

Magic the Gathering Conversions for D&D

This is a collection of magic items, artifacts, magical traps, and fixtures to put into your D&D games based on Wizards of the Coast's collectible card game Magic the Gathering. This list is fairly complete up until the Fifth Dawn set. If there is any particular item that I am missing that you would like to see stats for or have stats for other items that are not included here feel free to e-mail me at Frozen-Solid-7@insightbb.com and let me know. I've spent many hours in Magic Workstation, a popular Magic the Gathering online environment browsing through all of the cards available for the game and I have picked out what I felt was most usable in a D&D world. Please note that many of these items may not be appropriate for all D&D adventures and could very well be too powerful for any DM to want to give to their players so use caution when introducing these to your players. If you would like to see what each item looks like go to <http://www.wizards.com/magic> and type the item name into the search box.

Wondrous Items, Magic Weapons and Armor:

These items are all possible magic items, artifacts, and treasure for characters. Some have cursed effects, others are extremely powerful, higher level items. These should be counted as Artifacts in the D&D world in most cases so they should not be extremely easy to get and they can not be made nor bought. Use your best judgment if you want to make certain items available to be bought, and how much each should be worth if a character decides to sell them or even if an item found is able to be sold.

Absolute Grace – This red leather armor has golden trimmings and is made for a female body. The wearer of this armor is given an aura of good and the paladin's divine grace and aura of courage special abilities. If worn by a paladin, her divine grace and aura of courage have their effects doubled.

Absolute Law – This full plate armor protects it's wearer from magical fire effects. The wearer is granted a spell resistance of 20 + the wearer's hit dice against Evocation [Fire] spells.

Adarkar Sentinel – This psychoactive skin is of a silvery metallic color and has several red stripes on the arms and legs and can only be worn by a psionic creature with a power point reserve. By spending one power point the wearer can increase their natural armor by +1 for 24 hours.

Adun Oakenshield – The wearer of this green cloak may take 3 points of ability damage split amount any three abilities in order to cast raise dead, as the spell.

Aegis of Honor – This golden shield has a small green gem set in its center. The wielder of this shield may redirect any damaging, non-area effect spell upon its caster. To do this the wielder must ready an action against a designated spellcaster. If that caster casts a damaging non-area effect spell against the wielder, the wielder may make a reflex saving

throw against the spell save DC. If the save succeeds the spell is redirected upon the caster.

Aeolipile – This green and orange grenade-like weapon deals two points of ability damage to a random ability score.

AErathi Berserker – This greataxe has a wooden handle and the blade is painted with a red star-like pattern. Whenever the wielder of this greataxe is being flanked the axe grants its wielder +3 to all attack rolls and a +3 deflection bonus to armor class for each additional creature past the first.

AEther Spellbomb – This blue grenade-like weapon instantly destroys any creatures summoned by a Summon Nature's Ally or Summon Monster spell within a 10' radius.

AEther Vile – This small vile is filled with a strange glowing green substance. Every 24 hours the vile gains one charge. By opening the vile and poring out its contents, removing all the charges from the vile, the wielder creates a creature out of the green substance as if Summon Monster or Summon Nature's Ally had been cast at the level of the charges removed. Any charges removed past the highest level of spell the that wielder can cast are lost and do not count towards the charges used for the Summons spell.

Ageless Entity – This yellow potion seems to be giving off a very small amount of light. The potion acts like a disease, taking 1d4 days to run its course through the creature's body. After the incubation period, any time the creature is the subject of a healing spell or any kind of non-natural healing, the creature regains no hit points, but instead has a 10% chance to gain a +1 enhancement to strength and constitution.

Air Elemental – This light blue psychoactive skin makes its wearer feel extremely light and they feel as if the winds pass right through them, almost as if they weren't there. Her hair begins to appear as if it's being blow in the wind, even when there is no wind and her voice begins to sound very breathy and airy. The wearer is granted a fly speed equal to twice her base speed and the half-air elemental template for as long as she wears the psychoactive skin.

Akroma, Angel of Wrath – This golden half-plate armor has a large emerald on the chest of the breastplate and on each bracer. The armor is usually found with a greatsword with a large green emerald on it's hilt that matches the breastplate. When worn by a creature of lawful good alignment, the creature's body transforms into an angelic being gaining the angel subtype as large angelic wings grow out of the wearer's back granting her a fly speed of twice her base speed with good maneuverability, a +4 bonus to initiative, access to the combat reflexes feat, the ability to overcome any kind of damage reduction, haste as the spell, a +10 sacred armor class bonus against creatures of chaotic or evil alignments, spell resistance of 20 + the wearer's hit dice against spells, powers, and spell-like or psi-like abilities casted or manifested by chaotic or evil creatures, and may fight defensively without the normal penalties. Non-lawful good creatures who don Akroma's Armor must make a will save DC 25 + 1/per day worn or become lawful good permanently. They do not gain any of its benefits as long as they are not lawful good, and

can not remove the armor without the use of a remove curse, wish, or miracle spell until they become lawful good. When the armor is removed, the creature's body returns to normal, but any alignment change caused by the armor remains.

Alaborn Veteran – This +2 full plate armor grants its wearer +2 to strength. The wearer may spend a standard action to give up her magical benefits from the armor to grant any creature within 30' a +2 sacred bonus to armor class and a +2 bonus to strength. The armor has no magical benefits for any non-good creature wearing it.

Alexi, Zephyr Mage – This staff has a light blue end that looks somewhat like an omega symbol. The wielder may cast two spells into the staff to dispel a number of creatures summoned using Summon Nature's Ally or Summon Monster whose hit dice equal the levels of spells sacrificed. For instance, a level two and a level three spell cast into the staff will allow the wielder to dispel five hit dice of creatures. The staff gains a number of charges equal to the levels of the spells and more can not be added until all the charges are removed. The wielder simply has to strike a summoned creature on a touch attack with the staff and the charges are immediately removed. If a creature of more hit dice than charges in the staff gets struck, all the charges are removed and the dispel fails. If a creature of less hit dice than charges in the staff gets struck, only enough charges to dispel it are removed, leaving the rest for another creature.

Alexi's Cloak – This cloak is made of a very fine purple velvet. When put on the wearer's appearance fades slightly making her semitransparent granting her a 20% miss chance and +2 circumstance bonus to all saving throws.

Ali from Cairo – This emerald green amulet is on a golden chain. When worn any damage that would reduce its wearer's hit points to less than 1 reduce it to one instead.

Amber Prison – This is a small yellow crystal made of amber. In order to use this item, a character must be able to cast 4th level spells and have not used any spells for the day. By sacrificing all her daily allotted spells for all castable levels, any single creature or character within sight is imprisoned in a state of suspended animation within the crystal. The target may make a will save DC 15 to resist the imprisonment, and upon failing she is instantly imprisoned. The character who activated the crystal may not regain the used spell slots for as long as a character or creature is imprisoned in the crystal. The character or creature is imprisoned for a minimum of 1 day or until the character activating the crystals decides to regain their spells. The imprisoned character or creature may make a new saving throw each day with -1 to their save per day trapped to break out of the crystal. If the imprisoned creature is set free, either through making the saving throw or being set free by their captor, the crystal is destroyed and cannot be reused.

Amulet of Kroog – This disc shaped amulet is approximately 3 inches in diameter and has an orange gem set at each 90 degree interval around the disc as well as a larger orange gem set slightly off-center. The wearer may negate one point of damage per hit die from a single attack per day.

Angus Mackenzie – This white cloak allows its wearer to take three points of ability

damage split among any three abilities to prevent all damage that would be dealt within a radius of 10' per character level until her next turn. Any attacks made that would normally deal damage instead deal no damage while within the radius of the effect.

Arcum's Whistle – This yellow lizard-shaped whistle causes any single creature within hearing distance to fly into a rage attacking the nearest creature to it. This mind-affecting charm lasts for 1 round/character level of the whistle's user.

Armor of Faith – This silk red dress can not be worn with any type of armor. If armor is put on over the dress, the armor seems to be extremely uncomfortable and the wearer takes a -2 penalty to all attack rolls, saving throws, and skill checks. If the dress is worn without any armor, the wearer is granted a +1 bonus to strength and dexterity and may sacrifice a spell to grant themselves an AC bonus equal to the level of the spell dropped for one hour per caster level.

Armor of Thorns – This +2 Spiked (+2) Leather Armor appears to be made out of some kind of leathery wood. It is completely covered with thorns of various shapes and sizes. Donning this armor requires a dexterity check of 20 or the would be wearer takes 1d10 points of damage.

Ashnod's Battle Gear – This red and gold +2 Full Plate is fashioned to make the wearer look like a demon. The helm is shaped like a horned demon head and it's shoulders are covered with sharp spikes. The battle gear grants it's wearer a +2 bonus to strength but -2 to dexterity

Ashnod's Transmogrant – This watery liquid is of a light green color that eats away living tissue transforming it into nonliving but durable matter. Any creature who drinks the liquid or has it injected into its body takes one hit die of damage per round for 1d4 rounds. If the creature survives the damage caused by the transmogrant, their body is left as a hardened, lifeless shell. However, the creature is not actually killed, but its type changes to construct and it gains all of the construct traits. The creature also gains a +1 enhancement to strength and dexterity. This effect is permanent and can not be restored even with the use of a remove curse, wish, or miracle spell.

Astral Steel – These gloves are almost completely transparent (require a spot check DC 20 to be seen). When worn, they glow slightly and grant the wearer a +1 bonus to strength and a +2 deflection bonus to armor class. Whenever an ally within 30 feet casts a spell, that ally is also granted a +1 bonus to strength and a +2 deflection bonus to armor class for a number of rounds equal to the level of the spell played.

Auriok Champion – These fingerless leather gloves just cover up to the wearer's first knuckle and reach just to the wearer's elbow with their attached heavy leather bracers. When worn by a creature of lawful good alignment they grant their wearer a +10 sacred bonus to armor class against creatures of chaotic or evil alignment as well as a spell resistance of 15 + the wearer's shit dice to saving throws against spells, powers, and spell-like or psi-like abilities cast or manifested by creatures of chaotic or evil alignments. Whenever a Summon Nature's Ally or Summon Monster spell is cast within 30' of the

wearer, the gloves cast a cure light wounds on her as a 5th level caster. The gloves have no effect on creatures who are not lawful good.

Ring of Aurification – This is a gold ring that turns any creature who strikes the wearer into solid gold as the spell flesh to stone (Fort Save DC 20).

Banshee – This yellow hooded cloak completely conceals the wearer's face revealing only her eyes which are glowing red. The wearer may spend any number of power points to deal half that number rounded down to any creature with a touch attack. The wearer takes the remaining number of spent power points as lethal damage.

Banshee's Blade – This serrated greatsword appears to have an opened mouth of sharp fangs on it's hilt. It starts off giving its wielder a -10 to attack, but gains a +1 magical enhancement bonus for each creature killed by the blade. The sword's penalty to attacking should not be readily apparent to the wielder. If the blade ever changes owners, the blade's new wielder is given the -10 penalty to attack, however if ever wielded by it's original owner(s), the blade regains whatever bonuses/penalties the blade last had for that wielder.

Bartel Runeaxe – The wielder of this battleaxe may always fight defensively without taking the normal penalties. She is also granted a +10 bonus against any mind-affecting spells, powers, or spell-like or psi-like abilities.

Baton of Courage – This golden two-sided +1 greataxe is in the shape of a fist closed around a 3/4 circle ring and has the two axe blades attached to the hand's wrists. The axe also doubles as a wand with 50 charges. Removing one charge from the wand grants any creature within 100' a +1 bonus to strength and dexterity for the next 24 hours.

Baton of Morale – This blue quarterstaff has a gold plated grip. Once per day it allows the wielder and a willing adjacent creature to band together forming one creature that takes on the characteristics of both creatures. All the two creature's abilities are pooled together, including spellslots, prepared spells, power points, hit points, class features, feats, etc. with the exception of ability scores in which the new banded form has the better of the two creatures' score. If a feat can be taken more than once the banded creature gains the benefits of however many times the creatures banded have taken the feat. For feats that can only be taken once their benefits do not stack. Both creatures become part of the new banded body and are fully aware of what is going on around them, both having access to all of the new body's senses simultaneously. The wielder of the baton decides which items of the two creatures become absorbed into the banded being and what equipment remains available for use. They may also talk to each other telepathically while within a banded body. However, only one creature can actually be in control of the banded body at one time. In the case of a dispute between banded creatures as to who gets control, opposing will saves are made with the higher gaining control of the body for a number of rounds equal to half the creature's hit dice + the character's charisma modifier. The creature in control of the banded form has access to all of the other's class abilities including casting spells and manifesting powers. Both banded creatures have access to each other's current thoughts, as the detect thought spell, except

that they automatically read surface thoughts. If desired a creature may attempt to probe the other's memories as well, but the other creature gets a will save (DC 10 + half the probing creature's hit dice + the probing creature's charisma bonus) to resist against this ability. If the save is successful no further attempts may be made during this banding. The banded form has the accumulated knowledge of both creatures with the exception of the creatures' memories which must be probed for. If another creature tries to detect the alignment of the banded creature, or the banded creature is trying to enter an area that is protected from one of the two creatures' alignments (such as a magic circle against evil), either creature may make a special mental hide check that uses the creature's intelligence modifier instead of their dexterity. The difficulty class for this check is 10 + spell level + caster's ability modifier (just like a saving throw). If both creatures attempt to hide their alignment, only the creature with the better check succeeds. The creature not currently in control of the banding may not take any actions except communicate with the creature in control until either gives up control as a free action or until the creature not in control wins an opposing will save. A single banding lasts for a minimum of 24 hours in which case either creature may leave the banded body as a free action. Only creatures in adjacent squares may be banded and when the banding ends the creature who left the banding appears in any square adjacent to the once banded creature. Any items that were absorbed into the banded form return to their original places before the banding and any damage dealt to the banded form may be split however the wielder of the baton sees fit between the two creatures.

Battlegrowth – These seemingly standard gauntlets are made of some kind of otherworldly green metal. When put on the gauntlets begin to glow with a faint green light and two large claws spring forth from the back of the hand. The wearer's skin and armor turns green and their armor suddenly reforms itself to fit the wearer's body like a glove seemingly bonding to their skin reducing the armor check penalty by 3. The gauntlets, in addition to acting like standard spiked gauntlets, offer the wearer +1 to attack and damage with any weapon, and a +1 deflection bonus to AC. The gauntlets along with the morphed armor can't be removed except by a remove curse, wish, or miracle spell, which destroys both the armor and the gauntlets.

Belbe's Armor – This seemingly over sized full plate armor appears to be fairly rusted and well worn, but still looks extremely durable. While the armor looks extremely big for a medium sized humanoid, it is filled with a lot of padding and an inner suit that molds to the wearer's body. The wearer of this full plate may deal 1 point of permanent ability damage to himself to gain a +1 bonus to another ability. The abilities are restored when the armor is removed.

Benalish Hero – Once per day this black leather armor allows the wearer and a willing adjacent creature to band together forming one creature that takes on the characteristics of both creatures. All the two creature's abilities are pooled together, including spells slots, prepared spells, power points, hit points, class features, feats, etc. with the exception of ability scores in which the new banded form has the better of the two creatures' score. If a feat can be taken more than once the banded creature gains the benefits of however many times the creatures banded have taken the feat. For feats that can only be taken once their benefits do not stack. Both creatures become part of the new banded body and

are fully aware of what is going on around them, both having access to all of the new body's senses simultaneously. The wearer of the armor decides which items of the two creatures become absorbed into the banded being and what equipment remains available for use. They may also talk to each other telepathically while within a banded body. However, only one creature can actually be in control of the banded body at one time. In the case of a dispute between banded creatures as to who gets control, opposing will saves are made with the higher gaining control of the body for a number of rounds equal to half the creature's hit dice + the character's charisma modifier. The creature in control of the banded form has access to all of the other's class abilities including casting spells and manifesting powers. Both banded creatures have access to each other's current thoughts, as the detect thought spell, except that they automatically read surface thoughts. If desired a creature may attempt to probe the other's memories as well, but the other creature gets a will save (DC 10 + half the probing creature's hit dice + the probing creature's charisma bonus) to resist against this ability. If the save is successful no further attempts may be made during this banding. The banded form has the accumulated knowledge of both creatures with the exception of the creatures' memories which must be probed for. If another creature tries to detect the alignment of the banded creature, or the banded creature is trying to enter an area that is protected from one of the two creatures' alignments (such as a magic circle against evil), either creature may make a special mental hide check that uses the creature's intelligence modifier instead of their dexterity. The difficulty class for this check is 10 + spell level + caster's ability modifier (just like a saving throw). If both creatures attempt to hide their alignment, only the creature with the better check succeeds. The creature not currently in control of the banding may not take any actions except communicate with the creature in control until either gives up control as a free action or until the creature not in control wins an opposing will save. A single banding lasts for a minimum of 24 hours in which case either creature may leave the banded body as a free action. Only creatures in adjacent squares may be banded and when the banding ends the creature who left the banding appears in any square adjacent to the once banded creature. Any items that were absorbed into the banded form return to their original places before the banding and any damage dealt to the banded form may be split however the wielder of the baton sees fit between the two creatures.

Benalish Infantry – Once per day this black leather armor allows its wearer and a willing adjacent creature to band together forming one creature that takes on the characteristics of both creatures. All the two creature's abilities are pooled together, including spellslots, prepared spells, power points, hit points, class features, feats, etc. with the exception of ability scores in which the new banded form has the better of the two creatures' score. If a feat can be taken more than once the banded creature gains the benefits of however many times the creatures banded have taken the feat. For feats that can only be taken once their benefits do not stack. Both creatures become part of the new banded body and are fully aware of what is going on around them, both having access to all of the new body's senses simultaneously. The wearer of the armor decides which items of the two creatures become absorbed into the banded being and what equipment remains available for use. They may also talk to each other telepathically while within a banded body. However, only one creature can actually be in control of the banded body at one time. In the case of a dispute between banded creatures as to who gets control,

opposing will saves are made with the higher gaining control of the body for a number of rounds equal to half the creature's hit dice + the character's charisma modifier. The creature in control of the banded form has access to all of the other's class abilities including casting spells and manifesting powers. Both banded creatures have access to each other's current thoughts, as the detect thought spell, except that they automatically read surface thoughts. If desired a creature may attempt to probe the other's memories as well, but the other creature gets a will save (DC 10 + half the probing creature's hit dice + the probing creature's charisma bonus) to resist this ability. If the save is successful no further attempts may be made during this banding. The banded form has the accumulated knowledge of both creatures with the exception of the creatures' memories which must be probed for. If another creature tries to detect the alignment of the banded creature, or the banded creature is trying to enter an area that is protected from one of the two creatures' alignments (such as a magic circle against evil), either creature may make a special mental hide check that uses the creature's intelligence modifier instead of their dexterity. The difficulty class for this check is 10 + spell level + caster's ability modifier (just like a saving throw). If both creatures attempt to hide their alignment, only the creature with the better check succeeds. The creature not currently in control of the banding may not take any actions except communicate with the creature in control until either gives up control as a free action or until the creature not in control wins an opposing will save. A single banding lasts for a minimum of 24 hours in which case either creature may leave the banded body as a free action. Only creatures in adjacent squares may be banded and when the banding ends the creature who left the banding appears in any square adjacent to the once banded creature. Any items that were absorbed into the banded form return to their original places before the banding and any damage dealt to the banded form may be split however the wielder of the baton sees fit between the two creatures.

Black Knight – This black chainmail armor, when worn by a creature of evil alignment, grants its wearer a +4 bonus to initiative, access to the combat reflexes feat, a +10 vile armor class bonus against creatures of good alignments, and a spell resistance of 15 + the wearer's hit dice against spells, powers, and spell-like or psi-like abilities casted or manifested by good creatures.

Black Scarab – This amulet is in the shape of a large black scarab. If the wearer is fighting against an evil creature, the scarab grants a +2 bonus to strength and a +2 deflection bonus to its wearer. Whenever the wearer attacks an evil creature the scarab grants them the ability to overcome any damage reduction that creature had as well as a +5 bonus to attack.

Blanchwood Armor – This +1 Full Plate is made out of iron wood (as the spell except the duration is permanent) and offers its wearer an extra +1 to armor class and +1 to attack while in a forested area.

Blue Scarab – This amulet is in the shape of a large blue scarab. If the wearer is fighting against a creature with the water or aquatic subtype, the scarab grants a +2 bonus to strength and a +2 deflection bonus to its wearer. Whenever the wearer attacks a creature with the water or aquatic subtype the scarab grants them the ability to overcome any

damage reduction that creature had as well as a +5 bonus to attack.

Bog Wraith – This pitch black hooded cloak conceals its wearer's appearance when worn. The wearer's skin tone changes to pitch black matching the cloak perfectly and when the hood is put up her face is completely concealed in shadow. The wearer may attack any evil creature as it was flat footed, may overcome any evil creature's damage reduction, and is constantly under a pass without trace spell.

Bone Flute – This flute appears to be made out of a single hollowed out bone. When played, all creatures within hearing range take a -1 penalty to their attack and damage rolls per hit dice of the player. The flute requires a perform check of 15 for it's effects to work.

Bone Splitter – This +2 greataxe appears to be very old and rusted and its blade is cracked and dented, but it is actually extremely durable.

Book of Rass – This spellbook allows it's owner to sacrifice a hit die of hit points to regain a prepared spell that has already been cast that day. This item only has an effect for wizards.

Bottle of Suleiman – This bronze bottle has a bronze moon on top of it's cork. When drank, character rolls a d%. 1-50: Wine acts like a inflict light wounds potion. 51-100: A Djinn is summoned for one hour to faithfully obey and serves the person who drank the wine. A Bottle has 10 uses, and if used more than once in a day it automatically fails and casts the inflict light wounds spell.

Briar Shield – This dark blue +1 small spiked wooden shield appears to be made out of intertwining thorn covered vines, and grants it's wielder a +1 to attack and damage when using the spikes.

Bullwhip – This black leather +1 whip causes any creature to which it deals damage to become very agitated with the wielder. The creature dealt damage must make a will save DC 15 + damage dealt or must attempt to attack the wielder on their next action.

Burning Cloak – This black cloak has gold trimming embroidered with a flame design on it. It grants the wearer a +2 bonus to attack and damage but whenever the wearer deals damage to a creature, the wearer is dealt 2 damage as well. The cloak can't be removed except by a remove curse, wish, or miracle spell.

Cagemail – +2 Chainmail that gives the wearer +2 to strength. Whenever the wearer goes to attack, the chains lock up and restrict the wearer from moving at all until her next action. The armor can only be removed by a remove curse, wish, or miracle spell.

