
Slot none; **Price** 1,200 gp; **Weight** 2 lbs.

Description

This faceted quartz gem is filled with myriad lights and may be thrown as a standard action with a range increment of 20 feet. On impact, all creatures within 20 feet are subject to a field of chaotic, teleportation energy and must succeed at a DC 16 Will save or be teleported to a random adjacent square and take 1d10 damage. A successful save negates the teleportation effect and halves the damage.

Construction

Requirements Craft Wondrous Item, *teleport*; **Cost** 600 gp

SEED OF FIERY IMMOLATION

Aura moderate evocation and necromancy; **CL** 10th
Slot none; **Price** 3,000 gp; **Weight** —

Description

This wooden pellet resembles a tiny black acorn and seethes with internal heat. Upon speaking the command word, it may be thrown as a standard action at a target within 60 feet, requiring a ranged touch attack. A creature struck takes 10d6 damage (Fort DC 20, half). Regardless of the results of the save, if this would kill the target, it explodes into a *fireball* dealing 10d6 fire damage or 1d6 per target's HD, whichever is lower (Reflex DC 20). This destroys the body. The seed is destroyed regardless of the outcome of the attack.

Construction

Requirements Craft Wondrous Item, *fire seeds, slay living*; **Cost** 1,500 gp

SEED OF LEAFY SHELTER

Aura moderate transmutation; **CL** 9th
Slot none; **Price** 20,000 gp; **Weight** —

Description

This silver-gilded seed can be planted into sand, soil, or loose stone. When the command word is spoken, it begins to sprout and grow into a pine tree. Within half an hour, the tree is forty feet tall, with its lower branches stretching 20 feet in diameter and forming an area at the base of the trunk similar to a *tiny hut* spell, though only in regards to environmental effects. A second command word, spoken while touching the tree, causes it to revert to seed form over the next 30 minutes. The tree is treated as hardness 10 and has 80 hit points. If cut down or destroyed, the seed is irretrievable and destroyed as well. The seed may be used once per day and its hit points are restored each morning.

Construction

Requirements Craft Wondrous Item, *plant growth, tiny hut*; **Cost** 10,000 gp

SEED OF NATURE'S EMBRACE

Aura moderate conjuration and transmutation; **CL** 11th
Slot none; **Price** 5,000 gp; **Weight** 0.5 lbs.

Description

This small, carved acorn is gilded in the purest of gold. When swallowed by a willing creature, it transmutes them and their gear into a tree native to the area for one week. In this state, the imbiber is unaware of their surroundings and their body is healed and made whole. At the end of this time, they are returned to their true form with all hit point damage, ability damage and drain, negative levels, missing limbs, and conditions that could be cured by *heal* removed. This seed may be used on a creature that has been dead less than one minute to restore them to life. Effects that dispel magic or restore a creature to its true form can end the seed's effect prematurely, but the imbiber gains no benefit if this occurs.

Construction

Requirements Craft Wondrous Item, *breath of life, plant shape I, regenerate, restoration*; **Cost** 3,000 gp

SHIFTING PILL

Aura strong transmutation; **CL** 20th
Slot none; **Price** 5,000 gp; **Weight** 0.1 lbs.

Description

This clear, crystalline pill allows its imbiber to take the form of another creature. If mixed with the blood of a single, living creature, the pill dissolves into a concoction that remains potent for up to one hour. If consumed within that time, it allows *shapechange*, as the spell, but the imbiber may only shift between the form of the creature which provided the blood and its original form.

Construction

Requirements Craft Wondrous Item, *shapechange*; **Cost** 2,500 gp

SPHERE OF DARK ICE

Aura moderate conjuration; **CL** 10th
Slot none; **Price** 40,000 gp; **Weight** 4 lbs.

Description

This two-inch orb resembles a sphere of perfectly-formed black ice. Its holder may concentrate as a standard action to activate one of the following abilities:

- Create a cone of black ice shards, dealing 10d6 damage (Reflex DC 17, half) to creatures caught within it. The damage is half cold and half unholy damage and creatures with the good subtype take 50% additional damage.
- Launch an icicle of black ice as a ranged touch attack, dealing 8d6 damage and stunning good-aligned targets (Fort DC 17, negates stun). The damage dealt is half cold and half unholy.
- Generate a breastplate of non-hindering black ice armor around the holder. The armor grants a +4 armor bonus and a +1 profane bonus to AC and lasts for 30 minutes.

A *sphere of dark ice* may be used up to three times per day. A good-aligned creature carrying the sphere receives one temporary negative level that cannot be overcome or removed as long as the sphere is in their possession.

Construction

Requirements Craft Wondrous Item, *cone of cold, desecrate, mage armor, wall of ice*; **Cost** 20,000 gp

STARDUST ORB

Aura moderate evocation; **CL** 7th
Slot none; **Price** 15,000 gp; **Weight** —

Description

This inch-wide glittering orb glows with a rainbow hue. When released around its user's head, it orbits as an ioun stone, shedding light as a torch. Each sunset, the orb generates seven glittering motes of light that circle its user's head as well. The owner may launch one of these motes as a standard action, making a ranged touch attack that deals 4d6+7 damage, half of which is fire and the rest resulting from divine power. If the orb is caught, removed from orbit, or taken away from its owner the motes vanish. A single user cannot have more than seven such motes, nor can they use more than one *stardust orb* at a time.

Construction

Requirements Craft Wondrous Item, *flame strike, produce flame*; **Cost** 7,500 gp

STEAM CAPSULE

Aura moderate conjuration; **CL** 7th
Slot none; **Price** 1,400 gp; **Weight** 0.5 lbs.

