



This product requires the use
of Dungeons & Dragons,
Third Edition rules



Buck-A-Batch

Bonus Potions

25 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
creationsedge.com

Introduction

Here at Creation's Edge Games the ideas keep on coming, even long after the projects that they were intended for are finished. After generating the 150 new magic potions that make up Buck-A-Batch: Magic Potions I, II, and III we discovered we still had some leftover. As a result we've put together Buck-A-Batch: Bonus Potions available absolutely free as a download through RPG Now. This document features 25 new magic potions for use with d20 fantasy settings.

If you enjoy this product please consider purchasing other documents from our Buck-A-Batch line.

The Buck-A-Batch product line is part of System 20, a do-it-yourself supplement system found on our website at www.creationsedge.com and available for download through RPG Now.

System 20 allows you to create your own supplements, featuring the content of your choice, for a fraction of the cost of traditional RPG supplements.

You'll find over 1000 different magic items, weapons, rings, and wear on our site, as well as our Add-A-Rooms, Adventures, and other role-playing aids.

Our Free 20 section also hosts dozens of free creatures, items, and weapons to incorporate into your D20 fantasy campaign.

For those d20 Modern players out there we also have a modern line of Buck-A-Batch products as well as *Artifacts From the Edge* a book length supplement featuring detailed descriptions and illustrations of 40 new magic items with a modern slant. This product is available in both downloadable and softcover book format.

Buck-A-Batch: Bonus Potions is available for download on the Creation Edge Games website as part of the System 20 collection. Check out our website at creationsedge.com for more System 20 resources and information on upcoming releases.

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Buck-A-Batch

Bonus Potions

25 New Magic Items
for use with D20
Fantasy Rules

% Roll	Name of potion
01-04	Battle Alertness
05-08	Combat Ability
09-12	Dead Eye
13-16	Elemental Bane (air)
17-20	Elemental Bane (earth)
21-24	Elemental Bane (fire)
25-28	Elemental Bane (water)
29-32	Potion of Repelling (ooze)
33-36	Potion of Repelling (plant)
37-40	Potion of Repelling (vermin)
41-44	Preventive Medicine (acid)
45-48	Preventive Medicine (cold)
49-52	Preventive Medicine (electricity)
53-56	Preventive Medicine (fire)
57-60	Preventive Medicine (sonic)
61-64	Spell bomb (animate dead)
65-68	Spell bomb (bane)
69-72	Spell bomb (daylight)
73-76	Spell bomb (deeper darkness)
77-80	Spell bomb (entangle)
81-84	Strong arm
85-88	Thieving ability (detect trap)
89-92	Thieving ability (disable device)
93-96	Thieving ability (lock pick)
97-00	Token Potion (curing)

Battle Alertness

Drinking this potion bestows a heightened level of awareness upon a creature during combat. The creature gains a +1 'to hit' bonus to their attacks of opportunity. The creature also gains the ability to make one additional attack of opportunity each round. These bonuses remain for 1 hour.

Caster level: 5th / Prerequisites: Brew Potion, spellcaster level 8th + / Market Value: 300gp / Cost to Create: 150gp + 12xp

Combat Ability

A creature that drinks this potion gains the following abilities while in combat. The creature gains a +1 bonus to their 'to hit' rolls. The creature gains a +1 bonus to their AC. The creature also gains a +1 bonus to any skill checks or saving throws attempted. These modifiers only apply while the creature is in combat. These bonuses remain for 1 hour.

Caster level: 5th / Prerequisites: Brew Potion, spellcaster level 8th + / Market Value: 300gp / Cost to Create: 150gp + 12xp

Dead Eye

This potion temporarily bestows the *point blank shot*, *far shot*, and *precise shot* feats upon its imbiber for a period of 1 hour.

Caster level: 5th / Prerequisites: Brew Potion, spellcaster level 8th + / Market Value: 300gp / Cost to Create: 150gp + 12xp

Elemental Bane (air)

This potion is made up of a mixture of ingredients which interfere with an air elemental's ability to maintain its form. Simply having this bottle uncorked within 20 feet of an air elemental will inflict 1 point of damage upon it each round. Shattering the potion releases a cloud of mist that fills a 20 cubic foot area. Air elementals caught in this area when the potion shatters are dealt 4d8 points of damage. Most elementals can sense when they're in the presence of an elemental bane potion and will target opponents carrying these first.

Caster level: 6th / Prerequisites: Brew Potion, spellcaster level 10th + / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Elemental Bane (earth)

This potion is made up of a mixture of ingredients which interfere with an earth elemental's ability to maintain its form. Simply having this bottle uncorked within 20 feet of an earth elemental will inflict 1 point of damage upon it each round. Shattering the potion releases a cloud of mist that fills a 20 cubic foot area. Earth elementals caught in this area when the potion shatters are dealt 4d8 points of damage. Most elementals can sense when they're in the presence of an elemental bane potion and will target opponents carrying these first.

Caster level: 6th / Prerequisites: Brew Potion, spellcaster level 10th + / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Elemental Bane (fire)

This potion is made up of a mixture of ingredients which interfere with a fire elemental's ability to maintain its form. Simply having this bottle uncorked within 20 feet of a fire elemental will inflict 1 point of damage upon it each round. Shattering the potion releases a cloud of mist that fills a 20 cubic foot area. Fire elementals caught in this area when the potion shatters are dealt 4d8 points of damage. Most elementals can sense when they're in the presence of an elemental bane potion and will target opponents carrying these first.

Caster level: 6th / Prerequisites: Brew Potion, spellcaster level 10th + / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Elemental Bane (water)

This potion is made up of a mixture of ingredients which interfere with a water elemental's ability to maintain its form. Simply having this bottle uncorked within 20 feet of a water elemental will inflict 1 point of damage upon it each round. Shattering the potion releases a cloud of mist that fills a 20 cubic foot area. Water elementals caught in this area when the potion shatters take 4d8 points of damage. Most elementals can sense when they're in the presence of an elemental bane potion and will target opponents carrying these first.

Caster level: 6th / Prerequisites: Brew Potion, spellcaster level 10th + / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Potion of Repelling (ooze)

This potion contains a mixture of ingredients noxious to creatures that fall under the ooze creature type. A creature that has consumed

this potion becomes repulsive to oozes. Oozes within 15 feet of the affected creature must succeed at a will save (DC15) each round or else be compelled to move away from the creature. Attacks made against a creature who has used this potion by oozes suffer a -2 penalty to hit. These abilities remain for 1 hour after the potion has been consumed.

Caster level: 5th / Prerequisites: Brew Potion, spellcaster level 8th + / Market Value: 500gp / Cost to Create: 250gp + 20xp

Potion of Repelling (plant)

This potion contains a mixture of ingredients noxious to creatures that fall under the plant creature type. A creature that has consumed this potion becomes repulsive to plants. Plants within 15 feet of the affected creature must succeed at a will save (DC15) each round or else be compelled to move away from the creature. Attacks made against a creature who has used this potion by plants suffer a -2 penalty to hit. These abilities remain for 1 hour after the potion has been consumed.

Caster level: 5th / Prerequisites: Brew Potion, spellcaster level 8th + / Market Value: 500gp / Cost to Create: 250gp + 20xp

Potion of Repelling (vermin)

This potion contains a mixture of ingredients noxious to creatures that fall under the vermin creature type. A creature that has consumed this potion becomes repulsive to vermin. Vermin within 15 feet of the affected creature must succeed at a will save (DC15) each round or else be compelled to move away from the creature. Attacks made

against a creature who has used this potion by vermin suffer a -2 penalty to hit. These abilities remain for 1 hour after the potion has been consumed.

Caster level: 5th / Prerequisites: Brew Potion, spellcaster level 8th + / Market Value: 500gp / Cost to Create: 250gp + 20xp

Preventive Medicine (acid)

The magic from a Preventive Medicine potion is held within the imbiber for a period of up to one day or until a trigger condition is met. If the imbiber of this potion is exposed to an attack that deals acid damage the potion's magic will trigger. The creature immediately becomes protected as though they were targeted by a *protection from elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with acid as the selected element. This spell functions as though it were cast at 12th level.

Caster level: 12th / Prerequisites: Brew Potion, *protection from elements* / Market Value: 600gp / Cost to Create: 300gp + 24xp

Preventive Medicine (cold)

The magic from a Preventive Medicine potion is held within the imbiber for a period of up to one day or until a trigger condition is met. If the imbiber of this potion is exposed to an attack that deals cold damage the potion's magic will trigger. The creature immediately becomes protected as though they were targeted by a *protection from elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with cold as the selected element. This spell functions as though it were

cast at 12th level.

Caster level: 12th / Prerequisites: Brew Potion, *protection from elements* / Market Value: 600gp / Cost to Create: 300gp + 24xp

Preventive Medicine (electricity)

The magic from a Preventive Medicine potion is held within the imbiber for a period of up to one day or until a trigger condition is met. If the imbiber of this potion is exposed to an attack that deals electricity damage the potion's magic will trigger. The creature immediately becomes protected as though they were targeted by a *protection from elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with electricity as the selected element. This spell functions as though it were cast at 12th level.

Caster level: 12th / Prerequisites: Brew Potion, *protection from elements* / Market Value: 600gp / Cost to Create: 300gp + 24xp

Preventive Medicine (fire)

The magic from a Preventive Medicine potion is held within the imbiber for a period of up to one day or until a trigger condition is met. If the imbiber of this potion is exposed to an attack that deals fire damage the potion's magic will trigger. The creature immediately becomes protected as though they were targeted by a *protection from elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with fire as the selected element. This spell functions as though it were cast at 12th level.

Caster level: 12th / Prerequisites: Brew

Potion, *protection from elements* / Market Value: 600gp / Cost to Create: 300gp + 24xp

Preventive Medicine (sonic)

The magic from a Preventive Medicine potion is held within the imbiber for a period of up to one day or until a trigger condition is met. If the imbiber of this potion is exposed to an attack that deals acid damage the potion's magic will trigger. The creature immediately becomes protected as though they were targeted by a *protection from elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with sonic as the selected element. This spell functions as though it were cast at 12th level.

Caster level: 12th / Prerequisites: Brew Potion, *protection from elements* / Market Value: 600gp / Cost to Create: 300gp + 24xp

Spell Bomb (animate dead)

The liquid in this potion bottle contains a spell, which is released when it is used as a grenade-like weapon. Ghostly skull shapes can be discerned floating in the liquid contained within the bottle. When this potion is shattered it releases an *animate dead* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast at 7th level with the spot that the bottle shattered treated as its point of origin. If a spell caster who knows how to cast the *animate dead* spell consumes the potion, the caster gains the ability to cast one additional *animate dead* spell that day. If the potion is consumed by anyone else they must make a will save (DC20) or else suffer 1 point of temporary intelligence loss.

Caster level: 7th / Prerequisites: Brew Potion, *animate dead* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Spell Bomb (bane)

The liquid in this potion bottle contains a spell, which is released when it is used as a grenade-like weapon. This bottle is surrounded by a dim red aura of light. When this potion is shattered it releases a *bane* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast at 7th level with the spot that the bottle shattered treated as its point of origin. If a spell caster who knows how to cast the *bane* spell consumes the potion, the caster gains the ability to cast one additional *bane* spell that day. If the potion is consumed by anyone else they must make a will save (DC20) or else suffer 1 point of temporary intelligence loss.

Caster level: 7th / Prerequisites: Brew Potion, *bane* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Spell Bomb (daylight)

The liquid in this potion bottle contains a spell, which is released when it is used as a grenade-like weapon. This glowing bottle emits light equivalent to that of a torch. When this potion is shattered it releases a *daylight* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast at 7th level with the spot that the bottle shattered treated as its point of origin. If a spell caster who knows how to cast the *daylight* spell consumes the potion, the caster gains the ability to cast one additional *daylight* spell that day. If the potion is con-

sumed by anyone else they must make a will save (DC20) or else suffer 1 point of temporary intelligence loss.

Caster level: 7th / Prerequisites: Brew Potion, *daylight* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Spell Bomb (deeper darkness)

The liquid in this potion bottle contains a spell, which is released when it is used as a grenade-like weapon. The glass of this bottle is pitch black. When this potion is shattered it releases a *deeper darkness* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast at 7th level with the spot that the bottle shattered treated as its point of origin. If a spell caster who knows how to cast the *deeper darkness* spell consumes the potion, the caster gains the ability to cast one additional *deeper darkness* spell that day. If the potion is consumed by anyone else they must make a will save (DC20) or else suffer 1 point of temporary intelligence loss.

Caster level: 7th / Prerequisites: Brew Potion, *deeper darkness* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Spell Bomb (entangle)

The liquid in this potion bottle contains a spell, which is released when it is used as a grenade-like weapon. This potion looks like a mixture of every color of green. When this potion is shattered it releases an *entangle* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast at 7th level with the spot that the bottle shattered treated as its point of origin. If a spell caster who knows how to cast the

entangle spell consumes the potion, the caster gains the ability to cast one additional entangle spell that day. If the potion is consumed by anyone else they must make a will save (DC20) or else suffer 1 point of temporary intelligence loss.

Caster level: 7th / Prerequisites: Brew Potion, *entangle* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Strong Arm

This potion temporarily bestows the *power attack*, *cleave*, and *sunder* feats upon its imbiber for a period of 1 hour.

Caster level: 5th / Prerequisites: Brew Potion, spellcaster level 8th + / Market Value: 300gp / Cost to Create: 150gp + 12xp

Thieving Ability (detect trap)

Drinking this potion allows the imbiber to use their search skill to locate traps as though they were a rogue. When consumed by a rogue it grants them a +1 bonus to their search skill. The ability granted by this potion lasts for 2d4 hours.

Caster level: 5th / Prerequisites: Brew Potion, spellcaster level 8th + / Market Value: 500gp / Cost to Create: 250gp + 20xp

Thieving Ability (disable device)

Drinking this potion allows the imbiber to use the skill disable device as though they were a rogue that possessed this skill at its 3rd rank. When consumed by a rogue it grants them a +1 bonus to their disable

device skill. The ability granted by this potion lasts for 2d4 hours.

Caster level: 5th / Prerequisites: Brew Potion, spellcaster level 8th + / Market Value: 500gp / Cost to Create: 250gp + 20xp

Thieving Ability (lock pick)

Drinking this potion allows the imbiber to use the skill open lock as though they were a rogue that possessed this skill at its 3rd rank. When consumed by a rogue it grants them a +1 bonus to their open lock skill. The ability granted by this potion lasts for 2d4 hours.

Caster level: 5th / Prerequisites: Brew Potion, spellcaster level 8th + / Market Value: 500gp / Cost to Create: 250gp + 20xp

Token Potion (curing)

A token potion is immediately identified as a non-standard potion due to the fact that several coin-sized disks of compressed potion components are attached to its stopper by short tethers. The potion held within the flask is unfinished and awaiting the last bit of components held within the attached tokens. Each token is marked with a different symbol and produces a different effect when snapped off the stopper and dropped into the potion. This potion can cure a number of different ailments. A *remove paralysis*, *remove blindness/deafness*, *remove disease*, and *neutralize poison* token are attached to the stopper. The user need only snap one off, drop it into the potion, then drink the potion to be cured of the selected condition. This functions the same as a potion of the selected type as described in the dungeons and dragons dungeon mas-

ter's guide, third edition. The entire potion must be drunk in order to have an effect. Unlike other token potions the remaining tokens may be added to any cure wounds potion to transform it into a potion of the selected type. Drinking an unfinished potion has no effect. Dropping more than one token into this potion disrupts the magic leaving the potion useless.

Caster level: 8th / Prerequisites: Brew Potion, spellcaster level 10th + / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Buck-A-Batch: Magic Potions I

The alchemists at Creation's Edge Games have whipped up 50 new potions for your d20 fantasy campaigns.

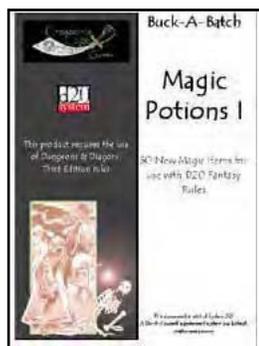
Sample:

Selective Non-detection (animals)

This potion makes the imbiber undetectable to animals. Creatures of this type cannot perceive the user of the potion as they normally would. If the animal has reason to believe that an undetectable creature is present they can still attempt to attack them suffering all the applicable penalties for attempting to attack an 'invisible' target. If the undetectable creature takes action against an animal, such as physically attacking or casting a spell at, the potion's effect becomes temporarily disrupted, making the creature fully detectable by the animal the following round. If the creature takes no action against the animal for the round that they are visible to it the potion will kick in once again the round after that rendering the creature effectively 'invisible' once again. The effects of this potion last for 1d4 hours.

Caster level: 5th / Prerequisites: Brew Potion, spellcaster 8th+ / Market Value: 300gp / Cost to Create: 150gp + 12xp

Buck-A-Batch: Magic Potions I, II, & III are now available through RPGNow



Also available from Creation's Edge Games:

- Buck-A-Batch: Magic Armor I**
- Buck-A-Batch: Magic Armor II**
- Buck-A-Batch: Magic Armor III**
- Buck-A-Batch: Magic Items I**
- Buck-A-Batch: Magic Items II**
- Buck-A-Batch: Magic Items III**
- Buck-A-Batch: Magic Masks I**
- Buck-A-Batch: Magic Masks II**
- Buck-A-Batch: Magic Masks III**
- Buck-A-Batch: Magic Potions I**
- Buck-A-Batch: Magic Potions II**
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- Buck-A-Batch: Magic Weapons II**
- Buck-A-Batch: Magic Weapons III**
- Buck-A-Batch: Magic Wear I**
- Buck-A-Batch: Magic Wear II**
- Buck-A-Batch: Magic Wear III**

Each document in the Buck-A-Batch line contains 50 new magic items for use with d20 rules.

For d20 Modern:

- Buck-A-Batch: Modern Magic Items I**
- Buck-A-Batch: Modern Magic Items II**
- Buck-A-Batch: Modern Magic Items III**

Artifacts From the Edge

Magic crosses over into our world in the form of 40 new magic items ranging from the marvelous (The Anubis Battery) to the mundane (Toby Wilson's Ice Scraper). Artifacts From the Edge features detailed descriptions, illustrations, and adventure seeds for magic items with a modern slant.

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This product requires the use
of Dungeons & Dragons,
Third Edition rules



Buck-A-Batch

Magic Armor I

50 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
creationsedge.com

Buck-A-Batch

Magic Armor I

50 New Magic Items
for use with D20
Fantasy Rules

Introduction

Welcome to Magic Armor I, part of our Buck-A-Batch line of products.

The Buck-A-Batch product line is part of System 20, a do-it-yourself supplement system found on our website at www.creationsedge.com.

System 20 allows you to create your own supplements, featuring the content of your choice, for a fraction of the cost of traditional RPG supplements.

You'll find over 400 different magic items, weapons, rings, and wear on our site, as well as our Add-A-Rooms, Adventures, and other role-playing aids.

Our Free 20 section also hosts dozens of free creatures, items, and weapons to incorporate into your D20 fantasy campaign.

This product requires the use of Dungeons & Dragons® Third Edition rules.

Buck-A-Batch: Magic Armor I is available for download on the Creation Edge Games website as part of the System 20 collection. Check out our website at creationsedge.com for more System 20 resources and information on upcoming releases.

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% Roll	Name of Weapon
00-01	Acid Shield
02-03	Acid-burst Shield
04-05	Armor of Damage Adaptation
06-07	Armor of Random Action
08-09	Armor of Truth
10-11	Arrow Trap Shield
12-13	Chain-burst Armor
14-15	Chaotic Armor
16-17	Defender's Armor
18-19	Dire Badger Hide
20-21	Dire Bear Hide
22-23	Dire Boar Hide
24-25	Dire Rat Hide
26-27	Dire Wolf Hide
28-29	Dragonscale Shield (Black)
30-31	Dragonscale Shield (Blue)
32-33	Dragonscale Shield (Brass)
34-35	Dragonscale Shield (Bronze)
36-37	Dragonscale Shield (Copper)
38-39	Dragonscale Shield (Gold)
40-41	Dragonscale Shield (Green)
42-43	Dragonscale Shield (Red)
44-45	Dragonscale Shield (Silver)
46-47	Dragonscale Shield (White)
48-49	Elemental Shield (Air)
50-51	Elemental Shield (Earth)
52-53	Elemental Shield (Fire)
54-55	Elemental Shield (Water)
56-57	Eyebite Shield
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Acid Shield

This shield functions as a +1 small steel shield. If the wielder is damaged by an acid based attack the shield will prevent 1d4 points of the damage. The damage points are stored within the shield for one round. If the owner of the shield makes a successful bash attack with the shield, the shield will deal acid damage equal to the stored points along with its standard damage to the target.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *resist elements* / Market Value: 9,159gp / Cost to Create: 4579gp + 366xp

Acid-burst Shield

This shield functions as a +1 small steel shield. If the wielder is damaged by an acid based attack the shield will prevent 2d4 points of the damage. The damage points are stored within the shield for 1d4 rounds. If the owner of the shield makes a successful bash attack with the shield during this time, the shield will deal a burst of acid damage equal to the stored points along with its standard damage to the target.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *resist elements* / Market Value: 11,159gp / Cost to Create: 2279gp + 446xp

Armor of Damage Adaptation

This suit of chain mail has the ability to adapt to the type of energy damage that it's being dealt: acid, cold, fire, electricity, or sonic. If its wearer is dealt energy damage during a round of combat, the armor gains the ability to absorb that type of energy the following round. The suit will absorb 2d4

points of the adapted energy type from each attack made against its wearer until the end of the round. The absorption ability will cease to function until the owner is dealt energy damage again, at which point the adaptation enchantment becomes triggered once again the following round. The armor will revert back to standard chain mail at the end of combat.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *resist elements* / Market Value: 9,300gp / Cost to Create: 4,650gp + 186xp

Armor of Random Action

This armor will appear to be a +1 suit of scale mail and will function as such until a critical hit with a melee weapon is scored upon its wearer. The armor will immediately cast a spell of *random action* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) upon everyone within a 20-foot radius, including the wearer. This spell functions as though it were cast by a 10th level cleric. This is not a cursed item just a botched attempt at creating a suit of magic armor. Once this flaw is discovered the armor can be easily removed.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *random action* / Market Value: 1,200xp / Cost to Create: 600gp + 48xp

Armor of Truth

This armor functions identical to a suit of holy armor as described elsewhere in this document with one exception, the wearer of the suit suffers a penalty if they tell a lie. Even the slightest fib told while wearing the armor will result in 1 point of damage being dealt to the wearer. In addition to this the

suit's aura of holy energy will short out. The armor loses all its abilities for 2d4 hours, becoming a standard suit of full plate. During this time the wearer may lie as much and as often as they wish without any further repercussions.

Caster level: 7th / Prerequisites: Craft Magic Arms and Armor, *holy smite* / Market Value: 5,650gp / Cost to Create: 2,825gp + 226xp

Arrow Trap Shield

Three times per day, as a standard action, owner of this large steel shield can activate an enchantment that causes all arrows in flight to be attracted to it as though it were a magnet attracting steel. The shield attracts flying arrows within a 30-foot cone from the face of the shield. Attracted arrows stick harmlessly to the surface of the shield and must be physically separated from it by the owner. The shield will trap a total of 20 arrows before the attracting cone ceases to function. The owner must then spend one full round removing the arrows before the shield's arrow trapping enchantment can be used again.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *protection from arrows* / Market Value: 1,170 / Cost to Create: 585gp + 46xp

Chain-burst Armor

In addition to the protective bonus it grants, this +1 suit of chain mail has a one-use function. The wearer can cause it to explode outward, its individual chain links shooting out like hundreds of sling shot bullets. All creatures within a 20-foot radius of the wearer, friends and enemies alike, must make a successful Reflex save (DC20) or

else take 4d6 points of damage from the barrage of chain links.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *wish* / Market Value: 4,300gp / Cost to Create: 2,150gp + 172xp

Chaotic Armor

The wearer of this suit of full plate armor becomes surrounded by a chaotic aura of protective energies. This aura helps to protect the wearer from physical attacks made by lawfully aligned enemies. Against such attacks the wearer gains a +2 bonus to their AC. Once per day the wearer may also use the armor to imbue a melee weapon they are holding with a chaotic attribute. This weapon gains a +1 bonus to hit and to damage lawfully aligned creatures. The bonus will last for one hour, or until the weapon leaves the wearer's hand, whichever comes first. This bonus also stacks upon any other bonuses the weapon may have. The wearer of the armor must be of chaotic alignment for any of these abilities to function.

Caster level: 7th / Prerequisites: Craft Magic Arms and Armor, *chaos hammer* / Market Value: 5,650gp / Cost to Create: 2,825gp + 226xp

Defender's Armor

Three times per day, as a standard action, owner of this suit of +2 chain mail may transfer its total defensive bonus to another creature. The full AC modifier of the armor is transferred to the target and removed from the owner. This effect lasts for one full round of combat. The owner must be wearing the armor in order to use this ability and the target must remain within 30 feet of the armor in order to gain the protective bonus.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *shield other* / Market Value: 4,750gp / Cost to Create: 2,375gp + 190xp

Dire Badger Hide

This suit of +1 hide armor looks as though it was made from the hide of a large badger. Once per day the wearer of this armor can use it to transform into a dire badger. The wearer is physically transformed into a dire badger for a duration of 5 minutes per level. This ability functions much like the spell *shapechange* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*).

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *shapechange* / Market Value: 10,165gp / Cost to Create: 5,082gp + 406xp

Dire Bear Hide

This suit of +1 hide armor looks as though it was made from the hide of a large bear. Once per day the wearer of this armor can use it to transform into a dire bear. The wearer is physically transformed into a dire bear for a duration of 5 minutes per level. This ability functions much like the spell *shapechange* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*).

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *shapechange* / Market Value: 10,165gp / Cost to Create: 5,082gp + 406xp

Dire Boar Hide

This suit of +1 hide armor looks as though it was made from the hide of a large boar. Once per day the wearer of this armor can use it to transform into a dire boar. The wearer is physically transformed into a dire boar for a duration of 5 minutes per level. This ability functions much like the spell *shapechange* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*).

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *shapechange* / Market Value: 10,165gp / Cost to Create: 5,082gp + 406xp

Dire Rat Hide

This suit of +1 hide armor looks as though it was made from the hide of a large rat. Once per day the wearer of this armor can use it to transform into a dire rat. The wearer is physically transformed into a dire rat for a duration of 5 minutes per level. This ability functions much like the spell *shapechange* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*).

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *shapechange* / Market Value: 10,165gp / Cost to Create: 5,082gp + 406xp

Dire Wolf Hide

This suit of +1 hide armor looks as though it was made from the hide of a large wolf. Once per day the wearer of this armor can use it to transform into a dire wolf. The wearer is physically transformed into a dire wolf for a duration of 5 minutes per level. This ability functions much like the spell *shapechange* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*).

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *shapechange* / Market Value: 10,165gp / Cost to Create: 5,082gp + 406xp

Dragonscale Shield (Black)

This shield is crafted, through a long and complicated process, from several scales liberated from a black dragon. In combat it functions as the equivalent of a large +3 steel shield. The owner also gains a level of protection from acid based attacks for as long as the shield is raised in a defensive position. This protection functions as though they were under the effects of an *endure elements* spell with acid being the selected element. The wielder of this shield also gains a +5 bonus to their Fortitude when saving against a black dragon's breath attacks. The shield must be in a readied position to gain any of these benefits.

Caster level: 9th / Prerequisites: Craft Magic Arms and Armor, *endure elements*, limited wish / Market Value: 11,170gp / Cost to Create: 5,585gp + 446xp

Dragonscale Shield (Blue)

This shield is crafted, through a long and complicated process, from several scales liberated from a blue dragon. In combat it functions as the equivalent of a large +3 steel shield. The owner also gains a level of protection from electricity-based attacks for as long as the shield is raised in a defensive position. This protection functions as though they were under the effects of an *endure elements* spell with electricity being the selected element. The wielder of this shield also gains a +5 bonus to their Fortitude when saving against a blue dragon's breath attacks. The shield must be in a readied

position to gain any of these benefits.

Caster level: 9th / Prerequisites: Craft Magic Arms and Armor, *endure elements*, limited wish / Market Value: 11,170gp / Cost to Create: 5,585gp + 446xp

Dragonscale Shield (Brass)

This shield is crafted, through a long and complicated process, from several scales liberated from a brass dragon. In combat it functions as the equivalent of a large +3 steel shield. The owner also gains a level of protection from fire-based attacks for as long as the shield is raised in a defensive position. This protection functions as though they were under the effects of an *endure elements* spell with fire being the selected element. The wielder of this shield also gains a +5 bonus to their Fortitude when saving against a brass dragon's breath attacks. The shield must be in a readied position to gain any of these benefits.

Caster level: 9th / Prerequisites: Craft Magic Arms and Armor, *endure elements*, limited wish / Market Value: 11,170gp / Cost to Create: 5,585gp + 446xp

Dragonscale Shield (Bronze)

This shield is crafted, through a long and complicated process, from several scales liberated from a bronze dragon. In combat it functions as the equivalent of a large +3 steel shield. The owner also gains a level of protection from electricity-based attacks for as long as the shield is raised in a defensive position. This protection functions as though they were under the effects of an *endure elements* spell with electricity being the selected element. The wielder of this shield also gains a +5 bonus to their Fortitude when saving against a bronze dragon's

breath attacks. The shield must be in a readied position to gain any of these benefits.

Caster level: 9th / Prerequisites: Craft Magic Arms and Armor, *endure elements*, limited wish / Market Value: 11,170gp / Cost to Create: 5,585gp + 446xp

Dragonscale Shield (Copper)

This shield is crafted, through a long and complicated process, from several scales liberated from a copper dragon. In combat it functions as the equivalent of a large +3 steel shield. The owner also gains a level of protection from acid based attacks for as long as the shield is raised in a defensive position. This protection functions as though they were under the effects of an *endure elements* spell with acid being the selected element. The wielder of this shield also gains a +5 bonus to their Fortitude when saving against a copper dragon's breath attacks. The shield must be in a readied position to gain any of these benefits.

Caster level: 9th / Prerequisites: Craft Magic Arms and Armor, *endure elements*, limited wish / Market Value: 11,170gp / Cost to Create: 5,585gp + 446xp

Dragonscale Shield (Gold)

This shield is crafted, through a long and complicated process, from several scales liberated from a gold dragon. In combat it functions as the equivalent of a large +3 steel shield. The owner also gains a level of protection from fire-based attacks for as long as the shield is raised in a defensive position. This protection functions as though they were under the effects of an *endure elements* spell with fire being the selected element. The wielder of this shield also

gains a +5 bonus to their Fortitude when saving against a gold dragon's breath attacks. The shield must be in a readied position to gain any of these benefits.

Caster level: 9th / Prerequisites: Craft Magic Arms and Armor, *endure elements*, limited wish / Market Value: 11,170gp / Cost to Create: 5,585gp + 446xp

Dragonscale Shield (Green)

This shield is crafted, through a long and complicated process, from several scales liberated from a green dragon. In combat it functions as the equivalent of a large +3 steel shield. The owner also gains a level of protection from acid based attacks for as long as the shield is raised in a defensive position. This protection functions as though they were under the effects of an *endure elements* spell with acid being the selected element. The wielder of this shield also gains a +5 bonus to their Fortitude when saving against a green dragon's breath attacks. The shield must be in a readied position to gain any of these benefits.

Caster level: 9th / Prerequisites: Craft Magic Arms and Armor, *endure elements*, limited wish / Market Value: 11,170gp / Cost to Create: 5,585gp + 446xp

Dragonscale Shield (Red)

This shield is crafted, through a long and complicated process, from several scales liberated from a red dragon. In combat it functions as the equivalent of a large +3 steel shield. The owner also gains a level of protection from fire-based attacks for as long as the shield is raised in a defensive position. This protection functions as though they were under the effects of an *endure elements* spell with fire being the selected

element. The wielder of this shield also gains a +5 bonus to their Fortitude when saving against a red dragon's breath attacks. The shield must be in a readied position to gain any of these benefits.

Caster level: 9th / Prerequisites: Craft Magic Arms and Armor, *endure elements*, limited wish / Market Value: 11,170gp / Cost to Create: 5,585gp + 446xp

Dragonscale Shield (Silver)

This shield is crafted, through a long and complicated process, from several scales liberated from a silver dragon. In combat it functions as the equivalent of a large +3 steel shield. The owner also gains a level of protection from cold-based attacks for as long as the shield is raised in a defensive position. This protection functions as though they were under the effects of an *endure elements* spell with cold being the selected element. The wielder of this shield also gains a +5 bonus to their Fortitude when saving against a silver dragon's breath attacks. The shield must be in a readied position to gain any of these benefits.

Caster level: 9th / Prerequisites: Craft Magic Arms and Armor, *endure elements*, limited wish / Market Value: 11,170gp / Cost to Create: 5,585gp + 446xp

Dragonscale Shield (White)

This shield is crafted, through a long and complicated process, from several scales liberated from a white dragon. In combat it functions as the equivalent of a large +3 steel shield. The owner also gains a level of protection from cold-based attacks for as long as the shield is raised in a defensive position. This protection functions as though they were under the effects of an *endure*

elements spell with cold being the selected element. The wielder of this shield also gains a +5 bonus to their Fortitude when saving against a white dragon's breath attacks. The shield must be in a readied position to gain any of these benefits.

Caster level: 9th / Prerequisites: Craft Magic Arms and Armor, *endure elements*, limited wish / Market Value: 11,170gp / Cost to Create: 5,585gp + 446xp

Elemental Shield (Air)

This shield functions as a +1 large steel shield however, in the presence of a creature from the elemental plane of air a startling transformation occurs. The shield will transform into a disk of solid billowing mist. The transformation is visual only. The shield only appears as though it were made of air. This disk will protect its wielder from attacks made by air elementals as though it were a large steel shield +5. The shield will revert back to normal if the elemental moves more than 30 feet away from the wielder.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *monster summoning V* / Market Value: 5,170gp / Cost to Create: 2,585gp

Elemental Shield (Earth)

This shield functions as a +1 large steel shield however, in the presence of a creature from the elemental plane of earth a startling transformation occurs. The shield will transform into a disk of solid rock. The transformation is visual only. The shield only appears as though it were made of rock. This disk will protect its wielder from attacks made by earth elementals as though it were a large steel shield +5. The shield will revert back to normal if the elemental moves more

than 30 feet away from the wielder.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *monster summoning V* / Market Value: 5,170gp / Cost to Create: 2,585gp

Elemental Shield (Fire)

This shield functions as a +1 large steel shield however, in the presence of a creature from the elemental plane of fire a startling transformation occurs. The shield will transform into a disk of solid flame. The transformation is visual only. The shield only appears as though it were made of fire. This disk will protect its wielder from attacks made by fire elementals as though it were a large steel shield +5. The shield will revert back to normal if the elemental moves more than 30 feet away from the wielder.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *monster summoning V* / Market Value: 5,170gp / Cost to Create: 2,585gp

Elemental Shield (Water)

This shield functions as a +1 large steel shield however, in the presence of a creature from the elemental plane of water a startling transformation occurs. The shield will transform into a disk of solid flowing water. The transformation is visual only. The shield only appears as though it were made of water. This disk will protect its wielder from attacks made by water elementals as though it were a large steel shield +5. The shield will revert back to normal if the elemental moves more than 30 feet away from the wielder.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *monster summoning*

V / Market Value: 5,170gp / Cost to Create: 2,585gp

Eyebite Shield

This +1 small steel shield bears the image of a large evil looking eye upon its surface. The wielder of this shield can use it to cast an *eyebite* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) spell once per day. This spell functions as though cast by an 11th level wizard.

Caster level: 11th / Prerequisites: Craft Magic Arms and Armor, *eyebite* / Market Value: 2,809gp / Cost to Create: 1,404gp + 112xp

Flame Shield

This shield functions as a +1 small steel shield. If the wielder is damaged by a fire-based attack the shield will prevent 1d4 points of the damage. The damage points are stored within the shield for one round. If the owner of the shield makes a successful bash attack with the shield, the shield will deal fire damage equal to the stored points along with its standard damage to the target.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *resist elements* / Market Value: 9,159gp / Cost to Create: 4579gp + 366xp

Flame-burst Shield

This shield functions as a +1 small steel shield. If the wielder is damaged by a fire-based attack the shield will prevent 2d4 points of the damage. The damage points are stored within the shield for 1d4 rounds. If the owner of the shield makes a success-

ful bash attack with the shield during this time, the shield will deal a burst of fire damage equal to the stored points along with its standard damage to the target.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *resist elements* / Market Value: 11,159gp / Cost to Create: 2279gp + 446xp

Frost Shield

This shield functions as a +1 small steel shield. If the wielder is damaged by a cold-based attack the shield will prevent 1d4 points of the damage. The damage points are stored within the shield for one round. If the owner of the shield makes a successful bash attack with the shield, the shield will deal cold damage equal to the stored points along with its standard damage to the target.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *resist elements* / Market Value: 9,159gp / Cost to Create: 4579gp + 366xp

Full Load Armor

Once donned this suit of cursed +1 scale mail effectively reduces its wearer's carrying capacity. What would normally be considered a light load for the wearer is now considered a medium load, medium load becomes heavy, and heavy load becomes overburdened, with all standard penalties applied. A *remove curse* cast by a cleric of 9th level or higher will negate the curse long enough for the armor to be removed.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *ray of enfeeblement* / Market Value: 1,200gp / Cost to Create: 600gp + 48xp

Holy Armor

The wearer of this suit of full plate armor becomes surrounded by a holy aura of protective energies. This aura helps to protect the wearer from physical attacks made by evilly aligned enemies. Against such attacks the wearer gains a +2 bonus to their AC. Once per day the wearer may also use the armor to imbue a melee weapon they are holding with a holy attribute. This weapon gains a +1 bonus to hit and to damage evilly aligned creatures. The bonus will last for one hour, or until the weapon leaves the wearer's hand, whichever comes first. This bonus also stacks upon any other bonuses the weapon may have. The wearer of the armor must be of good alignment for any of these abilities to function.

Caster level: 7th / Prerequisites: Craft Magic Arms and Armor, *holy smite* / Market Value: 5,650gp / Cost to Create: 2,825gp + 226xp

Ice-burst Shield

This shield functions as a +1 small steel shield. If the wielder is damaged by a cold-based attack the shield will prevent 2d4 points of the damage. The damage points are stored within the shield for 1d4 rounds. If the owner of the shield makes a successful bash attack with the shield during this time, the shield will deal a burst of cold damage equal to the stored points along with its standard damage to the target.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *resist elements* / Market Value: 11,159gp / Cost to Create: 2279gp + 446xp

Lawful Armor

The wearer of this suit of full plate armor becomes surrounded by a lawful aura of protective energies. This aura helps to protect the wearer from physical attacks made by chaotically aligned enemies. Against such attacks the wearer gains a +2 bonus to their AC. Once per day the wearer may also use the armor to imbue a melee weapon they are holding with a lawful attribute. This weapon gains a +1 bonus to hit and to damage chaotically aligned creatures. The bonus will last for one hour, or until the weapon leaves the wearer's hand, whichever comes first. This bonus also stacks upon any other bonuses the weapon may have. The wearer of the armor must be of lawful alignment for any of these abilities to function.

Caster level: 7th / Prerequisites: Craft Magic Arms and Armor, *order's wrath* / Market Value: 5,650gp / Cost to Create: 2,825gp + 226xp

Missileguard Shield

A nuisance to wizards everywhere, the missileguard shield has the ability to attract and absorb magic missiles. A magic missile spell released in the presence of this +1 large steel shield will ignore its intended target and instead streak towards the shield where it will be harmlessly absorbed. The shield will absorb the equivalent of 30 spell levels worth of magic missiles before its magic qualities short out. The shield will continue to function as a +1 large steel shield after its missile absorbing enchantment has ceased.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *shield* / Market Value: 1,920gp / Cost to Create: 960gp + 76xp

Prismatic Armor

This set of full plate +1 has seven colored crystals arranged in a circle on the front of its breastplate. The armor allows its wearer to cast a modified *prismatic sphere* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) once per day as though they were a 17th level wizard. The spell differs from the standard *prismatic sphere* spell in that the sphere created is of a single color. The wearer determines what color sphere is created; red, orange, yellow, green, blue, indigo, or violet. The effects of the sphere created are identical to that of a *prismatic sphere* with only one color active. The suit can only generate one of each color sphere. When a sphere is created, the crystal of the corresponding color will shatter. Once all seven of the crystals have shattered the armor will still function as a set of full plate +1.

Caster level: 19th / Prerequisites: Craft Magic Arms and Armor, *prismatic sphere* / Market Value: 6,475gp / Cost to Create: 3,237gp + 259xp

Quickstep Armor

The wearer of this suit of +1 leather armor gains the ability to cast *expeditious retreat* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) 3 times per day as though they were a 3rd level wizard. As a one-time function the wearer may also cast a *haste* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This *haste* spell functions as though cast by a 5th level wizard. Using this ability will cause the armor's enchantment to short out, reducing it to a standard suit of leather armor at the end of the *haste* spell's duration.

Caster level: 6th / Prerequisites: Craft Magic Arms and Armor, *expeditious retreat*, *haste* /

Market Value: 1,610gp / Cost to Create: 805gp + 65xp

Rust-quick Armor

This set of armor functions as though it were a set of +2 splint mail. The first time it comes into contact with a good quantity of water (such as being worn in the rain, or used in defense against a water elemental, etc.) the armor will immediately rust, corrode and crumble into dust.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *rusting grasp* / Market Value: 4,350 / Cost to Create: 2175gp + 174xp

Shield of Emotions

This large +2 steel shield bears the grim face of a dwarven lord worked upon its surface. Three times per day the owner can use the shield to cast an *emotion* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though cast by an 8th level wizard. The owner chooses which type of emotion they wish to instill upon their target or targets. The face upon the shield will shift to display the emotion of the chosen type.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *emotion* / Market Value: 9,170gp / Cost to Create: 4,585gp + 366xp

Shield of Sigils

The owner of this +1 small steel shield can cause a symbol to form upon the surface of it. In combat, this symbol can be displayed to a creature or group of creatures and its

mystic energies released. The effect is the same as that of a *symbol* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though it were cast by a 15th level cleric. The symbol disappears after its energy has been released. The shield can only form each type of symbol once and will crumble to dust after the last symbol is used.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *symbol* / Market Value: 31,170gp / Cost to Create: 15,585gp + 1246xp

Shield of Sorrow

This intricately carved large wooden shield +2, bears the face of a beautiful elf maiden. At the end of each battle in which its owner was wounded the carved face will begin to weep. The tears of the face run along paths carved within the surface of the shield and collect at the shield's bottom edge where they will drip to the ground in a steady stream unless caught. These tears are actually drops of a potion of *cure light wounds*. The shield will cry 1 sixth of a healing potion after each battle. Thus after 6 battles, if all the tears were caught in an empty potion bottle, the owner will have one potion of *cure light wounds*. 1d4 minutes must be spent after each battle in order to properly catch the tears the shield produces.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *miracle* / Market Value: 9,157gp / Cost to Create: 4,578gp + 366xp

Shield of the Hammer

This +2 large steel shield bears the image of a hammer and is ringed by dwarven runes. The enchantment upon this shield is

designed to give its wielder a bonus when they use a hammer in combat. The wielder can make one extra attack with the hammer during each round of combat.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *haste* / Market Value: 9,170gp / Cost to Create: 4,585gp + 366xp

Shield of the Labyrinth

This highly polished shield acts as though it were a large steel shield +1. Once per day the wielder can use it to cast a *maze* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though they were a 15th level wizard. Once the shield is activated the surface of the shield will transform into an intricately carved surface. The face of the shield will resemble a sprawling maze as seen from a great distance above. The target is allowed to make a Reflex save (DC20). Failing the save indicates that the target fails to look away in time and gets sucked into the maze. The spell works the same as the standard maze spell, save that the target must be able to see the surface of the shield once it has transformed. The shield's ability will not function in darkness, against a target that cannot see, etc.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *maze* / Market Value: 4,170gp / Cost to Create: 2,085gp + 166xp

Shock Shield

This shield functions as a +1 small steel shield. If the wielder is damaged by an electricity attack the shield will prevent 1d4 points of the damage. The damage points are stored within the shield for one round. If

the owner of the shield makes a successful bash attack with the shield, the shield will deal electricity damage equal to the stored points along with its standard damage to the target.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *resist elements* / Market Value: 9,159gp / Cost to Create: 4579gp + 366xp

Shock-burst Shield

This shield functions as a +1 small steel shield. If the wielder is damaged by a sonic based attack the shield will prevent 2d4 points of the damage. The damage points are stored within the shield for 1d4 rounds. If the owner of the shield makes a successful bash attack with the shield during this time, the shield will deal a burst of sonic damage equal to the stored points along with its standard damage to the target.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *resist elements* / Market Value: 11,159gp / Cost to Create: 2279gp + 446xp

Sonic Shield

This shield functions as a +1 small steel shield. If the wielder is damaged by a sonic based attack the shield will prevent 1d4 points of the damage. The damage points are stored within the shield for one round. If the owner of the shield makes a successful bash attack with the shield, the shield will deal sonic damage equal to the stored points along with its standard damage to the target.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *resist elements* / Market Value: 9,159gp / Cost to Create: 4579gp +

366xp

Spell-burst Shield

A spell-burst shield will absorb 1 charge of mystic energies each time a spell is cast within 30 feet of it. Once the shield holds ten charges it will lose its absorbing ability and gain a different one. If the owner of the shield performs a successful bash attack with it, the shield will release the stored charged in a burst of mystic energy. This burst deals an additional 2d4 points of damage to its target. This item functions as a +1 small steel shield.

Caster level: 9th / Prerequisites: Craft Magic Arms and Armor, *imbue with spell ability* / Market Value: 4,159gp / Cost to Create: 2,079gp + 166xp

Unholy Armor

The wearer of this suit of full plate armor becomes surrounded by an unholy aura of protective energies. This aura helps to protect the wearer from physical attacks made by good aligned enemies. Against such attacks the wearer gains a +2 bonus to their AC. Once per day the wearer may also use the armor to imbue a melee weapon they are holding with an unholy attribute. This weapon gains a +1 bonus to hit and to damage good aligned creatures. The bonus will last for one hour, or until the weapon leaves the wearer's hand, whichever comes first. This bonus also stacks upon any other bonuses the weapon may have. The wearer of the armor must be of evil alignment for any of these abilities to function.

Caster level: 7th / Prerequisites: Craft Magic Arms and Armor, *unholy blight* / Market Value: 5,650gp / Cost to Create: 2,825gp + 226xp

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Buck-A-Batch

Magic Armor II

50 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
creationsedge.com

Buck-A-Batch

Magic Armor II

50 New Magic Items
for use with D20
Fantasy Rules

Introduction

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% Roll	Name of Weapon
00-01	Armor of Repulsion
02-03	Armor of the Crypts
04-05	Armor of Transformation
06-07	Armor of Vengeance
08-09	Color-burst Shield
10-11	Complete Shield
12-13	Dark Shield
14-15	Defender's Shield
16-17	Dragonscale Armor (Black)
18-19	Dragonscale Armor (Blue)
20-21	Dragonscale Armor (Brass)
22-23	Dragonscale Armor (Bronze)
24-25	Dragonscale Armor (Copper)
26-27	Dragonscale Armor (Gold)
28-29	Dragonscale Armor (Green)
30-31	Dragonscale Armor (Red)
32-33	Dragonscale Armor (Silver)
34-35	Dragonscale Armor (White)
36-37	Eagle Shield
38-39	Freezestep Armor
40-41	Hunter's Armor (Aberrations)
42-43	Hunter's Armor (Animals)
44-45	Hunter's Armor (Beasts)
46-47	Hunter's Armor (Constructs)
48-49	Hunter's Armor (Dragons)
50-51	Hunter's Armor (Elementals)
52-53	Hunter's Armor (Fey)
54-55	Hunter's Armor (Giants)
56-57	Hunter's Armor (Magical Beasts)
58-59	Hunter's Armor (Oozes)
60-61	Hunter's Armor (Plants)
62-63	Hunter's Armor (Shapechangers)
64-65	Hunter's Armor (Undead)
66-67	Hunter's Armor (Vermin)
68-69	Ironwall Shield
70-71	Light Shield
72-73	Quickburn Shield
74-75	Rot-quick Armor
76-77	Scry Shield
78-79	Shattershield Shield
80-81	Shield of the Eye
82-83	Skullshriek Shield
84-85	Swarm Shield
86-87	Teleporting Armor
88-89	Touchback Armor
90-91	Traveler's Armor
92-93	Warp-quick Shield
94-95	Warrior's Shield
96-97	Winter's Armor
98-99	Woodwall Shield

Armor of Repulsion

This suit of +1 full plate grants its owner the ability to cast the *repulsion* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) once per day. This spell functions as though cast by a 12th level wizard.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *repulsion* / Market Value: 4,450gp / Cost to Create: 2,225gp + 178xp

Armor of the Crypts

This suit of scale mail +1 grants its wearer the following abilities against the undead. The suit protects the wearer as though they were under the effects of a permanent *invisibility to undead* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell acts as though it were cast by a 5th level cleric in all regards save duration. The wearer also gains the ability to cast *detect undead*, and *disrupt undead* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). Both spells cast be cast up to 3 times per day and function as though cast by a 3rd level wizard. In addition to this, each time the wearer successful deals damage to an undead creature with a standard non-magic melee weapon, there is a 10% chance that the weapon will temporarily gain the *bane* attribute against undead. This attribute has a duration of 1d4 rounds after which the weapon will revert back to normal.

Caster level: 19th / Prerequisites: Craft Magic Arms and Armor, *invisibility to undead*, *detect undead*, *disrupt undead* / Market Value: 36,200gp / Cost to Create: 18,100gp + 1,448xp

Armor of Transformation

The owner of this +1 suit of scale mail armor can use it to cast *barkskin* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) three times per day and *stoneskin* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) once per week. Both spells function as though cast by an 7th level wizard. As a one-use effect the wearer can use the armor to cast an *iron body* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though cast by a 15th level wizard. At the end of the spell's duration the armor will disintegrate into dust.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *barkskin*, *stoneskin*, *iron body* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Armor of Vengeance

This suit of full plate shows no sign of its enchantment other than radiating a strong aura of magic if it is checked. The nature of its enchantment becomes apparent only once its wearer is struck unconscious during combat. The suit will immediately animate and fight for an additional 1d4+2 rounds. The wearer cannot control the armor's actions due to their unconscious state, however the player may still make any rolls they normally would in combat. The armor attacks with whatever weapon is in hand, it cannot switch equipment, cast spells, or take other 'intelligent' actions. It becomes merely an automaton bent on revenge. Likewise, spells and effects that target the mind, such as charm person, will not work on the armor. The armor will automatically target the creature responsible for its wearer's unconscious state first, moving on to other hostile targets only after the initial tar-

get has been dealt with. If the initial target flees, the armor will pursue it for as long as it can. If the wearer becomes conscious before the enchantment's duration has expired, the armor immediately reverts back to its inanimate state and the wearer regains full control.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *animate object* / Market Value: 7,300gp / Cost to Create: 3,650gp + 292xp

Color-burst Shield

Each time the owner of this +1 small steel shield suffers a near miss from a melee attack (an attack which would have hit if not for the protective bonus granted by the shield) there's a 30% chance that the shield will cast a *color spray* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell uses the shield as its point of origin and functions as though cast by a 3rd level wizard.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *color spray* / Market Value: 1,470gp / Cost to Create: 735gp + 58xp

Complete Shield

This shield functions as a +1 small steel shield. As a one-use effect the owner of the shield may transfer all damage dealt to them at one time from a single source to the shield. The shield will absorb all of the damage then crumble into dust, leaving its owner unscathed but shield-less.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *wish* / Market Value: 25,159gp / Cost to Create: 12,579gp + 1006xp

Dark Shield

This silver trimmed black +1 large steel shield grants its wielder the ability to cast a *darkness* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) three times per day. The spell radiates out from the center of the shield. Once the darkness spell has been cast the wielder may also choose to cast *darkvision* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) once per day. This spell must be cast during the darkness spell's duration. This spell modified to allow the wielder to see in the darkness generated by the shield. Both spells function as though cast by a 3rd level wizard and will only work for characters of evil alignment.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *darkness*, *darkvision* / Market Value: 3,170gp / Cost to Create: 1,585gp + 126xp

Defender's Shield

Three times per day, as a standard action, owner of this +2 large steel shield may transfer its total defensive bonus to another creature. The full AC modifier of the shield is transferred to the target and removed from the owner. This effect lasts for one round. The owner must have the shield readied in order to use this ability and the target must remain within 30 feet of the shield in order to gain the protective bonus.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *shield other* / Market Value: 4,170gp / Cost to Create: 2,085gp + 166xp

Dragonscale Armor (Black)

This armor is forged, though a lengthy process, from the scales of a black dragon. This armor grants its wearer a damage reduction ability (5/+1) for as long as it is worn. The wearer also gains a level of protection from acid-based attacks. This protection functions as though they were under the effects of a *resist elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with acid being the selected element. The wearer of this armor also gains a +10 bonus to their Fortitude when saving against a black dragon's breath attacks. This item functions in all other regards as a set of full plate armor.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *resist elements*, *wish* / Market Value: 50,650gp / Cost to Create: 25,325gp + 2,026xp

Dragonscale Armor (Blue)

This armor is forged, though a lengthy process, from the scales of a blue dragon. This armor grants its wearer a damage reduction ability (5/+1) for as long as it is worn. The wearer also gains a level of protection from electricity-based attacks. This protection functions as though they were under the effects of a *resist elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with electricity being the selected element. The wearer of this armor also gains a +10 bonus to their Fortitude when saving against a blue dragon's breath attacks. This item functions in all other regards as a set of full plate armor.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *resist elements*, *wish* / Market Value: 50,650gp / Cost to Create: 25,325gp + 2,026xp

Create: 25,325gp + 2,026xp

Dragonscale Armor (Brass)

This armor is forged, though a lengthy process, from the scales of a brass dragon. This armor grants its wearer a damage reduction ability (5/+1) for as long as it is worn. The wearer also gains a level of protection from fire-based attacks. This protection functions as though they were under the effects of a *resist elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with fire being the selected element. The wearer of this armor also gains a +10 bonus to their Fortitude when saving against a brass dragon's breath attacks. This item functions in all other regards as a set of full plate armor.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *resist elements*, *wish* / Market Value: 50,650gp / Cost to Create: 25,325gp + 2,026xp

Dragonscale Armor (Bronze)

This armor is forged, though a lengthy process, from the scales of a bronze dragon. This armor grants its wearer a damage reduction ability (5/+1) for as long as it is worn. The wearer also gains a level of protection from electricity-based attacks. This protection functions as though they were under the effects of a *resist elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with electricity being the selected element. The wearer of this armor also gains a +10 bonus to their Fortitude when saving against a bronze dragon's breath attacks. This item functions in all other regards as a set of full plate armor.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *resist elements*, *wish* / Market Value: 50,650gp / Cost to

Dragonscale Armor (Copper)

This armor is forged, though a lengthy process, from the scales of a copper dragon. This armor grants its wearer a damage reduction ability (5/+1) for as long as it is worn. The wearer also gains a level of protection from acid-based attacks. This protection functions as though they were under the effects of a *resist elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with acid being the selected element. The wearer of this armor also gains a +10 bonus to their Fortitude when saving against a copper dragon's breath attacks.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *resist elements*, *wish* / Market Value: 50,650gp / Cost to Create: 25,325gp + 2,026xp

Dragonscale Armor (Gold)

This armor is forged, though a lengthy process, from the scales of a gold dragon. This armor grants its wearer a damage reduction ability (5/+1) for as long as it is worn. The wearer also gains a level of protection from fire-based attacks. This protection functions as though they were under the effects of a *resist elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with fire being the selected element. The wearer of this armor also gains a +10 bonus to their Fortitude when saving against a gold dragon's breath attacks. This item functions in all other regards as a set of full plate armor.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *resist elements*, *wish* / Market Value: 50,650gp / Cost to

Create: 25,325gp + 2,026xp

Dragonscale Armor (Green)

This armor is forged, though a lengthy process, from the scales of a green dragon. This armor grants its wearer a damage reduction ability (5/+1) for as long as it is worn. The wearer also gains a level of protection from acid based attacks. This protection functions as though they were under the effects of a *resist elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with acid being the selected element. The wearer of this armor also gains a +10 bonus to their Fortitude when saving against a green dragon's breath attacks. This item functions in all other regards as a set of full plate armor.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *resist elements*, *wish* / Market Value: 50,650gp / Cost to Create: 25,325gp + 2,026xp

Dragonscale Armor (Red)

This armor is forged, though a lengthy process, from the scales of a red dragon. This armor grants its wearer a damage reduction ability (5/+1) for as long as it is worn. The wearer also gains a level of protection from fire-based attacks. This protection functions as though they were under the effects of a *resist elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with fire being the selected element. The wearer of this armor also gains a +10 bonus to their Fortitude when saving against a red dragon's breath attacks. This item functions in all other regards as a set of full plate armor.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *resist elements*,

wish / Market Value: 50,650gp / Cost to Create: 25,325gp + 2,026xp

Dragonscale Armor (Silver)

This armor is forged, though a lengthy process, from the scales of a silver dragon. This armor grants its wearer a damage reduction ability (5/+1) for as long as it is worn. The wearer also gains a level of protection from cold-based attacks. This protection functions as though they were under the effects of a *resist elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with cold being the selected element. The wearer of this armor also gains a +10 bonus to their Fortitude when saving against a silver dragon's breath attacks. This item functions in all other regards as a set of full plate armor.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *resist elements*, *wish* / Market Value: 50,650gp / Cost to Create: 25,325gp + 2,026xp

Dragonscale Armor (White)

This armor is forged, though a lengthy process, from the scales of a white dragon. This armor grants its wearer a damage reduction ability (5/+1) for as long as it is worn. The wearer also gains a level of protection from cold-based attacks. This protection functions as though they were under the effects of a *resist elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with cold being the selected element. The wearer of this armor also gains a +10 bonus to their Fortitude when saving against a white dragon's breath attacks. This item functions in all other regards as a set of full plate armor.

Caster level: 18th / Prerequisites: Craft

Magic Arms and Armor, *resist elements, wish* / Market Value: 50,650gp / Cost to Create: 25,325gp + 2,026xp

Eagle Shield

This +1 large steel shield bears the image of a fierce eagle worked into its surface. Once per day the owner of the shield may use it to summon a celestial eagle to fight for them. This summoning is identical to that of a *summon monster II* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) spell as though cast by a 5th level wizard. This shield may only be used by characters of good alignment.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *summon monster II* / Market Value: 1,420 / Cost to Create: 710gp + 56xp

Freezestep Armor

This cursed armor will function as a set of +1 splint mail for the first day it is worn. After that, each time the wearer enters into combat, there is a 20% chance that the armor will freeze them in their tracks for the first 1d4 rounds of battle. This freezing is similar to that of a *hold person* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The armor still functions as +1 splint mail, however after this second ability is discovered it's doubtful the wearer will *wish* to keep it. A remove curse cast by a cleric of 9th level or higher will negate the curse long enough for the armor to be removed.

Caster level: 6th / Prerequisites: Craft Magic Arms and Armor, *hold person* / Market Value: 1,725gp / Cost to Create: 862gp + 69xp

Hunter's Armor (Aberrations)

This seemingly standard suit of hide armor bestows upon its wearer a special enchantment. The wearer gains a ranger's favored enemy ability (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) against aberrations. The armor also grants a +2 bonus when protecting its wearer from creatures of this type. This ability will stack upon a ranger's favored enemy bonus if they have already selected aberrations as a favored enemy type.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster I* / Market Value: 4,165gp / Cost to Create: 2,082 + 166xp

Hunter's Armor (Animals)

This seemingly standard suit of hide armor bestows upon its wearer a special enchantment. The wearer gains a ranger's favored enemy ability (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) against animals. The armor also grants a +2 bonus when protecting its wearer from creatures of this type. This ability will stack upon a ranger's favored enemy bonus if they have already selected animals as a favored enemy type.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster I* / Market Value: 4,165gp / Cost to Create: 2,082 + 166xp

Hunter's Armor (Beasts)

This seemingly standard suit of hide armor bestows upon its wearer a special enchantment. The wearer gains a ranger's favored

enemy ability (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) against beasts. The armor also grants a +2 bonus when protecting its wearer from creatures of this type. This ability will stack upon a ranger's favored enemy bonus if they have already selected beasts as a favored enemy type.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster I* / Market Value: 4,165gp / Cost to Create: 2,082 + 166xp

Hunter's Armor (Constructs)

This seemingly standard suit of hide armor bestows upon its wearer a special enchantment. The wearer gains a ranger's favored enemy ability (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) against constructs. The armor also grants a +2 bonus when protecting its wearer from creatures of this type. This ability will stack upon a ranger's favored enemy bonus if they have already selected constructs as a favored enemy type.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster I* / Market Value: 4,165gp / Cost to Create: 2,082 + 166xp

Hunter's Armor (Dragons)

This seemingly standard suit of hide armor bestows upon its wearer a special enchantment. The wearer gains a ranger's favored enemy ability (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) against dragons. The armor also grants a +2 bonus when protecting its wearer from creatures of this type. This ability will stack upon a ranger's favored enemy bonus if they have already selected dragons as a

favored enemy type.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster I* / Market Value: 4,165gp / Cost to Create: 2,082 + 166xp

Hunter's Armor (Elementals)

This seemingly standard suit of hide armor bestows upon its wearer a special enchantment. The wearer gains a ranger's favored enemy ability (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) against elementals. The armor also grants a +2 bonus when protecting its wearer from creatures of this type. This ability will stack upon a ranger's favored enemy bonus if they have already selected elementals as a favored enemy type.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster I* / Market Value: 4,165gp / Cost to Create: 2,082 + 166xp

Hunter's Armor (Fey)

This seemingly standard suit of hide armor bestows upon its wearer a special enchantment. The wearer gains a ranger's favored enemy ability (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) against fey. The armor also grants a +2 bonus when protecting its wearer from creatures of this type. This ability will stack upon a ranger's favored enemy bonus if they have already selected fey as a favored enemy type.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster I* / Market Value: 4,165gp / Cost to Create: 2,082 + 166xp

Hunter's Armor (Giants)

This seemingly standard suit of hide armor bestows upon its wearer a special enchantment. The wearer gains a ranger's favored enemy ability (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) against giants. The armor also grants a +2 bonus when protecting its wearer from creatures of this type. This ability will stack upon a ranger's favored enemy bonus if they have already selected giants as a favored enemy type.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster I* / Market Value: 4,165gp / Cost to Create: 2,082 + 166xp

Hunter's Armor (Magical Beasts)

This seemingly standard suit of hide armor bestows upon its wearer a special enchantment. The wearer gains a ranger's favored enemy ability (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) against magical beasts. The armor also grants a +2 bonus when protecting its wearer from creatures of this type. This ability will stack upon a ranger's favored enemy bonus if they have already selected magical beasts as a favored enemy type.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster I* / Market Value: 4,165gp / Cost to Create: 2,082 + 166xp

Hunter's Armor (Oozes)

This seemingly standard suit of hide armor bestows upon its wearer a special enchant-

ment. The wearer gains a ranger's favored enemy ability (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) against oozes. The armor also grants a +2 bonus when protecting its wearer from creatures of this type. This ability will stack upon a ranger's favored enemy bonus if they have already selected oozes as a favored enemy type.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster I* / Market Value: 4,165gp / Cost to Create: 2,082 + 166xp

Hunter's Armor (Plants)

This seemingly standard suit of hide armor bestows upon its wearer a special enchantment. The wearer gains a ranger's favored enemy ability (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) against plants. The armor also grants a +2 bonus when protecting its wearer from creatures of this type. This ability will stack upon a ranger's favored enemy bonus if they have already selected plants as a favored enemy type.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster I* / Market Value: 4,165gp / Cost to Create: 2,082 + 166xp

Hunter's Armor (Shapechangers)

This seemingly standard suit of hide armor bestows upon its wearer a special enchantment. The wearer gains a ranger's favored enemy ability (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) against shapechangers. The armor also grants a +2 bonus when protecting its

wearer from creatures of this type. This ability will stack upon a ranger's favored enemy bonus if they have already selected shapechangers as a favored enemy type.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster I* / Market Value: 4,165gp / Cost to Create: 2,082 + 166xp

Hunter's Armor (Undead)

This seemingly standard suit of hide armor bestows upon its wearer a special enchantment. The wearer gains a ranger's favored enemy ability (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) against undead. The armor also grants a +2 bonus when protecting its wearer from creatures of this type. This ability will stack upon a ranger's favored enemy bonus if they have already selected undead as a favored enemy type.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster I* / Market Value: 4,165gp / Cost to Create: 2,082 + 166xp

Hunter's Armor (Vermin)

This seemingly standard suit of hide armor bestows upon its wearer a special enchantment. The wearer gains a ranger's favored enemy ability (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) against vermin. The armor also grants a +2 bonus when protecting its wearer from creatures of this type. This ability will stack upon a ranger's favored enemy bonus if they have already selected vermin as a favored enemy type.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster I* /

Market Value: 4,165gp / Cost to Create: 2,082 + 166xp

Ironwall Shield

This +1 small steel shield has a one-use ability. The owner can use it to create a *wall of iron* similar to that created by the spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell functions as though it were cast by a 9th level wizard. The owner need only drive its point into the ground in order to create the wall. The ground must be of a type that allows this 'planting' of the shield (loose dirt, thick mud, cracked stone, etc.). The shield acts as the center of the spell with the wall erupting from it. The shield vanishes along with the wall once the spell has ended.

Caster level: 9th / Prerequisites: Craft Magic Arms and Armor, *wall of iron* / Market Value: 2,284gp / Cost to Create: 1,142gp + 91xp

Light Shield

This gold trimmed white +1 large steel shield grants its wielder the ability to cast a *daylight* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) three times per day. The spell radiates out from the center of the shield. Once the daylight spell has been cast the wielder may also choose to cast a modified *daze* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) once per day. This spell must be cast during the daylight spell's duration. It effects only evil aligned creatures and has an area of effect equal to the area lit by the daylight spell. Both spells function as though cast by a 3rd level wizard and will only work for characters of good alignment.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *daylight*, *daze* / Market Value: 3,170gp / Cost to Create: 1,585gp + 126xp

Quickburn Shield

This shield functions as a large wooden shield +1 until the first time it comes into contact with fire. Even the slightest flame, like that from a candle, will instantly reduce this shield to a pile of ash. If this occurs during combat, while the shield is being used defensively, there is a 50% chance that the wielder will be effectively dazed for the following round.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *produce flame* / Market Value: 1,157gp / Cost to Create: 578gp + 46xp

Rot-quick Armor

This set of +2 leather armor will rot extremely fast if it comes into contact with water. The instant the armor is exposed to a quantity of water, such as that associated with a decent rainfall, it will immediately rot away into a pile of useless mulch.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *fabricate* / Market Value: 2,080gp / Cost to Create: 1,040gp + 83xp

Sery Shield

Simply holding this +1 small steel shield in a defensive position causes its wielder and all within a 20-foot radius of the shield to become undetectable to scrying (whether by spell or magic device).