Capashen Standard – This +1 Breastplate is decorated with a red and yellow design on the chest and grants it's wearer a +1 enhancement to strength.

Carapace – This appears to be a hollowed out exoskeleton of some kind of humanoid

creature. If someone tries to put it on, it binds itself to their body and can't be removed except by a remove curse, wish, or miracle spell. It counts as +2 full plate, and if the wearer were to die, instead the carapace is destroyed as it casts true resurrection on it's wearer.

Catalyst Stone – This dull bronze headband has a large smooth blue crystal at the base of a spike that sits on the back of it's wearer's head. All psionic powers cost the wearer one less power point (to a minimum of 1) to manifest and all psionic powers cast upon the wearer cost the casting psion one power point extra or the manifestation fails.

Chimeric Coils – This large, heavy, golden colored spring turns into a snake as the spell Summon Nature's Ally at the level of the spell cast into the coils when the proper command word is spoken.

Chimeric Staff – The staff is topped with the twisted head of a serpent and can be turned into any creature as a Summon Monster spell at the level of the wielder. It returns to it's staff form after the creature is either slain or dispelled by the wielder.

Citanul Flute – This wooden flute is carved in the shape of several animal heads, somewhat like a totem pole. A druid playing this flute may drop a spell for a summon nature's ally at one less a level than normal. (0 Level for 1st level summon, 1st level for 2nd level summon, etc) The flute requires an appropriate perform check DC 15 to be effective.

Claws of Gix – This skeletal-shaped humanoid hand is made out of some kind of otherworldly metal. If held near the stub of a severed hand, it will automatically bond itself to the severed arm acting as if it were the wielder's natural hand. The wearer notices that the hand appears to be abnormally strong as if it could easily crush things. The Claws of Gix may be used to destroy any magical item, if used in such a way, wielder gains one temporary hit point per caster level (or level of magical enhancement) of the item destroyed.

Clearwater Goblet – This dark bronze goblet has have five large teardrop shaped gems set in it, one red, one black, one green, one white, and one blue. Whenever liquid is put into the goblet it magically turns into a cure light wounds potion.

Cloak of Confusion – This orange silk cloak is semi-transparent. Whenever the wearer of the cloak deals damage to a spellcaster, he may choose to have that spellcaster randomly lose a spell at their highest possible level instead of inflicting the normal amount of damage. This must be decided before rolling for damage, but after a confirmed hit.

Cloak of Feathers – This cloak resembles the tail of a peacock. The wearer of the cloak may fly, as the spell cast by a 10th level caster once per day.

Cloak of Invisibility – This extremely light, slightly transparent white silk cloak grants it's wearer the use of invisibility, as the spell cast by a 10th level caster.

Cloak of Mists – This cloak is a dull gray silk that seems to disappear into thin air near its tail. The wearer of this cloak always attacks as if the victim is flat footed.

Coat of Arms – This chainshirt armor appears to be made for a female body and looks as if it would be very form fitting. The metal armor is dark black in color with some blue highlights and includes lightweight gauntlets, knee-length boots, and a skullcap. Its magical enhancement bonus to armor class is equal to the number of creatures of the same type as the wearer within 100 feet. The wearer must wear the full suit in order for its magic to be effective.

Convalescent Care – This pure white bracers have golden embroidering. When worn by a creature of good alignment, the wearer's body transforms into an angelic being. Her skin turns pure white, her hair turns blue, all her equipment turns pure white with golden embroidering, and she grows two large white angelic wings. She gains a fly speed equal to twice her base speed and the angel subtype. Any ally within 30' of her who is below 5 hit points on her turn, she may heal for three hit points as a free action once per turn. If she does so, she may regain one used prepared spell or spellslot for that day. The bracers of no effect on non-good creatures.

Copper-Leaf Angel – This golden colored psychoactive skin transforms its wearer's body into a golden colored metallic angel. The skin hardens to its wearer becoming as hard and smooth as steel, changing her type to construct and granting her the angel subtype. A pair of large golden metal wings form from the angel's back granting her a fly speed equal to twice her base speed. If the wearer is a psionic creature with a power point reserve she may spend a power point to gain a +1 enhancement bonus to strength and natural armor for 24 hours. When the wearer wills the psychoactive skin off her body, it transforms her back into her normal form.

Crackling Club – This +1 Great Club is made of some kind of otherworldly green metal and glows bright blue like a torch when wielded. It grants its wielder a +1 enhancement bonus to strength.

Crafty Pathmage – This purple leather long-sleeve overcoat comes with a pair of matching gloves that seem to fit the wearer perfectly. When both are worn, any creature summoned by the wearer either by a Summon Nature's Ally or Summon Monster spell, that has two or less hit dice may always attack as if the creature being attacked was flat-footed and gains a +10 circumstance bonus to all its attacks.

Cranial Plating – This bronze helm is made of three interlocking plates that slide into one another. When fully extended it acts as a visor. The wearer is granted a +1 bonus to strength for each magic item in their possession.

Craw Giant – This red psychoactive skin makes its wearer's skin look like smooth yet slightly crackled red rock. The wearer is granted +4 to strength, +2 natural armor, may overcome all kinds of damage reduction, and whenever she is being flanked, for each flanking creature beyond the first she gains +2 to all her attacks and her natural armor

bonus increases by +2.

Crown of Ascension – This small silver crown appears to be very fragile. When worn, it grants its wearer flying as the spell. When the crown is broken, all allies within 100' of the person breaking the crown gain flying for 24 hours.

Crown of Fury – This small red crown appears to be very fragile. When worn, it grants its wearer a +4 bonus to initiative and access to the feat combat reflexes. When the crown is broken, all allies within 100' of the person breaking the crown gain a +4 bonus to initiative and access to the feat combat reflexes for 24 hours.

Crown of Suspicion – This black helm has no face plate and appears to be very fragile. When worn, its wearer gains +2 to all attack and damage rolls, including those for spells, but a -1 to charisma, wisdom, and intelligence. When broken, all allies within 100' of the person breaking the crown gain +2 to attack and damage rolls, and -1 to charisma, intelligence, and wisdom.

Crown of the Ages – This very ornate blue crown has many shining blue gems adorning it. The wearer of the crown may move an enchantment placed upon a magic item, or one spell cast upon a creature to another item or creature. Using this effect uses up 500 experience points per level of the spell or enchantment transferred in such a way.

Crown of Vigor – This crown appears to be shaped like horns and is made of some kind of fragile green wood. When worn, its wearer gains +1 to strength and dexterity. When broken, all allies of the person breaking the crown gain +1 to strength and dexterity for 24 hours.

Crypt Angel – This black and red half-plate armor, when worn by a creature of evil alignment, transforms her into a fallen angel. The wearer grows a pair of black angelic wings gaining the angel subtype with the exception that her protective aura is against creatures of evil alignment instead of good. Crypt Angel's armor also grants its wearer the ability to attack any creature of good alignment as if they were flat-footed, a +10 vile bonus to armor class against good creatures, and a spell resistance of 15 + the wearer's hit dice against spells, powers, and spell-like or psi-like abilities casted or manifested by a creature of good alignment. When the half-plate armor is removed its wearer's body transforms back into its normal form. This armor has no effect on creatures who are not of evil alignment.

Dancing Scimitar – This +1 Dancing Scimitar grants its wielder a +5 enhancement to dexterity.

Darksteel Pendant – This pendant looks like a demon with faintly glowing orange eyes. It grants its wearer good luck, allowing her to reroll one die roll per day per the character's hit dice. The wearer may choose which of her two rolls to use.

Death Grasp – This black metal ring allows its wearer to sacrifice one prepared spell or spellslot to deal a touch attack that deals an amount of damage equal to the level of the

spell sacrificed as well as heal the wearer for the same amount.

Death-Mask Duplicant – This gold and silver mask, when worn, adheres to the creature's face and bonds with it. That creature's skin turns gold and silver as the mask perfectly molds to have the exact appearance of the wearer's face and the creature gains the shapechanger subtype. Any creature killed by the wearer has its physical traits, natural abilities and attacks, extraordinary special attacks and qualities, and supernatural and spell-like abilities imprinted into the mask. From then on the wearer may take a standard action to perform a special shapechange to gain the natural abilities of any single creature that has been imprinted into the mask. This shapechange ability does not change the wearer's physical form but they do gain any needed appendages for natural abilities or attacks such as wings for a fly speed, or claws for a claw attack and gain any natural physical trait, such as invisibility or incorporeality, of the creature. The wearer loses all his own physical traits, natural abilities and attacks, extraordinary special attacks and qualities, and supernatural and spell-like abilities while shapechanged but may return to his normal form or change to the abilities of any other imprinted creature as a standard action.

Delaying Shield – This large shield is made of some sort of transparent steel. Any damage dealt to wielder of the shield is redirected to the shield. At the beginning of the wielder's next turn, she may spend any number of power points as a free action and ignore 1 point of damage per power point spent. Any damage not ignored gets dealt to wielder at this time.

Disciple of Grace – This white leather armor, when worn by a good creature, grants its wearer a +10 sacred bonus to armor class against evil creatures and a +10 sacred bonus to saving throws against spells, powers, and spell-like or psi-like abilities cast or manifested by evil creatures.

Disciple of Kangee – This golden staff allows its wielder to grant any creature the water subtype and flying as the spell for 24 hours as a full round action. The staff may only be used once per day.

Disciple of Law – This chainmail armor, when worn by a lawful creature, grants its wearer a +10 sacred bonus to armor class against chaotic creatures and a +10 sacred bonus to saving throws against spells, powers, and spell-like or psi-like abilities cast or manifested by chaotic creatures.

Disciple of Malice – This black, red, and gold half-plate armor, when worn by an evil creature, grants its wearer a +10 vile bonus to armor class against good creatures and a +10 vile bonus to saving throws against spells, powers, and spell-like or psi-like abilities cast or manifested by good creatures.

Disrupting Scepter – Whenever this silver quarterstaff deals damage to a creature or character, they must randomly lose a spell at their highest castable level.

Divine Transformation – This appears to be a flask in the shape of an angel, with the

opening being the angel's mouth. Inside appears to be some kind of golden colored liquid. If drank, the liquid permanently infuses the creature's blood with a trace of celestial blood. The drinker instantly gains a +3 bonus to strength and dexterity and may start gaining levels of Celestial Bloodline (see Unearthed Arcana).

Doubling Cube – This small, strange, otherworldly cube looks to be made of compressed metal. By spending power points equal to the cost of the highest level of manifestable power of the wielder, the wielder's remaining power points are doubled for one hour per three manifester levels. After the time limit runs out any power points spent in that time period are removed from total power points the wielder had before using the doubling cube. For example: at 5th level Mitra has 25 power points. She spends 5 power points, the cost of a 3rd level power, and the doubling cube grants her a total of 40 power points. These power points last for 1 hour, during which she uses 27 power points manifesting powers. Once the time runs out, her power point reserve returns to 20 power points, and 27 points are removed completely emptying her power point reserve.

Draconian Cylix - This black metal chalice has two black metal dragons attached to each side as handles. If the chalice is filled with the blood and a creature drinks it, that creature randomly loses one spellslot or prepared spell for that day. That creature then automatically casts true resurrection on the next creature he touches. If the touched creature isn't dead the spell is lost.

Dragon Blood – This appears to be a flask in the shape of a dragon, with the opening being the dragon's mouth. Inside appears to be a thick red liquid. If drank, the dragon's blood permanently infuses the character's blood with a trace of whatever kind of dragon the blood was taken from. The character instantly gains +1 to strength and +1 natural armor and may start gaining levels of Dragon Bloodline (see Unearthed Arcana).

Dragon Fangs – These large fangs appear to be able to fit over a creature's normal teeth. When put on by a creature of at least six hit dice they tightly bond to the wearer's teeth granting her a bite attack that counts as a +1 weapon as well as a +1 bonus to dexterity. The fangs will not fit properly to the teeth of any creature of less than six hit dice.

Dragon Scales – This +2 dragonhide breastplate is made of green dragon scales grants its wearer a +1 bonus to strength. When worn by a creature of less than six hit dice the armor has no enhancement bonus nor does it grant its wearer the bonus to strength.

Drain Power – This silver and black outfit and black cape looks to be of the style a sorcerer or wizard would wear. When worn by a sorcerer or wizard the outfit seems to fit perfectly as if it were tailored specifically for the wearer. Once per day the wearer may drain all of the prepared spells or spellslots of another spellcaster and add them to her own for that day (will save DC 15 negates). In the case of prepared spells, the caster is given access to strictly the spells that were drained for that day as prepared spells. If the caster is a sorcerer she may not spontaneously cast any of the spells she drained, but may cast them as a wizard casts prepared spells. If the caster is a wizard she simply gains each drained spell as an additional prepared spell. In the case of spellslots, the caster simply gains those spellslots to use however she sees fit for the remainder of the day. Even a

wizard who normally has to prepare spells may use spellslots to spontaneously cast any spell in her spellbook.

Dreamborn Muse – This gray psychoactive skin makes its wearer's eyes glow bright blue. Any spellcaster who is within 30' of the wearer when sleeping to regain spells for the next day may only prepare spells or regain spellslots of each level equal to the number of spells in which she cast the day before.

Druid's Call – This plain brown hooded cloak looks to be of the style that druids would wear. Whenever a druid wearing the cloak takes damage, she immediately gets a free action to cast a Summon Nature's Ally spell of a spell level castable by her. The cloak has no effect on non-druids.

Duskwalker – This purple skin-tight sorceress outfit allows its wearer to sacrifice a spell of her highest castable level to gain a +2 bonus to strength and a +2 vile bonus to armor class as well as an aura of fear. Anyone who comes within 20 feet of the wearer must make a will save (DC 10 + wearer's charisma bonus) or become shaken for a number of rounds equal to the wearer's charisma bonus. If the save is missed by 10 or more the creature is frightened. If the save is missed by 15 or more the creature is regarded as panicked. The outfit has no effect when worn by any creature without levels in sorcerer.

Dwarven Berserker – This fairly standard looking chainmail has no special effects until the wearer strikes a target on a touch attack with a melee weapon but does not actually break through their target's armor class, or their target creature's damage reduction ignores all the damage they dealt. The wearer instantly fills with rage allowing them to overcome any kind of damage reduction as well as granting them a +3 circumstance to all of their attacks for the duration of the rage. The wearer's rage lasts until the next time they deal damage or until the creature they attacked dies.

Earth Elemental – This light brown psychoactive skin gives it's wearer a very chiseled, rocky appearance. The wearer feels as if she is heavier as her voice slightly depends sounding almost like a growl. The wearer is granted the half-earth elemental template as long as the skin is worn.

Earthcraft – This green iron wood full plate armor is extremely light and fits its wearer perfectly. It has a maximum dexterity bonus of +4, an armor check penalty of -2, a 20% arcane spell failure, and counts as light armor. When worn by a spellcaster, she may regain a prepared spell or spellslot that she has already used by spending one minute per level of the spell concentrating. In order for a spell to be regained, the wearer must make a concentration check each minute with a DC of 10 + the spell's level + 1/minute.

Ebonblade Reaper – Strange black smoke constantly appears to be emanating from this sickle. Whenever its wielder attacks with it, she loses half of her current hit points rounded up. If the sickle strikes an opponent, instead of dealing its normal damage the opponent loses half of her hit points rounded up.

Eladamri, Lord of Leaves – This green breastplate armor is extremely shiny and

smooth. All elves within 30' of the wearer gain pass without trace, wilderness stride, and +10 to hide and move silently while in the forest or a wooded area, as well as a spell resistance of 15 + the wearer's hit dice.

El-Hajjaj – This small black crystal is curved on one side and has a flat surface on the other side. With the proper command thought, the crystal self-adheres to the wearer's forehead. Whenever the wearer deals damage she heals an amount of hit points equal to the amount of damage she dealt. This does not allow the wearer to go above her maximum hit points.

Elite Cat Warrior – This yellowish-orange psychoactive skin transforms its wearer's body into that of a bipedal cat. The creature becomes a Leopard Anthropomorph (see Savage Species), gains pass without trace, wilderness stride, and +10 to hide and move silently while in the forest or a wooded area, a +4 bonus to initiative, access to the combat reflexes feat, and may always fight defensively without taking the normal penalties. When the psychoactive skin is removed, the wearer's body returns to normal.

Elvish Archers – This +2 longbow is painted bright red and masterfully carved out of very durable wood. The longbow can only be wielded properly by creatures of elven blood and any creature who is not an elf or half-elf takes a -4 penalty to all attacks when wielding it. The longbow grants its wielder a +4 bonus to initiative and access to the combat reflexes feat.

Empyrial Armor – This suit of armor appears to be made of some kind of otherworldly metal. It is a pure, almost shimmering white color, with a pair of small angelic like wings coming out of the back. It acts like celestial Armor, except that the magic enhancement bonus to armor class is equal to the number of spells of the highest castable level wearer has left for the day.

Empyrial Plate – This dark gray suit of full plate armor has a magical enhancement to armor class equal to the number of spells of the highest castable level that the wearer has left for the day

Ensouled Scimitar – This Serrated +1 Dancing Scimitar's blade glows bright blue when wielded and almost seems to predict an enemy's attack guiding the wielder's arms to block the blow using the blade. This grants its wielder a +5 deflection bonus to AC.

Eron the Relentless – This blue cloak is embroidered with golden runes and allows its wearer to act as if under a haste spell. If the wearer is a psionic creature with a power point reserve and she were to die, as long as she has three power points available the cloak automatically spends those three power points and casts true resurrection on its wearer.

Ethereal Champion – This grayish-blue psychoactive skin allows any creature within 30' of the wearer to have any amount of damage being dealt to the wearer dealt to themselves instead. When this happens, the wearer instantly becomes ethereal as the spell ethereal jaunt until her next turn. The attack goes right through the space where the wearer was

standing in the prime material plane before shifting into the ethereal plane and the damage is instead dealt to the creature activating this effect.

Everglove Courier – These leather gloves have metal spikes on each knuckle and act like spiked gauntlets. When worn by a creature of elven blood they grant their wearer a +2 bonus to strength and dexterity and allow the wearer to overcome any kind of damage reduction. The gloves have no affect on any creature who is not an elf or half-elf.

Exalted Angel – The wearer of these black steel bracers may sacrifice one spell of her highest castable level to transform her body into that of an angel. The wearer gains the angel subtype and grows a pair of angelic wings gaining a fly speed equal to twice her base speed. Whenever the wearer deals damage as a transformed angel she heals the same amount of life. The wearer remains in her angel body for one hour per level of the spell sacrificed to the bracers. When worn by a creature of an evil alignment, that creature must make a will save DC 25 + 1/day worn or become of good alignment, does not gain any benefits of the bracers until she is of a good alignment, and can not remove the bracers without the use of a remove curse, wish, or miracle spell.

Exoskeletal Armor – This odd article of clothing appears to be made of some kind of extremely soft yet durable green fabric, but is all one piece and appears to be made to cover the wearer's entire body. When put on it seems to attach itself to its wearer fitting like a second skin. If worn under any kind of armor, the armor seems to be uncomfortable and gives its wearer -2 to all attack rolls, saving throws, and skill checks. Each time the wearer kills a creature it becomes harder and more protective, eventually fitting like well made full plate armor. The armor starts off at a -10 AC penalty and gets a +1 enhancement bonus for each creature killed by wearer. It can't be removed without the use of a remove curse, wish, or miracle spell until it's armor bonus is at least a 0. Each time the armor gains an enhancement bonus, the hindrance of any armor worn over it is increased by 1.

Favorable Destiny – This semi-transparent silk cape can only be worn by creatures of good alignment. It grants its wearer +1 to strength and +2 to dexterity, and as long as another good creature is within 10' of the wearer, the wearer gains a +5 to saving throws.

Fire Elemental – This light orange colored psychoactive skin seems to glow and makes its wearer's body appear to be engulfed in flames when worn. The flames give off a small amount of heat and light, like that of a torch, but do not cause any physical damage to either the wearer or any creature encountering the wearer. While the skin is worn the creature gains the half-elemental template.

Fire Whip – This whip is made out of pure fire, but doesn't harm its wielder. The whip strikes on a touch attack, dealing all its normal damage as fire damage.

Fireshrieker – This +1 Flaming Quarterstaff has the head of a fire-breathing demon on one end. Its wielder may take a full round action to make two full attack actions that round using the staff.

Fishliver Oil – The creature that this transparent yellow oil is applied to grows webbing between their fingers and toes, fins along their lives, their hair and skin changes to a color ranging from pale green to dark blue, and gains the aquatic racial traits featured in *Unearthed Arcana* for it's appropriate race. The entire flask must be applied to a creature to gain the oil's effects and once applied it is absorbed into the creature's skin.

Fists of the Anvil – These pitch black spiked gauntlets appear to be made for a humanoid creature of huge size, but upon closer inspection the holes to put in one's hands are much smaller and look to fit someone of medium size. When a medium sized or smaller humanoid puts them on, they mold to fit their hands perfectly and grant the wearer +4 to their strength. The spikes deal 2d4 damage as a huge creature's claw attack.

Fist of Suns – These strange gauntlets have an almost mechanical appearance. Set into each finger's tip and on the knuckle at the base of each finger are smooth gems, each finger sporting a different color. The thumb is set with two amethysts, the pointer finger with sapphires, the middle finger with emeralds, the fourth finger with pearls, and the pinky finger with rubies. Once put on the hands of a spellcaster or psionist, the gems begin to give off a small amount of light as the gauntlets tighten and compress around the wearer's hands fitting perfectly and can only be removed by the use of a wish, miracle, or remove curse spell. The gloves grant the wearer the ability to cast any known spell or power by taking a point of strength, dexterity, constitution, wisdom, and intelligence damage, even if the wearer doesn't have the available spells per day left to cast it, hasn't prepared it as a spell for that day, or doesn't have the available power points to manifest it. Powers manifested in this way may not be augmented.

Flame Spirit – This reddish orange psychoactive skin may only be activated by a psionic creature with a power point reserve. The wearer may spend a power point to gain a +1 bonus to all attacks and damage for 24 hours.

Flaming Sword – This +1 Flaming Longsword's blade appears to be made out of pure fire. The weapon can be drawn as if wielder has the quick draw feat and grants it's wielder a +4 bonus to initiative and access to the feat combat reflexes.