Description

This palm-sized brass sphere can be thrown as a splash weapon, releasing a blast of superheated steam which deals 5d6 fire damage in a 20-foot radius (Reflex DC 15, half) and persists for 1d4 rounds as a *solid fog* that deals 1d6 fire damage per round.

Construction

Requirements Craft Wondrous Item, *fireball, solid fog*; **Cost** 700 gp

STONE OF BETRAYAL

Aura strong enchantment; **CL** 20th
Slot none; **Price** 12,000 gp; **Weight** 1 lb.

Description

This gem glimmers with a kaleidoscope of colors. As a standard action, it may be thrown to explode with chaotic energy, causing all creatures other than its user to make a DC 25 Will save or regard each other as mortal enemies, which must be defeated or killed. Affected creatures ignore the user until all other targets are downed or fled. A creature receives a new saving throw if forced to attack a close friend or loved one (not merely an ally). This is a mind-affecting compulsion effect and lasts for 10 minutes.

Construction

Requirements Craft Wondrous Item, *confusion, dominate monster, rage*; **Cost** 6,000 gp

STONE OF FALSE VITALITY

Aura faint conjuration and necromancy; **CL** 5th
Slot none; **Price** 900 gp; **Weight** 1 lb.

Description

This piece of quartz swirls with light and darkness. When touched to a creature and the command word spoken, the target receives 2d8+5 temporary hit points and a +2 alchemical bonus to Strength. They are also cured of the fatigued, sickened, and nauseated conditions. After one hour, the target loses 2d8+5 hit points and becomes exhausted. The stone may be used up to five times before crumbling to dust.

Construction

Requirements Craft Wondrous Item, *bull's strength*, *cure moderate wounds*, *inflict moderate wounds*; **Cost** 450 gp

THORN PRISON

Aura moderate transmutation; **CL** 7th
Slot none; **Price** 2,500 gp; **Weight** —

Description

When this seed-filled pouch is thrown as a standard action, it bursts into a five foot radius patch of animated, thorny vines. The vines immediately attempt to grapple creatures within or entering their area with a CMB of +12 and a CMD of 22. The vines gain a +5 bonus to CMB against a target directly struck by the pouch for the first grapple attempt. The vines deal 1d6+4 magical piercing damage when they maintain a grapple. The vines persist for 7 rounds before crumbling to dust. They may be dispelled but cannot be destroyed, re-growing as fast as they are damaged.

Construction

Requirements Craft Wondrous Item, *black tentacles*, *entangle*, *plant growth*; **Cost** 1,250 gp

THUNDERCHARGE POWDER

Aura moderate evocation; **CL** 9th
Slot none; **Price** 6,000 gp; **Weight** 2 lbs.

Description

This coppery powder seems to spark with electricity and bears the faint scent of ozone. When sprinkled over a creature, its movement generates small amounts of static electricity from the air. The creature's base speed is considered 10 feet greater on its next charge attack and each 10 feet moved during the charge adds one point of electricity damage to the first attack made. The user takes an equal amount of electricity damage at the end of their turn. Each use of *thundercharge powder* is effective for up to one minute or until the user charges. A bag of *thundercharge powder* is created with enough powder for 10 uses.

Construction

Requirements Craft Wondrous Item, *call lightning* or *lightning bolt*, *expeditious retreat* or *longstrider*; **Cost** 3,000 gp

TIME DILATION PILL

Aura moderate transmutation; **CL** 5th
Slot none; **Price** 3,000 gp; **Weight** 0.1 lbs.

Description

This golden pill thrums with energy and, when eaten, grants its imbiber incredible speed. The user gains a +2 bonus on attack rolls and a +2 dodge bonus to AC and Reflex saves, as well as a +20 enhancement bonus to all movement speeds, up to twice their normal speed, for five rounds. Once per round, the user may move up to their speed as a swift action. At the end of the pill's effect, the imbiber becomes exhausted for 15 minutes. An already fatigued or exhausted user becomes unconscious instead. The pill's effects do not stack with *haste* or similar effects.

Construction

Requirements Craft Wondrous Item, *haste*; **Cost** 1,500 gp



TOME OF THE SUMMONED SERVANT

Aura moderate conjuration; **CL** 17th
Slot none; **Price** 10,000 gp (lesser), 35,000 gp (normal), 75,000 gp (greater); **Weight** 5 (lesser), 10 (normal), or 15 (greater) lbs.

Description

This weighty tome is filled with breathtaking depictions of creatures, particularly those that can be summoned with *summon nature's ally* and *summon monster* spells. When opened to a creature's page, a reader may expend an equivalent spell or spell slot to spontaneously cast the appropriate *summon* spell used to call forth a single creature as a full round action. The appropriate *summon* spell must be on the caster's spell list. Once per week, while using a creature's depiction as a summoning focus, they may change the spell's normal duration to 1 hour. *Tomes of the summoned servant* come in three variations: a normal tome allows *summon* spells of up to 6th level, while a lesser or greater tome allow *summons* of 1st through 3rd level or up to 9th level, respectively.

Construction

Requirements Craft Wondrous Item, Extend Spell, *summon monster I-IX*; **Cost** 5,000 gp (lesser), 17,500 gp (normal), 37,500 gp (greater)

WAND SLEEVE

Aura faint transmutation; **CL** 3rd
Slot none; **Price** 250 gp; **Weight** 1 lb.

Description

This ornate silver end-cap is roughly thumb-sized and engraved with numerous common activation runes and symbols. When placed over the bottom end of a wand, it helps its wielder focus on the activation triggers required to call forth its power, granting a +1 competence bonus to Use Magic Device checks made to activate the item.