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *nondetection* / Market Value: 4,159gp / Cost to Create: 2,079gp + 166xp

Shattershield Shield

This shield appears to function as a small steel shield +1 until its wielder has a near miss in combat (a melee blow that would have landed if not for the shield's bonus to their armor class). The shield will immediately shatter. While the owner receives no damage from the strike that shatters the shield, they do receive 1d4-1 points of damage from the flying shrapnel of their former possession.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *shatter* / Market Value: 1,159 / Cost to Create: 579gp + 46xp

Shield of the Eye

This +1 small steel shield bears the image of a large eye upon its surface. The owner need only ready this shield and close their eyes in order to be able to see through the eye on the shield. The owner may now view creatures and objects that may otherwise be harmful to them without suffering any ill effects. The owner sees these objects indirectly through the shield. The owner also gains the ability to cast an *arcane eye* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) once per day, as though they were an 8th level wizard. This spell functions through the shield so the owner must close their eyes to be able to see through the arcane eye as well. The owner must be in physical contact with the shield in order to be able to use its abilities.

Caster level: 8th / Prerequisites: Craft Magic

Arms and Armor, *arcane eye* / Market Value: 5,159gp / Cost to Create: 2579gp + 206xp

Skullshriek Shield

This +2 small steel shield is crafted to resemble a screaming skull. Once per day the owner of the shield can cause it to let out a terrible shriek. This shriek has the effect of a *scare* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though cast by a 5th level wizard.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *scare* / Market Value: 4,409gp / Cost to Create: 2204gp + 176xp

Swarm Shield

This +1 large wooden shield bears the carved image of a terrible demon, its mouth closed in a tight frown. Once per day, the owner of this shield may use it to cast a *summon swarm* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast by a 5th level wizard. Upon casting the spell, the demon's mouth will open and the swarm will pour forth from it.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *summon swarm* / Market Value: 1,407gp / Cost to Create: 703gp + 56xp

Teleporting Armor

This armor functions as a suit of +2 splint mail. If checked the armor will also appear to grant its wearer the ability to teleport once per day. All attempts made to activate this ability will meet with failure. However, the

first time the wearer is subjected to a critical hit, the armor will teleport away to an unknown location.

Caster level: 9th / Prerequisites: Craft Magic Arms and Armor, *teleport* / Market Value: 4,350gp / Cost to Create: 2,175gp + 174xp

Touchback Armor

The wearer of a suit of touchback armor is completely protected from spells that require the caster to physically touch a target. In addition to this there is a 100% chance, - 10% per level of caster, that the spell will be reflected back at the person attempting to cast it. The caster becomes the new target of the spell and is allowed to make any applicable saves. Note that the suit protects the wearer from all touch-based spells, including those that may be beneficial to the wearer, such as *cure light wounds*. The wearer must remove their armor if they wish to be effected by a touch-based spell. This suit functions as a +1 suit of scale mail.

Caster level: 7th / Prerequisites: Craft Magic Arms and Armor, *spell turning* / Market Value: 9,200gp / Cost to Create: 4,600gp + 368xp

Traveler's Armor

A suit of traveler's armor can transform from +1 leather armor to +1 banded mail. The wearer can activate this transformation as a standard action, however it takes one full round for the transformation to occur. The suit was designed to make traveling, and subsequently retreating, a little easier for its wearer. Unfortunately, the armor's enchantment has a way of interfering with its wearer's ability to cast spells. The chance of spell failure while wearing this armor is the same as banded mail, even while it is in its leather

armor mode.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *fabricate* / Market Value: 2,560gp / Cost to Create: 1,280gp + 102xp

Warp-quick Shield

This shield will function as a +2 large wooden shield until it comes into contact with water. The slightest amount will cause the wood of the shield to immediately warp into a completely unusable state.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *warp wood* / Market Value: 4,157gp / Cost to Create: 2,078gp + 166xp

Warrior's Shield

This large steel shield grants its owner a greater level of protection the longer they remain in battle. At the start of the second round of continuous combat the shield becomes +1. At the start of the third round of combat the shield will gain a +2 bonus. The bonus will not grow beyond +3. The shield loses its bonus immediately at the end of combat. Furthermore the shield has the ability to store an *aid* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell can be cast upon the shield where it is held until needed. The owner can use the shield to cast a stored *aid* spell upon themselves as a standard action.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *imbue with spell ability* / Market Value: 9,170gp / Cost to Create: 4,585gp + 366xp

Winter's Armor

This set of +1 splint mail armor seems to grant its wearer a greater level of protection against the cold. In truth the first time the wearer is subjected to a cold-based attack the armor will quickly grow ice cold. This effect is similar to that of the *chill metal* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though cast by a 5th level druid, save for the fact that it cannot be saved against. This item is not a cursed item. Once this flaw in design is discovered, the armor can be easily removed.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *chill metal* / Market Value: 1,600gp / Cost to Create: 800gp + 64xp

Woodwall Shield

This +1 small wooden shield has a one-use ability. The owner can use it to create a *wall of thorns* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) similar to that created by the spell as though it were cast by a 9th level druid. The owner need only drive its point into the ground in order to create the wall. The ground must be of a type that allows this 'planting' of the shield (loose dirt, thick mud, cracked stone, etc.). The shield acts as the center of the spell with the wall erupting from it. The shield vanishes along with the wall once the spell has ended.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *wall of thorns* / Market Value: 2,278gp / Cost to Create: 1,139 + 91xp

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Third Edition rules



Buck-A-Batch

Magic Armor III

50 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
creationsedge.com

Buck-A-Batch

Magic Armor III

50 New Magic Items
for use with D20
Fantasy Rules

Introduction

Welcome to Magic Armor III, part of our Buck-A-Batch line of products.

The Buck-A-Batch product line is part of System 20, a do-it-yourself supplement system found on our website at www.creationse.com.

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% Roll	Name of Armor
00-01	Armor of Displacement
02-03	Armor of Speed
04-05	Armor of Strength
06-07	Armor of Visibility
08-09	Barding of Displacement
10-11	Barding of Healing
12-13	Barding of Obedience
14-15	Barding of the Nag
16-17	Barding of the Unicorn
18-19	Barding of the Warhorse
20-21	Bubble Shield
22-23	Charge Shield (acid)
24-25	Charge Shield (cold)
26-27	Charge Shield (electricity)
28-29	Charge Shield (sonic)
30-31	Charge Shield (fire)
32-33	Energy Shield (acid)
34-35	Energy Shield (cold)
36-37	Energy Shield (electricity)
38-39	Energy Shield (sonic)
40-41	Energy Shield (fire)
42-43	Gaseous Form Armor
44-45	Gaseous Form Armor (cursed)
46-47	Helm of Confusion (cursed)
48-49	Helm of Corrosion
50-51	Helm of Enlightenment
52-53	Helm of Faith
54-55	Helm of Hopelessness (cursed)
56-57	Helm of the Beholder
58-59	Helm of the Fallen
60-61	Helm of the Medusa
62-63	Helm of the Minotaur
64-65	Helm of Truth
66-67	Holy Smite Shield
68-69	Mindwarp Shield
70-71	Scholar's Shield
72-73	Second Chance Shield
74-75	Shield of Cancellation
76-77	Shield of Curses
78-79	Shield of Damage Duplication
80-81	Shield of Enemy Reduction
82-83	Shield of Enemy Reduction (cursed)
84-85	Shield of Healing
86-87	Shield of Masking
88-89	Shield of Plenty
90-91	Shield of Slowing
92-93	Shield of Turn Resistance
94-95	Shield of Turning
96-97	Vampire Shield
98-99	Viper Shield

Armor of Displacement

This +1 hide armor was crafted using the hide of a displacer beast. The armor was crafted in such a way as to retain some of the beast's displacement properties. As a result ranged and melee attacks made against the wearer suffer a 30% chance of missing.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *displacement* / Market Value: 4,165gp / Cost to Create: 2,082gp + 166xp

Armor of Speed

This set of +1 chainmail has been enchanted with a series of spells that negate the speed penalties normally suffered while wearing armor. The wearer moves at their normal unarmored speed. In addition to this the armor can store 3 *expeditious retreat* or 1 *haste* spell. As a free action the wearer may trigger a spell stored in the armor. The spell affects the wearer as though it were cast by an 8th level wizard.

Caster level: 16th / Prerequisites: Craft Magic Arms and Armor, *imbue with spell ability* / Market Value: 9,300gp / Cost to Create: 4,650gp + 372xp

Armor of Strength

This suit of +1 scale mail increases its wearer's strength by 1 point for as long as it is worn. The wearer also gains a +3 bonus when making saves against spells or effects that affect the wearer's strength (such as ray of enfeeblement). Once per day the wearer can, as a free action, activate a *righteous might* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*)

held within the armor. This spell functions as though it were cast at 8th level.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *righteous might* / Market Value: 16,200gp / Cost to Create: 8,100gp + 648xp

Armor of Visibility

This set of cursed +2 leather armor is enchanted in such a way as to make its wearer highly visible. As a result any spot checks made against the wearer of this armor gain a +10 bonus. The armor also effectively halves the duration of the following spells cast upon the wearer: *blur*, *invisibility*, and *displacement*. This armor is cursed. Once donned it cannot be removed without the aid of a remove curse spell cast at 8th level.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *bestow curse* / Market Value: 4,160gp / Cost to Create: 2,080gp + 166xp

Barding of Displacement

This set of +1 chainmail barding protects the mount as though it were under the effects of a continuous *displacement* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) for as long as it is worn. Magic barding magically changes its size to fit most standard mounts.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *displacement* / Market Value: 4,600gp / Cost to Create: 2,300gp + 184xp

Barding of Healing

This set of +1 chainmail barding has the ability to store up to 10 levels worth of healing spells (*cure light wounds*, *cure serious wounds*, *remove disease*, etc.). If at any time the mount suffers damage one of the healing spells stored in the barding will trigger at random, healing the mount the following round. Magic barding magically changes its size to fit most standard mounts.

Caster level: 15th / Prerequisites: Craft Magic Arms and Armor, *imbue with spell ability* / Market Value: 4,600gp / Cost to Create: 2,300gp + 184xp

Barding of Obedience

Placing this set of +1 chainmail barding upon a mount puts it under the owner's control as though it were under the effects of a continuous *charm person or animal* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This effect lasts for as long as the mount wears the barding. Magic barding magically changes its size to fit most standard mounts.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *charm person or animal* / Market Value: 4,600gp / Cost to Create: 2,300gp + 184xp

Barding of the Nag

Placing this set of +1 chainmail barding upon a mount makes it appear as though it were an older, weaker version of itself. The barding itself takes on the appearance of an old saddle blanket. This barding is useful for protecting a prized warhorse from theft or for disguising a mount's true threat level. Magic barding magically changes its size to fit most standard mounts.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *change self* / Market Value: 4,600gp / Cost to Create: 2,300gp + 184xp

Barding of the Unicorn

Placing this set of +1 leather barding upon a mount transforms it into a unicorn. This effect functions as though the mount were targeted by a continuous *polymorph other* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The mount will remain transformed until the barding is removed. Magic barding magically changes its size to fit most standard mounts.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *polymorph other* / Market Value: 9,320gp / Cost to Create: 4,660gp + 372xp

Barding of the Warhorse

Placing this set of +1 leather barding upon a lesser mount transforms it into a warhorse. This effect functions as though the mount were targeted by a continuous *polymorph other* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The mount will remain transformed until the barding is removed. Magic barding magically changes its size to fit most standard mounts.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *polymorph other* / Market Value: 4,320gp / Cost to Create: 2,160gp + 172xp

Bubble Shield

This shield functions as a +3 large steel shield. Six small white crystals are embed-

ded in the interior surface of the shield. Once per day the wielder can use the shield to cast a *prismatic sphere* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though cast at 18th level. Each time the sphere is activated a crystal will shatter. Once all six crystals have shattered the shield will disintegrate into dust. The shield has a special defensive mechanism built into it. If its owner is felled during combat a crystal will shatter automatically triggering a sphere. This is meant to protect its unconscious owner from harm. Unfortunately it also prevents the owner's allies from being able to aid their fallen comrade.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *prismatic sphere* / Market Value: 32,120gp / Cost to Create: 16,060gp + 1,284xp

Charge Shield (acid)

Three times per day the wielder of this +1 small wooden shield can activate its energy protection ability. When activated the shield becomes ringed by an area of glowing green energy. This ring temporarily expands the size of the shield to large for as long as it is active, granting the wielder protection equivalent to a +1 large wooden shield. The wielder is also protected as though they were targeted by a *protection from elements* spell (acid) (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as long as they have the shield in a readied position. Once the shield has successfully absorbed any acid damage its energy can be used to perform an attack. This attack functions similar to a *lightning bolt* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) cast at 5th level however all damage dealt by the bolt is considered acid damage. This attack

can only be used while the shield's energy protection ability is active. The shield's energy protection lasts for 50 minutes, until it has absorbed a total of 60 points acid damage, its special attack has been used, or until deactivated by its wielder (whichever comes first).

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *lightning bolt*, *protection from elements* / Market Value: 9,153gp / Cost to Create: 4,576gp + 366xp

Charge Shield (cold)

Three times per day the wielder of this +1 small wooden shield can activate its energy protection ability. When activated the shield becomes ringed by an area of glowing blue energy. This ring temporarily expands the size of the shield to large for as long as it is active, granting the wielder protection equivalent to a +1 large wooden shield. The wielder is also protected as though they were targeted by a *protection from elements* spell (cold) (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as long as they have the shield in a readied position. Once the shield has successfully absorbed any cold damage its energy can be used to perform an attack. This attack functions similar to a *lightning bolt* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) cast at 5th level however all damage dealt by the bolt is considered cold damage. This attack can only be used while the shield's energy protection ability is active. The shield's energy protection lasts for 50 minutes, until it has absorbed a total of 60 points cold damage, its special attack has been used, or until deactivated by its wielder (whichever comes first).

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *lightning bolt*, *protection*

from elements / Market Value: 9,153gp / Cost to Create: 4,576gp + 366xp

Charge Shield (electricity)

Three times per day the wielder of this +1 small wooden shield can activate its energy protection ability. When activated the shield becomes ringed by an area of glowing yellow energy. This ring temporarily expands the size of the shield to large for as long as it is active, granting the wielder protection equivalent to a +1 large wooden shield. The wielder is also protected as though they were targeted by a *protection from elements* spell (electricity) (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as long as they have the shield in a readied position. Once the shield has successfully absorbed any electricity damage its energy can be used to perform an attack. This attack functions similar to a *lightning bolt* spell cast at 5th level however all damage dealt by the bolt is considered electricity damage. This attack can only be used while the shield's energy protection ability is active. The shield's energy protection lasts for 50 minutes, until it has absorbed a total of 60 points electricity damage, its special attack has been used, or until deactivated by its wielder (whichever comes first).

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *lightning bolt*, *protection from elements* / Market Value: 9,153gp / Cost to Create: 4,576gp + 366xp

Charge Shield (fire)

Three times per day the wielder of this +1 small wooden shield can activate its energy protection ability. When activated the shield becomes ringed by an area of glowing red energy. This ring temporarily expands the

size of the shield to large for as long as it is active, granting the wielder protection equivalent to a +1 large wooden shield. The wielder is also protected as though they were targeted by a *protection from elements spell* (fire) (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as long as they have the shield in a readied position. Once the shield has successfully absorbed any fire damage its energy can be used to perform an attack. This attack functions similar to a *lightning bolt* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) cast at 5th level however all damage dealt by the bolt is considered fire damage. This attack can only be used while the shield's energy protection ability is active. The shield's energy protection lasts for 50 minutes, until it has absorbed a total of 60 points fire damage, its special attack has been used, or until deactivated by its wielder (whichever comes first).

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *lightning bolt*, *protection from elements* / Market Value: 9,153gp / Cost to Create: 4,576gp + 366xp

Charge Shield (sonic)

Three times per day the wielder of this +1 small wooden shield can activate its energy protection ability. When activated the shield becomes ringed by an area of glowing purple energy. This ring temporarily expands the size of the shield to large for as long as it is active, granting the wielder protection equivalent to a +1 large wooden shield. The wielder is also protected as though they were targeted by a *protection from elements spell* (sonic) (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as long as they have the shield in a readied position. Once the shield has successfully absorbed any sonic damage its

energy can be used to perform an attack. This attack functions similar to a *lightning bolt* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) cast at 5th level however all damage dealt by the bolt is considered sonic damage. This attack can only be used while the shield's energy protection ability is active. The shield's energy protection lasts for 50 minutes, until it has absorbed a total of 60 points sonic damage, its special attack has been used, or until deactivated by its wielder (whichever comes first).

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *lightning bolt*, *protection from elements* / Market Value: 9,153gp / Cost to Create: 4,576gp + 366xp

Energy Shield (acid)

Three times per day the wielder of this +1 small wooden shield can activate its energy protection ability. When activated the shield becomes ringed by an area of glowing green energy. This ring temporarily expands the size of the shield to large for as long as it is active, granting the wielder protection equivalent to a +1 large wooden shield. The wielder is also protected as though they were targeted by a *protection from elements spell* (acid) (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as long as they have the shield in a readied position. This energy protection lasts for 50 minutes, until it has absorbed a total of 60 points acid damage, or until deactivated by its wielder (whichever comes first). While the shield is active any successful bash attacks made against a target will deal an additional 1d4 points of acid damage.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *protection from elements* / Market Value: 4,153gp / Cost to Create: 2,076gp + 166xp

Energy Shield (cold)

Three times per day the wielder of this +1 small wooden shield can activate its energy protection ability. When activated the shield becomes ringed by an area of glowing blue energy. This ring temporarily expands the size of the shield to large for as long as it is active, granting the wielder protection equivalent to a +1 large wooden shield. The wielder is also protected as though they were targeted by a *protection from elements* spell (cold) (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as long as they have the shield in a readied position. This energy protection lasts for 50 minutes, until it has absorbed a total of 60 points cold damage, or until deactivated by its wielder (whichever comes first). While the shield is active any successful bash attacks made against a target will deal an additional 1d4 points of cold damage.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *protection from elements* / Market Value: 4,153gp / Cost to Create: 2,076gp + 166xp

Energy Shield (electricity)

Three times per day the wielder of this +1 small wooden shield can activate its energy protection ability. When activated the shield becomes ringed by an area of glowing yellow energy. This ring temporarily expands the size of the shield to large for as long as it is active, granting the wielder protection equivalent to a +1 large wooden shield. The wielder is also protected as though they were targeted by a *protection from elements* spell (electricity) (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as long as they have the shield in a readied position. This energy protection lasts for 50 minutes, until it has absorbed a total of 60 points electricity dam-

age, or until deactivated by its wielder (whichever comes first). While the shield is active any successful bash attacks made against a target will deal an additional 1d4 points of electricity damage.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *protection from elements* / Market Value: 4,153gp / Cost to Create: 2,076gp + 166xp

Energy Shield (fire)

Three times per day the wielder of this +1 small wooden shield can activate its energy protection ability. When activated the shield becomes ringed by an area of glowing red energy. This ring temporarily expands the size of the shield to large for as long as it is active, granting the wielder protection equivalent to a +1 large wooden shield. The wielder is also protected as though they were targeted by a *protection from elements* spell (fire) (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as long as they have the shield in a readied position. This energy protection lasts for 50 minutes, until it has absorbed a total of 60 points fire damage, or until deactivated by its wielder (whichever comes first). While the shield is active any successful bash attacks made against a target will deal an additional 1d4 points of fire damage.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *protection from elements* / Market Value: 4,153gp / Cost to Create: 2,076gp + 166xp

Energy Shield (sonic)

Three times per day the wielder of this +1 small wooden shield can activate its energy protection ability. When activated the shield becomes ringed by an area of glowing pur-

ple energy. This ring temporarily expands the size of the shield to large for as long as it is active, granting the wielder protection equivalent to a +1 large wooden shield. The wielder is also protected as though they were targeted by a *protection from elements* spell (sonic) (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as long as they have the shield in a readied position. This energy protection lasts for 50 minutes, until it has absorbed a total of 60 points sonic damage, or until deactivated by its wielder (whichever comes first). While the shield is active any successful bash attacks made against a target will deal an additional 1d4 points of sonic damage.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *protection from elements* / Market Value: 4,153gp / Cost to Create: 2,076gp + 166xp

Gaseous Form Armor

Three times per day the wearer of this +1 suit of scale mail can use it to cast a *gaseous form* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast at 8th level.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *gaseous form* / Market Value: 9,200gp / Cost to Create: 4,600gp + 368xp

Gaseous Form Armor (cursed)

This suit of +1 scale mail functions identical to a set of gaseous form armor, however each time its ability is used there is a 30% chance that it will misfire. This misfiring causes just the armor to transform into a gaseous form and slowly disperse. The

armor will not become solid again after a misfire.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *gaseous form* / Market Value: 4,600gp / Cost to Create: 2,300gp + 184xp

Helm of Confusion (cursed)

When first worn this helm will function as though it were a magic helm of another more beneficial type, however the first time the wearer is subjected to a critical hit the helm becomes cursed and ceases to function in a beneficial way. The critical hit triggers a *confusion* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) hidden within the helm. The spell targets the wearer and functions as though cast at 10th level. Each time thereafter the wearer is hit by a critical attack the confusion spell will trigger. Once its curse has been triggered the helm cannot be removed without the aid of a remove curse spell cast at 10th level.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *confusion* / Market Value: 4,600gp / Cost to Create: 2,300gp + 184xp

Helm of Corrosion

This helm boasts a set of rust monster antenna. The antennas have been enchanted in such a way as to allow the wearer to attack with them. The wearer can attempt a touch attack with the animated antennas. This attack functions the same as a rust monster's rust ability. The helm will function 6 times per day.

Caster level: 8th / Prerequisites: Craft Wondrous Item, requires the antennas of a rust monster, *rusting grasp* / Market Value:

42,000gp / Cost to Create: 21,000gp + 1,680xp

Helm of Enlightenment

This helm allows its wearer to cast 0 through 3rd level arcane spells as though they were a spell caster of the same level. The helm holds 10 charges. The wearer must spend 1 charge to cast a 0 level spell, 2 charges to cast a 1st level spell, 3 charges to cast a 2nd level spell, and 4 charges to cast a 3rd level spell. Spent charges replenish themselves the following day. There is no need to memorize any spells. The DM determines which spells are 'known' by the helm. The wearer also gains a +1 bonus to their intelligence for as long as the helm is worn. The wearer must have at least a score of 13 in intelligence for the helm to function.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 90,000gp / Cost to Create: 45,000gp + 3,600xp

Helm of Faith

This helm allows its wearer to cast 0 through 3rd level divine spells as though they were a spell caster of the same level. The helm holds 10 charges. The wearer must spend 1 charge to cast a 0 level spell, 2 charges to cast a 1st level spell, 3 charges to cast a 2nd level spell, and 4 charges to cast a 3rd level spell. Spent charges replenish themselves the following day. There is no need to pray in order to receive the spells. The wearer also gains a +1 bonus to their wisdom for as long as the helm is worn. The wearer must have at least a score of 13 in wisdom for the helm to function.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *miracle* / Market Value: 90,000gp / Cost to Create: 45,000gp + 3,600xp

Helm of Hopelessness (cursed)

This magic helm functions as another of a more beneficial type until its wearer is struck by a critical hit, at which point it becomes cursed and ceases to function in a beneficial way. The magic contained in the helm lashes out at the wearer affecting them as though they were the target of a *fear* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast at 10th level. The helm also amplifies the wearer's fear and doubt. This amplification results in the wearer suffering a -1 morale penalty on their attack rolls and a -1 morale penalty on saving throws against fear effects as though they were targeted by a permanent bane spell for as long as the helm is worn. After the helm becomes cursed it cannot be removed without the aid of a remove curse spell cast at 10th level or higher.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *fear* / Market Value: 4,600gp / Cost to Create: 2,300gp + 184xp

Helm of the Beholder

This helm is crafted out of the reinforced hide of a beholder. A few of the beholder's eyestalks remain and have been enchanted to function as they did in life. The wearer gains the ability to use the following eyestalks: *charm monster*, *sleep*, *fear*, *slow*, and *inflict moderate wounds*. These function identical to the beholder's eye ray abilities. The helm holds 5 charges. Each use of an eyestalk requires 1 charge. Spent charges replenish themselves the next day.

Caster level: 18th / Prerequisites: Craft Wondrous Item, requires eye stalks from a beholder, *charm monster*, *fear*, *inflict moderate wounds*, *sleep*, *slow* / Market Value: 90,000gp / Cost to Create: 45,000gp + 3,600xp

Helm of the Fallen

The magic within this helm remains inactive until it's wearer's demise. One round after its wearer's death the helm will emit a burst of reanimating magic. The wearer and any other dead creatures of the same type as the wearer within a 20 foot radius of the helm will rise the following round as zombies. For instance if the wearer is human only dead humans within a 20 foot radius of the helm will be effected. Although considered a zombie the wearer of the helm retains their intelligence and can control the zombies created by the helm as though they had created them using an animate dead spell. The reanimating ability of the helm remains for 2d4+2 rounds after which the wearer and any remaining zombies will collapse back into an inanimate state. The zombies will collapse earlier if the wearer of the helm is 'killed' (again) or restored to a living state before the reanimating effect expires. The helm of the fallen has three charges. Each time the reanimating burst occurs a charge is spent. After all three charges have been spent the helm will cease to function. The helm will only function once per day.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *animate dead* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Helm of the Medusa

This helm can only be worn by a lawful evil creature. It will bestow 1 negative level upon anyone else who attempts to wear it. This helm is crafted from the petrified remains of the scalp from a medusa, snakes and all. Three times per day the wearer can will the snakes to animate, granting the wearer an ability identical to a medusa's petrifying gaze ability. This ability will only function for a lawful evil creature.

Caster level: 18th / Prerequisites: Craft Wondrous Item, requires the scalp of a medusa, *wish* / Market Value: 50,000gp / Cost to Create: 25,000gp + 2,000xp

Helm of the Minotaur

This helm can only be worn by a chaotic evil creature. It will bestow 1 negative level upon anyone else who attempts to wear it. This helm is crafted out of the skull of a minotaur, horns and all. The wearer gains the ability to make a single gore attack with the helm when charging. This attack deals 2d4+3 points damage when the helm is worn by a medium size creature and 4d6+6 when worn by a large size creature. The helm will automatically resize its self to fit these creatures.

Caster level: 10th / Prerequisites: Craft Wondrous Item, requires the skull of a minotaur / Market Value: 2,600gp / Cost to Create: 1,300gp + 104xp

Helm of Truth

When worn this helm grants it's wearer an ability similar to a continuous *true seeing* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) . However, as a side effect of the magic that enchants the helm, the wearer will find it impossible to tell even the smallest lie. This side effect remains for up to 1 hour (1d4 x

15 minutes) after the helm has been removed.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *true seeing* / Market Value: 45,000gp / Cost to Create: 22,500gp + 1,800xp

Holy Smiter Shield

This +2 small steel shield is charged with a powerful holy attribute. A bash attack made against a creature of evil alignment deals additional 1d4 points of holy (good) damage against that target. In addition to this each time the wielder makes a successful bash attack against an evil creature there is a cumulative 10% chance of triggering a *holy smite* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) held within the shield. This spell functions as though cast at 8th level and centers on the target struck. The shield's holy smite ability will only trigger once per day. The shield's magic will only function for creatures of good alignment.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *holy smite* / Market Value: 10,159gp / Cost to Create: 5,079gp + 406xp

Mindwarp Shield

This +2 small steel shield is charged with a powerful chaotic attribute. A bash attack made against a creature of lawful alignment deals additional 1d4 points of chaotic damage against that target. In addition to this each time the wielder makes a successful bash attack against a lawful creature there is a cumulative 10% chance of triggering a *confusion* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) held within the shield. This spell functions as though cast at 8th level

and centers on the target struck. Unlike the spell this ability will only affect lawful creatures within its area of effect. The shield's confusion ability will only trigger once per day. The shield's magic will only function for creatures of chaotic alignment.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *confusion* / Market Value: 10,159gp / Cost to Create: 5,079gp + 406xp

Scholar's Shield

This +1 small steel shield is designed so that a spell scroll can be unrolled and fastened to its inner surface. As a free action the user of this shield can trigger the spell held upon the scroll as though they were a spell caster of the minimum level required to cast the spell. The spell can be used twice before the scroll loses its magical properties. The owner of the shield also gains a +1 bonus when saving against spells provided that there is a scroll within the shield and that the shield is readied when the roll is required.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *imbue with spell ability* / Market Value: 9,170gp / Cost to Create: 4,585gp + 366xp

Second Chance Shield

The owner of this +1 large steel shield gains a second chance to defend against a melee attack provided the shield is in a readied position at the time. Once a successful melee attack has been made the shield's power can be used to cancel that attack roll. The attack roll is then rolled again. If the second roll fails the attack failed. If the second roll also succeeds the attack deals +1 damage in addition to its standard damage. The owner of a second chance shield can

use its power three times per day.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *cat's grace* / Market Value: 4,170gp / Cost to Create: 2,085gp + 166xp

Shield of Cancellation

This +2 small steel shield is designed to foul up magically charged armor. The shield itself holds 10 charges. If the wearer manages to perform a successful bash attack upon a target wearing magic armor there's a chance that the shield will cancel out a magic 'plus' that the armor possesses. The magic armor is allowed a save against this effect (DC: 13). Failure indicates a 'plus' has been canceled. For example a successful attack made against a creature wearing +3 chainmail would reduce the armor to +2 chainmail. Additional successes would remove additional pluses. Each canceled plus uses up one of the shield's charges. The shield cannot cancel out any additional magic abilities that the armor may hold (such as the charisma bonus granted by a breastplate of command or the ability to breath underwater granted by the plate armor of the deep). It only reduces the magic bonus to the wearer's armor class. The shield becomes a standard small steel shield once all its charges have been expended.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *dispel magic* / Market Value: 12,159gp / Cost to Create: 6,079gp + 486xp

Shield of Curses

This +2 large steel shield grants its wielder a +4 bonus when saving against spells or effects that bestow curses provided it is

equipped at held at the ready. The shield bears an ornate and angry looking face. Each time the wielder is successfully struck in melee combat despite having the shield readied, this face will animate, curse loudly, then apologize several times for failing to block the attack.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *remove curse* / Market Value: 9,170gp / Cost to Create: 4,585gp + 366xp

Shield of Damage Duplication

This +1 small steel shield becomes cursed the first time the wielder experiences a 'near miss' (a melee attack that misses hitting the wielder by 1 point). The damage the attack would have dealt if successful is determined. The mystic energies of the shield then lash out dealing that amount of damage to the wielder and the creature attacking the wielder as well. Once the shield's curse has been triggered the owner will find it impossible to resist using it while engaging in melee combat. The owner will not be able to rid themselves of the shield without the aid of a remove curse spell cast at 10th level or higher.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *curse*, *magic missile* / Market Value: 1,159gp / Cost to Create: 579gp + 46xp

Shield of Enemy Reduction

A reduce spell is held within this +1 spiked small steel shield. A successful bash attack made against a target has a 30% chance of triggering the spell. The target shrinks as though they were a target of a *reduce* spell cast at 5th level (as described in the *Dungeons & Dragons® Player's Handbook*,

Third Edition). The shield will only reduce three targets per day.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *reduce* / Market Value: 4,159gp / Cost to Create: 2,079gp + 166xp

Shield of Enemy Reduction (cursed)

This shield functions as a shield of enemy reduction until it successfully reduces an enemy. After this occurs it will lose its reduce ability and gain a growth ability. Any target struck with the shield from that point on has a 30% chance of being targeted by a *growth* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast at 5th level. The shield will only reduce or grow three targets per day.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *growth, reduce* / Market Value: 4,159gp / Cost to Create: 2,079gp + 166xp

Shield of Healing

This shield appears to be a standard +2 small steel shield, however if the owner uses it to perform a successful bash attack against a target that target receives no damage. In addition to this the target has a 50% chance of being healed for 1d8+5 points damage. Against undead targets the shield deals its normal bashing damage with a 30% chance of inflicting an additional 1d8+5 points damage from the shield's healing. This healing ability will only function three times per day.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *cure light wounds* / Market

Value: 9,159gp / Cost to Create: 4,579gp + 366xp

Shield of Masking

This +2 small steel shield is charged with a powerful illusion. Each time the wielder makes a successful bash attack against a creature in combat there is a cumulative 10% chance of triggering the shield's illusion creating properties. This illusion will make the target appear as though they were an exact duplicate of the shield's wielder, provided that they are no more than one size increment larger or smaller than the wielder. This illusion only lasts for 1d4+1 rounds, long enough for the illusionary double to possibly draw some 'friendly fire' from its allies.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *seeming* / Market Value: 9,159gp / Cost to Create: 4,579gp + 366xp

Shield of Plenty

This curved +2 large wooden shield resembles a shallow bowl. Three times per day the owner can cause the 'bowl' side of the shield to fill with edibles. The shield must be placed upon a flat surface for this ability to work. The shield will fill with a selection of meats, breads, cheeses, and fruits, enough to feed a party of five. The shield can also store up to three *create water spells*. The owner can activate one of these spells to cause the shield to fill with water.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *create food and water, imbue with spell ability* / Market Value: 9,157gp / Cost to Create: 4,578gp + 366xp

Shield of Slowing

This +1 large wooden shield can hold up to 3 *slow* spells. If the wielder manages to make a successful bash attack against a creature there is a 50% chance that it will trigger one of the slow spells. The creature becomes affected as though they were the target of a slow spell cast at 8th level.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *imbue with spell ability* / Market Value: 4,157gp / Cost to Create: 2,078gp + 166xp

Shield of Turn Resistance

This small steel shield can only be used by creatures of evil alignment. The shield generates an aura of evil that makes it more difficult for a cleric to turn undead. This aura radiates 20 feet in all directions from the shield. Undead in this area gain a +4 to their turn resistance.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *protection from good* / Market Value: 4,159gp / Cost to Create: 2,079gp + 166xp

Shield of Turning

This small steel shield can only be used by creatures of good alignment. The shield grants the user an ability to turn undead as though they were a cleric of the same level. The shield also grants the owner a +3 bonus to their armor class when defending against undead.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *protection from evil* / Market Value: 4,159gp / Cost to Create: 2,079gp + 166xp

Vampire Shield

This +1 large spiked wooden shield is crafted to resemble the face of a vampire. The vampire's open and fanged mouth is at the center of the shield. For each successful bash attack the owner makes against a target there is a 40% that they will be healed for ½ the number of points inflicted. This healing will not take the wielder's hit points above their max.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *vampiric touch* / Market Value: 4,157gp / Cost to Create: 2,078gp + 166xp

Viper Shield

This +1 large wooden shield is crafted to resemble a coiled viper. The snake's open and fanged mouth is at the center of the shield. This shield has a chance of infecting a target with a poison. The owner need only perform a successful bash attack at a target to attempt to poison it. The target may attempt a Fortitude save (DC 13). Failure indicates that they have been poisoned. The poison deals 1d6 temporary Constitution damage as its initial and secondary damage.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *poison* / Market Value: 4,157gp / Cost to Create: 2,078gp + 166xp

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Buck-A-Batch

Magic Items I

50 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
creationsedge.com

Buck-A-Batch

Magic Items I

50 New Magic Items
for use with D20
Fantasy Rules

Introduction

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% Roll	Name of Weapon
00-01	Bell of Turning
02-03	Brittle-gem (burning hands)
04-05	Brittle-gem (color spray)
06-07	Brittle-gem (cure light wounds)
08-09	Brittle-gem (enervation)
10-11	Brittle-gem (ghoul touch)
12-13	Brittle-gem (inflict light wounds)
14-15	Brittle-gem (light)
16-17	Brittle-gem (poison)
18-19	Brittle-gem (produce flame)
20-21	Brittle-gem (ray of frost)
22-23	Brittle-gem (searing light)
24-25	Brittle-gem (shocking grasp)
26-27	Candle of Darkness
28-29	Chalk of Arcane Marking
30-31	Chalk of Distant Viewing
32-33	Coin, Cursed
34-35	Coin, Fool's Gold
36-37	Coin, Luck-toss
38-39	Coin, Monster Attracting
40-41	Coin, Screaming
42-43	Coin, Tracker's
44-45	Coin, Treasure Stealing
46-47	Cube, Animal
48-49	Cube, Monster
50-51	Fuse-gem (bow)
52-53	Fuse-gem (heal)
54-55	Fuse-gem (spell)
56-57	Fuse-gem (sword)
58-59	Glasses, Assessment
60-61	Glasses, Know Alignment
62-63	Glasses, Know Alignment (cursed)
64-65	Glasses, Paranoia
66-67	Glasses, Recording
68-69	Glasses, Spy
70-71	Glasses, Sun
72-73	Glasses, Weakness
74-75	Heart of the Desert
76-77	Heart of the Eastlander
78-79	Heart of the Forest
80-81	Heart of the Hills
82-83	Heart of the Mountains
84-85	Heart of the Northlander
86-87	Heart of the Sea
88-89	Heart of the Southlander
90-91	Heart of the Swamp
92-93	Heart of the Underground
94-95	Heart of the Westlander
96-97	Mirror of Restoration
98-99	Mirrors of Distant Viewing

Bell of Turning

A character that sounds this bell in the presence of the undead momentarily gains the ability to turn undead as though they were a cleric. Clerics in the presence of a bell of turning when it chimes gain a temporary +5 bonus to their Charisma modifier when attempting to turn the undead. This bell can only be made to chime three times per day.

Caster level: 10th / Prerequisites: Craft Wondrous Item, Must be a cleric of 10th level or higher / Market Value: 5,500gp / Cost to Create: 2,750gp + 220xp

Brittle-gem (burning hands)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *burning hands* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level wizard. The owner simply crushes the gem in their hand to activate the spell. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *burning hands* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (color spray)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *color spray* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level wizard. The owner simply crushes the gem in their hand to activate the spell. These gems are quite delicate; care must be

taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *color spray* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (cure light wounds)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *cure light wounds* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level cleric. The owner simply crushes the gem in their hand to activate the spell. The hand will glow with a bright white light for one minute. The player must touch the recipient of the cure light wounds spell within the next minute or else the spell's energies fade and vanish. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *cure light wounds* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (enervation)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast an *enervation* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level wizard. The owner simply crushes the gem in their hand to activate the spell. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft

Wondrous Item, *enervation* / Market Value: 700gp / Cost to Create: 350gp + 28xp

Brittle-gem (inflict light wounds)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast an *inflict light wounds* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level cleric. The owner simply crushes the gem in their hand to activate the spell. The hand will glow with a dull red light for one minute. The player must touch the recipient of the inflict light wounds spell within the next minute or else the spell's energies fade and vanish. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *inflict light wounds* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (light)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *light* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level wizard. The owner simply crushes the gem in their hand to activate the spell. The hand will glow with a soft light for one minute. During this time, if the player touches an object, they pass the spell's energies to it and it glows with the full light of the spell. If the player doesn't touch an object within the one minute limit, their hand will glow with the full light of the spell until its duration is reached. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *light* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (poison)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *poison* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level cleric. The owner simply crushes the gem in their hand to activate the spell. The hand will glow with a dull purple light for one minute. The player must touch the recipient of the poison spell within the next minute or else the spell's energies fade and vanish. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *poison* / Market Value: 700gp / Cost to Create: 350gp + 28xp

Brittle-gem (produce flame)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *produce flame* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level druid. The owner simply crushes the gem in their hand to activate the spell. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *produce flame* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (ray of frost)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *ray of frost* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level cleric. The owner simply crushes the gem in their hand to activate the spell. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *ray of frost* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (searing light)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *searing light* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level cleric. The owner simply crushes the gem in their hand to activate the spell. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *searing light* / Market Value: 375gp / Cost to Create: 188gp + 15xp

Brittle-gem (shocking grasp)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *shocking grasp* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level wizard. The owner simply crushes the

gem in their hand to activate the spell. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *shocking grasp* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Candle of Darkness

When lit, this candle casts darkness instead of light. The darkness cast by the candle acts similar to that of a *darkness* spell, (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though cast by a 10th level wizard, save for the fact that its duration lasts for as long as the candle burns. The candle will burn for a total of 4 hours. It can be snuffed out and relit a countless number of times until then, provided that it can be located.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *darkness* / Market Value: 2,500gp / Cost to Create: 1,250gp + 100xp

Chalk of Arcane Marking

This small piece of chalk is enchanted so that its etchings are only visible to its owner. The effect is similar to that of an *arcane mark* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition). The owner need only hold the chalk in their hand to make previously made marks visible to them. The chalk can be used roughly 20 times depending upon the size of the marks that are made and the type of surface that they are made upon.

Caster level: 7th / Prerequisites: Craft Wondrous Item, *arcane mark* / Market Value: 500gp / Cost to Create: 250gp + 20xp

Chalk of Distant Viewing

By holding this piece of chalk and concentrating, the owner can see as though they were standing within a circle that they had drawn earlier at another location. For example, if the owner wished to keep an eye upon the entrance to some underground ruins, they simply stand before the ruins and draw a circle upon the ground around their feet. After that, anytime they wished to view the entrance, no matter where they were, they could simply hold the chalk and concentrate in order to see as though they were standing within that circle. This enchantment affects vision only. The player cannot hear, smell or otherwise interact with anything in the remote location. If the image of the circle is erased or marred in anyway the enchantment fails and the player's ability to view from that circle ceases. More than one circle can be drawn at a time. The owner can switch between them by simply concentrating on the area they wish to view. The chalk can be used roughly 20 times depending upon the size of the circles and the type of surface upon which they are drawn.

Caster level: 7th / Prerequisites: Craft Wondrous Item, *scrying* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Coin, Cursed

This coin bears a powerful curse. Each day that it remains in a person's possession it casts a bestow curse upon its carrier. The nature of this curse is left up for the DM to decide (some examples are listed after the spell in the Dungeons & Dragons® Player's Handbook, Third Edition). The curse can be dispelled from the carrier in the normal fashion but will keep returning day after day until the coin is discarded. Magic coins are, for

the most part, indistinguishable from other coins of their kind. They are most effective when mixed in with a quantity of coins as it takes some time for the possessor to realize the origin of any adverse effects they're suffering, and even more time to separate the magic coin from any others it may be included with.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *bestow curse* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Coin, Fool's Gold

This gold coin is imbued with an illusionary aura. It is enchanted in such a way that if it is placed within a container filled with a substance (such as copper, silver, or platinum pieces, small rocks, marbles, gems, bread crumbs, etc....) it will make the substance appear to be a quantity of gold coins. The aura can cover an area up to 2 cubic feet in size. The illusion it creates is maintained so long as the coin remains within three feet of the substance that it's disguising. For instance, an unsuspecting adventurer stumbles across a small chest containing the fool's gold coin and 99 wooden discs, which appear to be gold coins as well. They scoop them up into a sack, which already contains a quantity of coins, and after a hard day's delving head for a local pub. They pay a substantial tab with a handful of gold from their sack. The handful contained some real coins and some masked coins. The second the adventurer gets more than three feet away from the bartender the illusion fades and the masked coins are revealed to be wood. Alternately, the adventurer unknowingly includes the fool's gold coin in with their payment and upon returning to their rented room find themselves holding a bag of wooden discs. Magic coins are, for the most part, indistinguishable from other coins

of their kind. They are most effective when mixed in with a quantity of coins as it takes some time for the possessor to realize the origin of any adverse effects they're suffering, and even more time to separate the magic coin from any others it may be included with.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *permanent image* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Coin, Luck-toss

A luck toss coin is a handy thing to have if you find yourself basing a lot of decisions on the toss of a coin. When a luck toss coin is tossed at a point of decision it has an 80% chance of indicating the more favorable choice. Thus if a group of adventurers attempting to find a treasure stash in a dungeon flips a coin at a fork in the passage, the coin has an 80% chance of indicating that the group take the passage which leads to the treasure. Care must be taken of course to properly phrase the conditions of the toss. The coin may not be used as a form of divination (If there's a monster down this hall come up 'heads') or as a form of gambling. If used in any way other than simple decision making the coin functions as a normal coin with standard chances of coming up heads or tails. The DM rolls percentiles to determine the outcome of the flip and also decides what outcome would be the most favorable in any situation. Magic coins are, for the most part, indistinguishable from other coins of their kind. They are most effective when mixed in with a quantity of coins as it takes some time for the possessor to realize the origin of any adverse effects they're suffering, and even more time to separate the magic coin from any others it may be included with.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *divination* / Market Value:

1,000gp / Cost to Create: 500gp + 40xp

Coin, Monster Attracting

Creatures with an intelligence of 9 or less within 60 feet of this coin are magically attracted to it. Creatures failing a Will save will feel an irresistible pull towards the location of this coin. A character carrying this coin will most likely come under attack by creatures who have tracked the source of this "pull" back to them. Magic coins are, for the most part, indistinguishable from other coins of their kind. They are most effective when mixed in with a quantity of coins as it takes some time for the possessor to realize the origin of any adverse effects they're suffering, and even more time to separate the magic coin from any others it may be included with.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *bestow curse* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Coin, Screaming

At random times this coin lets out an ear piercing shriek. While at times this is little more than a nuisance, it is particularly troublesome when the bearer of this coin is attempting to hide or move quietly. Occurring in combat, the coin's scream is terribly distracting. It can foul up spell casters, ruin aim, and create all sorts of problems. Magic coins are, for the most part, indistinguishable from other coins of their kind. They are most effective when mixed in with a quantity of coins as it takes some time for the possessor to realize the origin of any adverse effects they're suffering, and even more time to separate the magic coin from any others it may be included with.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *magic mouth* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Coin, Tracker's

This coin is enchanted in such a way so that it makes its possessor easier to track. An individual who wishes to track another simply secrets this coin into their possession, as part of a wager won, change from a transaction, part of a raided treasure horde, etc. Then, provided that the tracker already possesses the tracking feat, the carrier of the coin can be tracked at normal speed with a +5 bonus to the necessary rolls. Also any other party attempting to track the carrier of a tracker's coin will benefit from this condition as well. Magic coins are, for the most part, indistinguishable from other coins of their kind. They are most effective when mixed in with a quantity of coins as it takes some time for the possessor to realize the origin of any adverse effects they're suffering, and even more time to separate the magic coin from any others it may be included with.

Caster level: 6th / Prerequisites: Craft Wondrous Item, must have at least 3 ranks of the Track skill / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Coin, Treasure Stealing

This coin has been enchanted with a powerful teleport spell. Any coins in contact with it for more than 12 hours are automatically teleported to an unknown location. Rumor has it that these coins were created by a once fearless adventurer who now simple lounges about in his stronghold relaxing as his coins gather the treasure for him. Magic coins are, for the most part, indistinguish-

able from other coins of their kind. They are most effective when mixed in with a quantity of coins as it takes some time for the possessor to realize the origin of any adverse effects they're suffering, and even more time to separate the magic coin from any others it may be included with.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *teleport* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Cube, Animal

This small six-sided die bears the image of a different animal upon each side. Three times per day its owner can roll it in order to summon an animal to aid them. This summoning is similar to a *summon nature's ally* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition), however the animal that's summoned is dependant upon the roll. 1= Dire Rat 2= Wolf 3= Bear 4= Dire Wolf 5= Medium-size Elemental 6= Large Elemental. The summoned animal remains for as many rounds as the roller has levels.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *summon nature's ally IX* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Cube, Monster

This small six-sided die bears the image of a different creature upon each side. Three times per day its owner can roll it in order to summon a creature to aid them. This summoning is similar to a *summon monster* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition), however the monster that's summoned is dependant upon the roll. 1= Celestial Dog 2= Celestial Eagle 3= Small Elemental 4= Small

Arrowhawk 5= Medium-size Elemental 6= Large Elemental. The summoned monster remains for as many rounds as the roller has levels.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *summon monster IX* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Fuse-gem (bow)

This gem appears to be of a common, non-magical variety and will remain in its dormant state until handled by a character proficient in the use of a bow. At this point it will slip towards the center of the character's hand and fuse to their palm. After this fusing has occurred the character gains a +1 bonus to all to hit and attack rolls they make during combat while using a bow.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *greater magic weapon I* / Market Value: 2,500gp / Cost to Create: 1,250gp + 100xp

Fuse-gem (heal)

This gem appears to be of a common, non-magical variety and will remain in its dormant state until handled by a character capable of casting healing spells. At this point it will slip towards the center of the character's hand and fuse to their palm. After this fusing has occurred healing spells cast by the character act as though they were cast by a character two levels higher.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *miracle* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Fuse-gem (spell)

This gem appears to be of a common, non-magical variety and will remain in its dormant state until handled by a character able to cast spells. At this point it will slip towards the center of the character's hand and fuse to their palm. After this fusing has occurred spells cast by the character act as though they were cast by a character one level higher.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Fuse-gem (sword)

This gem appears to be of a common, non-magical variety and will remain in its dormant state until handled by a character proficient in the use of a sword. At this point it will slip towards the center of the character's hand and fuse to their palm. After this fusing has occurred the character gains a +1 bonus to all to hit and attack rolls they make during combat while using a sword.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *greater magic weapon* / Market Value: 2,500gp / Cost to Create: 1,250gp + 100xp

Glasses, Assessment

A powerful set of green tinted lenses held in place by a copper frame. Assessment glasses allow the wearer to 'size-up' their opponent. One full turn must be spent watching a creature in order to gather the information. In game terms the player is told the creature's stats, such as armor class, hit points, weaknesses, special abilities, challenge rating, etc. After the initial turn the player can

be updated as the creature's stats change. The initial full turn is necessary for the glasses to focus on the opponent. For each new creature the wearer wishes to focus on, another full turn must be spent in study. The glasses then become attuned to this new creature; losing any information it had on the previous one. The information is displayed as a series of magic glyphs on the lenses, which instantly relay the gathered information to the wearer.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *status* / Market Value: 20,000gp / Cost to Create: 10,000gp + 800xp.

Glasses, Know Alignment

Three times per day, the wearer of these glasses can will them to indicate the alignment of a single creature upon which they focus their gaze. The creature will become outlined by a faint glow, the color of which is based upon the creature's alignment.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *detect chaos*, *detect evil*, *detect good*, *detect law* / Market Value: 2,500gp / Cost to Create: 1,250gp + 100xp

Glasses, Know Alignment (cursed)

These cursed lenses function for the first six times they are used as a standard pair of know alignment glasses, however each time they are used after that there is a 50% chance that the glasses will malfunction, indicating an alignment different from the creature's actual one.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *detect chaos*, *detect evil*,

detect good, detect law / Market Value:
2,500gp / Cost to Create: 1,250gp + 100xp

Glasses, Paranoia

These glasses function as a pair of search glasses, however after the first day they are worn, a flaw in their design becomes apparent. The wearer will start to see things, strange shapes moving in the shadows, or small quick creatures darting suddenly across their field of vision. Each time the glasses are used after this side effect begins there is a cumulative 10% chance that the wearer will become convinced that these figments are real and out to get them, and that only the glasses allow them to see them. While this has no real effect in game terms it makes for an interesting little quirk for a player to role-play.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *minor image* / Market Value:
2,500gp / Cost to Create: 1,250gp + 100xp

Glasses, Recording

A set of dark blue lenses held in place by braided strands of gold. The wearer of the recording glasses needs only to speak a magic word to have the glasses record a scene they are looking at. Another magic word triggers the play-back of the scene, the events reoccurring within the lenses for the wearer to watch. The glasses can record an event up to ten minutes in length and will store it until another event is recorded at which time the first event is erased. These glasses are popular among thieves, for numerous reasons, blackmail being one of them. Care must be taken when first encountering a pair of recording glasses, for one never knows what was last recorded in them (A previous encounter with a medusa perhaps...). The recording is strictly visual,

there is no audio.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *minor image* / Market Value:
8,000gp / Cost to Create: 4,000gp + 320xp

Glasses, Spy

Purple tinted and copper framed, spy glasses work in conjunction with another object, usually found along with them. This object could be a small statue, a necklace, a ring, a brooch or any number of mundane items. Whatever it is, it will always bear a large eye of some sort. Spy glasses allow the wearer to see as though they were looking out from the eye on object. A favored tactics of thieves and politicians is to make a gift of the eye adorned object to a cleaning wench, servant, mistress, or trusted friend of their target, thus gathering useful information through the glasses to be used at a later date. If the item the glasses are attuned to is damaged or destroyed while the spy glasses are being worn, the wearer will take 1d8 pints damage from the feedback and possibly suffer from blindness for 1d4-1 hours.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *arcane eye* / Market Value:
10,000gp / Cost to Create: 5,000gp + 400xp

Glasses, Sun

A pair of mystical lenses tainted bright yellow and held in a silver wire frame. Donning these glasses results in the wearer being able to see everything as though it were viewed in broad daylight. Even the darkest stygian crypt will be visible as if lit by bright sunlight. These glasses negate any negative affects the wearer may suffer in combat while in darkness. The glasses however will not counter the effects of magical darkness.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *daylight* / Market Value: 2,500gp / Cost to Create: 1,250gp + 100xp

Glasses, Weakness

Functioning as a weaker version of assessment glasses, these gray tinted lenses, allow their wearer to gauge their opponent. After the initial round of combat with any one opponent the wearer of these glasses gains an additional +1 to their hit rolls, and a +1 to their damage rolls. In addition to this their opponent suffers a -1 to hit them, and a -1 to their damage. These glasses automatically focus upon one target at a time, displaying helpful information to their wearer through a series of runes which appear upon the lenses. Switching opponents means losing any bonuses the glasses granted to wearer until one round of combat has passed against the new target.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *status* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Heart of the Desert

This large gemstone transmutes the physiology of its possessor so that they feel at home in desert climate. As a result they become immune to the heat dangers a non-desert dweller risks when traveling through desert regions. In addition to this, they can travel through these areas at an additional $\frac{1}{2}$ times their normal rate and any attempts they make to hide gain a +3 bonus. Anyone attempting to track the owner through desert terrain suffers a -5 penalty to their attempt. The owner also heals twice the number of hit points they normally would from a standard rest period while traveling through the desert. The owner also gains a +1 bonus to their charisma modifier when dealing with

indigenous creatures. It falls to the DM to determine when exactly the gem's benefits apply. The gem glows with a faint light when the terrain or climate is suitable.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Heart of the Eastlander

This large gemstone transmutes the physiology of its possessor so that they feel at home in temperate climate. As a result they can travel through these areas at an additional $\frac{1}{2}$ times their normal rate and any attempts they make to hide gain a +3 bonus. Anyone attempting to track the owner through temperate climate terrain suffers a -5 penalty to their attempt. The owner also heals twice the number of hit points they normally would from a standard rest period while traveling through temperate climate terrain. The owner also gains a +1 bonus to their charisma modifier when dealing with indigenous creatures. It falls to the DM to determine when exactly the gem's benefits apply. The gem glows with a faint light when the terrain or climate is suitable.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 6,000gp / Cost to Create: 3,000gp + 240xp

Heart of the Forest

This large gemstone transmutes the physiology of its possessor so that they feel at home in forest terrain. As a result they can travel through these areas at an additional $\frac{1}{2}$ times their normal rate and any attempts they make to hide gain a +3 bonus. Anyone attempting to track the owner through forest terrain suffers a -5 penalty to their attempt. The owner also heals twice the number of

hit points they normally would from a standard rest period while traveling through the forest. The owner also gains a +1 bonus to their charisma modifier when dealing with indigenous creatures. It falls to the DM to determine when exactly the gem's benefits apply. The gem glows with a faint light when the terrain or climate is suitable.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 6,000gp / Cost to Create: 3,000gp + 240xp

Heart of the Hills

This large gemstone transmutes the physiology of its possessor so that they feel at home in hilly terrain. As a result they can travel through these areas at an additional ½ times their normal rate and any attempts they make to hide gain a +3 bonus. Anyone attempting to track the owner through hilly terrain suffers a -5 penalty to their attempt. The owner also heals twice the number of hit points they normally would from a standard rest period while traveling through hilly terrain. The owner also gains a +1 bonus to their charisma modifier when dealing with indigenous creatures. It falls to the DM to determine when exactly the gem's benefits apply. The gem glows with a faint light when the terrain or climate is suitable.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 6,000gp / Cost to Create: 3,000gp + 240xp

Heart of the Mountains

This large gemstone transmutes the physiology of its possessor so that they feel at home in mountainous terrain. As a result they can travel through these areas at an additional ½ times their normal rate and any

attempts they make to hide gain a +3 bonus. Anyone attempting to track the owner through mountainous terrain suffers a -5 penalty to their attempt. The owner also heals twice the number of hit points they normally would from a standard rest period while traveling through mountainous terrain. The owner also gains a +1 bonus to their charisma modifier when dealing with indigenous creatures. It falls to the DM to determine when exactly the gem's benefits apply. The gem glows with a faint light when the terrain or climate is suitable.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 6,000gp / Cost to Create: 3,000gp + 240xp

Heart of the Northlander

This large gemstone transmutes the physiology of its possessor so that they feel at home in cold climates. As a result they become immune to the cold dangers a non-cold climate dweller risks when traveling through cold climate regions. In addition to this, they can travel through these areas at an additional ½ times their normal rate and any attempts they make to hide gain a +3 bonus. Anyone attempting to track the owner through cold terrain suffers a -5 penalty to their attempt. The owner also heals twice the number of hit points they normally would from a standard rest period while traveling through cold terrain. The owner also gains a +1 bonus to their charisma modifier when dealing with indigenous creatures. It falls to the DM to determine when exactly the gem's benefits apply. The gem glows with a faint light when the terrain or climate is suitable.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Heart of the Sea

This large gemstone transmutes the physiology of its possessor so that they feel at home in aquatic terrain. As a result they become immune to the water dangers a non-water dweller risks when traveling through aquatic regions. In addition to this, they can travel through these areas at an additional $\frac{1}{2}$ times their normal rate and any attempts they make to hide gain a +3 bonus. Anyone attempting to track the owner through aquatic terrain suffers a -5 penalty to their attempt. The owner also heals twice the number of hit points they normally would from a standard rest period while traveling through aquatic terrain. The owner also gains a +1 bonus to their charisma modifier when dealing with indigenous creatures. It falls to the DM to determine when exactly the gem's benefits apply. The gem glows with a faint light when the terrain or climate is suitable.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 18,000gp / Cost to Create: 9,000gp + 720xp

Heart of the Southlander

This large gemstone transmutes the physiology of its possessor so that they feel at home in warm climate. As a result they can travel through these areas at an additional $\frac{1}{2}$ times their normal rate and any attempts they make to hide gain a +3 bonus. Anyone attempting to track the owner through warm climate terrain suffers a -5 penalty to their attempt. The owner also heals twice the number of hit points they normally would from a standard rest period while traveling through warm climate terrain. The owner also gains a +1 bonus to their charisma modifier when dealing with indigenous creatures. It falls to the DM to determine when

exactly the gem's benefits apply. The gem glows with a faint light when the terrain or climate is suitable.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 6,000gp / Cost to Create: 3,000gp + 240xp

Heart of the Swamp

This large gemstone transmutes the physiology of its possessor so that they feel at home in marsh terrain. As a result they can travel through these areas at an additional $\frac{1}{2}$ times their normal rate and any attempts they make to hide gain a +3 bonus. Anyone attempting to track the owner of a heart of the swamp through marsh terrain suffers a -5 penalty to their attempt. The owner also heals twice the number of hit points they normally would from a standard rest period while traveling through the marsh. The owner also gains a +1 bonus to their charisma modifier when dealing with indigenous creatures. It falls to the DM to determine when exactly the gem's benefits apply. The gem glows with a faint light when the terrain or climate is suitable.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 6,000gp / Cost to Create: 3,000gp + 240xp

Heart of the Underground

This large gemstone transmutes the physiology of its possessor so that they feel at home in underground terrain. As a result they can travel through these areas at an additional $\frac{1}{2}$ times their normal rate and any attempts they make to hide gain a +3 bonus. Anyone attempting to track the owner through underground terrain suffers a -5 penalty to their attempt. The owner also heals twice the number of hit points they

normally would from a standard rest period while traveling through the underground. The owner also gains a +1 bonus to their charisma modifier when dealing with indige-nous creatures. It falls to the DM to deter-mine when exactly the gem's benefits apply. The gem glows with a faint light when the terrain or climate is suitable.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Heart of the Westlander

This large gemstone transmutes the physi-ology of its possessor so that they feel at home in plain terrain. As a result they can travel through these areas at an additional ½ times their normal rate and any attempts they make to hide gain a +3 bonus. Anyone attempting to track the owner through plain terrain suffers a -5 penalty to their attempt. The owner also heals twice the number of hit points they normally would from a stan-dard rest period while traveling through the plains. The owner also gains a +1 bonus to their charisma modifier when dealing with indigenous creatures. It falls to the DM to determine when exactly the gem's benefits apply. The gem glows with a faint light when the terrain or climate is suitable.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 6,000gp / Cost to Create: 3,000gp + 240xp

Mirror of Restoration

This 4"x8" mirror is usually found sealed within a protective iron case. The first time a player opens the case and peers into the mirror, the mirror will capture the player's exact image upon its surface, freezing it

there. At this time a copy of the player's character record sheet is made, carefully noting their current hit points, experience, status, equipment, etc. If at anytime a less than favorable fate befalls the player, such as being turned to stone, reduced to a pile of ash, eaten by a purple worm, eaten by a bag of devouring, or simply contracting a nasty disease, the mirror can be smashed in order to restore the player to their "saved" condition. The player, or whatever remains of them, vanishes from wherever they are and reappears near the spot where the mir-ror was smashed. The owner of the frozen reflection can will it to be erased in order to store a more "up to date" version of them-selves.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 60,000gp / Cost to Create: 30,000gp + 2,400xp

Mirrors of Distant Viewing

These 6"x12" linked mirrors display whatev-er is in the presence of the other. Thus if one was placed inside a room in a castle, and another within a local tavern, the lord of the castle would see whatever was occur-ring in front of the mirror in the tavern and vice versa. The mirrors allow visual commu-nication over vast distances.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *scrying* / Market Value: 35,000gp / Cost to Create: 17,500gp + 1,400xp

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of Dungeons & Dragons,
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Buck-A-Batch

Magic Items II

50 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
creationsedge.com

Buck-A-Batch

Magic Items II

50 New Magic Items
for use with D20
Fantasy Rules

Introduction

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% Roll	Name of Weapon
00-01	Brittle-gem (aid)
02-03	Brittle-gem (bestow curse)
04-05	Brittle-gem (chill touch)
06-07	Brittle-gem (cone of cold)
08-09	Brittle-gem (delay poison)
10-11	Brittle-gem (finger of death)
12-13	Brittle-gem (identify)
14-15	Brittle-gem (knock)
16-17	Brittle-gem (mirror image)
18-19	Brittle-gem (prismatic spray)
20-21	Brittle-gem (ray of enfeeblement)
22-23	Brittle-gem (rusting grasp)
24-25	Brittle-gem (shield)
26-27	Brittle-gem (vampiric touch)
28-29	Chalk of Explosive Runes
30-31	Chalk of Warding
32-33	Coin, Chilling
34-35	Coin, Encumbering
36-37	Coin, Heating
38-39	Coin, Molten
40-41	Coin, Returning
42-43	Coin, Thief Attracting
44-45	Coin, Transmuting
46-47	Collar, Freeze-form
48-49	Decanter of Potion Duplication
50-51	Decanter of Potion Potency
52-53	Decanter of Potion Purchasing
54-55	Decanter of Potion Transformation
56-57	Glasses, Iron-view
58-59	Glasses, Linked
60-61	Glasses, Search
62-63	Glasses, Stone-view
64-65	Glasses, Truesight
66-67	Glasses, Wood-view
68-69	Incense of Consecration
70-71	Incense of Hallowed Ground
72-73	Incense of Truth
74-75	Incense of Unhallowed Ground
76-77	Magician's Book Cover
78-79	Magician's Bookmark
80-81	Orb of Acid
82-83	Orb of Chaos
84-85	Orb of Electricity
86-87	Orb of Evil
88-89	Orb of Fire
90-91	Orb of Frost
92-93	Orb of Law
94-95	Orb of Light
96-97	Orb of Randomness
98-99	Orb of Sound

Brittle-gem (aid)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast an *aid* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level cleric. The owner simply crushes the gem in their hand to activate the spell. The hand will glow with a bright white light for one minute. The player must touch the recipient of the aid spell within the next minute or else the spell's energies fade and vanish. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *aid* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (bestow curse)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *bestow curse* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level cleric. The owner simply crushes the gem in their hand to activate the spell. The hand will be surrounded in a dark aura for one minute. The player must touch the recipient of the bestow curse spell within the next minute or else the spell's energies fade and vanish. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *bestow curse* / Market Value: 375gp / Cost to Create: 188gp + 15xp

Brittle-gem (chill touch)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *chill touch* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level wizard. The owner simply crushes the gem in their hand to activate the spell.

These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *chill touch* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (cone of cold)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *cone of cold* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level wizard. The owner simply crushes the gem in their hand to activate the spell.

These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *cone of cold* / Market Value: 1,125gp / Cost to Create: 562gp + 45xp

Brittle-gem (delay poison)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *delay poison* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level cleric. The owner simply crushes the

gem in their hand to activate the spell. The hand will glow with a dull green light for one minute. The player must touch the recipient of the delay poison spell within the next minute or else the spell's energies fade and vanish. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *delay poison* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (finger of death)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *finger of death* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level wizard. The owner simply crushes the gem in their hand to activate the spell.

These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *finger of death* / Market Value: 2,275gp / Cost to Create: 1,137gp + 91xp

Brittle-gem (identify)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast an *identify* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level cleric. The owner simply crushes the gem in their hand to activate the spell. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *identify* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (knock)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *knock* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level wizard. The owner simply crushes the gem in their hand to activate the spell. The hand will glow with a bright yellow light for one minute. The player must touch the object they wish to open within the next minute or else the spell's energies fade and vanish. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *knock* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (mirror image)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *mirror image* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level wizard. The owner simply crushes the gem in their hand to activate the spell. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *mirror image* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (prismatic spray)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *prismatic spray* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level wizard. The owner simply crushes the gem in their hand to activate the spell. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *prismatic spray* / Market Value: 2,275gp / Cost to Create: 1,137gp + 91xp

Brittle-gem (ray of enfeeblement)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *ray of enfeeblement* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level wizard. The owner simply crushes the gem in their hand to activate the spell. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *ray of enfeeblement* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (rusting grasp)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *rusting grasp* spell (as described in the

Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level druid. The owner simply crushes the gem in their hand to activate the spell. The hand will glow with a dull brown light for one minute. The player must touch the target of the rusting grasp spell within the next minute or else the spell's energies fade and vanish. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *rusting grasp* / Market Value: 700gp / Cost to Create: 350gp + 28xp

Brittle-gem (shield)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *shield* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level wizard. The owner simply crushes the gem in their hand to activate the spell. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *shield* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (vampiric touch)

This gem is made fragile by the mystic powers it contains. It allows its owner to cast a *vampiric touch* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 14th level wizard. The owner simply crushes the gem in their hand to activate the spell. These gems are quite delicate; care must be

taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *vampiric touch* / Market Value: 375gp / Cost to Create: 188gp + 15xp

Chalk of Explosive Runes

This piece of chalk can be used to create *explosive runes* (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though cast by a 6th level wizard. The chalk has a series of markings upon its side. This indicates the amount of chalk that must be used each time in order to create a single set of explosive runes. Each piece of chalk will have 1d4+8 marks upon it when acquired.