Fleshgrafter – This is found as a strange thick liquid metal in a glass container that seems to be wiggling and moving slightly on it's own. If the container is opened and a living creature touches the metal with bare skin it instantly begins to cover the creature's skin. After a second it beads up and splits into dozens of smaller beads of liquid metal that slowly scatter around the body and after a minute they become absorbed into the creature's skin dealing 2d8 points of damage and leaving small spots of metal visible. The creature is granted a +2 bonus to strength and a +1 bonus to natural armor instantly. From then on whenever the creature gains possession of a magic item made of metal he may have it absorbed into his body with a will save dc 15 effectively destroying the item. The metal absorbs farther into his skin dealing another 2d8 damage but grants another +1 strength bonus and +1 natural armor bonus. Once the creature has absorbed a total of 5 magic items the creature must make a will save dc 20 or become neutral evil. Once the creature has absorbed a total of 10 magic items he gains the half-iron-golem template (his strength and natural armor is already enhanced) with the exception of not gaining a

breathe weapon. Regardless if the character succeeds his saving throw he gains the construct traits, changes type, and also gets the +4 constitution bonus.

Flint Golem – This silver colored psychoactive skin makes its wearer look a lot more muscular. Whenever the wearer strikes an opponent on a touch attack but does not actually deal damage (either because of armor, damage reduction, natural armor, or a shield) the creature being attacked randomly loses three prepared spells or spellslots.

Flowstone Armor – This +1 full plate is made of some kind of otherworldly blue metal. When the wearer holds a weapon, the armor automatically fuses with the weapon permanently bonding it to the armor as the psionic power Graft Weapon, until the wearer makes a will save dc 15 to remove it. While a weapon is grafted to the armor, the armor's armor class bonus drops by one point.

Flowstone Blade – This +1 scimitar bonds to the wielder's arm like the psion power graft weapon. The wielder must make a will save DC 15 to unbind the weapon from his arm. While the weapon is grafted to the wielder's arm she takes a -1 penalty to dexterity.

Forethought Amulet – This amulet is colored dusty blue with two red eyes painted on it. Whenever the wearer takes three or more dice of damage from a spell, psionic power, spell-like ability, or psi-like ability, the wearer only takes two dice of the damage. The wearer must spend three power points into the amulet every 24 hours for it to remain active. The amulet has no effect for non-psionic creatures without power point reserves.

Forge Armor – Forge armor starts out as basic spiked gauntlets, and can't be worn with any other kind of armor. For each magic item destroyed by the wearer using the gauntlets, the gauntlets gain a +1 bonus to armor class and expand to cover a bit more of the wearer. At +2 they completely cover the wearer's arms up to his shoulder, at +5 they include a breast plate, at +8 they fully cover the wearer's torso, at +10 they cover to the wearer's legs, at +12 they fit like full plate minus a helm, at +13 they include a helm covering the wearer's body completely. When completed, the forge armor is effectively +5 Full Plate. For each +5 bonus, they grant the wearer a strength bonus of +1. Once the armor has begun being formed it can only be properly donned by the creature they formed to. Any other creature donning the armor takes a -4 penalty to all

Foul Presence – This light blue psychoactive skin permanently bonds itself to its wearer's skin and gives her a -1 penalty to strength and dexterity. As a full round action the wearer can make a touch attack that doesn't provoke an attack of opportunity to give the same penalty to another creature for 24 hours. The skin can only be removed by the use of a remove curse, wish, or miracle spell.

Frozen Shade – This pitch black hooded cloak conceals its wearer's appearance when worn. The wearer's skin tone changes to a pale blue and when the hood is put up her face is completely concealed in shadow with the exception of her eyes which glow bright red. A psionic creature with a power point reserve may spend one power point and gain a +1 bonus to strength and a +1 deflection bonus to armor class for 24 hours. The psionic creature may spend additional power points to this effect and each spent point's deflection

bonuses stack with the bonus granted previously burned points. This deflection bonus does not stack with any other deflection bonus. Each stacked bonus is removed when the duration of the first bonus ends.

Fyndhorn Bow – When wielding this +2 longbow, the archer has a +4 circumstance bonus to their initiative rolls and access to the feat combat reflexes.

Gabriel Angelfire – This light blue cloak has white trimming with blue runes embroidered into it. When worn by a creature of good alignment, the cloak transforms its wearer's body into that of an angelic being. The wearer gains the angel subtype and grows a pair of angelic wings gaining a fly speed equal to twice her base speed. Each morning the wearer may choose to gain a special ability until the next morning. She may gain a +4 bonus to initiative and access to the combat reflexes feat, the ability to overcome any kind of damage reduction, or the ability to gain a +2 enhancement bonus to armor class and attack when she is being flanked for each additional creature surrounding her beyond the first. When the cloak is removed the creature's body returns to normal. The cloak has no effect on creatures of non-good alignment.

Gaea's Embrace – This +3 Iron Wood Full Plate grants its wearer a +3 enhancement bonus to strength and any attacks by the wearer of the armor can overcome any kind of damage reduction.

Galina's Knight – This breastplate armor has a light blue hue to it. When worn under water, the greaves shape around the wearer's legs and force them together. The greaves then mold into one piece completely wrapping around the wearer's legs as they transform them into a single merfolk-like fin and a large fin grows from the wearer's back. The greaves protect the base of the newly formed fin while still allowing for movement. The wearer gains the water template as well as a +10 sacred bonus to armor class against chaotic creatures and a +10 sacred bonus to all saving throws against spells, powers, and spell-like or psi-like abilities cast or manifested by chaotic creatures. When the wearer leaves the water the armor and her body returns to normal.

Galvanic Key – This key looks almost otherworldly. When inserted into any lock it shapes to the lock offering a +20 circumstance bonus to Open Lock checks

Gauntlet of Might – These extremely nice looking gauntlets are embroidered with a fire design. They offer a +1 deflection bonus to AC and +1 to all attack and damage rolls. The wearer may also manifest any damaging spell as if their caster level were one level higher.

Gempalm Avenger – This pair of matching diamonds embed themselves into the palm of any fighter or paladin who is holding them. The holder of these two gems may sacrifice any amount of their base attack bonus into the gems to grant all fighters and paladins within 30' a +1 enhancement bonus to attack and armor class for 1 hour per two points of base attack bonus spent. While this is in effect, the gems begin giving off a slight yellow glow. The light, while not effective as a light source, causes the entire bottom side of the holder's hands to glow a faint yellow color as well.

Gempalm Incinerator – This pair of matching ruby gems embed themselves into the palm of any goblin spellcaster who is holding them. The holder of these two gems may sacrifice a spell into the gems to gain a special touch attack that deals one point of damage for each goblin within 30' of the holder. While this is in effect, the gems begin giving off a slight red glow. This light, while not effective as a light source, causes the entire bottom side of the holder's hands to glow in a slight red light as well. The effect continues until the touch attack is used and while the gems are giving off this effect another spell can't be sacrificed into the gems.

Gempalm Polluter – This pair of matching black gems embed themselves into the palm of any evil spellcaster who is holding them. The holder of these two gems may sacrifice a spell into the gems to gain a special touch attack that deals one point of damage for each undead under the control of the holder. While this is in effect, the gems begin giving off a slight darkness effect. This darkness, while not effective enough to hinder a light source, causes the entire bottom side of the holder's hands to appear to be clouded in shadow. The effect continues until the touch attack is used and while the gems are giving off this effect another spell can't be sacrificed into the gems.

Gempalm Sorcerer – This pair of matching light-blue sapphire gems embed themselves into the palm of any arcane spellcaster who is holding them. The holder of these two gems may sacrifice a spell into the gems to grant all arcane spellcasters flying as the spell for one hour per level of the spell sacrificed. While this is in effect, the gems begin giving off a slight blue glow. The light, while not effective as a light source, causes the entire bottom side of the holder's hands to glow a faint blue color as well.

Gempalm Strider – This pair of matching emerald green gems embed themselves into the palm of any elven spellcaster who is holding them. The holder of these two gems may sacrifice a spell into the gems to grant all elves within 30' a +2 enhancement bonus to strength and dexterity for 1 hour per level of the sacrificed spell. While this is in effect, the gems begin giving off a slight green glow. The light, while not effective as a light source, causes the entire bottom side of the holder's hands to glow a faint green color as well.

Geth's Grimoire – This spellbook grants its user the ability to regain a prepared spell that has been used whenever another spellcaster within 100' casts a spell. He may only regain a spell if he succeeds a spellcraft check and the casted spell is a spell that the user has scribed in his spellbook.

Glasses of Urza – These seemingly standard eyeglasses grant their wearer true seeing as the spell.

Glissa Sunseeker – These black gloves fit up to the wearer's shoulders and fit perfectly. The gloves grant their wearer +4 to initiative and access to the combat reflexes feat. If the gloves are worn by a psionic creature with a power point reserve, she may spend a full round action to destroy any magical item with a cost equal to the amount of power points in her power point reserve times 50.

Golem Skin Gauntlets – These red gauntlets seem to fit perfectly and bond to the wearer's hands. The wearer gains +1 to strength for each magic level of enhancement on his armor or wielded weapon.

Grafted Wargear – These two large spiked gauntlets cover the wearer from the shoulder down. Instead of being worn like gloves, they are strapped onto the wearer's arms and hands. Once properly fitted the straps suddenly meld into the wearer's arms grafting the wargear to them dealing 3d4 points of damage as they morph the wearer's skin to properly wield the wargear. Once grafted, the wargear grants its wearer a +3 bonus to strength and +2 bonus to natural armor and can only be removed by the use of a remove curse, wish, or miracle spell, which kills the wearer. The back of the wearer's hands become spotted with metal similar to that of the wargear and small plates of metal grow onto the wearer's chest, back, and thighs. The gauntlets also grant their wearer two natural claw attacks that each deal 1d10 damage.

Granite Grip – These gauntlets appear to be made out of solid granite and don't look like they offer any flexibility at all until they are put on and worn in a mountainous region. They offer their wearer a +3 strength bonus as long as the wearer is within 1 mile of a mountain. If the wearer is not within 1 mile of a mountain, the gauntlets have no effect and harden restricting the wearer from moving their fingers and hands. The gauntlets can only be removed by a remove curse, wish, or miracle spell once worn.

Granite Shard – This +1 dagger appears to be carved out of stone. It has a dragon head on the end of its hilt and appears to be in poor condition but it is still extremely sharp. The wielder can spend 3 power points or one prepared spell or spell per day at random to deal 1d8 points of damage to a creature within 30' as a ranged touch attack.

Green Scarab – This bracelet has a green scarab on it. If the wearer is fighting against a creature with a neutral alignment, the scarab grants a +2 bonus to strength and a +2 deflection bonus to its wearer. Whenever the wearer attacks a creature with a neutral alignment the scarab grants them the ability to overcome any damage reduction that creature had as well as a +5 bonus to attack.

Hammer of Bogardan – This metal +3 Flaming Warhammer constantly glows red as if it were just forged. If sundered, it can be reconstructed simply by putting the pieces into a hot fire for 24 hours.

Hanna – This leather armor is stained gold and blue and allows its wearer to manifest powers by paying one less power point.

Heart Seeker – This decorative +2 Returning Throwing Dagger glows with a blue light. It grants its wielder a +1 enhancement to dexterity. If it strikes, its target must make a fortitude save (DC 10 + Thrower's hit dice) or die.

Heartwood Shard – This small dagger looks as if it is made of tree roots, vines, and bits of wood. Its wielder may ignore any kind of damage reduction when attacking with the

dagger.

Heightened Awareness – These small blue lenses fit over the eyes like contacts. When worn they glow a bright blue light that covers the wearer's eyes and then expands covering their ears with the blue light as well looking almost like a magical pair of glasses. They grant their wearer a +10 bonus to spot, listen, and search checks.

Healer's Headdress – This brown cloth headdress has many different colored gems sewn into it. It grants its wearer a +2 deflection bonus to AC. The wearer may voluntarily drop the deflection bonus until her next action to prevent one die of damage an ally within 30' would be dealt until her next turn.

******Helm of Kaldra** – This golden helm is masterfully crafted and is extremely smooth. It looks to be the kind of helm that would be worn for mounted combat to make more blows glance off of the helm. The wearer of the helm is treated as being constantly under a haste spell, can overcome any kind of damage reduction, gains a +4 bonus to initiative, and the combat reflexes feat. If the wielder also wields the sword of kaldra and shield of kaldra, <how the fuck does kaldra work?>

Horned Helm – This helm has two large curled horns attached to it and is made out of copper that appears to have aged, having some green coloring to it in spots. The wearer is granted a +1 bonus to strength and dexterity and may ignore any kind of damage reduction.

Holy Strength – This light blue psychoactive skin gives off a faint pure white glow when worn. It grants its wearer a +1 enhancement bonus to strength and +2 bonus to constitution.

Horn of Plenty – This white horn is decorated with golden trimmings. The owner of the horn may pay 1 hit point per level of a spell to not use up that spell slot or prepared spell upon casting.

Hypnotic Specter – This pitch black full plate armor completely conceals its wearer's appearance. While the full suit of armor is worn, including the helm, the only visible feature of the wearer are her eyes, which appear bright red. The armor grants its wearer flying as the spell and whenever she deals damage to a spellcaster, that creature loses one spell of her highest castable level at random.

Icatian Infantry – This pitch black breastplate armor acts like normal breastplate unless worn by a psionic creature with a power point reserve. Any psionic creature wearing this armor may spend a power point to gain a +4 bonus to initiative and access to the combat reflexes feat for 24 hours, or may instead spend a power point to band together with one willing adjacent creature forming one creature that takes on the characteristics of both. All the two creature's abilities are pooled together, including spellslots, prepared spells, power points, hit points, class features, feats, etc. with the exception of ability scores in which the new banded form has the better of the two creatures' score. If a feat can be taken more than once the banded creature gains the benefits of however many times the

creatures banded have taken the feat. For feats that can only be taken once their benefits do not stack. Both creatures become part of the new banded body and are fully aware of what is going on around them, both having access to all of the new body's senses simultaneously. The wearer of the armor decides which items of the two creatures become absorbed into the banded being and what equipment remains available for use. They may also talk to each other telepathically while within a banded body. However, only one creature can actually be in control of the banded body at one time. In the case of a dispute between banded creatures as to who gets control, opposing will saves are made with the higher gaining control of the body for a number of rounds equal to half the creature's hit dice + the character's charisma modifier. The creature in control of the banded form has access to all of the other's class abilities including casting spells and manifesting powers. Both banded creatures have access to each other's current thoughts, as the detect thought spell, except that they automatically read surface thoughts. If desired a creature may attempt to probe the other's memories as well, but the other creature gets a will save (DC 10 + half the probing creature's hit dice + the probing creature's charisma bonus). The banded form has the accumulated knowledge of both creatures with the exception of the creatures' memories which must be probed for. If the save is successful no further attempts may be made during this banding. If another creature tries to detect the alignment of the banded creature, or the banded creature is trying to enter an area that is protected from one of the two creatures' alignments (such as a magic circle against evil), either creature may make a special mental hide check that uses the creature's intelligence modifier instead of their dexterity. The difficulty class for this check is 10 + spell level + caster's ability modifier (just like a saving throw). If both creatures attempt to hide their alignment, only the creature with the better check succeeds. The creature not currently in control of the banding may not take any actions except communicate with the creature in control until either gives up control as a free action or until the creature not in control wins an opposing will save. A single banding lasts for a minimum of 24 hours in which case either creature may leave the banded body as a free action. Only creatures in adjacent squares may be banded and when the banding ends the creature who left the banding appears in any square adjacent to the once banded creature. Any items that were absorbed into the banded form return to their original places before the banding and any damage dealt to the banded form may be split however the wielder of the baton sees fit between the two creatures. The wearer of the armor may only use one ability at a time.

Icatian Phalanx – This large steel shield is bright red with a silver star painted on it. Once per day the shield allows its wielder and a willing adjacent creature to band together forming one creature that takes on the characteristics of both creatures. All the two creature's abilities are pooled together, including spellslots, prepared spells, power points, hit points, class features, feats, etc. with the exception of ability scores in which the new banded form has the better of the two creatures' score. If a feat can be taken more than once the banded creature gains the benefits of however many times the creatures banded have taken the feat. For feats that can only be taken once their benefits do not stack. Both creatures become part of the new banded body and are fully aware of what is going on around them, both having access to all of the new body's senses simultaneously. The wielder of the shield decides which items of the two creatures become absorbed into the banded being and what equipment remains available for use. They may also talk to each

other telepathically while within a banded body. However, only one creature can actually be in control of the banded body at one time. In the case of a dispute between banded creatures as to who gets control, opposing will saves are made with the higher gaining control of the body for a number of rounds equal to half the creature's hit dice + the character's charisma modifier. The creature in control of the banded form has access to all of the other's class abilities including casting spells and manifesting powers. Both banded creatures have access to each other's current thoughts, as the detect thought spell, except that they automatically read surface thoughts. If desired a creature may attempt to probe the other's memories as well, but the other creature gets a will save ($DC\ 10 + \text{half the probing creature's hit dice} + \text{the probing creature's charisma bonus}$). The banded form has the accumulated knowledge of both creatures with the exception of the creatures' memories which must be probed for. If the save is successful no further attempts may be made during this banding. If another creature tries to detect the alignment of the banded creature, or the banded creature is trying to enter an area that is protected from one of the two creatures' alignments (such as a magic circle against evil), either creature may make a special mental hide check that uses the creature's intelligence modifier instead of their dexterity. The difficulty class for this check is $10 + \text{spell level} + \text{caster's ability modifier}$ (just like a saving throw). If both creatures attempt to hide their alignment, only the creature with the better check succeeds. The creature not currently in control of the banding may not take any actions except communicate with the creature in control until either gives up control as a free action or until the creature not in control wins an opposing will save. A single banding lasts for a minimum of 24 hours in which case either creature may leave the banded body as a free action. Only creatures in adjacent squares may be banded and when the banding ends the creature who left the banding appears in any square adjacent to the once banded creature. Any items that were absorbed into the banded form return to their original places before the banding and any damage dealt to the banded form may be split however the wielder of the baton sees fit between the two creatures.

Icatian Skimishers – This wearer of this heavy duty traveler's outfit is granted a +4 bonus to initiative and access to the combat reflexes feat. Once per day the wearer of the outfit may band together with one willing adjacent creature forming one creature that takes on the characteristics of both creatures. All the two creature's abilities are pooled together, including spellslots, prepared spells, power points, hit points, class features, feats, etc. with the exception of ability scores in which the new banded form has the better of the two creatures' score. If a feat can be taken more than once the banded creature gains the benefits of however many times the creatures banded have taken the feat. For feats that can only be taken once their benefits do not stack. Both creatures become part of the new banded body and are fully aware of what is going on around them, both having access to all of the new body's senses simultaneously. The wearer of the outfit decides which items of the two creatures become absorbed into the banded being and what equipment remains available for use. They may also talk to each other telepathically while within a banded body. However, only one creature can actually be in control of the banded body at one time. In the case of a dispute between banded creatures as to who gets control, opposing will saves are made with the higher gaining control of the body for a number of rounds equal to half the creature's hit dice + the character's charisma modifier. The creature in control of the banded form has access to all of the other's class

abilities including casting spells and manifesting powers. Both banded creatures have access to each other's current thoughts, as the detect thought spell, except that they automatically read surface thoughts. If desired a creature may attempt to probe the other's memories as well, but the other creature gets a will save (DC 10 + half the probing creature's hit dice + the probing creature's charisma bonus). The banded form has the accumulated knowledge of both creatures with the exception of the creatures' memories which must be probed for. If the save is successful no further attempts may be made during this banding. If another creature tries to detect the alignment of the banded creature, or the banded creature is trying to enter an area that is protected from one of the two creatures' alignments (such as a magic circle against evil), either creature may make a special mental hide check that uses the creature's intelligence modifier instead of their dexterity. The difficulty class for this check is 10 + spell level + caster's ability modifier (just like a saving throw). If both creatures attempt to hide their alignment, only the creature with the better check succeeds. The creature not currently in control of the banding may not take any actions except communicate with the creature in control until either gives up control as a free action or until the creature not in control wins an opposing will save. A single banding lasts for a minimum of 24 hours in which case either creature may leave the banded body as a free action. Only creatures in adjacent squares may be banded and when the banding ends the creature who left the banding appears in any square adjacent to the once banded creature. Any items that were absorbed into the banded form return to their original places before the banding and any damage dealt to the banded form may be split however the wielder of the baton sees fit between the two creatures.

Icy Manipulator – This silvery white orb is cold to the touch. The creature holding it may hold any creature as the spell hold person once per round. Only one creature may be held at a time and they are held as long as the user of the orb is concentrating. The held creature may make a will save DC = 10+HD of the user each round to become freed.

Ihshan's Shade – This dark blue full plate completely conceals its wearer's appearance. While the complete set of armor is worn, including the helm, the only physical feature of the wearer that is visible is her eyes, which appear bright red. The wearer may attack any creature of good alignment as if she were flat-footed, gains a +10 vile bonus to armor class against creatures of good alignment, and a +10 vile bonus to all saving throws made against spells, powers, and spell-like or psi-like abilities casted or manifested by creatures of good alignment.

Infused Arrows – The wielder of this +1 Longbow may remove a charge from the bow to infuse an arrow with a magical poison that gives a target struck with the next arrow fired 1 point of temporary strength and dexterity damage. The longbow comes with 50 charges.

Invulnerability – This psychoactive skin is a silvery brown color and can only be activated by psionic creatures with a power point reserve. The skin grants its wearer damage reduction of 25/-. Any damage blocked by the damage reduction is subtracted from the damage reduction. For instance, after Mitra puts on the skin she gets attacked for 15 points of damage. The damage reduction of the skin absorbs the 15 points of

damage and Mitra takes no damage, but the damage reduction from the skin is now only 10. As an immediate action the wearer of the skin may spend 3 power points to restore the skin's damage reduction to 25.

Iridescent Angel – This white, purple, and gold half-plate armor, when worn by a creature of good alignment the armor transforms its wearers body into that of an angelic being. The creature gains the angels subtype and grows large angelic like wings out of her back, granting her a fly speed of twice her base speed. The armor also allows its wearer to attack any creature of an evil alignment as if she were flat-footed, gains a +10 sacred bonus to armor class, and a +10 sacred bonus to all saving throws made against spells, powers, and spell-like or psi-like abilities. Any non-good creature donning this armor must make a will save DC 20 + 1/day worn or become good permanently, does not gain any of the armor's benefits until she becomes good, and can not remove the armor without the use of a remove curse, wish, or miracle spell. When the armor is removed, the creature's body returns to it's normal form.

Iron Will – This +4 full plate grants any good creature who wears it +2 to will saves. As a free action the wearer may sacrifice the +2 bonus to will saves until the next day to regain a prepared divine spell that has already been cast that day.