Construction

Requirements Craft Wondrous Item, *eagle's splendor*;
Cost 125 gp

WARDING KEY

Aura moderate abjuration; **CL** 6th
Slot none; **Price** 15,000 gp; **Weight** 1 lb.

Description

This ornate golden key has no teeth. When touched to a door and the command word spoken, the user chooses a password and wards a room of up 30 feet by 30 feet and 15 feet high. The room's perimeter is encased in a shell-like *silence* effect, which prevents the passage of sound into or out of the room. Additionally, any creatures entering the area without speaking the password trigger an audible alarm within the room. The key's effect fails if the user attempts to ward a room larger than permitted. The ward persists until dispelled, the keyholder dismisses it, or the key leaves the warded area.

Construction

Requirements Craft Wondrous Item, *alarm*, *silence*;
Cost 7,500 gp



WARPAINT OF POWER

Aura moderate transmutation; **CL** 9th
Slot none; **Price** 5,000 gp; **Weight** 2 lbs.

Description

This jar contains body paint which comes in many colors. *Warpaint of power* may be applied to a creature by painting the majority of its body, an act requiring at least 30 minutes. Once applied, the warpaint grants a +2 sacred bonus to Strength and Constitution, a +10-foot sacred increase to the creature's base land speed, and all natural and manufactured weapon attacks count as the creature's alignment for overcoming damage reduction. These bonuses last for 24 hours or until the paint is removed, requiring 10 minutes or an *erase* spell. A jar of *warpaint of power* contains a single use of body paint regardless of the painted creature's size.

Construction

Requirements Craft Wondrous Item, *bear's endurance*, *bull's strength*, *divine power*; **Cost** 2,500 gp

WATER STONE

Aura faint conjuration; **CL** 3rd
Slot none; **Price** 500 gp; **Weight** 1 lb.

Description

This smooth river stone has been inscribed with runes in aquan. When placed in a container and the command word is spoken, the stone slowly produces water at a rate of one cup per minute until the container is full or its daily limit is reached (3 gallons, which takes 48 minutes of production).

Construction

Requirements Craft Wondrous Item, *create water*; **Cost** 250 gp

WHEEL OF THUNDER

Aura faint evocation; **CL** 5th
Slot none; **Price** 2,000 gp; **Weight** 3 lbs.

Description

This small, spoked iron wheel is six inches across and attached to a small rod, like a pinwheel. When spun as a standard action, the wheel generates a mobile ring of lightning surrounding the user for five rounds. Any creature starting its turn adjacent to the user takes 5d6 electricity damage (Reflex DC 15, half). The user may also spend a standard action once during this duration to release a peal of thunder that stuns all other creatures within 10 feet (Fortitude DC 15, negates). This is a sonic effect. A *wheel of thunder* may be used up to five times before losing all power and crumbling to dust.

Construction

Requirements Craft Wondrous Item, *energy aura*, *lightning bolt*, *sound burst*; **Cost** 1,000 gp

Sets

A magic item set is designed such that when a creature wears more than one piece of the set, it adds additional bonuses along a specific theme. If an item does not take an item slot, the item must instead be on the wearer's person and not in a dimensional space to count for the purpose of the set. Unless otherwise noted, any bonuses a magic item set provides are untyped, stacking with all other bonuses except those from other magic item sets. Set bonuses operate at the CL of the highest CL worn item.

ACROBAT'S SET

This five-piece set benefits an acrobatic warrior, boosting various abilities that enable a creature to move agilely. The set is composed of the *acrobat's armor*, *acrobat's bandana*, *acrobat's boots*, *acrobat's cloak*, and *acrobat's gloves*. It provides the following set bonuses to its wearer.

2 pieces: When climbing, the wearer does not lose his Dexterity bonus to AC. When making a high jump, the DC is halved.

3 pieces: The wearer gains sneak attack +1d6 or an additional +1d6 to existing sneak attack.

4 pieces: Any penalties for accelerated movement while using Acrobatics or Climb are halved.

5 pieces: The wearer gains a +5 insight bonus to Acrobatics checks.

ACROBAT'S ARMOR

Aura moderate transmutation; **CL** 6th

Slot armor; **Price** 10,175 gp; **Weight** 20 lbs.

Description

This +2 *studded leather armor* grants its wearer a +2 dodge bonus to AC until the start of their next turn when they make a successful Acrobatics check to move through an enemy's threatened space.

Construction

Requirements Craft Magic Arms and Armor, *cat's grace*; **Cost** 5,175 gp

ACROBAT'S BANDANA

Aura faint transmutation; **CL** 3rd

Slot head; **Price** 5,000 gp; **Weight** 1 lb.

Description

This silken bandana keeps sweat and hair from its wearer's eyes and its trailing ends seem to flutter in a faint breeze. The bandana senses changes in wind and other factors a split-second before they occur, alerting their wearer by the movements of its trailing ends. It provides a +2 insight bonus to Acrobatics checks made to balance. The bandana may be pulled over the eyes like a blindfold as a move action. Once per hour, while in this position, the wearer may reroll a failed Acrobatics or Climb check.

Construction

Requirements Craft Wondrous Item, *cat's grace*; **Cost** 2,500 gp

ACROBAT'S BOOTS

Aura moderate transmutation; **CL** 7th

Slot feet; **Price** 15,000 gp; **Weight** 3 lbs.

Description

These supple boots are comfortable and provide excellent grip, granting a +10 enhancement bonus to speed and a +5 competence bonus to Acrobatics checks. Three times per day as an immediate action, the wearer may make a DC 10 Acrobatics check to gain a +1 competence bonus to their next Reflex save made before the start of their next turn, adding an additional +1 for each 10 points by which they exceed the DC.

