

Ghost Touch Bracers of Armor +2 **PRICE 25,000 GP****AUR A** moderate conjuration **CL 7th** **WEIGHT 1 lb.**

These items appear to be wrist or arm guards, sometimes etched with symbols of protection or depictions of vigilant-looking animals. *Bracers of armor* surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1 to +8, just as though he were wearing armor. Both *bracers of armor* must be worn for the magic to be effective.

Alternatively, *bracers of armor* can be enchanted with armor special abilities. See Table 3–3: Armor Special Abilities for a list of abilities. Special abilities usually count as additional bonuses for determining the market value of an item, but do not improve AC. *Bracers of armor* cannot have a modified bonus (armor bonus plus armor special ability bonus equivalents) higher than +8. *Bracers of armor* must have at least a +1 armor bonus to grant an armor special ability. Bracers of armor cannot have any armor special abilities that add a flat gp amount to their cost. *Bracers of armor* and ordinary armor do not stack. If the wearer receives a larger armor bonus from another source, the *bracers of armor* cease functioning and do not grant their armor bonus or their armor special abilities. If the *bracers of armor* grant a larger armor bonus, the other source of armor ceases functioning.

This armor or shield seems almost translucent. Both its enhancement bonus and its armor bonus count against the attacks of corporeal and incorporeal creatures. It can be picked up, moved, and worn by corporeal and incorporeal creatures alike. Incorporeal creatures gain the armor's or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.

Construction Requirements Craft Wondrous Item, *ethereality*, *mage armor*, CL 4th **Cost** 12,500 GP

Ring of Force Shield **PRICE 8,500 GP****AURA** moderate evocation **CL 9th** **WEIGHT —**

This ring generates a shield-sized (and shield-shaped) *wall of force* that stays with the ring and can be wielded by the wearer as if it were a heavy shield (+2 AC). This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free. It can be activated and deactivated at will as a free action.

Construction Requirements Forge Ring, *wall of force* **Cost** 4,250 GP

Cloak of Resistance +2 **PRICE 4,000 GP****AUR A** faint abjuration **CL 5th** **WEIGHT 1 lb.**

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magical protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction Requirements Craft Wondrous Item, *resistance*, CL 6 **Cost** +2 bonus 2,000 GP

Dimensional Shackles **PRICE 28,000 GP**

AUR A moderate abjuration **CL 11th** **WEIGHT 5 lbs.**

These shackles have magical runes traced across their cold iron links. Any creature bound within them is affected as if a *dimensional anchor* spell were cast upon it (no save). They fit any Small to Large creature. The DC to break or slip out of the shackles is 30.

Construction Requirements Craft Wondrous Item, *dimensional anchor* **Cost 14,000 GP**

+3 Chain Shirt **PRICE 9,250 GP**

AURA moderate abjuration **CL 9th** **WEIGHT 25 lbs.**

+7 armor bonus, light armor, +5 max dex, -1 armor check

Wand of Fireball (CL 10, 18 charges) **PRICE 8,100 GP**

AURA moderate evocation **CL 10th** **WEIGHT –**

School evocation [fire]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a ball of bat guano and sulfur)

Range long (400 ft. + 40 ft./level)

Area 20-ft.-radius spread

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

A *fireball* spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must “hit” the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Tome of Clear Thought +1 **PRICE 27,500 GP**

AUR A strong universal **CL 17th** **WEIGHT 5 lbs.**

This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of 6 days, she gains an inherent bonus from +1 to +5 (depending on the type of tome) to her Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Construction Requirements Craft Wondrous Item, *miracle* or *wish* **Cost 26,250 GP**

+1 Mithral Dagger **PRICE 3,302 GP**

AURA faint transmutation **CL 3rd** **WEIGHT 1 lb**

1d4 piercing or slashing, 19-20 crit, Light weapon

+3 Mighty Cleaving Falcata**PRICE 32,318 GP****AURA** moderate transmutation **CL** 9th **WEIGHT** 4 lbs

1d6 slashing, 19-20/x3 crit, One-Handed weapon

This special ability can only be placed on melee weapons. A *mighty cleaving* weapon allows a wielder using the Cleave feat to make one additional attack if the first attack hits, as long as the next foe is adjacent to the first and also within reach. This additional attack cannot be against the first foe.

