

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

Mace of undead disruption

- A hafted weapon with a heavy bronze head. This enchanted heavy mace (aka Footman's mace) has a head shaped like a demonic skull, featuring numerous horns, ridges and jagged protrusions. This particular weapon is enchanted with a +2 to hit, and +2 damage bonus against non-undead opponents. All damage dealt by the weapon is considered Holy.
- When used against undead (must have 'undead' as a listed 'type'), the weapon deals double damage, and an undead disruption power is applied.
- Additionally, whenever an undead opponent is struck, the mace's undead disruption power is triggered. The mace head glows brightly, casting an eerie greenish-white light in a 10' radius. Any undead opponent struck must make a save versus the undead disruption ability. If the target fails to make a DC14 Will save, the undead will be destroyed. The undead creature is simply blasted from existence. A loud and messy explosion marks the destruction of the creature, blood, bones and excrement (as applicable) are blown outward in a 10' radius (no damage caused to others by explosion). Additionally, all undead within 10' (in the area of the eerie glow) must make Will saves vs DC14 or suffer 1d10 holy damage from the blast.
- If the weapon is touched (not when struck) by a character/creature of non-good alignment, a saving throw must be rolled. Neutral aligned toucher: DC14 vs Will. Evil aligned toucher: DC18 vs Will. If the save is made the mace may be used/wielded for up to 24 hours, after which another save must be rolled. If the save is failed the toucher takes damage as if struck by the weapon, and the weapon is dropped (roll normal damage and make undead disruption check if applicable). Another attempt to touch/wield the weapon may be made after the weapon is dropped, but the save must be rolled. If a save is made, then anyone - including evil characters/creatures may use/wield the weapon for up to 24 hours, after which another save must be rolled.
- The weapon has the following stats (w/out any pluses added):
- Damage: 1d6/1d8/1d10 (w/out pluses); Crit: x2; Rng: —; Wt: 8; Type: B; Parry: +1; M.Str: 10; M.Dex: 6; Fumble: 18; Notes: Heavy mace gains a +2 'to-hit' when used in a sapping attacks (see House Rules)

Item Level: 15; Body Slot: – (held); Caster Level: 14th; Aura: Strong (DC 21) necromancy; –

Weight(lb.): 8

Value(gp): 18,500

Mantle of black flames



-A finely crafter leather mantle which protects the wearers shoulder and throat. The mantle is worn over outer-garments and helps protect the wearer from the elements (+1 save vs all saves against elemental effects). The mantle is also imbued with other magical properties.

-When the command word “Tobeg” is spoken (a swift action), a mantle of black flames appears which covers the wearers shoulders, surrounding the sides and back of the head. These flames are extremely cold to the touch (to all except the wearer). The flames will absorb up to 80 points of fire damage (normal or magical) inflicted upon the wearer before the flames are extinguished. If the flames are thusly extinguished by fire based attack(s) – taking more than 80 points of damage in a single encounter – the flames cannot be re-ignited for a 10 day period.

-The flames also protect the wearer from any light based attacks (or ill effects), while the flames are present. Wearer (while flames are present) gains a +5 save versus such affects.

-The flames themselves cause no damage and can be extinguished at will (by the wearer).

-When the flames are present, icicles will tend to form around the edges of the mantle.

-The mantle provides AC protection equivalent to wearing a helm. If a suit of armor is worn, the mantle may be worn without wearing a helm usually included with the suit of armor. If a suit of armor/armor that does not come with a helm is worn, then this mantle provides a +1 AC bonus to the wearer. The helm does not provide a stacking AC bonus if a helm is worn (only the better AC bonus is granted).

Item Level: 14th; Body Slot: Shoulders; Caster Level: 15th; Aura: Moderate (DC 19) abjuration; Activation: (command)

