

Rite Publishing Presents

# #30 Not So Mundane Items



By David Mallon





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# #30 Not So Mundane Items

Craftsmen (Designer): David Mallon

Guildmaster (Editor): Robert N. Emerson

Engraver (Cover Artist): Joe Calkins

Apprentices (Interior Artists): Public Domain

Mule (Layout and Publisher): Steven D. Russell

**Designer's Dedication:** *For Tory Liz*

“Creativity is piercing the mundane to find the marvelous” –*Bill Moyers*

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### Banjo of the Raconteur

**Aura** faint transmutation; **CL** 3rd

**Slot** -; **Price** 23,200 gp; **Weight** 6 lbs

#### Description

This innocuous-seeming banjo is strung with the hair of a lillend, and can aid its user in creating ballads of faraway times and places. When played by a person who succeeds on a DC 15 Perform (stringed instruments) check, all creatures within 30 feet who hear the tune are granted a +4 competence bonus on Knowledge checks. This bonus stacks with bonuses conferred by a bard's Inspire Competence ability, and is restricted by the same limitations as other bardic performances.

#### Construction

**Requirements** Craft Wondrous Item, *fox's cunning*;  
**Cost** 11,600 gp

### Bell of Banishing

**Aura** strong abjuration; **CL** 7th

**Slot** -; **Price** 197,500 gp; **Weight** 5 lbs

#### Description

This ornate bell is crafted from gold and copper, and is embellished with images of wrathful angels and leering fiends. A *bell of banishing* allows its wielder to cast the spell *dismissal* once per day.

In addition, when used as a focus component for the spell *dismissal*, the wielder is granted a +2 bonus on caster level checks to overcome the target's spell resistance (if any), and the saving throw DC increases by 3. When used in the presence of a lit *candle of truth* and a *blessed book*, the bonus on caster level checks increases to +4, and the saving throw DC increases by 6.

#### Construction

**Requirements** Craft Wondrous Item, *dismissal*,  
*banishment*; **Cost** 98,750 gp

### Bottomless Inkwell

**Aura** moderate conjuration; **CL** 4th

**Slot** -; **Price** 750 gp; **Weight** -

#### Description

This inkwell, while apparently normal, contains enough ink to fill a 10' by 10' by 10' area. It replenishes to its maximum potential daily.

#### Construction

**Requirements** Craft Wondrous Item, *minor creation*;  
**Cost** 375 gp

### Bowl of Poison Detection

**Aura** faint divination; **CL** 3rd

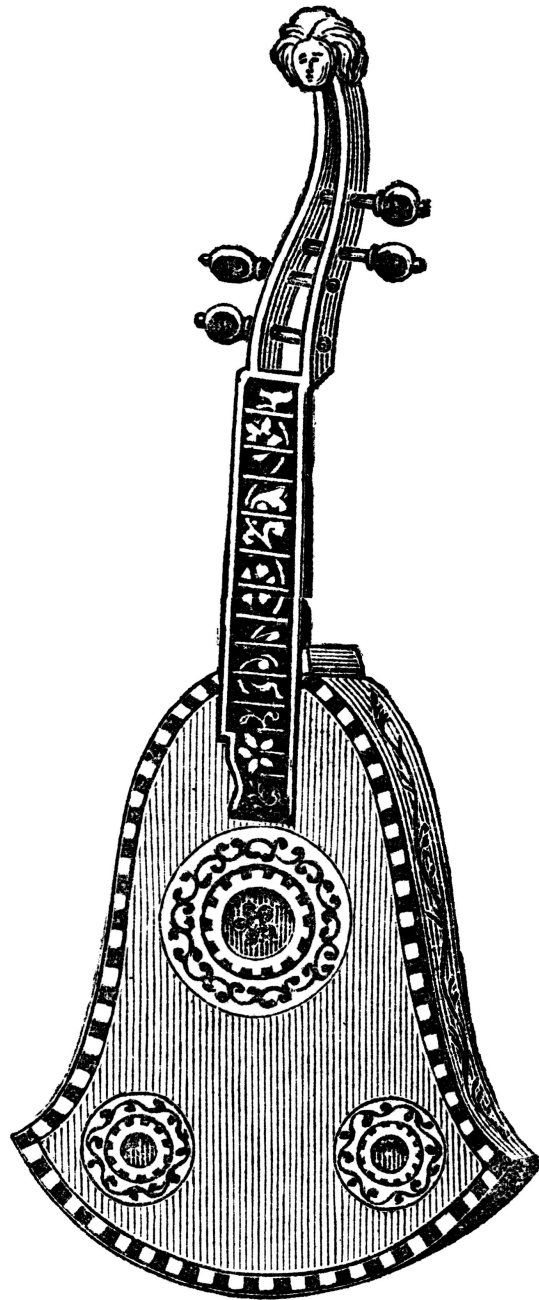
**Slot** -; **Price** 3,200 gp; **Weight** -