Caster level: 7th / Prerequisites: Craft Wondrous Item, *explosive runes* / Market Value: 3,750gp / Cost to Create: 1,875gp + 150xp

Chalk of Warding

This piece of chalk can be used to create *glyphs of warding* (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though cast by a 6th level cleric. The chalk has a series of markings upon its side. This indicates the amount of chalk that must be used each time in order to create a single glyph of warding. Each piece of chalk will have 1d4+8 marks upon it when acquired.

Caster level: 7th / Prerequisites: Craft Wondrous Item, *glyphs of warding* / Market Value: 3,750gp / Cost to Create: 1,875gp + 150xp

Coin, Chilling

This coin is enchanted by a powerful spell, which gradually affects creatures nearby. Creatures within 10 feet of the coin for more than an hour will feel colder than they normally would. This feeling increases over time until the effected creature feels up to 20 degrees colder than they actually should. Cold attacks deal an additional 1d4 points damage against creatures under the influence of the coin's chilling effect. Effected creatures must remain 20feet away from the coin for 2 hours in order to rid themselves of the coin's effect. Magic coins are indistinguishable from standard coins. They are most effective when mixed with other coins as it takes some time for the possessor to realize the origin of any effects they're suffering, and even more time to separate the coin from others it may be included with.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *ice storm* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Coin, Encumbering

An encumbering coin appears to resemble any other coin, until attempts are made to carry it over long distances. The slightest movement will activate its enchantment. The coin will gradually grow heavier and heavier until the movement stops, thus the longer it is carried the heavier it will become. For every minute it's carried its weight doubles. The coin will quickly rip through a pouch or sack in a short period of time, causing it an anything else within the sack to fall to the ground. The moment that the coin is at rest the enchantment resets itself. The unlucky adventurer who stops to scoop up their fallen treasure will find themselves repeating the same process a short time later. Magic coins are indistinguishable from standard coins. They are most effective when mixed

with other coins as it takes some time for the possessor to realize the origin of any effects they're suffering, and even more time to separate the coin from others it may be included with.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Coin, Heating

This coin is enchanted by a powerful spell, which gradually affects creatures nearby. Creatures within 10 feet of the coin for more than an hour will feel warmer than they normally would. This feeling increases over time until the effected creature feels up to 20 degrees warmer than they actually should. Fire attacks deal an additional 1d4 points damage against creatures under the influence of the coin's heating effect. Effected creatures must remain 20 feet away from the coin for 2 hours in order to rid themselves of the coin's effect. Magic coins are indistinguishable from standard coins. They are most effective when mixed with other coins as it takes some time for the possessor to realize the origin of any effects they're suffering, and even more time to separate the coin from others it may be included with.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *fireball* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Coin, Molten

This nasty coin remains dormant until it comes into contact with the bare flesh of a creature. At this point the coin instantly heats up to the point of becoming molten. A successful Reflex save indicates that the creature quickly discards it before it fully

heats up and only suffers 1d4 points damage. An unsuccessful save indicates that the creature doesn't react fast enough and the coin starts melting. The creature takes 4d4 points damage and possibly loses a hand. Magic coins are indistinguishable from standard coins. They are most effective when mixed with other coins as it takes some time for the possessor to realize the origin of any effects they're suffering, and even more time to separate the coin from others it may be included with.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *heat metal* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Coin, Returning

A returning coin attunes itself to its owner. If it is lost, stolen, or given away it will find its way back to its owner within one hour. The coin must be carried in a certain location on its owner (preferably a normally empty pocket or pouch) for a period of one day. After this it is 'programmed' to return to this location. It travels by means similar to teleportation, vanishing from a merchant's chest or beggar's bowl and reappearing within the adventurer's pocket or pouch. Magic coins are indistinguishable from standard coins. They are most effective when mixed with other coins as it takes some time for the possessor to realize the origin of any effects they're suffering, and even more time to separate the coin from others it may be included with.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *teleport* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Coin, Thief Attracting

The bearer of this coin appears as a particu-

larly easy mark to experienced thieves. A thief attempting to steal from the owner of this coin gains a +5 bonus added to the result. There is a 10% chance per level of the thief of spotting the character carrying this coin and recognizing them as being exceptionally easy to steal from. Magic coins are indistinguishable from standard coins. They are most effective when mixed with other coins as it takes some time for the possessor to realize the origin of any effects they're suffering, and even more time to separate the coin from others it may be included with.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *bestow curse* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Coin, Transmuting

A bane to treasure hunters, this coin magically transforms all coins within a 6" radius of it, making them one grade lower in value: platinum becomes gold, gold becomes silver, and so on. Coins can only be transmuted once. Additional exposure will not reduce the coin's value a second time. Coins must remain within a transmuting coin's area of effect for 8 hours in order for the change to take place. The transmuting coin also changes its appearance during this time to match the new value of the coins it has transformed. Magic coins are indistinguishable from standard coins. They are most effective when mixed with other coins as it takes some time for the possessor to realize the origin of any effects they're suffering, and even more time to separate the coin from others it may be included with.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *polymorph any object* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Collar, Freeze-form

This collar freezes a shape-changed creature into whatever form they currently possess. The collar automatically adjusts itself to fit whatever creature it comes into contact with, however it still must be manually fastened, a difficult task to accomplish if the creature in question does not wish to be colored. Creatures transformed by either spell (such as *polymorph self*) or ability (such as a druid's *wild shape*) will remain trapped in their current form until the collar is removed. Furthermore a creature wearing the collar cannot use or be affected by spells or abilities that normally transform a creature's shape. The collar can be manually removed by anyone other than the wearer.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *polymorph self* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Decanter of Potion Duplication

If the owner of this decanter pours the complete contents of a potion vial into it and lets it sit for 24 hours the quantity of the potion held within it magically duplicates. The new amount is 1d4 times that of the original. The decanter can only duplicate a potion once. Potions that are created by it cannot be duplicated. Care must be taken to thoroughly clean the decanter after each use. If not there is a cumulative 10% each time its used without being cleaned that the decanter's enchantment "misfires" and the potion it contains is rendered useless.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 9,000gp / Cost to Create: 4,500gp + 360xp

Decanter of Potion Potency

If the owner of this decanter pours the complete contents of a potion vial into it and lets it sit for 24 hours the quantity of the potion held within it magically amplifies its effect. The decanter will either double the duration of the potion's effect, or if the potion has no duration, double its effectiveness (an amplified potion of cure light wounds will restore twice as many hit points as normal). The decanter can only amplify a potion once. Potions that are amplified by it cannot be amplified again. Care must be taken to thoroughly clean the decanter after each use. If not there is a cumulative 10% each time its used without being cleaned that the decanter's enchantment "misfires" and the potion it contains is rendered useless.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 9,000gp / Cost to Create: 4,500gp + 360xp

Decanter of Potion Purchasing

The owner of this decanter can use it to purchase any potion they wish. If an amount equal to or greater than twice the market price of a desired potion is placed within the decanter and the potion's name is stated, the "payment" will disappear and the decanter will magically fill with the equivalent of one dose of the named potion. This process takes an amount of time equal to twice the potion's market value in minutes. Care must be taken to thoroughly clean the decanter after each use. If not there is a cumulative 10% each time its used without being cleaned that the decanter's enchantment "misfires" and the potion is rendered useless.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 9,000gp / Cost to Create: 4,500gp + 360xp

Decanter of Potion Transformation

This decanter randomly transforms a potion held within into a different potion. The potion that results is determined randomly by rolled upon the potion chart contained in the Dungeons & Dragons® Dungeon Master's Guide, Third Edition. This transformation takes 1d4 hours. A transformed potion cannot be transformed again. Care must be taken to thoroughly clean the decanter after use. If not there is a cumulative 10% each time its used without being cleaned that the decanter's enchantment "misfires" and the potion it contains is rendered useless.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 9,000gp / Cost to Create: 4,500gp + 360xp

Glasses, Iron-view

The wearer of these glasses can see through metal objects as though they were transparent. The effect is limited to objects within a 25ft cone-shaped area in the direction the wearer is facing. The wearer can see through metal objects 5 feet in thickness up to 5 feet away, 4 feet in thickness up to 10 feet away, 3 feet in thickness up to 15 feet away, 2 feet in thickness up to 20 feet away, and 1 foot in thickness up to 25 feet away.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 25,000gp / Cost to Create: 12,500gp + 1,000xp

Glasses, Linked

Two pairs of orange tinted glasses, usually found in a double-sided carrying case.

These glasses are linked in such a way so as to allow the wearer of one to see what the wearer of the other sees. One pair are the sending glasses, the other are the receiving glasses. The wearer of the sending glasses can see through them normally, however the wearer of the receiving pair will be able to see nothing save the vision that is being sent to them.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *scrying* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Glasses, Search

A pair of crystal lenses held in a silver frame. Search glasses slightly magnify objects in such a way as to make locating items an easier task. A pair of search glasses will add an additional +3 to their wearer's search rolls.

Caster level: 8th / Prerequisites: Craft Wondrous Item, search skill / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Glasses, Stone-view

The wearer of these glasses can see through objects comprised of stone as though they were transparent. The effect is limited to objects within a 25ft cone-shaped area in the direction the wearer is facing. The wearer can see through stone 5 feet in thickness up to 5 feet away, 4 feet in thickness up to 10 feet away, 3 feet in thickness up to 15 feet away, 2 feet in thickness up to 20 feet away, and 1 foot in thickness up to 25 feet away.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 25,000gp / Cost to Create: 12,500gp + 1,000xp

Glasses, Truesight

Painstakingly crafted by grinding down a gem of seeing, truesight glasses enable the wearer to see as though they were under the influence of a *true seeing* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*).

Caster level: 10th / Prerequisites: Craft Wondrous Item, a gem of true seeing / Market Value: 75,000gp / Cost to Create: 37,500gp + 3,000xp

Glasses, Wood-view

The wearer of these glasses can see through wooden objects as though they were transparent. The effect is limited to objects within a 25ft cone-shaped area in the direction the wearer is facing. The wearer can see through wood 5 feet in thickness up to 5 feet away, 4 feet in thickness up to 10 feet away, 3 feet in thickness up to 15 feet away, 2 feet in thickness up to 20 feet away, and 1 foot in thickness up to 25 feet away.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 25,000gp / Cost to Create: 12,500gp + 1,000xp

Incense of Consecration

When lit, this block of sharp smelling incense affects its surroundings as though they were enchanted by a *consecrate* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though it were cast by a 4th level cleric. The incense block serves as the spells point of origin, the consecrated area emanating from it. The block will burn for 2 hours, and its

effect will last for 8 hours.

Caster level: 7th / Prerequisites: Craft Wondrous Item, *consecrate* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Incense of Hallowed Ground

When lit, this block of sweet smelling incense affects its surroundings as though they were enchanted by a *hallow* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though it were cast by a 10th level cleric. The incense block serves as the spells point of origin. The block will burn for 4 hours, and its effect will last for 12 hours.

Caster level: 7th / Prerequisites: Craft Wondrous Item, *hallow* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Incense of Truth

When lit, this block of pleasant smelling incense creates a *zone of truth* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though it were cast by an 8th level cleric. The incense block serves as the spells point of origin, the zone of truth emanating from it. The block will burn for 1 hour, and its effect will last for 2 hours.

Caster level: 7th / Prerequisites: Craft Wondrous Item, *zone of truth* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Incense of Unhallowed Ground

When lit, this block of foul smelling incense affects its surroundings as though they were

enchanted by an *unhallow* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though it were cast by a 10th level cleric. The incense block serves as the spells point of origin. The block will burn for 4 hours, and its effect will last for 12 hours.

Caster level: 7th / Prerequisites: Craft Wondrous Item, *unhallow* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Magician's Book Cover

This leather book cover can be placed over a magic tome to disguise it as a common book. The book cover casts a powerful illusion over the pages of the book it protects. The book will seem to contain a rambling story about a group of adventurers. If the book cover is placed upon an ordinary book, the book will seem to contain a collection powerful spells. These spells are all fakes and will not bare any results if cast.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Magician's Bookmark

This seemingly ordinary bookmark is enchanted with a simple spell, which allows a wizard to memorize one extra spell per day. The wizard simply places the bookmark upon the page within their spell book that contains the additional spell they wish to memorize. The bookmark will not allow a wizard to memorize a spell that they could not normally cast.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Orb of Acid

This green-tinted, six-inch diameter, crystal orb bears the imprint of a hand upon its surface. If a creature places their hand upon the imprint, the imprint will resize itself to fit the hand's shape and the orb will become fused to the creature's palm. Once this fusing has taken place, the orb will protect its owner from acid attacks as though they were under the effects of a permanent *resist elements* spell. Four times per day, the owner can cast a *Melf's acid arrow* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were an 8th level wizard. The owner can also will their free hand to become charged with acid energy. A successful melee touch attack with the charged hand will inflict 1d4 points of acid damage, plus 1 point for every 3 levels of the owner. In addition to this, a weapon wielded in the owner's free hand will automatically become imbued with a special ability. The weapon deals an additional 1d4 points of acid damage to a target. Having an orb fused to your hand can be very inconveniencing at times; the character's skills and abilities will probably all be affected by this new handicap. Unfortunately, short of severing the hand, only a wish spell, deity intervention, or the death of the owner will cause the orb to relinquish its hold.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *resist elements*, *Melf's acid arrow*, *acid fog* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4,000xp

Orb of Chaos

This orange-tinted, six-inch diameter, crystal orb bears the imprint of a hand upon its surface. If a chaotically aligned creature places their hand upon the imprint, the imprint will resize itself to fit the hand's shape and the

orb will become fused to the creature's palm. If a non-chaotic creature touches an un-fused orb, the creature receives a negative level. Once this fusing has taken place, the orb will protect its owner from lawfully aligned creatures as though they were under the effects of a permanent *protection from law* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition). The owner can cast *color spray* three times per day (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 3rd level wizard and *chaos hammer* twice per day (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were an 8th level cleric. The owner can also will their free hand to become charged with chaotic energy. A successful melee touch attack with the charged hand against a lawful target will inflict 1d4 points of damage, plus 1 point for every 3 levels of the owner. In addition to this, a weapon wielded in the owner's free hand will automatically become imbued with a special ability. The weapon deals an additional 1d4 points of damage to a lawfully aligned target. Having an orb fused to your hand can be very inconveniencing at times; the character's skills and abilities will probably all be affected by this new handicap. Unfortunately, short of severing the hand, only a wish spell, deity intervention, or the death of the owner will cause the orb to relinquish its hold.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *protection from law*, *color spray*, *chaos hammer* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4,000xp

Orb of Electricity

This yellow-tinted, six-inch diameter, crystal orb bears the imprint of a hand upon its sur-

face. If a creature places their hand upon the imprint, the imprint will resize itself to fit the hand's shape and the orb will become fused to the creature's palm. Once this fusing has taken place, the orb will protect its owner from electricity attacks as though they were under the effects of a permanent *resist elements* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition). Twice per day, the owner can cast a *lightning bolt* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were an 8th level wizard. The owner can also will their free hand to become charged with electrical energy. A successful melee touch attack with the charged hand will inflict 1d4 points of electricity damage, plus 1 point for every 3 levels of the owner. In addition to this, a weapon wielded in the owner's free hand will automatically become imbued with a special ability. The weapon deals an additional 1d4 points of electricity damage. Having an orb fused to your hand can be very inconveniencing at times; the character's skills and abilities will probably all be affected by this new handicap. Unfortunately, short of severing the hand, only a wish spell, deity intervention, or the death of the owner will cause the orb to relinquish its hold.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *resist elements*, *lightning bolt*, *shocking grasp* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4,000xp

Orb of Evil

This dark-tinted, six-inch diameter, crystal orb bears the imprint of a hand upon its surface. If an evilly aligned creature places their hand upon the imprint, the imprint will resize itself to fit the hand's shape and the orb will become fused to the creature's palm. If a

non-evil creature touches an un-fused orb, the creature receives a negative level. Once this fusing has taken place, the orb will protect its owner from good aligned creatures as though they were under the effects of a permanent *protection from good* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition). The owner can cast *darkness* three times per day (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 5th level wizard and *unholy blight* twice per day (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were an 8th level cleric. The owner can also will their free hand to become charged with evil energy. A successful melee touch attack with the charged hand against a good aligned target will inflict 1d4 points of damage, plus 1 point for every 3 levels of the owner. In addition to this, a weapon wielded in the owner's free hand will automatically become imbued with a special ability. The weapon deals an additional 1d4 points of damage to a good aligned target. Having an orb fused to your hand can be very inconveniencing at times; the character's skills and abilities will probably all be affected by this new handicap. Unfortunately, short of severing the hand, only a wish spell, deity intervention, or the death of the owner will cause the orb to relinquish its hold.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *protection from good*, *darkness*, *unholy blight* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4,000xp

Orb of Fire

This red-tinted, six-inch diameter, crystal orb bears the imprint of a hand upon its surface. If a creature places their hand upon the imprint, the imprint will resize itself to fit the

hand's shape and the orb will become fused to the creature's palm. Once this fusing has taken place, the orb will protect its owner from fire attacks as though they were under the effects of a permanent *resist elements* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition). Twice per day, the owner can cast a *fireball* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were an 8th level wizard. The owner can also will their free hand to become charged with fire energy. A successful melee touch attack with the charged hand will inflict 1d4 points of fire damage, plus 1 point for every 3 levels of the owner. In addition to this, a weapon wielded in the owner's free hand will automatically become imbued with a special ability. The weapon deals an additional 1d4 points of fire damage to a target. Having an orb fused to your hand can be very inconveniencing at times; the character's skills and abilities will probably all be affected by this new handicap. Unfortunately, short of severing the hand, only a wish spell, deity intervention, or the death of the owner will cause the orb to relinquish its hold.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *resist elements*, *burning hands*, *fireball* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4,000xp

Orb of Frost

This frosted, six-inch diameter, crystal orb bears the imprint of a hand upon its surface. If a creature places their hand upon the imprint, the imprint will resize itself to fit the hand's shape and the orb will become fused to the creature's palm. Once this fusing has taken place, the orb will protect its owner from cold attacks as though they were under the effects of a permanent *resist elements* spell (as described in the Dungeons &

Dragons® Player's Handbook, Third Edition). Twice per day, the owner can cast a *cone of cold* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were an 8th level wizard. The owner can also will their free hand to become charged with cold energy. A successful melee touch attack with the charged hand will inflict 1d4 points of cold damage, plus 1 point for every 3 levels of the owner. In addition to this, a weapon wielded in the owner's free hand will automatically become imbued with a special ability. The weapon deals an additional 1d4 points of cold damage to a target. Having an orb fused to your hand can be very inconvenient at times; the character's skills and abilities will probably all be affected by this new handicap. Unfortunately, short of severing the hand, only a wish spell, deity intervention, or the death of the owner will cause the orb to relinquish its hold.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *resist elements*, *cone of cold*, *ray of frost* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4,000xp

Orb of Law

This purple-tinted, six-inch diameter, crystal orb bears the imprint of a hand upon its surface. If a lawfully aligned creature places their hand upon the imprint, the imprint will resize itself to fit the hand's shape and the orb will become fused to the creature's palm. If a non-lawful creature touches an un-fused orb, the creature receives a negative level. Once this fusing has taken place, the orb will protect its owner from chaotically aligned creatures as though they were under the effects of a permanent *protection from chaos* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition). The owner can cast *calm emotions* three times per day (as described

in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 5th level cleric and *order's wrath* twice per day (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were an 8th level cleric. The owner can also will their free hand to become charged with lawful energy. A successful melee touch attack with the charged hand against a chaotically aligned target will inflict 1d4 points of damage, plus 1 point for every 3 levels of the owner. In addition to this, a weapon wielded in the owner's free hand will automatically become imbued with a special ability. The weapon deals an additional 1d4 points of damage to a chaotically aligned target. Having an orb fused to your hand can be very inconvenient at times; the character's skills and abilities will probably all be affected by this new handicap. Unfortunately, short of severing the hand, only a wish spell, deity intervention, or the death of the owner will cause the orb to relinquish its hold.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *protection from chaos*, *calm emotions*, *order's wrath* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4,000xp

Orb of Light

This white, six-inch diameter, crystal orb bears the imprint of a hand upon its surface. If a good aligned creature places their hand upon the imprint, the imprint will resize itself to fit the hand's shape and the orb will become fused to the creature's palm. If a non-good creature touches an un-fused orb, the creature receives a negative level. Once this fusing has taken place, the orb will protect its owner from evilly aligned creatures as though they were under the effects of a permanent *protection from evil* spell (as described in the Dungeons & Dragons®

Player's Handbook, Third Edition). The owner can cast *daylight* three times per day (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were a 5th level cleric and *holy smite* twice per day (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were an 8th level cleric. The owner can also will their free hand to become charged with good energy. A successful melee touch attack with the charged hand against an evilly aligned target will inflict 1d4 points of damage, plus 1 point for every 3 levels of the owner. In addition to this, a weapon wielded in the owner's free hand will automatically become imbued with a special ability. The weapon deals an additional 1d4 points of damage to an evilly aligned target. Having an orb fused to your hand can be very inconveniencing at times; the character's skills and abilities will probably all be affected by this new handicap. Unfortunately, short of severing the hand, only a wish spell, deity intervention, or the death of the owner will cause the orb to relinquish its hold.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *protection from evil*, *daylight*, *holy smite* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4,000xp

Orb of Randomness

This orb functions the same as the others only each day it becomes randomly imbued with the attributes of a different orb. At the start of each day roll 1d6 to determine which orb type a fused orb of randomness becomes: 1) Acid, 2) Electricity, 3) Fire, 4) Frost, 5) Sound, 6) The orb remains the same.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *resist elements*, *wish* / Market Value: 100,000gp / Cost to Create:

50,000gp + 4,000xp

Orb of Sound

This blue-tinted, six-inch diameter, crystal orb bears the imprint of a hand upon its surface. If a creature places their hand upon the imprint, the imprint will resize itself to fit the hand's shape and the orb will become fused to the creature's palm. Once this fusing has taken place, the orb will protect its owner from sound attacks as though they were under the effects of a permanent *resist elements* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition). Twice per day, the owner can cast a *shout* spell (as described in the Dungeons & Dragons® Player's Handbook, Third Edition) as though they were an 8th level wizard. The owner can also will their free hand to become charged with sound energy. A successful melee touch attack with the charged hand will inflict 1d4 points of sound damage, plus 1 point for every 3 levels of the owner. In addition to this, a weapon wielded in the owner's free hand will automatically become imbued with a special ability. The weapon deals an additional 1d4 points of sound damage to a target. Having an orb fused to your hand can be very inconveniencing at times; the character's skills and abilities will probably all be affected by this new handicap. Unfortunately, short of severing the hand, only a wish spell, deity intervention, or the death of the owner will cause the orb to relinquish its hold.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *resist elements*, *shout*, *sound burst* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4,000xp

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This product requires the use
of Dungeons & Dragons,
Third Edition rules



Buck-A-Batch

Magic Items III

50 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
creationsedge.com

Buck-A-Batch

Magic Items III

50 New Magic Items
for use with D20
Fantasy Rules

Introduction

Welcome to Magic Items III, part of our Buck-A-Batch line of products.

The Buck-A-Batch product line is part of System 20, a do-it-yourself supplement system found on our website at www.creationsege.com.

System 20 allows you to create your own supplements, featuring the content of your choice, for a fraction of the cost of traditional RPG supplements.

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This product requires the use of Dungeons & Dragons® Third Edition rules.

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% Roll	Name of Item
00-01	Bag of Skulls
02-03	Balance of Law
04-05	Book of Dungeons
06-07	Book of Souls
08-09	Book of Summoning (monster)
10-11	Book of Summoning (nature's ally)
12-13	Brittle-gem (Acid-burst)
14-15	Brittle-gem (Flame-burst)
16-17	Brittle-gem (Ice-burst)
18-19	Brittle-gem (Shock-burst)
20-21	Brittle-gem (Sound-burst)
22-23	Candle of Revelation
24-25	Coin, Animal Summoning
26-27	Coin, Cloudkill
28-29	Coin, Color Burst
30-31	Coin, Dagger Sneak
32-33	Coin, Demon Bribe
34-35	Coin, Monster Summoning
36-37	Coin, Secret Ring
38-39	Coin, Shocking
40-41	Coin, Solid Fog
42-43	Coin, Stinking Cloud
44-45	Coin, Treasure Store
46-47	Disc of Chaos
48-49	Elemental Token (air)
50-51	Elemental Token (earth)
52-53	Elemental Token (fire)
54-55	Elemental Token (water)
56-57	Fuse-gem (healing hand)
58-59	Fuse-gem (life drain)
60-61	Fuse-gem (turn undead)
62-63	Healing Cube
64-65	Horse in a Bottle
66-67	Hunter's Logbook
68-69	Immoral Compass
70-71	Luck Cube
72-73	Moral Compass
74-75	Poison Quill
76-77	Portable Forge (acid)
78-79	Portable Forge (electricity)
80-81	Portable Forge (fire)
82-83	Portable Forge (ice)
84-85	Portable Forge (sonic)
86-87	Quick Scribe Quill
88-89	Spell Cube
90-91	Spell Extension Timer
92-93	Spell Scribe Quill
94-95	Spell Timer
96-97	Tome of Useful Items
98-99	Universal Treasure Map

Bag of Skulls

This small black cloth bag holds 2d6 miniature stone skulls. If the owner of this bag draws forth one of these skulls and tosses it at their feet the skull will transform into a medium-size skeleton. This skeleton will serve the owner of the bag until it is destroyed. The owner can choose to use more than 1 skull at a time however they may only control a number of skeleton equal to half their current experience level. The bag crumbles to dust once the last skull has been used.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *animate dead* / Market Value: 180gp (per skull) / Cost to Create: 1,100 + 88xp

Balance of Law

This small set of gold scales is given to representatives of powerful groups of lawful alignment. As long as the owner behaves in a way befitting a lawfully aligned creature the scales will remain perfectly balanced. Any deviation from alignment will tip the scales resulting in 1d4-1 points in electrical damage and 1 negative level being bestowed upon the owner. This negative level must be worked off by performing an exceptional lawful act. It is possible for additional negative levels to be bestowed upon the owner of the balance before the others have been worked off. It's left to the DM to determine what constitutes an alignment deviation and what level of act is required to put the balance right again. The balance is usually given to traveling representatives to ensure acceptable behavior while abroad. The balance can also be used to test potential members of the group or as a way of policing lawfully aligned creatures that the group feels has gone or may go astray. The balance attunes itself to its owner by being in their possession for

more than a day's time, or through an hour-long ritual performed by members of the group.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *atonement*, *bestow curse* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Book of Dungeons

This book is the dungeon delver's greatest reference. When first obtained the interior of the book is blank. If the book is placed within a dungeon complex and left sit for 24 hours it will magically fill with useful information about the dungeon. The book can then be retrieved and read. Reading the book takes 6 hours after which the reader gains a number of bonuses while adventuring through the recorded dungeon. The reader will instantly know if any rumors they hear concerning the recorded dungeon are true or false. The reader can detect secret or hidden doors while in the dungeon as though they were an elf. The reader gains a +3 bonus to their appraise, balance, climb, disable device, hide, intuit direction, listen, move silently, open lock, search, sense motive, and spot skill checks while in the dungeon. They also gain a +3 bonus to non-creature related saving throws (such as one made to avoid a trap or other non-living feature) while in the dungeon. There is also a 40% chance that the book will record very specific information about a room or two within the dungeon (Such as the answer to the riddle in the statue room is "time" or the bugbears store their treasure under a loose stone near the dire rat nest, etc.). The Book of Dungeons is a one-use item.

Caster level: 17th / Prerequisites: Craft Wondrous Item, *miracle or wish* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Book of Souls

A book of souls contains 100 pages and is blank when first encountered. A new book must attune itself to its owner over a three-day period during which it must remain within 1 foot of the creature. After this period of attuning creatures killed by the owner of the book are recorded in the form of illustrations upon its pages. The book will only record each unique creature slain (one goblin, one orc, one hobgoblin, one black dragon, one red dragon, etc.). Once all 100 pages have been filled the book will disintegrate while bestowing upon it's owner enough experience points to place them in the middle of their next level. This recording is automatic and cannot be prevented by the owner in an attempt to save the experience point 'pay-off' until a more opportune moment (such as right after obtaining a level). The DM can negate a player's more ingenious attempts by simply having them swat a pesky fly, or step on an ant...

Caster level: 18th / Prerequisites: Craft Wondrous Item, *miracle or wish* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4000xp

Book of Summoning (monster)

A book of summoning contains fifty pages. It is broken into five chapters containing ten pages each. Each page contains the blurred image of an unknown creature. This book allows the owner to cast several summon monster spells at varying levels of power. The owner need only rip a page from the book and cast it upon the ground to trigger a summon spell. The chapter that the page is torn from determines the level of the summon spell that is cast; a page torn from chapter one results in a *summon monster I* spell, a page torn from chapter two results in a *summon monster II* spell, and so on. The creature

springs forth from the image on the page leaving a blank page behind. Only one page can be torn from each chapter per day. A found book of summoning may be missing 1d4-1 pages per chapter.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *summon monster I, II, III, IV and V* / Market Value: 300gp (per page) / Cost to Create: 7,500gp + 600xp

Book of Summoning (nature's ally)

A book of summoning contains fifty pages. It is broken into five chapters containing ten pages each. Each page contains the blurred image of an unknown creature. This book allows the owner to cast several summon nature's ally spells at varying levels of power. The owner need only rip a page from the book and cast it upon the ground to trigger a summon spell. The chapter that the page is torn from determines the level of the summon spell that is cast; a page torn from chapter one results in a *summon nature's ally I* spell, a page torn from chapter two results in a *summon nature's ally II* spell, and so on. The creature springs forth from the image on the page leaving a blank page behind. Only one page can be torn from each chapter per day. A found book of summoning may be missing 1d4-1 pages per chapter.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *summon nature's ally I, II, III, IV and V* / Market Value: 300gp (per page) / Cost to Create: 7,500gp + 600xp

Brittle-gem (Acid-burst)

This gem is made fragile by the mystic powers it contains. To activate the gem's power, the owner simply crushes it in their hand.

This hand then becomes surrounded by a glowing aura of acidic energy. A successful melee touch attack against a target results in a burst of acid. This burst inflicts 2d6 points of acid damage upon the target. This aura will remain for one round per level of owner or until a successful melee touch attack has been made, whichever comes first. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *Melf's acid arrow* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (Flame-burst)

This gem is made fragile by the mystic powers it contains. To activate the gem's power, the owner simply crushes it in their hand. This hand then becomes surrounded by a glowing aura of fiery energy. A successful melee touch attack against a target results in a burst of fire. This burst inflicts 2d6 points of fire damage upon the target. This aura will remain for one round per level of owner or until a successful melee touch attack has been made, whichever comes first. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *burning hands* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (Ice-burst)

This gem is made fragile by the mystic powers it contains. To activate the gem's power, the owner simply crushes it in their hand. This hand then becomes surrounded by a glowing aura of icy energy. A successful melee touch attack against a target results in

a burst of frost. This burst inflicts 2d6 points of cold damage upon the target. This aura will remain for one round per level of owner or until a successful melee touch attack has been made, whichever comes first. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *chill touch* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (Shock-burst)

This gem is made fragile by the mystic powers it contains. To activate the gem's power, the owner simply crushes it in their hand. This hand then becomes surrounded by a glowing aura of electrical energy. A successful melee touch attack against a target results in a burst of electricity. This burst inflicts 2d6 points of electricity damage upon the target. This aura will remain for one round per level of owner or until a successful melee touch attack has been made, whichever comes first. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *shocking grasp* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Brittle-gem (Sound-burst)

This gem is made fragile by the mystic powers it contains. To activate the gem's power, the owner simply crushes it in their hand. This hand then becomes surrounded by a glowing aura of sonic energy. A successful melee touch attack against a target results in a burst of sound. This burst inflicts 2d6 points of sonic damage upon the target. This aura

will remain for one round per level of owner or until a successful melee touch attack has been made, whichever comes first. These gems are quite delicate; care must be taken while transporting them in order to ensure that they remain intact until they are required.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *shout* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Candle of Revelation

Once lit this candle creates a 20-foot wide circle of magic light. This magic light affects all things within as though they were being seen through the aid of a *true seeing* spell. The candle will burn for the equivalent of one hour.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *true seeing* / Market Value: 700gp / Cost to Create: 350gp + 28xp

Coin, Animal Summoning

This coin bears the image of a fierce animal on one side with an even fiercer looking one on the other. The owner of this coin can summon an animal to aid them in battle. The owner simply flips the coin into the air and lets it land on the ground. If the coin lands heads up it activates a *summon nature's ally I* spell. If the coin lands tails up it activates a *summon nature's ally III* spell. Both spells act as though cast by an 8th level cleric. The coin's ability can only be used once per day. Magic coins are, for the most part, indistinguishable from other coins of their kind.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *summon nature's ally I and III* / Market Value: 3,200gp / Cost to Create: 1,600gp + 128xp

Coin, Cloudkill

This trapped coin is triggered when a creature first physically touches it. This act starts a one-hour countdown, after which a *cloudkill* spell, stored within the coin, will be triggered. The cloud will start pouring forth from the coin acting in a fashion similar to the spell save for the fact that the coin serves as the spell's point of origin. Once this spell has been triggered the coin will cease to function until it has been recharged with another cloudkill spell. Magic coins are, for the most part, indistinguishable from other coins of their kind. They are most effective when mixed in with a quantity of coins as it takes some time for the possessor to realize the origin of any adverse effects they're suffering, and even more time to separate the magic coin from any others it may be included with.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *cloudkill* / Market Value: 6,000gp / Cost to Create: 3,000gp + 240xp

Coin, Color Burst

Flicking this standard gold coin into the air triggers a *color spray* spell. The coin acts as the point of origin for the spell that springs forth in the direction the person flipping the coin was facing when they flipped it. This coin will function up to three times per day. Magic coins are, for the most part, indistinguishable from other coins of their kind.

Caster level: 3rd / Prerequisites: Craft Wondrous Item, *color spray* / Market Value: 500gp / Cost to Create: 250gp + 20xp

Coin, Dagger Sneak

Both sides of this coin hold a picture of a dagger. The first side shows an ordinary dagger

while the other bears an image surrounded by radiating lines of energy. If a standard non-magical dagger is held against the normal image, the dagger will shrink and merge with the image on the coin. The owner need only tap this image with their finger twice to retrieve their dagger. The second side functions in a similar fashion, however this one will hold a magic dagger. The coin can hold two daggers at one time, one to a side. It is possible that the coin is already holding one or two daggers when found. Magic coins are, for the most part, indistinguishable from other coins of their kind.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *Leomund's secret chest* / Market Value: 500gp / Cost to Create: 250gp + 20xp

Coin, Demon Bribe

This unassuming copper coin displays a smiling demon on both of its sides. Upon encountering a demon the owner of a demon bribe coin can use it to effectively bribe the demon into leaving them and or their companions unharmed for 1d6 hours. The coin is merely a symbol representing a pact made between humans and demons centuries ago. The true magic of the coin is that a demon will sense its presence and hesitate for one round before taking action. If the coin is quickly offered to the demon during this round the demon will accept it as a bribe towards the safety of the owner and those accompanying them. This will not prevent the demon from defending itself if attacked or from protecting anything or anyone its supposed to be protecting. Magic coins are, for the most part, indistinguishable from other coins of their kind.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *sanctuary* / Market Value: 500gp / Cost to Create: 250gp + 20xp

Coin, Monster Summoning

This coin bears the image of a nasty looking monster on one side with an even nastier looking one on the other. The owner of this coin can summon a monster to aid them in battle. The owner simply flips the coin into the air and lets it land on the ground. If the coin lands heads up it activates a *summon monster I* spell. If the coin lands tails up it activates a *summon monster III* spell. Both spells act as though cast by an 8th level wizard. The coin's ability can only be used once per day. Magic coins are, for the most part, indistinguishable from other coins of their kind.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *summon monster I and III* / Market Value: 3,200gp / Cost to Create: 1,600gp + 128xp

Coin, Secret Ring

This copper coin appears to be badly scarred and practically worthless, however if care is taken to examine it the faint outline of a ring is visible upon one side. These coins are used by their owners to hide rings of great power. The owner simply holds a ring against the side of the coin. The ring then shrinks and merges with the coin face. If anyone taps their finger twice upon the side of the coin, the coin's surface will become intangible, allowing the finger to pass through. When the finger is withdrawn from the coin it will bear the ring that was stored. There is a possibility that the coin will already be holding a ring when it is found. Magic coins are, for the most part, indistinguishable from other coins of their kind.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *Leomund's secret chest* / Market Value: 500gp / Cost to Create: 250gp + 20xp

Coin, Shocking

This simple gold coin bears a bolt of lightning on one side and a laughing jester on the other. Anyone touching this coin for the first time will be dealt 1d4 points electricity damage. The coin may be handled by a person that its already shocked with no adverse effect. Magic coins are, for the most part, indistinguishable from other coins of their kind. They are most effective when mixed in with a quantity of coins as it takes some time for the possessor to realize the origin of any adverse effects they're suffering, and even more time to separate the magic coin from any others it may be included with.

Caster level: 3rd / Prerequisites: Craft Wondrous Item, *shocking grasp* / Market Value: 100gp / Cost to Create: 50gp + 4xp

Coin, Solid Fog

This trapped coin is triggered when a creature first physically touches it. This act starts a one-hour countdown, after which a *solid fog* spell, stored within the coin, will be triggered. The cloud will start pouring forth from the coin acting in a fashion similar to the spell save for the fact that the coin serves as the spell's point of origin. Once this spell has been triggered the coin will cease to function until it has been recharged with another solid fog spell. Magic coins are, for the most part, indistinguishable from other coins of their kind. They are most effective when mixed in with a quantity of coins as it takes some time for the possessor to realize the origin of any adverse effects they're suffering, and even more time to separate the magic coin from any others it may be included with.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *solid fog* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Coin, Stinking Cloud

This trapped coin is triggered when a creature first physically touches it. This act starts a one-hour countdown, after which a *stinking cloud* spell, stored within the coin, will be triggered. The cloud will start pouring forth from the coin acting in a fashion similar to the spell save for the fact that the coin serves as the spell's point of origin. Once this spell has been triggered the coin will cease to function until it has been recharged with another stinking cloud spell. Magic coins are, for the most part, indistinguishable from other coins of their kind.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *stinking cloud* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Coin, Treasure Store

This gold coin bears the image of a pile of treasure upon both its sides. The coin will gather and store any gold coin that it comes into contact with. The coin can hold up to 1000 gold coins per side. The coin neither changes in weight nor size. The owner need only tap a side of the coin with their finger twice to retrieve the coins stored in that side. The coins will pour forth from the side until the side is empty. There is a chance that a treasure store coin may already be holding some coins when it is found. Magic coins are, for the most part, indistinguishable from other coins of their kind.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *Leomund's secret chest* / Market Value: 500gp / Cost to Create: 250gp + 20xp

Disc of Chaos

This small mechanical disc is given to representatives of powerful groups of chaotic alignment. The disc is comprised of several concentric rings, which bear a jumbled pattern. As long as the owner behaves in a way befitting a chaotically aligned creature the pattern upon the rings of the disc will remain jumbled. Any deviation from alignment will cause the rings within the disc to shift towards aligning the pattern, resulting in 1d4-1 points in electrical damage and 1 negative level being bestowed upon the owner. This negative level must be worked off by performing an exceptional chaotic act. It is possible for additional negative levels to be bestowed upon the owner of the disc before the others have been worked off. It's left to the DM to determine what constitutes an alignment deviation and what level of act is required to sufficiently jumble the disc again. The disc is usually given to traveling representatives to ensure acceptable behavior while abroad. The disc can also be used to test potential members of the group or as a way of policing chaotically aligned creatures that the group feels has gone or may go astray. The disc attunes itself to its owner by being in their possession for more than a day's time, or through an hour-long ritual preformed by members of the group.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *atonement*, *bestow curse* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Elemental Token (air)

This small fan carved from solid jade, grants its owner the following abilities: The owner can turn or destroy earth creatures as a good cleric turns undead and rebuke or command air creatures as an evil cleric rebukes undead. These abilities can only be used a total number of times per day equal to 3+ the

owner's Charisma modifier. The owner can also cast *obscuring mist* 3 times per day and *gaseous form* once per day. The owner also gains a +3 bonus when saving against the effects of spells from the air domain.

Caster level: 20th / Prerequisites: Craft Wondrous Item, *summon monster V*, *gaseous form*, *obscuring mist* / Market Value: 50,000gp / Cost to Create: 25,000gp + 2000xp

Elemental Token (earth)

This small piece of lava rock, fashioned to represent a hand closed in a fist, grants its owner the following abilities: The owner can turn or destroy air creatures as a good cleric turns undead and rebuke or command earth creatures as an evil cleric rebukes undead. These abilities can only be used a total number of times per day equal to 3+ the owner's Charisma modifier. The owner can also cast *magic stone* 3 times per day and *stone shape* once per day. The owner also gains a +3 bonus when saving against the effects of spells from the earth domain.

Caster level: 20th / Prerequisites: Craft Wondrous Item, *summon monster V*, *magic stone*, *stone shape* / Market Value: 50,000gp / Cost to Create: 25,000gp + 2000xp

Elemental Token (fire)

This small bronze torch with a carved ruby flame, grants its owner the following abilities: The owner can turn or destroy water creatures as a good cleric turns undead and rebuke or command fire creatures as an evil cleric rebukes undead. These abilities can only be used a total number of times per day equal to 3+ the owner's Charisma modifier. The owner can also cast *burning hands* 3 times per day and *resist elements (fire)* once

per day. The owner also gains a +3 bonus when saving against the effects of spells from the fire domain.

Caster level: 20th / Prerequisites: Craft Wondrous Item, *summon monster V*, *burning hands*, *resist elements* / Market Value: 50,000gp / Cost to Create: 25,000gp + 2000xp

Elemental Token (water)

This tear-shaped crystal, grants its owner the following abilities: The owner can turn or destroy fire creatures as a good cleric turns undead and rebuke or command water creatures as an evil cleric rebukes undead. These abilities can only be used a total number of times per day equal to 3+ the owner's Charisma modifier. The owner can also cast *obscuring mist* 3 times per day and *water breathing* once per day. The owner also gains a +3 bonus when saving against the effects of spells from the water domain.

Caster level: 20th / Prerequisites: Craft Wondrous Item, *summon monster V*, *obscuring mist*, *water breathing* / Market Value: 50,000gp / Cost to Create: 25,000gp + 2000xp

Fuse-gem (healing hand)

This gem appears to be of a common, non-magical variety and will remain in its dormant state until handled by a character of good alignment. At this point it will slip towards the center of the character's hand and fuse to their palm. After this fusing has occurred the character gains the ability to heal with this hand. The character need only touch a target to heal it for 1d4+2 points damage. This ability can be used a number of times per day equal to half the owner's level.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *cure light wounds* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Fuse-gem (life drain)

This gem appears to be of a common, non-magical variety and will remain in its dormant state until handled by an evilly aligned character. At this point it will slip towards the center of the character's hand and fuse to their palm. After this fusing has occurred the character gains a special melee touch attack with this hand. A successful hit drains 1d4 points of damage from the target. The owner of the fuse-gem then gains these points in life, healing any damage that has been done to them, up to their maximum number of hit points.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *inflict light wounds* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Fuse-gem (turn undead)

This gem appears to be of a common, non-magical variety and will remain in its dormant state until handled by a character capable of turning undead. At this point it will slip towards the center of the character's hand and fuse to their palm. After this fusing has occurred the character gains a +3 bonus to their charisma modifier when turning undead. The character may also use the turn dead ability one additional time per day.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *creator must have the extra turning feat* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Healing Cube

This cube bears odd symbols upon each of its six sides. When rolled by a wounded character, the cube will heal the character based upon the symbol that results. Roll 1d6 to determine which spell is cast by the cube: 1= *cure light wounds* 2= *cure moderate wounds* 3= *cure serious wounds* 4= *cure critical wounds* 5= *healing circle* 6= *heal*. Healing circle centers upon the roller of the cube and affects those around them as well. This cube can be used up to 3 times per day.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *cure critical wounds*, *healing circle*, *heal* / Market Value: 7,500gp / Cost to Create: 3,750gp + 300xp

Horse in a Bottle

This standard size potion bottle appears to be filled with a swirling white mist. If the stopper is removed the mist will billow from the bottle and slowly solidify, taking the form of a standard light horse. This horse acts like a normal non-magical horse in all aspects other than the fact that it came from out of a bottle. Simply touching the lip of the open potion bottle to the horse will cause it to dissipate into the mist, which slowly drifts back into the bottle. The horse will take from 1-4 minutes to change from state to state. Forming in less than ideal weather conditions, such as during a storm or in high winds, will take twice as long. Any damage suffered by the horse is healed while it is in the bottle. If the horse ever suffers enough damage to kill it, it will immediately turn to mist and dissipate.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *phantom steed* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Hunter's Logbook

A hunter's logbook magically keeps track of unique creatures slain by its owner. The image of a slain creature appears within the book provided a creature of that kind has not already been recorded. The owner gains an experience point bonus for each creature logged equal to 50 x the creature's challenge rating. A hunter's logbook will hold up to 20 creatures before it is filled. A hunter's logbook attunes itself to its owner. It must stay within a person's possession for 24 hours before its magic becomes active and its ready to begin recording information. A hunter's logbook will vanish in a flash of light after its been completely filled.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *miracle or wish* / Market Value: 20,000gp / Cost to Create: 10,000gp + 800xp

Immoral Compass

This simple brass compass is given to representatives of powerful groups of evil alignment. Instead of the standard north, south, east, and west, the compass bears the word evil at its north position and the word good at its south position. As long as the owner behaves in a way befitting an evilly aligned creature the needle will remain pointed towards evil. Any deviation from alignment will cause the needle to move towards good, resulting in 1d4-1 points in electrical damage and 1 negative level being bestowed upon the owner. This negative level must be worked off by performing an exceptional act of evil. It is possible for additional negative levels to be bestowed upon the owner of the compass before the others have been worked off. It's left to the DM to determine what constitutes an alignment deviation and what level of act is required to put the compass right again. The compass is usually

given to traveling representatives to ensure acceptable behavior while abroad. The compass can also be used to test potential members of the group or as a way of policing evilly aligned creatures that the group feels has gone or may go astray. The compass attunes itself to its owner by being in their possession for more than a day's time, or through an hour-long ritual preformed by members of the group.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *atonement, bestow curse* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Luck Cube

The owner of this cube gains extraordinary luck. A player role-playing a character that owns a luck cube can use the luck cube one of two ways. The player is given a six-sided die. At the beginning of each in game day, the player may choose to either roll the six-sided die or save it. If they choose to roll it, the result goes into a point pool. These points can be used to modify rolls made by the player during the game day and a cost of 1 point for each +1 they wish to add to their result. Unspent points do not carry over into the next day. If the player chooses to save the die, the player gains the ability to re-roll one roll they just made. The player then chooses which result they wish to use, the original roll or the re-roll. Unspent re-rolls do not carry over from one day to the next.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *miracle or wish* / Market Value: 6,000gp / Cost to Create: 3,000gp + 240xp

Moral Compass

This simple brass compass is given to repre-

representatives of powerful groups of good alignment. Instead of the standard north, south, east, and west, the compass bears the word good at its north position and the word evil at its south position. As long as the owner behaves in a way befitting a good aligned creature the needle will remain pointed towards good. Any deviation from alignment will cause the needle to move towards evil, resulting in 1d4-1 points in electrical damage and 1 negative level being bestowed upon the owner. This negative level must be worked off by performing an exceptional act of 'good'. It is possible for additional negative levels to be bestowed upon the owner of the compass before the others have been worked off. It's left to the DM to determine what constitutes an alignment deviation and what level of act is required to put the compass right again. The compass is usually given to traveling representatives to ensure acceptable behavior while abroad. The compass can also be used to test potential members of the group or as a way of policing good aligned creatures that the group feels has gone or may go astray. The compass attunes itself to its owner by being in their possession for more than a day's time, or through an hour-long ritual preformed by members of the group.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *atonement*, *bestow curse* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Poison Quill

A poison quill attunes itself to its owner during a lengthy period of use, such as scribing a spell scroll. After this period of attunement the quill will poison anyone other than its owner that attempts to use it. This poison functions as a weaker poison spell, dealing 1d6 points immediately and 1d4 points 1 minute later. The save remains the same. Quick scribe

and spell scribe quills (as well as other magic quills) can also be poison quills.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *bestow curse* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Portable Forge (acid)

A portable forge is a collection of several iron plates and enchanted stones that when assembled correctly produce a hexagonal iron tube with stone lined interior walls, roughly 3 feet in length and a foot wide. To activate a portable acid forge a spell that utilizes magic acid (such as *Melf's acid arrow* or *acid fog*) must be cast upon it. This charges the stones held within with acid energy for 10 minutes per level of the spell. Placing a longsword, short sword, dagger or similarly sized blade into the forge while it is charged will imbue the blade with an acid attribute. The blade will deal 1d4 points acid damage to a target in addition to its normal damage. This enhancement will last for 12 hours, after which the bonus will cease and the weapon will be rendered useless from exposure to the enchantment. The forge will enchant one blade per level of the spell that was used in its activation (a forge powered by a *Melf's acid arrow* spell will enchant two blades). An unassembled portable forge fits in a standard backpack. It weighs surprisingly less unassembled than it does assembled (25lbs unassembled - 100lbs assembled). Assembling or disassembling a portable forge takes 30 minutes. A blade must stay in the forge for a full 10 minutes before the enchantment takes hold. A creature that comes into contact with a portable acid forge while it is active will be dealt 1 point of acid damage. The moment the spell powering a portable forge expires the forge instantly becomes safe to handle. Prior to the expiration of the spell a forge can be deactivated by beginning to disassemble it, however it will deal 1d4

points acid damage to the person that attempts to do so.

Caster level: 20th / Prerequisites: Craft Wondrous Item, *greater magic weapon*, *Melf's acid arrow* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4,000xp

Portable Forge (electricity)

A portable forge is a collection of several iron plates and enchanted stones that when assembled correctly produce a hexagonal iron tube with stone lined interior walls, roughly 3 feet in length and a foot wide. To activate a portable electricity forge a spell that utilizes magic electricity (such as *shocking grasp* or *lightning bolt*) must be cast upon it. This charges the stones held within with electrical energy for 10 minutes per level of the spell. Placing a longsword, short sword, dagger or similarly sized blade into the forge while it is charged will imbue the blade with an electricity attribute. The blade will deal 1d4 points electricity damage to a target in addition to its normal damage. This enhancement will last for 12 hours, after which the bonus will cease and the weapon will be rendered useless from exposure to the enchantment. The forge will enchant one blade per level of the spell that was used to activate it (a forge powered by a *shocking grasp* spell will enchant one blades). An unassembled portable forge fits in a standard backpack. It weighs surprisingly less unassembled than it does assembled (25lbs unassembled - 100lbs assembled). Assembling or disassembling a portable forge takes 30 minutes. A blade must stay in the forge for a full 10 minutes before the enchantment takes hold. A creature that comes into contact with a portable electricity forge while it is active will be dealt 1 point of electricity damage. The moment the spell powering a portable forge expires the forge instantly becomes safe to handle. Prior to the expiration of the spell a

forge can be deactivated by beginning to disassemble it, however it will deal 1d4 points electricity damage to the person that attempts to do so.

Caster level: 20th / Prerequisites: Craft Wondrous Item, *greater magic weapon*, *lightning bolt* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4,000xp

Portable Forge (fire)

A portable forge is a collection of several iron plates and enchanted stones that when assembled correctly produce a hexagonal iron tube with stone lined interior walls, roughly 3 feet in length and a foot wide. To activate a portable fire forge a spell that utilizes magic fire (such as *burning hands* or *fireball*) must be cast upon it. This charges the stones held within with fire energy for 10 minutes per level of the spell. Placing a longsword, short sword, dagger or similarly sized blade into the forge while it is charged will imbue the blade with a fire attribute. The blade will deal 1d4 points fire damage to a target in addition to its normal damage. This enhancement will last for 12 hours, after which the bonus will cease and the weapon will be rendered useless from exposure to the enchantment. The forge will enchant one blade per level of the spell that was used in its activation (a forge powered by a *burning hands* spell will enchant one blade). An unassembled portable forge fits in a standard backpack. It weighs surprisingly less unassembled than it does assembled (25lbs unassembled - 100lbs assembled). Assembling or disassembling a portable forge takes 30 minutes. A blade must stay in the forge for a full 10 minutes before the enchantment takes hold. A creature that comes into contact with a portable fire forge while it is active will be dealt 1 point of fire damage. The moment the spell powering a portable forge expires the forge instantly becomes

safe to handle. Prior to the expiration of the spell a forge can be deactivated by beginning to disassemble it, however it will deal 1d4 points fire damage to the person that attempts to do so.

Caster level: 20th / Prerequisites: Craft Wondrous Item, *greater magic weapon*, *fireball* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4,000xp

Portable Forge (ice)

A portable forge is a collection of several iron plates and enchanted stones that when assembled correctly produce a hexagonal iron tube with stone lined interior walls, roughly 3 feet in length and a foot wide. To activate a portable ice forge a spell that utilizes magic ice (such as *ice storm* or *cone of cold*) must be cast upon it. This charges the stones held within with cold energy for 10 minutes per level of the spell. Placing a longsword, short sword, dagger or similarly sized blade into the forge while it is charged will imbue the blade with a cold attribute. The blade will deal 1d4 points cold damage to a target in addition to its normal damage. This enhancement will last for 12 hours, after which the bonus will cease and the weapon will be rendered useless from exposure to the enchantment. The forge will enchant one blade per level of the spell that was used in its activation (a forge powered by an *ice storm* spell will enchant four blades). An unassembled portable forge fits in a standard backpack. It weighs surprisingly less unassembled than it does assembled (25lbs unassembled - 100lbs assembled). Assembling or disassembling a portable forge takes 30 minutes. A blade must stay in the forge for a full 10 minutes before the enchantment takes hold. A creature that comes into contact with a portable ice forge while it is active will be dealt 1 point of cold damage. The moment the spell powering a portable

forge expires the forge instantly becomes safe to handle. Prior to the expiration of the spell a forge can be deactivated by beginning to disassemble it, however it will deal 1d4 points cold damage to the person that attempts to do so.

Caster level: 20th / Prerequisites: Craft Wondrous Item, *greater magic weapon*, *cone of cold* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4,000xp

Portable Forge (sonic)

A portable forge is a collection of several iron plates and enchanted stones that when assembled correctly produce a hexagonal iron tube with stone lined interior walls, roughly 3 feet in length and a foot wide. To activate a portable sonic forge a spell that utilizes magic sound (such as *sound burst* or *shout*) must be cast upon it. This charges the stones held within with sonic energy for 10 minutes per level of the spell. Placing a longsword, short sword, dagger or similarly sized blade into the forge while it is charged will imbue the blade with a sonic attribute. The blade will deal 1d4 points sonic damage to a target in addition to its normal damage. This enhancement will last for 12 hours, after which the bonus will cease and the weapon will be rendered useless from exposure to the enchantment. The forge will enchant one blade per level of the spell that was used to activate it (a forge powered by a *sound burst* spell will enchant two blades). An unassembled portable forge fits in a standard backpack. It weighs surprisingly less unassembled than it does assembled (25lbs unassembled - 100lbs assembled). Assembling or disassembling a portable forge takes 30 minutes. A blade must stay in the forge for a full 10 minutes before the enchantment takes hold. A creature that comes into contact with a portable sonic forge while it is active will be dealt 1 point of sonic damage. The moment

the spell powering a portable forge expires the forge instantly becomes safe to handle. Prior to the expiration of the spell a forge can be deactivated by beginning to disassemble it, however it will deal 1d4 points sonic damage to the person that attempts to do so.

Caster level: 20th / Prerequisites: Craft Wondrous Item, *greater magic weapon*, *shout* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4,000xp

Quick Scribe Quill

This magic quill effectively halves the time it takes for a spellcaster to scribe a scroll. The quill also reduces the experience point cost of scribing a scroll by 20%. Due to the nature of its enchantment however a quick scribe quill tends to wear out rather quickly. For each scroll that is scribed there is a 10% cumulative chance that the quill will snap, breaking the enchantment and rendering it useless.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *creator must have the scribe scroll feat* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Spell Cube

This cube grants the person that rolls it a random spell like ability based upon the result of the roll: 1= *color spray* 2= *burning hands* 3= *shocking grasp* 4= *blur* 5= *bull's strength* 6= *haste*. The cube's power will only function 3 times per day.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 1,700gp / Cost to Create: 850gp + 68xp

Spell Extension Timer

This timer will increase the duration of spells that last for more than 1 round by 1d4 additional rounds. When a spell of this type is cast the owner of this sand timer merely turns it over and sets it within 10 feet of the area or target affected by the spell. The sand will begin running through the timer, taking an amount of time to drain equal to the spell's standard duration + the result of the die roll.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *creator must have extend spell feat* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Spell Scribe Quill

This item functions similar to a *rod of absorption* however it can only store a total of 10 spell levels. The quill will nullify the spell's effects and store the magic energy. Unlike the rod of absorption the quill does not allow the user to tap stored spell energies to cast spells instead the user gains bonuses when using the quill to scribe scrolls. The user may scribe a scroll containing an absorbed spell as though they had knowledge of that spell (provided they have the scribe scroll feat). They do so at twice the normal speed and at 10% less experience point cost. The quill will absorb a total of 10 spell levels before ceasing to absorb spells. The quill however retains the scribe scroll bonuses.

Caster level: 14th / Prerequisites: Craft Wondrous Item, *spell turning* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Spell Timer

This seemingly ordinary sand timer can store the effects of a spell for 1 to 6 rounds before

releasing them. All information pertinent to the spell's function, such as target, is determined during the casting of the spell. If something changes during the time the spell is stored, such as a target moving out of range, the spell fails. The timer becomes the new point of origin for any spells cast upon it. The owner determines how many rounds the effects of a spell are stored for when the spell is first cast. If the owner fails to indicate how many rounds they wish the spell stored it is determined at random by rolling 1d6.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *imbue with spell ability* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Tome of Useful Items

Each page of this book contains the image of an item. Ripping a page from the book will cause the page to transform into the item pictured. The book contains illustrations of the following items: arrows (group of 6) x 8, backpack (empty) x 3, bag of gold (100gp) x 2, bedroll x 5, bell x 2, bolt (group of 6) x 8, bucket (empty) x 2, chest x 3, crowbar x 2, dagger x 3, flint and steel x 3, grappling hook x 2, handful of gems (10 gems 100gp each) x 2, javelin x 2, lantern (hooded) x 3, minor scroll of one random spell x 4, mirror (small steel) x 3, net x 2, oil (1-pint flask) x 6, pole (10-foot) x 2, rope (50ft - hemp) x 3, sack (empty) x 4, short sword x 2, sling bullets (group of 6) x 8, small wooden shield x 2, tent x 2, torch (lit) x 12. There are a total of 100 pages in a complete tome of useful items. Each page is printed on the front and blank on the back. When found a tome of useful items could be missing 2d20 pages.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *fabricate* / Market Value: 30gp (per page) / Cost to Create: 1,500gp + 120xp

Universal Treasure Map

This item is usually found within a well-crafted ivory scroll case. Once removed from its case and unrolled, this map will display directions and images designed to lead its owner to the nearest substantial pile of treasure. The treasure must be over 1000gp in value and must be at least 100ft away and no greater than 300ft away. When used in an outdoor setting the map will display unique features in the region and give the position of the treasure in reference to them (100 paces from the skull shaped rock, etc.) marking the treasure's location with a big red 'X'. When used in an indoor setting, the map will display a dotted path leading from where the owner stands, down corridors, through rooms, to the 'X'. The map will not display a complete image of say, an entire dungeon complex, only areas that fall within the route to the treasure. In both indoor and outdoor setting there is a 20% chance that the map will also display the position of threats to the owner, such as creatures or traps, provided they lie along the path to the treasure. It displays these threats merely as a skull and crossbones image, granting no further information other than the threat's location. A universal treasure map can only be used once per day. The map will be blank if its already been used for the day or if no applicable treasure is within range.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *miracle or wish* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

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of Dungeons & Dragons,
Third Edition rules



Buck-A-Batch

Magic Masks I

50 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
creationsedge.com

Buck-A-Batch

Magic Masks I

50 New Magic Items
for use with D20
Fantasy Rules

Introduction

Welcome to Magic Masks I, part of our Buck-A-Batch line of products.

The Buck-A-Batch product line is part of System 20, a do-it-yourself supplement system found on our website at www.creationse.com.

System 20 allows you to create your own supplements, featuring the content of your choice, for a fraction of the cost of traditional RPG supplements.

You'll find over 400 different magic items, weapons, rings, and wear on our site, as well as our Add-A-Rooms, Adventures, and other role-playing aids.

Our Free 20 section also hosts dozens of free creatures, items, and weapons to incorporate into your D20 fantasy campaign.

This product requires the use of Dungeons & Dragons® Third Edition rules.

Buck-A-Batch: Magic Masks I is available for download on the Creation Edge Games website as part of the System 20 collection. Check out our website at creationse.com for more System 20 resources and information on upcoming releases.

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% Roll	Name of Mask
00-01	Alignment Mask (Benefactor)
02-03	Alignment Mask (Crusader)
04-05	Alignment Mask (Destroyer)
06-07	Alignment Mask (Dominator)
08-09	Alignment Mask (Free Spirit)
10-11	Alignment Mask (Judge)
12-13	Alignment Mask (Malefactor)
14-15	Alignment Mask (Rebel)
16-17	Alignment Mask (Undecided)
18-19	Breath Mask (Color Spray)
20-21	Breath Mask (Fog Cloud)
22-23	Breath Mask (Glitterdust)
24-25	Breath Mask (Stinking Cloud)
26-27	Breath Mask (Web)
28-29	Change Self Mask
30-31	Entropic Mask
32-33	Farsight Mask
34-35	Gargoyle's Mask
36-37	Magic Sight Mask
38-39	Mask of Astral Form
40-41	Mask of Charming
42-43	Mask of Comprehension
44-45	Mask of Intimidation
46-47	Mask of Laughter
48-49	Mask of Misleading
50-51	Mask of Petrification
52-53	Mask of Questing Vines
54-55	Mask of Reincarnation
56-57	Mask of Repulsion
58-59	Mask of Shielding
60-61	Mask of Speed
62-63	Mask of Stone Meld
64-65	Mask of the Chaotic Warrior
66-67	Mask of the Holy Warrior
68-69	Mask of the Lawful Warrior
70-71	Mask of the Shapechanger
72-73	Mask of the Unholy Warrior
74-75	Mask of the Vampire
76-77	Mask of True Sight
78-79	Symbol Mask (Charm)
80-81	Symbol Mask (Chill)
82-83	Symbol Mask (Doom)
84-85	Symbol Mask (Fear)
86-87	Symbol Mask (Hypnotism)
88-89	Symbol Mask (Shock)
90-91	Symbol Mask (Sicken)
92-93	Symbol Mask (Sleep)
94-95	Symbol Mask (Weaken)
96-97	Treant's Mask
98-99	World Warp Mask

Alignment Mask (Benefactor)

This mask bestows certain spell like abilities upon its wearer, provided that they are of neutral good alignment. The wearer becomes protected as though affected by a continuous *protection from evil* spell for as long as the mask is worn. The wearer can also use the mask to cast the *holy smite* spell three times per day. Lastly, as a one-time effect, the wearer can remove the mask and break it in half. Doing so destroys the mask, releasing the arcane energies trapped within. These energies take the form of a *summon monster V* spell, calling forth a creature to protect the mask's former owner. The creature summoned must be of chaotic good, lawful good, neutral, or neutral good alignment.

Caster level: 9th / Prerequisites: Craft Wondrous Item, must be neutral good, *protection from evil*, *holy smite*, *summon monster V* / Market Value: 9,500gp / Cost to Create: 4,750gp + 380xp

Alignment Mask (Crusader)

This mask bestows certain spell like abilities upon its wearer, provided that they are of lawful good alignment. The wearer becomes protected as though affected by a continuous *protection from evil* spell for as long as the mask is worn. The wearer can also use the mask to cast the *order's wrath* spell three times per day. Lastly, as a one-time effect, the wearer can remove the mask and break it in half. Doing so destroys the mask, releasing the arcane energies trapped within. These energies take the form of a *summon monster V* spell, calling forth a creature to protect the mask's former owner. The creature summoned must be of lawful good, lawful neutral, or neutral good alignment.

Caster level: 9th / Prerequisites: Craft

Wondrous Item, must be lawful good, *protection from evil*, *order's wrath*, *summon monster V* / Market Value: 9,500gp / Cost to Create: 4,750gp + 380xp

Alignment Mask (Destroyer)

This mask bestows certain spell like abilities upon its wearer, provided that they are of chaotic evil alignment. The wearer becomes protected as though affected by a continuous *protection from good* spell for as long as the mask is worn. The wearer can also use the mask to cast the *chaos hammer* spell three times per day. Lastly, as a one-time effect, the wearer can remove the mask and break it in half. Doing so destroys the mask, releasing the arcane energies trapped within. These energies take the form of a *summon monster V* spell, calling forth a creature to protect the mask's former owner. The creature summoned must be of chaotic evil, chaotic neutral, or neutral evil alignment.

Caster level: 9th / Prerequisites: Craft Wondrous Item, must be chaotic evil, *protection from good*, *chaos hammer*, *summon monster V* / Market Value: 9,500gp / Cost to Create: 4,750gp + 380xp

Alignment Mask (Dominator)

This mask bestows certain spell like abilities upon its wearer, provided that they are of lawful evil alignment. The wearer becomes protected as though affected by a continuous *protection from good* spell for as long as the mask is worn. The wearer can also use the mask to cast the *order's wrath* spell three times per day. Lastly, as a one-time effect, the wearer can remove the mask and break it in half. Doing so destroys the mask, releasing the arcane energies trapped within. These energies take the form of a *summon monster V* spell, calling forth a creature

to protect the mask's former owner. The creature summoned must be of lawful evil, lawful neutral, or neutral evil alignment.