Isochron Scepter – This staff is of a golden color. A wielder may remove a spell from her spellbook, or known spells by casting it into the scepter. The wielder can not prepare or cast that spell as normal but may cast it freely from the scepter as a standard action. The wielder permanently loses the spellslot used to cast the spell, meaning that a 3rd level sorcerer who casts a 2nd level spell into the scepter now only knows 5 1st level and 2 2nd level spells, or a wizard may prepare one less spell of 2nd level per day than normal. The wielder may cast a new spell into the scepter, but doing so completely removes the last spell cast into it and does not return the lost spell to its wielder. The spells lost by casting them into the scepter may only be restored by a wish or miracle and doing so while the spell that is going to be restored is currently imprinted into the scepter destroys it.

Ivory Mask – This flat mask has two large holes for eyes and the image of a face painted on it. The mask grants it's wearer +2 to all saving throws.

Jandor's Ring – This golden ring has a large red gem set in it. The ring grants its wearer good luck. The wearer may spend 2 hit points to reroll their last roll.

Jeska, Warrior Adept – This dark red and black leather armor grants its wearer a +4 bonus to initiative, access to the combat reflexes feat, and haste as the spell. The wearer may take a full round action to give herself a +10 circumstance bonus to her next attack, which deals one extra die worth of damage to the target.

Jinxed Choaker – This silver necklace fits snugly around the wearer's neck. When it is put on it may not be removed without the use of a remove curse, wish, or miracle spell. After 24 hours of wearing it, the choker gains one charge and then deals vile damage equal to the number of charges on it to it's wearer. The wearer can drop 3 spellslots or prepared spells at random to remove a charge from the choker.

Jinxed Ring – This black ring has a black gem in the shape of a skull on it. When the ring is put on, it may not be removed without the use of a remove curse, wish, or miracle spell. Every time the character wearing it casts a spell or activates a spell-like ability the character takes 1 point of damage for each level of the spell cast. If the wearer has not cast any spells for the day, she may sacrifice all her spellslots or prepared spells for all castable levels to transfer the ring to another person with a simple handshake.

Johan – This red and black psychoactive skin allows all allies within 100' of the wearer to fight defensively without taking the normal penalties as long as she does not attack. As soon as the wearer of the skin attacks this bonus is taken away until she decides to not make an attack action of any sort during her turn which once again grants all allies within 100' the ability to fight defensively without taking penalties. Casting a spell does not count as an attack action unless the spell does not deal damage to a creature.

Justice - This black and golden full plate armor can only be worn by psionic creatures with a power point reserve. As soon as the full plate is fully donned the wearer loses two power points and can't regain them until the full plate is removed. However, any time a spell, power, or spell-like or psi-like ability deals damage to the wearer, the armor deals the same amount of damage back upon the caster or manifester of the spell or power.

Kaervek's Torch – This staff is carved on one end in the shape of a lion's head. It starts with 10 charges. More charges may be added by casting a spell into the staff. Spells that target the wielder of the staff aren't cast unless the caster has the spell use a spell slot 2 levels higher than it is which grants the staff another charge. The wielder of this staff may remove any number of charges to shoot a beam of fire as a ranged touch attack from the staff that deals damage equal to the number of charges on it.

Karn's Touch – These light-tan leather gloves fit the wearer perfectly. Once per day, the wearer may cast Iron Body with the exception that the spell has a 24 hour duration. After 24 hours of being worn, the gloves turn their wearer into a half-iron golem as their entire body turns into solid iron. The wearer keeps her own alignment without having to make the will save to resist turning evil and gains living construct traits as the Warforged (See Eberron Campaign Setting).

Kiss of Death – This black lipstick when worn allows a creature to cast an inflict light wounds spell with a kiss. The wearer gains hit points equal to the amount of damage dealt by the inflict spell.

Kjeldoran Knight – This small wooden shield allows its wielder to band together with a willing adjacent creature forming one creature that takes on the characteristics of both creatures once per day. The wearer may also sacrifice one spellslot or prepared spell to gain an enhancement bonus to strength of +1 for 24 hours or instead grant himself a +2 deflection bonus to armor class. When the wielder activates the shield's banding ability, all the two creature's abilities are pooled together, including spellslots, prepared spells, power points, hit points, class features, feats, etc. with the exception of ability scores in which the new banded form has the better of the two creatures' score. If a feat can be

taken more than once the banded creature gains the benefits of however many times the creatures banded have taken the feat. For feats that can only be taken once their benefits do not stack. Both creatures become part of the new banded body and are fully aware of what is going on around them, both having access to all of the new body's senses simultaneously. The wielder of the shield decides which items of the two creatures become absorbed into the banded being and what equipment remains available for use. They may also talk to each other telepathically while within a banded body. However, only one creature can actually be in control of the banded body at one time. In the case of a dispute between banded creatures as to who gets control, opposing will saves are made with the higher gaining control of the body for a number of rounds equal to half the creature's hit dice + the character's charisma modifier. The creature in control of the banded form has access to all of the other's class abilities including casting spells and manifesting powers. Both banded creatures have access to each other's current thoughts, as the detect thought spell, except that they automatically read surface thoughts. If desired a creature may attempt to probe the other's memories as well, but the other creature gets a will save ($DC\ 10 + \text{half the probing creature's hit dice} + \text{the probing creature's charisma bonus}$). The banded form has the accumulated knowledge of both creatures with the exception of the creatures' memories which must be probed for. If the save is successful no further attempts may be made during this banding. If another creature tries to detect the alignment of the banded creature, or the banded creature is trying to enter an area that is protected from one of the two creatures' alignments (such as a magic circle against evil), either creature may make a special mental hide check that uses the creature's intelligence modifier instead of their dexterity. The difficulty class for this check is $10 + \text{spell level} + \text{caster's ability modifier}$ (just like a saving throw). If both creatures attempt to hide their alignment, only the creature with the better check succeeds. The creature not currently in control of the banding may not take any actions except communicate with the creature in control until either gives up control as a free action or until the creature not in control wins an opposing will save. A single banding lasts for a minimum of 24 hours in which case either creature may leave the banded body as a free action. Only creatures in adjacent squares may be banded and when the banding ends the creature who left the banding appears in any square adjacent to the once banded creature. Any items that were absorbed into the banded form return to their original places before the banding and any damage dealt to the banded form may be split however the wielder of the baton sees fit between the two creatures.

Kjeldoran Phalanx – This small steel shield grants its wielder a +4 bonus to initiative and access to the combat reflexes feat. The shield also allows its wielder to band together with a willing adjacent creature forming one creature that takes on the characteristics of both creatures once per day. All the two creature's abilities are pooled together, including spellslots, prepared spells, power points, hit points, class features, feats, etc. with the acceptance of ability scores in which the new banded form has the better of the two creatures' score. If a feat can be taken more than once the banded creature gains the benefits of however many times the creatures banded have taken the feat. For feats that can only be taken once their benefits do not stack. Both creatures become part of the new banded body and are fully aware of what is going on around them, both having access to all of the new body's senses simultaneously. The wielder of the shield decides which items of the two creatures become absorbed into the banded being and what equipment

remains available for use. They may also talk to each other telepathically while within a banded body. However, only one creature can actually be in control of the banded body at one time. In the case of a dispute between banded creatures as to who gets control, opposing will saves are made with the higher gaining control of the body for a number of rounds equal to half the creature's hit dice + the character's charisma modifier. The creature in control of the banded form has access to all of the other's class abilities including casting spells and manifesting powers. Both banded creatures have access to each other's current thoughts, as the detect thought spell, except that they automatically read surface thoughts. If desired a creature may attempt to probe the other's memories as well, but the other creature gets a will save (DC 10 + half the probing creature's hit dice + the probing creature's charisma bonus). The banded form has the accumulated knowledge of both creatures with the exception of the creatures' memories which must be probed for. If the save is successful no further attempts may be made during this banding. If another creature tries to detect the alignment of the banded creature, or the banded creature is trying to enter an area that is protected from one of the two creatures' alignments (such as a magic circle against evil), either creature may make a special mental hide check that uses the creature's intelligence modifier instead of their dexterity. The difficulty class for this check is 10 + spell level + caster's ability modifier (just like a saving throw). If both creatures attempt to hide their alignment, only the creature with the better check succeeds. The creature not currently in control of the banding may not take any actions except communicate with the creature in control until either gives up control as a free action or until the creature not in control wins an opposing will save. A single banding lasts for a minimum of 24 hours in which case either creature may leave the banded body as a free action. Only creatures in adjacent squares may be banded and when the banding ends the creature who left the banding appears in any square adjacent to the once banded creature. Any items that were absorbed into the banded form return to their original places before the banding and any damage dealt to the banded form may be split however the wielder of the baton sees fit between the two creatures.

Kjeldoran Royal Guard – This golden psychoactive skin has a slight shine to it. Unlike a normal psychoactive skin, this one does not completely cover the wearer's body, just from the neck down. By spending a full round action, the wearer of this skin may choose a single ally and have all damage that would be dealt to the ally be dealt to herself instead. The ally still takes the blow and feels pain, but the damage is magically transferred to the wearer of the skin, who takes the actual wounds from the blow. No damage of any kind is ever actually dealt to the ally.

Kjeldoran Warrior – This red full plate armor with golden trimmings allows its wearer and a willing adjacent creature to band together forming one creature that takes on the characteristics of both creatures once per day. All the two creature's abilities are pooled together, including spellslots, prepared spells, power points, hit points, class features, feats, etc. with the exception of ability scores in which the new banded form has the better of the two creatures' score. If a feat can be taken more than once the banded creature gains the benefits of however many times the creatures banded have taken the feat. For feats that can only be taken once their benefits do not stack. Both creatures become part of the new banded body and are fully aware of what is going on around them, both having access to all of the new body's senses simultaneously. The wearer of the armor decides

which items of the two creatures become absorbed into the banded being and what equipment remains available for use. They may also talk to each other telepathically while within a banded body. However, only one creature can actually be in control of the banded body at one time. In the case of a dispute between banded creatures as to who gets control, opposing will saves are made with the higher gaining control of the body for a number of rounds equal to half the creature's hit dice + the character's charisma modifier. The creature in control of the banded form has access to all of the other's class abilities including casting spells and manifesting powers. Both banded creatures have access to each other's current thoughts, as the detect thought spell, except that they automatically read surface thoughts. If desired a creature may attempt to probe the other's memories as well, but the other creature gets a will save (DC 10 + half the probing creature's hit dice + the probing creature's charisma bonus). The banded form has the accumulated knowledge of both creatures with the exception of the creatures' memories which must be probed for. If the save is successful no further attempts may be made during this banding. If another creature tries to detect the alignment of the banded creature, or the banded creature is trying to enter an area that is protected from one of the two creatures' alignments (such as a magic circle against evil), either creature may make a special mental hide check that uses the creature's intelligence modifier instead of their dexterity. The difficulty class for this check is 10 + spell level + caster's ability modifier (just like a saving throw). If both creatures attempt to hide their alignment, only the creature with the better check succeeds. The creature not currently in control of the banding may not take any actions except communicate with the creature in control until either gives up control as a free action or until the creature not in control wins an opposing will save. A single banding lasts for a minimum of 24 hours in which case either creature may leave the banded body as a free action. Only creatures in adjacent squares may be banded and when the banding ends the creature who left the banding appears in any square adjacent to the once banded creature. Any items that were absorbed into the banded form return to their original places before the banding and any damage dealt to the banded form may be split however the wielder of the baton sees fit between the two creatures.

Knight of Dawn – The wearer of this golden full plate armor gains a +4 bonus to initiative as well as access to the combat reflexes feat. She may sacrifice one spell or spellslot to gain bonuses against one particular alignment for 24 hours. When this ability is activated, the wearer must designate a particular alignment, in which when fighting a creature of that alignment she may always attack as if the creature was flat-footed, gains a +10 sacred bonus to armor class against creatures of that alignment, and a spell resistance of 10 plus the wearer's character level against spells, powers, or spell-like or psi-like abilities cast or manifested by a creature of the chosen alignment. This armor has no effect for any creature of a non-good alignment.

Knight of Stromgald – The wearer of this golden full plate armor gains a +10 vile bonus to armor class against good creatures, and a spell resistance of 10 plus the wearer's character level against spells, powers, or spell-like or psi-like abilities cast or manifested by a creature of a good alignment. The wearer of this full plate may also sacrifice on spellslot or prepared spell to gain a +1 bonus to strength or may instead gain a +4 bonus to initiative and access to the combat reflexes feat. This armor has no effect for any

creature of a non-evil alignment.

Knights of Thorn – These blue gloves have a small band of golden colored metal going down each finger and around the seams of the gloves. The wearer of the gloves is granted a +10 sacred bonus to armor class against chaotic creatures and a spell resistance of 10 + the wearer's character level against spells, powers, and spell-like or psi-like abilities cast or manifested by chaotic creatures. The gloves also allow their wearer and a willing adjacent creature to band together forming one creature that takes on the characteristics of both creatures once per day. All the two creature's abilities are pooled together, including spellslots, prepared spells, power points, hit points, class features, feats, etc. with the acceptance of ability scores in which the new banded form has the better of the two creatures' score. If a feat can be taken more than once the banded creature gains the benefits of however many times the creatures banded have taken the feat. For feats that can only be taken once their benefits do not stack. Both creatures become part of the new banded body and are fully aware of what is going on around them, both having access to all of the new body's senses simultaneously. The wearer of the armor decides which items of the two creatures become absorbed into the banded being and what equipment remains available for use. They may also talk to each other telepathically while within a banded body. However, only one creature can actually be in control of the banded body at one time. In the case of a dispute between banded creatures as to who gets control, opposing will saves are made with the higher gaining control of the body for a number of rounds equal to half the creature's hit dice + the character's charisma modifier. The creature in control of the banded form has access to all of the other's class abilities including casting spells and manifesting powers. Both banded creatures have access to each other's current thoughts, as the detect thought spell, except that they automatically read surface thoughts. If desired a creature may attempt to probe the other's memories as well, but the other creature gets a will save (DC 10 + half the probing creature's hit dice + the probing creature's charisma bonus). The banded form has the accumulated knowledge of both creatures with the exception of the creatures' memories which must be probed for. If the save is successful no further attempts may be made during this banding. If another creature tries to detect the alignment of the banded creature, or the banded creature is trying to enter an area that is protected from one of the two creatures' alignments (such as a magic circle against evil), either creature may make a special mental hide check that uses the creature's intelligence modifier instead of their dexterity. The difficulty class for this check is 10 + spell level + caster's ability modifier (just like a saving throw). If both creatures attempt to hide their alignment, only the creature with the better check succeeds. The creature not currently in control of the banding may not take any actions except communicate with the creature in control until either gives up control as a free action or until the creature not in control wins an opposing will save. A single banding lasts for a minimum of 24 hours in which case either creature may leave the banded body as a free action. Only creatures in adjacent squares may be banded and when the banding ends the creature who left the banding appears in any square adjacent to the once banded creature. Any items that were absorbed into the banded form return to their original places before the banding and any damage dealt to the banded form may be split however the wielder of the baton sees fit between the two creatures.

Krark's Thumb – This appears to be a severed, diseased, decayed thumb. When held

near a hand with a severed thumb it instantly attaches itself to the severed hand replacing the missing thumb. The thumb's new owner must make a will save DC 15 +1/day every day until the save is failed or the owner becomes chaotic evil. The thumb grants its owner good luck by allowing the character to roll twice and ignore one roll. It can not be removed by any means short of a wish or miracle. If the thumb's owner tries to sever the thumb, or the hand the thumb is on, the thumb instantly reattaches itself, or in the case of the whole hand corrupts a little bit more of the hand and reattaches the whole hand.

Krosan Avenger – This hide armor grants its wearer the ability to overcome all types of damage reduction. If the armor has been worn for at least 24 continuous hours and the wearer were to die for any reason, the armor automatically casts resurrection upon its wearer's body by sacrificing one of its wearer's available spells of their highest castable level. If the wearer does not have an available spell of their highest castable level the armor can not cast resurrection upon them.

Kry Shield – This large steel shield is shaped to look like a screaming demon. Its wielder may sacrifice two points of con to negate all damage from an attack. Instead of taking damage, the shield absorbs the hit becoming stronger, adding the damage that would have been dealt to the shield's AC bonus for 24 hours. Damage absorbed this way does not stack and the temporary con damage may not be healed as long as the shield is enhanced with an attack.

Lady Caleria – This longbow can only be wielded properly by a creature of elven blood. Any creature who is not an elf or half-elf wielding this weapon takes a -4 penalty to any attacks with it. Any elf or half-elf wielding this bow may spend a full round action to gain a +10 circumstance bonus to her next attack which also deals an extra 3 points of damage.

Lady Evangela – This purple leather armor comes with matching gloves. The wearer may take a full round action and any damage dealt to her until her next turn is ignored.

Lashknife – This spiked chain grants its wielder a +4 bonus to initiative and access to the combat reflexes feat.

Lashknife Barrier – This spiked chain grants its wielder one additional spellslot or prepared spell at their highest castable level per day. The spiked chain seems to animate itself swinging around the wielder's body on its own. If an ally is to be dealt damage within the spiked chain's range, the spiked chain instantly glances at the blow reducing the damage to be dealt by 1d4.

Last Caress – This golden and blue breastplate armor allows its wearer to deal one hit die of damage to any creature she touches as she heals the amount of damage dealt.

Latulla, Keldon Overseer – These small red lenses fit over the wearer's eyes like contacts and when worn the wearer's eyes appear to glow with a red light. The wearer may sacrifice two spells or any number of power points to deal damage equal to the levels of the spells sacrificed or power points spent to a creature within sight. The target

creature gets a fortitude save DC 10 + the wearer's character level to only take half instead. This ability may only be used once per day.

Lava Axe – This +1 Flame Burst Great Axe appears to be made of molten lava, but it's wielder takes no damage for touching or holding it.

Lava Dart – This leather glove has an orange palm that seems to always be warm. The wearer can fire a ray of fire from their palm dealing 1d8+5 damage to a creature as a ranged touch attack three times per day.

Lava Zombie – This dark gray psychoactive skin with glowing orange cracks may only be worn by psionic creatures with a power point reserve. This skin's wearer may spend two power points to gain a +1 bonus to strength for 24 hours.

Leonin Bola – This bola grants its wielder a +10 circumstance bonus to any ranged trip attacks made with it.

Leonin Scimitar – The pommel of this +2 Defending Scimitar is a stylized sabretooth tiger's head, the blade is made to appear as a giant claw.

Leonin Shikari – This extremely light full plate armor becomes perfectly form fitting around its wearer's body and doesn't seem to hamper her movement as much as normal once donned. The full plate armor counts as light armor, has a maximum dexterity bonus of +4, an armor check penalty of -2, arcane spell failure of 20%, and a weight of 25 pounds. The armor can be donned hastily without taking the normal penalties and removed in the same way. The wearer of this armor is also granted the quick draw feat.

Lifespark Spellbomb – This green grenade-like weapon gives life to any nonsentient but natural object it within a 10' radius of it (plant life, sand, dirt, water, etc.) for 1 minute. The person who set off the spellbomb becomes the controller of the now sentient plant life.

Lightning Angel – This black and red leather armor, when worn by a creature of a chaotic, non-evil alignment, transforms its wearer's body into that of an angel. The wearer grows a pair of angelic wings granting her a fly speed equal to twice her base speed and she gains the angel subtype with the exception that her protective aura is against lawful creatures instead of evil creatures. The angel may fight defensively without the normal penalties, and acts as if under a haste spell. Non-chaotic creatures who don the Lightning Angel's Armor must make a will save DC 25 + 1/per day worn or become chaotic in alignment permanently, do not gain any of its benefits as long as they are not of a chaotic, non-evil alignment, and can not remove the armor without the use of a remove curse, wish, or miracle spell. When the armor is removed, the creature's body returns to normal.

Lightning Greaves – These strange boots look somewhat otherworldly and appear to be made out of some kind of extremely light metal. The wearer is treated as if she is constantly under the effect of a haste spell and is granted a +4 enhancement to dexterity, a

+2 bonus to all saving throws, and spell resistance of 10 + the wearer's hit dice.

Lightning Reflexes – This extremely light +1 greatsword is made out of mithril and grants its wielder a +4 bonus to initiative and the Combat Reflexes feat

Llanowar Knight – The wearer of this greenish colored half-plate armor may always attack an evil creature as if that creature was flat-footed, gains a +10 sacred bonus to armor class against evil creatures, and a +10 sacred bonus to all saving throws against spells, powers, or spell-like or psi-like abilities cast or manifested by a creature of an evil alignment. This armor has no effect for any creature of a non-neutral alignment.

Living Armor – This armor looks like an extremely light set of full plate and seems to fit its wearer perfectly. The armor is to be treated as light armor and has the same stats as leather armor with the exception of the +8 armor bonus. After it has been worn for 24 hours, the armor shrinks and contracts to the wearer's body, bonding itself permanently to the wearer's skin. Once this happens the armor, for all intents and purposes, is the wearer's skin and the wearer is granted a natural armor bonus equal to 8 + the wearer's dexterity modifier.

Loxodon Warhammer – This +2 Vampiric Mighty Cleaving Warhammer looks almost otherworldly, capped in a silvery metal with a glowing blue metal between the caps.

Lunar Avenger – This +2 full plate armor is made of strong black metal. The armor allows its wearer to take one point of strength and dexterity damage in order to gain either flying, +4 to initiative and combat reflexes, or be under a haste spell for one minute per character level.

Mage's Guile – This black leather coat has a purple inner lining and includes a pair of matching gloves. Three times per day, the wearer may activate an aura of spell resistance around her, giving her spell resistance of 10 + her character level and a +5 circumstance bonus to all saving throws against spells, powers, and spell-like or psi-like abilities. This aura of spell resistance lasts for a number of minutes equal to her character level.

Magistrate's Scepter – This +2 Quarterstaff is topped with a closed fist holding a set of scales. Whenever it deals damage it gains a charge. Its wielder may remove 3 charges and gain haste for 3 rounds.

Magnetic Theft – These heavy duty black leather gloves seem to be magnetic. When grasping a metal weapon they act as locked gauntlets and the wearer may spend a full round action to attempt to take a metal object from an opponent or pick metal objects up as the spell mage hand but without the 5 pound limit. Taking an item counts as a disarm attempt that doesn't provoke an attack of opportunity, nor does it give an opponent a free action to disarm in return. Instead of opposed attack rolls, the wearer of the gloves makes a ranged attack against a strength check by the opponent, in which the opponent gets a +4 circumstance bonus.

Mana Vapors – This dark purple psychoactive skin allows its wearer to create a swirling

silvery blue mist around her body and direct it as a ranged touch attack at a single creature three times per day. If the touch attack succeeds the creature must make a fortitude saving throw DC 10 + the wearer's character level or during its next night of sleep it does not naturally heal over night, does not regain any spells or power points, nor does it regain used spell-like abilities or any other ability associated with a particular number of uses per day.