Weight(lb.): 1.5

Value(gp): 14,000

+2 Never missing composite bow

- A +2 composite (rated for +2 STR bonus) longbow (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. Standard ammunition fired from the bow will do 2 points more damage than mundane ammo (due to the bow's bonus). Standard ammo fired from the bow is considered magical for purposes of what it can hit.
- In addition to the standard magic weapon bonuses, this weapon has one particular special power. Ammunition fired from the bow never misses. If the bow is aimed at an opponent and fired, the ammunition will speed towards its mark, if a miss is indicated on the to hit roll, the weapon will continue to circle the opponents, randomly selecting a different target (from among the conscious opponents present (it will not attack dead or unconscious targets)). In the next round (on the initiative of the person who fired the bow), the ammunition will attempt to strike a newly selected opponent. The STR bonus (to damage) provided by the 'Composite' rating does not persist after the initial 'to hit' attempt. Note: The ammunition will only select 'Known' targets. Hidden, concealed or otherwise 'unknown' creatures are not valid targets. If the ammunition misses again it will continue to circle, with one 'To Hit' roll (using the wielders bonuses) per round on the initiative of the person who originally fired it.
- Any indication of a fumble will cause the arrow to 'miss'. The fumble result will be applied in the normal fashion. The arrow didn't miss, you fumbled!
- If all 'opponents' are eliminated before a loosed arrow strikes its designated target, it will pick an 'ally' at random. The arrow will not miss! It must hit someone. If all living targets (Opponents and Allies) leave the area of effect (max radius from point where arrow(s) were fired) then the arrows fall from the sky (roll 50% breakage chance). The area may be safely re-entered (possibly to recover undamaged arrows or other items).
- If someone wishes to target a 'circling' arrow, the attacker and the person who fired the bow make opposed attack rolls. Remember that the arrow acts on the initiative of the person who fired it. Even if that person is no longer engaged in combat, they must continue to make initiative rolls in order to resolve the attacks of any circling arrows. If the attacker uses a held weapon they have a -20 to hit. If they use a thrown weapon they have a -10 to hit. With a fired weapon they have a -5 to hit. There are no size difference modifiers applied. If the attacker hits the arrow, they must cause at least 4 points of damage in order to destroy the arrow, thus preventing it from hitting a target. A destroyed arrow will fall to the ground near the intended target. If the attacker misses the target, the arrow continues circling, acting on the initiative of the person who initially fired the bow. However, there is one minor difference. The arrow now considers the person who attacked it to be an 'opponent' and will select targets accordingly.

Item level: 16th; Body Slot: – (held); Caster lvl: 14th; Aura: Moderate (DC 16) evocation; Activation: –

Weight(lb.): 3

Value(gp): 20,200gp

+3 non-encumbering studded leather armor

- This suit of magical, non-encumbering, non-reflective, studded leather armor is crafted from the leather of tiny 'Iron fang bats' from the island of 'Faranghan' The leather is exceedingly dark, non-reflective and it actually absorbs some of light that falls on it (This armor reduces spot checks against wearer by 5 points). Close examination of the armor reveals what appear to be the faces and bodies of hundreds of bats sewn together in a macabre scene.
- The leather is extremely light weight. It is considered non-encumbering; having no negative impact on movement, no armor check penalty, no arcane spell failure chance, no max-dex penalty, and the armor is considered to weigh 0# when calculating the load for encumbrance (not for max lift/carry)*.
- The leather is highly flexible. It sizes to fit the wearer and will fit any wearer from size tiny to huge.
- The armor is covered with numerous dark purple studs made of darksteel. These studs help to deflect many blows visited upon the armor's wearer and they protect the armor from critical hits. This suit of armor can absorb up to 10 critical hits before it takes any damage from a critical hit.
- The protective rating provided by this armor is a +6.

Item Level: 12th; Body Slot: Body; Caster Level: 16th; Aura: Moderate (DC 20) Abjuration; Activation: —

Weight(lb.): 10/0*

Value(gp): 14,500

POTION OF DIRECTION:

The effects of this potion last much longer than most potions, continuing for 12-48 (12d4) hours. Consumption of this potion enables a character to retrace his path over any solid terrain, in effect preventing the character from getting lost. If a maze spell is cast at a character under the influence of this potion, he reemerges from the maze after only 2-5 rounds. If the reversed form of a find the path spell is cast on such a character, the spell and the potion will cancel each other out; the potion will be neutralized, but the spell will not affect the character. This potion does not have the same effect as find the path, in that it will not provide clues to the shortest path to the desired location. Note that the user will only be able to retrace a path he travels from the moment the drink is consumed to the moment the drink wears off. Any distance covered before or after that won't be automatically recalled. Once the potion wears off, the enhanced memory one has for the terrain covered will be forgotten; one must rely on a map of the area to successfully retrace his/her path after the potion's effects have expired.

