

Figurine of Wondrous Power - War Dog

- This item appears as a miniature statuette (made of grey colored granite) of a war dog (A mastiff). When the 1" statuette is tossed down to the ground and the command word 'Axe' spoken (std. action), it becomes a living creature which obeys and serves its owner. The creature understands common (Int 9), but does not speak. The war dog has the following statistics:
- Medium Magical Beast; HD: 4+8; Init: +4; Speed: 40ft (8 squares); AC: 20, touch 16, flat-footed: 18; Attack: Bite +4 (1d8+4); Full attack: 2xBite; Space/Reach: 5ft/5ft, Sp. Attack: Trip +3; Sp. Qualities: Low-Light vision, scent; Saves: Fort +6, Ref +6, Will +2; Abilities: Str 16, Dex 16, Con 16, Int 9, Wis 13, Cha 7; Skills: Jump +9, Listen +6, Spot +7, Swim +5, Survival +4*(+6 when tracking by scent); Feats: Alertness, Track; Carrying Capacity: light up to 150lbs, medium 151-275lbs, heavy 276-375lbs, drag 2,000lbs. Alignment: NG
- With Int of 8, Axe can understand and will obey most commands (in addition to hand signals/commands noted below). Axe will not perform suicidal acts, nor will he attack allies or friendly creatures. Due to the fact that this is an intelligent creature, it gains XP when it participates in activities where XP would be earned.
- The dog's name is 'Axe'. Axe will obey the owner's commands (uttered in common) to the best of his ability. Axe can understand spoken commands or hand signals as follows: **Attack** - Fist to Fist motion, followed by pointing to opponents (continues attacking in opportunistic manner); **Stay** - Flat hand atop Flat hand, followed by point to place where Axe should stay; **Guard** - Left arm w/fist bent upward w/right arm fist to left arm elbow, followed by pointing to person or area to guard; **Hold** - Hands clasped fingers interlocked, followed by pointing to object to be held; **Track** - Point to ground with both hand where tracking should be started; **Faint/Play Dead** - Hands together inverted; **Heel** - Grasp both elbows; **Kill** - Slam right hand fist into open left hand, followed by pointing at specific opponent (continues attacking specific target); **Stop** - Left hand points to ground and make circular motion. Additional commands can be learned (one per year) after acquisition of magic item.
- Axe remains animate for one hour per day, until killed, or until dismissed with command word 'Veryx'. If killed, Axe cannot be summoned again for one week.

Item Level: 16th; Body Slot: n/a; Caster Level: 15th; Aura: Strong (DC 18) transmutation; Activation: Standard

Weight(lb.): .01lbs (as statuette), 120lbs as dog

Value(gp): 15,500

Flagstrum's Cloak of Cuirboilli Armor

- A black leather cloak w/short sleeves and a hood. This 'cloak' transforms into a suit of shaped, hardened, boiled leather armor upon command.
- The armor provides a +3 magical 'armor' bonus for an overall protective rating (armor bonus) of +7.
- While wearing the 'Armor' the wearer's maximum Dex bonus is a +8, and no armor check penalty is applied.
- The chance of arcane spell failure while wearing the 'Armor' is 0%.
- Wearing the 'Armor' does not reduce a character's speed.
- When the command word "Flagstrum" is spoken (standard action), the cloak transforms into the 'Armor'.
- The character's other accouterment (backpack, weapons harness, necklace, etc) remain outside / over the Armor when the cloak transforms.
- A second utterance of the command word (standard action) reverts the armor back into the cloak form. Which has a +1 magical 'armor' bonus for an overall protective rating (armor bonus) of +2.
- While wearing the 'Cloak' there are no penalties/restrictions on the wearers abilities or skills.

Item Level: 14th; Body Slot: Body; Caster Level: 16th; Aura: Moderate (DC 17) Abjuration; Activation: standard

Weight(lb.): Armor 10#, Cloak 5#

Value(gp): 20,500

+2 Impervious Spell Casting Short Sword

- A +2 weapon (sized for a medium character/resizes to fit wearer if held in close contact for 24 hours or more) of exceptional quality, enchanted with a +2 to hit and damage. In addition to the standard magic weapon bonuses, this weapon also provides a couple of special options.
- The sword itself is impervious/immune to any attack form other than physical blows. i.e. it cannot be damaged or destroyed by fire, cold, lightning, etc.
- The sword learns spells! The sword learns one Wizard spell that it can cast each week. The spell is chosen at random (with the DMs assistance) at the beginning (just after midnight) of the week (it may be advisable to have this added to your campaign calendar so that you can be reminded in game when it's time to for the sword to learn a new spell). Remember: The weeks are 10 days long in "Rob's World!". Once the spell is learned, it may be cast up to (10 - Level) times during the week. No more than one spell may be cast in any one day.
- Example: If the sword learns a 10th level spell, the sword may cast that spell once during the week. If the sword learns a 1st level spell, then the sword may cast that spell once per day for ten days.
- The sword is considered to be a 18th level caster for any purposes that might apply.
- The sword itself can only cast the spell upon command of the wielder. A standard action is required to 'cast' the spell, and casting while in combat could provoke an attack of opportunity as you stand relatively still and mentally will the sword to cast a spell.

