

## Item of the Day: The First Season

Greetings folks. This is a compilation of magic items I brewed up for a message board at high school, entitled Auror's Item of the Day. I present to you here a collection of all the items (and just the items, no entertaining explanatory footnotes or mechanics guidelines. If you want those, you'll hafta go back to the original site, and I'm not giving out the address for free because it's not mine to give).

Also, I should note that I will probably be reproducing/expanding/enhancing a number of these items in their own right as time goes on, but for now they stand as they did. Anyway, here you go. As far as organization, items that are part of the set get to go first, and the sets are alphabetized. After that, items that stand on their own go by alphabetical order. Items that are inspired from something not entirely my own creation follow up in their own section, and then lastly specific items tied to specific people. The cuffs are in whatever order they were originally written down in, which I believe is the order the types of perform skills are listed in. Lastly because one is an armor quality and not an item, it goes last. For that matter, one's a staff, but I'm pretending that doesn't matter for organization purposes.

Finally, it stands to be said that the Gilgame Heart is essentially a major artifact, and Taylor's Staff, Grimm's Glasses, and The Inquisitor's Cross are effectively minor artifacts. And last but not least, the true name of Starnes' Statistics Book is "The Practice of Statistics," and I personally recommend it to those seeking knowledge in the queen of all mathematics.

Enjoy!

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### **Crane Amulet**

This white crane is made of fine paper and worn on a chain around the neck. It provides its wearer with a +2 bonus on all Reflex saving throws.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, *Resistance*; Market Price: 2,000 gp; Cost to Create: 1,000 gp, 80 xp.

### **Tiger Amulet**

This necklace of ivory fangs is worn around the neck. It provides its wearer with a +2 bonus on all Will saving throws.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, *Resistance*; Market Price: 2,000 gp; Cost to Create: 1,000 gp, 80 xp.

### **Tortoise Amulet**

This turtle token is made of jade and worn around the neck. It provides its wearer with a +2 bonus on all Fortitude saving throws.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, *Resistance*; Market Price: 2,000 gp; Cost to Create: 1,000 gp, 80 xp.

### **Book of Flame**

This sturdy, darkened leather-bound volume seems to be alight in several places, embers and red coal that never catch fire to the rest of the book. Picking it up and perusing the pages almost inevitably spreads ash, despite nothing actually being burned. Reading the Book of Flame takes three weeks of study, at which point the user understands its secret. As long as he has the book in his possession thereafter, the reader can use *Fireball* (Reflex DC 14, Caster Level 5th) as a spell-like ability up to three times per day.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, *Fireball*; Market Price: 36,000gp; Cost to Create: 18,000gp and 1,440 XP; Weight: 1 lb.

### **Book of Flame, Lesser**

The covers of this book are designed to look like red dragon scales, and its slightly warm to the touch, darkened parchment pages crisp. Reading this Lesser Book of Flame takes a full week of study, at which point the user gains the ability to use *Burning Hands* (Reflex DC 11, Caster Level increased to 5th) as a spell-like ability, three times per day.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, *Burning Hands*; Market Price: 12,000gp; Cost to Create: 6,000gp and 480 XP; Weight: 1 lb.

### **Book of Flame, Heightened**

Upon first glance, this book closely resembles a normal Book of Flame. Closer study, however, reveals sharper contrasts between the embers and coal, crisper pages, more ash, and in general the book seems perpetually on the brink of consuming itself. Reading this Heightened Book of Flame takes a full five weeks of study, at which point the user gains the ability to use *Fireball* (Reflex DC

heightened to 17, Caster Level increased to 10th) as a spell-like ability, once per day.

Caster Level: 10th; Prerequisites: Craft Wondrous Item, Heighten Spell, *Fireball*; Market Price: 40,000gp; Cost to Create: 20,000gp and 1,600 XP; Weight: 1 lb.

### **Book of the Meteor**

Obsidian covers and metal foil pages support this powerful book. Reading the Book of the Meteor takes nine full weeks of study, at which point the user gains the ability to use *Meteor Swarm* (Reflex DC 23, Caster Level 17th) as a spell-like ability. once per day.

Caster Level: 17th; Prerequisites: Craft Wondrous Item, *Meteor Swarm*; Market Price: 122,400gp; Cost to Create: 61,200gp and 4,896 XP; Weight: 5 lb.