Caster level: 9th / Prerequisites: Craft Wondrous Item, must be lawful evil, *protection from good*, *order's wrath*, *summon monster V* / Market Value: 9,500gp / Cost to Create: 4,750gp + 380xp

Alignment Mask (Free Spirit)

This mask bestows certain spell like abilities upon its wearer, provided that they are of chaotic neutral alignment. The wearer becomes protected as though affected by a continuous *protection from law* spell for as long as the mask is worn. The wearer can also use the mask to cast the *chaos hammer* spell three times per day. Lastly, as a one-time effect, the wearer can remove the mask and break it in half. Doing so destroys the mask, releasing the arcane energies trapped within. These energies take the form of a *summon monster V* spell, calling forth a creature to protect the mask's former owner. The creature summoned must be of chaotic evil, chaotic good, chaotic neutral, or neutral alignment.

Caster level: 9th / Prerequisites: Craft Wondrous Item, must be chaotic neutral, *protection from law*, *chaos hammer*, *summon monster V* / Market Value: 9,500gp / Cost to Create: 4,750gp + 380xp

Alignment Mask (Judge)

This mask bestows certain spell like abilities upon its wearer, provided that they are of lawful neutral alignment. The wearer becomes protected as though affected by a continuous *protection from chaos* spell for as long as the mask is worn. The wearer can also use the mask to cast the *order's*

wrath spell three times per day. Lastly, as a one-time effect, the wearer can remove the mask and break it in half. Doing so destroys the mask, releasing the arcane energies trapped within. These energies take the form of a *summon monster V* spell, calling forth a creature to protect the mask's former owner. The creature summoned must be of lawful evil, lawful good, lawful neutral, or neutral alignment.

Caster level: 9th / Prerequisites: Craft Wondrous Item, must be lawful neutral, *protection from chaos*, *order's wrath*, *summon monster V* / Market Value: 9,500gp / Cost to Create: 4,750gp + 380xp

Alignment Mask (Malefactor)

This mask bestows certain spell like abilities upon its wearer, provided that they are of neutral evil alignment. The wearer becomes protected as though affected by a continuous *protection from good* spell for as long as the mask is worn. The wearer can also use the mask to cast the *unholy blight* spell three times per day. Lastly, as a one-time effect, the wearer can remove the mask and break it in half. Doing so destroys the mask, releasing the arcane energies trapped within. These energies take the form of a *summon monster V* spell, calling forth a creature to protect the mask's former owner. The creature summoned must be of chaotic evil, lawful evil, neutral, or neutral evil alignment.

Caster level: 9th / Prerequisites: Craft Wondrous Item, must be neutral evil, *protection from good*, *unholy blight*, *summon monster V* / Market Value: 9,500gp / Cost to Create: 4,750gp + 380xp

Alignment Mask (Rebel)

This mask bestows certain spell like abilities

upon its wearer, provided that they are of chaotic good alignment. The wearer becomes protected as though affected by a continuous *protection from evil* spell for as long as the mask is worn. The wearer can also use the mask to cast the *chaos hammer* spell three times per day. Lastly, as a one-time effect, the wearer can remove the mask and break it in half. Doing so destroys the mask, releasing the arcane energies trapped within. These energies take the form of a *summon monster V* spell, calling forth a creature to protect the mask's former owner. The creature summoned must be of chaotic good, chaotic neutral, or neutral good alignment.

Caster level: 9th / Prerequisites: Craft Wondrous Item, must be chaotic good, *protection from evil*, *chaos hammer*, *summon monster V* / Market Value: 9,500gp / Cost to Create: 4,750gp + 380xp

Alignment Mask (Undecided)

This mask bestows certain spell like abilities upon its wearer, provided that they are of neutral alignment. The wearer becomes protected as though affected by a continuous *entropic shield* spell for as long as the mask is worn. The wearer can also use the mask to cast the *confusion* spell three times per day. Lastly, as a one-time effect, the wearer can remove the mask and break it in half. Doing so destroys the mask, releasing the arcane energies trapped within. These energies take the form of a *summon monster V* spell, calling forth a creature to protect the mask's former owner. The creature summoned must be of chaotic neutral, lawful neutral, neutral, neutral evil, or neutral good alignment.

Caster level: 9th / Prerequisites: Craft Wondrous Item, must be neutral, *entropic shield*, *confusion*, *summon monster V* /

Market Value: 9,500gp / Cost to Create:
4,750gp + 380xp

Breath Mask (Color Spray)

Three times per day the wearer of this mask can use it to exhale a cone of vibrant colors. This ability functions as a *color spray* spell as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*. The mask's mouth serves as the point of origin for a 30 foot cone of color.

Caster level: 5th / Prerequisites: Craft
Wondrous Item, *color spray* / Market Value:
375gp / Cost to Create: 187gp + 15xp

Breath Mask (Fog Cloud)

Three times per day the wearer of this mask can use it to exhale a cloud of thick fog. This ability functions similar to a *fog cloud* spell as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*. The mask's mouth serves as the point of origin for the spell.

Caster level: 5th / Prerequisites: Craft
Wondrous Item, *fog cloud* / Market Value:
2,250gp / Cost to Create: 1,125gp + 90xp

Breath Mask (Glitterdust)

Three times per day the wearer of this mask can use it to exhale a cone of golden dust. This ability functions similar to a *glitterdust* spell as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*, save for the fact that the spell's area of effect is a 30 foot cone that uses the mask's mouth as its point of origin.

Caster level: 5th / Prerequisites: Craft

Wondrous Item, *glitterdust* / Market Value:
2,250gp / Cost to Create: 1,125gp + 90xp

Breath Mask (Stinking Cloud)

Three times per day the wearer of this mask can use it to exhale a cone of foul smoke. This ability functions similar to a *stinking cloud* spell as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*, save for the fact that the spell's area of effect is a 30 foot cone that uses the mask's mouth as its point of origin.

Caster level: 5th / Prerequisites: Craft
Wondrous Item, *stinking cloud* / Market
Value: 5,625gp / Cost to Create: 2,800gp +
224xp

Breath Mask (Web)

Three times per day the wearer of this mask can use it to exhale a cone of sticky spider silk. This ability functions similar to a *web* spell as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*, save for the fact that the spell's area of effect is a 30 foot cone that uses the mask's mouth as its point of origin.

Caster level: 5th / Prerequisites: Craft
Wondrous Item, *web* / Market Value:
2,250gp / Cost to Create: 1,125gp + 90xp

Change Self Mask

Donning this simple blank mask activates a *change self* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). The spell functions as though cast by a 5th level wizard. The mask merges with the wearer's illusory features as the spell is cast. This is a

one-use item.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *change self* / Market Value: 140gp / Cost to Create: 70gp + 5xp

Entropic Mask

The wearer of this mask is protected as though they were affected by a continuous *entropic shield* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). This effect lasts for as long as the mask is worn.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *entropic shield* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Farsight Mask

The wearer of this mask can use it to cast *arcane eye* twice per day and *prying eyes* once per day. The mask also slightly enhances its wearer's vision. A creature can see 20% further than normal while wearing the mask. Thus if the wearer's normal range of vision is 60ft the mask will increase it to 72ft.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *arcane eye*, *prying eyes* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Gargoyle's Mask

Donning this rough stone-like mask immediately activates its enchantment. The flesh of the wearer takes on the appearance of living stone. This enchantment grants the wearer damage reduction 10/+5. The bonus will last

for as long as the mask is worn, however the mask will disintegrate once it has absorbed a total of 100 points damage.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *stoneskin* / Market Value: 800gp / Cost to Create: 400gp + 32xp

Magic Sight Mask

The wearer of this mask can detect magic auras. This ability functions as though the wearer was affected by a continuous *detect magic* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). The wearer must remain relatively motionless, concentrating on a particular item or area, for the mask to function properly. This effect continues for as long as the mask is worn.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *detect magic* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Mask of Astral Form

Donning this mask will immediately free the wearer's spirit from their body as though they had just cast an *astral projection* spell. The mask also offers a means of protection for the wearer's body while it's in suspended animation. The mask can store one spell that will trigger if the wearer's body is disturbed. This protection is activated immediately after the mask is donned and remains active until the wearer reawakens and removes the mask. The mask will function once per day.

Caster level: 17th / Prerequisites: Craft Wondrous Item, *astral projection*, *imbue with spell ability* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Mask of Charming

Once per day the wearer of this mask can use it to cast a *charm person* spell. As an added feature the wearer of this mask may choose to push this ability and use it to cast a *charm monster* spell. Pushing the mask will cause its ability to 'short out' for a period of 3 days. Each time the mask is pushed there is a 10% cumulative chance the mask will short out permanently.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *charm person*, / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Mask of Comprehension

The wearer of this mask gains a +1 modifier to any skill check made when using intelligence-based skills. The wearer also gains the ability to speak and understand the language of any intelligent creature encountered as though affected by a permanent *tongues* spell. The wearer can also use the mask to cast a *comprehend languages* spell three times per day.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *tongues*, *comprehend languages ability* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Mask of Intimidation

This mask bears the visage of a fierce warrior. When worn it produces an aura of fear. The wearer is able to intimidate as though they possessed the skill *intimidate* at its 5th rank. In addition to this, the wearer can cast a *fear* spell once per day.

Caster level: 8th / Prerequisites: Craft

Wondrous Item, *fear*, must possess *intimidate skill* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Mask of Laughter

This mask is actually two masks stacked together. One mask acts as a cover, a simple smooth white dome bearing eyes, nose and mouth holes. Beneath this cover is a second mask, one that bears the face of a grinning jester. Three times per day the cover can be removed to reveal the jester mask to a single target. This target is affected as though struck by a *Tasha's hideous laughter* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*).

Caster level: 6th / Prerequisites: Craft Wondrous Item, *Tasha's hideous laughter* / Market Value: 800gp / Cost to Create: 400gp + 32xp

Mask of Misleading

This mask adds +3 to the wearer's ability to hide and move silently. In addition to this, once per day the wearer can use the mask to trigger a *mislead* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). The illusionary double that appears is identical to the wearer save that the double will not appear to be wearing the mask.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *mislead* / Market Value: 800gp / Cost to Create: 400gp + 32xp

Mask of Petrification

This mask is actually two masks stacked

together. One mask acts as a cover, a simple smooth white dome bearing eyes, nose and mouth holes. Beneath this cover is a second mask, one that bears the horrible vestige of a medusa. Once per day the cover can be removed to reveal the medusa mask to a single target. The magic energies of the mask cause it to function in a fashion identical to that of a medusa's petrifying gaze ability.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *flesh to stone* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Mask of Questing Vines

This mask will only function for a druid or ranger. Three times per day the wearer can use it to cast a *commune with nature* spell. When activated, the mask creates long vines of green glowing energy that quickly play out attaching to various points of interest in the wearer's surroundings. These vines carry information about the wearer's surroundings back to them. The vines do not have to travel to or be in direct contact with an object or feature in order for the wearer to gain information about it. For instance, the vines can simply merge with the ground at the wear's feet in order to gain information about the surrounding area. This spell has a range of 5 miles outdoors or 500 feet in natural underground settings.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *commune with nature* / Market Value: 1,500gp / Cost to Create: 750gp + 60xp

Mask of Reincarnation

This mask bestows a beneficial effect upon its wearer provided that they are a druid.

Spells cast by the druid that wears this mask will function as though cast at 1 level higher than their actual level. Furthermore, if the druid dies while wearing this mask, their death triggers a *reincarnation* spell. The mask will disintegrate as the spell is cast. The reincarnation spell is cancelled if the druid is raised from the dead by some other means before their new host body has fully formed.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *reincarnation* / Market Value: 5,600gp / Cost to Create: 2,800gp + 224xp

Mask of Repulsion

This mask is lined by a series of 10 small crystals. Once per day the wearer of this mask can use it to cast a *repulsion* spell. This spell functions as though cast by a 12th level wizard. Each time this spell is used one of the crystals will shatter. Once all the crystals have shattered the wearer will no longer be able to cast the spell. From this point on however the wearer will be surrounded by a magical aura. This aura makes it more difficult to hit the wearer with missile weapons. Anyone attempting to hit the wearer with missile weapons suffers a -1 penalty to their to hit rolls.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *repulsion* / Market Value: 7,200gp / Cost to Create: 3,600gp + 288xp

Mask of Shielding

The wearer of this mask can use it to cast a *shield* spell 3 times per day. This spell functions as a standard shield spell, however for each magic missile the shield negates a small portion of the magic energy is absorbed by the mask. For every 5 magic

missiles the mask absorbs the mask gains one charge. The wearer can use a stored charge to cast a *magic missile* spell of their own. This spell functions as though cast by a 5th level wizard.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *shield*, *magic missile* / Market Value: 500gp / Cost to Create: 250gp + 20xp

Mask of Speed

Once per day the wearer of this mask can use it to cast a *haste* spell. As an added feature the wearer of this mask may choose to push this ability and use it to cast *mass haste* spell. Pushing the mask will cause its ability to short out for a period of one week. Each time the mask is pushed there is a 10% cumulative chance the mask will short out permanently.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *haste* / Market Value: 2,700gp / Cost to Create: 3,600gp + 288xp

Mask of Stone Meld

This mask allows its wearer to *meld into stone* as per the spell of the same name. This ability functions as though cast by a 9th level cleric. Unfortunately a few of these masks bear a flaw in their design. A flawed mask will function in a similar fashion, however for every 5 minutes the wearer spends melded with stone there is a 20% chance that mask will short out. If this occurs the wearer is expelled from the stone and suffers 2d6 points damage in the process.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *meld into stone* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Mask of the Chaotic Warrior

The wearer of this mask gains a +1 bonus to hit when attacking lawfully aligned creatures in melee combat. The wearer is also protected as though affected by a continuous *protection from law* spell. This effect lasts for as long as the mask is worn. The wearer can choose to 'push' this protection in order to cast a *dispel law* spell. This spell functions as though cast by a 9th level cleric. This 'pushing' of the mask's power will short out the mask's abilities for a period of one week. During this time it is a normal mask with no beneficial effects. The mask's abilities will only function for a wearer of chaotic alignment.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *protection from law*, *dispel law* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Mask of the Holy Warrior

The wearer of this mask gains a +1 bonus to hit when attacking evil aligned creatures in melee combat. The wearer is also protected as though affected by a continuous *protection from evil* spell. This effect lasts for as long as the mask is worn. The wearer can choose to 'push' this protection in order to cast a *dispel evil* spell. This spell functions as though cast by a 9th level cleric. This 'pushing' of the mask's power will short out the mask's abilities for a period of one week. During this time it is a normal mask with no beneficial effects. The mask's abilities will only function for a wearer of good alignment.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *protection from evil*, *dispel evil* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Mask of the Lawful Warrior

The wearer of this mask gains a +1 bonus to hit when attacking chaotically aligned creatures in melee combat. The wearer is also protected as though affected by a continuous *protection from chaos* spell. This effect lasts for as long as the mask is worn. The wearer can choose to 'push' this protection in order to cast a *dispel chaos* spell. This spell functions as though cast by a 9th level cleric. This 'pushing' of the mask's power will short out the mask's abilities for a period of one week. During this time it is a normal mask with no beneficial effects. The mask's abilities will only function for a wearer of lawful alignment.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *protection from chaos*, *dispel chaos* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Mask of the Shapechanger

This mask bears three diamond-shaped crystals across its forehead. The owner activates the mask's power by placing it upon their face. This action triggers a *shapechange* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). The spell functions as though cast by an 18th level wizard. The mask merges into the wearer's new form, becoming invisible. At the end of the spell's duration the wearer and mask revert back to normal. Each time this ability is used a crystal will shatter. Once all three crystals have shattered the mask will cease to function.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *shapechange* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Mask of the Unholy Warrior

The wearer of this mask gains a +1 bonus to hit when attacking good aligned creatures in melee combat. The wearer is also protected as though affected by a continuous *protection from good* spell. This effect lasts for as long as the mask is worn. The wearer can choose to 'push' this protection in order to cast a *dispel good* spell. This spell functions as though cast by a 9th level cleric. This 'pushing' of the mask's power will short out the mask's abilities for a period of one week. During this time it is a normal mask with no beneficial effects. The mask's abilities will only function for wearers of evil alignment.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *protection from good*, *dispel good* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Mask of the Vampire

This mask grants two abilities upon the wearer. First the mask grants the wearer the ability to cast *death knell* once per day. While the wearer is affected by the bonuses this spell grants, the mask's second ability becomes active. The mask bestows a *vampiric touch* ability upon its wearer. This ability functions similar to the spell, save for the fact that the ability lasts as long as the bonuses granted by the death knell remain.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *death knell*, *vampiric touch* / Market Value: 2,400gp / Cost to Create: 1,200gp + 96xp

Mask of True Sight

This mask is lined by a series of 20 small

crystals. The wearer can use this mask to cast a *true seeing* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). Each time this spell is used one crystal will shatter. Once all crystals have shattered the wearer will no longer be able to cast the spell. Instead from this point on the mask will grant its wearer a +3 bonus to their search and spot checks.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *true seeing* / Market Value: 14,000gp / Cost to Create: 7,000gp + 560xp

Symbol Mask (Charm)

Once per day, the wearer of this mask can will a magic symbol to appear upon its forehead. The wearer need only meet the gaze of a creature while this symbol is being displayed for it's magic to have an effect. An affected creature is charmed as though targeted by a *charm monster* spell. The symbol will remain active for 4 rounds before fading away. The symbol can only affect one creature per round, however this gaze attack counts as a free action, allowing the wearer to perform other actions each round as well. Each round this gaze attack automatically works against one creature within range (30ft) that is looking at, attacking or otherwise interacting with the wearer of the mask. Creatures can avert their eyes, which grants them a 50% chance to avoid the wearer's gaze but in turn grants the wearer one-half concealment (20% miss chance) relative to them. Creatures can close their eyes or turn away entirely. Doing this prevents the gaze from affecting them but grants the wearer total concealment (50% miss chance) relative to them.

Caster level: 15th / Prerequisites: Craft Wondrous Item, *symbol* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Symbol Mask (Chill)

Once per day, the wearer of this mask can will a magic symbol to appear upon its forehead. The wearer need only meet the gaze of a creature while this symbol is being displayed for it's magic to have an effect. An affected creature is struck by a beam of frost that shoots from the symbol. This beam deals 2d4+4 points cold damage to the target. The symbol will remain active for 4 rounds before fading away. The symbol can only affect one creature per round however this gaze attack counts as a free action, allowing the wearer to perform other actions each round as well. Each round this gaze attack automatically works against one creature within range (30ft) that is looking at, attacking or otherwise interacting with the wearer of the mask. Creatures can avert their eyes, which grants them a 50% chance to avoid the wearer's gaze but in turn grants the wearer one-half concealment (20% miss chance) relative to them. Creatures can close their eyes or turn away entirely. Doing this prevents the gaze from affecting them but grants the wearer total concealment (50% miss chance) relative to them.

Caster level: 15th / Prerequisites: Craft Wondrous Item, *symbol* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Symbol Mask (Doom)

Once per day, the wearer of this mask can will a magic symbol to appear upon its forehead. The wearer need only meet the gaze of a creature while this symbol is being displayed for it's magic to have an effect. An affected creature is hampered as though targeted by a *doom* spell. The symbol will remain active for 4 rounds before fading away. The symbol can only affect one creature per round however this gaze attack

counts as a free action, allowing the wearer to perform other actions each round as well. Each round this gaze attack automatically works against one creature within range (30ft) that is looking at, attacking or otherwise interacting with the wearer of the mask. Creatures can avert their eyes, which grants them a 50% chance to avoid the wearer's gaze but in turn grants the wearer one-half concealment (20% miss chance) relative to them. Creatures can close their eyes or turn away entirely. Doing this prevents the gaze from affecting them but grants the wearer total concealment (50% miss chance) relative to them.

Caster level: 15th / Prerequisites: Craft Wondrous Item, *symbol* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Symbol Mask (Fear)

Once per day, the wearer of this mask can will a magic symbol to appear upon its forehead. The wearer need only meet the gaze of a creature while this symbol is being displayed for it's magic to have an effect. An affected creature flees as though targeted by a *fear* spell. The symbol will remain active for 4 rounds before fading away. The symbol can only affect one creature per round however this gaze attack counts as a free action, allowing the wearer to perform other actions each round as well. Each round this gaze attack automatically works against one creature within range (30ft) that is looking at, attacking or otherwise interacting with the wearer of the mask. Creatures can avert their eyes, which grants them a 50% chance to avoid the wearer's gaze but in turn grants the wearer one-half concealment (20% miss chance) relative to them. Creatures can close their eyes or turn away entirely. Doing this prevents the gaze from affecting them but grants the wearer total

concealment (50% miss chance) relative to them.

Caster level: 15th / Prerequisites: Craft Wondrous Item, *symbol* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Symbol Mask (Hypnotism)

Once per day, the wearer of this mask can will a magic symbol to appear upon its forehead. The wearer need only meet the gaze of a creature while this symbol is being displayed for it's magic to have an effect. An affected creature becomes mesmerized as though targeted by a *hypnotism* spell. This symbol will remain active for 4 rounds before fading away. The symbol can only affect one creature per round however this gaze attack counts as a free action, allowing the wearer to perform other actions each round as well. Each round this gaze attack automatically works against one creature within range (30ft) that is looking at, attacking or otherwise interacting with the wearer of the mask. Creatures can avert their eyes, which grants them a 50% chance to avoid the wearer's gaze but in turn grants the wearer one-half concealment (20% miss chance) relative to them. Creatures can close their eyes or turn away entirely. Doing this prevents the gaze from affecting them but grants the wearer total concealment (50% miss chance) relative to them.

Caster level: 15th / Prerequisites: Craft Wondrous Item, *symbol* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Symbol Mask (Shock)

Once per day, the wearer of this mask can will a magic symbol to appear upon its fore-

head. The wearer need only meet the gaze of a creature while this symbol is being displayed for it's magic to have an effect. An affected creature is struck by a bolt of crackling energy that shoots from the symbol. This bolt deals 2d4+4 points electricity damage to the target. The symbol will remain active for 4 rounds before fading away. The symbol can only affect one creature per round however this gaze attack counts as a free action, allowing the wearer to perform other actions each round as well. Each round this gaze attack automatically works against one creature within range (30ft) that is looking at, attacking or otherwise interacting with the wearer of the mask. Creatures can avert their eyes, which grants them a 50% chance to avoid the wearer's gaze but in turn grants the wearer one-half concealment (20% miss chance) relative to them. Creatures can close their eyes or turn away entirely. Doing this prevents the gaze from affecting them but grants the wearer total concealment (50% miss chance) relative to them.

Caster level: 15th / Prerequisites: Craft Wondrous Item, *symbol* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Symbol Mask (Sickꝛn)

Once per day, the wearer of this mask can will a magic symbol to appear upon its forehead. The wearer need only meet the gaze of a creature while this symbol is being displayed for it's magic to have an effect. An affected creature is sickened as though targeted by a *contagion* spell. The symbol will remain active for 4 rounds before fading away. The symbol can only affect one creature per round however this gaze attack counts as a free action, allowing the wearer to perform other actions each round as well. Each round this gaze attack automatically

works against one creature within range (30ft) that is looking at, attacking or otherwise interacting with the wearer of the mask. Creatures can avert their eyes, which grants them a 50% chance to avoid the wearer's gaze but in turn grants the wearer one-half concealment (20% miss chance) relative to them. Creatures can close their eyes or turn away entirely. Doing this prevents the gaze from affecting them but grants the wearer total concealment (50% miss chance) relative to them.

Caster level: 15th / Prerequisites: Craft Wondrous Item, *symbol* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Symbol Mask (Sleep)

Once per day, the wearer of this mask can will a magic symbol to appear upon its forehead. The wearer need only meet the gaze of a creature while this symbol is being displayed for it's magic to have an effect. An affected creature falls unconscious as though targeted by a *sleep* spell. The symbol will remain active for 4 rounds before fading away. The symbol can only affect one creature per round however this gaze attack counts as a free action, allowing the wearer to perform other actions each round as well. Each round this gaze attack automatically works against one creature within range (30ft) that is looking at, attacking or otherwise interacting with the wearer of the mask. Creatures can avert their eyes, which grants them a 50% chance to avoid the wearer's gaze but in turn grants the wearer one-half concealment (20% miss chance) relative to them. Creatures can close their eyes or turn away entirely. Doing this prevents the gaze from affecting them but grants the wearer total concealment (50% miss chance) relative to them.

Caster level: 15th / Prerequisites: Craft Wondrous Item, *symbol* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Symbol Mask (Weaken)

Once per day, the wearer of this mask can will a magic symbol to appear upon its forehead. The wearer need only meet the gaze of a creature while this symbol is being displayed for it's magic to have an effect. An affected creature is weakened as though targeted by a *ray of enfeeblement* spell. The symbol will remain active for 4 rounds before fading away. The symbol can only affect one creature per round however this gaze attack counts as a free action, allowing the wearer to perform other actions each round as well. Each round this gaze attack automatically works against one creature within range (30ft) that is looking at, attacking or otherwise interacting with the wearer of the mask. Creatures can avert their eyes, which grants them a 50% chance to avoid the wearer's gaze but in turn grants the wearer one-half concealment (20% miss chance) relative to them. Creatures can close their eyes or turn away entirely. Doing this prevents the gaze from affecting them but grants the wearer total concealment (50% miss chance) relative to them.

Caster level: 15th / Prerequisites: Craft Wondrous Item, *symbol* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Treant's Mask

Donning this simple mask of carved wood immediately activates its enchantment. The flesh of the wearer takes on the appearance of living wood, like that of a treant. This enchantment grants the wearer damage

reduction 3/+1. The bonus will last for as long as the mask is worn, however the mask will disintegrate once it has absorbed a total of 50 points damage.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *barkskin* / Market Value: 400gp / Cost to Create: 200gp + 16xp

World Warp Mask

This mask allows its wearer to cover their surroundings with an illusionary setting. This effect resembles that of a *hallucinatory terrain* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) as though cast by an 8th level wizard. The mask's ability can be activated twice per day. Unlike the spell, this illusion is centered upon the mask and will move along with the wearer for the duration of the spell. Creatures encountering this moving terrain for the first time must make a successful will check (DC13) or else become dazed as though affected by the spell of the same name.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *hallucinatory terrain* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

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Buck-A-Batch

Magic Masks II

50 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
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Buck-A-Batch

Magic Masks II

50 New Magic Items
for use with D20
Fantasy Rules

Introduction

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The Buck-A-Batch product line is part of System 20, a do-it-yourself supplement system found on our website at www.creationse.com.

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% Roll	Name of Mask
00-01	Animal Mask (bear)
02-03	Animal Mask (bird)
04-05	Animal Mask (bull)
06-07	Animal Mask (cat)
08-09	Animal Mask (fish)
10-11	Animal Mask (frog)
12-13	Animal Mask (rat)
14-15	Animal Mask (wolf)
16-17	Heal-boost Mask
18-19	Mask of Charisma
20-21	Mask of Constitution
22-23	Mask of Dexterity
24-25	Mask of Intelligence
26-27	Mask of Light
28-29	Mask of Revealing
30-31	Mask of Second Chances
32-33	Mask of Spell Absorption
34-35	Mask of Spell Absorption (cursed)
36-37	Mask of Spell Turning
38-39	Mask of Strength
40-41	Mask of the Barbarian
42-43	Mask of the Bard
44-45	Mask of the Cleric
46-47	Mask of the Druid
48-49	Mask of the Fighter
50-51	Mask of the Healer
52-53	Mask of the Maze
54-55	Mask of the Monk
56-57	Mask of the Paladin
58-59	Mask of the Ranger
60-61	Mask of the Rogue
62-63	Mask of the Shadow Walker
64-65	Mask of the Sorcerer
66-67	Mask of the Stunning Voice
68-69	Mask of the Tree Strider
70-71	Mask of the Unseen
72-73	Mask of the Wizard
74-75	Mask of Three Wishes
76-77	Mask of Wisdom
78-79	Protection Mask (acid)
80-81	Protection Mask (arrows)
82-83	Protection Mask (chaos)
84-85	Protection Mask (cold)
86-87	Protection Mask (electricity)
88-89	Protection Mask (evil)
90-91	Protection Mask (fire)
92-93	Protection Mask (good)
94-95	Protection Mask (law)
96-97	Protection Mask (sonic)
98-99	Vermin Repellent Mask

Animal Mask (bear)

Three times per day the wearer of this mask can use it to transform into a bear. This spell functions similar to a *polymorph self* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) as though cast by an 18th level wizard. The wearer can also talk to bears as though they were under the effect of a permanent *speak with animals* spell for as long as the mask is worn. The mask merges with the bear form and becomes part of the wearer while transformed.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *polymorph self*, *speak with animals* / Market Value: 7,200gp / Cost to Create: 3,600gp + 288xp

Animal Mask (bird)

The wearer of this mask gains a +1 bonus to intelligence. In addition to this the wearer can use the mask to cast *fly* 3 times per day (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). The wearer can also speak to birds as though affected by a permanent *speak with animals* spell for as long as the mask is worn.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *fly*, *speak with animals* / Market Value: 3,500gp / Cost to Create: 1,750gp + 140xp

Animal Mask (bull)

The wearer of this mask gains a +1 bonus to strength. In addition to this the wearer can use the mask to cast *bull's strength* 3 times per day (as described in the *Dungeons and Dragons® Player's*

Handbook, Third Edition). The wearer can also speak to bulls as though affected by a permanent *speak with animals* spell for as long as the mask is worn.

Caster level: 4th / Prerequisites: Craft Wondrous Item, *bull's strength*, *speak with animals* / Market Value: 3,200gp / Cost to Create: 1,600gp + 128xp

Animal Mask (cat)

The wearer of this mask gains a +1 bonus to dexterity. In addition to this the wearer can use the mask to cast *cat's grace* 3 times per day (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). The wearer can also speak to cats as though affected by a permanent *speak with animals* spell for as long as the mask is worn.

Caster level: 4th / Prerequisites: Craft Wondrous Item, *cat's grace*, *speak with animals* / Market Value: 3,200gp / Cost to Create: 1,600gp + 128xp

Animal Mask (fish)

The wearer of this mask can use it to cast *water breathing* 3 times per day (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). The wearer can also speak to fish as though affected by a permanent *speak with animals* spell for as long as the mask is worn. The mask also grants its wearer a +10 bonus to their swim skill checks.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *water breathing*, *speak with animals* / Market Value: 2,500gp / Cost to Create: 1,250gp + 100xp

Animal Mask (frog)

The wearer of this mask can use it to cast *jump* 3 times per day (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). The wearer can also speak to frogs as though affected by a permanent *speak with animals* spell for as long as the mask is worn. The mask also grants its wearer a +3 bonus to their swim and jump skill checks.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *jump*, *speak with animals* / Market Value: 2,200gp / Cost to Create: 1,100gp + 88xp

Animal Mask (rat)

Three times per day the wearer of this mask can use it to transform into a rat. This spell functions similar to a *polymorph self* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) as though cast by an 18th level wizard. The wearer can also talk to rats as though affected by a permanent *speak with animals* spell for as long as the mask is worn. The mask merges with the rat form and becomes part of the wearer while transformed.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *polymorph self*, *speak with animals* / Market Value: 2,400gp / Cost to Create: 1,200gp + 96xp

Animal Mask (wolf)

Three times per day the wearer of this mask can use it to transform into a wolf. This spell functions similar to a *polymorph self* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) as though cast by an 18th level wizard. The

wearer can also talk to wolves as though affected by a permanent *speak with animals* spell for as long as the mask is worn. The mask merges with the wolf form and becomes part of the wearer while transformed.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *polymorph self*, *speak with animals* / Market Value: 4,800gp / Cost to Create: 2,400gp + 192xp

Heal-boost Mask

This mask creates a magical aura around its wearer that amplifies magical healing. If any effort is made to heal a target within ten feet of the wearer the healing effect heals an additional 1d4+1 hit points. The mask can also store up to 3 cure light wounds spells.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *healing circle*, *imbue with spell ability* / Market Value: 9,000gp / Cost to Create: 4,500gp + 360xp

Mask of Charisma

This mask grants its wearer a +1 enhancement bonus to Charisma. This enhancement bonus vanishes immediately if the mask is removed. In addition to this, once per day, the wearer can push this ability; effectively increasing the enhancement bonus to +3 for up to 1 hour after the push has been triggered. The mask will then 'short out' losing its abilities for a period of 1 day while the enchantment recharges. The wearer may also re-roll one failed charisma based skill check per day.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *alter self* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Mask of Constitution

This mask grants its wearer a +1 enhancement bonus to Constitution. This enhancement bonus vanishes immediately if the mask is removed. In addition to this, once per day, the wearer can push this ability; effectively increasing the enhancement bonus to +3 for up to 1 hour after the push has been triggered. The mask will then 'short out' losing its abilities for a period of 1 day while the enchantment recharges. The wearer may also re-roll one failed constitution based skill check per day.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *endurance* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Mask of Dexterity

This mask grants its wearer a +1 enhancement bonus to Dexterity. This enhancement bonus vanishes immediately if the mask is removed. In addition to this, once per day, the wearer can push this ability; effectively increasing the enhancement bonus to +3 for up to 1 hour after the push has been triggered. The mask will then 'short out' losing its abilities for a period of 1 day while the enchantment recharges. The wearer may also re-roll one failed dexterity based skill check per day.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *cat's grace* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Mask of Intelligence

This mask grants its wearer a +1 enhancement bonus to Intelligence. This enhancement bonus vanishes immediately if the mask is removed. In addition to this, once

per day, the wearer can push this ability; effectively increasing the enhancement bonus to +3 for up to 1 hour after the push has been triggered. The mask will then 'short out' losing its abilities for a period of 1 day while the enchantment recharges. The wearer may also re-roll one failed intelligence based skill check per day.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *comprehend languages* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Mask of Light

This mask is actually two masks stacked together. One mask acts as a cover, a simple smooth white dome bearing eyes, nose and mouth holes. Beneath this cover is a second mask, one crafted from gleaming gold. Three times per day the cover can be removed to reveal the gleaming mask to a single target. This target is affected as though struck by a *searing light* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) cast by a 6th level wizard.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *searing light* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Mask of Revealing

The wearer of this mask can see invisible creatures and objects as though they were affected by a *see invisibility* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). This spell functions as though cast by a 6th level wizard. As an additional ability the wearer may cast *faerie fire* (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) once per day as

though they were a 6th level druid.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *see invisibility*, *faerie fire* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Mask of Second Chances

The wearer of this mask gains a +1 bonus to constitution for as long as it is worn. The main function of this mask however kicks in once the wearer of the mask has been killed. A *raise dead* spell held within the mask becomes triggered and is cast exactly 10 minutes after the wearer's demise. The mask disintegrates as the spell is cast. This spell does not drain a constitution point or experience level as a normal raise dead spell would.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *raise dead*, / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Mask of Spell Absorption

The outer edge of this mask is lined with 20 crystals. The mask will absorb the energies of spells cast upon its wearer, rendering them ineffectual. For each spell that is absorbed a number of crystals equal to the level of the spell will shatter. Once all crystals have been shattered the mask will cease to function.

Caster level: 14th / Prerequisites: Craft Wondrous Item, *spell turning*, / Market Value: 20,000gp / Cost to Create: 10,000gp + 800xp

Mask of Spell Absorption (cursed)

This mask functions as a normal mask of spell absorption, however the absorbed spells are stored within the mask. Once 10 of the 20 crystals that line the outer edge of this mask have been shattered the mask will 'short out' and release every spell it absorbed. The wearer immediately suffers the effects of every spell that was cast upon him that was absorbed by the mask. The mask ceases to function after releasing the spells.

Caster level: 14th / Prerequisites: Craft Wondrous Item, *spell turning*, *bestow curse* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Mask of Spell Turning

This mask protects its wearer as though they were affected by a continuous *spell turning* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). The mask will turn a total of 30 spell levels instead of the spell's normal 7 to 10 levels. Once the mask has turned a total of 30 spell levels it will cease to function and crumble to dust.

Caster level: 14th / Prerequisites: Craft Wondrous Item, *spell turning*, / Market Value: 30,000gp / Cost to Create: 15,000gp + 1200xp

Mask of Strength

This mask grants its wearer a +1 enhancement bonus to Strength. This enhancement bonus vanishes immediately if the mask is removed. In addition to this, once per day, the wearer can push this ability; effectively increasing the enhancement bonus to +3 for up to 1 hour after the push has been triggered. The mask will then 'short out' losing

its abilities for a period of 1 day while the enchantment recharges. The wearer may also re-roll one failed strength based skill check per day.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *bull's strength* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Mask of the Barbarian

When worn by a barbarian this mask amplifies the barbarian's abilities. As a result their base attack bonus, fortitude save, reflex save, and will save all function at one level higher than the barbarian's actual level. The barbarian gains a +2 bonus to any class skill checks made while wearing the mask. Once per day, the wearer can re-roll a failed class skill check, adding an additional +1 to the result (for a total of +3). The wearer also gains a +2 bonus to their charisma when dealing with other barbarians. These benefits vanish immediately if the mask is removed.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *miracle or wish*, / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Mask of the Bard

When worn by a bard this mask amplifies the bard's abilities. As a result their fortitude save, reflex save, and will save all function at one level higher than the bard's actual level. In addition to this any spells cast by the bard while wearing this mask function as though they were cast at one level higher than the bard's actual level (for purpose of duration, damage, etc.) The bard gains a +2 bonus to any class skill checks made while wearing the mask. Once per day, the wearer

can re-roll a failed class skill check, adding and additional +1 to the result (for a total of +3). The wearer also gains a +2 bonus to their charisma when dealing with other bards. These benefits vanish immediately if the mask is removed.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *miracle or wish*, / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Mask of the Cleric

When worn by a cleric this mask amplifies the cleric's abilities. As a result their fortitude save, reflex save, and will save all function at one level higher than the cleric's actual level. In addition to this any spells cast by the cleric while wearing this mask function as though they were cast at one level higher than the cleric's actual level (for purpose of duration, damage, etc.) The cleric gains a +2 bonus to any class skill checks made while wearing the mask. Once per day, the wearer can re-roll a failed class skill check, adding and additional +1 to the result (for a total of +3). The wearer also gains a +2 bonus to their charisma when dealing with other clerics. These benefits vanish immediately if the mask is removed.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *miracle or wish*, / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Mask of the Druid

When worn by a druid this mask amplifies the druid's abilities. As a result their fortitude save, reflex save, and will save all function at one level higher than the druid's actual level. In addition to this any spells cast by the druid while wearing this mask function

as though they were cast at one level higher than the druid's actual level (for purpose of duration, damage, etc.) The druid gains a +2 bonus to any class skill checks made while wearing the mask. Once per day, the wearer can re-roll a failed class skill check, adding and additional +1 to the result (for a total of +3). The wearer also gains a +2 bonus to their charisma when dealing with other druid. These benefits vanish immediately if the mask is removed.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *miracle or wish*, / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Mask of the Fighter

When worn by a Fighter this mask amplifies the Fighter's abilities. As a result their base attack bonus, fortitude save, reflex save, and will save all function at one level higher than the Fighter's actual level. The Fighter gains a +2 bonus to any class skill checks made while wearing the mask. Once per day, the wearer can re-roll a failed class skill check, adding and additional +1 to the result (for a total of +3). The wearer also gains a +2 bonus to their charisma when dealing with other fighters. These benefits vanish immediately if the mask is removed.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *miracle or wish*, / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Mask of the Healer

This mask bears three diamond-shape crystals across its forehead. The owner of this mask can use it to cast a *mass heal* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third*

Edition). The spell functions as though cast by an 18th level wizard. Each time this ability is used a crystal will shatter. Once all three crystals have shattered the wearer will no longer be able to cast mass heal. At this point the mask grants its wearer a different ability. The mask will amplify any magic healing bestowed upon its wearer by +2 points.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *mass heal*, / Market Value: 4,500gp / Cost to Create: 2,250gp + 180xp

Mask of the Maze

This mask is actually two masks stacked together. One mask acts as a cover, a simple smooth white dome bearing eyes, nose and mouth holes. Beneath this cover is a second mask, one that displays a vast and twisting labyrinth upon its surface. Once per day the cover can be removed to reveal the maze mask to a single target. This target is affected as though struck by a *maze* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) cast by a 15th level wizard.

Caster level: 15th / Prerequisites: Craft Wondrous Item, *maze*, / Market Value: 2,500gp / Cost to Create: 1,250gp + 100xp

Mask of the Monk

When worn by a monk this mask amplifies the monk's abilities. As a result their base attack bonus, fortitude save, reflex save, and will save all function at one level higher than the monk's actual level. The monk gains a +2 bonus to any class skill checks made while wearing the mask. Once per day, the wearer can re-roll a failed class skill check, adding and additional +1 to the result (for a total of +3). The wearer also gains a

+2 bonus to their charisma when dealing with other monks. These benefits vanish immediately if the mask is removed.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *miracle or wish*, / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Mask of the Paladin

When worn by a paladin this mask amplifies the paladin's abilities. As a result their base attack bonus, fortitude save, reflex save, and will save all function at one level higher than the paladin's actual level. The paladin gains a +2 bonus to any class skill checks made while wearing the mask. Once per day, the wearer can re-roll a failed class skill check, adding and additional +1 to the result (for a total of +3). The wearer also gains a +2 bonus to their charisma when dealing with other paladins. These benefits vanish immediately if the mask is removed.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *miracle or wish*, / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Mask of the Ranger

When worn by a ranger this mask amplifies the ranger's abilities. As a result their base attack bonus, fortitude save, reflex save, and will save all function at one level higher than the ranger's actual level. The ranger gains a +2 bonus to any class skill checks made while wearing the mask. Once per day, the wearer can re-roll a failed class skill check, adding and additional +1 to the result (for a total of +3). The wearer also gains a +2 bonus to their charisma when dealing with other rangers. These benefits vanish immediately if the mask is removed.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *miracle or wish*, / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Mask of the Rogue

When worn by a rogue this mask amplifies the rogue's abilities. As a result their base attack bonus, fortitude save, reflex save, and will save all function at one level higher than the rogue's actual level. The rogue gains a +2 bonus to any class skill checks made while wearing the mask. Once per day, the wearer can re-roll a failed class skill check, adding an additional +1 to the result (for a total of +3). The wearer also gains a +2 bonus to their charisma when dealing with other rogues. These benefits vanish immediately if the mask is removed.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *miracle or wish*, / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Mask of the Shadow Walker

The wearer of this mask can use it to cast a *shadow walk* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) 3 times per day. This spell functions as though cast by a 15th level wizard. The wearer of this mask also gains a +5 bonus when attempting to hide in a shadowy area.

Caster level: 15th / Prerequisites: Craft Wondrous Item, *miracle or wish*, / Market Value: 6,300gp / Cost to Create: 3,150gp + 252xp

Mask of the Sorcerer

When worn by a sorcerer this mask amplifies the sorcerer's abilities. As a result their fortitude save, reflex save, and will save all function at one level higher than the sorcerer's actual level. In addition to this any spells cast by the sorcerer while wearing this mask function as though they were cast at one level higher than the sorcerer's actual level (for purpose of duration, damage, etc.) The sorcerer gains a +2 bonus to any class skill checks made while wearing the mask. Once per day, the wearer can re-roll a failed class skill check, adding an additional +1 to the result (for a total of +3). The wearer also gains a +2 bonus to their charisma when dealing with other sorcerers. These benefits vanish immediately if the mask is removed.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *miracle or wish*, / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Mask of the Stunning Voice

The wearer of this mask can cast a *shout* spell 3 times per day (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). This spell functions as though cast by an 8th level wizard. The wearer will become mute for a period of 1 hour after each use of the mask.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *shout*, / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Mask of the Tree Strider

Three times per day the wearer of this mask can use it to cast a *tree stride* spell (as described in the *Dungeons and Dragons®*

Player's Handbook, Third Edition). This spell functions as though cast by a 10th level druid. The wearer of this mask also gains a +5 bonus when attempting to hide in a wooded area.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *tree stride*, / Market Value: 2,500gp / Cost to Create: 1,250gp + 100xp

Mask of the Unseen

The wearer of this mask is gifted with the ability to see invisible creatures. This ability functions the same as a continuous *see invisibility* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). In addition to this the mask can store up to 3 *invisibility* spells. This mask greatly affects the vision of its wearer. If it is removed for any reason the wearer will become blinded for a number of minutes equal to the number hours the mask was worn.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *see invisible*, *imbue with spell ability* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Mask of the Wizard

When worn by a wizard this mask amplifies the wizard's abilities. As a result their fortitude save, reflex save, and will save all function at one level higher than the wizard's actual level. In addition to this any spells cast by the wizard while wearing this mask function as though they were cast at one level higher than the wizard's actual level (for purpose of duration, damage, etc.) The wizard gains a +2 bonus to any class skill checks made while wearing the mask. Once per day, the wearer can re-roll a failed class skill check, adding an additional +1 to the

result (for a total of +3). The wearer also gains a +2 bonus to their charisma when dealing with other wizards. These benefits vanish immediately if the mask is removed.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *miracle or wish*, / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Mask of Three Wishes

This powerful mask bears three diamond-shaped crystals across its forehead. The owner of this mask can use it to cast a *wish* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). The spell functions as though cast by an 18th level wizard. Each time this ability is used a crystal will shatter. Once all three crystals have shattered the wearer will no longer be able to cast *wish*. At this point the mask grants its wearer a different ability. The mask will grant its wearer a +2 bonus when making will, fortitude, or reflex checks.

Caster level: 19th / Prerequisites: Craft Wondrous Item, *wish*, / Market Value: 90,000gp / Cost to Create: 45,000gp + 3,600xp

Mask of Wisdom

This mask grants its wearer a +1 enhancement bonus to Wisdom. This enhancement bonus vanishes immediately if the mask is removed. In addition to this, once per day, the wearer can push this ability; effectively increasing the enhancement bonus to +3 for up to 1 hour after the push has been triggered. The mask will then 'short out' losing its abilities for a period of 1 day while the enchantment recharges. The wearer may also re-roll one failed wisdom based skill check per day.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *comprehend languages*, / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Protection Mask (acid)

When worn this mask emanates a protective aura in a 10ft radius around its wearer. Creatures within this area are protected to a degree from acid based attacks. The effect is similar to that of a continuous *endure elements* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) with acid as the selected element. Twice per day a protection mask can also be used to cast an *entropic shield* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast at the wearer's level.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *endure elements*, / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Protection Mask (arrows)

When worn this mask emanates a protective aura in a 10ft radius around its wearer. Creatures within this area are protected to a degree from arrow attacks. The effect is similar to that of a continuous *protection from arrows* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). Twice per day a protection mask can also be used to cast an *entropic shield* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast at the wearer's level.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *protection from arrows*, / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Protection Mask (chaos)

When worn this mask emanates a protective aura in a 10ft radius around its wearer. Creatures within this area are protected to a degree from those aligned with chaos. The effect is similar to that of a continuous *protection from chaos* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). This mask will not function if worn by a chaotically aligned creature. The wearer may 'push' this ability to affect a 20ft radius for 6 rounds after which the mask will cease functioning for 8 hours. Twice per day a protection mask can also be used to cast an *entropic shield* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast at the wearer's level.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *protection from chaos*, / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Protection Mask (cold)

When worn this mask emanates a protective aura in a 10ft radius around its wearer. Creatures within this area are protected to a degree from cold based attacks. The effect is similar to that of a continuous *endure elements* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) with cold as the selected element. Twice per day a protection mask can also be used to cast an *entropic shield* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). This spell

functions as though it were cast at the wearer's level.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *endure elements*, / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Protection Mask (electricity)

When worn this mask emanates a protective aura in a 10ft radius around its wearer. Creatures within this area are protected to a degree from electricity based attacks. The effect is similar to that of a continuous *endure elements* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) with electricity as the selected element. Twice per day a protection mask can also be used to cast an *entropic shield* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast at the wearer's level.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *endure elements*, / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Protection Mask (evil)

When worn this mask emanates a protective aura in a 10ft radius around its wearer. Creatures within this area are protected to a degree from those aligned with evil. The effect is similar to that of a continuous *protection from evil* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). The wearer may 'push' this ability to affect a 20ft radius for 6 rounds after which the mask will cease functioning for 8 hours. This mask will not function if worn by an evilly aligned creature.

Twice per day a protection mask can also be used to cast an *entropic shield* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast at the wearer's level.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *protection from evil*, / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Protection Mask (fire)

When worn this mask emanates a protective aura in a 10ft radius around its wearer. Creatures within this area are protected to a degree from fire based attacks. The effect is similar to that of a continuous *endure elements* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) with fire as the selected element. Twice per day a protection mask can also be used to cast an *entropic shield* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast at the wearer's level.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *endure elements*, / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Protection Mask (good)

When worn this mask emanates a protective aura in a 10ft radius around its wearer. Creatures within this area are protected to a degree from those aligned with good. The effect is similar to that of a continuous *protection from good* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). The wearer may 'push' this ability to affect a 20ft radius for 6

rounds after which the mask will cease functioning for 8 hours. This mask will not function if worn by a good aligned creature. Twice per day a protection mask can also be used to cast an *entropic shield* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast at the wearer's level.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *protection from good*, / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Protection Mask (law)

When worn this mask emanates a protective aura in a 10ft radius around its wearer. Creatures within this area are protected to a degree from those aligned with law. The effect is similar to that of a continuous *protection from law* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). The wearer may 'push' this ability to affect a 20ft radius for 6 rounds after which the mask will cease functioning for 8 hours. This mask will not function if worn by a lawfully aligned creature. Twice per day a protection mask can also be used to cast an *entropic shield* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast at the wearer's level.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *protection from law*, / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Protection Mask (sonic)

When worn this mask emanates a protective aura in a 10ft radius around its wearer.

Creatures within this area are protected to a degree from sonic based attacks. The effect is similar to that of a continuous *endure elements* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) with sonic as the selected element. Twice per day a protection mask can also be used to cast an *entropic shield* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast at the wearer's level.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *endure elements*, / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Vermin Repellent Mask

The wearer of this mask is protected as though affected by a continuous *repel vermin* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). In addition to this monstrous vermin suffer a -1 to hit penalty when attacking the wearer of this mask. These benefits disappear the moment the mask is removed.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *repel vermin*, / Market Value: 2,500gp / Cost to Create: 1,250gp + 100xp

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Buck-A-Batch

Magic Masks III

50 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
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Buck-A-Batch

Magic Masks II

50 New Magic Items
for use with D20
Fantasy Rules

Introduction

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% Roll	Name of Mask
00-01	Acid-spit Mask
02-03	Airlord's Mask
04-05	Animal Summoning Mask
06-07	Barbarian Slayer Mask
08-09	Bard Slayer Mask
10-11	Charisma-drain Mask
12-13	Cleric Slayer Mask
14-15	Constitution-drain Mask
16-17	Dexterity-drain Mask
18-19	Druid Slayer Mask
20-21	Dwarvenkind Mask
22-23	Earthlord's Mask
24-25	Elvenkind Mask
26-27	Feat-steal Mask
28-29	Fighter Slayer Mask
30-31	Firelord's Mask
32-33	Flame-spit Mask
34-35	Gaze Block Mask
36-37	Ghoul-kin Mask
38-39	Halflingkind Mask
40-41	Humankind Mask
42-43	Ice-spit Mask
44-45	Intelligence-drain Mask
46-47	Mask of Blinding
48-49	Mask of Lies
50-51	Mask of Nightmares
52-53	Mask of the Chimera
54-55	Mask of the Griffon
56-57	Mask of the Manticore
58-59	Mask of the Minotaur
60-61	Mask of the Scholar
62-63	Mask of the Traveler
64-65	Monk Slayer Mask
66-67	Monster Summoning Mask
68-69	Paladin Slayer Mask
70-71	Ranger Slayer Mask
72-73	Rogue Slayer Mask
74-75	Skill-steal Mask
76-77	Sonic-spit Mask
78-79	Sorcerer Slayer Mask
80-81	Spark-spit Mask
82-83	Spell Store Mask
84-85	Spell-steal Mask
86-87	Spider-kin Mask
88-89	Strength-drain Mask
90-91	Troll-kin Mask
92-93	Venom-spit Mask
94-95	Waterlord's Mask
96-97	Wisdom-drain Mask
98-99	Wizard Slayer Mask

Acid-spit Mask

As a free action the wearer of an acid-spit mask can use the mask to spit acid at a single target once per round. This attack travels in a straight line and can strike a target up to 20ft away. The projectile appears as a small ball of green energy roughly an inch wide that bursts open upon impact with a target. A victim is allowed a reflex saving throw (DC 15). Those that fail are dealt 1d4+2 points acid damage. This ability can be used 6 times per day. The wearer is also protected against acid based attacks as though they were under the effect of a continuous *endure elements* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) with acid being the selected element.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *Melf's acid arrow* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Airlord's Mask

This mask appears as a standard silver full-face theatrical mask until worn. When worn it transforms into a billowing mass of light gray clouds that seems to barely hold a mask-like shape. If the wearer is of good alignment they gain the ability to turn or destroy air creatures as a good cleric turns undead. If the wearer is of evil alignment they gain the ability to rebuke or command air creatures as an evil cleric rebukes undead. These abilities can be used a total number of times per day equal to the wearer's charisma modifier +3. The wearer may cast each of the following spells once per day: *obscuring mist*, *wind wall*, *gaseous form*, *air walk*, *control winds*. Alternatively they can use the masks magic stores to summon a medium-size air elemental once per day. This spell functions as a *summon*

monster V spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) and shorts out the wearer's ability to use the mask to cast spells for 24 hours. Weapons wielded by the wearer of an airlord mask deal an additional 1d4-1 points damage to air creatures.

Caster level: 15th / Prerequisites: Craft Wondrous Item, *limited wish*, *summon monster V* / Market Value: 50,000gp / Cost to Create: 25,000gp + 2,000xp

Animal Summoning Mask

This mask bears primitive renditions of a dozen different animals. The mask can be used to cast *summon nature's ally I* four times, *summon nature's ally III* four times, and *summon nature's ally V* four times. Each time a spell is used one of the animal images will disappear from the mask's surface. The mask can only be used 3 times per day. Each spell functions as though cast at 10th level.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *summon nature's ally V* / Market Value: 6,100gp / Cost to Create: 3,050gp + 244xp

Barbarian Slayer Mask

This mask grants the wearer several bonuses when fighting against barbarians. Melee attacks made against barbarians gain an additional +2 to hit and deal an additional 1d4 points of damage. Attacks made by barbarians against the wearer of this mask suffer a -2 to hit. Range attacks made by barbarians against the wearer of this mask suffer a 30% miss chance. The wearer also gains a +1 bonus when using any of the following skills against barbarians: bluff, listen, sense motive, and spot. The mask also radi-

ates an aura of calming energies. This aura extends to a 30-foot radius. This aura will negate a barbarian's barbarian rage ability. The creation or possession of these masks has been outlawed throughout most of the civilized lands.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 12,500gp / Cost to Create: 6,250gp + 500xp

Bard Slayer Mask

This mask grants the wearer several bonuses when fighting against bards. Melee attacks made against bards gain an additional +2 to hit and deal an additional 1d4 points of damage. Attacks made by bards against the wearer of this mask suffer a -2 to hit. Range attacks made by bards against the wearer of this mask suffer a 30% miss chance. The wearer also gains a +1 bonus when using any of the following skills against bards: bluff, listen, sense motive, and spot. The mask also radiates an aura of disrupting energies. This aura extends to a 30-foot radius. This aura will negate the effects of a bard's bardic song ability. The creation or possession of these masks has been outlawed throughout most of the civilized lands.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 12,500gp / Cost to Create: 6,250gp + 500xp

Charisma-drain Mask

Each time the wearer of this mask scores a critical hit with a melee weapon against a target a tentacle of bright purple energy will lash out from the mask and strike the same target. This tentacle deals 1 point of temporary charisma damage to the target. Once the mask has dealt 10 points worth of

charisma damage it will raise its wearer's charisma score by one point permanently before crumbling to dust.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *ray of enfeeblement* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Cleric Slayer Mask

This mask grants the wearer several bonuses when fighting against clerics. Melee attacks made against clerics gain an additional +2 to hit and deal an additional 1d4 points of damage. Attacks made by clerics against the wearer of this mask suffer a -2 to hit. Range attacks made by clerics against the wearer of this mask suffer a 30% miss chance. The wearer also gains a +1 bonus when using any of the following skills against clerics: bluff, listen, sense motive, and spot. The mask also grants the wearer spell resistance (DC:16) against spells cast by clerics. The creation or possession of these masks has been outlawed throughout most of the civilized lands.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 12,500gp / Cost to Create: 6,250gp + 500xp

Constitution-drain Mask

Each time the wearer of this mask scores a critical hit with a melee weapon against a target a tentacle of bright green energy will lash out from the mask and strike the same target. This tentacle deals 1 point of temporary constitution damage to the target. Once the mask has dealt 10 points worth of constitution damage it will raise its wearer's constitution score by one point permanently before crumbling to dust.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *ray of enfeeblement* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Dexterity-drain Mask

Each time the wearer of this mask scores a critical hit with a melee weapon against a target a tentacle of bright yellow energy will lash out from the mask and strike the same target. This tentacle deals 1 point of temporary dexterity damage to the target. Once the mask has dealt 10 points worth of dexterity damage it will raise its wearer's dexterity score by one point permanently before crumbling to dust.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *ray of enfeeblement* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Druid Slayer Mask

This mask grants the wearer several bonuses when fighting against druids. Melee attacks made against druids gain an additional +2 to hit and deal an additional 1d4 points of damage. Attacks made by druids against the wearer of this mask suffer a -2 to hit. Range attacks made by druids against the wearer of this mask suffer a 30% miss chance. The wearer also gains a +1 bonus when using any of the following skills against druids: bluff, listen, sense motive, and spot. The mask also grants the wearer spell resistance (DC:16) against spells cast by druids. The creation or possession of these masks has been outlawed throughout most of the civilized lands.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 12,500gp / Cost to Create: 6,250gp + 500xp

Dwarvꝛkind Mask

When worn by a dwarf this mask grants the wearer a bonus based upon the number of additional dwarves in the area. The wearer gains a +1 bonus to their to hit and damage rolls for each additional dwarf in the area up to three. The wearer gains +1 to their fortitude, reflex, and will saves for each additional dwarf in the area up to five. The wearer's total number of hit points are also temporarily raised by 1 point for each additional dwarf in the area up to ten. The wearer also gains the ability to *lay on hands* as though they were a paladin. This ability will only heal dwarves. The mask has a range of 100 feet.

Caster level: 18th / Prerequisites: Craft Wondrous Item, crafter must be dwarven / Market Value: 50,000gp / Cost to Create: 25,000gp + 2,000xp

Earthlord's Mask

This mask appears as a standard dark gray full-face theatrical mask until worn. When worn it's smooth surface transforms into a rough rock-like texture. If the wearer is of good alignment they gain the ability to turn or destroy earth creatures as a good cleric turns undead. If the wearer is of evil alignment they gain the ability to rebuke or command earth creatures as an evil cleric rebukes undead. These abilities can be used a total number of times per day equal to the wearer's charisma modifier +3. The wearer may cast each of the following spells once per day: *magic stone*, *soften earth and stone*, *stone shape*, *spike stones*, *wall of stones*. Alternatively they can use the mask's magic stores to summon a medium-size earth elemental once per day. This spell functions as a *summon monster V* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) and shorts out the wearer's ability to use the

mask to cast spells for 24 hours. Weapons wielded by the wearer of an earthlord mask deal an additional 1d4-1 points damage to earth creatures.

Caster level: 15th / Prerequisites: Craft Wondrous Item, *limited wish*, *summon monster V* / Market Value: 50,000gp / Cost to Create: 25,000gp + 2,000xp

Elvꝛkind Mask

When worn by an elf this mask grants the wearer a bonus based upon the number of additional elves in the area. The wearer gains a +1 bonus to their to hit and damage rolls for each additional elf in the area up to three. The wearer gains +1 to their fortitude, reflex, and will saves for each additional elf in the area up to five. The wearer's total number of hit points are also temporarily raised by 1 point for each additional elf in the area up to ten. The wearer also gains the ability to *lay on hands* as though they were a paladin. This ability will only heal elves. The mask has a range of 100 feet.

Caster level: 18th / Prerequisites: Craft Wondrous Item, crafter must be elven / Market Value: 50,000gp / Cost to Create: 25,000gp + 2,000xp

Feat-steal Mask

For each critical hit made against a target during melee combat there is 60% chance that this mask will steal a feat (determined at random) from the target. The mask pulls the ability to use the feat out of the target and stores it. The target loses the ability to use a stolen feat. The wearer immediately gains knowledge of the feat and can either use it (if they are legally able to do so) or will the mask to discard it. Discarded feats return to their former 'owners' regardless of

the distance between them and the mask. The mask can only store one feat at a time.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Fighter Slayer Mask

This mask grants the wearer several bonuses when fighting against fighters. Melee attacks made against fighters gain an additional +2 to hit and deal an additional 1d4 points of damage. Attacks made by fighters against the wearer of this mask suffer a -2 to hit. Range attacks made by fighters against the wearer of this mask suffer a 30% miss chance. The wearer also gains a +1 bonus when using any of the following skills against fighters: bluff, listen, sense motive, and spot. The mask also radiates an aura of disrupting energies. This aura extends to a 30-foot radius. This aura will negate a fighter's ability to use their feats. The creation or possession of these masks has been outlawed throughout most of the civilized lands.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 12,500gp / Cost to Create: 6,250gp + 500xp

Firelord's Mask

This mask appears as a standard dark red full-face theatrical mask until worn. When worn it transforms into a crackling mask of magic flame that barely retains a mask like shape. If the wearer is of good alignment they gain the ability to turn or destroy fire creatures as a good cleric turns undead. If the wearer is of evil alignment they gain the ability to rebuke or command fire creatures as an evil cleric rebukes undead. These abilities can be used a total number of times

per day equal to the wearer's charisma modifier +3. The wearer may cast each of the following spells once per day: *burning hands*, *produce flame*, *resist elements* (resist fire only), *wall of fire*, *fire shield*. Alternatively they can use the mask's magic stores to summon a medium-size fire elemental once per day. This spell functions as a *summon monster V* spell and shorts out the wearer's ability to use the mask to cast spells for 24 hours. Weapons wielded by the wearer of a firelord mask deal an additional 1d4-1 points damage to fire creatures.

Caster level: 15th / Prerequisites: Craft Wondrous Item, *limited wish*, *summon monster V* / Market Value: 50,000gp / Cost to Create: 25,000gp + 2,000xp

Flame-spit Mask

As a free action the wearer of a flame-spit mask can use the mask to spit fire at a single target once per round. This attack travels in a straight line and can strike a target up to 20ft away. The projectile appears as a small ball of red energy roughly an inch wide that bursts open upon impact with a target. A victim is allowed a reflex saving throw (DC 15). Those that fail are dealt 1d4+2 points fire damage. This ability can be used 6 times per day. The wearer is also protected against fire based attacks as though they were under the effect of a continuous *endure elements* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) with fire being the selected element.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *flame arrow* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Gaze Block Mask

When targeted by a gaze attack the wearer of this mask gets to make two saves against it instead of their usual one. Both gain a +1 bonus. If they succeed at either one the effect of the gaze attack is negated. If they fail both the mask suffers the effect of the attack instead of the wearer. The mask loses its ability once it has suffered the effect of a gaze attack.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Ghoul-kin Mask

The wearer of this mask must be chaotic for it to function. The mouth of the mask is magically animated and lined with rows of sharp teeth. The mask grants the wearer a bite attack (+3 melee, 1d6 damage). This counts as a standard attack action. Those hit by the bite attack must succeed at a fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *ghoul touch* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Halflingkind Mask

When worn by a halfling this mask grants the wearer a bonus based upon the number of additional halflings in the area. The wearer gains a +1 bonus to their to hit and damage rolls for each additional halfling in the area up to three. The wearer gains +1 to their fortitude, reflex, and will saves for each additional halfling in the area up to five. The wearer's total number of hit points are also temporarily raised by 1 point for each additional halfling in the area up to ten. The wearer also gains the ability to *lay on hands*

as though they were a paladin. This ability will only heal halflings. The mask has a range of 100 feet.

Caster level: 18th / Prerequisites: Craft Wondrous Item, crafter must be a halfling / Market Value: 50,000gp / Cost to Create: 25,000gp + 2,000xp

Humankind Mask

When worn by a human this mask grants the wearer a bonus based upon the number of additional humans in the area. The wearer gains a +1 bonus to their to hit and damage rolls for each additional human in the area up to three. The wearer gains +1 to their fortitude, reflex, and will saves for each additional human in the area up to five. The wearer's total number of hit points are also temporarily raised by 1 point for each additional human in the area up to ten. The wearer also gains the ability to *lay on hands* as though they were a paladin. This ability will only heal humans. The mask has a range of 100 feet.