Item Level: 8th; Body Slot: – (held); Caster Level: 11th; Aura: Moderate (DC 16) Divination; Activation: Standard (manipulation)

Weight = 2 #

Value = 800 gp

Quetozyll's crown of flying fangs

- This copper crown is covered with etchings of winged, flying, fangs. The etchings depict bodiless sets of fangs with bat-like wings. The etchings extend around the entire perimeter of the crown. The copper crown is fashioned into the shape of an opened jaw, with sharp teeth/fangs (actual teeth/fangs) jutting upwards from the copper base of the crown. Each fang is tipped with a small diamond chip. The craftsmanship of the crown is quite exquisite, and the mundane value of the crown is 5,000gp.
- Crown's wearer may summon horde (appx 20) of skeletal flying fangs (std. action). Flying fangs are outsiders from the plane of Shadows. Fangs have non-corporeal, semi-translucent, black, bat-like wings. Each summoning expends 1 chg. from crown (max. nr. of chgs = 50 / 1 per chip). As chgs are expended, chips turn black and crack (making them worthless). May be recharged by person w/craft wondrous item feat. Each recharge costs 100gp (for a new diamond chip), takes 1 hr. work (to replace the gem), and the casting of summon monster III spell (see PHI (pages 285-286)).
- The summoned horde of flying fangs appears in any open 10' area that includes the square that the crown wearer is in. The horde may then be directed to attack opponents at the wearer's command (standard action). Once commanded, the flying fangs will continue opponents until they are destroyed, the fangs are destroyed, or the wearer dismisses the horde. For combat purposes, the 'horde' acts similar to a 'swarm' of bats (w/noted. changes). See MMI (pages 237-238).
- Swarm stats (outsider, swarm): HD: 6d8(40hp); Init: +2; Speed: 5'(1 square), fly 40'(good); AC: 16(+4 size, +2 Dex), touch 14, flat-footed 12; Base Attack: +4; Attack: Swarm(1d10); Space: 10'; Sp.Att: Distraction, wounding; Sp.Qualities: Blindsense 20', half dmg. from slashing/piercing, low-light vision, swarm traits; Saves: Fort +5, Ref +9, Will +5; Abilities: Str 5, Dex 15, Con 14, Int 3, Wis 14, Cha 4; Skills: Listen +15, Spot +15; Feats: Alertness, Lightning reflexes; CR: 4; Align: Neutral. **Distraction** (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC11 Fort. save or be nauseated for 1 rnd. The DC is Constitution-based. **Wounding** (Ex): Any living creature damaged by the swarm continues to bleed, losing 1hp per rnd. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC10 Heal check or application of healing spell/magic. **Blindsense** (Ex): The swarm notices and locates creatures within 20'. Opponents still have total concealment against the swarm (but swarm attacks ignore concealment). Skills: The swarm has a +5 bonus on Listen and Spot checks. These bonuses are lost if its blindsense is negated.

Item Level: 10th; Body Slot: Head; Caster Level: 12th; Aura: Moderate (DC18) Conjuraction(summoning) Activation: mental

Weight(lb.): 1.5

Value(gp): 20,000

Scroll of 5 cleric spells

-This scroll contains five clerical spells that can be cast by those with divine spell casting ability, regardless of level. The spells are cast as if the person reading the spell (from the scroll) was equal to the minimum level needed to cast the spell, or the level of the reader (if they are a divine spell caster). Once a spell is cast from the scroll (a standard action, regardless of the spell's normal casting time) it disappears from the scroll and cannot be cast again (from the scroll). Regardless of the spell(s) description, no material component or focus is needed in order to cast a spell from this scroll. The scroll contains the following spells:

- 1st level spell: Blessed Aim (SpC page 31)
- 2nd level spell: Close Wounds (SpC page 48)
- 4th level spells: Holy Transformation Lesser (SpC page 116), Panacea (SpC page 152-153)
- 5th level spell: Righteous Wrath of the Faithful (SpC page 177)
- After the last spell on the scroll is used, the velum vanishes in a small puff of smoke.

Item Level: 10th; Body Slot: – (held); Caster Level: 10th; Aura: multiple, moderate (DC 16); Activation: Standard

Weight(lb.): 0.1

Value(gp): 2,600

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/glamer); Activation: standard (manipulation)

Weight(lb.): .25

Value(gp): 850