

Scroll (Arcane) - Misdirection (CL5)

Scroll (Divine) - Aid, Chill Metal, Flaming Sphere (all CL5)

Wand Shatter (CL3) (21 charges)

Wondrous Items

glove of storing

gloves of arrow snaring

ion stone (dusty rose)

periapt of proof against poison

vest of escape

eyes of the eagle

glove of storing

lens of detection

necklace of prayer beads (blessing, healing)

quiver of Ehlonna

Boots of Landing (psionic, usable by anyone)

Aura faint psychoportation; **Slot** feet; **Weight** 1 lb.

DESCRIPTION

These boots allow the wearer to recover instantly from a fall and can absorb some damage from falling once per day. The bearer lands on her feet no matter how far she falls and takes 2 fewer dice of damage from the fall than normal.

Nervewrack Bow +1 (short, long or crossbow – you choose)

Aura: Moderate necromancy(evil)

A *nervewrack* weapon causes intense pain to lance through the target's body on a successful critical hit. A creature that suffers damage from a critical hit with a *nervewrack* weapon suffers a -2 penalty to his Armor Class, attack rolls, and Reflex saves. The victim's speed is halved, and he must make a successful Concentration check (DC 15) to cast spells. This condition persists for 1d4 rounds.

Shivving Duster

Body Slot: Body

Aura: Moderate conjuration

Activation: —

Weight: 10 lbs.

A **shivving duster** functions as **+1 leather armor**. The size and obscuring folds of the shivving duster also provides the wearer with a +5 bonus on Sleight of Hand skill checks when hiding objects and on Bluff checks to feint in combat.

Stirge's Gauntlet

Body Slot: Hands

Aura: Faint necromancy

Activation: — and Swift

Weight: 1 lb.

This wicked, black metal armored glove has long, slender spikes mounted at the end of each finger.

The stirge's gauntlet acts as a **+1 spiked gauntlet**. In combat, the gauntlet's wearer can use it to make an armed attack. In addition, once per day the stirge's gauntlet can drain blood from a target, sapping the target's strength while revitalizing its wearer.

The gauntlet's wearer heals damage equal to the amount of damage dealt with it. Activating this ability is a swift action. It discharges on the next successful attack made with the gauntlet. The gauntlet's special ability fails to function against nonliving targets, but the gauntlet's magic is still discharged if used to attack a nonliving creature.

Harpy's Cap

Body Slot: Head

Aura: Faint transmutation

Activation: Standard (manipulation)

Weight: 1 lb.

This black velvet tricorne hat is studded with six feathers taken from a harpy.

The hat's wearer can remove one of the feathers to gain a specific effect. Each feather may be used once, and when all six feathers have been used the cap loses its magical properties. When the wearer activates the cap he chooses one of the following effects.

- A +5 bonus on Bluff, Diplomacy, Intimidate, and Perform checks for the next 5 minutes.

- A +10 bonus on the wearer's next Diplomacy or Intimidate check. This check must be made within 1 minute.
 - An additional use of the bardic music ability, as long as the wearer has that class ability. The wearer must use the bonus bardic music on the same round that he activates the cap.
- Note that the cap's different bonuses stack with each other, but each source of a bonus does not stack with itself. The cap's wearer could, for example, expend one feather for a +5 bonus on skill checks, then a second feather for a +10 bonus on a single Diplomacy check for a total bonus of +15. The wearer could not, however, pluck three feathers for a +30 bonus on his next Intimidate check.

Medic Hat

Body Slot: Head

Aura: Faint abjuration

Activation: —

Weight: —

This upright white hat made of a heavy cloth bears Pelor's holy symbol. (or another one)

Healers of all faiths who spend time on battlefields cherish these items. Veterans generally don't bother directly attacking those wearing medic hats, as the hats provide their wearers with a powerful ward that guards them against direct assault. Whenever a medic hat wearer casts a spell of the conjuration (healing) subschool she is protected as by the *sanctuary* spell (DC 11) for 1 round per level of healing spell cast (a 0-level spell grants no sanctuary effect). The duration of the sanctuary effect overlaps with multiple healing spells so that only the highest-level or most recent spell affects it. For example, a cleric who casts *heal* is protected for 6 rounds. If she casts *heal* again on the next round the duration of her sanctuary effect lasts for 6 rounds beginning that round.

Those who succeed on the Will save to attack the wearer of a medic hat are immune to its effects for one day.

Flask Of Amorphous Fire x 2

Body Slot: — (held)

Aura: Faint evocation

Activation: Standard (thrown)

Weight: 1 lb.

This concoction produces an effect similar to a *flaming sphere*. When thrown, a flask of amorphous fire burns for 3 rounds, dealing 2d6 points of fire damage per round to any creature subject to a direct hit.

Those adjacent to the direct hit take 1 point of fire damage from the splash. This fire can be extinguished in a manner similar to alchemist's fire, requiring a successful DC 18 Reflex save. A flask of amorphous fire that misses creates a pool of fire in the square of impact that deals 2d6 points of fire damage to any creature passing through it. A successful DC 18 Reflex save halves this damage.

Engraved Pommel

Body Slot: —

Aura: Faint evocation [good]

Activation: —

Weight: —

Warriors decorate their weapons for many reasons, but paladins often do so as a sign of piety and faith, dedicating their weapons to their deities' service. Engraving the pommel of her weapon with sacred iconography also infuses it with a small bit of divinity.

A weapon with an engraved pommel deals +1 point of damage when used to make a successful smite attack, and if the smite attack misses, it may be used the following round. If her weapon does not possess a pommel, the paladin can engrave its blade, haft, or another suitable area.