Caster level: 18th / Prerequisites: Craft Wondrous Item, crafter must be a human / Market Value: 50,000gp / Cost to Create: 25,000gp + 2,000xp

Ice-spit Mask

As a free action the wearer of an ice-spit mask can use the mask to spit ice at a single target once per round. This attack travels in a straight line and can strike a target up to 20ft away. The projectile appears as a small ball of light blue energy roughly an inch wide that bursts open upon impact with a target. A victim is allowed a reflex saving throw (DC 15). Those that fail are dealt 1d4+2 points cold damage. This ability can be used 6 times per day. The wearer is also

protected against cold based attacks as though they were under the effect of a continuous *endure elements* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) with cold being the selected element.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *ray of frost* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Intelligence-drain Mask

Each time the wearer of this mask scores a critical hit with a melee weapon against a target a tentacle of bright blue energy will lash out from the mask and strike the same target. This tentacle deals 1 point of temporary intelligence damage to the target. Once the mask has dealt 10 points worth of intelligence damage it will raise its wearer's intelligence score by one point permanently before crumbling to dust.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *ray of enfeeblement* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Mask of Blinding

This smooth black mask can be willed to fly from its owner's hands and attack a target assigned to it up to 50 feet away. The target must succeed at a reflex saving throw (DC 15). Failure means the mask latches around the target's face. The mask's eyeholes will animate and shut, effectively blinding the target. The mask will stay attached for 2d4 rounds after which it will dislodge itself and fly back to its owner. The mask will fly back to its owner the very next round if the target succeeds at their save. The mask will adjust to fit the face of small to large size humanoid creatures. The mask can be used

6 times per day.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *fabricate, fly* / Market Value: 9,000gp / Cost to Create: 4,500gp + 360xp

Mask of Lies

This mask will appear to be one of a more favorable type when identified. The wearer of this mask will find it difficult to tell the truth even when asked the most trivial of questions. When asked a direct question the wearer must succeed at a will save (DC 20) or else be compelled to lie. When donned the mask becomes cursed and cannot be removed without the aid of a *remove curse* spell cast at 10th level or higher.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *bestow curse* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Mask of Nightmares

If checked this mask will appear to be a different mask of a more beneficial type. The mask is actually cursed and cannot be removed without the aid of a *remove curse* spell cast at 12th level or higher. The mask will cast *nightmare* upon its wearer each time they attempt to sleep. This spell acts as though it were cast at 12th level. Creatures who do not sleep or dream are immune to the effects of this mask.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *bestow curse, nightmare* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Mask of the Chimera

This mask bears a small image of a chimera upon its forehead. Once per day the wearer can use it to transform themselves into a chimera. This transformation functions as though the wearer was targeted by a *polymorph self* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) cast at 8th level with the chosen form being that of a chimera. This mask holds five charges. One charge is used up during each transformation. Once all charges have been used the image of the chimera will fade and the mask will lose its magical properties.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *polymorph self* / Market Value: 35,000gp / Cost to Create: 17,500gp + 1,400xp

Mask of the Griffon

This mask bears a small image of a griffon upon its forehead. Once per day the wearer can use it to transform themselves into a griffon. This transformation functions as though the wearer was targeted by a *polymorph self* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) cast at 8th level with the chosen form being that of a griffon. This mask holds five charges. One charge is used up during each transformation. Once all charges have been used the image of the griffon will fade and the mask will lose its magical properties.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *polymorph self* / Market Value: 35,000gp / Cost to Create: 17,500gp + 1,400xp

Mask of the Manticore

This mask bears a small image of a manticore upon its forehead. Once per day the wearer can use it to transform themselves into a manticore. This transformation functions as though the wearer was targeted by a *polymorph self* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) cast at 8th level with the chosen form being that of a manticore. This mask holds five charges. One charge is used up during each transformation. Once all charges have been used the image of the manticore will fade and the mask will lose its magical properties.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *polymorph self* / Market Value: 35,000gp / Cost to Create: 17,500gp + 1,400xp

Mask of the Minotaur

This mask bears a small image of a minotaur upon its forehead. Once per day the wearer can use it to transform themselves into a minotaur. This transformation functions as though the wearer was targeted by a *polymorph self* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) cast at 8th level with the chosen form being that of a minotaur. This mask holds five charges. One charge is used up during each transformation. Once all charges have been used the image of the minotaur will fade and the mask will lose its magical properties.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *polymorph self* / Market Value: 35,000gp / Cost to Create: 17,500gp + 1,400xp

Mask of the Scholar

This mask grants a +3 bonus to any skill

checks made involving skills with intelligence as their key ability. The wearer gains an additional +1 bonus to retries made involving any skill provided the retry occurs within ten minutes of the initial try. The mask can also store up to three of the following spells: *detect secret doors*, *detect thoughts*, *clairaudience/clairvoyance*, *divination*, *true seeing*, *find the path*, *legend lore*.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *imbue with spell ability* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Mask of the Traveler

This mask grants a +3 bonus to any skill checks made involving skills with dexterity as their key ability and a +1 bonus on all skill checks made involving skills with charisma as their key ability. The mask can also store up to three of the following spells: *expeditious retreat*, *locate object*, *fly*, *dimension door*, *teleport*, *find the path*, *teleport without error*.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *imbue with spell ability* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Monk Slayer Mask

This mask grants the wearer several bonuses when fighting against monks. Melee attacks made against monks gain an additional +2 to hit and deal an additional 1d4 points of damage. Attacks made by monks against the wearer of this mask suffer a -2 to hit. Range attacks made by monks against the wearer of this mask suffer a 30% miss chance. The wearer also gains a +1 bonus when using any of the following skills against monks: bluff, listen, sense

motive, and spot. The mask also radiates an aura of disrupting energies. This aura extends to a 30-foot radius. This aura will negate a monk's unarmed strike and stunning attack abilities. The creation or possession of these masks has been outlawed throughout most of the civilized lands.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 12,500gp / Cost to Create: 6,250gp + 500xp

Monster Summoning Mask

This mask bears primitive renditions of a dozen different monsters. The mask can be used to cast *summon monster I* four times, *summon monster III* four times, and *summon monster V* four times. Each time a spell is used one of the monster images will disappear from the mask's surface. The mask can only be used 3 times per day. Each spell functions as though cast at 10th level.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *summon monster V* / Market Value: 6,100gp / Cost to Create: 3,050gp + 244xp

Paladin Slayer Mask

This mask grants the wearer several bonuses when fighting against paladins. Melee attacks made against paladins gain an additional +2 to hit and deal an additional 1d4 points of damage. Attacks made by paladins against the wearer of this mask suffer a -2 to hit. Range attacks made by paladins against the wearer of this mask suffer a 30% miss chance. The wearer also gains a +1 bonus when using any of the following skills against paladins: bluff, listen, sense motive, and spot. The mask also radiates an aura of disrupting energies. This aura extends to a 30-foot radius. This aura will

negate a paladin's special abilities. The creation or possession of these masks has been outlawed throughout most of the civilized lands.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 12,500gp / Cost to Create: 6,250gp + 500xp

Ranger Slayer Mask

This mask grants the wearer several bonuses when fighting against rangers. Melee attacks made against rangers gain an additional +2 to hit and deal an additional 1d4 points of damage. Attacks made by rangers against the wearer of this mask suffer a -2 to hit. Range attacks made by rangers against the wearer of this mask suffer a 30% miss chance. The wearer also gains a +1 bonus when using any of the following skills against rangers: bluff, listen, sense motive, and spot. The mask also radiates an aura of disrupting energies. This aura extends to a 30-foot radius. This aura will negate a ranger's special abilities. The creation or possession of these masks has been outlawed throughout most of the civilized lands.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 12,500gp / Cost to Create: 6,250gp + 500xp

Rogue Slayer Mask

This mask grants the wearer several bonuses when fighting against rogues. Melee attacks made against rogues gain an additional +2 to hit and deal an additional 1d4 points of damage. Attacks made by rogues against the wearer of this mask suffer a -2 to hit. Range attacks made by rogues against the wearer of this mask suffer a 30% miss chance. The wearer also gains a

+1 bonus when using any of the following skills against rogues: bluff, listen, sense motive, and spot. The mask also radiates an aura of awareness. This aura extends to a 30-foot radius. This aura will negate a rogue's sneak attack ability. The creation or possession of these masks has been outlawed throughout most of the civilized lands.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 12,500gp / Cost to Create: 6,250gp + 500xp

Skill-steal Mask

For each critical hit made against a target during melee combat there is 60% chance that this mask will steal a skill (determined at random) from the target. The mask pulls the ability to use the skill out of the target and stores it. The target loses the ability to use a stolen skill. The wearer immediately gains knowledge of the skill and can either use it at the target's skill level (if they are legally able to do so) or will the mask to discard it. Discarded skills return to their former 'owners' regardless of the distance between them and the mask. The mask can only store three skills at a time.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Sonic-spit Mask

As a free action the wearer of a sonic-spit mask can use the mask to spit sonic energy at a single target once per round. This attack travels in a straight line and can strike a target up to 20ft away. The projectile appears as a small ball of white energy roughly an inch wide that bursts open upon impact with a target. A victim is allowed a reflex saving throw (DC 15). Those that fail

are dealt 1d4+2 points sonic damage. This ability can be used 6 times per day. The wearer is also protected against sonic based attacks as though they were under the effect of a continuous *endure elements* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) with sonic being the selected element.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *shout* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Sorcerer Slayer Mask

This mask grants the wearer several bonuses when fighting against sorcerers. Melee attacks made against sorcerers gain an additional +2 to hit and deal an additional 1d4 points of damage. Attacks made by sorcerers against the wearer of this mask suffer a -2 to hit. Range attacks made by sorcerers against the wearer of this mask suffer a 30% miss chance. The wearer also gains a +1 bonus when using any of the following skills against sorcerers: bluff, listen, sense motive, and spot. The mask also grants the wearer spell resistance (DC:16) against spells cast by sorcerers. The creation or possession of these masks has been outlawed throughout most of the civilized lands.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 12,500gp / Cost to Create: 6,250gp + 500xp

Spark-spit Mask

As a free action the wearer of a spark-spit mask can use the mask to spit electric energy at a single target once per round. This attack travels in a straight line and can strike a target up to 20ft away. The projectile appears as a small ball of yellow energy roughly an inch wide that bursts open upon

impact with a target. A victim is allowed a reflex saving throw (DC 15). Those that fail are dealt 1d4+2 points electricity damage. This ability can be used 6 times per day. The wearer is also protected against electricity based attacks as though they were under the effect of a continuous *endure elements* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) with electricity being the selected element.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *lightning bolt* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Spell Store Mask

A spell store mask will store a number of spell levels equal to that of the wearer. Thus a tenth level character could store 10 spell levels worth of spells in the mask. If a mask is worn by a character of lesser levels than the previous owner the extra spell levels are discarded from the mask at random (example: while the mask is being worn by a 10th level fighter, a wizard casts 2 lightning bolts and a confusion spell into it for a total of ten levels worth of spells. The mask next winds up in the hands of a 3rd level rogue. When worn one of the lightning bolts and the confusion spell become lost since the mask can now only hold 3 levels worth of spells.) Each spell can be cast by the wearer regardless of their class. Each spell has a caster level equal to the minimum level needed to cast that spell. Spells contained within the mask require no material components or focus, or xp cost. There is also no chance of failure for wearing armor. The wearer is granted instant knowledge of the spells stored within the mask.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *wish* / Market Value:

75,000gp / Cost to Create: 37,500gp + 3,000xp

Spell-steal Mask

The wearer of this mask may use it to steal and recast spells from spell casters. For each successful critical hit scored upon a target during melee combat there is 60% chance that this mask will steal a spell (determined at random) from the target. The mask pulls the ability to cast the spell out of the target and stores it. The target loses the ability to use a stolen spell. The wearer immediately gains knowledge of the spell and can either cast it at the spell's minimum level (no matter what their class) or will the mask to discard it. Spells contained within the mask require no material components or focus, or xp cost. There is also no chance of failure for wearing armor. Once cast, the mask instantly loses the stored spell. Discarded or cast spells return to their former 'owners' regardless of the distance between them and the mask.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 16,000gp / Cost to Create: 8,000gp + 640xp

Spider-kin Mask

This mask is carved to resemble a large spider with its eight legs wrapped around the wearer's head. The wearer of a spider kin mask can climb walls as though under the effects of a permanent *spider climb* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*). The wearer is immune to all types of spider poison. The wearer is also immune to the effects of natural and magic webs and can move freely across or through them.

Caster level: 10th / Prerequisites: Craft

Wondrous Item, *freedom of movement*, *spider climb* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Strength-drain Mask

Each time the wearer of this mask scores a critical hit with a melee weapon against a target a tentacle of bright red energy will lash out from the mask and strike the same target. This tentacle deals 1 point of temporary strength damage to the target. Once the mask has dealt 10 points worth of strength damage it will raise its wearer's strength score by one point permanently before crumbling to dust.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *ray of enfeeblement* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Troll-kin Mask

This mask is designed to resemble the scowling visage of an ugly troll. The wearer gains a troll's regeneration special ability along with its fire and acid vulnerabilities. The wearer can also see as though they had darkvision with a range of 90 feet.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *polymorph self* / Market Value: 45,000gp / Cost to Create: 22,500gp + 1,800xp

Venom-spit Mask

As a free action the wearer of a venom-spit mask can use the mask to spit poison at a single target once per round. This attack travels in a straight line and can strike a target up to 20ft away. The projectile appears

as a small ball of black energy roughly an inch wide that bursts open upon impact with a target. A victim is allowed a reflex saving throw (DC 15). Those that fail suffer 1d4 points initial and secondary damage to their constitution score temporarily. A venom-spit mask can be used up to three times per day.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *poison* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Waterlord's Mask

This mask appears as a standard dark blue full-face theatrical mask until worn. When worn it transforms into a liquidly form with a surface that rolls like a stormy ocean. If the wearer is of good alignment they gain the ability to turn or destroy water creatures as a good cleric turns undead. If the wearer is of evil alignment they gain the ability to rebuke or command water creatures as an evil cleric rebukes undead. These abilities can be used a total number of times per day equal to the wearer's charisma modifier +3. The wearer may cast each of the following spells once per day: *obscuring mist*, *fog cloud*, *water breathing*, *control water*, *ice storm*. Alternatively they can use the mask's magic stores to summon a medium-size water elemental once per day. This spell functions as a *summon monster V* spell (as described in the *Dungeons and Dragons® Player's Handbook, Third Edition*) and shorts out the wearer's ability to use the mask to cast spells for 24 hours. Weapons wielded by the wearer of a waterlord mask deal an additional 1d4-1 points damage to water creatures.

Caster level: 15th / Prerequisites: Craft Wondrous Item, *limited wish*, *summon monster V* / Market Value: 50,000gp / Cost to Create: 25,000gp + 2,000xp

Wisdom-drain Mask

Each time the wearer of this mask scores a critical hit with a melee weapon against a target a tentacle of bright white energy will lash out from the mask and strike the same target. This tentacle deals 1 point of temporary wisdom damage to the target. Once the mask has dealt 10 points worth of wisdom damage it will raise its wearer's wisdom score by one point permanently before crumbling to dust.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *ray of enfeeblement* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Wizard Slayer Mask

This mask grants the wearer several bonuses when fighting against wizards. Melee attacks made against wizards gain an additional +2 to hit and deal an additional 1d4 points of damage. Attacks made by wizards against the wearer of this mask suffer a -2 to hit. Range attacks made by wizards against the wearer of this mask suffer a 30% miss chance. The wearer also gains a +1 bonus when using any of the following skills against wizards: bluff, listen, sense motive, and spot. The mask also grants the wearer spell resistance (DC:16) against spells cast by wizards. The creation or possession of these masks has been outlawed throughout most of the civilized lands.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 12,500gp / Cost to Create: 6,250gp + 500xp

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Buck-A-Batch

Magic Rings I

50 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
creationsedge.com

Buck-A-Batch

Magic Rings I

50 New Magic Items
for use with D20
Fantasy Rules

Introduction

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% Roll	Name of Ring
00-01	Animate Dead Ring
02-03	Appraisal Ring
04-05	Babble Ring
06-07	Bane Ring (Aberrations)
08-09	Bane Ring (Animals)
10-11	Bane Ring (Beasts)
12-13	Bane Ring (Constructs)
14-15	Bane Ring (Dragons)
16-17	Bane Ring (Dwarf)
18-19	Bane Ring (Elementals)
20-21	Bane Ring (Elf)
22-23	Bane Ring (Fey)
24-25	Bane Ring (Giants)
26-27	Bane Ring (Gnome)
28-29	Bane Ring (Halfling)
30-31	Bane Ring (Human)
32-33	Bane Ring (Magical Beasts)
34-35	Bane Ring (Monstrous Humanoids)
36-37	Bane Ring (Oozes)
38-39	Bane Ring (Outsiders, Chaotic)
40-41	Bane Ring (Outsiders, Evil)
42-43	Bane Ring (Outsiders, Good)
44-45	Bane Ring (Outsiders, Lawful)
46-47	Bane Ring (Plants)
48-49	Bane Ring (Shapechangers)
50-51	Bane Ring (Undead)
52-53	Bane Ring (Vermin)
54-55	Bubble Ring
56-57	Calming Ring
58-59	Copy Right Ring
60-61	Demon Ring
62-63	Feigned Death Ring
64-65	Greater Numbers Ring
66-67	Health Storing Ring
68-69	Insect Repellent Ring
70-71	Liquid Purification Ring
72-73	Missile Resistance Ring
74-75	Projection Ring
76-77	Puzzle Ring
78-79	Quick Change Ring
80-81	Riddle Ring
82-83	Tangle Ring
84-85	Translator Ring
86-87	Trap Ring (Alarm)
88-89	Trap Ring (Fire)
90-91	Trap Ring (Hold Person)
92-93	Trap Ring (Maze)
94-95	Trap Ring (Sleep)
96-97	Treant Ring
98-99	Ventriloquism Ring

Animate Dead Ring

This ring is actually two interlocking bands that can be easily snapped apart. If the wearer removes one of these bands and places it upon the finger of a corpse the corpse will rise and come under control of the wearer as though it was created by an *animate dead* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The corpse remains in the wearer's control for as long as the rings are worn.

Caster level: 9th / Prerequisites: Forge Ring, *animate dead* / Market Value: 4,500gp

Appraisal Ring

This ring bestows the appraise skill upon its wearer, if they don't already have it. A +10 bonus is added to the wearer's ability to appraise an item's value. The item must be handled or touched by the hand that bares the ring in order for the object to be appraised properly.

Caster level: 5th / Prerequisites: Forge Ring, 5 ranks of Appraise skill / Market Value: 2,000gp

Babble Ring

The Babble Ring is actually two rings that can be easily separated into their individual parts. The speech of characters wearing the two halves of the Babble Ring is heard as nonsensical babble to all save the wearers of the ring. The wearers of the rings can communicate safely to each other without fear of the content of their conversation being understood by anyone else.

Caster level: 5th / Prerequisites: Forge Ring,

comprehend languages / Market Value:
3,000gp

Bane Ring (Aberrations)

This ring imbues the wearer with knowledge and skills specific to fighting Aberrations. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring.

Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Aberrations. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Aberrations by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value:
16,000gp

Bane Ring (Animals)

This ring imbues the wearer with knowledge and skills specific to fighting Animals. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring.

Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Animals. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Animals by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value:
16,000gp

Bane Ring (Beasts)

This ring imbues the wearer with knowledge and skills specific to fighting Beasts. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring.

Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Beasts. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Beasts by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value:
16,000gp

Bane Ring (Constructs)

This ring imbues the wearer with knowledge and skills specific to fighting Constructs. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring.

Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Constructs. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Constructs by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value:
16,000gp

Bane Ring (Dragons)

This ring imbues the wearer with knowledge and skills specific to fighting Dragons. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring.

Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Dragons. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Dragons by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Banz Ring (Dwarf)

This ring imbues the wearer with knowledge and skills specific to fighting Dwarves. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring.

Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Dwarves. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Dwarves by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Banz Ring (Elementals)

This ring imbues the wearer with knowledge and skills specific to fighting Elementals. As a result a +2 bonus is added to all damage

dealt to creatures of this type by weapons wielded by the wearer of this ring.

Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Elementals. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Elementals by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Banz Ring (Elf)

This ring imbues the wearer with knowledge and skills specific to fighting Elves. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring.

Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Elves. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Elves by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Banz Ring (Fey)

This ring imbues the wearer with knowledge and skills specific to fighting Fey. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring. Furthermore, a -2 penalty is applied to any damage dealt to

the wearer by Fey. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Fey by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Banz Ring (Giants)

This ring imbues the wearer with knowledge and skills specific to fighting Giants. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring.

Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Giants. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Giants by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Banz Ring (Gnome)

This ring imbues the wearer with knowledge and skills specific to fighting Gnomes. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring.

Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Gnomes. The ring must be worn for 12 hours straight before the enhancements take affect. If at

anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Gnomes by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Banz Ring (Halfling)

This ring imbues the wearer with knowledge and skills specific to fighting Halflings. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring.

Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Halflings. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Halflings by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Banz Ring (Human)

This ring imbues the wearer with knowledge and skills specific to fighting Humans. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring.

Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Humans. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures

other than Humans by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Banæ Ring (Magical Beasts)

This ring imbues the wearer with knowledge and skills specific to fighting Magical Beasts. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring. Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Magical Beasts. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Magical Beasts by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Banæ Ring (Monstrous Humanoids)

This ring imbues the wearer with knowledge and skills specific to fighting Monstrous Humanoids. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring. Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Monstrous Humanoids. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any

damage dealt to creatures other than Monstrous Humanoids by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Banæ Ring (Oozes)

This ring imbues the wearer with knowledge and skills specific to fighting Oozes. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring. Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Oozes. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Oozes by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Banæ Ring (Outsiders, Chaotic)

This ring imbues the wearer with knowledge and skills specific to fighting Chaotic Outsiders. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring. Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Chaotic Outsiders. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Chaotic Outsiders by weapons wielded by the wear-

er of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Bane Ring (Outsiders, Evil)

This ring imbues the wearer with knowledge and skills specific to fighting Evil Outsiders. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring. Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Evil Outsiders. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Evil Outsiders by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Bane Ring (Outsiders, Good)

This ring imbues the wearer with knowledge and skills specific to fighting Good Outsiders. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring. Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Good Outsiders. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Good Outsiders by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Bane Ring (Outsiders, Lawful)

This ring imbues the wearer with knowledge and skills specific to fighting Lawful Outsiders. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring. Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Lawful Outsiders. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Lawful Outsiders by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Bane Ring (Plants)

This ring imbues the wearer with knowledge and skills specific to fighting Plants. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring. Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Plants. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Plants by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value:

16,000gp

Banç Ring (Shapechangers)

This ring imbues the wearer with knowledge and skills specific to fighting Shapechangers. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring. Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Shapechangers. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Shapechangers by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Banç Ring (Undead)

This ring imbues the wearer with knowledge and skills specific to fighting Undead. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring. Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Undead. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Undead by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Banç Ring (Vermin)

This ring imbues the wearer with knowledge and skills specific to fighting Vermin. As a result a +2 bonus is added to all damage dealt to creatures of this type by weapons wielded by the wearer of this ring. Furthermore, a -2 penalty is applied to any damage dealt to the wearer by Vermin. The ring must be worn for 12 hours straight before the enhancements take affect. If at anytime the ring is removed the enchantments vanish. While the enhancements are in effect any damage dealt to creatures other than Vermin by weapons wielded by the wearer of the ring suffer a -1 penalty.

Caster level: 8th / Prerequisites: Forge Ring, *summon monster IV* / Market Value: 16,000gp

Bark-Skin Armor Ring

When placed upon a finger the Bark-Skin Armor Ring immediately transforms the wearer's skin into a substance with the look and feel of tree bark. This condition adds a +1 natural armor bonus to the character. The wearer also gains damage reduction 1/+1. Once the bark-skin absorbs 20 points of damage through its damage reduction ability, the effect wears off and the character's skin reverts back to normal. The ring loses its charge and is worthless once the effect is canceled. The ring is actually incorporated into the bark-skin and cannot be removed until the player reverts back to normal.

Caster level: 3rd / Prerequisites: Forge Ring, *barkskin* / Market Value: 1,000gp

Bubble Ring

Blowing through the center of this ring creates a flurry of tiny bubbles. These bubbles travel outward from the ring in a cone shape to a range of 25 feet. The bubbles last for 4 turns and will pop, dealing damage to anyone coming into contact with them. During the first round anyone in the area of effect will take 1d10 points of damage, the following round 1d8, the next 1d6, and the final 1d4. A successful reflex save will half the damage taken during a round. This ring can only be used once per day.

Caster level: 9th / Prerequisites: Forge Ring, *wall of force* / Market Value: 4,500gp

Calming Ring

This ring, when worn, generates a magic field of calming energies. As a result, all creatures within a five foot radius of the ring, including its wearer, act as though under the influence of a *calm emotions* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). Actions which normally break a Calm Emotions spell will cancel out the ring's magic field for 1d8 hours.

Caster level: 3rd / Prerequisites: Forge Ring, *calm emotions* / Market Value: 8,500gp

Copy Right Ring

Known as the 'friend of the scribe' the Copy Right Ring, when worn, records the wearer's hand movements while they are writing. The next time the ring is worn, and the wearer attempts to write, the ring will immediately play back the movements stored within it, forcing the wearer to write whatever was recorded within it last. Thieves and assassins sometimes utilize this ring in order to pass on recorded messages.

Caster level: 8th / Prerequisites: Forge Ring, *demand* / Market Value: 12,000gp

Demon Ring

This cursed ring is carved to resemble a demonic vestige. Those brave enough to wear it, by sticking their finger within its fanged and gaping maw, will find it impossible to remove without the assistance of a remove curse spell. The wearer will suffer no ill effects until an hour has passed. At this point the ring will animate and the fangs will plunge into the wearer's finger dealing a painful point of damage to them and permanently drain 1 point of constitution. For each night the ring is worn it will drain another point of constitution. Once the ring begins 'feeding' its wearer gains two abilities. The wearer can perform a Draining Touch once per day. By succeeding at a melee touch attack the wearer can drain 1d4 hit points from a target as well as 1 point of constitution. The wearer is then healed for as many hit points as drained and a point of ring drained constitution is restored to them. The wearer of the ring may also cast a *ray of enfeeblement* once per day (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The ray functions at the wearer's level and its point of origin is the eyes of the demon on the ring.

Caster level: 3rd / Prerequisites: Forge Ring, *ray of enfeeblement* / Market Value: 2,800gp

Feigned Death Ring

Anyone who places this ring upon their finger instantly falls into a state of suspended animation. Body functions are slowed to such a point as to be almost non-existent. Anyone checking for life-signs in standard non-magical ways won't find any. This period of fake-death lasts for 1d4 x 10 minutes. During this time the only way to return the

wearer to their normal state is to remove the ring. The Feigned Death Ring will not work on the same person twice in one 24 hour period.

Caster level: 5th / Prerequisites: Forge Ring, *slow* / Market Value: 2,500gp

Greater Numbers Ring

This ring can be willed to create an audio illusion that makes it seem as though there were a greater number of creatures present. The resultant mummer and shuffling of these additional illusionary companions might be enough to chase away lesser creatures. Unfortunately it may also attract nastier ones. The ring modifies the noise within a ten foot radius of the wearer, making it seem as though it was being made by three times as many people, thus a friendly chat between friends becomes a town meeting and a minor skirmish becomes a full fledged battle.

Caster level: 3rd / Prerequisites: Forge Ring, *ghost sound* / Market Value: 4,200gp

Health Storing Ring

When first worn, the Health Storing Ring removes half of its wearer's hit points, rounded down, and stores them within its main gem. From that point on, anytime the wearer's hit points are reduced to zero the ring will instantly heal the wearer for a number of points equal to those taken away. It will do this six times, one for each gem upon it. Once the ring's last charge is used the gems will shatter, restoring the wearer's stored hit points permanently, and increasing the player's hit point total by 1d4 points.

Caster level: 9th / Prerequisites: Forge Ring, *cure serious wounds* / Market Value:

3,000gp

Insect Repellent Ring

A handy thing to have when traveling through pest filled environments, the Insect Repellent ring keeps standard variety insects at bay. Insects of the monstrous variety must roll a Will save (DC 13) when the wearer of this ring comes within 20 feet of them. Failing the roll indicates that the insects attempt to scurry away or at least keep their distance from the wearer. A success indicates that they stay, however they will not attack the wearer of the ring unless they are provoked. All insects suffer a -2 penalty when attempting to hit the wearer of an Insect Repellent Ring.

Caster level: 3rd / Prerequisites: Forge Ring, *summon swarm* / Market Value: 6,000gp

Liquid Purification Ring

This ring bares four small pearl-like stones. If one of these stones is snapped off and dropped into a quantity of liquid, it will slowly dissolve, changing the contents into pure water. Each pearl can treat a quantity of liquid up to one cubic foot in size.

Caster level: 3rd / Prerequisites: Forge Ring, *purify food and drink* / Market Value: 1,000gp

Missile Resistance Ring

The wearer of this ring need only hold their hand before them, palm up and out as though signaling for something to stop, in order to activate its power. Doing this and only this for a turn makes them near impossible to hit with projectiles. The wearer gains a +12 armor bonus when calculating

whether or not they're hit by normal missile attacks. In addition to this missile attacks of the magic variety only have a 10% chance per level of their caster of succeeding against a person protected by this ring. A missile spell that fails has a 50% chance of being reflected back at their caster.

Caster level: 3rd / Prerequisites: Forge Ring, *shield* / Market Value: 4,200gp

Projection Ring

A Projection Ring can be willed to create an exact duplicate of its wearer. This image can be formed from 1 to 10 feet away from the ring. The image acts in exactly the same fashion as the ring bearer, moving when they move, stopping when they stop. The image is intangible and inaudible. It is not considered a standard illusion and will quickly disperse if the wearer engages in combat or any other strenuous or distracting activity. The image can last up to 30 minutes under ideal situations. This ring can be used three times per day.

Caster level: 3rd / Prerequisites: Forge Ring, *silent image* / Market Value: 12,000gp

Puzzle Ring

A Puzzle Ring is more of a category of magic rings than a specific type of ring. These rings are usually comprised of several intricate moving parts. Usually they bear the jumbled image of a symbol upon their surface, which must be realigned by moving tiny sliding tiles, or the ring might be a twisted collection of interlocking gem studded shapes which must be reassembled in a specific way. The ring's magic will not function until the puzzle is solved. Solving the puzzle can take place in two different ways. The owner can make an intelligence check

for each hour spent working solely on the Puzzle Ring. After succeeding at 1d6 of these checks the puzzle is solved and the ring will function as a normal magic ring of its type. Alternatively, the DM could supply the player with an actual puzzle of some sort, which must be solved before the ring can be used. Any magic ring can also be a Puzzle Ring.

Caster level: As per magic ring type +1 / Prerequisites: As per magic ring type / Market Value: +500gp

Quick Change Ring

This one-use item is a boon to thieves, assassins, or anyone else that suddenly finds themselves in a situation where a sudden change of appearance could be very beneficial. Snapping the small gem from this ring and shattering it upon the ground will result in the wearer being surrounded by a thick red swirling mist. This mist is enchanted with chaotic energies which effect cloth, fabrics, and leather; switching their colors, patterns, and configurations. Thus a thief fleeing a scene of a crime can quickly change the color and style of their clothes in order to throw off pursuers or void any eyewitness descriptions that involve what he was wearing.

Caster level: 3rd / Prerequisites: Forge Ring, *alter self* / Market Value: 600gp

Riddle Ring

A Riddle Ring is more of a category of magic rings than a specific type of ring. These rings usually bear the face of a sphinx or demon, which will speak a riddle each time it is placed upon a finger. The ring's magic will not function until the riddle is answered. When the riddle is answered

correctly the face will congratulate the wearer and give them a brief description of the ring's abilities before disintegrating and falling away from the rest of the ring. Any magic ring can also be a Riddle Ring.

Caster level: As per magic ring type +1 /
Prerequisites: As per magic ring type /
Market Value: +300gp

Tangle Ring

This cursed item appears to function as a magic ring of a favorable type until the first time the wearer is wounded in battle. The ring will suddenly erupt, expanding into an endless expanse of tangling vines. These vines will effectively trap the wearer for 2d4 rounds before rotting and falling away. A trapped character suffers a -4 penalty to attack rolls and a -6 penalty to dexterity. An escape artist check (DC 23) or strength check (DC 23) can be made in order to attempt to break free. The vines have 10 hit points and are AC 8.

Caster level: 3rd / Prerequisites: Forge Ring, *entangle* / Market Value: 1,000gp

Translator Ring

The Translator Ring is actually two interlocking rings. The wearer of one ring can instantly understand the language spoken by the wearer of the other and vice versa. This effect lasts for as long as both rings are worn. Knowledge of the new language does not remain after either of the rings are removed.

Caster level: 3rd / Prerequisites: Forge Ring, *comprehend languages* / Market Value: 4,000gp

Trap Ring (Alarm)

Placing this ring upon the ground will cause it to merge with the surface and expand into a ten foot wide glowing circle of light discernable only by its former owner. Anyone stepping within this circle will trigger the effects of an *alarm* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell functions as though cast by a level 1 spell caster save for its range. The owner determines the type of alarm when it is set. This ring is a one-use item. The trapped area vanishes after it's triggered.

Caster level: 3rd / Prerequisites: Forge Ring, *alarm* / Market Value: 300gp

Trap Ring (Fire)

Placing this ring upon the ground will cause it to merge with the surface and expand into a ten foot wide glowing circle of light discernable only by its former owner. Anyone stepping within this circle will trigger the effects of a *fire trap* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell functions as though cast by a level 4 spell caster save for its range and target. This ring is a one-use item. The trapped area vanishes after it's triggered.

Caster level: 7th / Prerequisites: Forge Ring, *fire trap* / Market Value: 2,800gp

Trap Ring (Hold Person)

Placing this ring upon the ground will cause it to merge with the surface and expand into a ten foot wide glowing circle of light discernable only by its former owner. Anyone stepping within this circle will trigger the

effects of a *hold person* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell functions as though cast by a level 3 spell caster save for its range. This ring is a one-use item. The trapped area vanishes after it's triggered.

Caster level: 5th / Prerequisites: Forge Ring, *hold person* / Market Value: 1,500gp

Trap Ring (Maze)

Placing this ring upon the ground will cause it to merge with the surface and expand into a ten foot wide glowing circle of light discernable only by its former owner. Anyone stepping within this circle will trigger the effects of a *maze* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell functions as though cast by a level 8 spell caster save for its range. This ring is a one-use item. The trapped area vanishes after it's triggered.

Caster level: 8th / Prerequisites: Forge Ring, *maze* / Market Value: 12,000gp

Trap Ring (Sleep)

Placing this ring upon the ground will cause it to merge with the surface and expand into a ten foot wide glowing circle of light discernable only by its former owner. Anyone stepping within this circle will trigger the effects of a *sleep* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell functions as though cast by a level 4 spell caster save for its range. This ring is a one-use item. The trapped area vanishes after it's triggered.

Caster level: 3rd / Prerequisites: Forge Ring, *sleep* / Market Value: 300gp

Treant Ring

Once belonging to a treant that wished to be human, this ring has an opposite effect on non-treants. The wearer will remain normal until traveling through an ideal section of forest, whereupon they will suddenly find themselves rooted to the spot, literally. The character will grow roots, and their skin, along with all their clothes and possessions, will slowly turn to wood and bark, merging with their form. Unless a *remove curse* spell is cast immediately and the ring is removed the character will gradually become a treant over a period of eight hours. Once the transformation is complete the character can move again, however from that point on they function as a treant, losing all previous abilities, skills, etc. A *polymorph* or similar spell can be used to change the transformed player back long enough to remove the ring and return the character to normal. Wish spells and deity intervention work just as well.

Caster level: 7th / Prerequisites: Forge Ring, *polymorph self* / Market Value: 20,000gp

Ventriloquism Ring

This ring consists of two interlocking rings. In order to use this ring the wearer must remove it and separate it into its two parts. The first ring can be placed anywhere up to thirty feet away from the second ring. The owner can then effectively throw their voice, so that it seems to be emanating from wherever the first ring is, by simply speaking into the second ring. This effect is similar to a *ventriloquism* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) save for its range and duration.

Caster level: 3rd / Prerequisites: Forge Ring, *ventriloquism* / Market Value: 4,500gp

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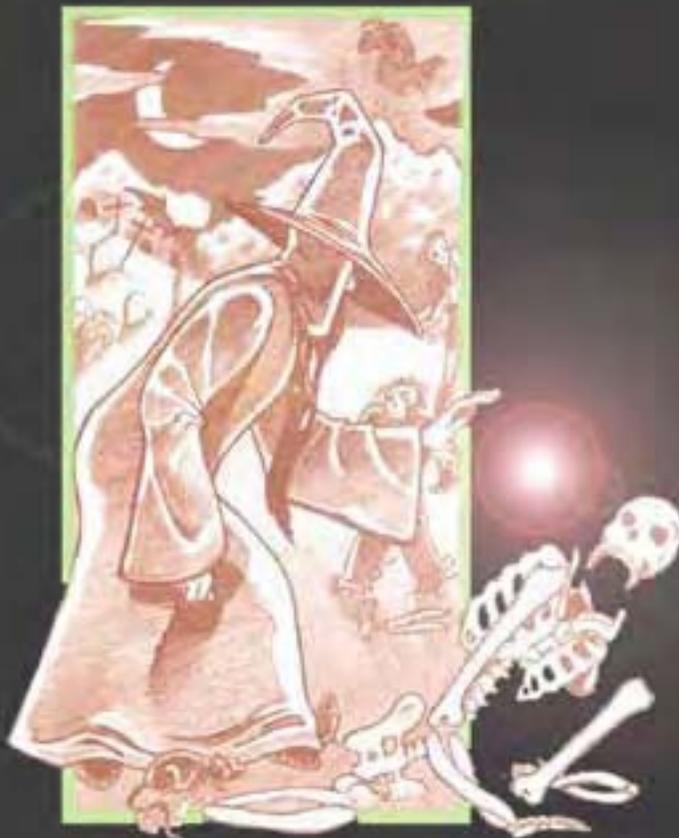
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Buck-A-Batch

Magic Rings II

50 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
creationsedge.com

Buck-A-Batch

Magic Rings II

50 New Magic Items
for use with D20
Fantasy Rules

Introduction

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% Roll	Name of Ring
00-01	Ale Ring
02-03	Armor Ring (Bark-Skin)
04-05	Armor Ring (Scale-Skin)
06-07	Armor Ring (Steel-Skin)
08-09	Armor Ring (Stone-Skin)
10-11	Blast Ring
12-13	Bullet Ring
14-15	Circle of Protection Ring (Acid)
16-17	Circle of Protection Ring (Arrows)
18-19	Circle of Protection Ring (Chaos)
20-21	Circle of Protection Ring (Cold)
22-23	Circle of Protection Ring (Electricity)
24-25	Circle of Protection Ring (Evil)
26-27	Circle of Protection Ring (Fire)
28-29	Circle of Protection Ring (Good)
30-31	Circle of Protection Ring (Law)
32-33	Circle of Protection Ring (Sonic)
34-35	Circle of Protection Ring (Spells)
36-37	Claw Ring
38-39	Dead Ringer Ring
40-41	Divination Ring
42-43	Divine Scrutiny Ring
44-45	Dragon-Slayer Ring (Black)
46-47	Dragon-Slayer Ring (Blue)
48-49	Dragon-Slayer Ring (Brass)
50-51	Dragon-Slayer Ring (Bronze)
52-53	Dragon-Slayer Ring (Copper)
54-55	Dragon-Slayer Ring (Gold)
56-57	Dragon-Slayer Ring (Green)
58-59	Dragon-Slayer Ring (Red)
60-61	Dragon-Slayer Ring (Silver)
62-63	Dragon-Slayer Ring (White)
64-65	Gemstone Ring
66-67	Ghoul-Bane Ring
68-69	Hagglng Ring
70-71	Improved Grip Ring
72-73	Light Load Ring
74-75	Marking Ring
76-77	Mimic-Bane Ring
78-79	Nemesis Ring
80-81	Remote Handling Ring
82-83	Rust Touch Ring
84-85	Shadow-Bane Ring
86-87	Taunting Ring
88-89	Trap Detection Ring
90-91	True Sight Ring
92-93	Victim Ring
94-95	Warp Touch Ring
96-97	Wight-Bane Ring
98-99	Wind Whisper Ring

Ale Ring

A prime example of the staggering lengths a person will go to in order to insure that they're never far away from a good drink, the Ale Ring serves as a portable bar. The wearer need only remove it from their finger, place it upon the ground and say the proper magic word or phrase in order to summon their own private bartender. The ring will expand and grow into a ten foot wide, three foot high, circular wooden bar, complete with a clock-work bartender, provided that the space to do so is available. The bartender will promptly ask "What can I get for you?" A response other than ale and the number of mugs will result in the bartender stating "Aye, Aye. But can I get ye some ale?" The bartender can produce up to eight mugs of ale at a time. Once the ale is drunk the mugs will vanish and the Ale Ring will revert back to normal.

Caster level: 5th / Prerequisites: Forge Ring, *Leomund's tiny hut* / Market Value: 15,000gp

Armor Ring (Bark-Skin)

When placed upon a finger the Bark-Skin Armor Ring immediately transforms the wearer's skin into a substance with the look and feel of tree bark. This condition adds a +1 natural armor bonus to the character. The wearer also gains damage reduction 1/+1. Once the bark-skin absorbs 20 points of damage through its damage reduction ability, the effect wears off and the character's skin reverts back to normal. The ring loses its charge and is worthless once the effect is canceled. The ring is actually incorporated into the bark-skin and cannot be removed until the player reverts back to normal.

Caster level: 3rd / Prerequisites: Forge Ring, *barkskin* / Market Value: 1,000gp

Armor Ring (Scale-Skin)

When placed upon a finger the Scale-Skin Armor Ring immediately transforms the wearer's skin into a substance with the look and feel of dragon scale. This condition adds a +4 natural armor bonus to the character. The wearer also gains damage reduction 4/+4. Once the scale-skin absorbs 80 points of damage through its damage reduction ability, the effect wears off and the character's skin reverts back to normal. The ring loses its charge and is worthless once the effect is canceled. The ring is actually incorporated into the scale-skin and cannot be removed until the player reverts back to normal.

Caster level: 8th / Prerequisites: Forge Ring, *shapechange* / Market Value: 6,300gp

Armor Ring (Steel-skin)

When placed upon a finger the Steel-Skin Armor Ring immediately transforms the wearer's skin into a substance with the look and feel of steel. This condition adds a +3 natural armor bonus to the character. The wearer also gains damage reduction 3/+3. Once the steel-skin absorbs 60 points of damage through its damage reduction ability, the effect wears off and the character's skin reverts back to normal. The ring loses its charge and is worthless once the effect is canceled. The ring is actually incorporated into the steel-skin and cannot be removed until the player reverts back to normal.

Caster level: 8th / Prerequisites: Forge Ring, *shapechange* / Market Value: 6,300gp

Armor Ring (Stone-Skin)

When placed upon a finger the Stone-Skin Armor Ring immediately transforms the wearer's skin into a substance with the look and feel of stone. This condition adds a +2 natural armor bonus to the character. The wearer also gains damage reduction 2/+2. Once the stone-skin absorbs 40 points of damage through its damage reduction ability, the effect wears off and the character's skin reverts back to normal. The ring loses its charge and is worthless once the effect is canceled. The ring is actually incorporated into the stone-skin and cannot be removed until the player reverts back to normal.

Caster level: 7th / Prerequisites: Forge Ring, *stoneskin* / Market Value: 6,300gp

Blast Ring

This ring is made up of two moveable bands, each bearing the upper and lower halves of several explosive glyphs. These glyphs can be made whole by simply twisting the two parts of the ring until they all line up. Once this is done the Blast Ring is armed and will detonate in five seconds, dealing 1d8 points of fire damage to everything within a five foot radius of the ring.

Caster level: 5th / Prerequisites: Forge Ring, *glyph of warding* / Market Value: 1,000gp

Bullet Ring

This ring is studded with 12 small steel balls in a track running around its circumference. As a free action the wearer can will the ball centered on the front of the ring to shoot at a target. This ball has a +1 bonus to hit but functions like a standard bullet shot from a sling in all other aspects. After a ball is shot, the next steel ball will roll into 'firing position' and can be shot during the next round. Once all 12 balls are shot the ring becomes

useless. The steel balls cannot be retrieved and fired again.

Caster level: 5th / Prerequisites: Forge Ring, *magic missile* / Market Value: 600gp

Circle of Protection Ring (Acid)

This ring creates a magic circle upon the ground that protects all standing within from acid attacks. The wearer need only remove the ring, place it upon the ground and say the activation word or phrase in order to create a 15' wide circle of protection. Anyone standing within the magic circle is protected as though under the affect of a *protection from elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with acid as the selected energy type. This ring is a one-use item; it merges with the ground and vanishes when the circle is formed. The circle will last for one full hour before fading away.

Caster level: 5th / Prerequisites: Forge Ring, *protection from elements* / Market Value: 1,125gp

Circle of Protection Ring (Arrows)

This ring creates a magic circle upon the ground that protects all standing within from ranged attacks. The wearer need only remove the ring, place it upon the ground and say the activation word or phrase in order to create a 15' wide circle of protection. Anyone standing within the magic circle is protected as though under the affect of a *protection from arrows* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This ring is a one-use item; it merges with the ground and vanishes when the circle is formed. The cir-

cle will last for one full hour before fading away.

Caster level: 4th / Prerequisites: Forge Ring, *protection from arrows* / Market Value: 750gp

Circle of Protection Ring (Chaos)

This ring creates a magic circle upon the ground that protects all standing within from chaotic creatures. The wearer need only remove the ring, place it upon the ground and say the activation word or phrase in order to create a 15' wide circle of protection. Anyone standing within the magic circle is protected as though under the affect of a *protection from chaos* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This ring is a one-use item; it merges with the ground and vanishes when the circle is formed. The circle will last for one full hour before fading away.

Caster level: 3rd / Prerequisites: Forge Ring, *protection from chaos* / Market Value: 375gp

Circle of Protection Ring (Cold)

This ring creates a magic circle upon the ground that protects all standing within from cold attacks. The wearer need only remove the ring, place it upon the ground and say the activation word or phrase in order to create a 15' wide circle of protection. Anyone standing within the magic circle is protected as though under the affect of a *protection from elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with cold as the selected energy type. This ring is a one-use item; it merges with the ground and vanishes when

the circle is formed. The circle will last for one full hour before fading away.

Caster level: 5th / Prerequisites: Forge Ring, *protection from elements* / Market Value: 1,125gp

Circle of Protection Ring (Electricity)

This ring creates a magic circle upon the ground that protects all standing within from electricity attacks. The wearer need only remove the ring, place it upon the ground and say the activation word or phrase in order to create a 15' wide circle of protection. Anyone standing within the magic circle is protected as though under the affect of a *protection from elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with electricity as the selected energy type. This ring is a one-use item; it merges with the ground and vanishes when the circle is formed. The circle will last for one full hour before fading away.

Caster level: 5th / Prerequisites: Forge Ring, *protection from elements* / Market Value: 1,125gp

Circle of Protection Ring (Evil)

This ring creates a magic circle upon the ground that protects all standing within from evil creatures. The wearer need only remove the ring, place it upon the ground and say the activation word or phrase in order to create a 15' wide circle of protection. Anyone standing within the magic circle is protected as though under the affect of a *protection from evil* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This ring is a one-

use item; it merges with the ground and vanishes when the circle is formed. The circle will last for one full hour before fading away.

Caster level: 3rd / Prerequisites: Forge Ring, *protection from evil* / Market Value: 375gp

Circle of Protection Ring (Fire)

This ring creates a magic circle upon the ground that protects all standing within from fire attacks. The wearer need only remove the ring, place it upon the ground and say the activation word or phrase in order to create a 15' wide circle of protection. Anyone standing within the magic circle is protected as though under the affect of a *protection from elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with fire as the selected energy type. This ring is a one-use item; it merges with the ground and vanishes when the circle is formed. The circle will last for one full hour before fading away.

Caster level: 5th / Prerequisites: Forge Ring, *protection from elements* / Market Value: 1,125gp

Circle of Protection Ring (Good)

This ring creates a magic circle upon the ground that protects all standing within from good creatures. The wearer need only remove the ring, place it upon the ground and say the activation word or phrase in order to create a 15' wide circle of protection. Anyone standing within the magic circle is protected as though under the affect of a *protection from good* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This ring is a one-

use item; it merges with the ground and vanishes when the circle is formed. The circle will last for one full hour before fading away.

Caster level: 3rd / Prerequisites: Forge Ring, *protection from good* / Market Value: 375gp

Circle of Protection Ring (Law)

This ring creates a magic circle upon the ground that protects all standing within from lawful creatures. The wearer need only remove the ring, place it upon the ground and say the activation word or phrase in order to create a 15' wide circle of protection. Anyone standing within the magic circle is protected as though under the affect of a protection from law spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This ring is a one-use item; it merges with the ground and vanishes when the circle is formed. The circle will last for one full hour before fading away.

Caster level: 3rd / Prerequisites: Forge Ring, *protection from law* / Market Value: 375gp

Circle of Protection Ring (Sonic)

This ring creates a magic circle upon the ground that protects all standing within from sonic attacks. The wearer need only remove the ring, place it upon the ground and say the activation word or phrase in order to create a 15' wide circle of protection. Anyone standing within the magic circle is protected as though under the affect of a *protection from elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with sonic as the selected energy type. This ring is a one-use item; it

merges with the ground and vanishes when the circle is formed. The circle will last for one full hour before fading away.

Caster level: 5th / Prerequisites: Forge Ring, *protection from elements* / Market Value: 1,125gp

Circle of Protection Ring (Spells)

This ring creates a magic circle upon the ground that protects all standing within from spell attacks. The wearer need only remove the ring, place it upon the ground and say the activation word or phrase in order to create a 15' wide circle of protection. Anyone standing within the magic circle is protected as though under the affect of a *protection from spells* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This ring is a one-use item; it merges with the ground and vanishes when the circle is formed. The circle will last for one full hour before fading away.

Caster level: 8th / Prerequisites: Forge Ring, *protection from spells* / Market Value: 3,000gp

Claw Ring

The wearer of this ring can will their hand to turn into a demonic looking claw as a free action. This claw deals 1d8 points of slashing damage in combat and can hit and damage creatures normally not effected by non-magical attacks. It suffers normal penalties if used as an 'off-handed' attack. The wearer can will their hand back to normal anytime they wish.

Caster level: 3rd / Prerequisites: Forge Ring, *alter self* / Market Value: 4,200gp

Dead Ringer Ring

This ring consists of two interlocking bands. In order to use it the bands can be split apart to form two rings. If one ring is placed upon the finger of a corpse and the other upon the finger of a living being, the living being will appear exactly as the corpse did in real life. This ring affects the physical appearance only and does not modify the wearer's clothes, abilities, speech, mannerism, memories, etc. The wearer must be of a race similar to the size and build of the deceased otherwise the ring will not function. This illusion will last for one hour after which the two rings must be touched to one another in order to renew the disguise. This illusion vanishes the moment either of the rings are removed.

Caster level: 3rd / Prerequisites: Forge Ring, *change self* / Market Value: 2,800gp

Divination Ring

This ring is carved to resemble the face of a beautiful elf maiden. The wearer of this ring gains the ability to cast a divination spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) once per day as though they were a tenth level spell caster. The face of the maiden will animate and speak the results of the divination.

Caster level: 7th / Prerequisites: Forge Ring, *divination* / Market Value: 20,000gp

Divine Scrutiny Ring

When worn by anyone other than a cleric, the Divine Scrutiny Ring will bestow 1d4 negative levels to its owner. These negative levels vanish the moment the ring is removed. When worn by a cleric the ring

causes them to become more closely watched by their patron deity. As a result of this additional attention spells cast by the cleric will function as though cast by a cleric from 1 to 3 levels higher than their actual level (roll 1d4-1 each time a spell is cast). In addition to this they also receive a +2 bonus when turning undead and attempting saving throws. Unfortunately, being so closely watched does have its drawbacks. The wearer must take care to perform as a model disciple of their deity at all times. The slightest infraction will cause the rings benefits to cease and 1d4 negative levels to be bestowed upon the wearer. These levels will remain until the infraction is corrected or atoned for in some way. After this the levels will vanish and the benefits of the ring will resume. A cleric who intentionally seeks to rid themselves of a Divine Scrutiny Ring might unintentionally bring their deity's wrath as well.

Caster level: 8th / Prerequisites: Forge Ring, *miracle* / Market Value: 50,000gp

Dragon-Slayer Ring (Black)

The wearer of a Black Dragon-Slayer Ring must physically touch a black dragon with the hand bearing the ring in order to activate its power. Upon touching the dragon the ring will begin to slowly dissolve, taking 1d6+4 rounds to do so. During this time the wearer gains a +3 bonus to their to hit rolls and damage rolls when fighting the touched dragon. In addition to this, the wearer also becomes temporarily invulnerable to attacks that cause acid damage. The touched black dragon also suffers a -1 penalty on its to hit rolls and damage rolls when attacking the wearer of the activated Black Dragon-Slayer Ring.

Caster level: 8th / Prerequisites: Forge Ring, *limited wish* / Market Value: 6,000gp

Dragon-Slayer Ring (Blue)

The wearer of a Blue Dragon-Slayer Ring must physically touch a blue dragon with the hand bearing the ring in order to activate its power. Upon touching the dragon the ring will begin to slowly dissolve, taking 1d6+4 rounds to do so. During this time the wearer gains a +3 bonus to their to hit rolls and damage rolls when fighting the touched dragon. In addition to this, the wearer also becomes temporarily invulnerable to attacks that cause electricity damage. The touched blue dragon also suffers a -1 penalty on its to hit rolls and damage rolls when attacking the wearer of the activated Blue Dragon-Slayer Ring.

Caster level: 8th / Prerequisites: Forge Ring, *limited wish* / Market Value: 6,000gp

Dragon-Slayer Ring (Brass)

The wearer of a Brass Dragon-Slayer Ring must physically touch a brass dragon with the hand bearing the ring in order to activate its power. Upon touching the dragon the ring will begin to slowly dissolve, taking 1d6+4 rounds to do so. During this time the wearer gains a +3 bonus to their to hit rolls and damage rolls when fighting the touched dragon. In addition to this, the wearer also becomes temporarily invulnerable to attacks that cause fire damage and cannot be put to sleep. The touched brass dragon also suffers a -1 penalty on its to hit rolls and damage rolls when attacking the wearer of the activated Brass Dragon-Slayer Ring.

Caster level: 8th / Prerequisites: Forge Ring, *limited wish* / Market Value: 8,000gp

Dragon-Slayer Ring (Bronze)

The wearer of a Bronze Dragon-Slayer Ring must physically touch a bronze dragon with the hand bearing the ring in order to activate its power. Upon touching the dragon the ring will begin to slowly dissolve, taking 1d6+4 rounds to do so. During this time the wearer gains a +3 bonus to their to hit rolls and damage rolls when fighting the touched dragon. In addition to this, the wearer also becomes temporarily invulnerable to attacks that cause electricity damage as well as the dragon's repulsion ability. The touched bronze dragon also suffers a -1 penalty on its to hit rolls and damage rolls when attacking the wearer of the activated Bronze Dragon-Slayer Ring.

Caster level: 8th / Prerequisites: Forge Ring, *limited wish* / Market Value: 8,000gp

Dragon-Slayer Ring (Copper)

The wearer of a Copper Dragon-Slayer Ring must physically touch a copper dragon with the hand bearing the ring in order to activate its power. Upon touching the dragon the ring will begin to slowly dissolve, taking 1d6+4 rounds to do so. During this time the wearer gains a +3 bonus to their to hit rolls and damage rolls when fighting the touched dragon. In addition to this, the wearer also becomes temporarily invulnerable to attacks that cause acid damage as well as the dragon's slow ability. The touched copper dragon also suffers a -1 penalty on its to hit rolls and damage rolls when attacking the wearer of the activated Copper Dragon-Slayer Ring.

Caster level: 8th / Prerequisites: Forge Ring, *limited wish* / Market Value: 8,000gp

Dragon-Slayer Ring (Gold)

The wearer of a Gold Dragon-Slayer Ring must physically touch a gold dragon with the

hand bearing the ring in order to activate its power. Upon touching the dragon the ring will begin to slowly dissolve, taking 1d6+4 rounds to do so. During this time the wearer gains a +3 bonus to their to hit rolls and damage rolls when fighting the touched dragon. In addition to this, the wearer also becomes temporarily invulnerable to attacks that cause fire damage as well as the dragon's weakening ability. The touched gold dragon also suffers a -1 penalty on its to hit rolls and damage rolls when attacking the wearer of the activated Gold Dragon-Slayer Ring.

Caster level: 8th / Prerequisites: Forge Ring, *limited wish* / Market Value: 8,000gp

Dragon-Slayer Ring (Green)

The wearer of a Green Dragon-Slayer Ring must physically touch a green dragon with the hand bearing the ring in order to activate its power. Upon touching the dragon the ring will begin to slowly dissolve, taking 1d6+4 rounds to do so. During this time the wearer gains a +3 bonus to their to hit rolls and damage rolls when fighting the touched dragon. In addition to this, the wearer also becomes temporarily invulnerable to attacks that cause acid damage. The touched green dragon also suffers a -1 penalty on its to hit rolls and damage rolls when attacking the wearer of the activated Green Dragon-Slayer Ring.

Caster level: 8th / Prerequisites: Forge Ring, *limited wish* / Market Value: 6,000gp

Dragon-Slayer Ring (Red)

The wearer of a Red Dragon-Slayer Ring must physically touch a red dragon with the hand bearing the ring in order to activate its power. Upon touching the dragon the ring

will begin to slowly dissolve, taking 1d6+4 rounds to do so. During this time the wearer gains a +3 bonus to their to hit rolls and damage rolls when fighting the touched dragon. In addition to this, the wearer also becomes temporarily invulnerable to attacks that cause fire. The touched red dragon also suffers a -1 penalty on its to hit rolls and damage rolls when attacking the wearer of the activated Red Dragon-Slayer Ring.

Caster level: 8th / Prerequisites: Forge Ring, *limited wish* / Market Value: 6,000gp

Dragon-Slayer Ring (Silver)

The wearer of a Silver Dragon-Slayer Ring must physically touch a silver dragon with the hand bearing the ring in order to activate its power. Upon touching the dragon the ring will begin to slowly dissolve, taking 1d6+4 rounds to do so. During this time the wearer gains a +3 bonus to their to hit rolls and damage rolls when fighting the touched dragon. In addition to this, the wearer also becomes temporarily invulnerable to attacks that cause cold damage as well as the dragon's paralyzing ability. The touched silver dragon also suffers a -1 penalty on its to hit rolls and damage rolls when attacking the wearer of the activated Silver Dragon-Slayer Ring.

Caster level: 8th / Prerequisites: Forge Ring, *limited wish* / Market Value: 8,000gp

Dragon-Slayer Ring (White)

The wearer of a White Dragon-Slayer Ring must physically touch a white dragon with the hand bearing the ring in order to activate its power. The wearer of the ring must physically touch a white dragon with the hand bearing the ring in order to activate its power. Upon touching the dragon the ring

will begin to slowly dissolve, taking 1d6+4 rounds to do so. During this time the wearer gains a +3 bonus to their to hit rolls and damage rolls when fighting the touched dragon. In addition to this, the wearer also becomes temporarily invulnerable to attacks that cause cold damage. The touched white dragon also suffers a -1 penalty on its to hit rolls and damage rolls when attacking the wearer of the activated White Dragon-Slayer Ring.

Caster level: 8th / Prerequisites: Forge Ring, *limited wish* / Market Value: 6,000gp

Gemstone Ring

When found, a Gemstone Ring will appear to be a standard non-magical ring bearing a large gem. If the gem is snapped off the ring another gem will slowly grow in its place. The type of gem is determined by using the chart on page 172 of the *Dungeons & Dragons® Dungeon Master's Guide, Third Edition*. The growth period is determined by taking the value of the gem and dividing it by ten to determine the length of time in days. If the gem is snapped off before it is fully grown it will crumble to dust. A typical Gemstone Ring will generate 1d6+4 gems. Once all of the gems have been generated the ring will crumble to dust.

Caster level: 8th / Prerequisites: Forge Ring, *wish* / Market Value: 8,000gp

Ghoul-Bane Ring

Clerics in the presence of a Ghoul Bane Ring gain a +5 charisma bonus when attempting to turn ghouls. The wearer of the ring gains a +2 bonus to any damage they inflict upon ghouls. Ghouls attempting to hit the wearer of a Ghoul-Bane Ring suffer a -2 penalty. The wearer of this ring is also

immune to a ghoul's special attacks.

Caster level: 8th / Prerequisites: Forge Ring, *miracle* / Market Value: 15,000gp

Haggling Ring

This ring could save its wearer 10 to 30% when making purchases. A roll is made (1d4-1 x 10) to determine how much the wearer can haggle a merchant down from their asking price. The merchant must be willing to haggle with the wearer in order for the ring to function. For each additional time the ring is used upon the same merchant, the merchant gets to roll a save against the wearer's Charisma adding a cumulative +1 to the result. If the merchant succeeds, the ring will no longer function on them. They'll realize that something's amiss and from that point on treat the wearer with suspicion and contempt, possibly even alerting the town guard to the situation.

Caster level: 3rd / Prerequisites: Forge Ring, *charm person* / Market Value: 4,200gp

Improved Grip Ring

Objects held by the wearer of an Improved Grip Ring have less of a chance of leaving the wearer's grasp than normal. Anytime something the wearer is grasping with the hand that bears this ring, threatens to leave their grasp unwillingly, the wearer gets to make a check against their strength in addition to any other checks that are made. Succeeding in this check indicates that the item, object, or being remains firmly gripped, regardless of the results of any other rolls. Thus a weapon that would normally be knocked from the wearer's grasp will remain firmly held, or a creature being grappled with will fail to pull away.

Caster level: 3rd / Prerequisites: Forge Ring, *bull's strength* / Market Value: 2,500gp

Light Load Ring

The wearer of a Light Load Ring finds it easier to carry their belongings. When attempting to determine the carrying capacity of the wearer of this ring, the wearer is treated as though they have a strength 5 points greater than their actual score. This bonus only applies to the wearer's ability to carry their equipment and belongings. This bonus does not affect the wearer's strength in any other way.

Caster level: 3rd / Prerequisites: Forge Ring, *bull's strength* / Market Value: 2,500gp

Marking Ring

The wearer of this ring has the ability to mark a surface with an image only they can see. The wearer simply places the palm of the hand that bears the ring against the surface they wish to mark. The surface will be marked by the glowing handprint of the wearer of the ring, invisible to all but them. This mark can be removed in the same fashion. The wearer can will the mark to glow with the color of their choice when the mark is being made. The surface area of the object to be marked must be big enough to hold the entire handprint for the ring to work.

Caster level: 3rd / Prerequisites: Forge Ring, *arcane mark* / Market Value: 4,200gp

Mimic-Bane Ring

All mimics within 20 feet of this ring must roll a Will check (DC 13). Failing the check the mimic will lose the form of whatever it was

mimicking and either attack or flee. Succeeding in the save will result in the mimic being able to withstand the ring's power, however the mimic must make another Will check (DC 20) if the ring comes within a foot of it. The chance of a mimic attacking or fleeing is 50-50. The wearer of the ring gains a +2 bonus to damage when fighting mimics, and is immune to the mimic's adhesive ability. A mimic attacking the wearer of this ring suffers a -2 penalty to hit.

Caster level: 8th / Prerequisites: Forge Ring, *limited wish* / Market Value: 12,000gp

Nemesis Ring

Through a simple ritual a Nemesis Ring attunes its wearer to a specific foe. This foe can be tracked over miles of wilderness or through crowded streets, the ring constantly giving its wearer a sense of their foe's whereabouts. In addition to this, the wearer gains a +3 bonus to any and all rolls made involving the foe, such as to hit, damage, saves, checks, etc. The wearer of the Nemesis Ring will be compelled to attack the selected foe whenever they are present, ignoring all other dangers or threats. The wearer can attempt to make a save against Will (DC 16) in order to resist this urge until a more favorable time. The ring requires a drop of blood from its host and a drop of blood from the selected foe to activate it. These drops are mixed and placed within a secret compartment within the ring. A Nemesis Ring is a one-use item. Once activated its enchantment remains until either the death of its wearer or its wearer's foe.

Caster level: 8th / Prerequisites: Forge Ring, *wish* / Market Value: 32,000gp

Remote Handling Ring

This ring can be willed to create an identical copy of its wearer's hand. This hand mimics the actions of the owner's hand, copying its movements perfectly, only 1 to 10 feet away from its counterpart. A suspicious chest or foreboding door can be opened at a relatively safe distance. The duplicate hand has little force behind it and can only be used for minor manipulations, such as moving or lifting small items; however in the hands of a skilled thief it could pick pockets, open locks, or disarm traps (depending upon the situation). A Remote Handling Ring could also cause a lot of trouble in a crowded tavern.

Caster level: 8th / Prerequisites: Forge Ring, *Bigby's forceful hand* / Market Value: 20,000gp

Rust Touch Ring

The wearer of this ring has the ability to rust metal objects by touch in a fashion similar to the *rusting grasp* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This functions as though the spell was cast at 4th level. This ring can function three times per day. The ring's ability to rust or not to rust is usually controlled by the wearer, however there is a 20% chance that the ring will automatically rust the first metal item touched by the wearer each day, regardless of whether the wearer wanted to or not.

Caster level: 7th / Prerequisites: Forge Ring, *rusting grasp* / Market Value: 40,000gp

Shadow-Bane Ring

Clerics in the presence of a Shadow-Bane Ring gain a +5 charisma bonus when attempting to turn shadows. The wearer of

the ring gains a +2 bonus to any damage they inflict upon shadows. Shadows attempting to hit the wearer of a Shadow-Bane Ring suffer a -2 penalty. The wearer of this ring is also immune to a shadow's special attacks.

Caster level: 8th / Prerequisites: Forge Ring, *miracle* / Market Value: 15,000gp

Taunting Ring

This cursed item appears to function as a favorable type until it gets within 20 feet of a hostile creature; upon which time a demonic face will form upon the ring. This face will animate and shout insults at the creature, doing whatever it can to taunt the creature into attacking. These taunts will seem to be coming from the wearer of the ring and even be in their voice. A creature or creatures targeted by the Taunting Ring can make a save against Will (DC 13) in order to resist the rings taunts. If they fail they attack the wearer of the ring, ignoring any other threats or combatants until they or the wearer of the Taunting Ring are either dead or unconscious. This ring cannot be removed without the aid of a remove curse spell.

Caster level: 8th / Prerequisites: Forge Ring, *animate objects* / Market Value: 1,000gp

Trap Detection Ring

By removing this ring and peering through its center the owner can effectively spot traps. Trapped areas, when viewed through the ring, glow with a faint red outline. The ring's ability functions for five continuous minutes before another charge must be used. This ring can be used three times per day.

Caster level: 3rd / Prerequisites: Forge Ring, *find traps* / Market Value: 8,400gp

Trap Ring (Alarm)

Placing this ring upon the ground will cause it to merge with the surface and expand into a ten foot wide glowing circle of light discernable only by its former owner. Anyone stepping within this circle will trigger the effects of an *alarm* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell functions as though cast by a level 1 spell caster save for its range. The owner determines the type of alarm when it is set. This ring is a one-use item. The trapped area vanishes after it's triggered.

Caster level: 3rd / Prerequisites: Forge Ring, *alarm* / Market Value: 300gp

Trap Ring (Fire)

Placing this ring upon the ground will cause it to merge with the surface and expand into a ten foot wide glowing circle of light discernable only by its former owner. Anyone stepping within this circle will trigger the effects of a *fire trap* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell functions as though cast by a level 4 spell caster save for its range and target. This ring is a one-use item. The trapped area vanishes after it's triggered.

Caster level: 7th / Prerequisites: Forge Ring, *fire trap* / Market Value: 2,800gp

Trap Ring (Hold Person)

Placing this ring upon the ground will cause it to merge with the surface and expand into a ten foot wide glowing circle of light discernable only by its former owner. Anyone stepping within this circle will trigger the

effects of a *hold person* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell functions as though cast by a level 3 spell caster save for its range. This ring is a one-use item. The trapped area vanishes after it's triggered.

Caster level: 5th / Prerequisites: Forge Ring, *hold person* / Market Value: 1,500gp

Trap Ring (Maze)

Placing this ring upon the ground will cause it to merge with the surface and expand into a ten foot wide glowing circle of light discernable only by its former owner. Anyone stepping within this circle will trigger the effects of a *maze* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell functions as though cast by a level 8 spell caster save for its range. This ring is a one-use item. The trapped area vanishes after it's triggered.