Manabond – This black leather armor allows spellcasters or psions who have not cast all their spells or used all their power points for the day to discharge them all in one full round action, which allows them to prepare one additional spell or gain one bonus spellslot for the next day. This action is physically exhausting dealing 1d4 points of constitution damage which does not heal automatically during her next night's sleep and causes her to become fatigued until she has a full 8 hours of sleep.

Manacles of Decay – These manacles appear to be rusted and fairly old, yet seem surprisingly strong. A creature put in the manacles can't attack or cast spells and gets -1 to all ability scores until they are removed. The manacles may only be removed by the person who put them on the creature except by the use of a remove curse, wish, or miracle spell.

Mark of Fury – This small vial is filled with some kind of red oily paint. Applying the paint takes one full round action. When the paint is applied to a creature, they gain haste for 3 rounds, after which the paint fades and the vial magically refills itself.

Mask of Law and Grace – This mask is of a pure white color and when worn it glows with a pure white light. The creature wearing the mask gains immunity to necromancy and evocation spells.

Mask of Memory – This half-mask is made of sterling silver. Whenever its wearer deals damage to a creature, she may recall one spell that she has already cast or one used spellslot and instantly prepare it to be cast again that day

Mask of the Mimic – A mask of the mimic looks like a shallow oval stone bowl with the inverted impression of a face on the inner surface when first made. When held against the face of any creature, the mask adheres to the creature's face and bonds with it, erasing the creature's facial features (eyes, nose, ears, and mouth) completely. Although an unattuned mask of the mimic robs the wearer of the ability to hear, see, smell, and taste, and prevents the use of any bite attacks, the benefits granted by the mask outweigh these disadvantages. The wearer is immune to all attacks that require sight, hearing, or a sense of smell (such as gaze attacks, most language-dependent spells, sonic attacks, a harpy's captivating song, darkness, and a ghost's nauseating stench). In addition, the wearer of the mask gains the blindsight ability to a range of 50 feet. As long as the mask is worn, the wearer is sustained without food, water, and air. If not being worn, and the creature possessing the mask of the mimic kills something, it changes its shape to look exactly like the face of the last creature killed by its owner. When the mask is put on while attuned to a creature, the wearer shapechanges as the spell into the creature imprinted to the mask until it is removed. The mask only allows shapechanging when it is attuned to a

creature and once it is used to shapechange its wearer the mask is no longer attuned to that creature and reverts to its original faceless form. When using the mask to make a disguise, it grants its wearer a +20 disguise bonus as opposed to the standard +10 bonus because the mask perfectly attunes itself to the creature being impersonated. Removing a faceless mask is a full-round action that causes great pain (and 4d6 points of damage). If the wearer has been shape changed into a creature without humanoid hands, they have to make a dexterity check DC 20 to take it off and suffer a -4 circumstance penalty to the check.

Meditate – This black staff has a crescent-shaped top shaped around a large white gem. The staff's wielder may spend an entire day meditating, which causes the white gem on top of the staff to glow. The next day she may prepare an additional 4 spells of any known level, or if the spellcaster does not prepare spells, she gains an additional 4 spells for the next day to be used however she sees fit.

Meekstone – This fist-sized reddish-orange rock glows with a yellowish light when grasped in someone's hand. Any creature within 100' of the wielder of more than three hit dice can no longer act during a surprise round, is given a permanent initiative of 0 regardless of the creature's rolls and bonuses, and is denied all bonuses from the combat reflexes feat. In the case of multiple creatures of less than three hit dice, roll a single d20 with no modifiers for their initiative. No matter what they roll all creatures of greater than three hit dice go ahead of them, then the creatures affected by the meekstone get to take their turns.

Merfolk Looter – This blue psychoactive skin fuses the wearer's rear limbs together into a large merfolk-like fin, forms webbing between her fingers, and small red fins down the sides of her arms. The wearer gains the aquatic subtype and a swim speed equal to twice her base speed. The psychoactive skin also allows a spellcaster who prepares spells to spend a standard action to sacrifice one prepared spell to prepare any other known spell of appropriate level in its place. The newly prepared spell is able to be used the very next round.

Merieke Ri Berit – This light purple silk dress has golden lining and appears to be the kind of dress a female druid would wear. Once worn, the wearer may sacrifice her initiative roll automatically giving her an initiative of 0 to manifest Control Body with a manifester level of the wearer's character level. The power works exactly the same as in the expanded psionics handbook, with the exception that it can affect any creature of medium size or smaller, not just humanoids. The wearer of the dress may regain her initiative roll at any time to end the manifestation automatically, however the creature must make a fortitude save DC 10 + wearer's character level or die instantly if she dismisses the manifestation before its duration ends.

Ring of Metamorphose – This ring is in the shape of a silver dragon wrapped around the wearer's finger. The ring grants its wearer the ability to manifest the Metamorphosis egoist power as a 7th level manifester except that if the wearer metamorphoses into an inanimate object, manifesting another power does not cancel the metamorphoses. Its effect can be activated once per day.

Mightstone – This fist-shaped black stone glows with a reddish light when grasped in someone's hand. As long as the stone is grasped, the creature gains a +1 circumstance bonus to all attacks.

Mind Swords – These two +1 Longswords have serrated blades. Both of them must be wielded for their effect to work. If both swords deal damage in a turn, the creature attacked loses 2 spells or spell-like ability uses at random.

Mindstorm Crown – Once worn, this black metal crown embeds itself into the wearer's skull and can not be removed without the use of a remove curse, wish, or miracle spell. The crown casts one inflict minor wounds spell upon the wearer for each spell the wearer did not cast the day before just as the wearer regains her spells for the next day. If the wearer is a psionic creature with a power point reserve, the crown also casts a cure minor wounds spell upon its wearer for each power point in her reserve when she regains her power points for the next day. If the wearer did not have any spells or power points left over from the day before, the crown grants it's wearer one extra spell per day at the highest castable level of spell or enough power points to manifest the highest castable level of psionic power to its wearer.

Mind's Eye – This small red crystal is about the size of a human eye and is curved on one side with a small black gem in its center that looks almost like a cat's pupil and has a wide flat surface on the other side. With the proper command thought, the crystal self-adheres to the wearer's forehead. At any time the wearer of the mind's eye is targeted by a spell or psionic power, they immediately gain an extra partial action to cast dispel as a counterspell against the caster. The partial action may only be used to cast dispel, and the spell can only be used as a counter spell. The wearer of the Mind's Eye does not have to know dispel in order to cast it in this way, nor does casting it use any prepared spells or spellslots. The wearer must still make the spellcraft check (DC 15 + spell's level) and roll a dispel check. If successful the spell is countered.

Mindslaver – This large helm is covered with greenish-yellow gems of varying shapes and sizes. The helm covers the entire top half of the wearer's head, including her eyes and ears. Once put on, the wearer can not see or hear, but is granted the blindsight feat with a range of 60'. The wearer may take a full round action to use the power Mind Switch on any creature within her blindsight range with the exception that the target creature's mind and soul is trapped within the helm for the duration of the spell, which lasts 24 hours. The wearer's body collapses and by all tests it appears as dead. When the duration of the spell ends the wearer's mind and soul, and the target creature's mind and soul return to their own bodies. If the wearer dies while in the targeted body, the spell ends and the mind trapped within the Mindslaver is implanted into the wearer's body instead of dying as well.

Mirri, Cat Warrior – This breastplate armor, when worn, transforms its wearer's body into that of a bipedal cat. The creature becomes a Leopard Anthropomorph (see Savage Species), gains pass without trace, wilderness stride, and +10 to hide and move silently while in the forest or a wooded area, a +4 bonus to initiative, access to the combat

reflexes feat, and may always fight defensively without taking the normal penalties. When the breastplate is removed the wearer's body returns to normal.

Mirror Mirror rorriM rorriM – This red hand-held mirror has a carving of a bird on it's back side. A psionic creature with a power point reserve may spend 7 power points into the mirror to activate it. The next creature who is not the one who activated it that looks into the mirror does not see her own reflection but instead the image of the creature who activated the mirror. The creature looking into the mirror and the creature who activated it are instantly affected by the True Mind Switch power.

Mirror Universe – This large mirror has a blueish hue to it. A creature can activate this mirror by putting their hand against it. The creature's soul is then sucked into the mirror and trapped within while her body outside appears dead by all tests and may not be resurrected in any way. While trapped, the creature may only take mental actions. She may also see and hear as normal by looking out of the mirror. The next creature to look into the mirror sees the reflection of the creature who activated the mirror instead of her own. The creature trapped in the mirror appears to move exactly as if it was a reflection of the creature peering into it. If any creature peering into the mirror touches it, her soul gets sucked into the mirror replacing the currently trapped soul, which is freed from the mirror and put into the body whose soul is now trapped. A soul may only be freed from the mirror by another creature activating it and only into the body of the creature freeing it.

Mistform Mask – This appears to be a pile of smoke and mist in the shape of a human face like a mask, but is fully corporeal. The mask can only be worn by a psionic creature with a power point reserve. When worn, it appears as if the wearer's face is covered in some kind of mist concealing her facial features. Once per day the wearer may use an immediate action and spend a single power point to change her type. The wearer gains all bonuses pertaining to that particular type, losing any bonuses gained from its old type. When the wearer's type is changed, the mist becomes incorporeal and becomes inhaled by the wearer as her body takes on very minor physical changes to reflect the creature's new type, which are strictly cosmetic. The only abilities gained from the change in type are those listed under that type in the monster manual. The new type lasts for 24 hours in which case the mist is automatically exhaled becoming a corporeal mask worn by the creature again.

Mox Emerald – This large diamond is on a small golden chain. A psionic creature with a power point reserve wearing this amulet is granted an additional power point each time she manifests a power to augment that power.

Mox Emerald – This large emerald is on a small golden chain. A psionic creature with a power point reserve wearing this amulet is granted an additional power point each time she manifests a metacreativity power to augment that power.

Mox Jet – This large black gem on a small golden chain. A psionic creature with a power point reserve wearing this amulet is granted an additional power point each time she manifests a telepathy power to augment that power.

Mox Pearl – This large pearl is on a small golden chain. A psionic creature with a power point reserve wearing this amulet is granted an additional power point each time she manifests a clairsentience power to augment that power.

Mox Ruby – This large ruby gem diamond is on a small golden chain. A psionic creature with a power point reserve wearing this amulet is granted an additional power point each time she manifests a power with the fire energy type to augment that power.

Mox Sapphire – This large sapphire diamond is on a small golden chain. A psionic creature with a power point reserve wearing this amulet is granted an additional power point each time she manifests a power with the cold energy type to augment that power.

Nature's Cloak – This light green cloak grants it's wearer pass without trace, wilderness stride, and +10 to hide and move silently while in the forest or a wooded area.

Necrogen Spellbomb – This black and cloudy blue grenade-like weapon causes all spellcasters within 15' to randomly lose one spell of their highest castable level for that day.

Nemesis Mask – This stone mask is in the shape of a horned demon. All of the wearer's enemies' primary target is the wearer of the mask. They will do nothing else but attack the wearer with whatever force they can disregarding all other characters as if they are not there as long as he is wearing the mask.

Nettletooth Djinn – This light yellowish-green psychoactive skin deals one hit die worth of damage when put on as it transforms the wearer's teeth into sharp elongated fangs and her fingernails into sharp claws. While worn the wearer's eyes appear to glow with a faint green light. The fangs and claws grant the wearer a natural bite attack and two natural claw attacks that deal damage as normal for her size.

Neurok Hoversail – This large white steel harness when attached to a creature grants it a fly speed equal to twice it's base speed with average maneuverability. The large harness weighs 150 lbs when the creature it is attached to isn't flying and regardless of strength it puts it's wearer at a heavy encumbrance when worn on the ground.

Neurok Stealhsuit – This light armor consists of a sleeveless one-piece body suit with heavy duty boots attached and a separate pair of long gloves that reach up to the wearer's shoulders. There is a blue gem on the side of the gloves' elbows and on the chest of the armor suit. It appears to be made of some kind of other worldly material that is very flexible and almost has a silky metallic look to it. When worn, the armor seems to fit perfectly to the wearer's body and the blue gems glow with a dim light. While the armor doesn't grant any actual armor class bonus, it has no arcane spell failure, no maximum dexterity bonus, no armor check penalty, and grants it's wearer Spell Resistance equal to 10 + the wearer's class levels and a +5 bonus to all saves.

Neurok Transmuter – These elbow-length gloves appear to be made out of an extremely

flexible metal and fit their wearer perfectly. When worn by a psionic creature with a power point reserve, the creature may spend one power point to either change a creature into a construct for 24 hours as the spell Iron Body or instead may turn any construct into a sentient being as the spell Incarnate Construct (also see Savage Species) with the exception that the creature also gains the water subtype.

Nicol Bolas – This dark green psychoactive skin, when worn bonds itself to its wearer's skin and transforms her body into that of a half-dragon. She gains the half-dragon template with the addition of a pair of dragon-like wings granting her a fly speed equal to twice her base speed. After 24 hours of being worn and every 24 hours after that, the wearer must spend three power points or the psychoactive skin rips itself off the wearer's body. The wearer must succeed a fortitude save DC 10 + 1/day the skin has been worn or die from painful ripping of flesh from her bones. Even if the wearer succeeds the fortitude save, she takes half her hit dice worth of damage and her body becomes permanently scarred. Once put on, this skin can not be removed except by the use of a remove curse, wish, miracle, or by not spending the power points to keep it on, and in all cases the wearer must make the same fortitude save. If removed in this way the skin is permanently destroyed.

Nightmare Lash – When drawing this +1 Flaming Whip the wielder takes 3d6 points of fire damage. The whip gains an extra enhancement bonuses and grants its wielder a +1 enhancement bonus to dexterity for each Necromancy spell cast by it's wielder for 1 hour per level of the spell cast.

Night's Whisper – This dark grayish-brown hooded cloak is made out of some kind of extremely light and malleable metal yet it is extremely durable. The cloak grants its wearer an additional +2 armor bonus to armor class which stacks with any armor already worn. When the hood is put up it painfully tightens and molds around to the wearer's skull covering her ears and eyes dealing 2 hit dice worth of damage that can not be healed by any means as long as the hood is worn. While the wearer can not hear or see at all, she is granted blindsight with a range of 60'. If she is a spellcaster or psion, she gains two additional spells of her highest castable level as bonus spells, or in the case of a psion enough power points to manifest two additional unaugmented powers of her highest manifestable level. Once the hood is put up and is attached to its wearer, it can not be removed without the use of a remove curse, wish, or miracle.

Nightscape Master – This red hooded cloak is lined with a golden embroidering. The cloak makes its wearer's skin appear a greenish-brown hue, her eyes glow a faint green, and she is given an almost skeletal appearance. The wearer's right hand begins giving off a bright blue light while her left hand begins giving off a bright red light. She gains a disruptive touch attack with each hand that does not provoke an attack of opportunity. The blue aura round her right hand dispels any creature summoned by Summon Nature's Ally or Summon Monster, whereas the right hand deals vile damage equal to the wearer's hit dice.

Null Brooch – This brown amulet has a white crystal in the center. The wearer may sacrifice all their available spells for the day as a counterspell action and automatically

counter the spell. This may done as a free action.

Null Rod – This brown rod has a golden crystal on one end. A null rod is a staff with the ability to dispel magic items. It has 50 charges at creation and each dispel action uses a charge. The user may only cast dispel with a magic item as it's target. The dispel works as the spell description in the PHB, with the exception that it works on artifacts as well.

Opal Statues – These small statues polymorph as the spell Polymorph Any Object into the creature depicted if a Summon Nature's Ally or Summon Monster spell is cast against the owner. The polymorphed statue protects it's owner for the duration of the summon spell, and then returns to it's statue form.

Opal Arcolith –

Stone Golem

Large Construct

Hit Dice: 14d10+30 (107 hp)

Initiative: – 1

Speed: 20 ft. (4 squares)

Armor Class: 26 (– 1 size, – 1 Dex, +18 natural), touch 8, flat-footed 26

Base Attack/Grapple: +10/+23

Attack: Slam +18 melee (2d10+9)

Full Attack: 2 slams +18 melee (2d10+9)

Space/Reach: 10 ft./10 ft.

Special Attacks: Slow

Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision

Saves: Fort +4, Ref +3, Will +4

Abilities: Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1

Skills: —

Feats: —

Environment: Any

Organization: Solitary or gang (2– 4)

Challenge Rating: 11

Treasure: None

Alignment: Always neutral

Advancement: 15– 21 HD (Large); 22– 42 (Huge)

Level Adjustment: —

This golem has a humanoid body made from stone. A stone golem is 9 feet tall and weighs around 2,000 pounds. Its body is frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs.

Combat

Stone golems are formidable opponents, being physically powerful and difficult to harm.

Slow (Su): A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

Immunity to Magic (Ex): A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Opal Archangel –

Solar Angel

Large Outsider (Angel, Extraplanar, Good)

Hit Dice: 22d8+110 (209 hp)

Initiative: +9

Speed: 50 ft. (10 squares), fly 150 ft. (good)

Armor Class: 35 (– 1 size, +5 Dex, +21 natural), touch 14, flat-footed 30

Base Attack/Grapple: +22/+35

Attack: +5 *dancing greatsword* +35 melee (3d6+18/19– 20) or +2 *composite longbow* (+5 Str bonus) +28 ranged (2d6+7/x3 plus slaying) or slam +30 melee (2d8+13)

Full Attack: +5 *dancing greatsword* +35/+30/+25/+20 melee (3d6+18/19– 20) or +2 *composite longbow* (+5 Str bonus) +28/+23/+18/+13 ranged (2d6+7/x3 plus slaying) or slam +30 melee (2d8+13)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Damage reduction 15/epic and evil, darkvision 60 ft., lowlight vision, immunity to acid, cold, and petrification, protective aura, regeneration 15, resistance to electricity 10 and fire 10, spell resistance 32, tongues

Saves: Fort +18 (+22 against poison), Ref +18, Will +20

Abilities: Str 28, Dex 20, Con 20, Int 23, Wis 25, Cha 25

Skills: Concentration +30, Craft or Knowledge (any five) +33, Diplomacy +34, Escape Artist +30, Hide +26, Listen +32, Move Silently +30, Search +31, Sense Motive +32, Spellcraft +31, Spot +32, Survival +7 (+9 following tracks), Use Rope +5 (+7 with bindings)

Feats: Cleave, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Mobility, Power Attack, Track

Environment: Any good-aligned plane

Organization: Solitary or pair

Challenge Rating: 23

Treasure: No coins; double goods; standard items

Alignment: Always good (any)

Advancement: 23– 33 HD (Large); 34– 66 HD (Huge)

Level Adjustment: —

A solar has a deep and commanding voice, and stands about 9 feet tall. It weighs about 500 pounds.

Combat

Solars are puissant champions of good. Only the most powerful fiends approach their power.

Even more fearsome than their +5 *dancing greatswords* are their +2 *composite longbows* that create any sort of *slaying arrow* when drawn.

A solar's natural weapons, as well as any weapons it wields, are treated as good-aligned and epic for the purpose of overcoming damage reduction.

Regeneration (Ex): A solar takes normal damage from epic evil-aligned weapons, and from spells or effects with the evil descriptor.

Spell-Like Abilities: At will—*aid*, *animate objects*, *commune*, *continual flame*, *dimensional anchor*, *greater dispel magic*, *holy smite* (DC 21), *imprisonment* (DC 26), *invisibility* (self only), *lesser restoration* (DC 19), *polymorph* (self only) *power word stun*, *remove curse* (DC 20), *remove disease* (DC 20), *remove fear* (DC 18), *resist energy*, *summon monster VII*, *speak with dead* (DC 20), *waves of fatigue*; 3/day—*blade barrier* (DC 23), *earthquake* (DC 25), *heal* (DC 23), *mass charm monster* (DC 25), *permanency*, *resurrection*, *waves of exhaustion*; 1/day—*greater restoration* (DC 24), *power word blind*, *power word kill*, *power word stun*, *prismatic spray* (DC 24), *wish*. Caster level 20th. The save DCs are Charisma-based.

The following abilities are always active on a solar's person, as the spells (caster level 20th): *detect evil*, *detect snares and pits*, *discern lies* (DC 21), *see invisibility*, *true seeing*.

They can be dispelled, but the solar can reactivate them as a free action.

Spells: Solars can cast divine spells as 20th-level clerics. A solar has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity).

The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/8/8/8/7/7/6/6/5/5; save DC 17 + spell level): 0—*create water*, *detect magic*, *guidance* (2), *resistance* (2); 1st—*bless* (2), *cause fear*, *divine favor* (2), *entropic shield*, *obscuring mist**, *shield of faith*; 2nd—*align weapon*, *bear's endurance* (2), *bull's strength* (2), *consecrate*, *eagle's splendor*, *spiritual weapon**; 3rd—*daylight*, *invisibility purge*, *magic circle against evil*, *magic vestment**, *prayer* (2), *protection from energy*, *wind wall*; 4th—*death ward* (2), *dismissal* (2), *divine power**, *neutralize poison* (2); 5th—*break enchantment*, *control winds**, *dispel evil*, *plane shift*, *righteous might* (2), *symbol of pain*; 6th—*banishment*, *chain lightning**, *heroes' feast*, *mass cure moderate wounds*, *undeath to death*, *word of recall*; 7th—*control weather**, *destruction*, *dictum*, *ethereal jaunt*, *holy word*, *regenerate*; 8th—*fire storm*, *holy aura*, *mass cure critical wounds* (2), *whirlwind**; 9th—*etherealness*, *elemental swarm (air)**, *mass heal*, *miracle*, *storm of vengeance*.

*Domain spell. Domains: Air and War.

Opal Avenger – 5th Level Male Dwarven Barbarian

Opal Caryatid – 5th Level Female Elven Sorcerer

Opal Champion – 5th Level Male Human Paladin

Opal Gargoyle –

Gargoyle

Medium Monstrous Humanoid (Earth)

Hit Dice: 4d8+19 (37 hp)

Initiative: +2

Speed: 40 ft. (8 squares), fly 60 ft. (average)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +4/+6

Attack: Claw +6 melee (1d4+2)

Full Attack: 2 claws +6 melee (1d4+2) and bite +4 melee (1d6+1) and gore +4 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., freeze

Saves: Fort +5, Ref +6, Will +4

Abilities: Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7

Skills: Hide +7*, Listen +4, Spot +4

Feats: Multiattack, Toughness

Environment: Any

Organization: Solitary, pair, or wing (5– 16)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 5– 6 HD (Medium); 7– 12 HD (Large)

Level Adjustment: +5

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water, or air, but often eat their fallen foes out of fondness for inflicting pain.