Construction

Requirements Craft Wondrous Item, *cat's grace*, *jump*; **Cost** 7,500 gp

ACROBAT'S CLOAK

Aura moderate abjuration and illusion; **CL** 7th

Slot shoulders; **Price** 9,000 gp (+2), 14,000 gp (+3), 21,000 gp (+4), 30,000 gp (+5); **Weight** 4 lbs.

Description

This stylish cloak is made of sturdy but fine fabric, protecting the wearer as *endure elements*. Additionally, the wearer constantly benefits from *feather fall* when they fall more than 10 feet and, if able to grasp the cloak's edges with both hands, may direct their fall, moving horizontally up to half the distance they fall each round. While wearing this cloak, they always lands on their feet regardless of the distance fallen.

Construction

Requirements Craft Wondrous Item, *endure elements*, *feather fall*; **Cost** 4,500 gp (+2), 7,000 gp (+3), 10,500 gp (+4), 15,000 gp (+5)

ACROBAT'S GLOVES

Aura faint transmutation; **CL** 5th

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

Description

These fine gloves are supple and allow superior tactile sensation, granting a +5 competence bonus to Climb checks. When the wearer successfully uses Acrobatics to move through an opponent's threatened space, they gain a +2 competence bonus to the next attack they make against that creature before the end of their turn.

Construction

Requirements Craft Wondrous Item, *cat's grace*, *spider climb*; **Cost** 5,000 gp

CELESTIAL CRESCENTS

There are several versions of this set, but each is designed to be wielded as a pair of weapons. The sun and moon enchantments can be applied to any weapon (daggers are given as the example below). The set bonus depends on which pair of weapons are being wielded, with three possible combinations.

Moon & Moon: Gain darkvision 60 feet and the ability to see in magical darkness to a distance of 30 feet.

Sun & Moon: The first time a creature is struck by both blades in the same round it takes an additional +2d6 untyped damage.

Sun & Sun: Increase both weapons' ranged fire damage to 2d6.

CRESCENT OF THE MOON

Aura moderate evocation; **CL** 10th
Slot none; **Price** 36,302 gp; **Weight** 1 lb.

Description

This crescent-bladed dagger emits a soft blue light and functions as a +1 *icy burst keen dagger*. Its wielder can move across icy surfaces without penalty and is unaffected by cold effects which would slow their movement.

Construction

Requirements Craft Magic Arms and Armor, *ice storm*;
Cost 18,302 gp

CRESCENT OF THE SUN

Aura moderate evocation; **CL** 10th
Slot none; **Price** 36,302 gp; **Weight** 1 lb.

Description

This crescent-bladed dagger emits a soft yellow light and functions as a +1 *flaming burst keen dagger*. In place of a normal attack with the weapon, the wielder may fire a flaming bolt as a ranged touch attack at a target within 20 feet, dealing 1d6 fire damage.

Construction

Requirements Craft Magic Arms and Armor, *fireball*;
Cost 18,302 gp

SET OF THE FOOL

This four-piece set is designed for a court jester and is meant to give the wearer increased skill at entertaining others.

2 pieces: +1 round of bardic performance per set piece worn.

3 pieces: *Pyrotechnics* 1/day

4 pieces: +10-foot enhancement bonus to base land speed.

Special: The bells on each piece give the wearer a cumulative -2 penalty to Stealth checks involving remaining unheard. The wearer can be *silenced* but if the bells are purposefully deadened or removed, that piece does not provide any benefits until repaired.

FOOL'S BOOTS

Aura moderate conjuration; **CL** 7th
Slot feet; **Price** 6,000 gp; **Weight** 2 lbs.

Description

These brightly-colored boots have bells on the ends of their pointed toes. They grant their wearer a +5 competence bonus on Perform (dance) attempts and, up to three times per day, allow them to substitute Perform (dance) for Acrobatics when attempting to move through a threatened area. Additionally, the wearer may *vanish* twice per day.

Construction

Requirements Craft Wondrous Item, *cat's grace*, *dimension door*, *vanish*; **Cost** 3,000 gp

FOOL'S CAP

Aura faint enchantment; **CL** 5th
Slot head; **Price** 5,000 gp; **Weight** 1 lb.

Description

This colorful jester's cap has four long points ending with bells. A *fool's cap* grants the wearer a +3 competence bonus on Charisma-based skill checks.

Construction

Requirements Craft Wondrous Item, *eagle's splendor*;
Cost 2,500 gp

FOOL'S GLOVES

Aura faint transmutation; **CL** 3rd
Slot hands; **Price** 4,000 gp; **Weight** 1 lb.

Description

These brightly-colored, close-fitting gloves have shiny bells along their wrists and grant their wearer a +1 competence bonus on attack rolls with thrown weapons and a +5 competence bonus on Sleight of Hand and Dexterity-based check to catch items. They allow their wearer to use *prestidigitation* on command.

Construction

Requirements Craft Wondrous Item, *cat's grace*, *prestidigitation*; **Cost** 2,000 gp

FOOL'S RAIMENT

Aura faint abjuration; **CL** 5th
Slot body; **Price** 10,000 gp; **Weight** 5 lbs.

Description

This colorful jester's outfit is festooned with bright decorations and bells. The *fool's raiment* grants energy resistance 5 against acid, cold, electricity, and fire damage. Once per day, one round after the wearer falls unconscious, the outfit heals the wearer for 1d8+1 damage. Additionally, up to three times per day the wearer may cast *feather fall* on themselves as an immediate action.

Construction

Requirements Craft Wondrous Item, *cure light wounds*, *feather fall*, *energy resistance*; **Cost** 5,000 gp

SETTING SUN

This three-piece set was crafted by sun worshipers who specialized in hunting undead. The set has the following benefits:

2 pieces: The user's weapon attacks count as *ghost touch* against incorporeal undead.