Caster level: 8th / Prerequisites: Forge Ring, *maze* / Market Value: 12,000gp

Trap Ring (Sleep)

Placing this ring upon the ground will cause it to merge with the surface and expand into a ten foot wide glowing circle of light discernable only by its former owner. Anyone stepping within this circle will trigger the effects of a *sleep* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell functions as though cast by a level 4 spell caster save for its range. This ring is a one-use item. The trapped area vanishes after it's triggered.

Caster level: 3rd / Prerequisites: Forge Ring, *sleep* / Market Value: 300gp

True Sight Ring

By simply removing this ring and looking through its center, the owner can see as though under the affect of a *true seeing* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell functions as though cast at 5th level. The ring can be used three times per day.

Caster level: 8th / Prerequisites: Forge Ring, *true seeing* / Market Value: 75,000gp

Victim Ring

When worn the Victim Ring instantly creates the illusion that the wearer was recently involved in a fight, creating the equivalent of half their hit points of illusionary damage upon them. The wearer develops fake bruises, cuts, welts, etc. Even their clothes and possessions may appear damaged in some way. This effect functions as a standard illusion and can be disbelieved as normal. The illusion will remain until the ring is removed or the wearer suffers actual damage. A Victim Ring can be used three times per day.

Caster level: 3rd / Prerequisites: Forge Ring, *change self* / Market Value: 4,500gp

Warp Touch Ring

The wearer of this ring has the ability to warp wooden objects by touch in a fashion similar to the *warp wood* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This functions as though the spell was cast at 3rd level. The ring cannot reverse the effect. This ring can function three times per day. The ring's ability to warp or not to warp is usually con-

trolled by the wearer, however there is a 20% chance that the ring will automatically warp the first wooden item touched by the wearer each day, regardless of whether the wearer wanted to or not.

Caster level: 3rd / Prerequisites: Forge Ring, *warp wood* / Market Value: 8,400gp

Wight-Bane Ring

Clerics in the presence of a Wight-Bane Ring gain a +5 charisma bonus when attempting to turn wights. The wearer of the ring gains a +2 bonus to any damage they inflict upon wights. Wights attempting to hit the wearer of a Wight-Bane Ring suffer a -2 penalty. The wearer of this ring is also immune to a Wight's special attacks.

Caster level: 8th / Prerequisites: Forge Ring, *miracle* / Market Value: 15,000gp

Wind Whisper Ring

The Wind Whisper Ring allows its wearer to communicate with a person up to fifty feet away, provided they have a clear line of sight and the person is relatively still. The wearer of the ring simply points at the person they wish to communicate to and whispers the desired message. This whisper will be carried upon a magic wind to the ear of the person pointed to. The person pointed at will be the only one who can hear the message save for anyone close enough to the wearer to hear a low whisper.

Caster level: 3rd / Prerequisites: Forge Ring, *whispering wind* / Market Value: 8,400gp

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Buck-A-Batch

Magic Rings III

50 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
creationsedge.com

Buck-A-Batch

Magic Rings III

50 New Magic Items
for use with D20
Fantasy Rules

Introduction

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% Roll	Name of Ring
00-01	Ability Leech Ring
02-03	Bardsong Ring
04-05	Death-Blast Ring
06-07	Ear Ring
08-09	Feat Blocker Ring
10-11	Legacy Ring (chaos)
12-13	Legacy Ring (evil)
14-15	Legacy Ring (good)
16-17	Legacy Ring (law)
18-19	Ring of Allegiance (Chaos)
20-21	Ring of Allegiance (Evil)
22-23	Ring of Allegiance (Good)
24-25	Ring of Allegiance (Law)
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58-59	Ring of the Giant Slayer (Stone)
60-61	Ring of the Giant Slayer (Storm)
62-63	Ring of the Mephit (Air)
64-65	Ring of the Mephit (Dust)
66-67	Ring of the Mephit (Earth)
68-69	Ring of the Mephit (Fire)
70-71	Ring of the Mephit (Ice)
72-73	Ring of the Mephit (Magma)
74-75	Ring of the Mephit (Ooze)
76-77	Ring of the Mephit (Salt)
78-79	Ring of the Mephit (Steam)
80-81	Ring of the Mephit (Water)
82-83	Robber's Bane
84-85	Sailor's Ring
86-87	Secret Message Ring
88-89	Stone-Save Ring
90-91	Traveler's Ring
92-93	True Form Ring
94-95	Word Curse Ring
96-97	Word Store Ring
98-99	Zombie Ring

Ability Leech Ring

This ring is actually part of a pair of rings traditionally worn by members of evilly bent adventuring parties. Ability leech rings are usually left lying about in dungeons or near well traveled roads for a dupe to discover. When worn the ring functions as a *ring of protection* +2 however this masks the ring's true function. Whenever the wearer of the matched ring would suffer an ability draining spell or effect the ability is instead drained from the wearer of the ability leech ring. As a result the wearer will at random times (determined by the DM) suffer ability drains. This ring becomes cursed the first time one of the wearer's abilities are 'leeches' and cannot be removed without the aid of a *remove curse* spell cast at 10th level or higher.

Caster level: 10th / Prerequisites: Forge Ring, *bestow curse* / Market Value: 20,000gp (set) / Cost to Create: 10,000gp + 800xp

Bardsong Ring

This ring bears the carved image of a face frozen in the act of singing. This ring is capable of storing a bard's *bardic music* for playing back at a later time. The ring automatically records bardic music as it is being performed in its vicinity. The wearer of the ring may then will it to play back the music later. The ring can only store one piece of bardic music at a time. After playing the piece back the ring is once again 'empty' and ready to record.

Caster level: 18th / Prerequisites: Forge Ring, *wish* / Market Value: 9,000gp / Cost to Create: 4,500gp + 360xp

Death-Blast Ring

This ring carefully monitors its wearer's life force. Upon its wearer's death it unleashes a blast of deadly energy. All creatures within 30 feet of the wearer will suffer 5D8 points of fire damage. Creatures that make a successful reflex save (DC15) suffer half damage. The ring will glow brighter as the wearer's hit points decrease. The wearer's body vaporizes in the explosion. Nothing short of a wish or deity intervention will bring the wearer back.

Caster level: 10th / Prerequisites: Forge Ring, *glyph of warding* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Ear Ring

This ring allows the wearer to create an invisible magic sensor that sends them audible information. This effect is similar to the *arcane eye* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) save that it sends audible information instead of visual. This 'arcane ear' hears exactly what the wearer would hear if they were in its location. Obviously it's much more difficult to steer an arcane ear than it is to direct an arcane eye. Familiarity with the surrounding areas or being able to directly see the arcane ear's intended destination is a plus. The ring holds 3 charges. Each charge allows the wearer to use the ear for 10 minutes. Spent charges are regenerated at the start of the next day.

Caster level: 6th / Prerequisites: Forge Ring, *clairaudience/clairvoyance* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Feat Blocker Ring

When identified this ring will appear to be another ring of a beneficial nature. When worn for the first time however its true nature

quickly becomes apparent. The wearer loses their ability to perform any of their feats. This ring is a cursed item and cannot be removed without the assistance of a *remove curse* spell cast at 8th level or higher.

Caster level: 8th / Prerequisites: Forge Ring, *bestow curse* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80

Legacy Ring (chaos)

This ring functions as a *ring of protection +2* with a few extra bonuses. A legacy ring passes on a portion of knowledge from one wearer to the next provided they are of the same alignment, level, and/or class. Legacy rings usually do not leave an owner until after their death. This ring may only be passed from a creature of chaotic alignment to another creature of chaotic alignment. Anyone else attempting to wear it will suffer 1d4 negative levels. The wearer is protected as though under the effects of a continuous *protection from law* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). If the ring is passed from a creature of one of the following classes to a creature of the same class they gain a bonus to the ability score indicated: barbarian, fighter= +1 strength; rogue, ranger= +1 dexterity; wizard= +1 intelligence; cleric, druid, monk= +1 wisdom; bard, paladin, sorcerer= +1 charisma. This bonus lasts for as long as the ring is worn. If the wearer's level is less than their predecessor's the wearer gains a one-time bonus of 3000 experience points provided they are of the same alignment and class.

Caster level: 18th / Prerequisites: Forge Ring, *miracle, protection from law* / Market Value: 16,000gp / Cost to Create: 8,000gp + 640xp

Legacy Ring (evil)

This ring functions as a *ring of protection* +2 with a few extra bonuses. A legacy ring passes on a portion of knowledge from one wearer to the next provided they are of the same alignment, level, and/or class. Legacy rings usually do not leave an owner until after their death. This ring may only be passed from a creature of evil alignment to another creature of evil alignment. Anyone else attempting to wear it will suffer 1d4 negative levels. The wearer is protected as though under the effects of a continuous *protection from good* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). If the ring is passed from a creature of one of the following classes to a creature of the same class they gain a bonus to the ability score indicated: barbarian, fighter= +1 strength; rogue, ranger= +1 dexterity; wizard= +1 intelligence; cleric, druid, monk= +1 wisdom; bard, paladin, sorcerer= +1 charisma. This bonus lasts for as long as the ring is worn. If the wearer's level is less than their predecessor's the wearer gains a one-time bonus of 3000 experience points provided they are of the same alignment and class.

Caster level: 18th / Prerequisites: Forge Ring, *miracle*, *protection from good* / Market Value: 16,000gp / Cost to Create: 8,000gp + 640xp

Legacy Ring (good)

This ring functions as a *ring of protection* +2 with a few extra bonuses. A legacy ring passes on a portion of knowledge from one wearer to the next provided they are of the same alignment, level, and/or class. Legacy rings usually do not leave an owner until after their death. This ring may only be passed from a creature of good alignment to another creature of good alignment. Anyone else attempting to wear it will suffer 1d4 negative levels. The wearer is protected as though under the

effects of a continuous *protection from evil* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). If the ring is passed from a creature of one of the following classes to a creature of the same class they gain a bonus to the ability score indicated: barbarian, fighter= +1 strength; rogue, ranger= +1 dexterity; wizard= +1 intelligence; cleric, druid, monk= +1 wisdom; bard, paladin, sorcerer= +1 charisma. This bonus lasts for as long as the ring is worn. If the wearer's level is less than their predecessor's the wearer gains a one-time bonus of 3000 experience points provided they are of the same alignment and class.

Caster level: 18th / Prerequisites: Forge Ring, *miracle*, *protection from evil* / Market Value: 16,000gp / Cost to Create: 8,000gp + 640xp

Legacy Ring (law)

This ring functions as a *ring of protection* +2 with a few extra bonuses. A legacy ring passes on a portion of knowledge from one wearer to the next provided they are of the same alignment, level, and/or class. Legacy rings usually do not leave an owner until after their death. This ring may only be passed from a creature of lawful alignment to another creature of lawful alignment. Anyone else attempting to wear it will suffer 1d4 negative levels. The wearer is protected as though under the effects of a continuous *protection from chaos* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). If the ring is passed from a creature of one of the following classes to a creature of the same class they gain a bonus to the ability score indicated: barbarian, fighter= +1 strength; rogue, ranger= +1 dexterity; wizard= +1 intelligence; cleric, druid, monk= +1 wisdom; bard, paladin, sorcerer= +1 charisma. This bonus lasts for as long as the ring is worn. If the wearer's level is less than

their predecessor's the wearer gains a one-time bonus of 3000 experience points provided they are of the same alignment and class.

Caster level: 18th / Prerequisites: Forge Ring, *miracle*, *protection from chaos* / Market Value: 16,000gp / Cost to Create: 8,000gp + 640xp

Ring of Allegiance (Chaos)

This ring can only be worn by a creature of chaotic alignment. This ring functions as a *ring of protection* +2 with a couple of extra bonuses. The wearer becomes protected as though under the effects of a permanent *protection from law* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). In addition to this the ring keeps track of lawfully aligned creatures slain by the wearer. Once the wearer has dealt the killing stroke to a total of 20 lawfully aligned creatures the ring will bestow a one-time bonus of 3000 experience points. This ring will bestow 1d4 negative levels upon any non-chaotic creature that attempts to wear it.

Caster level: 18th / Prerequisites: Forge Ring, *miracle*, *protection from law* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Ring of Allegiance (Evil)

This ring can only be worn by a creature of evil alignment. This ring functions as a *ring of protection* +2 with a couple of extra bonuses. The wearer becomes protected as though under the effects of a permanent *protection from good* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). In addition to this the ring keeps track of good aligned creatures slain by the wearer. Once the wearer has dealt the killing stroke to a total of 20 good aligned

creatures the ring will bestow a one-time bonus of 3000 experience points. This ring will bestow 1d4 negative levels upon any non-evil creature that attempts to wear it.

Caster level: 18th / Prerequisites: Forge Ring, *miracle*, *protection from good* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Ring of Allegiance (Good)

This ring can only be worn by a creature of good alignment. This ring functions as a *ring of protection* +2 with a couple of extra bonuses. The wearer becomes protected as though under the effects of a permanent *protection from evil* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). In addition to this the ring keeps track of evil aligned creatures slain by the wearer. Once the wearer has dealt the killing stroke to a total of 20 evil aligned creatures the ring will bestow a one-time bonus of 3000 experience points. This ring will bestow 1d4 negative levels upon any non-good creature that attempts to wear it.

Caster level: 18th / Prerequisites: Forge Ring, *miracle*, *protection from evil* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Ring of Allegiance (Law)

This ring can only be worn by a creature of lawful alignment. This ring functions as a *ring of protection* +2 with a couple of extra bonuses. The wearer becomes protected as though under the effects of a permanent *protection from chaos* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). In addition to this the ring keeps track of chaotically aligned creatures slain by the wearer. Once the wearer has

dealt the killing stroke to a total of 20 chaotically aligned creatures the ring will bestow a one-time bonus of 3000 experience points. This ring will bestow 1d4 negative levels upon any non-lawful creature that attempts to wear it.

Caster level: 18th / Prerequisites: Forge Ring, *miracle*, *protection from chaos* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Ring of Ally Summoning (Major)

This ring holds three charges. Each charge can be used to cast a *summon nature's ally IV* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). As a one-use function the wearer of the ring may will it to disintegrate. This act triggers a *summon nature's ally VI* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) spell held within the ring. Both spells function as though cast at 12th level.

Caster level: 12th / Prerequisites: Forge Ring, *summon nature's ally IV and VI* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Ring of Ally Summoning (Minor)

This ring holds three charges. Each charge can be used to cast a *summon nature's ally I* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). As a one-use function the wearer of the ring may will it to disintegrate. This act triggers a *summon nature's ally III* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) held within the ring. Both spells function as though cast at 6th level.

Caster level: 6th / Prerequisites: Forge Ring,

summon nature's ally I and III / Market Value: 500gp / Cost to Create: 250gp + 20xp

Ring of Chance

The wearer of a ring of chance gets to re-roll the result of one die roll. They can use this ability up to three times per day. The new result is kept regardless of whether or not it was better than the first roll made. The ring holds three charges. Each use of the ring expends one charge. Spent charges are regenerated by the ring at the start of the next day.

Caster level: 19th / Prerequisites: Forge Ring, *miracle* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Ring of Counterfeit Magic

This ring can be willed by its wearer to appear as a magic ring of any type they desire. Anyone looking at the ring will believe it to be a ring of that type. If the wearer wills the ring to appear as a *ring of protection* anyone looking at it will believe it to be a *ring of protection*. The ring will continue to appear as whatever type it is currently counterfeiting for up to 1d4 X 5 minutes after it is removed from the wearer's finger. If a viewer has reason to be suspicious of the ring (possibly because the wearer is trying to convince them to buy it, or they're watching the ring while the wearer wills it to look like a different ring, or it's just not functioning as it should) the viewer may make a saving throw against will (DC18 with possible situation bonuses or penalties) in order to disbelieve the ring's illusion.

Caster level: 10th / Prerequisites: Forge Ring, *persistent image* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Ring of Deadfall

This ring appears to be a *feather fall* ring and will function as one until its wearer suffers a fall from a height of more than 30 feet. For the first twenty feet the ring acts as normal however after that the ring's power cuts out and the wearer falls at their normal rate. Worse yet the ring increases the force of the wearer's impact. The wearer suffers twice the normal damage from the fall. The ring becomes cursed once its true nature has been revealed and cannot be removed without the assistance of a *remove curse* spell cast at 8th level.

Caster level: 8th / Prerequisites: Forge Ring, *bestow curse*, *enlarge* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Ring of Fortune

At the beginning of each in game day the wearer of a ring of fortune picks 3 dice from the following: a four-sided, a six-sided, an eight-sided, a ten-sided, a twelve-sided, a twenty-sided. The DM then secretly rolls each die and leaves the results hidden. During play the wearer of the ring may choose to substitute the result of a die roll they make with one of the hidden dice provided the die is of the same type. The hidden die's result is revealed and used regardless of whether or not it's more beneficial than the roll it replaces. The die is then discarded. This pool of hidden dice resets at the beginning of each in-game day. New dice are selected, rolled secretly, and hidden.

Caster level: 19th / Prerequisites: Forge Ring, *miracle* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Ring of Ill Winds

This ring will function as a *ring of protection* +2 until its wearer suffers a critical hit. The force of impact will trigger a *stinking cloud* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) hidden within the ring. The spell centers on the ring's wearer affecting them and anyone else within range. After this triggering the ring becomes cursed and cannot be removed without the aid of a *remove curse* spell cast at 10th level. The stinking cloud spell is triggered each time a critical hit is scored. It functions as though cast at 10th level.

Caster level: 10th / Prerequisites: Forge Ring, *bestow curse*, *stinking cloud* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Ring of Monster Summoning (Major)

This ring holds three charges. Each charge can be used to cast a *summon monster IV* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). As a one-use function the wearer of the ring may will it to disintegrate. This act triggers a *summon monster VI* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) held within the ring. Both spells function as though cast at 12th level.

Caster level: 12th / Prerequisites: Forge Ring, *summon monster IV and VI* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Ring of Monster Summoning (Minor)

This ring holds three charges. Each charge

can be used to cast a *summon monster I* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). As a one-use function the wearer of the ring may will it to disintegrate. This act triggers a *summon monster III* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) spell held within the ring. Both spells function as though cast at 6th level.

Caster level: 6th / Prerequisites: Forge Ring, *summon monster I* and *III* / Market Value: 500gp / Cost to Create: 250gp + 20xp

Ring of Random Action

This ring will function as a *ring of protection +2* until its wearer suffers a critical hit. The force of impact will trigger a *confusion* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) hidden within the ring. The spell centers on the ring's wearer affecting them and anyone else within range. After this triggering the ring becomes cursed and cannot be removed without the aid of a *remove curse* spell cast at 10th level. The confusion spell is triggered each time a critical hit is made upon the wearer. It functions as though cast at 10th level.

Caster level: 10th / Prerequisites: Forge Ring, *bestow curse*, *confusion* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80

Ring of Souls

This ring is usable only by a cleric of evil alignment. Touching the ring bearing hand to a dying creature will allow the ring to capture the creature's life essence or soul. The ring is capable of storing up to three souls. When making a fortitude, reflex, or will save against a spell or effect the wearer of the ring uses

the score of the highest trapped soul as their fortitude, reflex, or will save. In addition to this the wearer may expend a trapped soul, offering it up to their deity, in exchange for a spell boost. This spell boost allows them to cast one spell at one level higher than their actual level. A soul held within the ring of souls will return to a creature if the creature is healed by magical means before the soul is 'expended' to the wearer's deity. A ring of souls bestows 1d4 negative levels upon a non-evil creature that attempts to wear it.

Caster level: 20th / Prerequisites: Forge Ring, *miracle*, *soul bind* / Market Value: 40,000gp / Cost to Create: 20,000gp + 1,600xp

Ring of Strike Deflection

A critical hit struck upon the wearer of this ring is automatically reduced to a standard hit and deals standard damage. A portion of the critical hit is reflected back at the attacker dealing 1d4 points damage. This ring holds ten charges and expends a charge for each critical hit it deflects in this way. Once all the charges have been spent the ring will cease to function.

Caster level: 8th / Prerequisites: Forge Ring, *shield other* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Ring of the Giant Slayer (Cloud)

This ring grants its wearer a +2 bonus to their melee attack and damage rolls in combat against cloud giants. The ring bears three small gems that glow with an eerie reddish light. If the wearer of the ring scores a critical hit against a cloud giant there is a 50% chance of slaying it. Each time the wearer slays a cloud giant in this fashion one of the gems will cease to glow. Once all three gems

have ceased glowing the ring will disintegrate after imparting a 1000 experience point bonus upon the wearer.

Caster level: 12th / Prerequisites: Forge Ring, *summon monster I, slay living* / Market Value: 13,100gp / Cost to Create: 6,550gp + 524xp

Ring of the Giant Slayer (Fire)

This ring grants its wearer a +2 bonus to their melee attack and damage rolls in combat against fire giants. The ring bears three small gems that glow with an eerie reddish light. If the wearer of the ring scores a critical hit against a fire giant there is a 50% chance of slaying it. Each time the wearer slays a fire giant in this fashion one of the gems will cease to glow. Once all three gems have ceased glowing the ring will disintegrate after imparting a 1000 experience point bonus upon the wearer.

Caster level: 12th / Prerequisites: Forge Ring, *summon monster I, slay living* / Market Value: 13,000gp / Cost to Create: 6,500gp + 520xp

Ring of the Giant Slayer (Frost)

This ring grants its wearer a +2 bonus to their melee attack and damage rolls in combat against frost giants. The ring bears three small gems that glow with an eerie reddish light. If the wearer of the ring scores a critical hit against a frost giant there is a 50% chance of slaying it. Each time the wearer slays a frost giant in this fashion one of the gems will cease to glow. Once all three gems have ceased glowing the ring will disintegrate after imparting a 1000 experience point bonus upon the wearer.

Caster level: 12th / Prerequisites: Forge

Ring, *summon monster I, slay living* / Market Value: 12,900gp / Cost to Create: 6,450gp + 516xp

Ring of the Giant Slayer (Hill)

This ring grants its wearer a +2 bonus to their melee attack and damage rolls in combat against hill giants. The ring bears three small gems that glow with an eerie reddish light. If the wearer of the ring scores a critical hit against a hill giant there is a 50% chance of slaying it. Each time the wearer slays a hill giant in this fashion one of the gems will cease to glow. Once all three gems have ceased glowing the ring will disintegrate after imparting a 1000 experience point bonus upon the wearer.

Caster level: 12th / Prerequisites: Forge Ring, *summon monster I, slay living* / Market Value: 12,700gp / Cost to Create: 6,350gp + 508xp

Ring of the Giant Slayer (Stone)

This ring grants its wearer a +2 bonus to their melee attack and damage rolls in combat against stone giants. The ring bears three small gems that glow with an eerie reddish light. If the wearer of the ring scores a critical hit against a stone giant there is a 50% chance of slaying it. Each time the wearer slays a stone giant in this fashion one of the gems will cease to glow. Once all three gems have ceased glowing the ring will disintegrate after imparting a 1000 experience point bonus upon the wearer.

Caster level: 12th / Prerequisites: Forge Ring, *summon monster I, slay living* / Market Value: 12,800gp / Cost to Create: 6,400gp + 512xp

Ring of the Giant Slayer (Storm)

This ring grants its wearer a +2 bonus to their melee attack and damage rolls in combat against storm giants. The ring bears three small gems that glow with an eerie reddish light. If the wearer of the ring scores a critical hit against a storm giant there is a 50% chance of slaying it. Each time the wearer slays a storm giant in this fashion one of the gems will cease to glow. Once all three gems have ceased glowing the ring will disintegrate after imparting a 1000 experience point bonus upon the wearer.

Caster level: 12th / Prerequisites: Forge Ring, *summon monster I*, *slay living* / Market Value: 13,300gp / Cost to Create: 6,650gp + 532xp

Ring of the Mephit (Air)

This ring functions as a ring of protection +1, however after being worn for 1d4+1 hours an air mephit will appear. The air mephit's alignment will be either neutral, neutral evil, or neutral good, whichever is closest to the owner's alignment. The air mephit will serve the owner of the ring until dismissed or destroyed. A new air mephit will appear to replace the dismissed or destroyed air mephit after 1d4+1 days. The ring uses the mephit's summon mephit ability to summon the next. As a result this ability is absorbed by the ring and cannot be used by the mephit. The ring also functions as a *ring of protection* +2 against creatures from the elemental plane of air for as long as the summoned mephit is present.

Caster level: 10th / Prerequisites: Forge Ring, *summon monster V* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Ring of the Mephit (Dust)

This ring functions as a ring of protection +1, however after being worn for 1d4+1 hours a dust mephit will appear. The dust mephit's alignment will be either neutral, neutral evil, or neutral good, whichever is closest to the owner's alignment. The dust mephit will serve the owner of the ring until dismissed or destroyed. A new dust mephit will appear to replace the dismissed or destroyed dust mephit after 1d4+1 days. The ring uses the mephit's summon mephit ability to summon the next. As a result this ability is absorbed by the ring and cannot be used by the mephit. The ring also functions as a *ring of protection* +2 against creatures from the elemental plane of air for as long as the summoned mephit is present.

Caster level: 10th / Prerequisites: Forge Ring, *summon monster V* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Ring of the Mephit (Earth)

This ring functions as a ring of protection +1, however after being worn for 1d4+1 hours an earth mephit will appear. The earth mephit's alignment will be either neutral, neutral evil, or neutral good, whichever is closest to the owner's alignment. The earth mephit will serve the owner of the ring until dismissed or destroyed. A new earth mephit will appear to replace the dismissed or destroyed earth mephit after 1d4+1 days. The ring uses the mephit's summon mephit ability to summon the next. As a result this ability is absorbed by the ring and cannot be used by the mephit. The ring also functions as a *ring of protection* +2 against creatures from the elemental plane of earth for as long as the summoned mephit is present.

Caster level: 10th / Prerequisites: Forge Ring, *summon monster V* / Market Value:

12,000gp / Cost to Create: 6,000gp + 480xp

Ring of the Mephit (Fire)

This ring functions as a ring of protection +1, however after being worn for 1d4+1 hours a fire mephit will appear. The fire mephit's alignment will be either neutral, neutral evil, or neutral good, whichever is closest to the owner's alignment. The fire mephit will serve the owner of the ring until dismissed or destroyed. A new fire mephit will appear to replace the dismissed or destroyed fire mephit after 1d4+1 days. The ring uses the mephit's summon mephit ability to summon the next. As a result this ability is absorbed by the ring and cannot be used by the mephit. The ring also functions as a *ring of protection* +2 against creatures from the elemental plane of fire for as long as the summoned mephit is present.

Caster level: 10th / Prerequisites: Forge Ring, *summon monster V* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Ring of the Mephit (Ice)

This ring functions as a ring of protection +1, however after being worn for 1d4+1 hours an air mephit will appear. The air mephit's alignment will be either neutral, neutral evil, or neutral good, whichever is closest to the owner's alignment. The air mephit will serve the owner of the ring until dismissed or destroyed. A new air mephit will appear to replace the dismissed or destroyed air mephit after 1d4+1 days. The ring uses the mephit's summon mephit ability to summon the next. As a result this ability is absorbed by the ring and cannot be used by the mephit. The ring also functions as a *ring of protection* +2 against creatures from the elemental plane of air for as long as the summoned mephit is present.

Caster level: 10th / Prerequisites: Forge Ring, *summon monster V* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Ring of the Mephit (Magma)

This ring functions as a ring of protection +1, however after being worn for 1d4+1 hours a magma mephit will appear. The magma mephit's alignment will be either neutral, neutral evil, or neutral good, whichever is closest to the owner's alignment. The magma mephit will serve the owner of the ring until dismissed or destroyed. A new magma mephit will appear to replace the dismissed or destroyed magma mephit after 1d4+1 days. The ring uses the mephit's summon mephit ability to summon the next. As a result this ability is absorbed by the ring and cannot be used by the mephit. The ring also functions as a *ring of protection* +2 against creatures from the elemental plane of fire for as long as the summoned mephit is present.

Caster level: 10th / Prerequisites: Forge Ring, *summon monster V* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Ring of the Mephit (Ooze)

This ring functions as a ring of protection +1, however after being worn for 1d4+1 hours an ooze mephit will appear. The ooze mephit's alignment will be either neutral, neutral evil, or neutral good, whichever is closest to the owner's alignment. The ooze mephit will serve the owner of the ring until dismissed or destroyed. A new ooze mephit will appear to replace the dismissed or destroyed ooze mephit after 1d4+1 days. The ring uses the mephit's summon mephit ability to summon the next. As a result this ability is absorbed by the ring and cannot be used by the mephit. The ring also functions as a *ring of protection*

+2 against creatures from the elemental plane of water for as long as the summoned mephit is present.

Caster level: 10th / Prerequisites: Forge Ring, *summon monster V* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Ring of the Mephit (Salt)

This ring functions as a ring of protection +1, however after being worn for 1d4+1 hours a salt mephit will appear. The salt mephit's alignment will be either neutral, neutral evil, or neutral good, whichever is closest to the owner's alignment. The salt mephit will serve the owner of the ring until dismissed or destroyed. A new salt mephit will appear to replace the dismissed or destroyed salt mephit after 1d4+1 days. The ring uses the mephit's *summon mephit* ability to summon the next. As a result this ability is absorbed by the ring and cannot be used by the mephit. The ring also functions as a *ring of protection* +2 against creatures from the elemental plane of earth for as long as the summoned mephit is present.

Caster level: 10th / Prerequisites: Forge Ring, *summon monster V* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Ring of the Mephit (Steam)

This ring functions as a ring of protection +1, however after being worn for 1d4+1 hours a steam mephit will appear. The steam mephit's alignment will be either neutral, neutral evil, or neutral good, whichever is closest to the owner's alignment. The steam mephit will serve the owner of the ring until dismissed or destroyed. A new steam mephit will appear to replace the dismissed or destroyed steam mephit after 1d4+1 days. The ring uses the mephit's *summon mephit* ability to

summon the next. As a result this ability is absorbed by the ring and cannot be used by the mephit. The ring also functions as a *ring of protection* +2 against creatures from the elemental plane of fire for as long as the summoned mephit is present.

Caster level: 10th / Prerequisites: Forge Ring, *summon monster V* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Ring of the Mephit (Water)

This ring functions as a ring of protection +1, however after being worn for 1d4+1 hours a water mephit will appear. The water mephit's alignment will be either neutral, neutral evil, or neutral good, whichever is closest to the owner's alignment. The water mephit will serve the owner of the ring until dismissed or destroyed. A new water mephit will appear to replace the dismissed or destroyed water mephit after 1d4+1 days. The ring uses the mephit's *summon mephit* ability to summon the next. As a result this ability is absorbed by the ring and cannot be used by the mephit. The ring also functions as a *ring of protection* +2 against creatures from the elemental plane of water for as long as the summoned mephit is present.

Caster level: 10th / Prerequisites: Forge Ring, *summon monster V* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Robber's Bang

The owner of this ring only truly benefits from its ability after their demise. If this ring is removed from its owner's finger by anyone other than its owner a *delayed blast fireball* spell held within the ring becomes triggered. The ring's stone is actually the glowing bead created by the spell, held in status until activated by the ring's removal. The ring's stone

will glow a bright red for 1d4+1 minutes before detonating. The spell will go dormant again if the ring is placed back upon its owner's finger before the fireball detonates.

Caster level: 14th / Prerequisites: Forge Ring, *delayed blast fireball* / Market Value: / Market Value: 2,500gp / Cost to Create: 1,250 + 100xp

Sailor's Ring

This relatively common ring was designed to give sailors who fall overboard at sea a greater chance of survival. The ring increases the number of turns the wearer can hold their breath from twice their constitution score to three times their constitution score (helpful when trying to keep from drowning, or even when trying to avoid breathing in poisonous gas). The ring can also store a spell of *water breathing*. In addition to this the wearer gains a +2 bonus to their climb and balance skill checks.

Caster level: / Prerequisites: Forge Ring, creator must have 20+ constitution, 3 ranks of balance and climb skills / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Secret Message Ring

If the hand that bears this ring is pressed against a single sheet of parchment bearing a written message or image, the message or image will be absorbed by ring, leaving behind a blank sheet. Touching a blank sheet once again will cause the message or image to pour back out of the ring onto the sheet. This ring was originally used during times of war to secretly transport maps and plans through check points and guard posts, however a number of thieves guilds have found a peace time use for them. The ring doesn't work on magic writing, such as spell scrolls.

Attempting to do so creates a magic backlash that deals 1d6 points damage to the wearer. Many of these rings have a built in safety feature in the form of being able to store an *explosive runes* spell. If a ring carrying a message changes owners before the message is expelled, the ring will cast explosive runes upon the message it carries. Reading the message after it has been 'poured' out onto a blank parchment will trigger the explosive runes.

Caster level: 6th / Prerequisites: Forge Ring, *secret page* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Stone-Save Ring

This ring grants its wearer a +5 bonus when making a save against spells or effects that could turn them to stone (such as a basilisk's gaze or gorgon's breath). The ring bears three small white pearls. In the event the wearer fails their save one of the ring's pearls will transform to stone instead leaving the wearer unscathed. Once all three pearls have been turned to stone the ring will cease to function and crumble to dust. A pearl that has been turned to stone may be reverted by casting a *stone to flesh* spell upon it.

Caster level: 12th / Prerequisites: Forge Ring, *stone to flesh* / Market Value: 5,000gp / Cost to Create: 2,500 + 200xp

Traveler's Ring

This ring houses several useful spells designed to assist those who find themselves traveling through the wilderness. The wearer of a traveler's ring can use it to cast one of the following spells once per day: *expeditious retreat*, *feather fall*, *jump*, *mount*, or *spider climb*. In addition to this ability the ring can also be used to cast *Leomund's tiny hut* once

per day (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). Each spell functions as though it were cast at 6th level.

Caster level: 6th / Prerequisites: Forge Ring, *Leomund's tiny hut*, and all spells listed / Market Value: 2,500gp / Cost to Create: 1,250 + 100xp

True Form Ring

This ring grants its wearer a +5 bonus when saving against form altering spells and effects (such as *flesh to stone* and *polymorph* other). In the event the wearer fails their save the ring will automatically revert them back to their true form after 1d4 rounds. Each 'reverting' expends one of the ring's 3 charges. After the ring's charges have been expended it will cease functioning and crumble into dust.

Caster level: 11th / Prerequisites: Forge Ring, *spell turning* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Word Curse Ring

This ring will function as a *ring of protection +1* however after it's been worn for 24 hours the ring's hidden ability will trigger. The ring will pick one word at random spoken by its wearer and treat it as an activation word. Each time the wearer speaks the activation word it will trigger a *confusion* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) held within the ring. This spell affects only the wearer and functions as though cast at 8th level. Once the confusion spell has been triggered the ring becomes cursed and cannot be removed without the assistance of a *remove curse* spell cast at 10th level.

Caster level: 10th / Prerequisites: Forge

Ring, *bestow curse*, *confusion* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Word Store Ring

This will function as a *ring of protection +1* until the first time it's wearer uses a magic item requiring an activation word or phrase. This ring will record the magic word or phrase as it is spoken then play it back at random times. The ring creates an audible illusion that replays the stored verbal activation for the item in a voice identical to that of the wearer. This ability could result in some very nasty misfires. The ring becomes cursed after its audible illusion functions for the first time after which it cannot be removed without the assistance of a *remove curse* spell cast at 10th level or higher.

Caster level: 10th / Prerequisites: Forge Ring, *bestow curse*, *magic mouth* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Zombie Ring

If the wearer of this ring manages to slay a creature with a critical hit during melee combat there is a 50% chance that the creature will rise up as a zombie in the service of the ring bearer. The creature must be medium size or smaller for this effect to work. It will take 1d4x5 minutes after the creature has been killed for it to rise as a zombie. The ring allows the wearer to create and command up to three zombies. It will cease creating any additional zombies until at least one of the three currently animated has been destroyed.

Caster level: 10th / Prerequisites: Forge Ring, *animate dead* / Market Value: 36,000gp / Cost to Create: 18,000gp + 1,440xp

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Buck-A-Batch

Magic Weapons I

50 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
creationsedge.com

Buck-A-Batch

Magic Weapons I

50 New Magic Items
for use with D20
Fantasy Rules

Introduction

Welcome to Magic Weapons I, part of our Buck-A-Batch line of products.

The Buck-A-Batch product line is part of System 20, a do-it-yourself supplement system found on our website at www.creationsege.com.

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% Roll	Name of Weapon
00-01	Arrow, Dragon Scale (Black)
02-03	Arrow, Dragon Scale (Blue)
04-05	Arrow, Dragon Scale (Brass)
06-07	Arrow, Dragon Scale (Bronze)
08-09	Arrow, Dragon Scale (Copper)
10-11	Arrow, Dragon Scale (Gold)
12-13	Arrow, Dragon Scale (Green)
14-15	Arrow, Dragon Scale (Red)
16-17	Arrow, Dragon Scale (Silver)
18-19	Arrow, Dragon Scale (White)
20-21	Arrow, Grounding
22-23	Arrow, Lock
24-25	Arrow, Needle
26-27	Arrow, Sonic Burst
28-29	Arrows of Contagion
30-31	Blade of Balance
32-33	Blade, Backlash
34-35	Blade, Blurred
36-37	Blade, Sparing
38-39	Blade, Troll-Killer
40-41	Blade, Zombie
42-43	Bow, Acid-Strike
44-45	Bow, Cold-Strike
46-47	Bow, Fire-Strike
48-49	Bow, Sonic-Strike
50-51	Bow, Static-Strike
52-53	Dagger of Armor Piercing
54-55	Dagger, No Damage
56-57	Dart, Calming
58-59	Dart, Healing
60-61	Gauntlet, Acid-Strike
62-63	Gauntlet, Cold-Strike
64-65	Gauntlet, Freezing
66-67	Gauntlet, Sigil
68-69	Gauntlet, Static-Strike
70-71	Hammer, Dwarf Friend
72-73	Morningstar, Starburst
74-75	Net of Emotion Control
76-77	Net of Shocking
78-79	Net of Slowing
80-81	Net of Webbing
82-83	Scythe, Blast-Wave
84-85	Scythe, Ice-Wave
86-87	Staff, Spell Focus
88-89	Staff, Thorn-wall
90-91	Sword, Quick-Freeze
92-93	Sword, Quick-Melt
94-95	Sword, Quick-Rust
96-97	Sword, Spell-Catch
98-99	Whip, Whip-Wall

Arrow, Dragon Scale (Black)

The head of this arrow is crafted from a scale of a black dragon. As a result when used against a black dragon, the dragon loses its natural armor bonus when calculating the results of a to 'hit roll'. It also deals an additional +3 points of damage when used against a black dragon. The owner of this arrow also gains a +3 bonus to their save against the dragon's breath weapon for as long as the arrow is notched and ready to fire. When used against a non-dragon target this arrow functions as a normal arrow.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *grease*, *greater magic weapon* / Market Value: 1,200gp / Cost to Create: black dragon scale, 600gp + 48xp

Arrow, Dragon Scale (Blue)

The head of this arrow is crafted from a scale of a blue dragon. As a result when used against a blue dragon, the dragon loses its natural armor bonus when calculating the results of a to 'hit roll'. It also deals an additional +3 points of damage when used against a blue dragon. The owner of this arrow also gains a +3 bonus to their save against the dragon's breath weapon for as long as the arrow is notched and ready to fire. When used against a non-dragon target this arrow functions as a normal arrow.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *grease*, *greater magic weapon* / Market Value: 1,200gp / Cost to Create: blue dragon scale, 600gp + 48xp

Arrow, Dragon Scale (Brass)

The head of this arrow is crafted from a scale of a brass dragon. As a result when used

against a brass dragon, the dragon loses its natural armor bonus when calculating the results of a to 'hit roll'. It also deals an additional +3 points of damage when used against a brass dragon. The owner of this arrow also gains a +3 bonus to their save against the dragon's breath weapon for as long as the arrow is notched and ready to fire. When used against a non-dragon target this arrow functions as a normal arrow.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *grease*, *greater magic weapon* / Market Value: 1,200gp / Cost to Create: brass dragon scale, 600gp + 48xp

Arrow, Dragon Scale (Bronze)

The head of this arrow is crafted from a scale of a bronze dragon. As a result when used against a bronze dragon, the dragon loses its natural armor bonus when calculating the results of a to 'hit roll'. It also deals an additional +3 points of damage when used against a bronze dragon. The owner of this arrow also gains a +3 bonus to their save against the dragon's breath weapon for as long as the arrow is notched and ready to fire. When used against a non-dragon target this arrow functions as a normal arrow.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *grease*, *greater magic weapon* / Market Value: 1,200gp / Cost to Create: bronze dragon scale, 600gp + 48xp

Arrow, Dragon Scale (Copper)

The head of this arrow is crafted from a scale of a copper dragon. As a result when used against a copper dragon, the dragon loses its natural armor bonus when calculating the results of a to 'hit roll'. It also deals an additional +3 points of damage when used against a copper dragon. The owner of this

arrow also gains a +3 bonus to their save against the dragon's breath weapon for as long as the arrow is notched and ready to fire. When used against a non-dragon target this arrow functions as a normal arrow.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *grease*, *greater magic weapon* / Market Value: 1,200gp / Cost to Create: copper dragon scale, 600gp + 48xp

Arrow, Dragon Scale (Gold)

The head of this arrow is crafted from a scale of a gold dragon. As a result when used against a gold dragon, the dragon loses its natural armor bonus when calculating the results of a to 'hit roll'. It also deals an additional +3 points of damage when used against a gold dragon. The owner of this arrow also gains a +3 bonus to their save against the dragon's breath weapon for as long as the arrow is notched and ready to fire. When used against a non-dragon target this arrow functions as a normal arrow.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *grease*, *greater magic weapon* / Market Value: 1,200gp / Cost to Create: gold dragon scale, 600gp + 48xp

Arrow, Dragon Scale (Green)

The head of this arrow is crafted from a scale of a green dragon. As a result when used against a green dragon, the dragon loses its natural armor bonus when calculating the results of a to 'hit roll'. It also deals an additional +3 points of damage when used against a green dragon. The owner of this arrow also gains a +3 bonus to their save against the dragon's breath weapon for as long as the arrow is notched and ready to fire. When used against a non-dragon target this arrow functions as a normal arrow.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *grease*, *greater magic weapon* / Market Value: 1,200gp / Cost to Create: green dragon scale, 600gp + 48xp

Arrow, Dragon Scale (Red)

The head of this arrow is crafted from a scale of a red dragon. As a result when used against a red dragon, the dragon loses its natural armor bonus when calculating the results of a to 'hit roll'. It also deals an additional +3 points of damage when used against a red dragon. The owner of this arrow also gains a +3 bonus to their save against the dragon's breath weapon for as long as the arrow is notched and ready to fire. When used against a non-dragon target this arrow functions as a normal arrow.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *grease*, *greater magic weapon* / Market Value: 1,200gp / Cost to Create: red dragon scale, 600gp + 48xp

Arrow, Dragon Scale (Silver)

The head of this arrow is crafted from a scale of a silver dragon. As a result when used against a silver dragon, the dragon loses its natural armor bonus when calculating the results of a to 'hit roll'. It also deals an additional +3 points of damage when used against a silver dragon. The owner of this arrow also gains a +3 bonus to their save against the dragon's breath weapon for as long as the arrow is notched and ready to fire. When used against a non-dragon target this arrow functions as a normal arrow.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *grease*, *greater magic weapon* / Market Value: 1,200gp / Cost to Create: silver dragon scale, 600gp + 48xp

Arrow, Dragon Scale (White)

The head of this arrow is crafted from a scale of a white dragon. As a result when used against a white dragon, the dragon loses its natural armor bonus when calculating the results of a to 'hit roll'. It also deals an additional +3 points of damage when used against a white dragon. The owner of this arrow also gains a +3 bonus to their save against the dragon's breath weapon for as long as the arrow is notched and ready to fire. When used against a non-dragon target this arrow functions as a normal arrow.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *grease*, *greater magic weapon* / Market Value: 1,200gp / Cost to Create: white dragon scale, 600gp + 48xp

Arrow, Grounding

This arrow reduces a struck target's flight maneuverability by one rating level. Thus a creature with a Perfect rating drops to Good, a creature with a Good rating drops to Average. A Clumsy rating is reduced to 'no flight ability' and the creature remains flightless until the arrow or arrows can be removed. These arrows function as normal arrows in all other aspects.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *slow* / Market Value: 150gp / Cost to Create: 75gp + 6xp

Arrow, Lock

A target hit by this arrow immediately falls under the effect of an *arcane lock* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though it were cast at fifth level. A Lock Arrow is just the thing to stop a fleeing creature from bolt-

ing out the back door. These arrows function as normal arrows in all other aspects.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *arcane lock* / Market Value: 60gp / Cost to Create: 30gp + 2xp

Arrow, Needle

A Needle Arrow is fletched with dozens of thin razor-sharp spikes instead of standard feathers. Three seconds after a Needle Arrow impacts with a target these tiny spikes shoot off from the tail of the arrow. All creatures within a ten-foot quarter circle of the tail of the arrow when this occurs take 1d4-2 points damage from the needles. These arrows function as normal arrows in all other aspects.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *magic missile* / Market Value: 60gp / Cost to Create: 30gp + 2xp

Arrow, Sonic Burst

Upon impact this arrow emits a high-pitched sonic burst. This sonic burst deals 1d4-1 points of sonic damage to all creatures within a twenty-foot radius of the arrow. In addition to this there is a 20% that any creature that takes damage from the sonic burst will be dazed and unable to act the next round. These arrows function as normal arrows in all other aspects.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *daze* / Market Value: 60gp / Cost to Create: 30gp + 2xp

Arrows of Contagion

In addition to dealing its normal damage, an

arrow of contagion has a chance of infecting its target with a random disease. Upon impact there is a 50% chance of the arrow casting a *contagion* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) upon its target. These arrows function as normal arrows in all other aspects.

Caster level: 7th / Prerequisites: Craft Magic Arms and Armor, *contagion* / Market Value: 280gp / Cost to Create: 140gp + 11xp

Blade of Balance

When drawn this blade grants its wielder a greater sense of balance. The player gains the Balance skill (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) at its fifth rank. If the player already possesses the skill, the blade will raise it up to the fifth rank as well. The blade also gives its wielder a +1 bonus to their die rolls when attempting to resist being knocked down, tripped, or otherwise thrown off balance. The blade functions as a normal longsword in all other aspects.

Caster level: 7th / Prerequisites: Craft Magic Arms and Armor, 5 ranks of the Balance skill / Market Value: 2,400gp / Cost to Create: 1,200gp + 96xp

Blade, Backlash

This blade functions as a standard longsword +1 with the shocking burst ability (as described in the *Dungeons & Dragons® Dungeon Master's Guide, Third Edition*) bearing a slight defect. This defect, upon scoring a critical hit, causes the electricity to backlash against its wielder. As a result the total electricity damage from the critical hit is divided in half. The target takes half and the wielder takes half.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *lightning bolt* / Market Value: 16,000gp / Cost to Create: 8,000gp + 640xp

Blade, Blurred

This blade functions as a longsword +1 save for the fact that it wavers as though under the effect of a permanent *blur* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This makes the blade more difficult to dodge. As a result, a creature being attacked by a Blurred Blade loses one half of their dexterity bonus to their AC (rounded down) when calculating the success of the wielder's to hit roll.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *blur* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Blade, Sparring

Sparring blades usually come in sets of two, each wrapped in a magical tapestry, which bare the outline of human-sized figures. Sparring blades were designed to be used by fighters who wished to improve their skills without the risk of dealing with inexperienced training partners. The two tapestries are hung near the training area. As the two combatants spar, the outlines in the tapestries slowly turn red, indicating the amount of damage each combatant would be receiving if they were actually fighting with longswords. Sparring blades are too dull to inflict anything more than 1d4-2 points bludgeoning damage to their target, however standard longsword damage is also rolled and recorded. The outline on the tapestry will fill in with red based on how much longsword damage the wielder receives and the percentage of hit points they have remaining. Once the outline on the tap-

estry turns completely red, the combatant it represents is considered dead. The red on the tapestries will disappear after a few hours.

Caster level: 7th / Prerequisites: Craft Magic Arms and Armor / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Blade, Troll-Killer

A Troll-Killer Blade functions as a standard longsword until used against a troll. When the wielder gains a successful hit against a creature of this type, the sword deals an additional 1d4 points of either acid or fire damage. The sword will then alternate the type of additional damage each time it hits after that, dealing fire damage the first time, acid the next, then fire, and so on, until the troll is dead.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *burning hands*, *Melf's acid arrow* / Market Value: 16,000gp / Cost to Create: 8,000gp + 640xp

Blade, Zombie

A Zombie Blade is a cursed weapon whose true abilities usually remain unknown until its too late. A Zombie Blade functions as a longsword +2 in combat, however once a creature is slain by the weapon, the zombie blade casts a delayed *animate dead* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) upon the corpse. Once 24 hours have passed the corpse of the creature will rise up, becoming a zombie. Furthermore the blade allows the zombie to home in on it, so that the creature can actually track its owner over large distances. The zombie will eventually find its creator and pay them back for their current

state, focusing its attacks on the owner of the Zombie Blade. Fortunately creating the zombies drain charges from the sword. A Zombie Blade has 2d8 charges when it is found and will become a standard longsword once all of its charges are drained.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *animate dead* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Bow, Acid-Strike

An Acid-Strike Bow functions as a standard longbow, however if its owner has it drawn when they suffer acid based damage, the bow will absorb half the damage rounded up. Once the bow has absorbed 20 points of acid damage it will not absorb any more damage until its second ability is used. Once the bow has stored 20 points of acid damage, its wielder can will it to fire off a *magic missile* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell will function as though cast at 5th level, each missile dealing an additional 1d4+1 points of acid damage to its target. The bow will then revert back to its damage absorption ability until another 20 points have been absorbed.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *protection from elements, magic missile* / Market Value: 8,500gp / Cost to Create: 4,250gp + 340xp

Bow, Cold-Strike

A Cold-Strike Bow functions as a standard longbow, however if its owner has it drawn when they suffer cold based damage, the bow will absorb half the damage rounded up. Once the bow has absorbed 20 points of cold damage it will not absorb any more damage

until its second ability is used. Once the bow has stored 20 points of cold damage, its wielder can will it to fire off a *magic missile* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell will function as though cast at 5th level, each missile dealing an additional 1d4+1 points of cold damage to its target. The bow will then revert back to its damage absorption ability until another 20 points have been absorbed.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *protection from elements, magic missile* / Market Value: 8,500gp / Cost to Create: 4,250gp + 340xp

Bow, Fire-Strike

A Fire-Strike Bow functions as a standard longbow, however if its owner has it drawn when they suffer fire based damage, the bow will absorb half the damage rounded up. Once the bow has absorbed 20 points of fire damage it will not absorb any more damage until its second ability is used. Once the bow has stored 20 points of fire damage, its wielder can will it to fire off a *magic missile* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell will function as though cast at 5th level, each missile dealing an additional 1d4+1 points of fire damage to its target. The bow will then revert back to its damage absorption ability until another 20 points have been absorbed.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *protection from elements, magic missile* / Market Value: 8,500gp / Cost to Create: 4,250gp + 340xp

Bow, Sonic-Strike

This bow functions as a standard longbow,

however if its owner has it drawn when they suffer sonic based damage, the bow will absorb half the damage rounded up. Once the bow has absorbed 20 points of sonic damage it will not absorb any more damage until its second ability is used. Once the bow has stored 20 points of sonic damage, its wielder can will it to fire off a *magic missile* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell will function as though cast at 5th level, each missile dealing an additional 1d4+1 points of sonic damage to its target. The bow will then revert back to its damage absorption ability until another 20 points have been absorbed.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *protection from elements, magic missile* / Market Value: 8,500gp / Cost to Create: 4,250gp + 340xp

Bow, Static-Strike

A Static-Strike Bow functions as a standard longbow, however if its owner has it drawn when they suffer electricity based damage, the bow will absorb half the damage rounded up. Once the bow has absorbed 20 points of electricity damage it will not absorb any more damage until its second ability is used. Once the bow has stored 20 points of electricity damage, its wielder can will it to fire off a *magic missile* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell will function as though cast at 5th level, each missile dealing an additional 1d4+1 points of electricity damage to its target. The bow will then revert back to its damage absorption ability until another 20 points have been absorbed.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *protection from elements, magic missile* / Market Value: 8,500gp / Cost to Create: 4,250gp + 340xp

Dagger of Armor Piercing

The blade of this dagger is enchanted with a series of spells that makes it super sharp. Any bonuses the target of a Dagger of Armor Piercing gains from wearing armor is ignored when calculating the result of the dagger's "to hit" roll. The dagger functions as a normal dagger in all other aspects.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *grease, greater magic weapon* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Dagger, No Damage

The owner of a No Damage Dagger can will it to deal no damage when it scores a successful hit; a handy thing to have when attempting to stage a realistic street fight. It could also be used to show off your impressive invulnerability to pain in a crowded tavern (that is until someone else decides to test you with their own weapon).

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Dart, Calming

Upon striking its target this dart casts a *calm emotions* spell upon the creature (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast by a 5th level cleric. The dart disintegrates once its ability is used.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *calm emotions* / Market Value: 500gp / Cost to Create: 250gp + 20xp

Dart, Healing

Need a quick heal? As crazy as it might sound there will be times when suffering 1d4 points damage in exchange for being healed for 2d8+3 points of damage will be a welcomed trade. A way of providing aid quickly to allies in battle, a healing dart immediately casts a *cure moderate wounds* spell upon its target (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though cast by a 5th level cleric. The spell functions at the same time as the damage so that there is no danger of killing the target with dart damage before the healing takes place. The dart disintegrates once its ability is used.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *cure moderate wounds* / Market Value: 200gp / Cost to Create: 100gp + 5xp

Gauntlet, Acid-Strike

An Acid-Strike Gauntlet functions as a standard gauntlet, however if its owner is wearing it when they suffer acid based damage, the gauntlet will absorb half the damage rounded up. Once the gauntlet has absorbed 20 points of acid damage it will not absorb any more damage until its second ability is used. Once the gauntlet has stored 20 points of acid damage, its wielder can will it to fire off a *magic missile* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell will function as though cast at 5th level, each missile dealing an additional 1d4+1 points of acid damage to its target. The gauntlet will then revert back to its damage absorption ability until another 20 points have been absorbed.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *protection from elements*,

magic missile / Market Value: 8,500gp / Cost to Create: 4,250gp + 340xp

Gauntlet, Cold-Strike

A Cold-Strike Gauntlet functions as a standard gauntlet, however if its owner is wearing it when they suffer cold based damage, the gauntlet will absorb half the damage rounded up. Once the gauntlet has absorbed 20 points of cold damage it will not absorb any more damage until its second ability is used. Once the gauntlet has stored 20 points of cold damage, its wielder can will it to fire off a *magic missile* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell will function as though cast at 5th level, each missile dealing an additional 1d4+1 points of cold damage to its target. The gauntlet will then revert back to its damage absorption ability until another 20 points have been absorbed.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *protection from elements*, *magic missile* / Market Value: 8,500gp / Cost to Create: 4,250gp + 340xp

Gauntlet, Freezing

A Freezing Gauntlet bestows several spell like abilities upon its wearer. Each day the gauntlet has 10 charges which can be spent to cast the following spells. The wearer can cast *chill metal* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though cast by a 5th level druid, at the cost of 2 charges. The wearer can cast *cone of cold* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though cast by a 10th level wizard, at the cost of 5 charges. The wearer can also cast *fire shield* (as described in the *Dungeons & Dragons® Player's Handbook*,

Third Edition) as though cast by a 12th level wizard, at a cost of 6 charges. The type of shield that results is always of the chill shield type. Freezing Gauntlets are extremely susceptible to fire based attacks. The wearer of the gauntlet suffers an additional 1d4 points damage each time they are hit by a fire based attack. In addition to this there is a cumulative 10% that each time this occurs the gauntlet's enchantment will cancel out causing the gauntlet to crumble to dust.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *chill metal*, *cone of cold*, *fire shield* / Market Value: 35,000gp / Cost to Create: 17,500gp + 1,400xp

Gauntlet, Sigil

By closing their hand and concentrating for one round, the wearer of a Sigil Gauntlet can cause a symbol to form upon the palm of this gauntlet. In combat, this symbol can then be displayed to a creature or group of creatures and its mystic energies released. The effect is the same as that of a *symbol* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though it were cast by an 15th level cleric. The symbol disappears after its energy has been released. The gauntlet can only form each type of symbol once and will crumble to dust after the last symbol is used.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *symbol* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Gauntlet, Static-Strike

This gauntlet functions as a standard gauntlet, however if its owner has it on when they suffer electricity based damage, the gauntlet will absorb half the damage rounded up.

Once the gauntlet has absorbed 20 points of electricity damage it will not absorb any more damage until its second ability is used. Once the gauntlet has stored 20 points of electricity damage, its wielder can will it to fire off a *magic missile* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell will function as though cast at 5th level, each missile dealing an additional 1d4+1 points of electricity damage to its target. The gauntlet will then revert back to its damage absorption ability until another 20 points have been absorbed.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *protection from elements*, *magic missile* / Market Value: 8,500gp / Cost to Create: 4,250gp + 340xp

Hammer, Dwarf Friend

In the hands of a non-dwarf, a Dwarf Friend Hammer functions as a standard warhammer. In the hands of a dwarf, the hammer gains +2 to hit and +2 to its damage. In addition to this, for as long as the hammer is within 5 feet of its dwarven owner, the dwarf's charisma score is raised by one point. The dwarf also gains an additional +1 bonus to all existing racial bonuses.

Caster level: 7th / Prerequisites: Craft Magic Arms and Armor, must be a dwarf / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Morningstar, Starburst

A close cousin of the Exploding Hammer, the Starburst Morningstar also acts as a morningstar +1, until scoring its first critical hit. The small spikes on the morning star will fire off in all directions after a critical hit is made. These spikes not only fire into the struck target, dealing an additional 10 points damage, but

also fire out away from the target in a 20 foot half circle. All creatures within this area run the risk of being struck by 1d4-1 spikes. Each spike is a +3 ranged attack and deals 1d4-1 points damage.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor / Market Value: 2,300gp / Cost to Create: 1,150gp + 92xp

Net of Emotion Control

This net functions as a standard net however once a creature becomes entangled in it the net's owner can activate its special ability. The net can be willed to cast a localized *emotion* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) upon the creatures it contains. This spell functions as though cast by an 8th level wizard. A Net of Emotion Control will only function twice per day.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *emotion* / Market Value: 2,300gp / Cost to Create: 1,150gp + 92xp

Net of Shocking

This net functions as a standard net however once a creature becomes entangled in it the net's owner can activate its special ability. The net can deal damage similar to a *shocking grasp* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though cast by a 5th level wizard. A Net of Shocking will only function twice per day.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *lightning bolt* / Market Value: 2,300gp / Cost to Create: 1,150gp + 92xp

Net of Slowing

This net functions as a standard net however once a creature becomes entangled in it the net's owner can activate its special ability. The net can be willed to cast a *slow* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) upon creatures it contains. This spell functions as though cast by a 5th level wizard. A Net of Slowing will only function twice per day.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *slow* / Market Value: 2,300gp / Cost to Create: 1,150gp + 92xp

Net of Webbing

This net functions as a standard net however once a creature becomes entangled in it the net's owner can activate its special ability. Once activated the net transforms into a sticky mass of webbing, trapping any entangled creatures as though they were held by a *web* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though it were cast by a 5th level wizard. This spell only affects those originally held by the net. A Net of Webbing will revert back to its original form once the spell's duration runs out. A Net of Webbing will only function twice per day.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *web* / Market Value: 2,300gp / Cost to Create: 1,150gp + 92xp

Scorpion Spear

This shortspear features a long length of chain, which dangles freely from its tail end. The chain is fixed to a small metal ball with a sharp spike jutting out from it. The spear functions as a normal spear until a critical hit

is made, at which point the chain will animate and send the spike ball arcing up over the user's head and into the head or back of the opponent. This extra attack hits automatically and does an additional 2d4 points of damage.

Caster Level: 8th Prerequisite: Craft Magic Arms and Armor, *Animate Objects*; Market Value: 2305gp Cost to Create: 1153gp + 92xp.

Scythe, Blast-Wave

This scythe functions as a scythe +1 with an additional form of attack. Once per day a Blast-Wave Scythe can be used to send a devastating arc of energy emanating out from its wielder. The wielder simply swings the scythe before them in order to release its area attack. This attack affects a 60' quarter circle striking all within the area with a powerful energy attack. All within this area suffer 5d6 points of damage. A successful Reflex save results in half damage.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor / Market Value: 18,000gp / Cost to Create: 9,000gp + 720xp

Scythe, Ice-Wave

This scythe functions as a scythe +1 with an additional form of attack. Once per day an Ice-Wave Scythe can be used to send a devastating arc of frost emanating out from its wielder. The wielder simply swings the scythe before them in order to release its area attack. This attack affects a 60' quarter circle striking all within the area with a powerful cold attack. All within this area suffer 5d6 points of cold damage. A successful Reflex save results in half damage.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *ice storm* / Market

Value: 18,000gp / Cost to Create: 9,000gp + 720xp

Staff, Spell Focus

A Spell Focus Staff functions as a quarterstaff +1. In addition to this it amplifies all spells cast by its wielder. As a result all spells cast by the owner of a Spell Focus Staff function as though cast by a spell caster one level higher than their actual level.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor / Market Value: 4,600gp / Cost to Create: 2,300gp + 184xp

Staff, Thorn-wall

A Thorn-Wall Staff functions as a quarterstaff +1 with the ability to create a *wall of thorns* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though it were cast by a 6th level druid. To use this ability the owner must be in an area where the staff can be staked into the ground (ideally on dirt, or mud). Five seconds after the staff is "planted" it will erupt into a tangle of thorny vines. The wall, along with the staff, disintegrates after the duration of the spell is reached.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor / Market Value: 2,500gp / Cost to Create: 1,250gp + 100xp

Sword, Quick-Freeze

The quest to create a less expensive magic sword lead one crafter to take a few shortcuts. While the creation that resulted was powerful, it wasn't particularly durable. This sword functions as a longsword +2 until exposed to a cold based attack. The moment

this sword comes into contact with a cold based attack of any type it will immediately freeze and shatter into a million pieces.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Sword, Quick-Melt

The quest to create a less expensive magic sword lead one crafter to take a few shortcuts. While the creation that resulted was powerful, it wasn't particularly durable. This sword functions as a longsword +2 until exposed to fire. The moment this sword comes into contact with a flame of any type it will immediately melt into a useless clump of slag.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Sword, Quick-Rust

The quest to create a less expensive magic sword lead one crafter to take a few shortcuts. While the creation that resulted was powerful, it wasn't particularly durable. This sword functions as a longsword +2 until exposed to water. The moment this sword comes into contact with a liquid of any type it will immediately rust and crumble away into dust.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Sword, Spell-Catch

Each time a spell is cast at the wielder of this

weapon there is a 100% chance, -10% per level of the spell caster, that the sword will "catch" the spell. A caught spell can then be flicked back at its caster, its mystic energies dealing its spell level plus the level of its caster in damage (for example; A caught 1st level spell cast by a 3rd level caster will deal a total of 4 points damage). This "flicking" occurs as a free action and must be done before the end of the following round or else the energies disperse. The mystic energy automatically targets the caster. It cannot be redirected at another target.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *spell turning* / Market Value: 20,000gp / Cost to Create: 10,000gp + 800xp

Whip, Whip-Wall

A Whip-Wall Whip functions as a whip +2 with an additional one-use ability. The whip can be placed upon the ground and willed to form a wall comprised of hundreds of whips. The whip will erupt into a swarming, animated mass of whips functioning similar to a *wall of thorns* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though it were cast a by 6th level druid. Unlike the wall of thorns, creatures coming within three feet of the whip-wall will get struck by 1d4 whips suffering standard whip damage. All damage dealt to creatures forced to move through the whip-wall is treated as subdual damage. Subdued creatures are entangled for the duration of the whip-wall's existence.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *wall of thorns* / Market Value: 8,500gp / Cost to Create: 4,250gp + 340xp

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Buck-A-Batch

Magic Weapons II

50 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
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Buck-A-Batch

Magic Weapons II

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Introduction

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% Roll	Name of Weapon
00-01	Arrow of Armor Piercing
02-03	Arrow of Cancellation
04-05	Arrow of Feather Fall
06-07	Arrow of Random Effect
08-09	Arrow of Spying
10-11	Blade of Random Effect
12-13	Blade, Blind-Fight
14-15	Blade, Greater Elemental (Air)
16-17	Blade, Greater Elemental (Earth)
18-19	Blade, Greater Elemental (Fire)
20-21	Blade, Greater Elemental (Water)
22-23	Blade, Lesser Elemental (Air)
24-25	Blade, Lesser Elemental (Earth)
26-27	Blade, Lesser Elemental (Fire)
28-29	Blade, Lesser Elemental (Water)
30-31	Blade, Puzzling
32-33	Blade, Riddling
34-35	Blade, Wailing
36-37	Bow, Charge Drain
38-39	Bow, Elf Friend
40-41	Bow, Lighting
42-43	Bow, Staff-Shape
44-45	Bow, True Aim
46-47	Dagger of Water Breathing
48-49	Dart, Flare
50-51	Dart, Lodestone
52-53	Dart, Spell Attraction
54-55	Dart, Stink
56-57	Net of Truth
58-59	Gauntlet, Burning
60-61	Gauntlet, Fire-Strike
62-63	Gauntlet, Ghoul-Touch
64-65	Gauntlet, Sonic-Strike
66-67	Gauntlet, Warp-Touch
68-69	Hammer, Exploding
70-71	Net of Calming
72-73	Net of Flame
74-75	Net of Sleeping
76-77	Scorpion Spear
78-79	Scythe, Flame-Wave
80-81	Scythe, Shock-Wave
82-83	Scythe, Sound-Wave
84-85	Shuriken, Golem (Clay)
86-87	Shuriken, Golem (Flesh)
88-89	Shuriken, Golem (Iron)
90-91	Shuriken, Golem (Stone)
92-93	Stars, Lighting
94-95	Sword of Energy Adaptation
96-97	Sword, Scroll-Shape
98-99	Whip, Snake

Arrow of Armor Piercing

The tips of these arrows are enchanted with a series of spells that make them super sharp and give them extraordinary penetrating ability. Any bonuses the target of an Arrow of Armor Piercing gains from wearing armor is ignored when calculating the result of the arrow's "to hit" roll. These arrows function as normal arrows in all other aspects.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *grease*, *greater magic weapon* / Market Value: 200gp / Cost to Create: 100gp + 5xp

Arrow of Cancellation

Each time a magic item is successfully hit by an Arrow of Cancellation there is a chance that the item will be drained of all its magical properties. Arrows of cancellation function much in the same way as a Rod of Cancellation (as described in the *Dungeons & Dragons® Dungeon Master's Guide, Third Edition*) except that the item gets a +5 bonus to its saving throw. However, each time the same item is struck by additional Arrows of Cancellation this bonus drops by 2 points. These arrows function as normal arrows in all other aspects save the fact that they disintegrate shortly after striking their target.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *dispel magic* / Market Value: 1,200 / Cost to Create: 600gp + 48xp

Arrow of Feather Fall

A target hit by this arrow immediately falls under the effect of a *feather fall* spell (as

described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though it were cast at fifth level. Although a bit unorthodox in its delivery, this effect could be a lifesaver. Fellow adventurers shouldn't mind taking a few points damage from friendly fire if it saves them from plummeting to their deaths. These arrows function as normal arrows in all other aspects.