### **Muse's Cuffs**

These elegant and decorated cuffs provide a +2 bonus to any Perform (oratory) checks their wearer makes, provided the wearer already has at least one rank in Perform (oratory).

Caster Level: 1th; Prerequisites: Craft Wondrous Item, Perform (oratory) 5 ranks; Market Price: 200 gp; Cost to Create: 100 gp, 8 xp.

### **Performer's Cuffs**

These slick, stage-friendly cuffs provide a +2 bonus to any Perform (act) checks their wearer makes, provided the wearer already has at least one rank in Perform (act).

Caster Level: 1th; Prerequisites: Craft Wondrous Item, Perform (act) 5 ranks; Market Price: 200 gp; Cost to Create: 100 gp, 8 xp.

### **Edward's Cuffs**

These refined cuffs provide a +2 bonus to any Perform (comedy) checks their wearer makes, provided the wearer already has at least one rank in Perform (comedy).

Caster Level: 1th; Prerequisites: Craft Wondrous Item, Perform (comedy) 5 ranks; Market Price: 200 gp; Cost to Create: 100 gp, 8 xp.

### **Antonio's Cuffs**

These cuffs are decorated with black music lines and a grand music staff across the back of the hand, shimmering in the light. They provide a +2 bonus to any Perform (sing) checks their wearer makes, provided the wearer already has at least one rank in Perform (sing).

Caster Level: 1th; Prerequisites: Craft Wondrous Item, Perform (sing) 5 ranks; Market Price: 200 gp; Cost to Create: 100 gp, 8 xp.

### **Selkie Cuffs**

These comfortable cuffs are trimmed with a bit of canine fur. They provide a +2 bonus to any Perform (percussion instruments) checks their wearer makes, provided the wearer already has at least one rank in Perform (percussion instruments).

Caster Level: 1th; Prerequisites: Craft Wondrous Item, Perform (percussion instruments) 5 ranks; Market Price: 200 gp; Cost to Create: 100 gp, 8 xp.

### **Choral Cuffs**

These slick cuffs are designed not to restrict the fingers and glide easily across most surfaces. They provide a +2 bonus to any Perform (keyboard instruments) checks their wearer makes, provided the wearer already has at least one rank in Perform (keyboard instruments).

Caster Level: 1th; Prerequisites: Craft Wondrous Item, Perform (keyboard instruments) 5 ranks; Market Price: 200 gp; Cost to Create: 100 gp, 8 xp.

### **Baticelli's Cuffs**

These well-made cuffs allow for deft and precise strokes. They provide a +2 bonus to any Perform (string instruments) checks their wearer makes, provided the wearer already has at least one rank in Perform (string instruments).

Caster Level: 1th; Prerequisites: Craft Wondrous Item, Perform (string instruments) 5 ranks; Market Price: 200 gp; Cost to Create: 100 gp, 8 xp.

### **Oriental Cuffs**

These silk cuffs hand loosely about the hands, swaying in the breeze in preternaturally pleasing patterns. They provide a +2 bonus to any Perform (dance) checks their wearer makes, provided the wearer already has at least one rank in Perform (dance).

Caster Level: 1th; Prerequisites: Craft Wondrous Item, Perform (dance) 5 ranks; Market Price: 200 gp; Cost to Create: 100 gp, 8 xp.

### **Shiokari's Cuffs**

These white cuffs are crafted delicately so as to let the fingers breathe a little. They provide a +2 bonus to any Perform (wind instruments) checks their wearer makes, provided the wearer already has at least one rank in Perform (wind instruments).

Caster Level: 1th; Prerequisites: Craft Wondrous Item, Perform (wind instruments) 5 ranks; Market Price: 200 gp; Cost to Create: 100 gp, 8 xp.

### **Cuffstone**

This large, hemi-spherical gemstone is designed to bond gloves and cuffs. A character with ranks in a perform skill and the cuffs related to that same perform skill can spend a full day to attune a Cuffstone to those cuffs. From then on, the cuffs can be worn with another pair of gloves (such as Gloves of Dexterity), retaining the bonus of both item. The cuffstone does not work for any other type of cuffs, or for cuffs that provide a bonus of greater than +2.