Gargoyles speak Common and Terran.

COMBAT

Gargoyles either remain still, then suddenly attack, or dive onto their prey.

A gargoyle's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Skills: Gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. *The Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.

Opal Titan –

Stone Giant

Large Giant (Earth)

Hit Dice: 14d8+56 (119 hp)

Initiative: +2

Speed: 30 ft. in hide armor (6 squares); base speed 40 ft.

Armor Class: 25 (– 1 size, +2 Dex, +11 natural, +3 hide), touch 11, flat-footed 23

Base Attack/Grapple: +10/+22

Attack: Greatclub +17 melee (2d8+12) or slam +17 melee (1d4+8) or rock +11 ranged (2d8+12)

Full Attack: Greatclub +17/+12 melee (2d8+12) or 2 slams +17 melee (1d4+8) or rock +11 ranged (2d8+12)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rock throwing

Special Qualities: Darkvision 60 ft., low-light vision, rock catching

Saves: Fort +13, Ref +6, Will +7

Abilities: Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11

Skills: Climb +11, Hide +6*, Jump +11, Spot +12

Feats: Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot

Environment: Temperate mountains

Organization: Solitary, gang (2– 5), band (6– 9 plus 35% noncombatants), hunting/raiding/trading party (6– 9 plus 1 elder), or tribe (21– 30 plus 35% noncombatants plus 1– 3 elders and 3– 6 dire bears)

Challenge Rating: 8 (elder 9)

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +4 (elder +6)

Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are about 12 feet tall and weigh about 1,500 pounds. Stone giants can live to be 800 years old.

Combat

Stone giants fight from a distance whenever possible, but if they can't avoid melee, they use gigantic clubs chiseled out of stone. A favorite tactic of stone giants is to stand nearly motionless, blending in with the background, then move forward to throw rocks and surprise their foes.

Rock Throwing (Ex): The range increment is 180 feet for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Skills: *A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

Opaline Bracers – These brown rock bracers look almost like large claws. They attach to the wearer's arms up to the elbow and have large claw-like spikes reaching about a foot past the wearer's hands. The claws grant the wearer a claw attack like spiked gauntlets that deal 1d8 damage per claw. The wearer may take one point of ability damage to any ability except for charisma to gain a +1 enhancement to all attacks and a +1 natural armor bonus that stacks with other natural armor. The wearer may only take ability damage to each stat other than charisma once, but may take a point of damage from each of the five stats granting themselves a total bonus of +5.

Order of Leitbur – The wearer of this golden half-plate armor may always attack an evil creature as if that creature was flat-footed, gains a +10 sacred bonus to armor class against evil creatures, and a +10 sacred bonus to all saving throws against spells, powers,

or spell-like or psi-like abilities cast or manifested by a creature of an evil alignment. If the wearer is a psionic creature with a power point reserve, she may spend two power points to gain a +1 sacred enhancement to strength, or she may spend one power point to gain a +4 bonus to initiative and access to the combat reflexes feat. This armor has no effect for any creature of a non-good alignment.

Order of the Ebon Hand – The wearer of this black and golden half-plate armor may always attack a good creature as if that creature was flat-footed, gains a +10 vile bonus to armor class against good creatures, and a +10 vile bonus to all saving throws against spells, powers, or spell-like or psi-like abilities cast or manifested by a creature of a good alignment. If the wearer is a psionic creature with a power point reserve, she may spend two power points to gain a +1 vile enhancement to strength, or she may spend one power point to gain a +4 bonus to initiative and access to the combat reflexes feat. This armor has no effect for any creature of a non-evil alignment.

Orim, Samite Healer – This leather jacket is lined with a striped red and yellow fabric. Once per day, by spending a full round action, its wearer may grant a creature within 30' a preventative aura that allows them to ignore the next three dice worth of damage. The wearer of the jacket may take other actions while keeping this aura up as long as she makes a concentration check each round following the first. After three dice of damage have been dealt to the creature with the protective aura, it disappears with the last hit.

Orim's Touch – This small vial is filled with some kind of light blueish-green oily paint. Applying the paint takes one full round action. When the paint is applied to a creature, the next four dice of damage that are dealt to the creature are ignored.

Pacifism – This gold and blue full plate fills the wearer with a peaceful calm, as its wearer is constantly under a calm emotions spell. While wearing the armor the wearer becomes convinced that he must not cause harm to any living creature (constructs and undead are not included in this prohibition, must not deal any real damage or ability damage to such creatures through spells or weapons, must not target them with death effects, disintegrate, or other spells that have the immediate potential to cause death or great harm, and must not use nondamaging spells to incapacitate or weaken foes so that her allies may kill them. If the wearer incapacitates a foe he must take them prisoner. The wearer is granted the vow of peace feat regardless of prerequisites as her alignment changes to that of its good counterpart, and may not take off the armor except by a remove curse, wish, or miracle spell. The wearer sees her new outlook on life as a very natural thing, not remembering what it was like to be her old alignment nor realizing that anything is different. She sees her armor as being very sentimental to her and does not want to have it removed. If for some reason it is ever removed, she returns to her normal self.

Panoptic Mirror – The wielder of this small mirror may remove a spell from her spellbook, or known spells by casting it into the mirror which then begins glowing in a yellow light like a bullseye lantern. The wielder can not prepare or cast that spell as normal but may cast it freely from the mirror.

Paradise Mantle – This long cloak is made of tons of multicolored pastel feathers. The wearer may spend a full round action to receive a bonus power point that may only be used to augment a power. The wearer must use that power point during her next action or take one hit die of damage. This cloak has no effect on nonpsionic creatures without a power point reserve.

Pearl Medallion – This medallion appears to be completely made out of pearl and is in the shape of a half-clamshell with a small pearl inside. When worn by a psionic creature with a power point reserve, the pearl medallion allows her to manifest any clairsentience powers by paying one less power point than normal.

Pearl Shard – This ornate +2 Dagger is made of pure pearl. If the wielder takes a delay action, she may activate the pearl shard when an ally takes damage. 1 point of damage per level of the wielder is magically absorbed into the pearl shard instead.

Pearlspear Courier – This +2 trident's tip is made of pearl and grants its wielder a +2 deflection bonus to AC and also allows her to always fight defensively without taking the normal penalties.

Phage the Untouchable – These light leather bracers reach just past the wearer's elbows and are usually found with a matching pair of open-toed boots that reach up just past the wearer's knees. Any creature putting on the bracers and boots, whether by choice or by force, must make a fortitude saving throw (DC 16). Regardless if the saving throw fails or not, the wearer's skin turns almost pure white, her hair and eyes bright red, and her fingernails elongate into hardened claws that deal 1d8 damage as natural attacks. The wearer slowly becomes sickened with an unknown disease which incubates for 24 hours after which dealing 1d6 points of constitution damage each day, with no additional saving throws. This constitution damage may not be healed in any way. When the creature dies, if she failed the saving throw, she is instantly brought back to life as a corpse creature. After she is brought back as a corpse creature, if she deals damage to any creature using her claws they must make a fortitude saving throw (DC 10 + the creature's hit dice) or contract the disease that killed her and turned her into a corpse creature, however, a creature failing that saving throw does not also turn into a corpse nor gain this ability. Once worn, the bracers and boots can't be removed without the use of a remove curse, wish, or miracle.

Planeswalker's Favor – These long green gloves fit the wearer up to her elbows. The wearer may cast a spell into them as a spellstoring weapon and deliver the spell as a touch attack. While a spell is stored the wearer is granted an enhancement bonus to strength and dexterity equal to the level of the spell stored.

Platinum Angel – This large shield is made out of platinum (see Magic of Faerun) and has a large golden gem set in it. When wielded, the creature's body transforms into that of an angelic being. The wielder's entire body becomes covered in platinum like that of the shield and a pair of angelic wings grow out of her back granting her a fly speed equal to twice her base speed and she gains the angel subtype. Any damage that would bring the angel below 0 hit points does not cause her to go unconscious and any damage that

would cause her to go below -10 does not kill her, but she still takes damage for performing any strenuous action as normal for a disabled creature. While below 0 hit points, if the wielder ever puts away the shield or loses it for any reason she immediately falls unconscious, and if she is ever at or below -10 hit points she immediately dies.

Power Conduit – This triangular shaped artifact looks somewhat otherworldly. One corner has a decorative golden tip, while the other two and the side across from the gold tip have several light blue gems set into it. The wielder of the Power Conduit may have the conduit remove a single charge a magic item or a single ability score point of a willing creature to grant the wielder or another willing creature an enhancement bonus of +1 to any ability score or add a charge to a magic item. This may only be done once a day.

Presence of the Master – This silvery gray cloak makes it's wearer, and all their equipment and clothing appear a silvery gray color. At any time the wearer of the cloak is targeted by a spell or psionic power, they immediately gain an extra partial action to cast dispel as a counter spell against the caster. The partial action may only be used to cast dispel, and the spell can only be used as a counter spell. The wearer of the cloak does not have to know dispel in order to cast it in this way, nor does casting it use any prepared spells or spellslots. The wearer must still make the spellcraft check (DC 15 + spell's level) and roll a dispel check. If successful the spell is countered.

Priest of Gix – This skeletal-shaped humanoid arm is made out of some kind of otherworldly metal. If held near the shoulder of a severed arm, it will automatically bond itself to the shoulder acting as if it were the wielder's natural arm and hand. The arm awakes the once latent powers of psionics in its new owner, granting them the wild talent feat. The arm's new owner is now a psionic creature and gains an additional three power points on top of the two granted by the wild talent feat.

Pristine Angel – These shoulder-length brown metal gloves are embroidered with a golden design and are surprisingly flexible. When the gloves are worn by a creature of good alignment, the creature's body transforms into that of an angelic being, gaining the angel subtype. Large golden wings grow from the wearer's back and their skin changes to a golden hue, granting the creature a fly speed equal to twice her base speed with good maneuverability. The angel also gains a +10 sacred armor class bonus and a +10 bonus to all saving throws made against spells, powers, and spell-like or psi-like abilities as long as she does not make any attack actions. As soon as the angel makes an attack action, she loses all of her sacred bonuses until she becomes the recipient of a cure or heal spell. Non good creatures who wear the Pristine Angel's Gloves must make a will save DC 25 + 1/per day worn or become of good alignment permanently, do not gain any of its benefits as long as they are not of a good alignment, and can not remove the gloves without the use of a remove curse, wish, or miracle spell. As soon as the gloves are removed the wearer's body returns to it's normal form.

Proteus Staff – This staff is in the shape of a dozen hands reaching up towards a transparent purple crystal ball. When the staff strikes any creature they are affected by a Dispel Magic at the caster level of the wielder. The level of any spells dispelled are added

to the charges of the staff. The wielder may remove any number of charges from the staff to cast a Summon Monster spell of the level of how many charges were removed from the staff. Only Summon Monster spells that are of a level castable by the wielder may be cast with the Proteus Staff.

Purging Scythe – This +2 Scythe is of a pitch black color and is elaborately carved and crafted. At the beginning of the wielder's turn during combat, it automatically deals 2 damage to the creature with the lowest hit points within 100'.

Pyrite Spellbomb – This red and orange grenade-like weapon deals 2d8 damage to all creatures within 15'

Quicksilver Amulet – Any arcane spellcaster wearing this amulet may spontaneously cast a Summon Monster spell by sacrificing another spell of an equal level just as druid's can spontaneously cast Summon Nature's Ally spells.

Quicksilver Dagger – This +1 Brilliant Energy Returning Throwing Dagger is a light blue hue. The Dagger strikes on a ranged touch attack.

Radiant, Archangel – This rather plain longsword, when wielded by a creature of a good alignment, transforms their body into that of an angelic being. A pair of pale yellow angelic wings grow out of the wielder's back granting her a fly speed equal to twice her base speed and she gains the angel subtype. The angel may always fight defensively without taking the normal penalties and gains a +1 sacred bonus to all her attacks and to armor class for each other creature with flying within 30'. If a non-good creature tries to wield the longsword they take a -5 circumstance penalty to all their attacks.

Radiant's Dragoons – Donning this silver and golden half-plate armor has the effect of a heal spell on its wearer, however it takes twice as long to don as normal half-plate armor.

Rancor – This dark green psychoactive skin grants its wearer a +2 enhancement to strength and allows its wearer to overcome any kind of damage reduction. If the skin becomes lost by its owner in any way, it reappears back with its owner in a random place (such as in their backpack, bedroll, coin purse, etc).

Rathi Assassin – These brown leather skin-tight gloves have a long steel claw on each finger and fit their wearer perfectly like a second skin. The gloves count as +2 natural weapons that deal 1d8 damage. When worn by an assassin these gloves provide a +2 bonus to the DC of a fortitude save against her death attack.

Red Scarab – This amulet has a large red scarab on it. If the wearer is fighting against a creature with a chaotic alignment, the scarab grants a +2 bonus to strength and a +2 deflection bonus to its wearer. Whenever the wearer attacks a creature with a chaotic alignment the scarab grants them the ability to overcome any damage reduction that creature had as well as a +5 bonus to attack.

Reflecting Mirror – This small circular mirror has a faded image of a skull on it.

Whenever a creature holding this mirror is the target of a spell, power, spell-like ability, or psi-like ability she may make a psicraft check. If she succeeds she may spend power points equal to the level of the spell or power to have the mirror reflect the spell or power onto another target.

Relic Bane – This +2 Scimitar's blade is made of pure energy and glows with a pitch black light. The scimitar deals 1 damage to its wielder for each of its wielder's hit dice whenever the wielder tries to attack with it.

Reversal of Fortune – This large multifaceted crystalline gem has an odd misshapen look to it. Its wielder may cast a spell into the gem allowing him to glance into the mind of one target within 100'. The caster may then instantly cast one spell currently prepared by the target (or known by in the case of a sorcerer) regardless if it is arcane or divine of an equal caster level of the spell cast into the gem. (Will save 15 negates) If the target has no spells of an equal level available, the caster may cast a spell of a lower level instead. If the target has no spells available at all, the spell cast into the gem is lost.

Reya Dawnbringer – This breastplate looks completely normal until worn by a creature of good alignment, in which it transforms the creature's body into that of an angelic being. The creature gains the angel subtype as a pair of large angelic wings grow from her back granting her a fly speed equal to twice her movement. Once per day the wearer of this breastplate may cast resurrection. Non-good creatures who wear Reya's Breastplate must make a will save DC 25 + 1/per day worn or become of good alignment permanently, do not gain any of its benefits as long as they are not of a good alignment, and may not remove the breastplate without the use of a remove curse, wish, or miracle spell. As soon as the breastplate is removed the creature's body returns to its normal form.

Rhystic Syphon – This blue psychoactive skin may only be worn by psionic creatures with a power point reserve. The skin's wearer may spend three power points to make a ranged touch attack that deals 5 hit dice of damage and heals the wearer for the amount of damage dealt.

Righteousness – This chainshirt grants its wearer a +7 sacred bonus to armor class and a +7 sacred bonus to attack while fighting on the defensive.

Ring of Gix – The wearer of this golden ring with two spherical green gems set in it may hold any creature as the spell hold person 3 times a day.

Ring of Immortals – This golden ring has a large rectangular red gem set in it. At any time the wearer of the ring of immortals is targeted by a spell or psionic power, they immediately gain an extra partial action to cast dispel as a counter spell against the caster. The partial action may only be used to cast dispel, and the spell can only be used as a counter spell. The wearer of the ring of immortals does not have to know dispel in order to cast it in this way, nor does casting it use any prepared spells or spellslots. The wearer must still make the spellcraft check (DC 15 + spell's level) and roll a dispel check. If successful the spell is countered.

Ring of Renewal – This golden ring is set with a blue sapphire. The wearer may randomly lose a prepared spell to regain 2 spells that they had prepared and already used for the day. The spell discarded may not be regained by use of the Ring of Renewal. This item has no effect on spell casters who don't prepare spells.

Robe of Mirrors – This leather robe is covered in tons of small mirrors. Its wearer gains +5 to all saving throws.

Rod of Ruin – This staff has the head of a horned demon on it's end. When a creature is struck with the staff it automatically casts inflict light wounds upon the creature.

Ruby Medallion – This large, shining ruby medallion is set on a golden necklace adorned with smaller matching rubies. Any psionic creature with a power point reserve possessing this medallion may manifest powers with the fire energy type by paying one less power point than normal.

Rune Sword – This +2 Greatsword is pitch black and reflects light in a dark blue hue. When wielder kills a creature with this sword, the creature's soul automatically departs to the afterlife and can't be resurrected or brought back to life as any kind of undead or other creature. If the wielder is killed their soul also automatically departs to the afterlife and can't be resurrected or brought back to life as any kind of undead or other creature as well.

Sacred Knight – This half-plate armor seems to be perfectly normal until worn by a creature of lawful good alignment, in which case its wearer may attack any evil or chaotic creature as if she were flat-footed, gains a +10 sacred bonus to armor class against evil or chaotic creatures, and a +10 sacred bonus to all her saving throws against spells, powers, and spell-like or psi-like abilities casted or manifested by creatures of chaotic or evil alignments.

Sandals of Abdallah – These red and pink striped jester's shoes grant wearer permanent walk on water as the spell and he can't be caught flat-footed while within 30' of water.

Sandskin – This tan colored psychoactive skin has a rough sandy texture and grants its wearer a 100% miss chance. Any physical attack made against the wearer goes right through her body in a spray of sand, and a split second later the wound seals closed automatically healing itself. The wearer may also not make any physical attacks against another creature. As soon as she strikes a creature's body, her weapon shatters into a cloud of sand and a split second later reforms out of thin air. The wearer is still susceptible to damage dealt by spells, powers, and spell-like or psi-like abilities and may still deal damage by the use of spells, powers, and spell-like or psi-like abilities.

Sandstone Warrior – This reddish colored psychoactive skin has a rough sandy texture. The skin grants its wearer a +4 bonus to initiative and access to the combat reflexes feat. If worn by a psionic creature with a power point reserve, the wearer may spend a power point to gain a +1 enhancement bonus to strength for 24 hours.

Sapphire Medallion – This medallion is in the shape of a large winged beetle. The

beetle's back is a bright shining sapphire gem and in its front claws it is holding a smaller sapphire gem. Any psionic creature with a power point reserve possessing this medallion may manifest powers with the cold energy type by paying one less power point than normal.

Scale of Chiss-Goria – This appears to be some kind of over sized red scale like that of a dragon and is on a chain like an amulet. Wearer gains a +1 deflection bonus to AC.

Scarwood Bandits – This green-striped psychoactive skin matches its wearer's skin with the exception of several large green stripes. When worn the stripes simply appear as if they were tattoos scribed on the wearer's skin. The wearer of this skin is granted pass without trace, wilderness stride, and +10 to hide, move silently, and sleight of hand while in the forest or a wooded area.

Scavenged Weaponry – A weapon with this enhancement looks to be old and rusted, but a spot check DC 25 reveals that it appears to once have been a very nice weapon. If a mend spell is cast upon it, the weapon gets a +1 enhancement bonus and grants its wielder a +1 bonus to strength and dexterity.

Scorching Spear – This +1 Flaming Short Spear or +1 Flaming Long Spear acts like a standard short or long spear until thrown, in which case it turns into a bolt of flame and strikes its target on a touch attack. The spear is used up after such an attack is made.

Sculpting Steel – This extremely malleable metal instantly shapes itself to make an exact replica of any magic item within 30' that its owner knows of. The owner must know what the magic item is, and what exactly it does, then will the sculpting steel to mimic that item. The steel can take on the properties of a different magic item once a day, returning to its normal malleable shape whenever the wielder wills it to.

Scythe of the Wretched – This scythe is made of black steel, is slightly rusted, and appears to constantly be surrounded by some kind of purple energy. Any creature killed by this scythe is instantly brought back to life as a zombie under the wielder's control.

Seal of Cleansing – This strange golden stone disc looks very fragile and has an ornate engraving on it. When broken, it casts dispel upon one target chosen by the character who broke it.

Seal of Doom – This strange golden stone disc looks almost very fragile and has black engravings on it. When broken it kills one living creature (Fort Save DC 10 + Breaker's HD)

Seal of Fire – This strange red stone disc appears to be glowing bright red and seems to be very fragile. When broken, it casts an inflict light wounds spell as a ranged touch attack (CL = Breaker's HD)

Seal of Strength – This strange green stone disc has some ornate engravings in it and looks very fragile. When broken, the breaker gains a +4 enhancement bonus to Strength,

Dex, and Con for 24 hours.

Searing Flesh – This bright orange psychoactive skin makes its wearer's body temperature unnaturally high. The wearer deals 2d8 fire damage to anything that touches their skin. The wearer's skin does not affect any of their personal belongings, such as clothes or weapons. The psychoactive skin, once worn, can not be removed without the use of a remove curse, wish, or miracle spell.

Sea Sprite – This light blue psychoactive skin has darker blue stripes and when worn it forms reddish-orange fins on its wearer's arms, replaces their hair with a larger fin, and forms webbing between the wearer's fingers and toes. The wearer is granted a swim speed equal to her base speed, may fly as the spell, gains a +10 natural armor bonus against creatures of chaotic alignment, and a +10 bonus to all saving throws against spells, powers, spell-like and psi-like abilities casted or manifested by creatures of chaotic alignment. When worn by any creature that is not of neutral, non-chaotic alignment the wearer must succeed a will save DC 25 + 1/day worn or become a neutral, non-chaotic alignment permanently.

Selenia, Dark Angel – This dark-brown breastplate, when worn by a creature of evil alignment transforms their body into that of a fallen angel. The creature grows dark black angelic wings and gains the angel subtype with the exception that the protective aura is against good creatures rather than evil. The angel's hair and finger and toe nails turn dark black, and her eyes bright glowing red. The creature may sacrifice two hit dice of damage to deactivate or reactivate this transformation as a full round action. Non-evil creatures who wear Selenia's Breastplate must make a will save DC 25 + 1/per day worn or become of evil alignment permanently, do not gain any of its benefits as long as they are not of an evil alignment, and may not remove the breastplate without the use of a remove curse, wish, or miracle spell. As soon as the breastplate is removed the creature's body returns to its normal form dealing two hit dice of damage to the wearer as the wings shrivel up and collapse into a pile of dust.

Serra's Embrace – This white cloak is engraved with a winged design that looks almost lifelike and is made of some otherworldly material. When worn, the cloak turns into angel-like wings automatically attaching themselves to the character's back granting them a fly speed of twice their movement and they can no longer be caught flat-footed as long as the wings are worn.

Serrated Arrows – These arrows have serrated edges making them especially deadly. A creature struck with Serrated Arrows takes 1 point of permanent strength, dexterity, and constitution damage in addition to their standard hit point damage.