#### Description

This small bowl is made from well-fired, smooth red clay. Upon placing food or drink within the bowl, the user knows whether or not the food or drink has been poisoned, as per the spell *detect poison*. In addition, the user may determine whether or not the food or drink bears a magical effect with a DC 10 Spellcraft check.

#### Construction

**Requirements** Craft Wondrous Item, *detect magic*,  
*detect poison*; **Cost**: 1,600 gp



### Burning Caltrops

**Aura** faint evocation; **CL** 3rd

**Slot** -; **Price** 600 gp / bag; **Weight** 2 lbs / bag (5 foot square area)

#### Description

These wickedly barbed caltrops are forged from black iron, and bear a single arcane rune on each of their four spines. When trod upon, *burning caltrops* burst into flame, dealing 1d6 fire damage to the creature, along with the normal 1 damage and movement penalty (with a successful attack roll). Each caltrop burns for ten



rounds before crumbling into dust. Variations of similar caltrops exist that deal cold, acid, or electrical damage.

**Construction**

**Requirements** Craft Wondrous Item, *burning hands*;  
**Cost** 300 gp

### Candle of Health

**Aura** faint conjuration; **CL** 3rd  
**Slot** -; **Price** 1,500 gp; **Weight** -

**Description**

This pale yellow candle is made from sweet-smelling tallow, and burns with an odd violet flame. When lit, all creatures within a ten-foot radius regain 1 hit point per hour. Creatures with full hit points do not gain temporary hit points. Each candle burns for up to fifty hours total before being consumed by usage.

**Construction**

**Requirements** Craft Wondrous Item, *cure light wounds*; **Cost** 750 gp

### Campaigner's Blanket

**Aura** faint conjuration; **CL** 3rd  
**Slot** -; **Price** 10,000 gp; **Weight** 5 lbs

**Description**

This heavy blanket is made from coarse brown wool. The user of a *restful blanket* may sleep in medium or heavy armor without being fatigued upon waking the next day.

**Construction**

**Requirements** Craft Wondrous Item, *lesser restoration*; **Cost** 5,000 gp

### Case of Infinite Scrolls

**Aura** moderate conjuration; **CL** 9th  
**Slot** -; **Price** 5,000 gp; **Weight** 1 lb

**Description**

This ornate scroll case is constructed from brightly dyed leather, and may hold up to 100 magical or non-magical scrolls and/or maps. Even when full, a *case of infinite scrolls* weighs no more than one pound.