Reliquary of Vespacio**PRICE 44,000 GP****AURA** moderate abjuration **CL** 11th **WEIGHT** —

Rings of this type come in a wide variety of designs and colorations, typically related to the types of energy they defend against. These rings continually protect their wearers from damage from one type of energy—acid, cold, electricity, fire, or sonic (chosen by the creator of the item; determine randomly if found as part of a treasure hoard). Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt. A *minor ring of energy resistance* grants 10 points of resistance. A *major ring of energy resistance* grants 20 points of resistance. A *greater ring of energy resistance* grants 30 points of resistance.

A Reliquary of Vespacio is treated as a *greater ring of energy resistance (cold)*.

Construction Requirements Forge Ring, *resist energy* **Cost** 22,000 gp**Reliquary of Vincenzo****PRICE 44,000 GP****AURA** moderate abjuration **CL** 11th **WEIGHT** —

Rings of this type come in a wide variety of designs and colorations, typically related to the types of energy they defend against. These rings continually protect their wearers from damage from one type of energy—acid, cold, electricity, fire, or sonic (chosen by the creator of the item; determine randomly if found as part of a treasure hoard). Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt. A *minor ring of energy resistance* grants 10 points of resistance. A *major ring of energy resistance* grants 20 points of resistance. A *greater ring of energy resistance* grants 30 points of resistance.

A Reliquary of Vincenzo is treated as a *greater ring of energy resistance (cold)*.

Construction Requirements Forge Ring, *resist energy* **Cost** 22,000 gp**+2 Cold Iron Greatsword****PRICE 10,400 GP****AURA** moderate transmutation **CL** 6th **WEIGHT** 8 lbs

2d6 slashing, 19-20 crit, Two-Handed weapon

Ring of Evasion**PRICE 25,000 gp****AURA** moderate transmutation **CL** 7th **WEIGHT** —

This ring continually grants the wearer the ability to avoid damage as if she had evasion. Whenever she makes a Reflex saving throw to determine whether she takes half damage, a successful save results in no damage.

Construction Requirements Forge Ring, *jump* **Cost** 12,500 GP

Portable Hole **PRICE 20,000 gp**

AUR A strong conjuration **CL 12th** **WEIGHT** —

A *portable hole* is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight, resulting in a portable extradimensional space. When opened fully, a *portable hole* is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains, traveling with the item.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium creature or two Small creatures for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each *portable hole* opens on its own particular nondimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process.

Construction Requirements Craft Wondrous Item, *plane shift* **Cost** 10,000 GP

Bottle of Air **PRICE 7,250 gp**

AUR A moderate transmutation **CL 7th** **WEIGHT** 2 lbs.

This item appears to be a normal glass bottle with a cork. When taken to any airless environment, it retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle to breathe. The bottle can even be shared by multiple characters who pass it around. Breathing out of the bottle is a standard action, but a character so doing can then act for as long as she can hold her breath.

Construction Requirements Craft Wondrous Item, *water breathing* **Cost** 3,625 GP

Periapt of Wound Closure **PRICE 15,000 gp**

AUR A moderate conjuration **CL 10th** **WEIGHT** —

This stone is bright blue and dangles on a silver chain meant to be worn on the neck. The wearer of this periapt automatically becomes stable if his hit points drop below 0 (but not if the damage is enough to kill the wearer). The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage caused by bleeding is negated for the wearer of the periapt, but he is still susceptible to damage from bleeding that causes ability damage or drain.

Construction Requirements Craft Wondrous Item, *heal* **Cost** 7,500 GP

Potions of Cure Serious Wounds **PRICE 750 GP**

AURA moderate conjuration **CL 5th** **WEIGHT** —

Heal 3d8+5 hit points

6 Potions [] [] [] [] [] [] []

Potions of Water Breathing **PRICE 750 GP**

AURA moderate transmutation **CL** 5th **WEIGHT** –

School transmutation; **Level** cleric 3, druid 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF (short reed or piece of straw)

Range touch

Target living creatures touched

Duration 2 hours/level; see text

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

3 Potions [] [] []

Scroll of Cure Serious Wounds **PRICE 900 GP**

AURA strong conjuration **CL** 12th **WEIGHT** –

Heal 3d8+12 hit points

4 Scrolls [] [] [] []

Scroll of Irresistable Dance **PRICE 3,000 GP**

AURA strong enchantment **CL** 15th **WEIGHT** -

School enchantment (compulsion) [mind-affecting]; **Level** bard 6, sorcerer/wizard 8

Casting Time 1 standard action

Components V

Range touch

Target living creature touched

Duration 1d4+1 rounds

Saving Throw Will partial; **Spell Resistance** yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a –4 penalty to Armor Class and a –10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn. A successful Will save reduces the duration of this effect to 1 round.