3 pieces: The user may use *restoration* 1/day on themselves, including removing a permanent negative level if they provide the diamond dust material component.

BLADE OF THE SETTING SUN

Aura moderate evocation; **CL** 10th

Slot none; **Price** 11,315 gp; **Weight** 2 lbs.

Description

This *+1 undead bane scimitar* shines with a golden illumination when undead are within 30 feet, shedding light as a torch.

Construction

Requirements Craft Magic Arms and Armor, *detect undead*, *summon monster III*; **Cost** 5,815 gp

BREASTPLATE OF THE SETTING SUN

Aura moderate abjuration; **CL** 10th

Slot armor; **Price** 13,200 gp; **Weight** 15 lbs.

Description

This *+1 deathless mithral breastplate* is emblazoned with a sigil of the sun and sheds light like a candle. The wearer takes no penalties from accumulated negative levels, but still die if they exceed their Hit Dice.

Construction

Requirements Craft Magic Arms and Armor, *death ward*; **Cost** 8,700 gp

SANDALS OF THE SETTING SUN

Aura moderate transmutation; **CL** 10th

Slot feet; **Price** 5,000 gp; **Weight** 1 lbs.

Description

These finely-made sandals are embroidered with gold and grant their wearer a +10 enhancement bonus to base speed. The wearer may also concentrate as a standard action to gain the benefits of *hide from undead* (DC 15) for up to one hour per day. The duration may be broken up into 10 minute increments.

Construction

Requirements Craft Wondrous Item, *hide from undead*, *longstrider*; **Cost** 2,500 gp

RINGS OF SIN

These rings are forged to bestow a sense of camaraderie and loyalty among groups of less-honorable individuals. All *rings of sin* possess the following qualities. When using the aid another action or flanking with another wearer of a *ring of sin*, the wearer increases the bonuses from aid another or flanking by 1. All other powers bestowed by a

ring of sin are only granted after wearing the ring for 24 hours. If a non-evil creature wears a *ring of sin*, it gains 1 permanent negative level until it removes the ring. If a good creature wears a *ring of sin*, it instead takes 2 permanent negative levels. These negative levels cannot be overcome by any means while wearing the rings.

RING OF SIN, ENVY

Aura moderate abjuration; **CL** 10th

Slot ring; **Price** 10,000 gp; **Weight** —

Description

This simple, rune-inscribed ring grants a +2 profane bonus to Wisdom and allows the use of *dispel magic* once per day at the ring's caster level or the wearer's Hit Dice, whichever is greater.

Construction

Requirements Forge Ring, *dispel magic*, *owl's wisdom*; **Cost** 5,000 gp

RING OF SIN, GLUTTONY

Aura moderate necromancy; **CL** 10th

Slot ring; **Price** 10,000 gp; **Weight** —

Description

This simple, rune-inscribed ring grants a +2 profane bonus to Constitution and allow the use of *vampiric touch* once per day at the ring's caster level or the wearer's Hit Dice, whichever is greater.

Construction

Requirements Forge Ring, *bear's endurance*, *vampiric touch*; **Cost** 5,000 gp

RING OF SIN, GREED

Aura moderate transmutation; **CL** 10th

Slot ring; **Price** 10,000 gp; **Weight** —

Description

This simple, rune-inscribed ring grants a +2 profane bonus to Dexterity and allows the use of *haste* once per day at the ring's caster level or the wearer's Hit Dice, whichever is greater.

Construction

Requirements Forge Ring, *cat's grace*, *haste*; **Cost** 5,000 gp

RING OF SIN, LUST

Aura moderate enchantment; **CL** 10th

Slot ring; **Price** 10,000 gp; **Weight** —

Description

This simple, rune-inscribed ring grants a +2 profane bonus to Charisma and allows the use of *suggestion* once per day at the ring's caster level or the wearer's Hit Dice, whichever is greater.

Construction

Requirements Forge Ring, *eagle's splendor*, *suggestion*; **Cost** 5,000 gp

RING OF SIN, PRIDE

Aura moderate enchantment; **CL** 10th
Slot ring; **Price** 10,000 gp; **Weight** —

Description

This simple, rune-inscribed ring grants a +2 profane bonus to Intelligence and allows the use of *heroism* once per day at the ring's caster level or the wearer's Hit Dice, whichever is greater. Additionally, the ring grants its wearer knowledge of the Infernal language and 1 skill point per HD in Knowledge (religion), as a *headband of vast intelligence*.

Construction

Requirements Forge Ring, *cat's grace, haste*; **Cost** 5,000 gp

RING OF SIN, SLOTH

Aura moderate transmutation; **CL** 10th
Slot ring; **Price** 10,000 gp; **Weight** —

Description

This simple, rune-inscribed ring grants its wearer a +2 profane bonus to Constitution and the use of *slow* once per day at the ring's caster level or the wearer's Hit Dice, whichever is greater.

Construction

Requirements Forge Ring, *bear's endurance, slow*; **Cost** 5,000 gp

RING OF SIN, WRATH

Aura moderate enchantment; **CL** 10th
Slot ring; **Price** 10,000 gp; **Weight** —

Description

This simple, rune-inscribed ring grants a +2 profane bonus to Strength and allows the use of *rage* once per day at the ring's caster level or the wearer's Hit Dice, whichever is greater.

Construction

Requirements Forge Ring, *bull's strength, rage*; **Cost** 5,000 gp

SETS OF SIN

These magic item sets are designed to be used with the *rings of sin*, and each is themed for a specific sin. If a set is worn by a non-evil creature in its entirety, the creature must make a DC 20 Will save upon putting on all of the items, and once per day for each day thereafter. Failure indicates the creature is overwhelmed by the sin aligned with the set, and moves one alignment step toward evil. A creature need not make this saving throw more than once per day. Each set also includes the appropriate *ring of sin*.