**Construction**

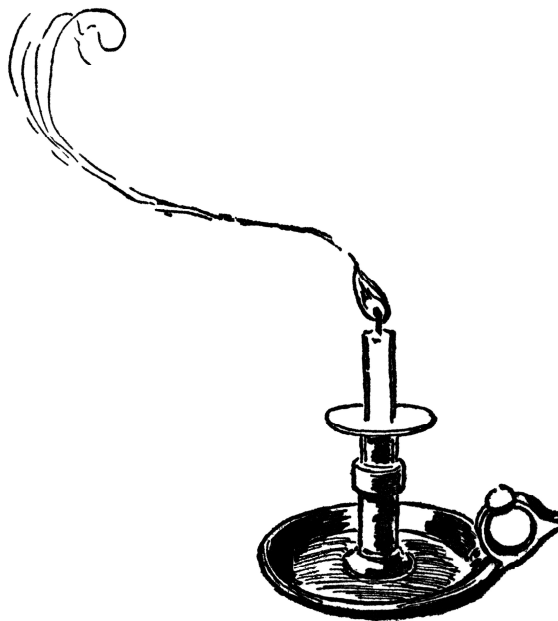
**Requirements** Craft Wondrous Item, *secret chest*;  
**Cost** 2,500 gp

### Illuminated Chalk

**Aura** faint evocation; **CL** 3rd  
**Slot** -; **Price** 4,500 gp; **Weight** -

**Description**

This piece of red chalk possesses a faint glow, which transfers with the chalk when it is used to draw upon a surface. Whether it is a simple light or a complex drawing, the glow increases until it sheds light like a torch. Unless dismissed by the wielder, this light lasts for up to half an hour and acts as if a light spell had been cast. The light is the color of the chalk used, and various colors of chalk have been known to exist. The chalk has fifty (50) charges with each charge used allowing for the creation of enough illuminated chalk to create a 10' line, regardless of whether the full 10' are used in a drawing a charge is expended with each usage.



**Construction**

**Requirements** Craft Wondrous Item, *light*;  
**Cost** 2,250 gp

### Crowbar of Demolition

**Aura** moderate transmutation; **CL** 3rd  
**Slot** -; **Price** 4,400 gp; **Weight** 15 lbs

**Description**

This large, heavy pry bar is composed of a single piece of black iron. When used to demolish items or structures (including masonry and doors), a *crowbar of demolition* bestows a +4 bonus to Strength checks made by the wielder, and deals double damage against the structure or object. A *crowbar of demolition* may also be used as an improvised club (with a -4 penalty to hit), and deals an extra 1d6 damage to constructs.

**Construction**

**Requirements** Craft Wondrous Item, *bull's strength*;  
**Cost** 2,200 gp

### Crafter's Hammer

**Aura** moderate transmutation; **CL** 3rd  
**Slot** -; **Price** 1,600 gp; **Weight** 5 lbs

**Description**

This odd-looking hammer is neither mallet, ball-peen, nor claw-hammer, and is made from a strange silvery metal. When used in the creation or repair of any structure or item (including magic items), a *crafter's hammer* grants a +4 competence bonus to any relevant Craft checks. A *crafter's hammer* may only be used in situations that would otherwise require a normal hammer.

**Construction**

**Requirements** Craft Wondrous Item, *fox's cunning*, *mending*; **Cost** 800 gp



### Flask of Healing

**Aura** moderate conjuration; **CL** 3rd  
**Slot** neck; **Price** 6,500 gp; **Weight** 2 lbs

#### Description

This simple metal flask is attached to a worn leather strap. Water poured into a *flask of healing* functions as a *potion of cure light wounds* (1d8+3), though all of the water in the flask must be drunk for the healing to take effect. A *flask of healing* may be used up to five times per day.

#### Construction

**Requirements** Craft Wondrous Item, *cure light wounds*; **Cost** 3,250 gp

### Dungeoneer's Compass

**Aura** strong divination; **CL** 11th  
**Slot** -; **Price** 24,000 gp; **Weight** 1 lb

#### Description

This functional-looking compass is pocket sized. While inside any enclosed space (buildings, caves, mazes, dungeon complexes, etceteras), the needle of a *dungeoneer's compass* unerringly points toward any viable point of exit.

#### Construction

**Requirements** Craft Wondrous Item, *find the path*; **Cost** 12,000 gp

### Everfull Tankard

**Aura** faint conjuration; **CL** 5th  
**Slot** -; **Price** 8,000 gp; **Weight** 1 lb

#### Description

This sturdy metal tankard is engraved with scenes of revelry and bears a single arcane sigil at its bottom. Five times per day, an *everfull tankard* may be called upon to fill with whatever mundane beverage (alcoholic or non-alcoholic) that its bearer chooses.