Scroll of Transformation**PRICE 2250 GP**

AURA strong transmutation CL15th WEIGHT –

School transmutation; **Level** sorcerer/wizard 6**Casting Time** 1 standard action**Components** V, S, M (a *potion of bull's strength*, which you drink and whose effects are subsumed by the spell effects)**Range** personal**Target** you**Duration** 1 round/level

You become a fighting machine— stronger, tougher, faster, and more skilled in combat. Your mindset changes so that you relish combat and you can't cast spells, even from magic items. You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks).

You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list.

Bracers of Armor +4**PRICE 16,000 GP****AUR A** moderate conjuration **CL** 7th **WEIGHT** 1 lb.

These items appear to be wrist or arm guards, sometimes etched with symbols of protection or depictions of vigilant-looking animals. *Bracers of armor* surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1 to +8, just as though he were wearing armor. Both *bracers of armor* must be worn for the magic to be effective.

Alternatively, *bracers of armor* can be enchanted with armor special abilities. See Table 3–3: Armor Special Abilities for a list of abilities. Special abilities usually count as additional bonuses for determining the market value of an item, but do not improve AC. *Bracers of armor* cannot have a modified bonus (armor bonus plus armor special ability bonus equivalents) higher than +8. *Bracers of armor* must have at least a +1 armor bonus to grant an armor special ability. Bracers of armor cannot have any armor special abilities that add a flat gp amount to their cost. *Bracers of armor* and ordinary armor do not stack. If the wearer receives a larger armor bonus from another source, the *bracers of armor* cease functioning and do not grant their armor bonus or their armor special abilities. If the *bracers of armor* grant a larger armor bonus, the other source of armor ceases functioning.

Construction Requirements Craft Wondrous Item, *mage armor*, CL 4th **Cost** 8,000 GP**Luck Blade****PRICE 62,360 GP****AURA** strong evocation **CL** 17th **WEIGHT** 2 lbs.

This +2 *short sword* gives its possessor a +1 luck bonus on all saving throws. Its possessor also gains the power of good fortune, usable once per day. This extraordinary ability allows its possessor to reroll one roll that she just made, before the results are revealed. She must take the result of the reroll, even if it's worse than the original roll. In addition, a luck blade may contain up to three *wishes* (when randomly rolled, a luck blade holds 1d4–1 *wishes*, minimum 0). When the last *wish* is used, the sword remains a +2 *short sword*, still grants the +1 luck bonus, and still grants its reroll power.

This luckblade has one wish and is a longsword instead of a shortsword.

Construction Requirements Craft Magic Arms and Armor, *miracle* or *wish* **Cost** 43,835 GP

Gem of Brightness **PRICE 13,000 gp**

AUR A moderate evocation **CL 6th WEIGHT** —

This crystal appears to be a long, rough prism. Upon utterance of a command word, though, the gem's facets suddenly grow highly polished as the crystal emits bright light of one of three sorts.

One command word causes the gem to shed light as a hooded lantern. This use of the gem does not expend any charges, and it continues to emit light until this command word is spoken a second time to extinguish the illumination. Another command word causes the *gem of brightness* to send out a bright ray 1 foot in diameter and 50 feet long. This strikes as a ranged touch attack, and any creature struck by this beam is blinded for 1d4 rounds unless it makes a DC 14 Fortitude save. This use of the gem expends 1 charge. The third command word causes the gem to flare in a blinding flash of light that fills a 30-foot cone. Although this glare lasts but a moment, any creature within the cone must make a DC 14 Fortitude save or be blinded for 1d4 rounds. This use expends 5 charges.

A newly created *gem of brightness* has 50 charges. When all its charges are expended, the gem becomes nonmagical and its facets grow cloudy with a fine network of cracks.

