

PFS #6-21

Tapestry's Toil

Item Cards

Compiled by Jack Brown
MSP PFS

Scabbard of Vigor

Aura faint transmutation; CL 5th; Identify DC 20
Slot belt; Price 1,800 gp; Weight 3 lbs.

DESCRIPTION

Once per day, as part of the action of drawing forth the weapon held by the scabbard, the wearer can order it to endow the weapon with an enhancement bonus on attack and damage rolls. The duration of the effect depends on the desired enhancement bonus for the weapon.

BONUS	DURATION
+4	1 round
+3	3 rounds
+2	5 rounds
+1	10 rounds

Wand of Stone Call (subtier 5-6)

Aura faint conjuration; CL 3rd; Identify DC 18
Slot —; Price 540 gp; Weight —

DESCRIPTION

Casting Time 1 standard action

Range 130'

Area cylinder (40-ft. radius, 20 ft. high)

Duration 3 Rounds

Saving Throw none; **Spell Resistance** no

A rain of dirt, gravel, and small pebbles fills the area, dealing 2d6 points of bludgeoning damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear, leaving no after effects (other than the damage dealt).

Charges 5-6 (6):

Wand of Stone Call (8-9)

Aura faint conjuration; CL 3rd; Identify DC 18
Slot —; Price 540 gp; Weight —

DESCRIPTION

Casting Time 1 standard action

Range 130'

Area cylinder (40-ft. radius, 20 ft. high)

Duration 3 Rounds

Saving Throw none; **Spell Resistance** no

A rain of dirt, gravel, and small pebbles fills the area, dealing 2d6 points of bludgeoning damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear, leaving no after effects (other than the damage dealt).

Charges (37):

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Wand of Cure Moderate Wounds (subtier 5-6)

Aura faint conjuration; **CL** 3rd; **Identify** DC 18

Slot —; Price 2250 gp; Weight —

DESCRIPTION

Casting Time 1 standard action

Range touch

Target creature touched

Duration instantaneous

Saving Throw DC 13 Will half (harmless); **Spell**

Resistance yes (harmless)

When laying your hand upon a living creature, you channel positive energy that cures **2d8+3** points of damage

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Charges (25)

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Wand of Cure Light Wounds

Aura faint conjuration; **CL** 3rd; **Identify** DC 18

Slot —; Price 2250 gp; Weight —

DESCRIPTION

Casting Time 1 standard action

Range touch

Target creature touched

Duration instantaneous

Saving Throw DC 13 Will half (harmless); **Spell**

Resistance yes (harmless)

When laying your hand upon a living creature, you channel positive energy that cures **1d8+1** points of damage

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Charges (50)

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Wand of Cure Serious Wounds (subtier 8-9)

Aura faint conjuration; **CL** 5rd; **Identify** DC 20

Slot —; Price 2250 gp; Weight —

DESCRIPTION

Casting Time 1 standard action

Range touch

Target creature touched

Duration instantaneous

Saving Throw DC 14 Will half (harmless); **Spell**

Resistance yes (harmless)

When laying your hand upon a living creature, you channel positive energy that cures **3d8+5** points of damage

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Charges (25)

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Primal Elemental Gem (Water)

Aura moderate conjuration; **CL** 11th; **Identify** DC 31
Slot —; **Price** 3,300 gp; **Weight** —

DESCRIPTION

An elemental gem comes in one of four different varieties. Each contains a conjuration spell attuned to a specific elemental plane (Air, Earth, Fire, or Water).

When the gem is crushed, smashed, or broken (a standard action), a Huge elemental appears as if summoned by a *summon nature's ally* spell. The elemental is under the control of the creature that broke the gem.

The coloration of the gem varies with the type of elemental it summons. Air elemental gems are transparent, earth elemental gems are light brown, fire elemental gems are reddish orange, and water elemental gems are blue-green.

Primal Elemental Gem (Water)

Aura moderate conjuration; **CL** 11th; **Identify** DC 31
Slot —; **Price** 3,300 gp; **Weight** —

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Huge Water Elemental

N Huge outsiders (elemental, extraplanar, water)

Init +4; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 13, flat-footed 16 (+4 Dex, +1 dodge, +8 natural, -2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +11, **Will** +3

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +15 (2d6+7)

w/ **Power Attack** 2 slams +12 (2d6+13)

Space 15 ft.; **Reach** 15 ft.

Special Attacks drench, vortex (DC 22), water mastery

STATISTICS

Str 24, **Dex** 18, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +19 (+21 bull rush); **CMD** 34

Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Power Attack

Skills Acrobatics +11, Escape Artist +15, Knowledge (planes) +7,

Perception +13, Stealth +3, Swim +26

Languages Aquan

SPECIAL ABILITIES

Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Vortex (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack (see page 306), but can only form underwater and cannot leave the water.

Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Huge Water Elemental

N Huge outsiders (elemental, extraplanar, water)

Init +4; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 13, flat-footed 16 (+4 Dex, +1 dodge, +8 natural, -2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +11, **Will** +3

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +15 (2d6+7)

w/ **Power Attack** 2 slams +12 (2d6+13)

Space 15 ft.; **Reach** 15 ft.

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Iron Menagerie Items (subtier 8-9)

+1 Long Composite Bow (+2 STR) each

Potion of Cure Moderate Wounds each
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40 arrows each (less amount fired) each

mwk breastplate each

mwk dwarven waraxe each

longspear each

Forge of the Dark Smith Items (subtier 8-9)

+1 full plate

Mwk heavy steel shield

Light hammer(5)

+1 warhammer

Headband of inspired wisdom +2

Iron Menagerie Items (subtier 5-6)

Heavy crossbow each

2 Potion of Cure Light Wounds each

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10 bolts each (less amount fired) each

banded mail each

mwk dwarven waraxe each

2 alchemists fire each

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Forge of the Dark Smith Items (subtier 5-6)

Mwk breastplate

Mwk heavy steel shield

Light hammer(5)

+1 warhammer