#### Construction

**Requirements** Craft Wondrous Item, *create food and water*; **Cost** 4,000 gp

### Immovable Block & Tackle

**Aura** moderate transmutation; **CL** 12th  
**Slot** -; **Price** 7,000 gp; **Weight** 8 lbs

#### Description

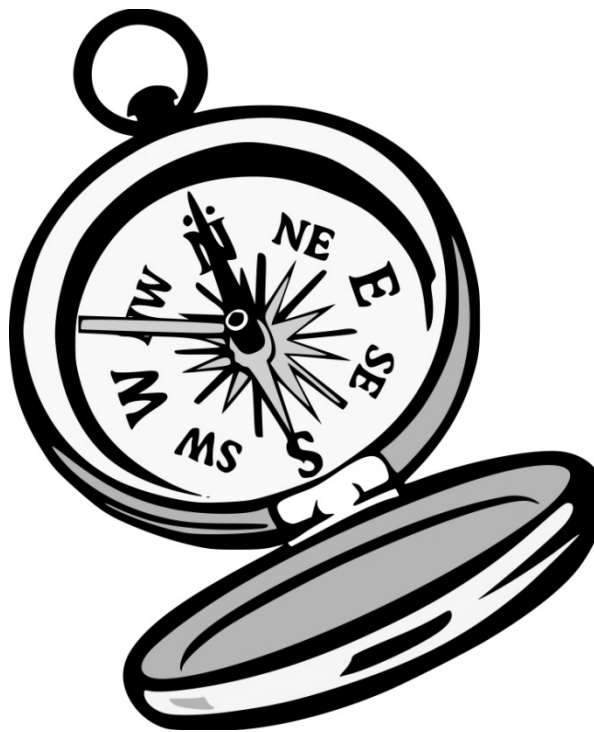
This block and tackle appears ordinary, save for a single brass button where the point of attachment would normally be. When the button is pushed (a move action), the *immovable block & tackle* does not move from where it is, even if staying in place defies gravity (as an *immovable rod*). An *immovable block & tackle* can support up to 10,000 pounds before falling to the ground.

#### Construction

**Requirements** Craft Wondrous Item, *levitate*; **Cost** 3,500 gp

### Keen Whetstone

**Aura** moderate transmutation; **CL** 10th  
**Slot** -; **Price** 15,000 gp; **Weight** 1 lb



#### Description

This whetstone is made from a perfect cube of peculiar green stone. Any edged weapons sharpened against a *keen whetstone* gain the *keen* property for one hour. A *keen whetstone* may be used three times per day.

#### Construction

**Requirements** Craft Wondrous Item, *keen edge*; **Cost** 7,500 gp

### Ladder of Spanning

**Aura** strong transmutation; **CL** 5th  
**Slot** -; **Price** 10,800 gp; **Weight** 12 lbs (collapsed)

#### Description

This metal ladder is oddly short, having only two rungs. However, when placed over a gap of a width up to fifty feet, the ladder grows new rungs, expanding to span the gap. In addition, the user may speak a command word, causing the ladder to extend to a length of ten feet. In both cases, a *ladder of spanning* shrinks back to its former size when a second command word is spoken.

#### Construction

**Requirements** Craft Wondrous Item, *shrink item, levitate*; **Cost** 5,400 gp

### Lantern of Darkness

**Aura** moderate transmutation; **CL** 3rd  
**Slot** -; **Price** 10,000 gp; **Weight** 4 lbs

#### Description

Sinister in appearance, this hooded lantern is crafted from oiled steel inset with violet gemstones. When the proper command word is spoken a *lantern of darkness* radiates darkness in a 30-foot radius. This darkness causes the illumination level in the area to drop one step



(from bright light to normal light, normal light to dim light, etcetras). Nonmagical sources of light do not increase the light level in this area of darkness.