Shade's Form – These gloves are pitch black and when worn seem to fit the wearer's hands perfectly like a second skin. While worn, the wearer's fingers appear slightly slimmer and more elongated than normal. The gloves grant the wearer a +1 enhancement bonus to strength, dexterity, and constitution. If the wearer dies, they automatically get brought back as a shade, gaining the shade template. The gloves can not be removed except by the use of a remove curse, wish, or miracle spell. If the gloves have turned their

wearer into a shade, the gloves meld into their new form and permanently become a part of the creature.

Shadow Bane – These gloves are pitch black and when worn seem to fit the wearer's hands perfectly. Once per day the wearer may prevent all damage that would be dealt to her from a single source. If that source was evil she may also gain that much life as temporary hit points.

Shanodin Dryads – This green and yellow psychoactive skin grants its wearer pass without trace, wilderness stride, and +10 to hide and move silently while in the forest or a wooded area.

Shield of Duty and Reason – This shield is a dark green color, seemingly made of some kind of otherworldly metal. It grants its wielder immunity to cold and acid damage.

Shield of Kaldra – This golden large metal shield is masterfully crafted and is extremely smooth. The wielder of the shield can not die due to lost hit points as long as he is wielding the shield, however once the wielder drops to 0 or below hit points he still takes hit point damage as normal until healed and can only take partial actions, anything more strenuous takes another hit point. If the wielder is ever below 0 hit points and loses possession of the shield she automatically falls unconscious. If the wielder is at -10 hit points or below and loses possession of the shield she automatically dies.

Shield of the Ages – If the wielder of this +3 large blue steel shield is to take damage, the shield automatically absorbs one point of damage per level of the wielder.

Silver Seraph – The wearer of this silver-black psychoactive skin grows silver-black angelic wings when worn granting her a fly speed equal to twice her base speed. Any ally within 30' of the wearer is granted a +2 deflection bonus to AC, +2 to all attacks, and +2 to all saving throws against spells, powers, and spell-like or psi-like abilities by enemies of the wearer.

Skeleton Shard – This serrated +2 dagger appears to be carved out of bone. When a corpse is cut with the dagger, the corpse's skin instantly melts off the skeleton and the body is brought back to life as a skeleton but with one less class level or hit die.

Slagwurm Armor – This +5 Full Plate armor is of a bronze color and appears to be extremely durable.

Sleeper's Robe – The wearer of this heavy blue robe has an aura of fear. Anyone who comes within 20 feet of the wearer must make a will save (DC 10 + wearer's charisma bonus) or become shaken for a number of rounds equal to the wearer's charisma bonus. If the save is missed by 10 or more the creature is frightened. If the save is missed by 15 or more the creature is regarded as panicked. Whenever wearer deals damage to another creature he may regain one prepared spell he has used or one used spellslot for that day.

Soldevi Adnate – This dark red hooded velvet cloak is lined with runes. When worn by

a psionic creature with a power point reserve and she kills a creature of evil alignment or a construct, power points equal to the creature's hit dice are added to her power point reserve.

Soltari Monk – The skin of a good creature who puts on this heavy dark brown hooded cloak becomes pale white and their eyes turn pitch black. The creature gains the shadow template, a +10 sacred bonus to armor class against creatures of evil alignment, and a +10 sacred bonus to all saving throws against spells, powers, and spell-like or psi-like abilities of evil creatures. This cloak has no effect on creatures of a non-good alignment.

Soul Echo – This silver psychoactive skin looks to be made out of some kind of very flexible metal and can only be worn by psionic creatures with a power point reserve. The wearer of the skin may spend any number of power points into the psychoactive skin. If the wearer drops to 0 hit points or below she does not fall unconscious or continue losing hit points for taking strenuous actions. If the wearer drops below -10 hit points she does not die. If the wearer is below 0 hit points any damage that would be dealt to her instead removes power points from the psychoactive skin. If the psychoactive skin has no power points spent into it and the wearer is ever below 0 hit points they fall unconscious and take damage as normal. If the psychoactive skin has no power points spent into it and the wearer is ever below -10 they die.

Sparring Collar – When put on an animal, inch long spikes made out of pure energy appear on the collar. The spikes are incorporeal and don't deal any damage, but the wearer of the collar is granted a +4 bonus to initiative and access to the combat reflexes feat.

Specter's Shroud – This light dusty blue cloak, when worn with the hood up, completely masks the wearer's face with the exception of their eyes, which appear to be glowing. The cloak grants its wearer a +10 circumstance bonus to hide checks and any spellcaster damaged by a melee attack from the wearer of the cloak must randomly lose a prepared spell or spell slot of their highest castable level if they fail a fortitude save DC 20.

Spectral Cloak – This cloudy gray cloak fades the appearance of the wearer granting him a +3 bonus to all saving throws, and 20% miss chance as long as he doesn't make any direct attacks. If at any time the wearer makes a direct attack, all bonuses cease for 3 rounds.

Spectral Shield – This +2 large steel shield gives the wielder an almost ghostly appearance, making her body and all equipment a pale, almost cloudy white color that is semi-transparent gaining a 20% miss chance and +3 to all saving throws.

Spellbinder – This +1 spellstoring quarterstaff has a figure of a bat with its wings spread upwards around a glowing red orb. The spell that is stored in the staff can't be cast by the wielder in any other way aside from from the staff. The spellslot or known spell is permanently lost until its wielder casts a new spell into the staff in which case the new spell cast is lost instead.

Spellbook – This ornate spellbook is bound in red leather and has a metal design crafted

into the leather. The book can hold an unlimited spells and scribing a new spell can be done for free. This book is never found as random treasure with spells already scribed into it.

Spider Climb – This +3 leather armor is stained a light purple color. When donned the armor allows its wearer to spider climb as the spell.

Spidersilk Armor – This pure white set of clothing appears to be made out of some some kind of extremely tough and durable, yet light and flexible silk. It appears to be one large piece including a long sleeve shirt, gloves, pants, and boots except there appear to be no seams holding it together. When worn it seems to fit the wearer perfectly. It has an armor bonus of +3, a maximum dexterity bonus of +6, no armor check penalty, a 10% arcane spell failure, and counts as light armor. The wearer notices that the palms and fingers of the gloves and the soles of the boots seem to be slightly sticky. The gloves act as locked gauntlets, sticking to any weapon or item held in the wearer's hands, and the wearer is also granted spider climb as long as the suit is worn.

Spirit Shackle – These shackles are semi-transparent and glow with a light-green light. While the shackles don't actually restrict movement or actions, whenever the wearer attacks she takes two points of constitution damage. This damage can not be healed until the shackles are removed, which may only be done by the creature who put the shackles on or by the use of a remove curse, wish, or miracle spell.

Spirit Shield – This +2 large wooden shield is painted blue with the image a face painted on it

Staff of Domination – This staff looks somewhat otherworldly and is made of some kind of smooth silvery metal and is topped with an ornate end. The staff comes charged with 50 charges. It's effect depends on how many charges are removed when activating it.

- 1: Use any of the follow effects as a free action rather than a standard action
- 2: Cure Light Wounds
- 3: Remove Paralysis
- 4: Hold Person, Hold Animal, or Hold Monster
- 5: Recall a prepared spell or regain a used spell slot

Staff of the Ages – This +1 quarterstaff has a blue gem that gives off a slight blue glow on one end, and a crescent moon on the other. It grants it's wielder a +10 bonus to search checks related to tracking or hidden creatures, and spot checks to see hidden creatures as well as a +10 bonus to listen checks. It also allows the wielder to track creatures even if they had pass without trace or another way of hiding their tracks.

Staff of Zegon – This +2 quarterstaff has the head of a dragon carved onto one end. The wielder of this staff may grant any foe within 30 feet of him a -2 penalty to any ability score for one minute per it's wielder's class level.

Stangg – This golden full plate armor includes spiked gauntlets and a long sword with a golden hilt and elaborate engravings on it's blade. Once fully donned, the armor

manifests Fission upon it's wearer with a duration that lasts as long as the armor is worn and either the original character or the duplicate may end the fission at any time by removing their armor. If either the original or the duplicate ever die the other instantly drops dead as well.

Stone Hands – These gloves appear to be made out of solid stone, but seem to be just as flexible as standard leather gloves. When worn they grant their wearer a +2 Natural Armor bonus and a natural unarmed melee attack that deals 1d8 damage with a +2 enhancement bonus to strength. When the wearer makes any kind of melee attack, their entire hand instantly turns into a block of solid rock shaped around the weapon. It stays like this for 1d8 hours disallowing any kind of dexterity in the hand/hands used and giving the wearer a -4 circumstance penalty per hand to any skill that requires hands.

Storm Seeker – This Greatsword's blade is engraved with a lightning design. Whenever the wielder attacks a spellcaster, it deals an additional amount of damage equal to the number of the highest castable level of spells the creature being attacked has left for use that day.

Strength of Lunacy – This dark black breastplate armor appears to be of a dark purple shade from certain angles. When worn the armor bestows a +2 enhancement bonus to strength and +1 enhancement bonus to dexterity upon its wearer. However, as soon as this armor is donned the creature must make a will save DC 15 + 1/day the armor is worn or gain a mental disorder listed under indefinite insanity in *Unearthed Arcana*. The creature becomes obsessed with her newfound power granted by the armor and becomes mentally attached to the armor, never wanting to part with it, as she begins showing signs of her mental disorder. Unlike normal indefinite insanity, this should not heavily distract the character from being able to live a normal life, but instead just show the nuances of the disease.

Sun Clasp – This is a gold-colored clasp used to fasten a cloak or cape. A creature using this clasp on their cloak or cap is granted +1 to strength and a +3 deflection bonus to AC. By sacrificing one healing spell (any cure spell or heal), the wearer may dispel any creature summoned by a *Summon Nature's Ally* or *Summon Monster* spell.

Sun Droplet – This necklace has a large yellow orb with a flat side attached to it that sits against the wearer's chest. Whenever the wearer takes damage it begins to glow brighter and brighter gaining a charge for each point of damage. When it has 50 or more charges it glows like that of a torch. Each hour the sun droplet will remove one charge to cast cure minor wounds on the wearer and therefore dimming slightly. The sun droplet will not heal it's wearer more than their hit point total and will simply store all the rest of the charges until damage is taken, in which case it begins healing once per hour again.

Sunbeam Spellbomb – This silver and gold grenade-like weapon heals all creatures within 15' for 2d8 hit points.

Sunglasses of Urza – These red lensed glasses, when worn by a psionic creature with a power point reserve, grant their wearer a free power point whenever they manifest a

power using the fire energy type to augment that power.

Surestrike Trident – This +2 Returning Trident of Distance has a golden colored spiked end on top of a blue staff. It deals an extra amount of damage equal to it's wielder's strength modifier.

Sword of Fire and Ice – This +2 Flaming Cold Greatsword's blade is cut into two parts. One side of the blade glows bright scolding red and gives off immense heat, as if it was just pulled from the fire that cast it whereas the other blade glows bright blue with small bits of condensation forming on it and instantly freezing. It grants its wielder immunity to Fire and Cold damage and whenever the wielder deals damage with the sword they may recall one prepared spell or regain one spellslot cast that day.

Sword of Kaldra – This +5 Scimitar appears to be masterfully crafted and has an elaborate hilt. Any creature killed by the Sword of Kaldra can not be resurrected or brought back as a zombie, skeleton, undead, etc. Their soul immediately parts to the afterlife as their body disintegrates into nothingness.

Sword of Light and Shadow – This +2 Greatsword's blade is cut into two parts. One blade gives off a bright white light like that of a torch, whereas the other blade is pitch black and almost seems to absorb the light around it. It grants its wielder immunity to any spell with the good or evil descriptor. Whenever the wielder deals damage to a creature, the sword casts a cure light wounds on the wielder at the caster level of the wielder's class levels. Whenever the wielder kills a creature, he may automatically bring it back to life as a zombie or skeleton under his control.

Sword of Ages – This fairly plain looking longsword appears to be masterfully crafted, yet extremely simplistic. The sword gains a charge for each hit die of a creature killed with the longsword. The wielder can spend any number of charges to add to a single attack's attack and damage rolls as an enhancement bonus. This bonus may be applied after a die roll, but only before the effects of the die roll are declared by the DM.

Sword of the Chosen – This +2 Longsword has a slightly curved blade. It grants its wielder a +2 bonus to both strength and dexterity.

Talon of Pain – This metal staff looks like an arm with three long clawed fingers. The fingers are curved around a small spear that is constantly engulfed in flame and gives off light as a torch. Whenever a spell cast by the wielder deals damage to an opponent, the talon of pain gains a charge. With a ranged touch attack, its wielder may deal damage equal to the number of charges on the staff, removing all charges.

Tattoo Ward – This psionic tattoo is much larger than normal, covering its owner's entire torso, granting them a +1 enhancement to strength and dexterity. A DC 15 spot check reveals that there is something abnormal about the tattoos. A DC 20 spot check reveals that the tattoos are actually sitting on the skin, verses being absorbed into the skin as normal. Any creature who touches a body with these tattoos after the body has passed away must make a DC 10 will save. If succeeded, the tattoos will animate, moving off the

dead creature's body and onto the body of the person touching it. The process takes 1d10 minutes and the hand of the creature the tattoo is moving to becomes stuck to the new body until the process is complete. Only a remove curse, wish, or miracle spell may remove the person's hand from the dead body before the tattoos finish moving, which cancels the transfer.

Tawnos's Coffin – This cocoon shaped coffin has a dome-shaped window on one side. Any creature placed within the coffin is placed under suspended animation. For all intents and purposes the creature's body is dead as long as it is within the coffin. As soon as a creature is put inside the coffin it automatically seals shut and can not be reopened for 1d4 days.

Tawnos's Wand – This golden colored wand has a spherical end and is created with 50 charges. Whenever the wielder casts a summon nature's ally or summon monster spell, he may remove a charge to give the creature a +10 circumstance bonus to all attack rolls as long as the creature has less than two hit dice.

Tawnos's Weaponry – This +1 Silvered Longsword is extremely light and slender. It weighs half the weight of a standard longsword and grants its wielder a +1 bonus to dexterity.

Tears of Rage – These small red lenses fit over the wearer's eyes. When worn, the wearer's eyes look to be made of pure fire and the wearer is granted a +1 modifier for strength for each of his allies in a battle. After the battle is over, the wearer is treated as exhausted for 1d4 hours.

Teferi's Veil – This veil covers the wearer's face granting them a +5 circumstance bonus to disguise checks. As soon as the wearer attacks she instantly shifts to the ethereal plane after the attack and doesn't shift back for 1d4 rounds + 1 round for each attack made this combat. Once activated in this way, the veil can't be removed without a remove curse, wish, or miracle spell.

Telim'Tor's Darts – This +1 Seeking Returning Dagger appears to be masterfully crafted and is usually found in a pair.

Tendrils of Despair – This serrated dagger has a small red gem at the base of the blade. Any creature struck by the dagger loses two prepared spells or two spell slots at random.

Thought Courier – This six-inch crystal orb has a light blue tint to it and gives off a very faint blue light. The wielder may cast a spell into the orb to regain a prepared spell that has already been used that day. The spells switched must be of equal level. This item has no effect on spontaneous spell casters.

Thran Weaponry – This almost futuristic looking full plate armor grants it's wearer and all allies within 30' a +2 enhancement bonus to strength and dexterity.

Thrive – This darkgreen +1 Chainmail appears to be made out of an arrangement of bark

and interwoven vines. It grants its wearer a +1 enhancement bonus to strength and may be worn by druids.

Thunderstaff – This +1 Quarterstaff grants its wielder damage reduction 5/-. If the wielder chooses, he may deactivate the damage reduction to give all allies a +1 bonus to attack and damage.

Tiger Claws – These gloves are fashioned to look like the paws of a tiger. When put on the wearer's arms from the elbow down magically reshape into life-like tiger paws complete with sharp and deadly claws. They grant the wearer weapon finesse [claw], 2 claw attacks per round as a natural weapon that deals 1d8 damage a piece, +2 to strength and dexterity, and may ignore all types of damage reduction.

Tooth of Chiss-Goria – This appears to be some kind of large fang on a chain like an amulet. Its wearer gains a +2 bonus to strength.

Town Sentry – This banded mail armor gains a +2 magical enhancement if its wearer is dealt damage. The enhancement lasts for a number of rounds equal to the damage dealt divided by 5 rounded up.

Transmutation – These strange looking hardened leather gloves have three fingers and a thumb, with a large claw on each finger. When slid on, the wearer feels as if her hands are reshaping within the gloves in order to form a perfect fit. Once both of the gloves have properly molded their wearer's hands to fit their abnormal shape, their seams disappear into the wearer's forearms as the skin on the wearer's arm slightly changes color to match that of the gloves. The wearer then notices that they feel sensations on the leather of the gloves as if they were her own hands, and that it no longer feels as if they are wearing gloves. Unfortunately though it is too late to remove the gloves as they have permanently grafted themselves onto the wearer's arms completely consuming her original hands in the process. The wearer is granted a natural claw attack that deals 1d6 points of damage with each hand, but as a secondary effect at the beginning of every day her strength score becomes her dexterity score, her dexterity score becomes her constitution score, and her constitution score becomes her strength score. A remove curse, wish, or miracle spell can restore the wearer's original ability scores but the gloves have permanently become a part of the wearer's body and may not be removed by any means.

Traveler's Cloak – The wearer of this cloak may gain a single form of enhanced movement for 24 hours and bestows upon its wearer any physical changes needed for such forms of movement. The wearer may gain flying, a swim speed, a climb speed, woodland stride, pass without trace, or a burrow speed. For flying, the cloak wraps around the wearer's arms turning them into bird-like wings. In the case of a swim speed the cloak wraps around the wearer's legs molding them together into a single merfolk-like fin. When the wearer activates her climb speed the cloak wraps around her arms and legs transforming them into spider-like appendages and forming four more legs from the creature's side. For woodland stride, pass without trace, and a burrow speed, the wearer simply becomes incorporeal with respect to trees, tall grass, or earth respectively allowing

her to move through them freely without hindrance. Each form of movement uses the wearer's base speed with perfect maneuverability and while utilizing a particular form of enhanced movement the creature is granted a +10 circumstance bonus to hide and move silently. The wearer may only have one form of enhanced movement at a time and the ability lasts for 24 hours after which they can choose a new form of movement at will or deactivate their current one.

Treetop Bracers – These bracers have a long hook on the end allowing their wearer to travel from limb to limb in a forest at twice their base speed and gains +1 to attack and AC while moving in this way.

Unerring Sling – This +2 Sling of Distance works like a composite longbow, allowing the wielder to apply their strength bonus to damage rolls.

Unseen Walker – This pale green outfit, when worn in a forest or woodland area, makes it's wearer incorporeal and invisible. The wearer may bestow her abilities to a willing creature with her touch, making them incorporeal and invisible as well but only for 10 minutes per character level of the wearer by sacrificing a spell of her highest castable level.

Urza's Armor – This blue and golden +1 Fullplate armor grants wearer damage reduction of 5/-.

Vampiric Touch – This psychoactive skin is a swirled mixture of flesh tones. The wearer may make a touch attack as the spell Vampiric Touch with the exception that the spell only deals 1d6 points of damage and temporary hit points gained do not disappear after one hour.

Vedalken Shackles – When attached to a willing or helpless victim, the victim is put under control of the person who clasped the shackles as the spell Dominate Person. The shackles can not be removed except by use of a remove curse, wish, or miracle spell unless they are unclasped by the person who clasped them to the victim.

Veldrane of Sengir – These long green leather boots allow their wearer to take a -3 penalty to all her attack rolls in order to gain pass without trace, wilderness stride, and +10 to hide and move silently while in the forest or a wooded area.

Venarian Gold – This golden powder affects any creature who inhales it as a sleep spell with the exception that it works on creatures of any amount of hit dice. Each dose of Venarian Gold is enough to put a creature to sleep for 5 hours divided by it's hit dice. One vile contains a total of 5 doses. A creature put to sleep by Venarian Gold has a -15 circumstance penalty to all listen checks as opposed to the standard -10 penalty.

Viridian Longbow – This +2 Mighty Composite Longbow (+4) of Distance is made of some kind of otherworldly wood and looks to be extremely durable and strong.

Volcanic Hammer – This +3 Flaming Warhammer has two metal caps on the striking

ends and the base of the hammer always appears to be scolding hot.

Volrath the Fallen – This teal psychoactive skin appears to have tan leg guards, arm guards, and a breastplate, as well as completely disguising the wearer's face. The wearer's hair reshapes into three tentacle-like structures, two of which sit on the side of their face and a third that drapes down the back of their head, and their eyes change to an orange shade. The wearer may sacrifice a spell of any castable level to gain a vile bonus to armor class and strength equal to the level of the spell sacrificed for one minute per level of the spell sacrificed.

Voltaic Key – This key looks almost otherworldly. When inserted into any lock it shapes to the lock offering a +15 bonus to Open Lock checks

Vulshok Battlegear – This +3 full plate is made out of black metal with some glowing orange marks in it. The armor grants its wearer a +3 circumstance bonus to attack and damage rolls.

Vulshok Gauntlets – These elbow length gauntlets are made of some otherworldly metallic rock. When worn they seem to fit themselves perfectly to the wearer's hands and forearms. The gauntlets give their wearer +4 to strength and a +2 natural armor bonus to AC. Once the wearer attacks with a melee attack while wearing the gauntlets, they tighten even more and permanently bond to the wearer's skin. The seams of the gauntlets smoothly meld into the wearer's arms just below the elbow. From then on the gauntlets can't be removed except by a remove curse, wish, or miracle spell and the wearer can no longer act during a surprise round, is given a permanent initiative of 0 regardless of the wearer's rolls and bonuses, and is denied all bonuses from the combat reflexes feat.

Vulshok Morningstar – This +2 morning star grants its wielder a +2 deflection bonus to AC.

Wand of Denial – This metallic wand looks like a forearm with a three-fingered hand. It allows its wielder to make a spellcraft check, if the wielder succeeds he may take 1 hit die of damage to have the wand cast dispel as a counter spell action against the spell being cast. The wielder does not have to know dispel in order to cast it in this way, nor does casting it in this way use any prepared spells or spellslots.

Water Elemental – This dark blue psychoactive skin gives its wearer the water subtype and grants its wearer the half-water elemental template.

Wayward Angel – When worn by a creature of good alignment, this chainmail armor transforms their body into an angelic being. The creature grows angelic wings and gains the angel subtype as well as the ability to fight defensively without the normal penalties. Once worn, this armor can not be removed without the use of a remove curse, wish, or miracle spell. After being worn for 7 days, the wearer must make a will save DC 25 + 1/day after the 7th or become evil permanently. Once the will save is failed, the creature gains a +3 vile bonus to all attacks, a +3 vile bonus to armor class, and may overcome any kind of damage reduction. This armor has no effect if worn by a creature of non-

good alignment.