Caster Level: 1th; Prerequisites: Craft Wondrous Item, Perform (any) 2 ranks; Market Price: 100 gp; Cost to Create: 50 gp, 4 xp.

### **Insight Belt**

Designed to match the Insight Shades, Gloves, and Bracers, the Insight Belt functions fine normally, but become much more powerful when used as part of the set. The Insight Belt provides the user with the ability to cast *True Strike* on himself twice per day as a swift (free) action. In addition, if the user is equipped with the Insight Bracers, their enchantment bonus to Strength increases to +6.

Caster Level: 12th; Prerequisites: Craft Wondrous Item, Quicken Spell, *Bull's Strength*, *True Strike*; Market Price: 44,400gp; Cost to Create: 22,000gp and 1,776 XP; Weight: - lb.

### **Insight Bracers**

Designed to match the Insight Shades, these slick black bracers strap to the wearers forearms and magically resize and affix themselves. Insight Bracers grant the wearer a +4 enchantment bonus to both Strength and Dexterity. In addition, once per day, the wearer can cast *True Strike* on him or herself by speaking a command word as a swift (free) action. If a character wears the Insight Bracers, Insight Gloves, and Insight Belt, he can cast *True Strike* on himself as swift (free) action with a command word at will, instead of 5/day, but no more then once in a round.

Caster Level: 12th; Prerequisites: Craft Wondrous Item, *Bull's Strength*, *Cat's Grace*, *True Strike*; Market Price: 64,200gp; Cost to Create: 32,100gp and 2,568 XP; Weight: - lb.

### **Insight Gloves**

Designed stylistically in black to match the Insight Shades, Belt, and Bracers, the Insight Gloves function fine normally, but become much more powerful when used as part of the set. The Insight Gloves provide the user with the ability to cast *True Strike* on himself twice per day as a swift (free) action. In addition, if the user is equipped with the Insight Bracers, their enchantment bonus to Dexterity increases to +6

Caster Level: 12th; Prerequisites: Craft Wondrous Item, Quicken Spell, *Cat's Grace*, *True Strike*; Market Price: 44,400gp; Cost to Create: 22,200gp and 1,776 XP; Weight: - lb.

### **Insight Headband**

This plain and elegant headband is designed in a sleek black design that tucks around the edges of its matching shade-wear. The Insight Headband grants its wearer a +4 enchantment bonus to Intelligence and Wisdom. In addition, its wearer can see both invisible and ethereal creatures normally, and determine the difference between either and normal creatures, as though continuously under the effect of a *See Invisibility* spell.

Caster Level: 12th; Prerequisites: Craft Wondrous Item, *Fox's Cunning*, *Owl's Wisdom*, *See Invisibility*; Market Price: 58,000gp; Cost to Create: 29,000gp and 2,320 XP; Weight: - lb.

### **Insight Jumper**

Black and form-fitting, this tight outfit reaches from the wearers knees to their neck and down to the elbows, taking up space as a shirt and can be worn under armor or a robe. The Insight Jumpsuit grants its wearer a +3 insight bonus on reflex saving throws, and grants him or her Evasion (as the Rogue ability).

Caster Level: 12th; Prerequisites: Craft Wondrous Item, *Resistance*, *Cat's Grace*, *Jump*; Market Price: 58,750gp; Cost to Create: 29,375gp and 2,350 XP; Weight: - lb.

### **Insight Shades**

Combining style and function, these elegant, stylized prescription (the nature of the prescription changes to suit the wearer) sunglasses stay tinted throughout the day, though the viewer can always see out of them as if he hadn't been wearing them at all. Insight Shades grant the wearer a +10 competence (equipment) bonus on Spot checks and Darkvision out to 60 feet. In addition, the wearer gains a +2 insight bonus on attack rolls and a +2 insight bonus to armor class.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, *Clairvoyance/Clairaudience*, *Darkvision*, *True Strike*; Market Price: 57,000gp; Cost to Create: 28,500gp and 2,280 XP; Weight: - lb.

### **Insight Bracers, Lesser**

These simple, functional armbands resemble but don't match the more powerful Insight Bracers. Their wearer gains the ability to cast *True Strike* on himself as a standard action by speaking a command word as many as 3 times per day.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, *True Strike*; Market Price: 4,000gp; Cost to Create: 2,000gp and 160 XP; Weight: - lb.