**Construction**

**Requirements** Craft Wondrous Item, *darkness*; **Cost** 5,000 gp

### Lockpicks of the Grand Master

**Aura** moderate transmutation; **CL** 4th

**Slot** -; **Price** 3,600 gp; **Weight** -

**Description**

These simple, elegant lockpicks are made from the finest silvered steel. Anyone using a set of these lockpicks is granted a +4 bonus to Disable Device checks. In the hands of a rogue, this bonus increases to +6 when attempting to disarm magical traps.

**Construction**

**Requirements** Craft Wondrous Item, *cat's grace*, *prestidigitation*; **Cost** 1,800 gp

### Merchant's Bag

**Aura** moderate conjuration; **CL** 9th

**Slot** -; **Price** 2,400 gp; **Weight** 1 lb

**Description**

This small, elegant money pouch is crafted from finely-tooled, purple-dyed leather. Though appearing to be of normal size, a *merchant's bag* may hold up to 100 pounds of coins and gems. Items that are not a form of currency (including counterfeit money) will not pass through the opening of the bag.

**Construction**

**Requirements** Craft Wondrous Item, *secret chest*; **Cost** 1,200 gp

### Restful Bedroll

**Aura** faint conjuration; **CL** 3rd

**Slot** -; **Price** 12,000 gp; **Weight** 5 lbs

**Description**

This down-filled bedroll is lined with soft blue fabric. Sleeping on a *restful bedroll* reduces the number of hours of complete rest needed per day from eight hours to four hours, including that required by some spellcasters. However, spellcasters cannot prepare spells more than once a day.

**Construction**

**Requirements** Craft Wondrous Item, *lesser restoration*; **Cost** 6,000 gp

### Rod of Distension

**Aura** strong transmutation and conjuration; **CL** 9th

**Slot** -; **Price** 36,700 gp; **Weight** 8 lbs

**Description**

This foot-long brass rod has a number of dials and switches along its length, with each corresponding to a factor of one of two functions:

- Once per day, this item may extend to a length of up to ten feet. This function may be used to brace open doors or traps, or for use as a probe. An expanding rod may support up to 800 pounds of weight.



Exceeding 800 pounds will cause damage to the rod.

- Twice per day, this item may expand to a diameter of up to eight inches, or shrink to a diameter of one-eighth of an inch. This function may be used to seal holes or gaps, or allow for the rod to be used as a standard lockpick or probe.

**Construction**

**Requirements** Craft Rod, *major creation*, *shrink item*; **Cost** 18,350 gp

### Rope of Reaching

**Aura** strong transmutation; **CL** 6th

**Slot** wrist; **Price** 18,000 gp; **Weight** 7 lbs

**Description**

This 30-foot length of silk rope is interwoven with a scattering of electrum thread, and is capped at each end by a brass knob. During combat, a *rope of reaching* may be used to draw an opponent into range of melee weapons as a standard action. When used, the wielder must make a ranged touch attack against the opponent. If successful, the rope automatically reels the opponent into range over the course of one round. Opponents can still perform any action (except move actions) while entangled, and may break free with a DC 30 Strength check. A *rope of reaching* may be used in either hand without penalty.

**Construction**

**Requirements** Craft Wondrous Item, *animate rope*, *magic weapon*; **Cost** 9,000 gp

### Soap of Soul Cleansing

**Aura** strong conjuration; **CL** 7th

**Slot** -; **Price** 12,250 gp; **Weight** -

**Description**

This bar of soap is greenish in color, and exudes an unearthly scent of flowers. Anyone who washes themselves using *soap of soul cleansing* loses any negative levels they may have had. Each negative level removed constitutes one use of the soap, and one bar may be used twenty times before it is used up completely.

**Construction**



**Requirements** Craft Wondrous Item, *restoration*;  
**Cost** 6,125 gp

### Superior Shovel

**Aura** strong transmutation; **CL** 7th  
**Slot** -; **Price** 9,000 gp; **Weight** 18 lbs  
**Description**

This steel-handled shovel is sturdily built, and has an uncannily sharp blade. In addition to functioning perfectly well as a normal shovel, a *superior shovel* may be used to dig through up to 40 cubic feet of stone or glacial ice three times per day.