Caster level: 3rd / Prerequisites: Craft Magic Arms and Armor, *feather fall* / Market Value: 60gp / Cost to Create: 30gp + 2xp

Arrow of Random Effect

This arrow is charged with chaotic energies. As a result the arrow takes on one of several random properties once fired. When this arrow is let loose the DM rolls percentiles then consults the Major column under Ranged Weapon Special Abilities on page 185 of the *Dungeons & Dragons® Dungeon Master's Guide, Third Edition*. The result is the ability that the arrow has gained. This ability vanishes moments after the arrow's target has been struck. These arrows function as normal arrows in all other aspects.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *wish* / Market Value: 420gp / Cost to Create: 210gp + 16xp

Arrow of Spying

Arrows of Spying are usually found bundled together with a small lens. Upon impact an Arrow of Spying casts an *arcane eye* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell lasts for only one minute and the eye is restricted to traveling no further than ten feet away from the arrow's point of impact. Visual information is passed from the eye to the lens and can be viewed simply by look-

ing through it. The owner of the lens can control the flight of the eye for as long as it lasts. These arrows function as normal arrows in all other aspects.

Caster level: 7th / Prerequisites: Craft Magic Arms and Armor, *arcane eye* / Market Value: 280gp / Cost to Create: 140gp + 11xp

Blade of Random Effect

This blade appears to be a +1 longsword that is until a critical hit is scored upon a target.

At this point the DM rolls percentiles then consults the Major column under Melee Weapon Special Abilities on page 185 of the *Dungeons & Dragons® Dungeon Master's Guide, Third Edition*. The result is the ability that the blade has gained. The blade will retain this ability for 1d4+2 rounds after the critical hit is scored, after which it will revert back to a standard +1 longsword.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *wish* / Market Value: 25,000gp / Cost to Create: 12,500gp + 1000xp

Blade, Blind-Fight

Drawing this blade surround its wielder in a sensory web. As a result the player gains the Blind-Fight feat (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This ability remains for as long as the blade is drawn and in hand. The blade functions as a normal longsword in all other aspects.

Caster level: 7th / Prerequisites: Craft Magic Arms and Armor, Blind-Fight feat / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Blade, Greater Elemental (Air)

This weapon seems to be nothing more than the hilt of a sword. The weapon's true power becomes apparent when in the presence of a creature from the elemental plane of air. If such a creature is near the hilt will draw upon the force of the elemental, stealing some of its composition in order to create a blade comprised of a quantity of semi-solid, shimmering air. This process takes one round during which time the wielder must remain within at least 20 feet of the creature. The formation of the blade also deals 1d8 points of damage to the creature as it draws upon their substance to be created. This weapon then functions as though it were a +1 longsword with the bane ability (as described in the *Dungeons & Dragons® Dungeon Master's Guide, Third Edition*) against air elementals. The blade exists for as long as the air elemental it was formed from is present. If the elemental is defeated or moves more than 100 feet away from the wielder the blade will disperse.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster IX* / Market Value: 19,620gp / Cost to Create: 9,810gp + 785xp

Blade, Greater Elemental (Earth)

This weapon seems to be nothing more than the hilt of a sword. The weapon's true power becomes apparent when in the presence of a creature from the elemental plane of earth. If such a creature is near the hilt will draw upon the force of the elemental, stealing some of its composition in order to create a blade comprised of a quantity of solid dirt and stone. This process takes one round during which time the wielder must remain

within at least 20 feet of the creature. The formation of the blade also deals 1d8 points of damage to the creature as it draws upon their substance to be created. This weapon then functions as though it were a +1 longsword with the bane ability (as described in the *Dungeons & Dragons® Dungeon Master's Guide, Third Edition*) against earth elementals. The blade exists for as long as the earth elemental it was formed from is present. If the elemental is defeated or moves more than 100 feet away from the wielder the blade will disperse, leaving only its hilt behind.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster IX* / Market Value: 19,620gp / Cost to Create: 9,810gp + 785xp

Blade, Greater Elemental (Fire)

This weapon seems to be nothing more than the hilt of a sword. The weapon's true power becomes apparent when in the presence of a creature from the elemental plane of fire. If such a creature is near the hilt will draw upon the force of the elemental, stealing some of its composition in order to create a blade comprised of a quantity of semi-solid swirling flames. This process takes one round during which time the wielder must remain within at least 20 feet of the creature. The formation of the blade also deals 1d8 points of damage to the creature as it draws upon their substance to be created. This weapon then functions as though it were a +1 longsword with the bane ability (as described in the *Dungeons & Dragons® Dungeon Master's Guide, Third Edition*) against fire elementals. The blade exists for as long as the fire elemental it was formed from is present. If the elemental is defeated or moves more than 100 feet away from the wielder the blade will disperse.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster IX* / Market Value: 19,620gp / Cost to Create: 9,810gp + 785xp

Blade, Greater Elemental (Water)

This weapon seems to be nothing more than the hilt of a sword. The weapon's true power becomes apparent when in the presence of a creature from the elemental plane of water. If such a creature is near the hilt will draw upon the force of the elemental, stealing some of its composition in order to create a blade comprised of a quantity of semi-solid, shimmering water. This process takes one round during which time the wielder must remain within at least 20 feet of the creature. The formation of the blade also deals 1d8 points of damage to the creature as it draws upon their substance to be created. This weapon then functions as though it were a +1 longsword with the bane ability (as described in the *Dungeons & Dragons® Dungeon Master's Guide, Third Edition*) against water elementals. The blade exists for as long as the water elemental it was formed from is present. If the elemental is defeated or moves more than 100 feet away from the wielder the blade will disperse.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster IX* / Market Value: 19,620gp / Cost to Create: 9,810gp + 785xp

Blade, Lesser Elemental (Air)

This weapon seems to be nothing more than the hilt of a dagger. The weapon's true power becomes apparent when in the presence of a creature from the elemental plane of air. When such a creature is near the hilt

will draw upon the force of the elemental, stealing some of its composition in order to create a blade comprised of a quantity of semi-solid, shimmering air. This process takes one round during which time the wielder must remain within at least 20 feet of the creature. The formation of the blade also deals 1d4 points of damage to the creature as it draws upon their substance to be created. This weapon then functions as though it were a +1 dagger with the bane ability (as described in the *Dungeons & Dragons® Dungeon Master's Guide, Third Edition*) against air elementals. The blade exists for as long as the air elemental it was formed from is present. If the elemental is defeated or moves more than 100 feet away from the wielder the blade will disperse.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster IX* / Market Value: 18,620gp / Cost to Create: 9,310gp + 744xp

Blade, Lesser Elemental (Earth)

This weapon seems to be nothing more than the hilt of a dagger. The weapon's true power becomes apparent when in the presence of a creature from the elemental plane of earth. If such a creature is near the hilt will draw upon the force of the elemental, stealing some of its composition in order to create a blade comprised of a quantity of solid dirt and stone. This process takes one round during which time the wielder must remain within at least 20 feet of the creature. The formation of the blade also deals 1d4 points of damage to the creature as it draws upon their substance to be created. This weapon then functions as though it were a +1 dagger with the bane ability (as described in the *Dungeons & Dragons® Dungeon Master's Guide, Third Edition*) against earth elementals. The blade exists for as long as the earth elemental it was

formed from is present. If the elemental is defeated or moves more than 100 feet away from the wielder the blade will disperse, leaving only its hilt behind.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster IX* / Market Value: 18,620gp / Cost to Create: 9,310gp + 744xp

Blade, Lesser Elemental (Fire)

This weapon seems to be nothing more than the hilt of a dagger carried in a container roughly the size of a scroll case. The weapon's true power becomes apparent when in the presence of a creature from the elemental plane of fire. If such a creature is near the hilt will draw upon the force of the elemental, stealing some of its composition in order to create a blade comprised of a quantity of semi-solid swirling flames. This process takes one round during which time the wielder must remain within at least 20 feet of the creature. The formation of the blade also deals 1d4 points of damage to the creature as it draws upon their substance to be created. This weapon then functions as though it were a +1 dagger with the bane ability (as described in the *Dungeons & Dragons® Dungeon Master's Guide, Third Edition*) against fire elementals. The blade exists for as long as the fire elemental it was formed from is present. If the elemental is defeated or moves more than 100 feet away from the wielder the blade will disperse.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster IX* / Market Value: 18,620gp / Cost to Create: 9,310gp + 744xp

Blade, Lesser Elemental (Water)

This weapon seems to be nothing more than the hilt of a dagger carried in a container roughly the size of a scroll case. The weapon's true power becomes apparent when in the presence of a creature from the elemental plane of water. If such a creature is near the hilt will draw upon the force of the elemental, stealing some of its composition in order to create a blade comprised of a quantity of semi-solid, shimmering water. This process takes one round during which time the wielder must remain within at least 20 feet of the creature. The formation of the blade also deals 1d4 points of damage to the creature as it draws upon their substance to be created. This weapon then functions as though it were a +1 dagger with the bane ability (as described in the *Dungeons & Dragons® Dungeon Master's Guide, Third Edition*) against water elementals. The blade exists for as long as the water elemental it was formed from is present. If the elemental is defeated or moves more than 100 feet away from the wielder the blade will disperse.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *summon monster IX* / Market Value: 18,620gp / Cost to Create: 9,310gp + 744xp

Blade, Puzzling

A Puzzling Blade is more of a category of magic sword than a specific type of sword. The hilts of these blades are usually comprised of several intricate moving parts. Usually they bear the jumbled image of a symbol upon their surface, which must be realigned by moving tiny sliding tiles. The sword's magic will not function until the puzzle is solved. Solving the puzzle can take place in two different ways. The owner can make an intelligence check for each hour spent working solely on the Puzzling Blade.

After succeeding at 1d6 of these checks the puzzle is solved and the sword will function as a normal magic sword of its type. Alternatively, the DM could supply the player with an actual puzzle of some sort, which must be solved before the sword can be used. Any magic sword can also be a Puzzling Blade. Until the puzzle is solved the weapon functions as a standard weapon of its type.

Caster level: As per magic sword type +1 / Prerequisites: As per magic sword type / Market Value: +500gp / Cost to Create: +250gp + 20xp

Blade, Riddling

A Riddling Blade is more of a category of magic sword than a specific type of sword. These swords usually bear the face of a sphinx or demon upon their hilts, which will speak a riddle each time the sword is drawn from its hilt. The sword's magic will not function until the riddle is answered. When the riddle is answered correctly the face will congratulate the wearer and give them a brief description of the sword's abilities before disintegrating and falling away from the rest of the sword. Any magic sword can also be a Riddling Blade. Until the riddle is solved the weapon functions as a standard weapon of its type.

Caster level: As per magic sword type +1 / Prerequisites: As per magic sword type / Market Value: +300gp / Cost to Create: +150gp + 12xp

Blade, Wailing

When the wielder scores a critical hit upon a target with a Wailing Blade, the blade will let out a blood-curdling shriek. All enemies within 20 feet of the wielder at this time must

make a Will save or else fall under the effect of a *fear* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell functions as though cast at the same level as the wielder. The Wailing Blade functions as a longsword +1 in all other aspects.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *fear* / Market Value: 2,500gp / Cost to Create: 1,250gp + 100xp

Bow, Charge Drain

A Charge Drain Bow functions as a standard bow until brought within 20 feet of a magic item that carries charges. At this point the bow will glow as though suddenly imbued with power. Arrows fired while the bow is glowing gain a +2 to hit and +2 to damage. Unfortunately these bonuses are gained through the bow's ability to leech charges out of magic items. For each 'magic' arrow fired the bow drains one charge from a nearby item.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Bow, Elf Friend

In the hands of a non-elf, an Elf Friend Bow functions as a standard longbow. In the hands of an elf, the bow gains +2 to hit and +2 to its damage. In addition to this, for as long as the bow is within 5 feet of its elven owner, the elf's constitution score is raised by one point. The elf also gains an additional +1 bonus to all existing racial bonuses.

Caster level: 7th / Prerequisites: Craft Magic Arms and Armor, must be an elf / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Bow, Lighting

A Lightning Bow functions as a shortbow +1 until a fired arrow scores a critical hit upon a target. At this point a bolt of electrical energy will fire off from the bow, striking the same target as the arrow, dealing an additional 3d6 points of electrical damage to the creature.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *lightning bolt* / Market Value: 2,500gp / Cost to Create: 1,250gp + 100xp

Bow, Staff-Shape

As a free action the wielder of this bow can will it to take on the shape of a simple wooden staff, or will it from its staff form back to bow form. The bow functions as a longbow +1. The staff has no real value in combat as its shape is gnarled and warped, resembling a simple walking stick more than a quarter-staff. When it is out of its owner's possession it usually assumes its staff form. When such a staff is first encountered its easy to overlook it, as it seems to be little more than a worthless stick. If touched however it will reveal its true nature.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Bow, True Aim

A True Aim Bow functions in such a way as to increase its wielder's aim against a specific target in combat. Each time the wielder of this weapon successfully hits the same target, the bow gains an additional +1 to hit. This bonus only applies to the same target and only if that target is hit with consecutive

shots. The bonus continues to grow until the target is killed, missed, or a different target is hit, after which the bonus disappears and the count starts over again. The bonus to hit the bow bestows upon the arrows will not go above +5. The True Aim Bow deals normal damage.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *true strike* / Market Value: 25,000gp / Cost to Create: 12,500gp + 1000xp

Dagger of Water Breathing

When a Dagger of Water Breathing is held within the mouth, with its blade firmly clenched between the teeth, its owner immediately falls under the effect of a *water breathing* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The effect lasts for as long as the dagger is held in this fashion.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *water breathing* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Dart, Flare

Upon striking its target this dart casts a *flare* spell upon the creature (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though it were cast by a 3rd level wizard. These darts also glow with a bright light upon impact with a surface, illuminating an area about the same size as a standard torch would, for one hour. The dart disintegrates once its ability is used.

Caster level: 3rd / Prerequisites: Craft Magic Arms and Armor, *flare* / Market Value: 200gp / Cost to Create: 100gp + 5xp

Dart, Lodestone

A lodestone dart automatically adds 50lbs of weight to its target's encumbrance. The target is effectively weighed down by the dart until it is removed. Unfortunately the enchantment upon the dart makes it weigh more than a standard dart. Although they function normally each Lodestone Dart weighs 5lbs.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor / Market Value: 200gp / Cost to Create: 100gp + 5xp

Dart, Spell Attraction

Once stuck in a target, a Spell Attraction Dart will attract all spells cast within a 30 foot radius of the dart, helpful and harmful to the target. Each spell has a 100% chance, - 10% chance per level, of being transferred to the creature struck by the dart (a 1st level spell has a 90% chance, a 2nd level spell has an 80% chance, and so on). This condition remains until the dart is removed from its target or the dart disintegrates. Each time the dart attracts a spell there is a 10% chance per level of the spell that it will crumble to dust.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Dart, Stink

Upon striking its target the Stink Dart releases a cloud of foul smelling gas, similar to that of a *stinking cloud* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). Although the cloud has the same effect as the spell upon creatures that are exposed to it, this cloud is

restricted to a 5' x 5' area around the dart. The cloud will remain for 1d4+1 rounds until it disperses. If hit by strong or magical winds the cloud will immediately disperse. The dart disintegrates once its ability is used.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *stinking cloud* / Market Value: 200gp / Cost to Create: 100gp + 5xp

Gauntlet, Burning

A Burning Gauntlet bestows several spell like abilities upon its wearer. Each day the gauntlet has 10 charges which can be spent to cast the following spells. The wearer can cast *burning hands* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though cast by a 3rd level wizard, at the cost of 1 charge. The wearer can cast *flame blade* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though cast by an 8th level druid, at the cost of 3 charges. The wearer can also cast *fire shield* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though cast by a 12th level wizard, at a cost of 6 charges. The type of shield that results is always of the warm shield type. Burning Gauntlets are extremely susceptible to cold based attacks. The wearer of the gauntlet suffers an additional 1d4 points damage each time they are hit by a cold based attack. In addition to this there is a cumulative 10% that each time this occurs the gauntlet's enchantment will cancel out causing the gauntlet to freeze and shatter.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *burning hands*, *flame blade*, *fire shield* / Market Value: 35,000gp / Cost to Create: 17,500gp + 1,400xp

Gauntlet, Fire-Strike

A Fire-Strike Gauntlet functions as a standard gauntlet, however if its owner is wearing it when they suffer fire based damage, the gauntlet will absorb half the damage rounded up. Once the gauntlet has absorbed 20 points of fire damage it will not absorb any more damage until its second ability is used. Once the gauntlet has stored 20 points of fire damage, its wielder can will it to fire off a *magic missile* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell will function as though cast at 5th level, each missile dealing an additional 1d4+1 points of fire damage to its target. The gauntlet will then revert back to its damage absorption ability until another 20 points have been absorbed.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *protection from elements*, *magic missile* / Market Value: 8,500gp / Cost to Create: 4,250gp + 340xp

Gauntlet, Ghoul-Touch

The wearer of this gauntlet has the ability to paralyze creatures by touch in a fashion similar to the *ghoul touch* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This functions as though the spell was cast at 5th level. This ability functions three times per day. The gauntlet's ability to paralyze or not to paralyze is usually controlled by the wearer, however there is a 20% chance that the gauntlet will automatically paralyze the first creature touched by the wearer each day, regardless of whether the wearer wanted to or not. The wearer of a ghoultouch gauntlet is immune to its ghoultouch attack.

Caster level: 5th / Prerequisites: Craft

Magic Arms and Armor, *ghoul touch* / Market Value: 2000gp / Cost to Create: 1000gp + 50xp

Gauntlet, Sonic-Strike

A Sonic-Strike Gauntlet functions as a standard gauntlet, however if its owner is wearing it when they suffer sonic based damage, the gauntlet will absorb half the damage rounded up. Once the gauntlet has absorbed 20 points of sonic damage it will not absorb any more damage until its second ability is used. Once the gauntlet has stored 20 points of sonic damage, its wielder can will it to fire off a *magic missile* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell will function as though cast at 5th level, each missile dealing an additional 1d4+1 points of sonic damage to its target. The gauntlet will then revert back to its damage absorption ability until another 20 points have been absorbed.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *protection from elements*, *magic missile* / Market Value: 8,500gp / Cost to Create: 4,250gp + 340xp

Gauntlet, Warp-Touch

The wearer of this gauntlet has the ability to warp wooden objects by touch in a fashion similar to the *warp wood* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This functions as though the spell was cast at 3rd level. The gauntlet cannot reverse the effect. This gauntlet can function three times per day. The gauntlet's ability to warp or not to warp is usually controlled by the wearer, however there is a 20% chance that the gauntlet will automatically warp the first wooden item touched by the wearer each day, regardless

of whether the wearer wanted to or not.

Caster level: 3rd / Prerequisites: Craft Magic Arms and Armor, *warp wood* / Market Value: 1,200gp / Cost to Create: 600gp + 48xp

Hammer, Exploding

Functioning as a warhammer +1 the Exploding Hammer hides its true nature until its too late. Upon dealing its first critical hit the Exploding Hammer's head will explode dealing 2d4 points of damage to all creatures within a 15 foot radius of the hammer, leaving its owner with little more than a fancy stick and painful memories.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor / Market Value: 2,300gp / Cost to Create: 1,150gp + 92xp

Net of Calming

This net functions as a standard net however once a creature becomes entangled in it the net's owner can activate its special ability. The net can be willed to cast a localized *calm emotions* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) upon the creatures it contains. This spell functions as though cast by an 8th level cleric. A Net of Calming will only function twice per day.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *calm emotions* / Market Value: 2,300gp / Cost to Create: 1,150gp + 92xp

Net of Flame

This net functions as a standard net howev-

er once a creature becomes entangled in it the net's owner can activate its special ability. A Net of Flame can be willed to ignite, dealing 1d4 points of fire damage to all trapped within, for 1d4+3 rounds. A Net of Flame is a one-use item and burns up when it is used.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *burning hands* / Market Value: 1,300gp / Cost to Create: 650gp + 52xp

Net of Sleeping

This net functions as a standard net however once a creature becomes entangled in it the net's owner can activate its special ability. The net can be willed to cast a *sleep* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) upon creatures it contains. This spell functions as though cast by a 5th level wizard. The spell will only function twice per day.

Caster level: 5th / Prerequisites: Craft Magic Arms and Armor, *sleep* / Market Value: 2,300gp / Cost to Create: 1,150gp + 92xp

Net of Truth

This net functions as a standard net however once a creature becomes entangled in it the net's owner can activate its special ability. The net can be willed to create a localized *zone of truth* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though it were created by a 5th level cleric. This zone of truth affects only creatures held by the net. A Net of Truth will only function twice per day

Caster level: 5th / Prerequisites: Craft

Magic Arms and Armor, *zone of truth* /
Market Value: 2,300gp / Cost to Create:
1,150gp + 92xp

Scorpion Spear

This shortspear features a long length of chain, which dangles freely from its tail end. The chain is fixed to a small metal ball with a sharp spike jutting out from it. The spear functions as a normal spear until a critical hit is made, at which point the chain will animate and send the spike ball arcing up over the user's head and into the head or back of the opponent. This extra attack hits automatically and does an additional 2d4 points of damage.

Caster Level: 8th Prerequisite: Craft Magic Arms and Armor, *Animate Objects*; Market Value: 2305gp Cost to Create: 1153gp + 92xp.

Scythe, Flame-Wave

This scythe functions as a scythe +1 with an additional form of attack. Once per day a Flame-Wave Scythe can be used to send a devastating arc of flames emanating out from its wielder. The wielder simply swings the scythe before them in order to release its area attack. This attack affects a 60' quarter circle striking all within the area with a powerful flame attack. All within this area suffer 5d6 points of fire damage. A successful Reflex save results in half damage.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *flame strike* / Market Value: 18,000gp / Cost to Create: 9,000gp + 720xp

Scythe, Shock-Wave

This scythe functions as a scythe +1 with an additional form of attack. Once per day a Shock-Wave Scythe can be used to send a devastating arc of electricity emanating out from its wielder. The wielder simply swings the scythe before them in order to release its area attack. This attack affects a 60' quarter circle striking all within the area with a powerful electricity attack. All within this area suffer 5d6 points of electricity damage. A successful Reflex save results in half damage.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *lightning bolt* / Market Value: 18,000gp / Cost to Create: 9,000gp + 720xp

Scythe, Sound-Wave

This scythe functions as a scythe +1 with an additional form of attack. Once per day a Sound-Wave Scythe can be used to send a devastating arc of sonic energy emanating out from its wielder. The wielder simply swings the scythe before them in order to release its area attack. This attack affects a 60' quarter circle striking all within the area with a powerful sonic attack. All within this area suffer 5d6 points of sonic damage. A successful Reflex save results in half damage.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *blindness/deafness* / Market Value: 18,000gp / Cost to Create: 9,000gp + 720xp

Shuriken, Golem (Clay)

This shuriken functions normally until used against a clay golem. When used against a golem of this type the shuriken gains +2 to hit and +2 to damage. In addition to this, the

shuriken ignores the golem's special qualities, striking it as though the golem could normally be hit and damaged by a standard shuriken attack. Each time a clay golem is struck by a Clay Golem Shuriken there is a cumulative 10% chance that the golem will forget its commands and go dormant. If its creator is present the golem could simply be ordered to return to whatever action it was performing before going dormant. If its creator is not present the golem will remain dormant for one full hour, unless it is attacked or otherwise threatened, at which point it will reawaken and return to carrying out its instructions.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor / Market Value: 500gp / Cost to Create: 250gp + 20xp

Shuriken, Golem (Flesh)

This shuriken functions normally until used against a flesh golem. When used against a golem of this type the shuriken gains +2 to hit and +2 to damage. In addition to this, the shuriken ignores the golem's special qualities, striking it as though the golem could normally be hit and damaged by a standard shuriken attack. Each time a flesh golem is struck by a Flesh Golem Shuriken there is a cumulative 10% chance that the golem will forget its commands and go dormant. If its creator is present the golem could simply be ordered to return to whatever action it was performing before going dormant. If its creator is not present the golem will remain dormant for one full hour, unless it is attacked or otherwise threatened, at which point it will reawaken and return to carrying out its instructions.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor / Market Value: 500gp / Cost to Create: 250gp + 20xp

Shuriken, Golem (Iron)

This shuriken functions normally until used against an iron golem. When used against a golem of this type the shuriken gains +2 to hit and +2 to damage. In addition to this, the shuriken ignores the golem's special qualities, striking it as though the golem could normally be hit and damaged by a standard shuriken attack. Each time an iron golem is struck by an Iron Golem Shuriken there is a cumulative 10% chance that the golem will forget its commands and go dormant. If its creator is present the golem could simply be ordered to return to whatever action it was performing before going dormant. If its creator is not present the golem will remain dormant for one full hour, unless it is attacked or otherwise threatened, at which point it will reawaken and return to carrying out its instructions.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor / Market Value: 500gp / Cost to Create: 250gp + 20xp

Shuriken, Golem (Stone)

This shuriken functions normally until used against a stone golem. When used against a golem of this type the shuriken gains +2 to hit and +2 to damage. In addition to this, the shuriken ignores the golem's special qualities, striking it as though the golem could normally be hit and damaged by a standard shuriken attack. Each time a stone golem is struck by a Stone Golem Shuriken there is a cumulative 10% chance that the golem will forget its commands and go dormant. If its creator is present the golem could simply be ordered to return to whatever action it was performing before going dormant. If its creator is not present the golem will remain dormant for one full hour, unless it is attacked or otherwise threatened, at which

point it will reawaken and return to carrying out its instructions.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor / Market Value: 500gp / Cost to Create: 250gp + 20xp

Stars, Lighting

This weapon resembles a small mace when found, seemingly too small to be wielded by anything bigger than a halfling's child. This item is actually comprised of six star-shaped shuriken stacked upon a small iron rod. In combat these stars can be removed and thrown at their targets. After all the stars have been thrown the owner can use the iron rod to cast a *chain lightning* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though cast by a 12th level wizard. Unlike the spell the lightning from the rod will strike only targets that have been hit by the shuriken. The shuriken are +1 to hit and +1 to damage. The rod can be used six times before it and the stars crumble to dust.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *chain lightning* / Market Value: 8,000gp / Cost to Create: 4,000gp + 100xp

Sword of Energy Adaptation

This sword functions as a longsword +1, however if its wielder is ever subjected to a critical hit which deals one of the five types of elemental damage (acid, cold, electricity, fire, or sonic) the sword will immediately absorb all of the elemental damage inflicted. In addition to this the sword will become imbued with the elemental energy, dealing an additional 1d4 points of the energy type to its target. It will also prevent 1d4 points of

its energy type from damaging its wielder each time they are struck by an attack of its type. The sword retains the energy and its abilities until its wielder is struck by a critical hit that deals a different type of elemental damage, whereupon it will shift its abilities to the new energy type.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *protection from elements* / Market Value: 25,000gp / Cost to Create: 12,500gp + 1000xp

Sword, Scroll-Shape

As a free action the wielder of this weapon can change its shape from a standard longsword to a paper cutout version of the same, or back again. This cutout can be rolled up and stored as a standard scroll. While the weapon doesn't carry any bonuses to hit or to damage its ease of concealment more than makes up for it.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Whip, Snake

A Snake Whip functions as a whip +2 until it deals a critical hit upon its target. When this occurs the whip will momentarily take the shape of a striking viper. The viper delivers a poison attack in addition to the whip damage. If the struck creature fails their Fortitude save they take 1d4 points of temporary constitution loss as both initial and secondary damage.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *poison* / Market Value: 8,500gp / Cost to Create: 4,250gp + 340xp

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Buck-A-Batch

Magic Weapons III

50 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
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Buck-A-Batch

Magic Weapons

III

50 New Magic Items
for use with D20
Fantasy Rules

Introduction

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% Roll	Name of Weapon
00-01	Acid Blade
02-03	Arrow of Doubt
04-05	Arrow of Grease
06-07	Arrow of Revealing
08-09	Arrow of Subdual
10-11	Arrow of Trap Detection
12-13	Blade of Chance
14-15	Blade of the Bard
16-17	Blood Arrows
18-19	Bolt of Sure Spell
20-21	Bolt of Targeting
22-23	Bow of Friendly Fire
24-25	Crossbow of Turning
26-27	Cursing Sickle
28-29	Death-strike Sickle
30-31	Diseased Sickle
32-33	Double Blade Sword (fire and ice)
34-35	Double Blade Sword (good and evil)
36-37	Double Blade Sword (law and chaos)
38-39	Double Blade Sword (sun and moon)
40-41	Double Blade Sword (thunder and lightning)
42-43	Electricity Blade
44-45	Feat Stealer
46-47	Fire Blade
48-49	Ice Blade
50-51	Ice Sickle
52-53	Katar of Death
54-55	Katar of Elemental Attunement
56-57	Katar of Enemy Attunement
58-59	Katar of Spirit Strike
60-61	Katar of the Necromancer
62-63	Katar of the Vampire's Fang
64-65	Legacy Blade
66-67	Light-burst Sickle
68-69	Rust Whip
70-71	Scimitar of Fiery Death
72-73	Scimitar of Icy Death
74-75	Skill Stealer
76-77	Sonic Blade
78-79	Spear of the Elements (air)
80-81	Spear of the Elements (earth)
82-83	Spear of the Elements (fire)
84-85	Spear of the Elements (water)
86-87	Spell Stealer
88-89	Spell-strike Sickle
90-91	Sword of Dazing
92-93	Sword of Memory Stealing
94-95	Trident of Missiles
96-97	Trident of Spell Channeling
98-99	Viper Whip

Acid Blade

This weapon appears to be nothing more than a well-crafted hilt until it is readied for combat. The wielder may will this hilt to sprout a blade of acidic energy (this action is the equivalent of drawing a weapon). An acid blade functions as a +1 longsword save for the fact that all damage dealt by it is considered acid damage. The blade cannot be willed back into its dormant state. Instead the wielder must use the blade to cast a *Melf's acid arrow* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell uses up the blade's energies causing it to short out for 30 minutes after which it can be willed active once again. The blade can cast *Melf's acid arrow* up to 4 times per day, after that the blade will cease functioning until the following day.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *Melf's acid arrow* / Market Value: 9,000gp / Cost to Create: 4,500gp + 360xp

Arrow of Doubt

A target struck by one of these arrows will react as though under the influence of a *daze* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). A summoned creature struck with one of these arrows must make a will save (DC15). Failure means that the summoned creature will forget who they were summoned by for 1d4 rounds. If this happens the creature will attack targets at random regardless of whether they're friends or foes. The creature however will not attack creatures of their type if additional ones are present.

Caster level: 2nd / Prerequisites: Craft Magic Arms and Armor, *daze* / Market Value: 250gp / Cost to Create: 125gp + 10xp

Arrow of Grease

An object struck by this arrow becomes covered by a layer of slippery grease. The arrow casts the equivalent of a 3rd level *grease* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The act of notching and firing this arrow from a bow arms the spell. An arrow of grease can only be fired once. The arrowhead dissolves as the spell is cast.

Caster level: 3rd / Prerequisites: Craft Magic Arms and Armor, *grease* / Market Value: 250gp / Cost to Create: 125gp + 10xp

Arrow of Revealing

Upon notching this arrow all invisible targets within 30feet of the archer will become partially visible, taking on a blurred appearance. Attacks made against these creatures have only a 20% miss chance instead of the 50% miss chance granted by invisibility. This condition will last until the arrow is fired or for 3 rounds (provided that the arrow remains held in the firing position). After this the arrow loses its revealing properties.

Caster level: 3rd / Prerequisites: Craft Magic Arms and Armor, *faerie fire* / Market Value: 250gp / Cost to Create: 125gp + 10xp

Arrow of Subdual

These arrows gain a +1 bonus to hit their target. These blunt tipped arrows deal subdual damage to a target they hit instead of standard damage. A target hit by this arrow will react as though struck by a fist or other blunt object and then the arrow will vanish.

Caster level: 3rd / Prerequisites: Craft Magic

Arms and Armor, *magic stones* / Market Value: 250gp / Cost to Create: 125gp + 10xp

Arrow of Trap Detection

If fired within 30 feet of a trap this arrow will streak towards the trap or trapped object striking it unerringly, much like a magic missile. The arrow inflicts standard damage upon the target however for each point it inflicts there is a 5% chance that the arrow will set off the trap. The arrow will also lower the trap's DC to disable it by an amount equal to half the damage it inflicts.

Caster level: 4th / Prerequisites: Craft Magic Arms and Armor, *locate object*, *magic missile* / Market Value: 500gp / Cost to Create: 250gp + 20xp

Blade of Chance

This longsword's enchantment becomes active the first time it is drawn each day. A six sided die is rolled to determine how this blade will function for the day: 1= -2 longsword (cursed), 2= -1 longsword (cursed), 3= +1 longsword, 4= +2 longsword, 5= +3 longsword, 6= +4 longsword. While the blade of chance has a cursed attribute the owner will find themselves automatically drawing it when entering combat. They will be compelled to use it regardless of the penalties. Nothing short of a limited wish, wish, miracle or deity intervention will negate this curse. The blade will hold its bonus or penalty until the next day when a new bonus or penalty is chosen by rolling a die. Blades of Chance are popular among those who worship gods of luck (The DM can allow such players to roll two six sided dice to determine the function of the sword, applying the most beneficial result).

Caster level: 20th / Prerequisites: Craft Magic

Arms and Armor, *miracle* or *wish* / Market Value: 10,315gp / Cost to Create: 5,157gp + 463xp

Blade of the Bard

This +1 short sword gains additional bonuses when in the presence of a bard (within 30ft). The short sword becomes a +3 flaming short sword for as long as the bard's bardic music ability is in effect. Furthermore the short sword amplifies the bard's ability, extending the duration of any bardic music effects in its presence for 1d4 rounds longer than normal.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *miracle* or *wish* / Market Value: 18,310gp / Cost to Create: 9,155gp + 732xp

Blood Arrows

This arrow is fashioned out of the beak of a stirge. These arrows function as normal arrows however once they strike their target the arrow will begin to pump the creature's blood up the hollow shaft and out the end. This effect is similar to the stirge's Blood Drain ability and drains a temporary point of constitution each round until removed.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *fabricate*, requires a beak from a stirge / Market Value: 250gp / Cost to Create: 125gp + 10xp

Bolt of Sure Spell

A target struck by this +1 bolt becomes easier to affect with spells for 1d4 rounds. During this time the target suffers a -5 penalty when attempting a saving throw against a spell that targets it. Successful hits from additional

bolts of sure spell against a target already suffering the penalty from a previous bolt will not increase the amount of the penalty; it will however extend the penalty's duration for an additional 1d4 rounds.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *bestow curse* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Bolt of Targeting

A target struck by this +1 bolt becomes easier to hit with ranged weapons for 1d4 rounds. During this time anyone who makes an attempt to strike the target with a ranged weapon gains an additional +1 bonus to hit. Successful hits from additional bolts of targeting against a target already suffering the penalty from a previous bolt will not increase the amount of the penalty; it will however extend the penalty's duration for another 1d4 rounds.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *bestow curse* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Bow of Friendly Fire

This bow appears to function as a standard +1 shortbow, however once fired in combat the arrow has a 50% chance of streaking towards a randomly determined friendly target. The to hit and damage rolls are made as normal. The bow becomes cursed after the first 'friendly fire' occurs. The owner will find themselves unable to discard the bow and will find themselves reaching for it every time they engage in ranged combat. Nothing short of a limited wish, wish, miracle or deity intervention will negate this curse.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *bestow curse* / Market Value: 2,330gp / Cost to Create: 1,165gp + 93xp

Crossbow of Turning

This +1 hand crossbow functions as a +3 hand crossbow against undead. In addition to this, by holding the crossbow upright, in a cross-like fashion, the wielder can turn undead as though they were a cleric of the same level. Clerics gain a +3 bonus to their charisma modified when attempting to turn undead while within 20ft of a crossbow of turning.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *miracle* / Market Value: 18,400gp / Cost to Create: 9,200gp + 736xp

Cursing Sicklę

A critical hit scored upon a target by this +1 sickle triggers a *bestow curse* spell stored within it. The target is affected as though struck by a *bestow curse* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The effect of the curse is determined at the time the spell is stored within the sickle. Up to 3 *bestow curse* spells may be stored within the sickle. The spells are triggered in the order in which they were stored.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *bestow curse* / Market Value: 3,306gp / Cost to Create: 1,653gp + 192xp

Death-strikę Sicklę

A critical hit scored upon a target by this +1

sickle triggers a *slay living* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) stored within it. The target is slain unless it makes a successful fortitude save. Even if the target succeeds they are dealt 3d6 points of damage. Up to 3 *slay living* spells may be stored within the sickle.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *slay living* / Market Value: 4,306gp / Cost to Create: 2,153gp + 172xp

Diseasęd Sicklę

A critical hit scored upon a target by this +1 sickle triggers a *contagion* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) stored within it. The target becomes diseased with the red ache as described in the *dungeons and dragons dungeon master's guide third edition*. A diseased target cannot become diseased again by making a second critical attack against them. Up to 3 *contagion* spells may be stored within the sickle.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *contagion* / Market Value: 3,306gp / Cost to Create: 1,653gp + 192xp

Double Bladę Sword (firę and icę)

This +1 two-bladed sword bears one blade with the flaming ability and one blade with the frost ability (as described in the *Dungeons & Dragons® Dungeon Master's Guide, Third Edition*). In addition to this the wielder may use the sword to cast an *endure elements* spell 3 times per day. The element protected against must be either fire or cold. Attacking with a two-bladed sword is considered attacking with two weapons. At the beginning of

each round of combat the wielder can determine which of the two blades will be considered an attack with their primary hand. The other blade is treated as their off hand weapon.

Caster level: 14th / Prerequisites: Craft Magic Arms and Armor, *fireball*, *ice storm*, *endure elements*, / Market Value: 32,700gp / Cost to Create: 16,350gp + 1,308xp

Double Blade Sword (good and evil)

This +1 two-bladed sword can only be wielded by a creature of neutral alignment. One blade deals 2 additional points of damage to good aligned targets while the other deals 2 additional points of damage to evil aligned creatures. In addition to this the wielder may use the sword to cast a *protection from good* or a *protection from evil* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The sword may only cast a total of 3 protection spells per day. The sword bestows one negative level upon any non-neutral creature that attempts to use it. Attacking with a two-bladed sword is considered attacking with two weapons. At the beginning of each round of combat the wielder can determine which of the two blades will be considered an attack with their primary hand. The other blade is treated as their off hand weapon.

Caster level: 14th / Prerequisites: Craft Magic Arms and Armor, *holy smite*, *unholy blight*, *protection from evil*, *protection from good*, creator must be neutral / Market Value: 32,700gp / Cost to Create: 16,350gp + 1,308xp

Double Blade Sword (law and chaos)

This +1 two-bladed sword can only be wielded by a creature of neutral alignment. One blade deals 2 additional points of damage to lawful aligned targets while the other deals 2 additional points of damage to chaos aligned creatures. In addition to this the wielder may use the sword to cast a *protection from law* or a *protection from chaos* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The sword may only cast a total of 3 protection spells per day. The sword bestows one negative level upon any non-neutral creature that attempts to use it. Attacking with a two-bladed sword is considered attacking with two weapons. At the beginning of each round of combat the wielder can determine which of the two blades will be considered an attack with their primary hand. The other blade is treated as their off hand weapon.

Caster level: 14th / Prerequisites: Craft Magic Arms and Armor, *chaos hammer*, *order's wrath*, *protection from chaos*, *protection from law*, creator must be neutral / Market Value: 32,700gp / Cost to Create: 16,350gp + 1,308xp

Double Blade Sword (sun and moon)

This weapon functions as a +1 two-bladed sword however each blade is imbued with a different special attack. One blade is engraved with a sun while the other bears the image of a moon. If a critical hit is scored with the sun blade a burst of light will erupt from the blade. The creature struck will be dealt damage as though they were targeted by a *searing light* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). If a critical hit is scored with the moon blade the target becomes blinded as though struck by a *blindness/deafness* spell (as described in the *Dungeons &*

Dragons® Player's Handbook, Third Edition). Attacking with a two-bladed sword is considered attacking with two weapons. At the beginning of each round of combat the wielder can determine which of the two blades will be considered an attack with their primary hand. The other blade is treated as their off hand weapon.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *blindness/deafness*, *searing light*, / Market Value: 18,708gp / Cost to Create: 9,354gp + 750xp

Double Blade Sword (thunder and lightning)

This two-bladed sword bears one blade with the shock ability (as described in the *Dungeons & Dragons® Dungeon Master's Guide, Third Edition*) and one blade with a sonic ability. The sonic ability functions the same as the shock ability however it deals sonic damage instead of electricity. In addition to this the wielder may use the sword to cast an *endure elements* spell 3 times per day. The element protected against must be either electricity or sonic. Attacking with a two-bladed sword is considered attacking with two weapons. At the beginning of each round of combat the wielder can determine which of the two blades will be considered an attack with their primary hand. The other blade is treated as their off hand weapon.

Caster level: 14th / Prerequisites: Craft Magic Arms and Armor, *lightning bolt*, *shout*, *endure elements*, / Market Value: 32,700gp / Cost to Create: 16,350gp + 1,308xp

Electricity Blade

This weapon appears to be nothing more than a well-crafted hilt until it is readied for

combat. The wielder may will this hilt to sprout a blade of electrical energy (this action is the equivalent of drawing a weapon). An electricity blade functions as a +1 longsword save for the fact that all damage dealt by it is considered electricity damage. The blade cannot be willed back into its dormant state. Instead the wielder must use the blade to cast a *lightning bolt* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell uses up the blade's energies causing it to short out for 30 minutes after which it can be willed active once again. The blade can cast *lightning bolt* up to 3 times per day, after that the blade will cease functioning until the following day.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *lightning bolt* / Market Value: 9,000gp / Cost to Create: 4,500gp + 360xp

Feat Stealer

A critical hit scored against a target with this +1 long sword has a 50% chance of stealing a feat. The target loses the ability to use one feat at random. All feats that require a stolen feat as a prerequisite are also lost. The target will regain the ability to use any feats that were stolen after 1d4 days.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *bestow curse* / Market Value: 8,315gp / Cost to Create: 4,158gp + 333xp

Fire Blade

This weapon appears to be nothing more than a well-crafted hilt until it is readied for combat. The wielder may will this hilt to sprout a blade of fiery energy (this action is the equivalent of drawing a weapon). A fire blade functions as a +1 longsword save for

the fact that all damage dealt by it is considered fire damage. The blade cannot be willed back into its dormant state. Instead the wielder must use the blade to cast a *flame arrow* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell uses up the blade's energies causing it to short out for 30 minutes after which it can be willed active once again. The blade can cast *flame arrow* up to 3 times per day, after that the blade will cease functioning until the following day.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *flame arrow* / Market Value: 9,000gp / Cost to Create: 4,500gp + 360xp

Ice Blade

This weapon appears to be nothing more than a well-crafted hilt until it is readied for combat. The wielder may will this hilt to sprout a blade of cold energy (this action is the equivalent of drawing a weapon). An ice blade functions as a +1 longsword save for the fact that all damage dealt by it is considered cold damage. The blade cannot be willed back into its dormant state. Instead the wielder must use the blade to cast a *cone of cold* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell uses up the blade's energies causing it to short out for 30 minutes after which it can be willed active once again. The blade can cast *cone of cold* up to 3 times per day, after that the blade will cease functioning until the following day.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *cone of cold* / Market Value: 9,000gp / Cost to Create: 4,500gp + 360xp

Ice Sickle

This +2 sickle deals an additional 1d4 points

cold damage to a target. The sickle also allows the wielder to cast the following spells once per day: *ray of frost*, *cone of cold*, and *ice storm*. The wielder is also protected as though under the effects of a continuous *endure elements* spell (fire) for as long as the sickle is equipped. The sickle bears 3 ice blue gems embedded in its handle. The owner may run the blade of the sickle across the ground as though drawing a line. A *wall of ice* will erupt from this line, functioning identical to the spell in all other instances. Each time this ability is used a gem will shatter. Once all 3 gems have shattered the sickle will lose all cold related abilities and function as a standard +2 sickle.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *endure elements*, *ice storm*, *wall of ice* / Market Value: 50,306gp / Cost to Create: 25,153gp + 2,012xp

Katar of Death

This katar bears 3 hideous skulls etched upon its blade. Upon scoring a critical hit against a target the owner may decide whether or not they wish to trigger a *slay living* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) stored within the blade. Once triggered one of the skulls will vanish and the target is slain unless it makes a successful fortitude save. Even if the target succeeds they are dealt 3d6 points of damage. Once all 3 *slay living* spells have been used the katar becomes a +3 katar.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *slay living* / Market Value: 18,302gp / Cost to Create: 9,151gp + 732xp

Katar of Elemental Attunement

A successful attack made against an elemen-

tal creature attunes this katar to its type of element. An attuned katar gains +2 to hit and an additional 2d6 points of damage to an elemental creature that it is attuned to. This bonus lasts until a successful attack is made against a creature of a different elemental type and the katar becomes re-attuned to that element.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *summon monster VI* / Market Value: 8,302gp / Cost to Create: 4,151gp + 332xp

Katar of Enemy Attunement

Scoring a critical hit against a specific creature type (such as a goblin) with this katar will cause it to become attuned to that creature. Attacks made against a creature that the katar is attuned to gain a +3 bonus to hit and to damage. Attacks made against a creature that the katar is not attuned to are made at -1 to hit and -1 to damage. The katar will remain attuned to a creature type until a critical hit is scored against a different creature type.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *summon monster VI* / Market Value: 18,302gp / Cost to Create: 9,151gp + 732xp

Katar of Spirit Strike

A successful attack made against an undead creature with this +2 katar will cause its blade to become ghostly and mist-like in form. Once the blade has taken on this spirit form it will hit an undead creature as though they could be struck and damaged by a standard weapon, ignoring any special abilities that would otherwise make this difficult or impossible. The weapon will also deal an additional 1d4 points of damage to undead while in

this form. The katar will maintain its spirit form until the creature that triggered its transformation has been vanquished or moves further than 30 feet away from the blade, at which point it will revert back to normal.

Caster level: 14th / Prerequisites: Craft Magic Arms and Armor, *heal* / Market Value: 18,302gp / Cost to Create: 9,151gp + 732xp

Katar of the Necromancer

A medium size creature killed after being struck by a critical hit from this +1 katar has a 50% chance of rising again after 24 hours as a zombie under the control of the blade's owner. The zombie will seek out the owner of the blade and serve them for as long as it survives. The katar can only animate one zombie at a time. The blade will not create any additional zombies as long as one zombie is in its owner's service.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *animate dead* / Market Value: 8,302gp / Cost to Create: 4,151gp + 332xp

Katar of the Vampire's Fang

A critical hit scored upon a target with this +1 katar deals an additional 4d4 points of damage. These points immediately heal the wielder of the weapon for an equal number of points up to their maximum number of hit points.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *vampiric touch* / Market Value: 8,302gp / Cost to Create: 4,151gp + 332xp

Legacy Blade

The power of this +2 longsword grows as its list of previous owners grows. Upon the death of its owner a legacy blade stores one of its owner's feats to carry on to the next. When found a legacy blade will contain 1d4 feats that it will bestow upon its new owner (the actual feats are determined by the DM). The new owner instantly gains the ability to use any legally applicable feats stored in the sword and will maintain this ability for as long as the sword remains in their possession. If a character that owns the sword dies while the blade is in their possession one of their actual feats becomes transferred to the sword and the character loses knowledge of that feat. Even if the character is raised from the dead the feat still remains in the blade. The character may still access the transferred feat provided the blade remains in their possession. A legacy blade can store up to 4 feats.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *wish* / Market Value: 32,315gp / Cost to Create: 16,157gp + 1,292xp

Light-burst Sickle

A critical hit scored upon a target by this +1 sickle triggers a *searing light* spell stored within it. The spell functions identical to its listing in the *Dungeons & Dragons® Player's Handbook, Third Edition*, save for the fact that it takes the form of a blast of light which issues forth from the blade of the sickle in the direction of the struck target. Up to 3 *searing light* spells may be stored within the sickle.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *searing light* / Market Value: 3,306gp / Cost to Create: 1,653gp + 132xp

Rust Whip

This whip is crafted out of rust monster antennas. It functions as a normal whip, however it has a 10% cumulative chance of rusting any metal item struck. This effect is the equivalent of a Rust Monster's Rust attack as described in the *Dungeons & Dragons® Monster Manual, Third Edition*.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *rusting grasp*, requires the antennas of a rust monster / Market Value: 2,301gp / Cost to Create: 1,150gp + 92xp

Scimitar of Fiery Death

This scimitar functions as a +1 flaming scimitar. A critical hit made against a target makes that target more susceptible to fire damage for the next 1d4+1 rounds. Any additional fire damage dealt to the target during this time deals double damage. The target also suffers a -2 penalty to any saves made against fire based spells.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *bestow curse*, *fire ball* / Market Value: 8,315gp / Cost to Create: 4,157gp + 333xp

Scimitar of Icy Death

This scimitar functions as a +1 frost scimitar. A critical hit made against a target makes that target more susceptible to cold damage for the next 1d4+1 rounds. Any additional cold damage dealt to the target during this time deals double damage. The target also suffers a -2 penalty to any saves made against cold based spells.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *bestow curse*, *ice storm* / Market Value: 8,315gp / Cost to Create: 4,157gp + 333xp

Skill Stealer

A critical hit scored against a target with this +1 long sword has a 50% chance of stealing a skill. The target loses the ability to use one skill at random. The target will regain the ability to use any stolen skills after 1d4 days. Additional critical hits against the same target will steal additional skills.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *bestow curse* / Market Value: 8,315gp / Cost to Create: 4,157gp + 333xp

Sonic Blade

This weapon appears to be nothing more than a well-crafted hilt until it is readied for combat. The wielder may will this hilt to sprout a blade of sonic energy (this action is the equivalent of drawing a weapon). A sonic blade functions as a +1 longsword save for the fact that all damage dealt by it is considered sonic damage. The blade cannot be willed back into its dormant state. Instead the wielder must use the blade to cast a *shout* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spell uses up the blade's energies causing it to short out for 30 minutes after which it can be willed active once again. The blade can cast *shout* up to 3 times per day, after that the blade will cease functioning until the following day.

Caster level: 12th / Prerequisites: Craft Magic Arms and Armor, *shout* / Market Value: 9,000gp / Cost to Create: 4,500gp + 360xp

Spear of the Elements (air)

The owner of this +1 shortspear can turn

earth creatures as though they were a good cleric turning undead. When attacking earth elementals the spear functions as a +3 shortspear. Attacks made by these creatures against the wielder of this spear suffer a -2 to hit and a -2 to damage. In the hands of a spell caster this spear will amplify spells from the air domain as though they were cast at one level higher than their actual level. The spear can also store one spell from the air domain. While this weapon is solid to the touch it appears to be made of billowing clouds of white mist.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *summon monster VI*, *wish* / Market Value: 50,302gp / Cost to Create: 25,151gp + 2,012xp

Spear of the Elements (earth)

The owner of this +1 shortspear can turn air creatures as though they were a good cleric turning undead. When attacking air elementals the spear functions as a +3 shortspear. Attacks made by these creatures against the wielder of this spear suffer a -2 to hit and a -2 to damage. In the hands of a spell caster this spear will amplify spells from the earth domain as though they were cast at one level higher than their actual level. The spear can also store one spell from the earth domain. This spear has a hard rock-like texture to it.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *summon monster VI*, *wish* / Market Value: 50,302gp / Cost to Create: 25,151gp + 2,012xp

Spear of the Elements (fire)

The owner of this +1 shortspear can turn water creatures as though they were a good cleric turning undead. When attacking water elementals the spear functions as a +3 short-

spear. Attacks made by these creatures against the wielder of this spear suffer a -2 to hit and a -2 to damage. In the hands of a spell caster this spear will amplify spells from the fire domain as though they were cast at one level higher than their actual level. The spear can also store one spell from the fire domain. While this weapon is solid to the touch it appears to be comprised of a mass of crackling fire.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *summon monster VI*, *wish* / Market Value: 50,302gp / Cost to Create: 25,151gp + 2,012xp

Spear of the Elements (water)

The owner of this +1 shortspear can turn fire creatures as though they were a good cleric turning undead. When attacking fire elementals the spear functions as a +3 shortspear. Attacks made by these creatures against the wielder of this spear suffer a -2 to hit and a -2 to damage. In the hands of a spell caster this spear will amplify spells from the water domain as though they were cast at one level higher than their actual level. The spear can also store one spell from the water domain. While this weapon is solid to the touch it appears to be made of flowing water.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *summon monster VI*, *wish* / Market Value: 50,302gp / Cost to Create: 25,151gp + 2,012xp

Spell Stealer

A successful hit made against a spell caster with this +1 short sword has a 10% cumulative chance of erasing one memorized spell from the target's memory. The spell must be re-memorized before it can be cast again. The erased spell is determined at random.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *bestow curse* / Market Value: 8,310gp / Cost to Create: 4,155gp + 332xp

Spell-strike Sickle

Upon scoring a critical hit against a target a spell stored within this +1 sickle is triggered. The spell must be a spell that can target a single creature. The target is treated as though they had been targeted by the spell. The target is allowed any applicable saves against the spell however they do so at a -2 penalty. The sickle can store up to 3 spells. The spells are trigger in the order in which they are stored.

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *imbue with spell ability* / Market Value: 4,306gp / Cost to Create: 2,153gp + 172xp

Sword of Dazing

A successful hit made against a target with this +2 longsword has a cumulative 10% chance of affecting the target as though they had been struck by a *daze* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). A critical hit made against a target with this sword will cause the target to act as though they had been struck by a *confusion* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*).

Caster level: 10th / Prerequisites: Craft Magic Arms and Armor, *confusion*, *daze* / Market Value: 18,315gp / Cost to Create: 9,158gp + 733xp

Sword of Memory Stealing

A critical hit made by this +2 longsword against a target has a 50% chance of stealing the target's memories. This 'stealing' occurs in the form of experience points. The wielder is awarded a 300xp bonus each time they successfully steal a memory. In the case of the sword being used against a player character or NPC the experience points are deducted from their experience point total. A sword of memory stealing has ten small gemstones embedded in its hilt. Each time a critical hit is made a gemstone will shatter. Once all the gemstones have shattered the sword will function as a +1 longsword with no additional abilities.

Caster level: 18th / Prerequisites: Craft Magic Arms and Armor, *wish* / Market Value: 12,315gp / Cost to Create: 6,158gp + 493xp

Trident of Missiles

The wielder of this +2 trident can use it to cast several missile spells. Once per day the wielder can will it to fire off the following spells simultaneously: *magic missile*, *flame arrow* and *Melf's acid arrow*. Each spell functions as though cast by a 5th level wizard. The spells issue forth off of individual tines and can be directed at multiple targets. This trident bears ten white crystals along its handle. Each time the trident's power is used a crystal will shatter. Once the last crystal has shattered the trident will lose its missile firing ability.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *flame arrow*, *Melf's acid arrow*, *magic missile* / Market Value: 18,315gp / Cost to Create: 9,158gp + 733xp

Trident of Spell Channeling

A spell caster armed with this +2 trident can use it to channel the energies of their ranged spells. A spell cast through the trident functions as though it were cast at one level higher than the actual level it was cast at. A target or targets struck by a spell channeled through the trident suffer a -2 penalty to their saving throw against the spell, if one can be made.

Caster level: 14th / Prerequisites: Craft Magic Arms and Armor, *miracle* or *wish* / Market Value: 32,315gp / Cost to Create: 16,158gp + 1,293xp

Viper Whip

A target struck by this +1 whip has a 20% chance of being poisoned. This poison functions as a weaker poison spell, dealing 1d6 points immediately and 1d4 points 1 minute later. The whip deals its normal damage as well. Once per day the owner can transform the whip into a fiendish viper (medium size snake) by simply tossing the whip upon the ground. The viper is treated as though it were summoned by a *summon monster IV* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The snake will transform back into the whip once the spell's duration expires or it is killed.

Caster level: 8th / Prerequisites: Craft Magic Arms and Armor, *bestow curse*, *summon monster IV* / Market Value: 18,301gp / Cost to Create: 9,150gp + 732xp

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of Dungeons & Dragons,
Third Edition rules



Buck-A-Batch

Magic Wear I

50 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
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Buck-A-Batch

Magic Wear I

50 New Magic Items
for use with D20
Fantasy Rules

Introduction

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% Roll	Name of Weapon
00-01	Backpack of Readiness
02-03	Backpack of Readiness (cursed)
04-05	Backpack of Warning
06-07	Backpack, Carry-light
08-09	Backpack, Easy-tear
10-11	Backpack, Quick-steal
12-13	Belt of Air Walking
14-15	Belt of Resistance (Acid)
16-17	Belt of Resistance (Arrow)
18-19	Belt of Resistance (Cold)
20-21	Belt of Resistance (Electricity)
22-23	Belt of Resistance (Fire)
24-25	Belt of Resistance (Sonic)
26-27	Belt of Resistance (Spells)
28-29	Boots of Stomping
30-31	Boots of Thunder
32-33	Boots of Thunder and Lightning
34-35	Boots, Light-step
36-37	Boots, Scouting
38-39	Boots, Tracker's Bane
40-41	Cloak of Blending
42-43	Cloak, Acidic
44-45	Cloak, Electricity
46-47	Cloak, Fiery
48-49	Cloak, Forest
50-51	Cloak, Frost
52-53	Cloak, Sonic
54-55	Cloak, Stone
56-57	Gloves of Fumbling
58-59	Gloves of Ineptitude
60-61	Gloves of Misdirection
62-63	Gloves of Missiles
64-65	Gloves of Skillfulness
66-67	Hat of Blinding
68-69	Hat of Concealment
70-71	Hat of Devouring
72-73	Hat of Summoning (animal)
74-75	Hat of Summoning (monster)
76-77	Hat, Stat
78-79	Pouch, Alarm
80-81	Sack, Easy-tear
82-83	Pouch, Carry-light
84-85	Pouch, Easy-steal
86-87	Pouch, Easy-tear
88-89	Pouch, Exploding
90-91	Pouch, Fool's Gold
92-93	Pouch, Identifying
94-95	Sack of Sorting
96-97	Sack, Carry-light
98-99	Sack, Identifying

Backpack of Readiness

This pack functions as a standard backpack, however a portion of it has been divided into four small compartments, each roughly the size of a scroll case. These compartments are enchanted so that whatever item is placed within them can be instantly summoned to the wearer's hand. As a free action, the wearer of this pack can summon the item of their choice into a free hand. This effect does not work in reverse. The item must be physically placed back into the pack. Only one item can be placed inside each compartment.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *teleport* / Market Value: 2,500gp / Cost to Create: 1,250gp + 100xp

Backpack of Readiness (cursed)

As described above, only each time an item is summoned there is a 50% chance that the pack will substitute an item from one of the other pockets for the item that the wearer actually intended to summon. The first 1d4 times this item is used there is only a 10% chance of this substitution occurring.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *teleport* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Backpack of Warning

This pack bears a grinning face worked into the surface of its closing flap. The pack has two modes of function. When worn, the face keeps watch behind its owner, animating and alerting them with a yell whenever a creature of an opposing alignment comes within ten feet of it. When the pack isn't

being worn, the owner can activate its alarm. This alarm functions similar to an *alarm* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The alarm is triggered if anyone other than the pack's owner touches it. The alarm functions as an audible alarm type.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *alarm* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Backpack, Carry-light

This backpack is enchanted with a powerful spell which makes its contents seem lighter than they actually are. Items carried in a Carry-light Backpack weigh half their actual weight for as long as they remain within the pack.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *reverse gravity* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Backpack, Easy-tear

This backpack will function as a Carry-light Backpack, however the first time that it is subjected to violent movement, such as that which occurs during combat or running, the backpack will split open, spilling everything it contained to the ground.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *reverse gravity*, *mending* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Backpack, Quick-steal

This backpack functions as a Carry-light

Backpack, however once per day a random item within it will vanish, teleporting away to the pack's creator. It is rumored that one man created all of the Quick-steal Backpacks in the world and that he is a merchant that sells the items he acquires through these backpacks at his traveling bazaar. The pack adjusts the weight of the other items it contains to hide the fact that an item has been magically removed. It cannot make items weigh more than they normally do so it usually isn't long before the wearer realizes that something's amiss.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *reverse gravity*, *teleport* / Market Value: 2,500gp / Cost to Create: 1,250gp + 80xp

Belt of Air Walking

This belt allows its wearer to cast an *air walk* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) once per day. This spell functions as though cast by a 6th level cleric.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *air walk* / Market Value: 5,000gp / Cost to Create: 2,500gp + 200xp

Belt of Resistance (Acid)

The wearer of this belt is protected to a degree from acid based attacks. Each time the wearer takes acid damage the player rolls 1d10 and subtracts the amount from the total damage. The result is the amount of acid damage the belt has absorbed. The wearer takes the rest. The belt can absorb 100 points of damage before its enchantment is used up and it ceases to absorb damage. The belt will then disintegrate into a cloud of hissing vapors, as though it were destroyed by acid.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *resist elements* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Belt of Resistance (Arrow)

The field of mystic energies that surround the wearer of this belt makes them a harder target to hit with ranged weapons. Small missiles, such as sling stones, bolts, arrows, darts, etc., all receive a -1 penalty when calculating their 'to hit' roll.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *protection from arrows* / Market Value: 1,500gp / Cost to Create: 750gp + 60xp

Belt of Resistance (Cold)

The wearer of this belt is protected to a degree from cold based attacks. Each time the wearer takes cold damage the player rolls 1d10 and subtracts the amount from the total damage. The result is the amount of cold damage the belt has absorbed. The wearer takes the rest. The belt can absorb 100 points of damage before its enchantment is used up and it ceases to absorb damage. The belt will then freeze solid, becoming very brittle to the touch. The slightest movement of the wearer will cause it to shatter into a million pieces.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *resist elements* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Belt of Resistance (Electricity)

The wearer of this belt is protected to a degree from electricity based attacks. Each time the wearer takes electricity damage the player rolls 1d10 and subtracts the amount from the total damage. The result is the amount of electricity damage the belt has absorbed. The wearer takes the rest. The belt can absorb 100 points of damage before its enchantment is used up and it ceases to absorb damage. The belt will then emit a shower of sparks which quickly fade as it crumbles to ashes at the wearer's feet.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *resist elements* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Belt of Resistance (Fire)

The wearer of this belt is protected to a degree from fire based attacks. Each time the wearer takes fire damage the player rolls 1d10 and subtracts the amount from the total damage. The result is the amount of fire damage the belt has absorbed. The wearer takes the rest. The belt can absorb 100 points of damage before its enchantment is used up and it ceases to absorb damage. The belt will then turn to ash and crumble to the ground, as though it was burned in a terrible and sudden fire.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *resist elements* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Belt of Resistance (Sonic)

The wearer of this belt is protected to a degree from sonic based attacks. Each time the wearer takes sonic damage the player rolls 1d10 and subtracts the amount from the total damage. The result is the amount

of sonic damage the belt has absorbed. The wearer takes the rest. The belt can absorb 100 points of damage before its enchantment is used up and it ceases to absorb damage. At this point the belt will become very brittle, like glass. The slightest sound will cause it to shatter.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *resist elements* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Belt of Resistance (Spells)

The wearer of this belt is protected to a degree from damage taken from spell attacks. Each time the wearer takes damage as the direct result of a spell the player rolls 1d10 and subtracts the amount from the total damage. The result is the amount of spell damage the belt has absorbed. The wearer takes the rest. The belt can absorb 100 points of damage before its enchantment is used up and it ceases to absorb damage. At this point the belt will vanish in a puff of multi-colored smoke.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *protection from spells* / Market Value: 1,500gp / Cost to Create: 750gp + 60xp

Boots of Stomping

These boots magically amplify their wearer's footfalls. A medium-size creature's normal footsteps will sound as though they were being made by a large size creature. By stomping around in the boots, the sound amplification increases two steps to 'huge'. Thus a human wearing these boots could sound like anything from an Ogre to a Cloud Giant. Weaker creatures will most likely flee from what they think is an approaching

giant. Unfortunately, bigger creatures might decide to investigate the source. This enhancement is audible only. The size, weight, and sounds other than the wearer's footsteps are not affected by this amplification.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *sculpt sound* / Market Value: 2,500gp / Cost to Create: 1,250gp + 100xp

Boots of Thunder

The wearer of these boots can stomp either of their feet in order to produce a loud thunderous roar. This roar functions as though it were a *shout* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) cast by an 8th level wizard, its path being the direction that the wearer was facing at the time. This ability functions twice per day.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *shout* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Boots of Thunder and Lightning

These boots function the same as boots of thunder, however each time they are used there is a cumulative 10% chance that they will produce a violent shock instead of the thunderous roar. This shock affects only the wearer, dealing 2d6 points of electrical damage to them. After the initial shock the boots are considered cursed and can only be removed with the assistance of a remove curse spell.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *shout*, *shocking grasp* / Market Value: 4,000gp / Cost to Create:

2,000gp + 160xp

Boots, Light-step

These boots dampen the force of the wearer's footsteps by spreading out the weight of their step over a greater area. Surfaces normally not traversable due to their instability, such as a rickety wooden bridge or thin ice, can be crossed without ill effect. The amount of the wearer's weight that's applied to such surfaces is effectively halved. Traps that involve a specific amount of weight to trigger them, such as those activated by pressure plates in the floor, or a covered pit, might not function as they normally would when stepped on by the wearer. This enchantment does not reduce the amount of noise the wearer's footsteps make.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *cat's grace* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Boots, Scouting

When worn, scouting boots seem to be a pair of ordinary boots. Their magic becomes activated once their owner removes them. The boots can be willed to walk in any direction away from the wearer up to 30 feet away. This occurs at the rate of the standard walking pace of their owner. The boots apply a weight equivalent to that of their owner's to the surface they walk upon. In this way, hidden traps can be triggered, and surfaces tested for stability from a safe distance away. The boots move as though they were being worn by an invisible creature, however they cannot be willed to run, kick, jump, or perform any other function other than simply walking.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *animate object* / Market

Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Boots, Tracker's Bang

These boots appear as simple non-magical footwear, however when removed and placed upon the ground they will animate and move in the direction indicated by their owner. The boots can be willed to either walk or run off in the indicated direction and do so at the speed and weight equivalent to that of their owner. The result is that anyone tracking the owner of these boots will suddenly be faced with a trail that branches off in two different directions, with identical sets of tracks leading away. The boots will continue moving away for up to 12 hours, barring any impassable obstructions, before stopping. The boots cannot be willed to return to their owner, however they can be tracked down and retrieved by normal means. The boots cease their movement when picked up or presented by an obstacle that cannot be overcome simply by stepping over or around.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *animate object* / Market Value: 6,000gp / Cost to Create: 3,000gp + 240xp

Cloak of Blending

The color of this cloak shifts in order to blend in better with the wearer's surroundings. As a result if the wearer of the cloak gains a concealment bonus. Even if they are successfully hit, there is a 10% chance that the attack missed due to the fact that the attacker was swinging at something that wasn't part of the owner. In addition to this cloak also adds a +8 bonus to the wearer's hide check.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *change self* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Cloak, Acidic

This standard hooded cloak appears normal until it is worn with its hood drawn over its owner's head. At this point the fabric shimmers and shifts to resemble a flowing mass of hissing acidic liquid. This transformation is in appearance only, and will not affect creatures coming into contact with it. Once transformed, the acidic cloak will protect its owner to a degree from acid based attacks. Each round the cloak absorbs the first 10 points of acid damage that the wearer would normally take if not protected. This protection lasts for as long as the hood is drawn. In addition to this, while the cloak is activated, the wearer can cast *Melf's acid arrow* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*), as though cast by a 3rd level wizard three times per day, and *acid fog* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*), as though cast by an 11th level wizard, once per week.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *acid fog*, *Melf's acid arrow*, *resist elements* / Market Value: 25,000gp / Cost to Create: 12,500gp + 1,000xp

Cloak, Electricity

This standard hooded cloak appears normal until it is worn with its hood drawn over its owner's head. At this point the fabric shimmers and shifts to resemble an arcing mesh of buzzing and snapping electricity. This transformation is in appearance only, and will not affect creatures coming into contact with it. Once transformed, the electricity cloak will protect its owner to a degree from

electricity based attacks. Each round the cloak absorbs the first 10 points of electricity damage that the wearer would normally take if not protected. This protection lasts for as long as the hood is drawn. In addition to this, while the cloak is activated, the wearer can cast *shocking grasp* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*), as though cast by a 3rd level wizard three times per day, and *chain lightning* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*), as though cast by an 11th level wizard, once per week.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *chain lightning*, *shocking grasp*, *resist elements* / Market Value: 25,000gp / Cost to Create: 12,500gp + 1,000xp

Cloak, Fiery

This standard hooded cloak appears normal until it is worn with its hood drawn over its owner's head. At this point the fabric shimmers and shifts to resemble the blazing flames of a roaring fire. This transformation is in appearance only, and will not affect creatures coming into contact with it. Once transformed, the fiery cloak will protect its owner to a degree from fire based attacks. Each round the cloak absorbs the first 10 points of fire damage that the wearer would normally take if not protected. This protection lasts for as long as the hood is drawn. In addition to this, while the cloak is activated, the wearer can cast *burning hands* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*), as though cast by a 3rd level wizard three times per day, and *fireball* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*), as though cast by a 9th level wizard, once per week.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *burning hands*, *fireball*, *resist elements* / Market Value: 25,000gp / Cost to Create: 12,500gp + 1,000xp

Cloak, Forest

This standard cloak transforms its appearance the moment its wearer enters a dense forest area. The cloak will mimic the appearance of the trees and undergrowth in such a way as to grant the wearer a +10 bonus to their hide check. In addition to this the wearer also gains a concealment bonus. If a successful hit is made against the wearer while the cloak is transformed there is still a 10% chance that the attack missed due to the fact that the attacker targeted an area that was not actually part of the wearer.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *change self* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Cloak, Frost

This standard hooded cloak appears normal until it is worn with its hood drawn over its owner's head. At this point the fabric shimmers and shifts to resemble a translucent, ridged sheet of ice. This transformation is in appearance only, and will not affect creatures coming into contact with it. Once transformed, the frost cloak will protect its owner to a degree from cold based attacks. Each round the cloak absorbs the first 10 points of cold damage that the wearer would normally take if not protected. This protection lasts for as long as the hood is drawn. In addition to this, while the cloak is activated, the wearer can cast *ray of frost* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*), as though cast by a 3rd level wizard three times per day, and *cone of cold* (as described in the *Dungeons & Dragons®*

Player's Handbook, Third Edition), as though cast by an 11th level wizard, once per week.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *cone of cold*, *ray of frost*, *resist elements* / Market Value: 25,000gp / Cost to Create: 12,500gp + 1,000xp

Cloak, Sonic

This standard hooded cloak appears normal until it is worn with its hood drawn over its owner's head. At this point the fabric shimmers and shifts to resemble a buzzing web work of visible sound. This transformation is in appearance only, and will not affect creatures coming into contact with it. Once transformed, the sonic cloak will protect its owner to a degree from sonic based attacks. Each round the cloak absorbs the first 10 points of sonic damage that the wearer would normally take if not protected. This protection lasts for as long as the hood is drawn. In addition to this, while the cloak is activated, the wearer can cast *enthrall* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*), as though cast by a 5th level cleric once per day, and *shout* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*), as though cast by an 8th level wizard, once per day.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *enthrall*, *resist elements*, *shout* / Market Value: 25,000gp / Cost to Create: 12,500gp + 1,000xp

Cloak, Stone

This standard cloak transforms its appearance when its owner is in the presence of a large quantity of stone, such as while in a castle, cave, or on the side of a mountain. The cloak will mimic the appearance of the

stone in such a way as to grant the wearer a +10 bonus to their hide check. In addition to this the wearer also gains a concealment bonus. If a successful hit is made against the wearer while the cloak is transformed there is still a 10% chance that the attack missed due to the fact that the attacker targeted an area that was not actually part of the wearer.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *change self* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Gloves of Fumbling

These gloves appear to give the wearer a bonus when using them in combat, however in truth they are cursed. Each time the wearer scores a successful hit with a melee weapon in combat there is a chance that the gloves will suddenly become extremely slippery. The player must make a successful Dexterity check (DC 12) or else drop their weapon. The player basically loses a turn of combat as they retrieve their weapon. These gloves cannot be removed unless a remove curse spell is first cast.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *grease* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Gloves of Ineptitude

These gloves appear to be gloves of skillfulness, however once worn they cannot be removed without the assistance of a remove curse spell. The gloves actually give the wearer a -1 penalty on all skill check rolls.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *bestow curse* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Gloves of Misdirection

The magic within these gloves is usually activated by a phrase such as "Hey, look over there!" If the wearer speaks the phrase while pointing in a direction with one of the gloves, all intelligent creatures within a 30foot radius must make a successful Will save or else be compelled to look in the direction the wearer is pointing in. Creatures that do so are considered stunned for one round. These gloves will not affect the same creature twice.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *suggestion* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Gloves of Missiles

The wearer of these gloves has the ability to cast each of the following spells once per day; *flame arrow*, *magic missile* and *Melf's acid arrow* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The spells act as though cast by a 5th level wizard.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *flame arrow*, *magic missile*, *Melf's acid arrow* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Gloves of Skillfulness

These gloves give the wearer a +1 bonus when making a skill check. In addition to this, once per day the wearer can roll twice when making a skill check, keeping the more favorable roll as the actual result.