### **Insight Jumper, Lesser**

This simple black jumpsuit grants its wearer a +1 insight bonus on reflex saving throws.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, *Clairvoyance/Clairaudience*; Market Price: 2,500gp; Cost to Create: 1,250gp and 100 XP; Weight: - lb.

### **Insight Shades, Lesser**

Similar but less expensive in appearance, these shades grant their wearer a +1 insight bonus on attack rolls and a +1 insight bonus to armor class.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, *Clairvoyance/Clairaudience*; Market Price: 6,250gp; Cost to Create: 3,125gp and 250 XP; Weight: - lb.

### **Spoon of Cure Light Wounds**

This simple wooden spoon, one that you might drink soup with, seems entirely non-descript and perhaps even a bit unwieldy. When pressed against a gash, cut, scrape, break, or other type of injury and a command word is spoken, however, it casts *Cure Light Wounds* as a standard action, up to five times per day.

Caster Level: 1st; Prerequisites: Craft Wondrous Item, *Cure Light Wounds*; Market Price: 1,800gp; Cost to Create: 900gp and 72 XP; Weight: 1 lb.

### **Spoon of Cure Moderate Wounds**

This plain iron spoon, such as one you might ladle out soup with, doesn't have any distinguishing features. When pressed against a wound and a command word is spoken, however, it casts *Cure Moderate Wounds* as a standard action, up to five times per day.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, *Cure Moderate Wounds*; Market Price: 10,800; Cost to Create: 5,400 gp and 432 XP; Weight: 1 lb.

### **Spoon of Cure Serious Wounds**

This refined steel spoon might be used to serve steamed vegetables in a lord's manor. When pressed against an injury and a command word is spoken, it casts *Cure Serious Wounds* as a standard action, up to five times per day.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, *Cure Serious Wounds*; Market Price: 27,000; Cost to Create: 13,500 gp and 1,080 XP; Weight: 1 lb.

### **Spoon of Cure Critical Wounds**

This ornate but functional golden spoon might be found on the table settings of a powerful lord, or even a minor king. When pressed against an injury and a command word is spoken, it casts *Cure Critical Wounds* as a standard action, up to five times per day.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, *Cure Critical Wounds*; Market Price: 50,400; Cost to Create: 25,200 gp and 2,016 XP; Weight: 1 lb.

### **Batendalyn's Spoon of Healing**

This powerful item is disguised as a well-made wooden spoon of modest origin that has seen a lot of use, but never warped or cracked or even stained. Upon being pressed to an injury, Batendalyn's Spoon of Healing heals 150 hp and rids the target of any of a number of adverse conditions, exactly as a *Heal* spell, up to three times per day as a standard action with a command word.

Caster Level: 15th; Prerequisites: Craft Wondrous Item, *Heal*; Market Price: 97,200; Cost to Create: 48,600 gp and 3,888 XP; Weight: 1 lb.

### **Spoon of Insidious Self Destruction**

This blackened iron spoon seems warm to the touch. By speaking a command word, a character can trigger its explosive capabilities. 1 to 5 rounds later, as determined by the speaker, the spoon explodes, dealing 13d6 fire damage to a 20 ft. radius spread (Reflex DC 20 for half damage). The spoon can be thrown with a range increment of 10 ft, but does not explode automatically upon striking a creature or surface.

Caster Level: 13th; Prerequisites: Craft Wondrous Item, *Delayed Blast Fireball*; Market Price: 4,550; Cost to Create: 2,275 gp and 182 XP; Weight: 1 lb.

### **Spoon of Insidious Self Destruction, Greater**

As the Spoon of Insidious Self Destruction, only this spoon deals 20d6 fire damage.

Caster Level: 20th; Prerequisites: Craft Wondrous Item, *Delayed Blast Fireball*; Market Price: 7,000; Cost to Create: 3,500 gp and 280 XP; Weight: 1 lb.

### **Ascetic's Ring**

The wearer of this ring can, as a standard action, heal one hp. He can use this ability as often as he has the time for, but the only other thing he can do while activating the ring is pray, which he must do to activate the ring. The ring does not function for non-good characters.