This Gem of Brightness has 38 charges

Construction Requirements Craft Wondrous Item, *daylight* **Cost** 6,500 GP

Gloves of Dueling **PRICE 15,000 gp**

AUR A faint transmutation **CL 5th WEIGHT** —

These supple gloves grant the wearer a +4 bonus to her CMD against disarm attacks, attempts to sunder her wielded weapons, and effects that cause her to lose her grip on her weapons (such as *grease*). The wearer doesn't drop held weapons when panicked or stunned. If the wearer has the weapon training class feature and is using an appropriate weapon, her weapon training bonus increases by +2.

Construction Requirements Craft Wondrous Item, *greater magic weapon* **Cost** 7,500 GP

Gown of Resistance +4 **PRICE 16,000 GP**

AUR A faint abjuration **CL 5th WEIGHT** 1 lb.

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magical protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction Requirements Craft Wondrous Item, *resistance*, CL 6 **Cost** 8,000 GP

Ring of Protection +3 **PRICE 18,000 gp**

AURA faint abjuration **CL 5th WEIGHT** —

This ring offers continual magical protection in the form of a deflection bonus of +3 to AC.

Construction Requirements Forge Ring, *shield of faith*, caster must be of a level at least three times higher than the bonus of the ring **Cost** 9,000 gp

Pearl of Power IV **PRICE 16,000 GP**

AUR A strong transmutation **CL 17th WEIGHT** —

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells. Once per day on command, a *pearl of power* enables the possessor to recall any one spell that she had prepared and then cast that day. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Construction Requirements Craft Wondrous Item, creator must be able to cast spells of the spell level to be recalled **Cost** 8,000 GP

Staff of Souls**PRICE 32,800 GP****AURA** moderate varies **CL** 8th **WEIGHT** 5 lbs.

This ominous staff is made of twisting wood and topped with a small skull. It allows use of the following spells:

- *Deathwatch* (1 charge)
- *Detect undead* (1 charge)
- *Gentle repose* (1 charge)
- *Death ward* (2 charges)
- *Speak with dead* (2 charges)

Construction Requirements Craft Staff, *death ward*, *deathwatch*, *detect undead*, *gentle repose*, *speak with dead* **Cost** 16,400 GP

Candle of Invocation (LN)**PRICE 8,400 gp****AUR A** strong conjuration **CL** 17th **WEIGHT** 1/2 lb.

Each of these special tapers is dedicated to one of the nine alignments. Simply burning the candle generates a favorable aura for the individual if the candle's alignment matches that of the character. Characters of the same alignment as the burning candle add a +2 morale bonus on attack rolls, saving throws, and skill checks while within 30 feet of the flame.

A cleric whose alignment matches the candle's operates as if two levels higher for purposes of determining spells per day if he burns the candle during or just prior to his spell preparation time. He can even cast spells normally unavailable to him as if he were of that higher level, but only so long as the candle continues to burn. Except in special cases (see below), a candle burns for 4 hours. It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like. Doing this doesn't interfere with its magical properties.

In addition, burning a candle also allows the owner to cast a *gate* spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process.

Construction Requirements Craft Wondrous Item, *gate*, creator must be same alignment as candle created **Cost** 4,200 GP

2 Candles [] []

Manual of Gainful Exercise +3**PRICE 82,500 GP****AUR A** strong universal **CL** 17th **WEIGHT** 5 lbs.

This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of 6 days, she gains an inherent bonus from +1 to +5 (depending on the type of manual) to her Strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Construction Requirements Craft Wondrous Item, *wish* or *miracle* **Cost** 78,750 GP

Lord's Banner (terror)**PRICE 56,000 GP****AUR A** moderate varies **CL 10th WEIGHT 3 lbs.**

A *lord's banner* is a cloth flag or standard, typically at least 2 feet wide and 4 feet long (though some are up to twice that size), meant to be carried and displayed on a lance, polearm, frame, or staff. It has no effect when not mounted properly or when laying on the ground. It normally depicts the insignia or heraldic symbol of a particular noble.

A *lord's banner* may be carried (on foot or mounted) or planted. In the latter case, the banner does not need a bearer, but if it is toppled or touched by an enemy, it loses its effectiveness until reclaimed and replanted by allies of its owner.

Terror (necromancy aura): Enemies of the bearer of a *lord's banner of terror*, while within 30 feet and able to see the banner, must make a DC 16 Will save or become panicked, fleeing as quickly as possible for as long as they can see the banner. Those that succeed on the save are shaken. A creature that makes its saving throw cannot be panicked by the banner for 24 hours.