ENVY

This set is aligned with the sin of envy. The wearer of this set usually tends to be extremely prone to envy and jealousy. It provides the following set bonuses to its wearer.

2 pieces: 3/day may *dimension swap* (DC 19) with a range of 40 feet as a move action. Against an unwilling target, this costs two daily uses and if the target saves, they remain in their position and the user ends up in an open space adjacent to them. This functions as *dimension door*, and ends the user's turn after use.

3 pieces: 2/day *envious urge* (CL 10, DC 19)

4 pieces: When an attacker rolls a natural 1 on attack rolls against the wearer, for the next minute the attacker receives a -1 penalty to attack rolls and the wearer receives a +1 bonus to attack rolls. The penalty and bonus stacks with itself. This is a curse effect.

ARMOR OF ENVY

Aura moderate abjuration; **CL** 10th
Slot armor; **Price** 20,175 gp; **Weight** 20 lbs.

Description

This rune-covered +2 *studded leather armor* grants its wearer a +2 resistance bonus to saving throws. If worn with the *crown of spell-stealing* the items stack to a total bonus of +4 instead. Twice per day, the wearer may make a melee touch attack against a magical suit of armor to suppress its magic, as *dispel magic*. If successful, the touched armor is suppressed for one minute and the *armor of envy* gains the enhancement bonus and magical properties of the target armor (unless they would be invalid, such as not permitted on studded leather armor). These properties overlap but do not stack with the *armor of envy's* normal magic.

Construction

Requirements Craft Magic Arms and Armor, *dispel magic, magic vestment*; **Cost** 10,175 gp

BLADE OF ENVY

Aura moderate necromancy; **CL** 10th
Slot none; **Price** 32,310 gp; **Weight** 2 lbs.

Description

This slender +2 *keen shortsword* is etched with runes of strength. When its wielder damages a creature with a sneak attack or critical hit, the target receives 2 points of Strength damage and the wielder gains a +2 bonus to Strength for 10 minutes. This effect can stack on the wielder to a maximum bonus of +4, but additional hits can extend the duration.

Construction

Requirements Craft Magic Arms and Armor, *bestow curse, death knell*; **Cost** 16,310 gp

CROWN OF SPELL-STEALING, ENVY

Aura moderate abjuration; **CL** 11th
Slot head; **Price** 54,000 gp; **Weight** 4 lbs.

Description

This ornate crown of gold is set with small sapphires and grants its wearer a +3 resistance bonus to saving throws. The crown may store up to five levels of spells within it, similar to a *ring of spell storing*. These spells cannot be cast from the crown. Instead, when another creature casts a spell or uses a spell-like ability within 30 feet that matches a stored spell, the wearer is alerted and may expend the stored spell to gain control of the one being cast. This increases the caster level of the spell by 2 and the wearer chooses new targets and counts as the caster. Cantrips count as half a spell level when stored in the crown.

Construction

Requirements Craft Wondrous Item, *greater dispel magic*, *limited wish*; **Cost** 27,000 gp

GLUTTONY

This set is aligned with the sin of gluttony. Over time, wearers of this set tend to appear emaciated or overfed. It provides the following set bonuses to its wearer:

2 pieces: If the wearer consumes 1 day's worth of non-magical food and drink, taking 5 minutes, the creature heals 1 hit point per Hit Die. This ability may be used no more than once per point of Constitution modifier per day (minimum 1/day).

3 pieces: 1/day *delectable flesh* (CL 10, DC 19)

4 pieces: While under the effects of *beast shape*, all natural attacks deal damage as though one size category larger than normal.

HELM OF GLUTTONY

Aura moderate transmutation; **CL** 10th
Slot head; **Price** 22,000 gp; **Weight** 3 lbs.

Description

These helms typically resemble a beast's head, like a bear, leopard, or wolf. The helm provides a bite attack to the wearer as a primary attack (1d6 medium, 1d4 small) if used alone or as a secondary attack if used as part of a full attack with manufactured weapons. This bite is at a +1 enhancement bonus to attack and damage and counts as magical. Three times per day, the wearer may use *beast shape II* to take the form of a bear, leopard, or wolf (regardless of the helm's design) for up to 10 minutes. While under the effects of *beast shape*, the melded helm grants its +1 enhancement bonus to bite attacks.

Construction

Requirements Craft Wondrous Item, *beast shape II*, *magic weapon*; **Cost** 11,000 gp

TROLL LEATHERS, ARMOR OF GLUTTONY

Aura moderate abjuration and transmutation; **CL** 10th
Slot armor; **Price** 16,175 gp; **Weight** 20 lbs.

Description

This deep crimson +2 *studded leather armor* allows its wearer to attempt a counterspell against a caster within 60 feet as *dispel magic*, once per day as an immediate action. If successful, the wearer gains fast healing 2 for 1 minute per spell level of the countered spell. A wearer under the effects of *beast shape* may still use this power.

Construction

Requirements Craft Magic Arms and Armor, *dispel magic*, *giant form I*; **Cost** 8,175 gp

VAMPIRE FANG, SWORD OF GLUTTONY

Aura moderate necromancy; **CL** 10th
Slot none; **Price** 50,310 gp; **Weight** 2 lbs.

Description

This serrated +1 *keen shortsword* has a soft red sheen. Once per day, its wielder may grant it the *bane* property against a chosen creature type. When the wielder successfully deals sneak attack or critical hit damage to a living creature of the chosen type, the wielder heals a number of hit points equal to the bonus damage granted by the *bane* quality. A wielder under the effects of *beast shape* adds the sword's enhancement bonus to any claw attacks of their new form.