Caster Level: 1th; Prerequisites: Craft Wondrous Item, *Cure Minor Wounds*; Market Price: 1,000 gp; Cost to Create: 500 gp, 40 xp.

### **The Bard's Plume**

Handed down from generation to generation of scribes and artists, this feather quill provides a +5 bonus on Forgery, or any type of craft (visual arts or writing) check.

Caster Level: 2nd; Prerequisites: Craft Wondrous Item, 5 ranks in Forgery, 5 ranks in Craft(writing); Market Price: 2,500 gp; Cost to Create: 1,250 gp, 100xp.

### **Belt of Blades**

This solid metal belt is spiked like armor, curving and reaching behind the wearer's waist. While the belt is worn, the wearer is encircled by a horizontal ring of swirling metal blades extends 5 feet from him, into all adjacent squares. Each round on his turn, the blades deal 1d6+5 points of damage to all creatures in the affected area (no save). The blades can be dismissed or recalled as a free action.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, *Ring of Blades*; Market Price: 30,000 gp; Cost to Create: 15,000 gp, 1200 xp.

### **Cleric's Tape**

This cloth is laden with a solution on one side that helps it stick to a character, designed to be wrapped around a joint or forearm or leg or the like (the exact position does not matter, and the item does not take up any room). By touching the tape and concentrating as a standard action, a character can grant himself Fast Healing 1 for 11 rounds, healing a total of 11 hp. This does not restore hit points lost from starvation, thirst, or suffocation. This effect does not stack with similar effects.

Caster Level: 1st; Prerequisites: Craft Wondrous Item or Brew Potion, *Cure Light Wounds* or *Lesser Vigor*; Market Price: 50 gp; Cost to Create: 25 gp, 2 xp; Weight: - lb.

### **Life Belt**

This simple, black leather belt with a solid silver buckle Lifet allows its wearer to cast True Strike on himself as a swift (free) action with a command word, but no more than once per round.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, Quicken Spell, *True Strike*; Market Price: 81,000gp; Cost to Create: 40,500gp and 3,240 XP; Weight: - lb.

### **Rary's Scroll**

This scroll was designed by the wizard Rary, known for his *Mnemonic Enhancer*, among other things. Once per day, a wizard can study Rary's Scroll, which takes 10 minutes. Upon completion, the wizard can prepare three additional levels worth of spells. These spells are otherwise prepared and cast normally.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, *Rary's Mnemonic Enhancer*; Market Price: 10,000 gp; Cost to Create: 5,000 gp, 400xp.

### **Skill Quill**

These feathers stick in one's hat or other article of clothing, and don't take up any space as a magic item. They grant a +2 competence (equipment) bonus on a skill of the creator's choice. For example, you could have a Jumping Quill (+2 to Jump), or a Smithy's Quill (+2 to craft (blacksmith), and so on and so forth.

Caster Level: 1st; Prerequisites: Craft Wondrous Item, creator must have 2 ranks in the designated skill; Market Price: 800 gp; Cost to Create: 400 gp and 32 xp; Weight: - lb.

### **Sorcerous Ring**

With a command word, the wearer of this ring can cast a minor magical effect as though from a *Prestidigitation* cantrip. There is no limit to how often he can do so, but casting the spell is a standard action.

Caster Level: 1st; Prerequisites: Forge Ring, *Prestidigitation*; Market Price: 900 gp; Cost to Create: 450 gp, 36xp.

### **Wolf Token**

This item is a small figurine of a grey wolf, carved out of ebony, ivory, or some similar natural material. When thrown to the ground as a standard action, the figurine is replaced by a living, breathing, wolf. The wolf serves whoever summoned it for 5 rounds (or until it's hit points reach 0), at which point it dissipates.

A wolf summoned using this spell treats its natural weapons as +1 magic weapons.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, *Summon Nature's Ally I*, *Magic Fang*; Market Price: 325 gp; Cost to Create: 162.5 gp, 13 xp.

### **Gilgame Heart**

This heart (biological heart, not love heart) shaped pendant hangs about the neck. It has been passed from thief's guild to king to adventurer alike, and has a way of turning up in odd people's hands. Rumors abound that there are more than one floating out there, as most who would have a Gilgame Heart don't reveal it's nature to their friends, for fear of avarice.