Item level: 16th; Body Slot: – (held); Caster lvl: 18th; Aura: Powerful (DC 18) evocation/'variable'; Activation: –/standard

Weight(lb.): 3

Value(gp): 20,000gp

Instant Pit

- A magical item in the shape of a black handkerchief. The black silk cloth has a golden embroidered pattern which makes the handkerchief look like a little pit when it's laid on the ground.
- When this handkerchief is laid on the ground (a non-magical volume of solid composed of earth and or stone) and the command words 'Make it a pit' are spoken (standard action), it instantly becomes an actual pit with dimensions totaling a 20' x 20' x 20' pit. The dimensions of the pit can be configured to fit an area that encompasses a total volume of up to 8000 cubic feet. (Default is 20ft deep and 20ft by 20ft across). If the user wishes the pit could be 5'x5' across and 320' deep, or 40'x40' across and 5' deep. The total area may be configured in any way so long as the total volume does not exceed 8000 cubic feet.
- The opening of the pit can be exposed or covered (included with the creation of the pit) with one of two types of covers:
 - A: A pressure sensitive trap door which opens (into the pit) when a weight greater than 20lbs is placed upon it.
 - B: A trap door that can only be opened (in either direction) upon mental command.
- Regardless of the type (or lack) of cover, falling into the pit will expose the creature falling to the possibility of damage.
- The pit will persist for 24 hours. After the 24 hour period expires any contents of the pit are deposited onto the original surface where the pit was created (no damage is incurred from this deposition).

Item Level: 10th; Body Slot: – (held); Caster Level: 14th; Aura: Moderate (DC 16) Transmutation; Activation: Standard (manipulation)

Weight(lb.): .25

Value(gp): 1,200

Necklace of the Enemy Seeker

- A gold chain necklace with 10 red ruby stones. Intrinsic value (with no gems) is 25gp.
- Upon uttering the command words "Hhaachk Thughy" (standard action) a gem detaches from its setting, flies off into the air and begins orbiting overhead (creating an 80' diameter 'kill zone'). The Necklace owner must designate a orbit origin point. Any spot up to 80' from him/her. The 40' diameter sphere originates from the selected intersection. This gem then hovers over the battlefield for 1d6+1 additional rounds.
- Each round after the gem is fixed in orbit it fires 2 magic missiles at selected opponents (selected by the necklace owner). The magic missiles (like the Wizard spell (see PHB page 252) have a range of 40' from the gems orbit origin point. The magic missiles cause 1d4+1 damage per attack.
- The owner may delay the attack for a round in order to re-position the 'kill zone'. The orbiting gem may be repositioned (standard action) up to 80' from it's original position once per round.
- If the owner doesn't specify a target, the gem will select any opponent the necklace owner is fighting. If the owner isn't fighting any opponents a random opponent is selected. If no opponents are 'known' (must be visible/known to the necklace owner), then the gem stops firing and disappears.
- This charged magic item may be recharged by a skilled gem smith at a cost of 550gp (not counting labor) per ruby. If all gems are used the necklace loses all magical abilities and becomes a mundane item.

Item Level: 16th; Body Slot: Throat; Caster Level: 7th; Aura: Moderate (DC 17) Evocation; Activation: standard

Weight(lb.): .25

Value(gp): 5,500+550/gem, 25gp w/no gems

Potion of Lightning

- Immediately after drinking this consumable (standard action), the imbiber must open his/her mouth wide and exhale.
- A lightning bolt will shoot out of the imbibers mouth. Select a target within 90', that's where the stroke of the bolt begins.
- The bolt is 6 inches wide and 30 feet long, and it extends in a straight line beyond the target point up to 30 more feet.
- If the bolt encounters a wall beyond the target, the remainder of the bolt will reflect back in a random direction (away from the wall).
- The bolt causes 1d6+20 electrical damage. There is no reflex save against this bolt; instead, the imbiber must 'aim' the bolt, making a 'To Hit' roll as if firing a missile weapon (using normal modifiers - No STR modifier is permitted in to hit roll).
- The intended target may reduce the damage by making a fortitude save against a DC = damage indicated. A successful save will reduce the damage by 10.
- After striking (or missing) the intended target, the bolt will continue to affect additional targets behind the intended target.
- Subsequent targets (behind the intended target) take 20 points of damage unless a reflex save is made against a DC of 18. If the save is made the damage is halved.
- If the bolt is reflected back, the backstroke will cause 20 damage (unless a reflex save to negate is made against DC of 18).