#### Construction

**Requirements** Craft Wondrous Item, *stone shape*;  
**Cost** 4,000gp

### Tailor's Needle

**Aura** moderate transmutation; **CL** 3rd  
**Slot** -; **Price** 10,000 gp; **Weight** -  
**Description**

This long, sharp sewing needle is engraved with magic sigils, and may be used to repair damaged magical armor and clothing without the use of material components.

#### Construction

**Requirements** Craft Wondrous Item, *make whole*;  
**Cost** 5,000 gp

### Thief's Broom

**Aura** moderate transmutation; **CL** 3rd  
**Slot** -; **Price** 6,000 gp; **Weight** 4 lbs  
**Description**

The head of this exquisitely crafted broom is made from thousands of tiny silken fibers bound together with golden wire. If used to sweep away footprints or other sign, all evidence of the user or users disappears from the area swept. Tracking the user or users, or detecting their presence, is rendered impossibly by nonmagical means.

#### Construction

**Requirements** Craft Wondrous Item, *pass without trace*; **Cost** 3,000 gp

### Torch of Detection

**Aura** faint divination; **CL** 3rd  
**Slot** -; **Price** 150 gp; **Weight** 1 lb  
**Description**

This otherwise ordinary-looking torch is carved with words of an arcane language. While lit, all secret doors within 20 feet are revealed to the torch-bearer. Like a standard torch, a *torch of detection* burns for one hour, sheds normal light in a 20-foot radius, and increases the light level by one step for an additional 20 feet beyond that area.

#### Construction

**Requirements** Craft Wondrous Item, *detect secret doors*; **Cost** 75 gp



### Wizard's Chalk

**Aura** strong varied; **CL** 9th  
**Slot** -; **Price** 41,000 gp; **Weight** -  
**Description**

This stick of brilliant violet chalk may be used to replicate a small number of spells. Each spell uses a number of charges, and after fifty charges are spent, the *wizard's chalk* is used up. A stick of *wizard's chalk* allows the use of the following spells:

Charges	Spell effect
1 charge:	arcane mark
3 charges:	arcane lock
5 charges:	explosive runes
7 charges:	dimension door
9 charges:	symbol of sleep

#### Construction

**Requirements** Craft Wondrous Item, *arcane mark*, *arcane lock*, *explosive runes*, *dimension door*, *symbol of sleep*; **Cost** 20,500 gp

### Whistle of Seeking

**Aura** moderate evocation; **CL** 9th  
**Slot** neck; **Price** 12,500gp; **Weight** -  
**Description**

This ornate brass whistle hangs from a long silver chain. Twice per day, the wearer may blow the whistle and alert allies to their position. This effect has an infinite range (though if the allies in question are on a different plane of existence than the wearer, there is a 5% chance that they do not hear it, as per the spell *sending*).