The wearer of a Gilgame Heart only gains half as much experience as he normally would. Instead, the other half

of experience he gains is converted to GP, at a rate of 5 gp per experience point. This gp takes the form of gemstones that form in the chambers within the Heart, and can be removed and sold at full value at any time.

Caster Level: 20th; Weight: 3 lb.

### **Fire Cross Coat, Lesser**

This heavy leather coat is marked with white crosses on the shoulders and black trimmings. It provides its wearer with a +2 armor bonus to AC, a +2 resistance bonus on all saving throws, and a +2 enchantment bonus to Charisma.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, *Eagle's Splendor*, *Mage's Armor*, *Resistance*; Market Price: 16,000 gp; Cost to Create: 8,000 gp, 640 xp.

### **Fire Cross Coat**

This heavy leather coat is marked with silver crosses on the shoulders and jet trimmings, with hints of silver thread. It provides its wearer with a +4 armor bonus to AC, a +4 resistance bonus on all saving throws, and a +4 enchantment bonus to Charisma.

Caster Level: 12th; Prerequisites: Craft Wondrous Item, *Eagle's Splendor*, *Mage's Armor*, *Resistance*; Market Price: 64,000 gp; Cost to Create: 32,000 gp, 2560 xp.

### **Fire Cross Coat, Greater**

Ivory crosses and crimson trimmings flush out this dark coat. It provides its wearer with a +8 armor bonus to AC, a +5 resistance bonus on all saving throws, and a +6 enchantment bonus to Charisma.

Caster Level: 15th; Prerequisites: Craft Wondrous Item, *Eagle's Splendor*, *Mage's Armor*, *Resistance*; Market Price: 155,500 gp; Cost to Create: 77,750 gp, 6220 xp.

### **Phantom Blade**

This *+1 ghost touch rapier* is threaded with an unholy energy. Every successful attack with the blade deals an additional point of negative energy damage. This extra effect does not function for characters of good alignment, but they can use the blade normally otherwise.

Caster Level: 9th; Prerequisites: Craft Magic Arms and Armor, *Infllict Light Wounds*; Market Price: 6,320 gp; Cost to Create: 3,160 gp, 292 xp.

### **Phantom Gloves**

Once per day, the wearer of these gloves can deal 3d6 damage as a melee touch attack subject to spell resistance (but no saving throw). He gains the same number of health as temporary hit points, which disappear one hour later.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, *Vampiric Touch*; Market Price: 6,480 gp; Cost to Create: 3,240 gp, 259 xp.

### **Phantom Mask**

This plain white mask is designed for those with particularly nasty facial blemishes, and refits itself either to mask the right side of the face, or the upper half of the

face, whichever is more appropriate for a given bearer. It grants its wearer a +5 competence (equipment) bonus on Intimidate and Perform (sing) checks. In addition, its wearer can use *Invisibility* with a command word, once per day.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, *Invisibility*, creator must have 5 ranks in Perform (sing) and Intimidate; Market Price: 11,820; Cost to Create: 5,910 gp and 472 xp; Weight: - lb.

### **Dire Rat Flail**

Not to be confused with a rat's dire flail, or a club with a dire rat tied to it, the head of this flail is crafted to look like a rat, though it hits every bit as hard as enchanted steel should. The Dire Rat Flail functions as a *+3 flail*. Three times per day with a successful hit, the wielder can force his target to make a Fortitude save (DC 14) or contract the disease Filth Fever, as detailed in the DMG (page 292).

Caster Level: 6th; Prerequisites: Craft Magic Arms and Armor, *Contagion*; Market Price: 36,308 gp; Cost to Create: 18,154 gp, 720 xp.

### **Leninade**

Imbibing this potent and tasty beverage infuses one with the indomitable will of the Soviet Union. The drinker gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, but takes a -2 penalty to AC for 5 rounds. The effect is otherwise identical with a barbarian's rage except that the drinker aren't fatigued at the end of the rage. A single bottle of Leninade contains enough drink to activate the effect three times.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, *Rage*; Market Price: 2000 gp; Cost to Create: 1000 gp, 80 xp.