Item Level: 12th; Body Slot: – (held); Caster Level: 9th; Aura: Moderate (DC 16) Evocation; Activation: Standard (manipulation)

Weight(lb.): 1

Value(gp): 600

There Not There Cookie

- This hard biscuit/cookie is a magic item. A 3" diameter (1/4" thick) cookie with almond and vanilla flavorings; this cookie will keep for an indefinite amount of time. Once consumed (standard action), the magical properties of the cookie are triggered.
- The cookie allows the consumer to be 'there and not there' at the same time. In the round after the cookie is eaten, an illusion of the consumer appears in the spot where the consumer stands. The illusion contains visual but no audible, or olfactory component. The illusion appears to be identical to the consumer in all outward appearances, and the illusion will move slightly, crouching, stretching, scratching arm, tapping on chin, possibly holding a weapon, etc. It will not attack, speak, or otherwise interact with or react to other creatures or hazards in its environment.
- At the same time that the illusion appears, the consumer (and all the items/equipment he/she is carrying) of the cookie will become invisible. The consumer of the cookie may then move away from the illusion in order to be 'there and not there' at the same time. The consumer of the cookie will remain invisible and the illusion visible/viable for a period of time equal to a maximum of 24 hours, or until one of two things happens.
 - A: The illusion is attacked or dispelled or found out. i.e. If someone/something touches the illusion. This will instantly dispel the illusion and the consumer will become visible. A Will save against DC 25 will detect the illusion, but such an attempt may only be made if the observer has some reason to suspect the illusion. i.e. the Illusion doesn't respond appropriately to shouted commands, attempts at conversation, apparent danger, etc. If the illusion is 'found out' in this manner it will disappear and the consumer will become visible.
 - B: The invisible consumer is attacked or the invisibility is dispelled. i.e. If the invisible consumer is successfully attacked or attacks someone they instantly become visible and the illusion disappears. If someone can see the invisible consumer but doesn't attack or isn't attacked by the invisible consumer the illusion and invisibility will persist.
- If either the illusion or the invisibility are dispelled the other will instantly be dispelled as well.

Item Level: 12th; Body Slot: – (held); Caster Level: 10th; Aura: Moderate (DC 16) Illusion (figment/glamour); Activation: standard (manipulation)

Weight(lb.): .25

Value(gp): 850

Salziar's staff-bow of missile defense

- This composite short bow takes the form of a staff when not being used as a bow. As a staff it appears to be, oaken, 6' long, 1.4" dia. Stained dark grey in color, the grain is plainly visible. Carved into the ends of the staff are the images of six different arrows (three on each end).
- The staff can be used as a normal traveling aid for the typical adventurer, as a weapon (as a staff), or it can be used in one of two additional ways. As a defense against missile weapons, or as a composite bow in an attack mode.
- When struck against the ground and command words "Salziar Dedosiate" spoken, the staff levitates in an upright stationary position (regardless of surface) and protects the wielder (whosoever activated the defense mode) against missile attacks. Activating missile Defense mode is a std. action.
- While in missile Defense mode, the staff absorbs physical (not spells/force effects) missile attacks (mundane or magical) directed at the wielder. For each incoming missile, the wielder must make an attack roll as if he/she were attacking with the bow. Attack rolls for defense are made at a +2 to hit/damage, as if the staff were enchanted with a +2 bonus. The attack rolls of the attacker and defender are compared. If the staff wielder's attack roll is equal to or higher than that of the attacker, the incoming missile (or missiles, if one attack roll was made for multiple missiles) is 'absorbed' into the staff as ammunition that can then be used later (see 'Attack mode' below). Any non-arrow missiles absorbed is converted to sheaf or blunt arrows (with corresponding magical enhancements if applicable) at the defenders choice. The player must keep track of any such ammunition thus absorbed. This defense mode allows the wielder to defend against a number of attacks equal to his/her normal attacks with a bow. These defense checks/attempts do not count against his/her normal actions. The defense attempts are available in addition to his/her normal number of attacks. The wielder can also use his/her normal attacks in order to attempt an 'absorption' of any missile attack within 60' of the staff's stationary position.
- The staff's Attack mode can be activated by striking the ground and uttering the command words "Salziar Achandriat". The staff then becomes a composite short bow. Activating the Attack mode is a std. action. The bow may then be used as a normal bow (with a +2 to hit/damage). Each use of the bow consumes one or more (depending on level of wielder) pieces of ammunition per attack. The wielder may use the previous 'absorbed' arrows as ammunition (selecting ammunition at will from the previously 'absorbed' missiles), or the wielder may use standard (non-absorbed) ammo.
- The staff remains in either mode until released by the utterance of the command words "Salziar Vertidiae". Releasing the staff causes it to revert to staff form and stop levitating (if it was in defense mode). If not grasped it will fall to the ground.
- Quarterstaff - Damage: 1d4/1d4 1d6/1d6 1d8/1d8 (w/out pluses); Crit: 20/x2; Rng: -; Wt: 3; Type: B; Parry: -1; M.Str: 6; M.Dex: 7; Fumble: 16

Item Level: 16th; Body Slot: —(held); Caster lvl: 15th; Aura: Moderate (DC 18) transmutation; Activation: move to retrieve/standard to activate/fire.

Weight(lb.): 3

Value(gp): 20,500