Caster level: 5th / Prerequisites: Craft

Wondrous Item, 5th rank in at least 3 skills /
Market Value: 6,000gp / Cost to Create:
3,000gp + 240xp

Hat of Blinding

For the first day it is worn, the magic within this enchanted hat grants its wearer a +1 bonus to hit in combat. On the second day however, the hat shows its true nature. The first time the wearer is struck in combat, the hat will fall down over their eyes, effectively blinding them. The hat cannot be removed without the assistance of a remove curse spell. The wearer is considered blinded until the hat is removed.

Caster level: 5th / Prerequisites: Craft
Wondrous Item, *bestow curse*, *magic
weapon* / Market Value: 4,000gp / Cost to
Create: 2,000gp + 160xp

Hat of Concealment

This pointed hat has the ability to hide its wearer. Three times per day the wearer can grab a hold of the hat and pull it down over their body. The hat will expand in size until the wearer is completely covered. Then the surface of the hat will transform into a perfect replica of a large rock, tree trunk, barrel, or bush, depending upon which form would be the most inconspicuous in the present environment. This transformation is visually perfect however if the surface of the transformed hat is touched by a creature the hat will pop back to normal size and its wearer will be revealed. The wearer can also reverse their concealment simply by grabbing a hold of the bottom edge of the transformed hat and pushing it back up onto their head. While concealed, the wearer can breathe, hear, and speak normally, however they cannot cast spells, ready weapons, or engage in other activities which require any-

thing more than a nominal amount of space.

Caster level: 5th / Prerequisites: Craft
Wondrous Item, *change self* / Market Value:
3,000gp / Cost to Create: 1,500gp + 120xp

Hat of Devouring

This hat, like the bag of the same name, is actually one of the mouths of an interdimensional creature. The hat radiates magic and will appear to grant its wearer a +1 bonus to their saving throws, however the first time its wearer's hit points drop below half their maximum amount, the hat will sense their weakness and attack. The "mouth" of the hat will slip down over its wearer's head, clamping shut around their neck, effectively blinding its owner. One round after this occurs the mouth will expand again and attempt to draw the trapped creature into it. The hat has a strength of 20 for the purpose of drawing someone into it. Creatures drawn into the hat are consumed in one round and eaten. If the hat is pulled off the trapped creature, or the creature is pulled out of the hat, the hat will hang in the air, snapping menacingly at those around it, before pulling back into its home dimension, vanishing from sight.

Caster level: 12th / Prerequisites: Cannot
be created / Market Value: 10,000gp / Cost
to Create: Cannot be created

Hat of Summoning (animal)

Twice per day, the owner of this hat can remove it, reach inside, and draw out animals to assist them in battle. This ability functions as a *summon nature's ally III* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) spell as though it were cast by a 6th level druid. The wearer produces a small ball of fur from the

hat which, when thrown before them, grows and transforms into the animal specified. This ball of fur will disintegrate if not thrown in one round. They cannot be stockpiled.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *summon nature's ally III* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Hat of Summoning (monster)

Twice per day, the owner of this hat can remove it, reach inside, and draw out creatures to assist them in battle. This ability functions as a *summon monster III* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though it were cast by a 6th level wizard. The wearer produces a small black egg from the hat which, when thrown before them, cracks and produces a full-sized version of the monster specified. This egg will disintegrate if not thrown in one round. They cannot be stockpiled.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *summon monster III* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Hat, Stat

This hat monitors the condition of its wearer. The moment that the owner is affected by anything that endangers their ability scores, such as a constitution effecting poison, or a strength sapping spell, a *magic mouth* will appear and loudly announce the threat. The hat's alarm comes in handy when dealing with cursed items, or subtle poisons which effects might not be quickly discernable by the wearer. While the magic mouth does inform the hat's wearer of the change in their condition, there is only a 20% chance

that it will state the cause or source of the effect.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *magic mouth*, *status* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Pouch, Alarm

Once the flap on this belt pouch is tied shut an *alarm* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) is activated. If anyone other than the pouch's owner attempts to open it the alarm will trigger, alerting its wearer to the threat.

Caster level: 3rd / Prerequisites: Craft Wondrous Item, *alarm* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Pouch, Carry-light

This belt pouch is enchanted with a powerful spell which makes its contents seem lighter than they actually are. Items carried in a Carry-light Pouch weigh half their actual weight for as long as they remain within the belt pouch.

Caster level: 3rd / Prerequisites: Craft Wondrous Item, *reverse gravity* / Market Value: 1,000gp / Cost to Create: 5,000gp + 40xp

Pouch, Easy-steal

This belt pouch will function as a Carry-light Pouch, however it is enchanted in such as way as to make it easier for a rogue to steal from it. A rogue that attempts to use their pick pocket skill on this pouch gets a +10

bonus added to their results. A rogue that spots an Easy-steal pouch has a 10% chance per level of identifying it as such.

Caster level: 3rd / Prerequisites: Craft Wondrous Item, *blindness/deafness* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Pouch, Easy-tear

This belt pouch will function as a Carry-light Pouch, however the first time that it is subjected to violent movement, such as that which occurs during combat or running, the pouch will split open, spilling everything it contained to the ground.

Caster level: 3rd / Prerequisites: Craft Wondrous Item, *mending* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Pouch, Exploding

Once tied shut this pouch becomes armed. Anyone opening it will trigger a blast that deals 1d4+1 points of fire damage to anyone within a foot of it. In order to open it safely, the metal stud, which secures the tie strings to the pouch's flap, must be pressed while the flap is being untied.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *burning hands* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Pouch, Fool's Gold

Any item carried for more than a day within this belt pouch will change its appearance to resemble something worthless. Gold pieces become wooden chips, gems turn to glass,

etc. This is a simple but powerful illusion cast by the pouch over objects it contains. This illusion vanishes one hour after the items have been removed from the pouch.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *major image* / Market Value: 2,000gp / Cost to Create: 1,000gp + 40xp

Pouch, Identifying

The owner of this belt pouch can use it to cast an *Identify* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). To do this, the owner simply places an unidentified object into the pouch, ties its flap shut, and waits. There is a cumulative 10% chance for each hour that the pouch is closed and at rest, that the opening of the pouch will animate and speak the results of the identify spell. Only one item can be placed into the pouch at a time if the spell is expected to work. If a cursed item is placed inside the pouch, the pouch will cough and attempt to spit it out once it identifies it. If this occurs the pouch will not function for one week, requiring a period of rest in order to recover from the experience.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *animate objects, identify* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Sack of Sorting

The owner of this sack can use it to sort quantities of mixed coins and gems into individual piles. Once a quantity of treasure has been placed within the sack, and its draw-strings tied shut, the sack will begin to shift and churn, once this movement ceases the coins have been sorted. The mouth of the sack will then animate and speak the type

and quantity of each coin or gem it contains. The owner may then untie the strings and dump the sorted coins and gems out into their respective piles. The flow of coins or gems will pause for a second once all of its type has been poured from the sack, allowing its owner to move to the location of its next pile. Sorting time equals 1 second for each coin and gem X each different type of coin and gem the sack contains (Example: 100gp, 100sp, and 5 emeralds would take 615 seconds. 205 items X 3 different types.)

Caster level: 5th / Prerequisites: Craft Wondrous Item, *animate object*, *unseen servant* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Sack, Carry-light

This sack is enchanted with a powerful spell which makes its contents seem lighter than they actually are. Items carried in a Carry-light Sack weigh half their actual weight for as long as they remain within the sack.

Caster level: 3rd / Prerequisites: Craft Wondrous Item, *reverse gravity* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Sack, Easy-tear

This sack will function as a Carry-light Sack, however the first time that it is subjected to violent movement, such as that which occurs during combat or running, the sack will split open, spilling everything it contained to the ground.

Caster level: 3rd / Prerequisites: Craft Wondrous Item, *mending* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Sack, Identifying

The owner of this sack can use it to cast an *Identify* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). To do this, the owner simply places an unidentified object into the bag, ties its drawstrings shut, and waits. There is a cumulative 10% chance for each hour that the bag is closed and at rest, that the opening of the bag will animate and speak the results of the identify spell. Only one item can be placed into the bag at a time if the spell is expected to work. If a cursed item is placed inside the bag, the bag will cough and attempt to spit it out once it identifies it. If this occurs the bag will not function for one week, requiring a period of rest in order to recover from the experience.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *animate objects*, *identify* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

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Buck-A-Batch

Magic Wear II

50 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
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Buck-A-Batch

Magic Wear II

50 New Magic Items
for use with D20
Fantasy Rules

Introduction

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% Roll	Name of Weapon
00-01	Acidic Glove
02-03	Barbarian's Cloak
04-05	Bard's Cloak
06-07	Beggar's Robe
08-09	Blade Robe
10-11	Cleric's Cloak
12-13	Decoy Cloak
14-15	Druid's Cloak
16-17	Elemental Robe (Air)
18-19	Elemental Robe (Earth)
20-21	Elemental Robe (Fire)
22-23	Elemental Robe (Water)
24-25	Fighter's Cloak
26-27	Flame Glove
28-29	Frost Glove
30-31	Gloves of Spikes
32-33	Good Friend Robe
34-35	Monk's Cloak
36-37	Paladin's Cloak
38-39	Portable Store Backpack
40-41	Quiver of Arrow Attribute
42-43	Quiver of Darkness
44-45	Quiver of Double Strike
46-47	Quiver of the Hornet's Nest
48-49	Quiver of Light
50-51	Quiver of Resistance
52-53	Quiver of the Viper
54-55	Quiver, Arrowstorm
56-57	Ranger's Cloak
58-59	Rogue's Cloak
60-61	Rope Belt
62-63	Scabbard, Charge-drain
64-65	Scabbard, Leech
66-67	Scabbard, Sneak Sword
68-69	Scabbard, Sword-fuse
70-71	Shock Glove
72-73	Sonic Glove
74-75	Sorcerer's Cloak
76-77	Spell-right Hat (Abjuration)
78-79	Spell-right Hat (Conjuration)
80-81	Spell-right Hat (Divination)
82-83	Spell-right Hat (Enchantment)
84-85	Spell-right Hat (Evocation)
86-87	Spell-right Hat (Illusion)
88-89	Spell-right Hat (Necromancy)
90-91	Spell-right Hat (Transmutation)
92-93	Sword Belt
94-95	Trackless Boots
96-97	Two-way Pouch
98-99	Wizard's Cloak

Acidic Glove

This magic glove encircles the hand in an aura of acid. A successful unarmed strike made with the hand imbued by this aura will deal 1d4-1 points of acid damage to its target along with its standard damage. In addition to this, any single-handed melee weapon equipped in this hand will gain a slight acid attribute for as long as it is held. The weapon will deal 1 point of acid damage in addition to its normal damage.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *acid cloud* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Barbarian's Cloak

When worn by a barbarian, this cloak cancels the out penalty suffered to their AC while they're in a barbarian rage. The cloak also adds a +1 bonus to the barbarian's AC. In addition the barbarian gains a +3 charisma bonus when dealing with other barbarians of the same alignment. The cloak automatically adjusts its size and will fit any barbarian regardless of their race.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *mage armor* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Bard's Cloak

A bard that wears this cloak can use their bardic music ability one additional time per day. The cloak also adds a +1 bonus to the bard's AC. In addition the bard gains a +3 charisma bonus when dealing with other bards of the same alignment. The cloak automatically adjusts its size and will fit any bard regardless of their race.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Beggar's Robe

Donning this tattered robe will cause the wearer's apparel to fall under an illusionary aura. Their clothes will appear shabby, dirty, and torn, regardless of their true quality. While under this illusion the player receives a -5 modifier to their charisma score. The illusion obscures only the quality and condition of the wearer's clothes. The wearer's other possessions are not affected.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *change self* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Blade Robe

Touching the outer material of this robe is the equivalent of touching the edge of a sharp blade. 1d4 points of damage will be inflicted upon bare flesh that comes into contact with its surface. The robe is a great deterrent against slam, grappling, and other unarmed attacks. The wearer may also attempt to attack with the robe. A successful melee touch attack deals 1d4 points of slashing damage to the target.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *blade barrier* / Market Value: 15,000gp / Cost to Create: 7,500gp + 600xp

Cleric's Cloak

When worn by a cleric, this cloak increases its owner's ability to heal the injured. As a result the player adds +1 to the total of any

healing they attempt through the use of spells. The cloak also adds a +1 bonus to the cleric's AC. In addition the cleric gains a +3 charisma bonus when dealing with other clerics of the same alignment. The cloak automatically adjusts its size and will fit any cleric regardless of their race.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *cure light wounds* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Deceit Cloak

The owner of this cloak may will it to stand on its own. The cloak, at a distance, will resemble a roughly human sized hooded figure. The cloak will stay standing until touched, either by hand, weapon, or missile, at which point it will lose its form and immediately collapse. The DM may allow for a search or spot check (DC30) to be made by characters who first spot the cloak in its free standing form. Modifications to the roll could be made depending upon the circumstances (lighting, distance, facing, etc.)

Caster level: 5th / Prerequisites: Craft Wondrous Item, *animate object* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Druid's Cloak

When worn by a druid within a forest setting, this cloak allows its owner to blend in more easily with their surroundings. As a result the druid gains a +10 bonus to their hide check. The cloak also adds a +1 bonus to the druid's AC. In addition the druid gains a +3 charisma bonus when dealing with other druids of the same alignment. The cloak automatically adjusts its size and will fit any druid regardless of their race.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *change self* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Elemental Robe (Air)

This robe is light blue and is embroidered with curling wisps of silver thread. Donning this robe will allow the owner to take the form of an air elemental once per day. The wearer's stats become identical to that of a Medium-Size Air Elemental (as described in the *Dungeons & Dragons® Monster Manual, Third Edition*), with any damage carried over between the forms. The wearer's possessions are also effected by this transformation, turning to air and vanishing into the elemental form. This transformation will last for 1 hour, at which time the wearer and their possessions will revert back to normal. Weapons wielded by the wearer of this robe will deal their standard damage to an air elemental regardless of any damage reduction ability the air elemental may possess.

It is relatively easy to tell the difference between a true elemental and a transformed wearer of an elemental robe. The wearer maintains some of their original features.

Caster level: 15th / Prerequisites: Craft Wondrous Item, *shapechange* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4000xp

Elemental Robe (Earth)

This robe is dark brown and flecked with gold dust. Donning this robe will allow the owner to take the form of an earth elemental once per day. The wearer's stats become identical to that of a Medium-Size Earth Elemental (as described in the *Dungeons & Dragons® Monster Manual, Third Edition*), with any damage carried over between the

forms. The wearer's possessions are also effected by this transformation, turning to rock and vanishing into the elemental form. This transformation will last for 1 hour, at which time the wearer and their possessions will revert back to normal. Weapons wielded by the wearer of this robe will deal their standard damage to an earth elemental regardless of any damage reduction ability the earth elemental may possess.

It is relatively easy to tell the difference between a true elemental and a transformed wearer of an elemental robe. The wearer maintains some of their original features.

Caster level: 15th / Prerequisites: Craft Wondrous Item, *shapechange* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4000xp

Elemental Robe (Fire)

This robe is a deep red trimmed with a jagged orange design. Donning this robe will allow the owner to take the form of fire elemental once per day. The wearer's stats become identical to that of a Medium-Size Fire Elemental (as described in the *Dungeons & Dragons® Monster Manual, Third Edition*), with any damage carried over between the forms. The wearer's possessions are also effected by this transformation, turning to flame and vanishing into the elemental form. This transformation will last for 1 hour, at which time the wearer and their possessions will revert back to normal. Weapons wielded by the wearer of this robe will deal their standard damage to a fire elemental regardless of any damage reduction ability the fire elemental may possess.

It is relatively easy to tell the difference between a true elemental and a transformed wearer of an elemental robe. The wearer maintains some of their original features.

Caster level: 15th / Prerequisites: Craft

Wondrous Item, *shapechange* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4000xp

Elemental Robe (Water)

This robe is a dark blue and is embroidered with curling waves of silver thread. Donning this robe will allow the owner to take the form of an water elemental once per day. The wearer's stats become identical to that of a Medium-Size Water Elemental (as described in the *Dungeons & Dragons® Monster Manual, Third Edition*), with any damage carried over between the forms. The wearer's possessions are also effected by this transformation, turning to water and vanishing into the elemental form. This transformation will last for 1 hour, at which time the wearer and their possessions will revert back to normal. Weapons wielded by the wearer of this robe will deal their standard damage to water elemental regardless of any damage reduction ability the water elemental may possess.

It is relatively easy to tell the difference between a true elemental and a transformed wearer of an elemental robe. The wearer maintains some of their original features.

Caster level: 15th / Prerequisites: Craft Wondrous Item, *shapechange* / Market Value: 100,000gp / Cost to Create: 50,000gp + 4000xp

Fighter's Cloak

When worn by a fighter, this cloak improves its owner's saving throws. The fighter gains an additional +2 bonus to all save checks for as long as the cloak is worn. The cloak also adds a +1 bonus to the fighter's AC. In addition the fighter gains a +3 charisma bonus when dealing with other fighters of the same alignment. The cloak automatically adjusts

its size and will fit any fighter regardless of their race.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *resistance* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Flame Glove

This magic glove encircles the hand in an aura of fire. A successful unarmed strike made with the hand imbued by this aura will deal 1d4-1 points of flame damage to its target along with its standard damage. In addition to this, any single-handed melee weapon equipped in this hand will gain a slight flame attribute for as long as it is held. The weapon will deal 1 point of flame damage in addition to its normal damage.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *fireball* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Frost Glove

This magic glove encircles the hand in an aura of frost. A successful unarmed strike made with the hand imbued by this aura will deal 1d4-1 points of cold damage to its target along with its standard damage. In addition to this, any single-handed melee weapon equipped in this hand will gain a slight cold attribute for as long as it is held. The weapon will deal 1 point of cold damage in addition to its normal damage.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *icestorm* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Gloves of Spikes

The owner of these seemingly normal gloves can will them to become studded with a series of small spikes. These spikes add an extra point when dealing damage in unarmed combat. They also add a +1 bonus when attempting to grapple, defending against a disarm attempt or using the climb skill.

Caster level: 7th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 6,000gp / Cost to Create: 3,000gp + 240xp

Good Friend Robe

The wearer of this robe gains a +5 charisma enhancement bonus when interacting with creatures of the same alignment. The robe also grants the wearer the ability to cast *charm person* once per day and *charm monster* once per week (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). Both spells function as though cast by a 4th level wizard.

Caster level: 4th / Prerequisites: Craft Wondrous Item, *charm person*, *charm monster* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Monk's Cloak

When worn by a monk, this cloak improves the wearer's still mind ability. The monk gains an additional +2 bonus to saving throws against spells and effects from the enchantments school for as long as the cloak is worn. The cloak also adds a +1 bonus to the monk's AC. In addition the monk gains a +3 charisma bonus when dealing with other monks of the same alignment. The cloak automatically adjusts its size and will fit any monk regardless of their race.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *resistance* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Paladin's Cloak

When worn by a paladin, this cloak improves its owner's charisma modifier by +3 while attempting to use the following class features: *Divine Grace*, *Lay on Hands*, *Smite Evil*, and *Turn Undead* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). The cloak also adds a +1 bonus to the paladin's AC. In addition the paladin gains a +3 charisma bonus when dealing with other paladins. The cloak automatically adjusts its size and will fit any paladin regardless of their race.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *miracle* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Portable Storage Backpack

This handy item will allow its owner to make purchases miles away from an equipment shop. The owner needs only to state the name of the item they wish to purchase while dropping an amount of coins into the pack to activate the enchantment. The coins will vanish, and the requested item can be pulled from the pack. Each item must be purchased one at a time. For example, the owner couldn't ask for 20 torches at once. The item could be anything listed under Adventuring Gear (on page 108 of the *Dungeons & Dragons® Player's Handbook, Third Edition*), even an item that couldn't normally fit inside a pack (such as a 10' ladder). Once an oversize item has been removed from the pack it cannot be placed back in. The item will remain its standard size. The price of each item is double what's listed (to take care of shipping and handling

of course). The backpack must be empty for this enchantment to work. A portable store may at times (DM's discretion) close up shop, remaining sealed despite all efforts to open its flap, or simply deny its service, spitting out any coins placed into it, or worse yet, keeping them without 'vending' anything in return.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *fabricate* / Market Value: 14,000gp / Cost to Create: 7,000gp + 560xp

Quiver, Arrowstorm

An Arrowstorm Quiver gets its name from its ability to send multiple arrows at the same target. Each time an arrow drawn from this quiver finds its target there is a 20% chance that 2d4 additional arrows contained within the quiver will animate, fly from the quiver, and strike the same target. The quiver may only hold non-magic arrows and must contain enough arrows to satisfy the amount of the die roll for the quiver's enchantment to work.

Caster level: 11th / Prerequisites: Craft Wondrous Item, *animate object* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Quiver of Arrow Attribute

Each time an arrow is drawn from this quiver there is a 30% chance that it will gain a random attribute. The arrow will remain charged with this attribute for one round, or until it strikes a target, after which it will revert back to normal. Roll 1d6 to determine which attribute the arrow is charged with: 1-2 = Flaming, 3-4 = Shock, 5-6 = Frost (as described in the *Dungeons & Dragons® Dungeon Master's Guide, Third Edition*). Only non-magic arrows may gain a magic

attribute.

Caster level: 7th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 10,000gp / Cost to Create: 5,000gp + 400xp

Quiver of Darkness

Each day, up to three arrows within this quiver will turn pitch black and feel cold to the touch. The quiver has imbued each of these arrows with a special enchantment. Upon striking a target each black arrow will cast a *darkness* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though cast by a 2nd level wizard in addition to inflicting its normal damage. The arrow serves as the focal point of the spell with the 20' radius forming around it. The quiver will only enchant standard non-magic arrows. Only three black arrows will exist within the quiver at any time. These arrows will lose the darkness ability if separated from the quiver for more than 5 minutes. Each arrow will revert back to a standard arrow once its spell has been cast.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *darkness* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Quiver of Double Strike

Each time a successful hit is made with an arrow drawn from this quiver there is a 30% chance that another arrow within the quiver will transform into a *magic missile* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This magic missile will shoot from the quiver, strike the same target as the arrow, and deal 1d4+1 points of damage.

Caster level: 3rd / Prerequisites: Craft

Wondrous Item, *magic missile* / Market Value: 1,500gp / Cost to Create: 750gp + 60xp

Quiver of the Hornet's Nest

Once per day, the owner of this quiver can use it to cast a *magic missile* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though cast by a 9th level wizard. The spell causes 5 arrows within the quiver to transform into magic missiles. The missiles function exactly as the spell as far as damage, distance, and target choices are concerned. The quiver must contain at least 5 standard non-magic arrows for the spell to work. The missiles fire directly from the quiver.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *magic missile* / Market Value: 4,500gp / Cost to Create: 2,250gp + 180xp

Quiver of Light

Each day, up to three arrows within this quiver will turn pure white and feel warm to the touch. The quiver has imbued each of these arrows with a special enchantment. Upon striking a target each white arrow will cast a *daylight* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) as though cast by a 2nd level wizard in addition to inflicting its normal damage. The arrow serves as the focal point of the spell with the 60' radius forming around it. The quiver will only enchant standard non-magic arrows. Only three white arrows will exist within the quiver at any time. These arrows will lose the daylight ability if separated from the quiver for more than 5 minutes. Each arrow will revert back to a standard arrow once its spell has been

cast.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *daylight* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Quiver of Resistance

This quiver will bestow a +1 bonus to hit upon any arrow placed within it. The arrow must be a standard non-magical arrow for the enhancement to take effect and the arrow loses this ability if out of the quiver for longer than 3 minutes. Upon the third day of use the true nature of this quiver will become apparent. The quiver will randomly begin to resist its owner's efforts to draw arrows from it. There is a 30% chance that each time an arrow is reached for that it will become stuck in the quiver. If this occurs, all arrows within the quiver will become stuck for 1d4 rounds. A stubborn quiver is the last thing an archer needs when nasty creatures closing in...

Caster level: 5th / Prerequisites: Craft Wondrous Item, *web* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Quiver of the Viper

This quiver bears the image of a viper worked upon its surface. Arrows carried within have a chance of becoming enchanted by the magic properties of the quiver. Each time an arrow is drawn from the quiver and fired there is a 20% chance that the target struck by it will be affected by a *poison* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). Enchanted arrows will bear the illusion of a green mist-like snake coiled about it. This snake will dissipate when the arrow strikes a target. The arrow will deal its normal damage along with the effects of the

poison unless a successful Fortitude save is made (DC10). Only non-magic arrows will gain this poison attribute.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *poison* / Market Value: 9,000gp / Cost to Create: 4,500gp + 360xp

Ranger's Cloak

When worn by a ranger, this cloak improves its owner's favored enemy class feature. The ranger gains an additional +1 bonus to bluff, listen, sense motive, spot, and wilderness lore checks when using these skills against their favored enemy. The cloak also adds a +1 bonus to the ranger's AC. In addition the ranger gains a +3 charisma bonus when dealing with other rangers of the same alignment. The cloak automatically adjusts its size and will fit any ranger regardless of their race.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *greater magic weapon* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Rogue's Cloak

When worn by a rogue, this cloak improves its owner's sneak attack ability. The rogue gains an additional +2 bonus when attempting a sneak attack. The cloak also adds a +1 bonus to the rogue's AC. In addition the rogue gains a +3 charisma bonus when dealing with other rogues of the same alignment. The cloak automatically adjusts its size and will fit any rogue regardless of their race.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *cat's grace* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Rope Belt

The act of removing this belt will cause it to transform into a standard 50' coil of hemp rope. The owner may revert the rope back into a belt by simply looping it about their waist, at which point it will shrink back into the size of a normal belt. The belt will size itself to fit a waist automatically once an attempt is made to wear it.

Caster level: 7th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Scabbard, Charge-drain

This scabbard has the strange ability to drain charges from magic items within its range in order to magically enhance any longsword placed within. The scabbard will drain 5 charges from magic items selected at random from within a 10 radius of the owner. Once the charges have been drained, the scabbard will imbue a sword held within with a magic burst ability. The next time this sword is drawn and a successful to hit roll is made against an opponent, the magic energies will be released from the sword, dealing an additional 2d4 points of damage to the target. The draining and charging of the sword is an hour long process, during which time the sword must remain within the scabbard and the scabbard must remain near the item or items being drained. After the sword's energies have been released it loses the magic burst ability until it can be placed back into the scabbard for a recharge.

Caster level: 7th / Prerequisites: Craft Wondrous Item, *spell turning* / Market Value: 15,000gp / Cost to Create: 7,500gp + 600xp

Scabbard, Læzeh

When identified, this scabbard will appear to have the ability to magically amplify the existing enhancements of any longsword placed within. In actuality the scabbard drains magic energies from the blade it holds. This process takes 1 day, per 1000gp market value of the item. While the weapon is being drained it will gain a +1 bonus to hit, stacked upon any already existing bonuses. This is the magic of the weapon attempting to strike back at the scabbard; the weapon's death throes as it were. After the weapon has been drained it becomes a standard non-magical weapon of its type.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *dispel magic* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Scabbard, Sngak Sword

A longsword placed into this scabbard will turn invisible and remain invisible until drawn. The scabbard will appear empty, unless physically inspected. The owner will appear to be wearing an empty scabbard. This is a handy way of sneaking weapons into places or baiting any thieves or creatures that may be lying in wait to attack an unarmed victim.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *invisibility* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Scabbard, Sword-fuse

This scabbard will radiate magic if checked and appear to enhance a longsword placed within with a magical sharpness, granting it a +1 bonus to its damage. For the first 3

days of use it will function as such, however on the fourth day the owner's sword will become permanently fused to the scabbard. The sword will resist all efforts to draw it out. Once this fusing occurs nothing short of a wish or deity intervention will separate the two again.

Caster level: 7th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Shock Glove

This magic glove encircles the hand in an aura of electricity. A successful unarmed strike made with the hand imbued by this aura will deal 1d4-1 points of electric damage to its target along with its standard damage. In addition to this, any single-handed melee weapon equipped in this hand will gain a slight electric attribute for as long as it is held. The weapon will deal 1 point of electricity damage in addition to its normal damage.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *lightning bolt* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Sonic Glove

This magic glove encircles the hand in an aura of sound. A successful unarmed strike made with the hand imbued by this aura will deal 1d4-1 points of sonic damage to its target along with its standard damage. In addition to this, any single-handed melee weapon equipped in this hand will gain a slight sonic attribute for as long as it is held. The weapon will deal 1 point of sonic damage in addition to its normal damage.

Caster level: 5th / Prerequisites: Craft

Wondrous Item, *sound burst* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Sorcerer's Cloak

When worn by a sorcerer, this cloak increases their charisma score by 1. The cloak also adds a +1 bonus to the sorcerer's AC. In addition the sorcerer gains a +3 charisma bonus when dealing with other sorcerers of the same alignment. The cloak automatically adjusts its size and will fit any sorcerer regardless of their race.

Caster level: 7th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Spell-right Hat (Abjuration)

This pointed hat grants the spell caster that wears it a bonus when casting spells from the school of abjuration. A successfully cast spell of this type functions as though cast at 1 level higher than the level of the caster. The wearer may also choose one abjuration each day to 'store' within the hat. This stored spell counts as an extra spell and is not included in the number of spells that can be memorized or cast per day. If a spell-right hat is worn by anyone other than a spell caster, the wearer will suffer a -1 penalty to their intelligence until it is removed.

Caster level: 9th / Prerequisites: Craft Wondrous Item, Heighten Spell, *imbue with spell ability* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Spell-right Hat (Conjuration)

This pointed hat grants the spell caster that wears it a bonus when casting spells from

the school of conjuration. A successfully cast spell of this type functions as though cast at 1 level higher than the level of the caster. The wearer may also choose one conjuration each day to 'store' within the hat. This stored spell counts as an extra spell and is not included in the number of spells that can be memorized or cast per day. If a spell-right hat is worn by anyone other than a spell caster, the wearer will suffer a -1 penalty to their intelligence until it is removed.

Caster level: 9th / Prerequisites: Craft Wondrous Item, Heighten Spell, *imbue with spell ability* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Spell-right Hat (Divination)

This pointed hat grants the spell caster that wears it a bonus when casting spells from the school of divination. A successfully cast spell of this type functions as though cast at 1 level higher than the level of the caster. The wearer may also choose one divination each day to 'store' within the hat. This stored spell counts as an extra spell and is not included in the number of spells that can be memorized or cast per day. If a spell-right hat is worn by anyone other than a spell caster, the wearer will suffer a -1 penalty to their intelligence until it is removed.

Caster level: 9th / Prerequisites: Craft Wondrous Item, Heighten Spell, *imbue with spell ability* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Spell-right Hat (Enchantment)

This pointed hat grants the spell caster that wears it a bonus when casting spells from the school of enchantment. A successfully cast spell of this type functions as though

cast at 1 level higher than the level of the caster. The wearer may also choose one enchantment each day to 'store' within the hat. This stored spell counts as an extra spell and is not included in the number of spells that can be memorized or cast per day. If a spell-right hat is worn by anyone other than a spell caster, the wearer will suffer a -1 penalty to their intelligence until it is removed.

Caster level: 9th / Prerequisites: Craft Wondrous Item, Heighten Spell, *imbue with spell ability* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Spell-right Hat (Evocation)

This pointed hat grants the spell caster that wears it a bonus when casting spells from the school of evocation. A successfully cast spell of this type functions as though cast at 1 level higher than the level of the caster. The wearer may also choose one evocation each day to 'store' within the hat. This stored spell counts as an extra spell and is not included in the number of spells that can be memorized or cast per day. If a spell-right hat is worn by anyone other than a spell caster, the wearer will suffer a -1 penalty to their intelligence until it is removed.

Caster level: 9th / Prerequisites: Craft Wondrous Item, Heighten Spell, *imbue with spell ability* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Spell-right Hat (Illusion)

This pointed hat grants the spell caster that wears it a bonus when casting spells from the school of illusion. A successfully cast spell of this type functions as though cast at 1 level higher than the level of the caster. The wearer may also choose one illusion

each day to 'store' within the hat. This stored spell counts as an extra spell and is not included in the number of spells that can be memorized or cast per day. If a spell-right hat is worn by anyone other than a spell caster, the wearer will suffer a -1 penalty to their intelligence until it is removed.

Caster level: 9th / Prerequisites: Craft Wondrous Item, Heighten Spell, *imbue with spell ability* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Spell-right Hat (Necromancy)

This pointed hat grants the spell caster that wears it a bonus when casting spells from the school of necromancy. A successfully cast spell of this type functions as though cast at 1 level higher than the level of the caster. The wearer may also choose one necromancy each day to 'store' within the hat. This stored spell counts as an extra spell and is not included in the number of spells that can be memorized or cast per day. If a spell-right hat is worn by anyone other than a spell caster, the wearer will suffer a -1 penalty to their intelligence until it is removed.

Caster level: 9th / Prerequisites: Craft Wondrous Item, Heighten Spell, *imbue with spell ability* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Spell-right Hat (Transmutation)

This pointed hat grants the spell caster that wears it a bonus when casting spells from the school of transmutation. A successfully cast spell of this type functions as though cast at 1 level higher than the level of the caster. The wearer may also choose one transmutation each day to 'store' within the hat. This stored spell counts as an extra

spell and is not included in the number of spells that can be memorized or cast per day. If a spell-right hat is worn by anyone other than a spell caster, the wearer will suffer a -1 penalty to their intelligence until it is removed.

Caster level: 9th / Prerequisites: Craft Wondrous Item, Heighten Spell, *imbue with spell ability* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Sword Belt

This belt appears to be a standard leather belt while worn, however if the owner removes it, it will immediately transform into a +1 short sword. The buckle of the belt transforms into a simple hilt while the leather becomes the blade. The belt will size itself to fit a waist automatically once an attempt is made to wear it. This magic item is perfect for sneaking a weapon into places where weapons are not allowed and has become very popular among the Thieves Guilds.

Caster level: 7th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 4,310gp / Cost to Create: 2,155gp + 172xp

Trackless Boots

These boots allow the wearer to cast *pass without a trace* 3 times per day (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell functions as though cast by a 5th level druid. These boots will size themselves to fit automatically once an attempt is made to put them on.

Caster level: 3rd / Prerequisites: Craft Wondrous Item, *pass without a trace* / Market Value: 3,000gp / Cost to Create:

1,500gp + 120xp

Two-way Pouch

This seemingly standard pouch is actually two pouches connected together by magical means. Anything placed within one pouch may be taken out of the other and vice versa. These pouches are a very handy way of passing small items between party members separated at great distances. Thieves have also been known to sneak one of these pouches into the belongings of merchants so that they may gradually relieve them of any valuables placed within. Items placed within the bag must be able to fit entirely into a pouch for the enchantment to work. A longsword, for instance, could not be passed between the pouches by feeding it gradually through one end while it's pulled out the other. Attempting something like this would result in tearing the pouch, severing the magic connection for good.

Caster level: 9th / Prerequisites: Craft Wondrous Item, *Leomund's secret chest* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Wizard's Cloak

When worn by a wizard, this cloak increases their intelligence score by 1. The cloak also adds a +1 bonus to the wizard's AC. In addition the wizard gains a +3 charisma bonus when dealing with other wizards of the same alignment. The cloak automatically adjusts its size and will fit any wizard regardless of their race.

Caster level: 7th / Prerequisites: Craft Wondrous Item, *limited wish* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

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of Dungeons & Dragons,
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Buck-A-Batch

Magic Wear III

50 New Magic Items for
use with D20 Fantasy
Rules

This document is part of System 20:
A Do-It-Yourself supplement system available at
creationsedge.com

Buck-A-Batch

Magic Wear III

50 New Magic Items
for use with D20
Fantasy Rules

Introduction

Welcome to Magic Wear III, part of our Buck-A-Batch line of products.

The Buck-A-Batch product line is part of System 20, a do-it-yourself supplement system found on our website at www.creationsege.com.

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% Roll	Name of Item
00-01	Acid Quiver
02-03	Acolyte's Outfit
04-05	Acrobat's Outfit
06-07	Arcane Ritual Vestments
08-09	Boots of Charging
10-11	Boots of Displacement
12-13	Brawler's Outfit
14-15	Cleric's Cap
16-17	Crafter's Gloves (brew potion)
18-19	Crafter's Gloves (craft magic arms, armor)
20-21	Crafter's Gloves (craft rod)
22-23	Crafter's Gloves (craft staff)
24-25	Crafter's Gloves (craft wand)
26-27	Crafter's Gloves (craft wondrous item)
28-29	Crafter's Gloves (forge ring)
30-31	Crafter's Gloves (scribe scroll)
32-33	Dire Claw Gloves (badger)
34-35	Dire Claw Gloves (bear)
36-37	Dire Claw Gloves (wolverine)
38-39	Druid's Cap
40-41	Fire Quiver
42-43	Frost Foot Boots
44-45	Frost Quiver
46-47	Gloves of Accuracy
48-49	Gloves of Healing
50-51	Holy Ritual Vestments
52-53	Hot Foot Boots
54-55	Hunter's Cloak
56-57	Life Pouch
58-59	Night Cap
60-61	Performer's Outfit
62-63	Pouch of Coins
64-65	Pouch of Gems
66-67	Pouch of Projectiles
68-69	Quick-Foot Boots
70-71	Quick-Rot Boots
72-73	Robe of Elemental Summoning (air)
74-75	Robe of Elemental Summoning (earth)
76-77	Robe of Elemental Summoning (fire)
78-79	Robe of Elemental Summoning (water)
80-81	Saddle of the Pegasus
82-83	Saddle of the Warhorse
84-85	Saddlebags of Light-load
86-87	Sage's Outfit (magic)
88-89	Shock Foot Boots
90-91	Shock Quiver
92-93	Sonic Quiver
94-95	Sorcerer's Cap
96-97	Touch Attack Gloves
98-99	Wizard's Cap

Acid Quiver

A non-magical arrow carried in this quiver for more than 24 hours has a 30% chance of gaining an acid attribute when notched and fired at a target. The roll to determine if an arrow has been enchanted is made after it has successfully struck a target. An enchanted arrow deals an additional 1d4 points acid damage to its target. Placing a magic arrow into this quiver will short out its arrow enchanting ability until it is removed.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *Melf's acid arrow* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Acolyte's Outfit

This magical outfit is designed to be worn by individuals who perform skills with wisdom as their key attribute. The wearer gains a +1 bonus when attempting any wisdom based skill checks. The wearer also gains a +1 bonus to their armor class.

Caster level: 8th / Prerequisites: Craft Wondrous Item, crafter must have a wisdom of 15 or better / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Acrobat's Outfit

This magical outfit is designed to be worn by individuals who perform skills with dexterity as their key attribute. The wearer gains a +1 bonus when attempting any dexterity based skill checks. The wearer also gains a +1 bonus to their armor class.

Caster level: 8th / Prerequisites: Craft Wondrous Item, crafter must have a dexterity of 15 or better / Market Value: 2,000gp /

Cost to Create: 1,000gp + 80xp

Arcane Ritual Vestments

These clothes are designed to be worn during arcane rituals and will only function for a sorcerer or wizard. They are far too fragile to be worn during adventuring and cannot be worn in conjunction with any other armor or clothing. The vestments are usually found within a specially designed carrying case of high quality polished wood. There is a specific ritual that must be followed while donning or doffing the vestments. Either act requires a solid half hour to perform. By concentrating successfully the wearer may cast their sorcerer or wizard spells at 1 to 4 levels higher than their actual level. The wearer need only succeed at four concentration checks, the first made at the spell's level, the second at spell level +3, the third at spell level +6, and the fourth at spell level +12. The number of times the wearer succeeds indicates the number of bonus levels their spell gains. Each period of concentration requires ten minutes.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 9,000gp / Cost to Create: 4,500gp + 360xp

Boots of Charging

These boots grant a bonus to their wearer when making a charge attack. The wearer gains an additional +1 bonus to their attack roll, for a total of +3. The boots also reduce the charger's AC penalty from -2 to -1. Both boots must be worn to gain these advantages.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *cat's grace* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Boots of Displacement

These boots create a minor field of displacement around their wearer. This field functions similar to a weaker version of a displacement spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). Attacks that target the wearer have a 20% miss chance. Both boots must be worn in order to gain this benefit.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *displacement* / Market Value: 20,000gp / Cost to Create: 10,000gp + 800xp

Brawler's Outfit

This magical outfit is designed to be worn by individuals who perform skills with strength as their key attribute. The wearer gains a +1 bonus when attempting any strength based skill checks. The wearer also gains a +1 bonus to their armor class.

Caster level: 8th / Prerequisites: Craft Wondrous Item, crafter must have a strength of 15 or better / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Cleric's Cap

This cap grants its wearer a number of bonuses provided they are a cleric. The wearer can read magic as though under the effect of a permanent *read magic* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). They gain a +1 bonus to their concentration checks and can cast up to three spells per day at one level higher than their actual experience level. The cleric also gains the ability to cast one extra spell per day.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *miracle* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Crafter's Gloves (brew potion)

These snug fitting gloves grant the wearer bonuses when brewing a potion. The wearer can brew a potion in half the time it would normally take to do so. The experience point cost is also reduced to 1/40th of the item's value in gold as opposed to the standard 1/25th.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *wish*, crafter must have the *brew potion* feat / Market Value: 16,000gp / Cost to Create: 8,000gp + 640xp

Crafter's Gloves (craft magic arms and armor)

These snug fitting gloves grant the wearer bonuses when crafting magic arms and armor. The wearer can craft magic arms and armor in half the time it would normally take to do so. The experience point cost is also reduced to 1/40th of the item's value in gold as opposed to the standard 1/25th.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *wish*, crafter must have the *craft magic arms and armor* feat / Market Value: 16,000gp / Cost to Create: 8,000gp + 640xp

Crafter's Gloves (craft rod)

These snug fitting gloves grant the wearer bonuses when crafting a rod. The wearer can craft a rod in half the time it would nor-

mally take to do so. The experience point cost is also reduced to 1/40th of the item's value in gold as opposed to the standard 1/25th.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *wish*, crafter must have the *craft rod* feat / Market Value: 16,000gp / Cost to Create: 8,000gp + 640xp

Crafter's Gloves (craft staff)

These snug fitting gloves grant the wearer bonuses when crafting a staff. The wearer can craft a staff in half the time it would normally take to do so. The experience point cost is also reduced to 1/40th of the item's value in gold as opposed to the standard 1/25th.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *wish*, crafter must have the *craft staff* feat / Market Value: 16,000gp / Cost to Create: 8,000gp + 640xp

Crafter's Gloves (craft wand)

These snug fitting gloves grant the wearer bonuses when crafting a wand. The wearer can craft a wand in half the time it would normally take to do so. The experience point cost is also reduced to 1/40th of the item's value in gold as opposed to the standard 1/25th.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *wish*, crafter must have the *craft wand* feat / Market Value: 16,000gp / Cost to Create: 8,000gp + 640xp

Crafter's Gloves (craft wondrous item)

These snug fitting gloves grant the wearer bonuses when crafting a wondrous item. The wearer can craft a wondrous item in half the time it would normally take to do so. The experience point cost is also reduced to 1/40th of the item's value in gold as opposed to the standard 1/25th.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 16,000gp / Cost to Create: 8,000gp + 640xp

Crafter's Gloves (forge ring)

These snug fitting gloves grant the wearer bonuses when forging a ring. The wearer can forge a ring in half the time it would normally take to do so. The experience point cost is also reduced to 1/40th of the item's value in gold as opposed to the standard 1/25th.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *wish*, crafter must have the *forge ring* feat / Market Value: 16,000gp / Cost to Create: 8,000gp + 640xp

Crafter's Gloves (scribe scroll)

These snug fitting gloves grant the wearer bonuses when scribing a scroll. The wearer can scribe a scroll in half the time it would normally take to do so. The experience point cost is also reduced to 1/40th of the item's value in gold as opposed to the standard 1/25th.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *wish*, crafter must have the *scribe scroll* feat / Market Value: 16,000gp / Cost to Create: 8,000gp + 640xp

Dire Claw Gloves (badger)

This pair of normal looking leather gloves grant the wearer a claw attack. Once activated, the gloves along with the wearer's hands are transformed into dire badger claws. As a standard attack action the wearer can attack with both claws. This attack is made at melee +8 and deals 1d4+2 each. This transformation lasts for 3d4 rounds unless canceled by the wearer. Willing the gloves to transform into claws or the claws to transform back both count as free actions. The gloves can be activated 3 times per day. Many actions the wearer could normally perform with their hands will be next to impossible while they are in claw form.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *polymorph self* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Dire Claw Gloves (bear)

This pair of normal looking leather gloves grant the wearer a claw attack. Once activated, the gloves along with the wearer's hands are transformed into dire bear claws. As a standard attack action the wearer can attack with both claws. This attack is made at melee +18 and deals 2d4+10 each. This transformation lasts for 3d4 rounds unless canceled by the wearer. Willing the gloves to transform into claws or the claws to transform back both count as free actions. The gloves can be activated 3 times per day. Many actions the wearer could normally perform with their hands will be next to impossible while they are in claw form.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *polymorph self* / Market Value: 9,000gp / Cost to Create: 4,500gp + 360xp

Dire Claw Gloves (wolverine)

This pair of normal looking leather gloves grant the wearer a claw attack. Once activated, the gloves along with the wearer's hands are transformed into dire wolverine claws. As a standard attack action the wearer can attack with both claws. This attack is made at melee +8 and deals 1d6+6 each. This transformation lasts for 3d4 rounds unless canceled by the wearer. Willing the gloves to transform into claws or the claws to transform back both count as free actions. The gloves can be activated 3 times per day. Many actions the wearer could normally perform with their hands will be next to impossible while they are in claw form.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *polymorph self* / Market Value: 6,000gp / Cost to Create: 3,000gp + 240xp

Druid's Cap

This cap grants its wearer a number of bonuses provided they are a druid. The wearer can read magic as though under the effect of a permanent *read magic* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). They gain a +1 bonus to their concentration checks and can cast up to three spells per day at one level higher than their actual experience level. The druid also gains the ability to cast one extra spell per day.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *miracle* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Fire Quiver

A non-magical arrow carried in this quiver

for more than 24 hours has a 30% chance of gaining a fire attribute when notched and fired at a target. The roll to determine if an arrow has been enchanted is made after it has successfully struck a target. An enchanted arrow deals an additional 1d4 points fire damage to its target. Placing a magic arrow into this quiver will short out its arrow enchanting ability until it is removed.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *fireball* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Frost Foot Boots

These boots appear to protect their wearer as though they were under the effect of a continuous *resist elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with cold as the selected energy type. The first time however that the wearer takes damage from cold the protection will cease and the boots will immediately become cursed. The boots will now deal 1d4-1 points cold damage to their wearer each round until they are removed. Removing the boots takes one full round. The boots can easily be removed however they will deal an additional 1d4 points cold damage to anyone attempting to do so. Cursed boots will freeze and shatter the moment they are removed.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *resist elements, cone of cold* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Frost Quiver

A non-magical arrow carried in this quiver for more than 24 hours has a 30% chance of gaining a frost attribute when notched and fired at a target. The roll to determine if an

arrow has been enchanted is made after it has successfully struck a target. An enchanted arrow deals an additional 2 points cold damage to its target. Placing a magic arrow into this quiver will short out its arrow enchanting ability until it is removed.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *ice storm* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Gloves of Accuracy

These gloves grant the wearer a bonus when firing an arrow from a bow. Each glove bestows a +1 bonus to the wearer's 'to hit' roll. Thus both gloves can be worn for a +2 bonus or one glove worn for a +1 bonus and the other given to another party member to use.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *true strike* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Gloves of Healing

The wearer of these gloves gains the ability to heal by touch as though they were a paladin. This power functions identical to a paladin's lay on hands ability as though the wearer were a paladin of a level equal to their own. When worn by a paladin the gloves allow them to use their lay on hands ability 1 additional time each day. Both gloves must be worn for this ability to function.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *miracle* / Market Value: 16,000gp / Cost to Create: 8,000gp + 640xp

Holy Ritual Vestments

These clothes are specifically designed to be worn during holy (or unholy) rituals and will only function for a cleric or druid. They are far too fragile to be worn during adventuring and cannot be worn in conjunction with any other armor or clothing. The vestments are usually found within a specially designed carrying case of high quality polished wood. There is a specific ritual that must be followed while donning or doffing the vestments. Either act requires a solid half hour to perform. By concentrating successfully the wearer may cast their cleric or druid spells at 1 to 4 levels higher than their actual level. The wearer need only succeed at four concentration checks, the first made at the spell's level, the second at spell level +3, the third at spell level +6, and the fourth at spell level +12. The number of times the wearer succeeds indicates the number of bonus levels their spell gains. Each period of concentration requires ten minutes.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *miracle* / Market Value: 9,000gp / Cost to Create: 4,500gp + 360xp

Hot Foot Boots

These boots appear to protect their wearer as though they were under the effect of a continuous resist elements spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with fire as the selected energy type. The first time however that the wearer takes damage from fire the protection will cease and the boots will immediately become cursed. The boots will now deal 1d4-1 points fire damage to their wearer each round until they are removed. Removing the boots takes one full round. The boots can easily be removed however they will deal an additional 1d4 points fire damage to anyone attempting to do so. Cursed boots will burn up the

moment they are removed.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *resist elements*, *burning hands* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Hunter's Cloak

This cloak grants the wearer a +1 bonus when using any of the following skills: hide, intuit direction, or spot. The wearer gains a +3 bonus when using the wilderness lore skill. The wearer can also use the cloak to cast *invisibility to animals* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) three times per day. This spell functions as though cast by a 3rd level druid.

Caster level: 3rd / Prerequisites: Craft Wondrous Item, *invisibility to animals* / Market Value: 500gp / Cost to Create: 250gp + 20xp

Life Pouch

When a player first comes into contact with this pouch, mystic energies will lash out from within and deal 2d4+2 points of damage. Opening the pouch will reveal an amount of small button size discs equal to the amount of damage that was dealt. These discs are sweet to the taste and will restore 1d4 hit points each when eaten by the player that was dealt the damage. A life pouch will only function once for any player. It will cease to function until it's contents have been eaten or removed. Once removed from the pouch a disc must be eaten within one hour or else it disintegrates.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *miracle* / Market Value:

1,500gp / Cost to Create: 750gp + 60xp

Night Cap

A person that dons this cap will fall instantly into a deep sleep. The sleep will last for four solid hours during which nothing short of physical harm will wake the wearer. After the four-hour period the wearer will awake as though they slept for eight hours, feeling completely refreshed. They benefit from any effects a full rest period would grant them, such as eliminating fatigued condition, healing hit points, etc. The wearer is also immune from nightmare spells.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *sleep* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Performer's Outfit

This magical outfit is designed to be worn by individuals who perform skills with charisma as their key attribute. The wearer gains a +1 bonus when attempting any charisma based skill checks. The wearer also gains a +1 bonus to their armor class.

Caster level: 8th / Prerequisites: Craft Wondrous Item, crafter must have a charisma of 15 or better / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Pouch of Coins

The opening of this belt pouch is lined with small wooden discs carved to resemble coins. If one of the discs are snapped off and dropped into the empty pouch at sunset, by dawn the pouch will be found to contain 1d4 x 20 gold pieces. When found the pouch will bear 1d4 x 2 wooden discs. Only

one wooden disc may be used per night and the pouch must be empty save for the disc for the enchantment to work.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 500gp / Cost to Create: 250gp + 20xp

Pouch of Gems

When first found this pouch will have 2d4 x 2 small glass beads attached to its drawstrings. If the owner snaps one of these beads off, drops it into the pouch, and ties it tightly shut, the glass bead will slowly transform into a random gem. The DM may roll on the gem chart (found on page 172 of the *Dungeons & Dragons® Dungeon Master's, Third Edition*) to determine the gem's value. The number of hours it takes to grow a gem is equal to its value divided by 10. A blue quartz gem would take an hour to grow (10gp) while an emerald would take 100 hours (1,000gp). Once the bead's transformation is complete the drawstrings will loosen on their own. If the drawstrings are opened before the process is complete the glass bead within will shatter into worthless shards.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 8,000gp / Cost to Create: 4,000gp + 320xp

Pouch of Projectiles

Reaching into this pouch will produce one of the following items once per day (roll 1d4): 1= acid (flask), 2= alchemist's fire (flask), 3= thunderstone, 4= tanglefoot bag. The interior of the pouch is pitch black and cannot be seen into even through magical means. An item inside the bag will feel small and cube-like until it is removed at which point it will expand into the item indicated.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *fabricate* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Quick-Foot Boots

These boots grant their wearer a +2 bonus to their reflex saves. The boots also bestow the dodge feat upon their wearer if they do not already possess it.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *cat's grace* / Market Value: 4,000gp / Cost to Create: 2,000gp + 160xp

Quick-Rot Boots

These boots function the same as quick-foot boots however they are extremely susceptible to water damage. The second they come into contact with even the smallest quantity of water they will quickly rot away into mush.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *cat's grace* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Robe of Elemental Summoning (air)

The wearer of this robe can cast *protection from arrows* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) upon themselves three times per day. This spell takes the form of a spherical area that surrounds the wearer, which is subjected to sudden gusts of wind that throws off incoming projectiles. The robe is adorned with six images of air elementals. Once per day the wearer can use the robe to summon a medium size air elemental. This ability functions similar to a *monster*

summoning V spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). Each time this spell is used one of the images on the robe will vanish. Once the last image vanishes the robe loses its abilities and becomes worthless. Both spells function as though cast at 10th level.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *protection from arrows*, *monster summoning V* / Market Value: 3,900gp / Cost to Create: 1,950gp + 156xp

Robe of Elemental Summoning (earth)

The wearer of this robe can cast *endurance* (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) upon themselves three times per day. This spell makes the wearer and the robe appear as though they were made of stone. The robe is adorned with six images of earth elementals. Once per day the wearer can use the robe to summon a medium size earth elemental. This ability functions similar to a *monster summoning V* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). Each time this spell is used one of the images on the robe will vanish. Once the last image vanishes the robe loses its abilities and becomes worthless. Both spells function as though cast at 10th level.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *endurance*, *monster summoning V* / Market Value: 3,900gp / Cost to Create: 1,950gp + 156xp

Robe of Elemental Summoning (fire)

The wearer of this robe can cast *resist ele-*

ments (fire) upon themselves three times per day (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell makes the robe appear as though it were made of fire. The robe is adorned with six images of fire elementals. Once per day the wearer can use the robe to summon a medium size fire elemental. This ability functions similar to a *monster summoning V* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). Each time this spell is used one of the images on the robe will vanish. Once the last image vanishes the robe loses its abilities and becomes worthless. Both spells function as though cast at 10th level.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *resist elements*, *monster summoning V* / Market Value: 3,900gp / Cost to Create: 1,950gp + 156xp

Robe of Elemental Summoning (water)

The wearer of this robe can cast *blur* upon themselves three times per day (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). This spell takes the form of a spherical area that surrounds the wearer that makes their image appear blurred and wavy as though they were under water. The robe is adorned with six images of water elementals. Once per day the wearer can use the robe to summon a medium size water elemental. This ability functions similar to a *monster summoning V* spell. Each time this spell is used one of the images on the robe will vanish. Once the last image vanishes the robe loses its abilities and becomes worthless. Both spells function as though cast at 10th level.

Caster level: 10th / Prerequisites: Craft Wondrous Item, *blur*, *monster summoning V* / Market Value: 3,900gp / Cost to Create:

1,950gp + 156xp

Saddle of the Pegasus

This saddle bears the image of a winged horse. Once per day the rider of the horse that bears this saddle can will the horse to be transformed into a pegasus. This transformation functions as though the horse were targeted by a *polymorph* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) cast at 12th level.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *polymorph other* / Market Value: 9,000gp / Cost to Create: 4,500gp + 360xp

Saddle of the Warhorse

This saddle can transform lesser mounts, such as donkeys, ponies, and horses, into a light warhorse. Simply fastening the saddle to the beast activates a *polymorph* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) hidden within. The spell instantly transforms the mount into a light warhorse. The creature will remain a light warhorse for as long as the saddle is attached.

Caster level: 12th / Prerequisites: Craft Wondrous Item, *polymorph other* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Saddlebags of Light-load

These saddlebags make it much easier to carry large loads over long distances. The weight of anything placed within these saddlebags is effectively halved when determin-

ing encumbrance for a mount.

Caster level: 5th / Prerequisites: Craft Wondrous Item, *Leomund's secret chest* / Market Value: 1,000gp / Cost to Create: 500gp + 40xp

Sage's Outfit (magic)

This magical outfit is designed to be worn by individuals who perform skills with intelligence as their key attribute. The wearer gains a +1 bonus when attempting any intelligence based skill checks. The wearer also gains a +1 bonus to their armor class.

Caster level: 8th / Prerequisites: Craft Wondrous Item, crafter must have an intelligence of 15 or better / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Shock Foot Boots

These boots appear to protect their wearer as though they were under the effect of a continuous *resist elements* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*) with electricity as the selected energy type. The first time however that the wearer takes damage from electricity the protection will cease and the boots will immediately become cursed. The boots will now deal 1d4-1 points electrical damage to their wearer each round until they are removed. Removing the boots takes one full round. The boots can easily be removed however they will deal an additional 1d4 points electrical damage to anyone attempting to do so. Cursed boots will disintegrate the moment they are removed.

Caster level: 6th / Prerequisites: Craft Wondrous Item, *resist elements*, *shocking grasp* / Market Value: 3,000gp / Cost to Create: 1,500gp + 120xp

Shock Quiver

A non-magical arrow carried in this quiver for more than 24 hours has a 30% chance of gaining a shock attribute when notched and fired at a target. The roll to determine if an arrow has been enchanted is made after it has successfully struck a target. An enchanted arrow deals an additional 1d4 points electricity damage to its target. Placing a magic arrow into this quiver will short out its arrow enchanting ability until it is removed.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *lightning bolt* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Sonic Quiver

A non-magical arrow carried in this quiver for more than 24 hours has a 30% chance of gaining a sonic attribute when notched and fired at a target. The roll to determine if an arrow has been enchanted is made after it has successfully struck a target. An enchanted arrow deals an additional 1d4 points sonic damage to its target. Placing a magic arrow into this quiver will short out its arrow enchanting ability until it is removed.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *shout* / Market Value: 2,000gp / Cost to Create: 1,000gp + 80xp

Sorcerer's Cap

This cap grants its wearer a number of bonuses provided they are a sorcerer. The wearer can read magic as though under the effect of a permanent *read magic* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). They

gain a +1 bonus to their concentration checks and can cast up to three spells per day at one level higher than their actual experience level. The sorcerer also gains the ability to cast one extra spell per day.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

Touch Attack Gloves

A handy item of apparel for spell casters, touch attack gloves grant the wearer a +2 bonus when attempting to target a creature with a spell that requires a touch attack. There is also a 20% chance that the gloves will make the spell function as though cast at one level higher than that of the wearer.

Caster level: 8th / Prerequisites: Craft Wondrous Item, *spectral hand* / Market Value: 9,000gp / Cost to Create: 4,500gp + 360xp

Wizard's Cap

This cap grants its wearer a number of bonuses provided they are a wizard. The wearer can read magic as though under the effect of a permanent *read magic* spell (as described in the *Dungeons & Dragons® Player's Handbook, Third Edition*). They gain a +1 bonus to their concentration checks and can cast up to three spells per day at one level higher than their actual experience level. The wizard also gains the ability to cast one extra spell per day.

Caster level: 18th / Prerequisites: Craft Wondrous Item, *wish* / Market Value: 12,000gp / Cost to Create: 6,000gp + 480xp

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