### **Webb School Diploma**

Packaged in a traditional bible, this diploma signifies the highest standards of academic, characteristic, and athletic achievement over the course of four years, and is awarded to those who complete such rigid curricula successfully. Having a diploma confers a number of advantages, which function as long as the diploma is either on the graduate's person or in a honorable display at his place of residence.

- A graduate can cast *guidance* on himself once per day as a standard action.
- A graduate gains a +2 bonus on all Profession skill checks.
- A graduate gains a +2 bonus on all Knowledge checks.
- A graduate gains a +2 bonus on all Craft checks.
- A graduate gains a +1 bonus to all charisma-based skill checks.

Caster Level: 1st; Prerequisites: Craft Wondrous Item, 2 ranks in any Profession skill, 2 ranks in any 2 Knowledge skills, 2 ranks in any 2 Craft skills, Charisma 13+, *guidance*; Market Price: 5140 gp; Cost to Create: 2570 gp, 205 xp.

### **Davila's Cards**

This deck of regular playing cards is coated to be resistant to weather and other bad effects, and are decorated with a navy purple design on the back. Once per day, a game can be played with these cards that answers as many as nine yes or no questions, but because the powerful forces that govern the cards are not necessarily omniscient, "unclear," or even a short explanatory phrase (five words or less), are possible responses.

If while asking questions, the player lags, discusses the answers, or goes off to do anything else, the magic ends for the day.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, *Commune*; Market Price: 43,000 gp; Cost to Create: 9,000 gp, 5720 xp.

### **Grimm's Glasses**

Somewhat dorky, somewhat sheik, these glasses provide their wearer a +10 competence (equipment) bonus to Listen and Spot checks, in addition to granting the wearer the Alertness feat. While wearing the glasses, the wearer sees everything as though under a constant *True Seeing* effect. The wearer gains a +2 competence (equipment) bonus to attack rolls made with a bow of any sort, and a +1 competence (equipment) bonus to damage rolls made with a bow. Finally, the user can use *Summon Nature's Ally II* by speaking a command word at will, but can never have more than two instances of the spell active at once.

Caster Level: 9th; Market Price: 200,000; Weight: 1 lb.

### **The Inquisitor's Cross**

A solid steel cross hanging on a heavy chain around the neck, this powerful item does so much more than function as a holy symbol. Its wearer is completely immune to poison and disease, gains a +6 enchantment bonus to Wisdom and Charisma, and is treated as 4 levels higher for the purpose of turning undead. In addition, the wearer automatically becomes stable if his hit points drop below 0 (provided he's still alive), his natural rate of healing is doubled, wounds that don't normally heal naturally do, and attacks that drain HP over time due to bleeding don't function (Constitution reducing effects due to bleeding still work normally). Finally, if the wearer is about to do something that could drastically effect his alignment, he becomes aware of this prior to doing said action.

Caster Level: 10th; Market Price: 200,000; Weight: 1 lb.

### **Starnes' Statistics Book**

Full of fluid illustrations and well-worded examples, this great work of mathematical literature is a boon to any who seek to improve their knowledge of not only statistics, but life in general. It takes no less than 20 weeks to fully grasp the material contained within this epic tome, but henceforth the reader receives a +20 enchantment bonus on any knowledge (statistics) check he or she might have to make while the book is in his or her possession.

Caster Level: 17th; Prerequisites: Scribe Magimicon, Knowledge (Statistics) 20 ranks; Market Price: 20,000gp; Cost to Create: 10,000gp and 800 XP; Weight: 1 lb.

### **Taylor's Staff of Exorcism**

This solid ebony staff is topped with a pearl gem, and functions as a +2 *Holy Quarterstaff*. In addition, while being held, the holder is constantly surrounded by a *Magic Circle against Evil* effect. Finally, the user can cast the following spells as though from a regular staff, using one charge each. The staff carries 50 charges.

- *Banishment*
- *Harm*
- *Find the Path*
- *Glyph of Warding, Greater*

### **Stylized**

A suit of armor with this special ability is designed to appear both cool and intimidating at the same time. Its wearer gains a +3 competence (equipment) bonus to all charisma-based skill checks made while wearing the suit.

Caster Level: 2nd; Prerequisites: Craft Magic Arms and Armor, *Eagle's Splendor*; Price: 6750 gp.