Construction

Requirements Craft Magic Arms and Armor, *summon monster IV*, *vampiric touch*; **Cost** 25,310 gp



GREED

This set is aligned with the sin of greed. The wearer of this set tends to avoid spending money and is ravenous for more wealth. The set provides the following set bonuses to its wearer.

2 pieces: *Stoneskin* 1/day, CL 10.

3 pieces: 2/day *demand offering* (CL 10, DC 19)

4 pieces: *Stoneskin* appears to be gold, provides DR 10/- and functions at CL 20.

ARMOR OF GREED

Aura moderate conjuration; **CL** 10th

Slot armor; **Price** 32,200 gp; **Weight** 15 lbs.

Description

This ornately-engraved +1 moderate fortification mithral breastplate is gold-painted and set with gemstones. Once per day, as an immediate action when taking damage, the wearer may gain fast healing 5 for one minute. Additionally, whenever damage is negated by the armor's fortification quality, the attacker loses 2d6 coins of highest value and they appear in the wearer's possession. The wearer is aware of the transfer and the amount, though the attacker is not unless able to actually see or count their money. This even works on coins stored in extradimensional spaces, but has no effect against attackers without coins.

Construction

Requirements Craft Magic Arms and Armor, *cure serious wounds*, *magic vestment*; **Cost** 18,200 gp

EYES OF GREED

Aura moderate divination; **CL** 10th

Slot eyes; **Price** 10,000 gp; **Weight** 4 lbs.

Description

These ornate golden spectacles have thin amber-colored lenses that grant a +5 competence bonus to Appraise checks and can identify handled and carefully inspected magic items as though using *detect magic*. The wearer may substitute Appraise in place of Spellcraft while using this ability. Additionally, the wearer may make a Use Magic Device check (DC 15 + item's caster level) against a cursed magical item to force it to function normally. This only works on items that have had their curses identified by the wearer and which emulate a non-cursed magic item. This effect persists for 24 hours and may be attempted once per day per cursed item.

Construction

Requirements Craft Wondrous Item, *analyze dweomer*, *fox's cunning*; **Cost** 5,000 gp

WARHAMMER OF GREED

Aura moderate transmutation; **CL** 10th

Slot none; **Price** 39,012 gp; **Weight** 5 lbs.

Description

This heavily-ornamented +1 construct bane impact adamantite warhammer is gilded with gold. The additional damage from *bane* applies to attacks and sunder attempts against inanimate objects and, when wielded two-handed, the warhammer deals damage as though one size category larger. Additionally, if the warhammer would destroy a held or worn item, the wielder may have that item appear in their space with 1 hit point remaining instead. This is a teleportation effect.

Construction

Requirements Craft Magic Arms and Armor, *lead blades*; **Cost** 21,012 gp

LUST

This set is aligned with the sin of lust. Wearers of this set tend to be charming and seductive, as well as prone to manipulating others. It provides the following set bonuses to its wearer:

2 pieces: Twice per day, as an immediate action before attempting a saving throw, the wearer may choose to add their Charisma bonus to the roll.

3 pieces: Wearer may use their Charisma bonus in the place of their Dexterity bonus for their AC. This bonus is restricted by the maximum Dexterity bonus of their armor.

4 pieces: 1/day *symbol of debauchery* (CL 10, DC 19). There may only be one such symbol at a time and it fades if the wearer drops below four set pieces for more than one hour.

ARMOR OF LUST

Aura moderate enchantment; **CL** 10th

Slot armor; **Price** 16,160 gp; **Weight** 15 lbs.

Description

This skintight +2 leather armor fits seamlessly and hugs its wearer's form with no arcane spell failure chance. When the wearer uses bardic performance, they are protected as though with *sanctuary* (with the same restrictions), but only against the first creature to attempt an attack during that use of performance (DC 11 + half the wearer's ranks in Perform). This lasts as long as the wearer continues to perform (not just benefits from the performance, in the case of effects that persist after a performance ends).

Construction

Requirements Craft Magic Arms and Armor, *sanctuary*, *suggestion*; **Cost** 8,160 gp

DAGGER OF LUST

Aura moderate enchantment; **CL** 10th
Slot none; **Price** 32,302 gp; **Weight** 1 lb.

Description

This +1 *merciful dagger* has a faint rosy hue and, when the wielder confirms a critical hit, they may affect the target with *unnatural lust* (Will DC 14, negates).

Construction

Requirements Craft Magic Arms and Armor, *unnatural lust*; **Cost** 16,302 gp

GIRDLE OF LUST

Aura moderate enchantment and transmutation; **CL** 10th
Slot waist; **Price** 19,000 gp; **Weight** 1 lb.

Description

This elaborate golden girdle is finely crafted and functions as a *belt of physical might*, adding a +2 enhancement bonus to Dexterity and Constitution and a +5 competence bonus to Bluff and Diplomacy checks. Wearers with bardic performance gain two additional rounds of use.

Construction

Requirements Craft Wondrous Item, *bear's endurance*, *cat's grace*, *eagle's splendor*; **Cost** 9,500 gp

PRIDE

This set is aligned with the sin of pride. Wearers of this set tend to be arrogant and overconfident. It provides the following set bonuses to its wearer:

2 pieces: 3/day *command*, *delusional pride*, or *ego whip I* in any combination (CL 10, DC 15).

3 pieces: +2 profane bonus to Charisma

4 pieces: +2 profane bonus to all saving throws

CROWN OF PRIDE

Aura moderate enchantment; **CL** 8th
Slot head; **Price** 8,000 gp; **Weight** 4 lbs.