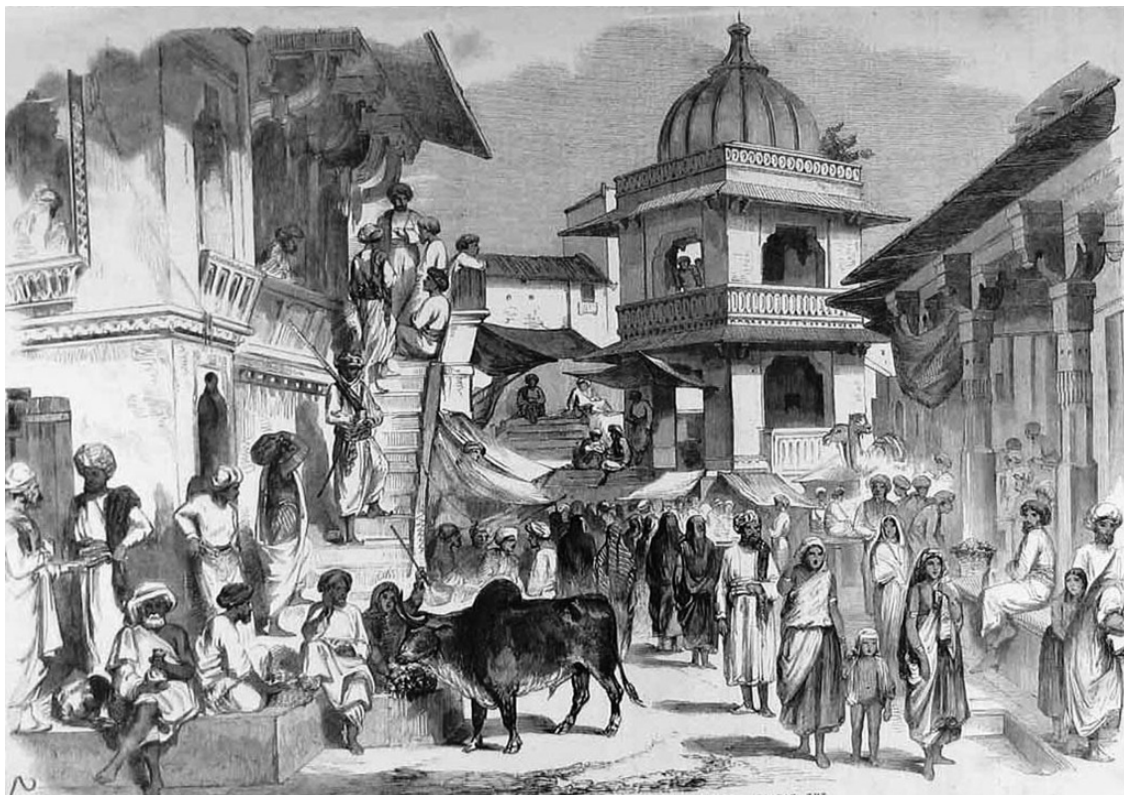
#### Construction

**Requirements** Craft Wondrous Item, *sending*; **Cost** 6,250gp



## Not So Mundane Items

List of Items	GP Cost
<i>Torch of Detection</i>	150 gp
<i>Burning Caltrops</i>	600 gp / bag
<i>Bottomless Inkwell</i>	750 gp
<i>Candle of Health</i>	1,500 gp
<i>Crafter's Hammer</i>	1,600 gp
<i>Merchant's Bag</i>	2,400 gp
<i>Bowl of Poison Detection</i>	3,200 gp
<i>Lockpicks of the Grand Master</i>	3,600 gp
<i>Crowbar of Demolition</i>	4,400 gp
<i>Illuminated Chalk</i>	4,500 gp
<i>Case of Infinite Scrolls</i>	5,000 gp
<i>Thief's Broom</i>	6,000 gp
<i>Flask of Healing</i>	6,500 gp
<i>Immovable Block &amp; Tackle</i>	7,000 gp
<i>Everfull Tankard</i>	8,000 gp
<i>Superior Shovel</i>	9,000 gp
<i>Campaigner's Blanket</i>	10,000 gp
<i>Lantern of Darkness</i>	10,000 gp
<i>Tailor's Needle</i>	10,000 gp
<i>Ladder of Spanning</i>	10,800 gp
<i>Restful Bedroll</i>	12,000 gp
<i>Soap of Soul Cleansing</i>	12,250 gp
<i>Whistle of Seeking</i>	12,500gp
<i>Keen Whetstone</i>	15,000 gp
<i>Rope of Reaching</i>	18,000 gp
<i>Banjo of the Raconteur</i>	23,200 gp
<i>Dungeoneer's Compass</i>	24,000 gp
<i>Rod of Distension</i>	36,700 gp
<i>Wizard's Chalk</i>	41,000 gp
<i>Bell of Banishing</i>	197,500 gp