Weakstone – This small amulet gives the wearer a -1 penalty to strength and dexterity. It can not be taken off short of a remove curse, wish, or miracle spell.

Whip Silk – This +1 whip wraps any creature it deals damage to in a thick silk spider web. The entangled creature can't move his arms or legs and counts as flat footed and may only take actions to try and remove the web. Breaking loose from the web requires a full round action and the entangled creature must make a strength check DC 20 or a escape artist check DC 25 to break free.

Whispering Shade – This golden bracelet has a slightly green color to it. When worn by a creature of evil alignment the bracelet begins to glow with a green light as their physical body melts away into a green mist and becomes sealed away within the bracelet. The wearer appears as a glowing green semi-transparent skeleton and becomes incorporeal. A psionic creature with a power point reserve wearing the bracelet may spend one power point to gain a +1 vile bonus to strength and charisma for 24 hours. When the bracelet is removed, the creature's physical form returns to normal.

Whispersilk Cloak – This cloak fades the wearer's appearance granting them a +3 bonus to all saving throws, 10% miss-chance, and the wearer may always catch enemies flat footed.

Willow Dryad – This dark green psychoactive skin changes its wearer's eye color to bright red and grants her pass without trace, wilderness stride, and +10 to hide and move silently while in the forest or a wooded area.

Zelyon Sword – This +2 longsword's hilt and blade are both gold-plated and it looks to be very well made.

Zephid's Embrace – These appear to be insect-like wings with a steel frame and glass for the actual body of the wing, and are surprisingly light. They have a frame that can hang off a humanoid's shoulders. When worn in such a way, they bond themselves to the wearer's back and come alive. The wearer gains a fly speed equal to twice their base speed, a +2 bonus to strength and dexterity, and +2 to all their saving throws.

Magical Traps or Spell Effects:

These are various magical traps and spell-like effects. Some of the traps and effects have spell save DCs. These DCs are primarily just examples and can be easily scaled for various character levels and encounters. While some of these are not very usable as an actual trap, they are useful to give characters eerie happenings within a D&D game. Some of these may also be used as actual spells to be taken by characters or NPCs. Use your best judgment when picking spell levels, but as a general rule it seems that the converted casting cost of the spell should fit the spell level fairly reliably.

Abeyance – The person who sets off the trap can't cast any spells or use any spell-like abilities for 24 hours. (Will save DC 15 negates)

About Face – The person setting off the trap has their strength, dexterity, and constitution randomly swapped around for 24 hours. Any changes that affect those stats retain to the original stat the score was applied to after the effect ends.

Acidic Soil – Players take 1 point of damage per round while on acidic soil.

Armageddon Clock – This clock is unwound. If wound, the clock will tick for 1d20 rounds. Each round it deals 1 point of damage to each creature in a 100 foot radius for each round it's been active. (First round: 1 point, Second Round: 2 Points, etc.)

Aurification – Whoever touches trapped object must succeed a fortitude save DC 20 or be turned into solid gold as the spell *Flesh to Stone*

Bad Moon – The moon appears to have the image of a skull on it. All evil creatures get +1 to all their attacks, saves, and skill checks until dawn. This is best used as an addition to *Evil Weather* in the *Book of Vile Darkness*.

Censorship – Whenever someone says a particular word 50' of the trapped object, the character takes 1d4 damage.

Cessation – The person who sets off the trap gets a will save (DC 15) and if failed the person doesn't feel like attacking anything for 1d4 days. If she succeeds the spell only lasts 1d2 days.

Cursed Flesh – The person who set off the trap gets a fortitude save (DC 15) and if failed their flesh wrinkles and discolors. They get -1 to strength and -1 to their natural armor and are given an aura of fear. This can't be removed without a *remove curse*, *wish*, or *miracle* spell.

Drain Power – All of the prepared spells and/or spellslots of the person who set off the trap for the day are lost.

Dread of Night – All creatures or characters of good alignment take a -1 penalty on all attacks, saves, and skill checks. This also works good as an addition to *Evil Weather*.

Earthbind – All creatures with flying lose flying, if they were already in the air they take normal falling damage.

Enchantment Alteration – One magic item belonging to the person who set off the trap is randomly selected and has one randomly selected enchantment placed on another appropriate randomly selected item within 100'.

Enfeeblement – The player setting off the trap takes 2 points of temporary constitution and strength damage (Fort Save 15 Negates).

Engineered Plague – All creatures within 100ft of the same race as that which set off the trap take 1 temporary point of constitution and strength damage (fort save 15 negates).

Evaporate – The player who set off the trap takes 1 point of vile damage per day (fort save 15 negates) until the player dies or has remove curse, wish, or miracle cast upon them. When player dies, they are instantly brought back to life and gain the ghost template.

Exhaustion – Player who set off the trap is exhausted (fort save 15 negates).

False Cure – The next time the player who set off the trap has a heal or cure spell cast on her, the heal or cure spell acts like a inflict or harm spell instead.

Fatigue – The player who sets off the trap is fatigued for 1d4 hours (fort save 15 negates).

Fill with Fright – Player who sets off the trap is treated as shaken and loses two prepared spells or spellslots at random (will save 15 negates).

Foul Presence – The creature who sets off the trap gets -1 to all their attack rolls, and -1 to strength and constitution (will save DC 15 negates). After 24 hours of incubation, creature's skin turns light blue, their hair pure white, and their eyes pitch black. Once the incubation period is over the creature may also make a melee touch attack and spread the curse to another creature once per day. These hindrances can't be removed short of a remove curse, wish, or miracle spell.

Fowl Play – Creature setting off the trap must make a fortitude save DC 20 or be polymorphed permanently into a chicken. The creature loses all extraordinary, supernatural, and spell-like abilities, and all class features until restored to their normal form. The creature may only be turned to their original form by the use of a remove curse, wish, or miracle spell.

Frozen Solid – Person setting off the trap gets encased in a solid block of ice and is put in a state of suspended animation. Dealing any damage what so ever to the ice deals damage to the creature instead. The ice does not melt under high temperatures. The only way to remove the encased creature is by the use of remove curse, wish, or miracle spell.

Heat Ray – This eye-like structure fires a ray at a random target every 1d4 rounds dealing 2d6 points of damage.

Hymn to Tourach – The person setting off the trap loses 2 prepared spells or spellslots at random (will save 15 negates).

Krovikan Plague – Person setting off the trap takes 1 point of constitution damage (fort save 15 negates) and becomes infected. While infected, the player may take one point of constitution damage to inflict one temporary point of any kind of ability damage to a

creature with a touch attack. An infected creature must make a save 3 days in a row to become cured of the plague and can not regain lost con damage until they do.

Leonin Bladetrapp – This 10' by 10' trap is set off when a creature steps into the center of it. Any creature without flying within the trap's radius must make a reflex save or take 1d8 points of damage.

Lost Hope – Person setting off trap is filled with dread and takes a -1 to all attacks, skills, and saves, and a -1 to ac for 1d4 hours (will save negates).

Mana Short – The creature setting off this trap loses all spellslots, prepared spells, and power points for that day.

Mana Vapors – The creature setting off this trap does not regain spells, power points, or hit points during the next night's sleep.

Marsh Gas – Pale green gas surrounds the trapped object in a 30' radius dealing 2 points of temporary strength damage each minute to any creature within the cloud.

Mind Twist – The person setting off the trap loses 1 prepared spell or spellslot per hit die (will save 15 negates).

Morality Shift – Person setting off the trap instantly switches alignment with one nearby creature. If there are no other creatures nearby, his alignment change is random.

Necrogen Mists – Bright greenish-yellow gas fills a 40' radius around the trapped object when the trap is set off. Any spellcaster within the cloud randomly loses one spell per round while within the mists.(will save 15 negates)

Outbreak – All creatures within 100' radius of the trap getting set off get -1 penalties to strength, dexterity, and constitution (fort save DC 15 negates). Creatures get a new fortitude save each day until they succeed which restores the lost ability points.

Polymorph – The player who sets off the trap randomly polymorphs into another type or creature as the spell (will save dc 15 negates) for 24 hours. Use the reincarnation spell or a relevant wilderness encounter table to determine which creature the player is polymorphed into.

Power Sink – The player who sets off the trap loses all their spellcasting abilities for the day (will save DC 15 negates).

Power Surge – The player who sets off the trap takes one point of damage for each uncasted spell or unused spell slot for the day.

Power Taint – For 24 hours, whenever the player who sets off the trap casts a spell, he takes one point of damage per level of the spell

Scorching Winds – When this trap is set off, hot winds emanating from the trapped object deal 1 damage to each player in a 40' radius per round.

Shrink – The player setting off the trap drops 2 size increments (fort save DC 15 negates).

Singe – The player setting off this trap instantly changes alignment to some form of evil for 24 hours. The lawful/chaotic half of their alignment stays the same (will save DC 15 negates)

Steam Blast – When a player sets off the trap, a 60' cloud of steam erupts dealing 2d6 heat damage (reflex save DC 15 for half)

Stupefying Touch – The player setting off the trap may not use any spell-like, supernatural, or extraordinary abilities for 24 hours (will save DC 15 negates)

Teferi's Curse – The player setting off the trap begins phasing in and out of etherealness for 24 hours (will save DC 15 negates). At the beginning of that player's turns, if she is phased out into the ethereal plane she phases back into the prime material plane. If the player is phased into the prime material plane, she fades back out into the ethereal plane.

Touch of Darkness – The creature setting off this trap must make a will save DC 15 or become evil. This effect lasts for 24 hours after which the creature's alignment returns to normal.

Transmutation – The ability scores of the player setting off the trap randomly switch around for the next 24 hours. (will save DC 15 negates) Any changes that affect those stats retain to the original stat the score was applied to after the effect ends.

Unstable Mutation – The player setting off the trap suddenly gets a strong burst of energy, giving him +3 to strength and dexterity. Each day following he takes one point of strength and dexterity damage. After his strength and dexterity have returned to normal he must make a fortitude save DC 15 each day or continue taking strength and dexterity damage. The player must make three saves in a row to be free of the curse.

Veiled Apparition – This banner has the image of an angelic being. When any creature within 30' casts a spell or manifests a power the angelic being comes to life and proceeds to attack the caster or psion. The veiled apparition has the statistics of a 9th level Half-celestial Human Paladin and deals damage as normal, however any time it strikes a creature that creature gets a DC 18 will save to disbelieve the illusion. If the apparition is attacked, the attacking creature also gets a DC 18 will save to disbelieve the illusion. Any creature who succeeds the will save does not take any damage from an attacking apparition but may still attack it as normal.

Veiled Crocodile – This image of a crocodile is painted upon the ground of a stone passage. The painting looks extremely realistic and any creature who comes within 30' of it must make a will save DC 18 or mistake it for a living crocodile. If any creature fails

the saving throw the image comes to life and attacks the adventuring party. The crocodile only deals actual hit point damage to a creature who failed their saving throw, but any creature who succeeded may attack the crocodile as normal. Any time it strikes a creature that creature gets another will save to disbelieve the illusion. If the apparition is attacked, the attacking creature also gets a new will save to disbelieve the illusion.

Veiled Sentry – This large tapestry hung on a wall has the image of a warrior in full plate stitched onto it. If a creature within 30' of the tapestry casts a spell or manifests a power the image comes to life as a 5th level dwarven barbarian who proceeds to attack the caster or psion. Any time it strikes a creature that creature gets a DC 18 will save to disbelieve the illusion. If the apparition is attacked, the attacking creature also gets a new will save to disbelieve the illusion. Any creature who succeeds the will save does not take any damage from an attacking apparition but may still attack it as normal.

Features and Furnishings:

While not actually items that most characters will be able to use, these are mainly larger objects that will make nice center pieces for dungeon rooms or other campaign options. Feel free to build entire campaign stories around these or to just put them in your world to give a nice conversation piece.

Altar of Dementia – An altar with a dead body, freshly sacrificed. Any sacrifice of an intelligent being done on this altar is granted a +10 circumstance bonus to the check. The performer of the sacrifice may then bestow ability damage to any ability score or divided among multiple scores to any creature or divided among multiple creatures within 100' equal to the hit dice of the sacrificed creature. The damage can be divided in any way that the sacrificer desires.

Altar of Shadows – This pitch black altar is made specifically for sacrificial offerings. Any sacrifice of an intelligent being done on this altar is granted a +10 circumstance bonus to the check. In addition the altar automatically stores the being's soul. (See Book of Vile Darkness for information on souls and sacrificing)

Altar's Light – This altar is made of white marble. Any magic item or artifact placed upon the altar is destroyed as a bright white light shines onto the altar.

Animal Boneyard – This vast desert appears to have been once home to much plant life but it has all since died off. Dozens of skeletons are scattered around the area. Any creature may gain one hit point per hit die for each creature they kill while on this area of land.

Ark of Blight – This ark emits a bright blue light when opened, blighting an area expanding 50 feet every day. This can kill all nonsentient plant life within the affected radius. If a potentially affected plant is under the control of another (such as a druid's liveoak or a dryad's home tree), the controller can make a fortitude save (DC = 10 + the number of days the ark has been opened) to keep it alive. Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance. Like picked

flowers, they appear vibrant for several hours, but within a day, they turn brown and wither. Except for plants saved by a controller, nothing can grow in a deforested area until the ark is closed, in which case plantlife slowly returns at a rate of 50 feet per day from where the ark was last opened at.

Beacon of Creation – This large, bright green, swirling beam is seemingly being fired from the heavens onto the ground below. All around the beam vast amounts of plant life seem to be being brought to life and are growing at alarming rates. Just as a plant spouts up out of the ground, several insects seem to already be making their homes in the new plant life. The beam is slowly moving across the plains leaving a vast forest behind in its path.

Beacon of Destruction – This domed cavern has a large pillar of lightning in its center firing onto a large circular platform. Every few seconds a bolt of lightning strikes out from the pillar in the center striking at the wall. Assign a number between 1 and 20 to each creature in the cavern and roll 1d20 each round that a creature is in the room. If it hits a number of a creature, that creature takes 5d4 points of damage (reflex DC 15 for half).

Beacon of Immortality – As the characters enter, the cave floods with light. A thousand rays shine forth and meld into one from a large gap in the ceiling. The beam centers on a large platform in the middle of the cavern. There are two small sets of stairs leading up to the beam. If a character enters the beam they are instantly cured to full and are given bonus temporary hit points equal to their maximum hit points. (Effectively their hit point total will be twice their maximum allowed) This only works once for a character until they take damage below their max hit points.

Beacon of Tomorrows – This spherical hollowed out cavern has a 5' ledge circling the perimeter and floating in its center is a large circular platform. From the top of the spherical room a bright blue pillar of light shines through a hole in the center of the platform down into the bottom of the cavern. A small path leads from the ledge around the room onto the floating platform. If a creature were to enter the light they would float in mid-air within the pillar as it removes all diseases from the creature and restores the creature's body to that race's standard age for adulthood. If a nonadult were to enter the light has no effect on their body's age.

Beacon of Unrest – This cavern has a central platform raised a foot off the ground surrounded by a strange green mist. A bright purple pillar of light streams from a gap in the ceiling into a hole in the center of the platform. A ring with spikes surrounds the hole where the light pillar is falling. The ground around the pillar is covered in a strange purple colored sand that is patterned to look as if it is swirling in towards the pillar. Any dead creature put into the pillar is brought back to life as a zombie under control of the creature who put the body into the pillar.

Bubble Matrix – This large contraption continually pumps out large bubbles, one bubble per round when activated. Any creature standing near the nozzle when a bubble is made must make a reflex save DC 20 or have the bubble formed around them. A creature inside a bubble is granted a fly speed of 20 feet with poor maneuverability. All attacks that deal

any kind of damage can not pierce through the bubble, either from the creature or from an enemy attacking the creature. Even spells and spell-like abilities cannot penetrate the bubble unless the creature inside is the caster and the spell doesn't originate from the caster. No touch or touch attack spells will work unless they are cast upon the creature inside the bubble by his own doing, and no touch or touch attack spells can be cast by the creature in the bubble upon anything outside of the bubble. However, spells which effect an area that do not emanate from the caster, or do not deal damage (such as a flaming sphere spell, or an antimagic field) will affect an area outside of the bubble. A trapped creature can only be freed of the bubble by the use of a remove curse, wish, or miracle spell.

Concordant Crossroads – Anyone who enters this strange forest is effected as if haste has been cast upon all who enter for as long as they stay within the forest

Cursed Totem – This large green stone statue is carved in the shape of some kind of humanoid creature. Any creature within 100' of the statue may not use any spell-like, supernatural, or extraordinary abilities

Dark Heart of the Wood – This pitch black heart gives off an eerie white light and floats in the center of a small clearing of a forest. No creatures of any kind can be found within 2 miles of the dark heart. Destroying it allows creatures to return to the forest.

Death Pits of Wrath – These caves are made of nothing but dark black rock and have an aura of evil. Whenever any creature within the caverns takes damage, they immediately fall to 0 hit points. If a creature dies within the caverns their soul instantly departs to the afterlife and their body can not be resurrected or brought back to life as any kind of undead.

Door to Nothingness – This appears to be a circular trap door surrounded by a ring with 10 gems of various colors set into it. In order to open the door, a character must cast ten spells, one into each of the gems causing them to light up. Once all the spells are lit up the trap door opens revealing a swirling green worm-hole. Any character who enters the worm-hole disappears within and falls into a state of suspended animation as the gems darken and the trap door seals shut. Their body and mind is sealed within the chamber until another ten spells are cast into the gems reopening the trap door. Once the door is reopened, only a wish or miracle spell can return the trapped character from their timeless prison.

Energy Chamber – This machine-like contraption is made of some kind of otherworldly black metal in the shape of a large circular arch. The center of the archway is filled with a bright white light. A ramp leads up to the archway on each side of it. Any creature who enters the arch is given a +1 enhancement to strength and dexterity and any magic item that uses charges is given 1d4 additional charges as they pass through the archway to the other side. The Energy Chamber will only bestow the enhancement to any creature or item once.

Erratic Portal – This metal archway has a humanoid face at the top of the arch and the

center of the archway is filled with a swirling green light. Any creature entering the archway plane shifts as the spell to their home plane a distance of 5d% from their last position on that plane. If the creature entering the archway is already on their home plane the portal randomly shifts them to an alternate plane. A group of creatures may join hands to enter the portal in which case they all plane shift to the home plane of the first creature in the chain. The portal also has a 10% chance of erratically sending any creature or group of linked creatures to a random plane.

Fountain of Youth – Drinking from this fountain produces the same effects as a cure light wounds spell.

Furnace of Rath – These caves are filled with vast rivers and streams of lava. Any damage dealt to a creature within these caves is effectively doubled.

Lightning Coils – This pair of large metal towers each have a large sphere near their tops with lightning arcing between the two. Whenever a player casts a summon monster, or summon nature's ally spell and the creature dies or is dispelled within 200' of the lightning coils, they begin to glow slightly, gaining a charge. When the coils have 5 charges, the arc of lightning between the coils instantly forms 5 fire elementals, one a round for five rounds that attack anything in sight.

Lightning Rift – This room has a large red gem floating in mid air. Whenever a player sacrifices a spell for either an item ability, to spontaneously cast a spell, or for any other reason, the gem fires a bolt of lightning at the player dealing 1d8+5 points of electricity damage.

Natural Spring – The waters of this spring produce the effect of a heal spells when drank.

Phyrexian Processor – This appears to be some kind of metallic magical contraption with two large glass containers. Each container has a door allowing for a creature to enter it. As soon as someone steps in, the doors instantly close and seal shut trapping the creature inside. The contraption deals one hit die of damage damage per round for a number of rounds equal to half the trapped creature's hit dice rounded down as a nearly identical clone of the trapped creature is created in the adjoined container. After the final round of being trapped, the containers unseal and open up allowing both creatures out. The newly created clone is nearly identical to the creature it was created from with the exception of alignment, hit dice, and minor physical traits. The clone's skin is pure white in color, its clothes are pitch black, and its face has a very skeletal appearance. If the original creature was of good or neutral alignment, the clone is evil and turns on it's original, seeing itself as the better copy. If the original creature was of evil alignment, the clone keeps the alignment of the original and it obeys it's creator's commands. The lawful/chaotic side of the clone's alignment does not change. The clone's hit die are equal to half of the original creature's hit dice and it's hit points equal the damage dealt to the original creature. The original creature may regain health as normal. The clone has all the knowledge and abilities that the original creature did, regardless of hit dice and level requirements (So if a 10th level wizard steps in, the clone has the class levels of a 10th

level wizard, but only 5 hit dice).

Phryxian Splicer – This strange room appears to be an operating room of sorts. There are two tables, one of which has a mechanical device hanging from the ceiling over it. If a creature is put onto each table, a magical sleep automatically comes over them (will save dc 25), and the machine starts it's work. The machine picks one physical ability or trait that each creature has that the other doesn't (certain feats, wings, incorporeality, claws, bite, damage reduction, energy resistance, etc... DM should make a short list of viable options for each creature and roll a die to choose – even class earned abilities are subject to the splicer). The machine then surgically removes the chosen physical abilities from the creatures permanently. This process deals 5d8 points of damage to each creature, then grafts the ability onto the other creature healing them for 5d8 points of damage.

Sacred Nectar – The water from this small waterfall is enchanted to produce the same effects as a cure light wounds potion when drank.

Steelshaper's Gift – This silver anvil has the ability to create artifacts out of thin air for creatures of good alignment. When touched by a creature of good alignment, the anvil peers into their soul granting them an item that reflects their class and personality. The creature's item materializes floating above the anvil one round later. The anvil only works for a single creature once.

Stream of Life – The water from this stream is enchanted to produce the effects of a heal spell when bathed in.

Vitalizing Cascade – The water from this waterfall is enchanted to produce the same effects as a heal spell when bathed under.

Worldslayer – This glowing blue longsword is typically found jabbed into the ground and smoking in the center of what appears to be a massive battle with hundreds of dead bodies spread out in all directions from the sword. Whenever the sword deals damage, all creatures in a one mile radius have to make a fortitude save DC 20 + 1/character level of the wielder or die instantly as the sword falls and reinserts itself into the ground at the feet of it's wielder. In order to remove it one needs to make a strength check DC 35. (Note: this item was mainly converted to D&D for the purpose of sitting there and looking pretty as a conversation piece to put in a game. It is not recommended to actually make this item usable in your campaign except maybe as a mission to retrieve the Worldslayer to keep it out of the wrong hands... or for a really fun easy way to kill off every character in the game).