Description

This delicate mithral crown is set with numerous beautiful jewels and grants its wearer a +5 competence bonus to Diplomacy and Intimidate checks. If the wearer would be subject to a fear effect that allows a saving throw, they may roll twice and take the better result.

Construction

Requirements Craft Wondrous Item, *eagle's splendor*, *remove fear*; **Cost** 4,000 gp

GLORIOUS ROBE, PRIDE

Aura moderate abjuration; **CL** 10th
Slot body; **Price** 20,000 gp; **Weight** 5 lbs.

Description

This finely-made robe is always free of dirt and wear, granting its wearer a +3 resistance bonus to saving throws and the benefits of *sanctuary* (DC 11 + the wearer's

Charisma modifier). The *sanctuary* effect renews after its wearer has been out of combat for 10 minutes, allowing it to affect previous targets again.

Construction

Requirements Craft Wondrous Item, *resistance*, *sanctuary*; **Cost** 10,000 gp

PRETENTIOUS BLADE, SWORD OF PRIDE

Aura moderate evocation; **CL** 10th
Slot none; **Price** 55,320 gp; **Weight** 2 lbs.

Description

This gleaming +3 *flaming burst rapier* seems forged from rainbow-hued glass and sheds normal light in a 30-foot radius, raising the light level by one step for 30 feet beyond that, up to normal. The wielder receives a +1 morale bonus to attack any targets with the blade that they struck with the blade in the previous round. They also receive a +1 morale bonus to retaliate with the blade against any creature that struck them within the previous round. These bonuses do not stack with each other but do stack specifically with the morale bonus from the inspire courage bardic ability. The *pretentious blade* counts as glass for effects but is as strong as steel.

Construction

Requirements Craft Magic Arms and Armor, *daylight*, *fireball*; **Cost** 27,820 gp

SLOTH

This set is aligned with the sin of sloth. Wearers of this set tend to be slow moving and lazy. It provides the following set bonuses to the wearer:

2 pieces: *Dimension door* 1/day (CL 10).

3 pieces: 2/day Burst of Lethargy in a 15 foot burst. Living creatures and intelligent undead other than the user are staggered for 1 round (Will save DC 19, negates).

4 pieces: Fly as *overland flight* for 8 hours a day (1 hour increments minimum, CL 10).

ARMOR OF SLOTH

Aura moderate abjuration; **CL** 10th
Slot armor; **Price** 25,750 gp; **Weight** 50 lbs.

Description

This unadorned +2 *half plate* could easily pass as non-masterwork without close inspection (DC 15 Appraise), though it detects as magical. Its wearer is immune to magical effects that would slow or hinder their movements, though not to paralysis or other effects that prevent movement entirely.

Construction

Requirements Craft Magic Arms and Armor, *freedom of movement*; **Cost** 13,250 gp

QUARTERSTAFF OF SLOTH

Aura moderate transmutation; **CL** 10th
Slot none; **Price** 36,600 gp; **Weight** 4 lbs.

Description

This metal-shod *+1/+1 quarterstaff* is well-made and easily maneuverable. If an enemy is struck with both ends in a single round, it is affected by *slow* (no save) for one round and the wielder gains the benefit of *haste* for one round.

Construction

Requirements Craft Magic Arms and Armor, *haste*, *slow*; **Cost** 18,600 gp

MANTLE OF SLOTH

Aura moderate transmutation; **CL** 10th
Slot shoulders; **Price** 15,000 gp; **Weight** 5 lbs.

Description

This broad-shouldered mantle has a fashionable elegance to it while maintaining a rugged, durable look. Its wearer treats their Strength score as 8 points higher for determining carrying capacity and encumbrance and may use *levitate* at will.

Construction

Requirements Craft Wondrous Item, *ant haul*, *levitate*; **Cost** 7,500 gp

WRATH

This set is aligned with the sin of wrath. Wearers of this set tend towards fits of rage and destruction. It provides the following set bonuses to its wearer.

2 pieces: 1/day *blistering invective* (CL 10, DC 19).

3 pieces: +2 profane bonus to Constitution.

4 pieces: Increase the Strength bonus from a rage ability, such as the barbarian or skald's class features, or the bonus of a *rage*-type spell by +2.

EDGE OF RAGE, AXE OF WRATH

Aura moderate evocation; **CL** 10th
Slot none; **Price** 32,320 gp; **Weight** 12 lbs.

Description

This wicked-looking *+1 flaming burst greataxe* is etched with symbols of fire. On a confirmed critical hit following a natural 20, the weapon deals its burst damage as normal to the target, but also to every creature other than its wielder within 10 feet (Reflex DC 16, half).

Construction

Requirements Craft Magic Arms and Armor, *fireball*; **Cost** 16,320 gp

ENVELOPING RAGE, ARMOR OF WRATH

Aura moderate evocation; **CL** 10th
Slot armor; **Price** 25,350 gp; **Weight** 30 lbs.

Description

This *+1 breastplate* is patterned to look like a fiendishly-muscled torso and grants its wearer the benefits of *fire shield* (warm version) anytime they are under the effects of a *rage* spell or rage ability.

Construction

Requirements Craft Magic Arms and Armor, *fire shield*; **Cost** 12,850 gp

HELM OF WRATH

Aura moderate transmutation; **CL** 10th
Slot head; **Price** 12,000 gp; **Weight** 4 lbs.

Description

This helm is shaped like a roaring beast and grants its wearer a +5 competence bonus on Intimidate checks. Twice per day as a standard action, the wearer may increase their size, as *enlarge*. If the wearer is under a rage effect, this may be done as an immediate action.

Construction

Requirements Craft Wondrous Item, *eagle's splendor*, *enlarge person*; **Cost** 6,000 gp



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