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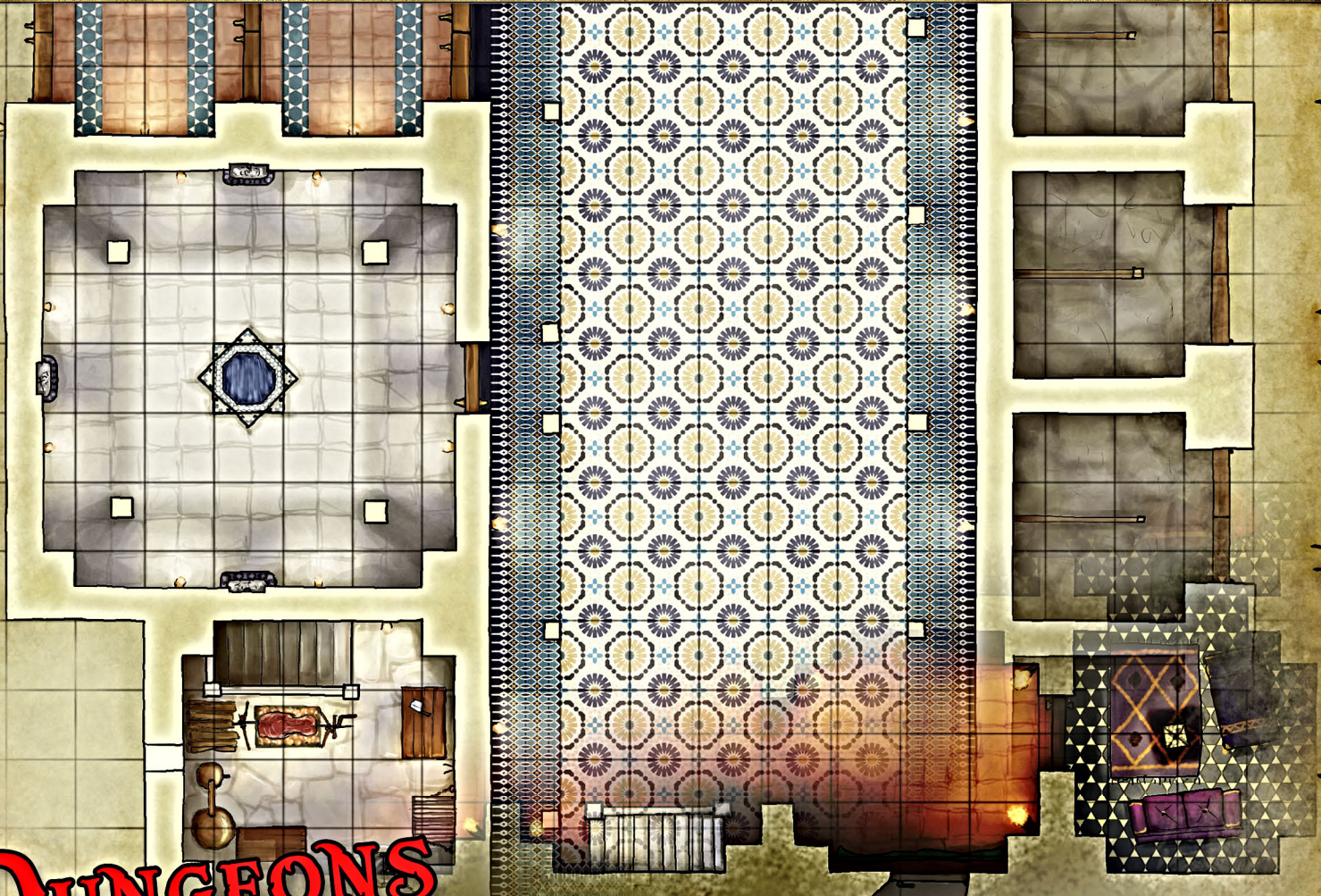
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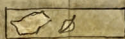
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KD01

# The Gift

Curse of the Golden Spear

An adventure recommended for 4 characters at 5th level



Jonathan McAnulty