Construction Requirements Craft Wondrous Item, *fear* (terror) **Cost 28,000 GP****+1 Breastplate****PRICE 1,350 GP****AURA** faint abjuration **CL 3rd WEIGHT 30 lbs.**

+7 armor bonus, medium armor, +4 max dex, -3 armor check penalty

Armor of Rage**SLOT Armor****AURA** strong necromancy **CL 16th WEIGHT 50 lbs.**

This armor is similar in appearance to *armor of command* and functions as a suit of *+1 full plate*. However, when it is worn, the armor causes the character to take a -4 penalty to Charisma. All unfriendly creatures within 300 feet gain a +1 morale bonus on attack rolls against her. The effect is not noticeable to the wearer or those affected. In other words, the wearer does not immediately notice that donning the armor is the cause of her problems, nor do foes understand the reason for the depth of their enmity.

Intended Magic Item *armor of command, +1 full plate*This *armor of rage* appears to be a *+1 breastplate* instead of *+1 full plate***+1 Unholy Scythe****PRICE 18,318 GP****AURA** moderate evocation and transmutation **CL 7th WEIGHT 10 lbs**

2d4 slashing or piercing, x4 crit, Two-Handed weapon

An *unholy* weapon is imbued with unholy power. This power makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures of good alignment. It bestows one permanent negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Infensus Mucro (Major Artifact)

Aura moderate transmutation; **CL** 20th

Construction

Alignment LE; **Ego** 33

Int 18, **Wis** 19, **Cha** 20

Communication empathy

Lesser Powers *bestow curse* 3/day (DC 19), *spell immunity* 1/day (CL 17th)

Special Purpose defend the servants and interests of Asmodeus; **Dedicated Power** wielder gains fire immunity and the ability to cast *repulsion* 1/day (CL 17th)

Description

This elegantly wrought *+3 speed longsword* remains pristine despite having been sheathed in a submerged corpse's chest cavity for over 200 years. Given to Bartolomae by an agent of Asmodeus in return for the warlord's (initially) secret allegiance to the arch fiend, this weapon carries within it the cruel soul of a long-dead high priest of Asmodeus. The weapon begins in a state of dormancy, at which point all of its intelligent weapon powers are unavailable, and it functions as nothing more than a *+3 speed longsword*. See the description of area **L4** for details on how the sword can be awakened.

Destruction

To destroy the weapon, you must immerse it in a bath of Asmodeus's tears.

loun Stone

PRICE varies

AUR A strong varied **CL** 12th **WEIGHT** —

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. *loun stones* have AC 24, 10 hit points, and hardness 5. The powers of each stone vary depending on its color and shape (see the table on page 306).

- **Incandescent Blue Sphere** +2 enhancement bonus to Wisdom 8,000 gp
- **Iridescent Spindle** Sustains creature without air 18,000 gp
- **Orange Prism** +1 caster level 30,000 gp

Construction Requirements Craft Wondrous Item, creator must be 12th level **Cost** varies

Amulet of Mighty Fists +2

PRICE 20,000 GP

AUR A faint evocation **CL** 5th **WEIGHT** —

This amulet grants an enhancement bonus of +1 to +5 on attack and damage rolls with unarmed attacks and natural weapons.

Construction Requirements Craft Wondrous Item, *greater magic fang*, creator's caster level must be at least three times the amulet's bonus **Cost** 10,000 GP

+5 Leather Armor **PRICE 25,160 GP**

AURA strong abjuration **CL 15th** **WEIGHT** 30 lbs.

+7 armor bonus, light armor, +7 max dex, no armor check penalty

+3 Axiomatic Longbow **PRICE 50,375 GP**

AURA moderate evocation and transmutation **CL 9th** **WEIGHT** 3 lbs

1d8 piercing, x3 crit, Two-Handed weapon, 100ft. range increment

An *axiomatic* weapon is infused with lawful power. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against chaotic creatures.

It bestows one permanent negative level (*Core Rulebook* 562) on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Ring of Protection +4 **PRICE 32,000 gp**

AURA faint abjuration **CL 5th** **WEIGHT** —

This ring offers continual magical protection in the form of a deflection bonus of +4 to AC.

Construction Requirements Forge Ring, *shield of faith*, caster must be of a level at least three times higher than the bonus of the ring **Cost** 16,000 gp